

WATERLOO

Version 1.0

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INTRODUCTION

EAGLES is a card game for two players simulating the Waterloo Campaign of 1815. One player commands a **French** army; the other commands two armies, one **Anglo-Dutch** (herein called **British**) and one **Prussian**. Players can fight four battles: Ligny, Quatre Bras, Wavre, and Waterloo, each a different game. All four battles may be combined into a Campaign Game.

1.0 THE CARDS

Each deck contains 60 cards, a **random** assortment from 300 different cards in the *Waterloo* series. Cards are numbered 1-300. Card **backs** are Blue (French), Red (British), and Gray (Prussian). There are six (6) different card types: **Generals**, **Infantry**, **Cavalry**, **Artillery** (Horse & Foot), **Terrain**, and **Specials**.

2.0 BATTLE DECKS

Players form **Battle Decks** from their available cards. Duplicates are prohibited, but see 15.0.

First determine sides and the battle to be played. Consult the **Battles Chart** to determine the Battle Deck size noted with the code "D". For *Quatre Bras*, the chart shows French D14 and British D18. Deal out (face-down) this number of cards.

Note: Players can limit Battle Decks to contain only cards that fought in the historical battle, but this is optional, and may be difficult until most cards are collected. However, *Terrain cards should always be historical*.

Players may vary Battle Deck sizes up/down as they wish, but card ratios must be maintained. That is, *Waterloo* calls for French D36,

British D36, and Prussian D24, a ratio of 3:3:2. *Waterloo* can be played with 18 French, 18 British, and 12 Prussian cards.

3.0 BATTLE MUSTERS

Muster, the number of cards a player has to start play, is listed on the Battles Chart as code "M". Hence, M18 means a Muster of 18 cards.

BATTLES CHART			
BATTLE	FRENCH	BRITISH	PRUSSIAN
Quatre Bras	D14/M10 R1/BP130	D18/M9 R1/BP160	None
Ligny	D36/M18 R2/BP330	None	D40/M20 R2/BP310
Wavre	D16/M8 R1/BP140	None	D12/M12 R1/BP90
Waterloo	D36/M18 R2/BP380	D36/M18 R2/BP360	D24/ R2/BP190
D=Battle Deck (2.0)		M=Muster (3.0)	
R=Reinforcements (10.0)		BP=BattlePoints (15.0)	

From your Battle Deck, deal the specified Muster **face-down**. The cards remaining in your Battle Deck are placed to one side, face down, as a **Reinforcement** deck.

IMPORTANT: if players play with larger/smaller Battle Decks, the specified Musters and Reinforcement rates are altered proportionally. That is, if Battle Decks are doubled, M18 becomes M36, and R1 becomes R2.

NOTE: In *Waterloo* games, the Prussians have no Muster; all cards in their Battle Deck are a separate Reinforcement deck.

4.0 THE BATTLEFIELD

The battlefield (Diagram 2) consists of two opposing **Battlelines**, separated by a line referred to as the **Middle Ground**. Each battleline has three (3) Positions, **Left**, **Right**, and **Center**, a total of six (6) Positions. The **Middle Ground** is **not** a Position; no cards may be played here, with one exception noted in 11.3.

4.1 Battle Deployment

Examine your Muster cards and then deploy one (1) to four (4) cards, **face-down**, in each of your three Positions. Terrain and General cards may be deployed in excess of the four card limit per Position provided they are deployed face-up. The remaining cards in your hand are your **Reserve**. Players may deploy simultaneously, but the **French** player may adjust last.

4.2 Terrain Deployment

Terrain cards are marked **Left (L)**, **Center (C)**, or **Right (R)** and can **only** be deployed in these Positions. They must always be deployed face-up (exception, see 14.0) and cannot be moved. Terrain cards are playable during a game, see 11.0.

4.3 Victory Condition

To win any battle, you must **occupy**, unopposed, any **one (1)** of the three (3) enemy Positions with one or more **Infantry** and/or **Cavalry** cards. Occupation of an enemy Position by any other card type is **not** a victory.

IMPORTANT: victory occurs at the **instant** of sole occupation of any one enemy Position. This can occur during your turn, or your opponent's turn.

5.0 BATTLE TURNS

The game is played in *alternate* Battle Turns. The French player has the **first** turn in all games.

The following three (3) phases, played in the order given, comprise a player's Battle Turn:

- 1. MORALE:** make morale rolls for all friendly cards that took hits last enemy turn.
- 2. COMBAT:** Fire or Move any/all cards as possible. Generally, a card that fires may not move (and vice-versa).
- 3. REINFORCE:** draw one (1) or two (2) cards (this depends on the side and battle) from your Reinforcement Deck and add to your **Reserve**.

6.0 MORALE

All Troop cards are rated for **Morale**, a letter code A, B, C, or D:

Morale	Class	Value
A	Guard/Elite	4
B	Regulars/Veterans	3
C	Regulars/Conscripts	2
D	Militia/Landwehr	1

During the *Morale Phase*, cards that received one or more hits during the **previous** enemy Battle Turn make a 1d6 Morale Roll **per hit**. Hence, a card with two hits makes two Morale checks.

If the number rolled is **equal or less than** a card's **Morale Value**, this hit has no effect and is **removed**. If any roll **exceeds** Morale Value, the card is **Routed** and eliminated.

Example: a card with "A" Morale has two hits. Two dice are rolled **each** with the following effects:

- 1-4 No Effect
- 5-6 Rout

IMPORTANT: morale may be modified by supporting *General*, *Terrain*, and *Special* cards. But any natural roll of "6", regardless of modifiers, is **always** a Rout. Any roll of "1", regardless of modifiers, is a Pass (no effect).

7.0 COMBAT

Generally, each card may move **or** fire in a Battle Turn. These options apply to individual cards and players may move or fire cards in any order to exploit any possible advantage.

7.1 Combat Value (CV)

Cards fire individually in any order desired by the firing player. **Troop** cards (Infantry, Cavalry, and Artillery) have a rated combat value (1-5 cv). To "fire" a card, roll one die per cv. That is, an Infantry 3cv rolls three (3) dice. Any card that fires **must be revealed**.

7.2 Firepower (F)

Troop cards have a rated **Firepower** of F1, F2, or F3. Depending on the card's Firepower, certain numbers rolled score hits:

Firepower	Hit #s
F1	6
F2	5/6
F3	4/5/6
F4	3/4/5/6

7.21 Infantry cannot fire until **Engaged**. They must first make an **Engage** move (8.1) and then fire on their next Battle Turn, or fire at (already) engaged enemy cards.

EXAMPLE: Infantry 3cv rolls 3 dice. Assuming the card is rated F2 and the roll is 2/4/5, the card scores one hit (for the 5). If the card was rated F3, two hits would be scored (for the 4 and 5).

7.22 Cavalry, like Infantry, must engage to fire. They have poor firepower (F1), but much better "Shock". See: 7.3.

7.23 Artillery have different firepowers for long/short range depending on gun type. A card rated F1/F3 has F1 on long range and F3 on

short range. **Long** range allows Artillery to fire **across** the Middle Ground into enemy cards in the **opposing** Position, except they may not fire Long if their **own** Position is engaged, or if the enemy Position is engaged by friendly cards. Artillery must be revealed to fire, as must any cards they hit. **Short** range is firing at **engaging** enemy cards.

7.24 Horse Artillery have the unique ability to Move & Fire (not Fire & Move). The Move can be to Engage. They never get two moves.

7.3 Shock (S)

Infantry & Cavalry have Shock from **S2** to **S4**. Shock functions just like Firepower (F3 is the same as S3) but has some restrictions.

7.31 Cavalry are immediately "**Blown**" (turn card sideways) when they use Shock; thereafter, they can only fire at **F1** until they Disengage (or are Disengaged) allowing them to recover and use Shock again on their next combat turn. Engaged Cavalry have the option to employ Fire and save their Shock.

7.32 Infantry can **only** employ Shock when deployed in **Column** (9.2). They can employ Shock any number of times in the same engagement. Infantry in Column may be targeted at **+1F** by enemy Artillery. Infantry in Column have the option to fire at **F1** instead of using Shock.

7.33 Shock may never be used against Infantry defending a **Building**, nor against Infantry in **Square** (see: 9.3).

7.34 Infantry can never Shock Cavalry. Cavalry may only Shock enemy Cavalry that are "blown".

7.4 Targeting

When Firing or employing Shock, each card **must** target a

specific enemy card. All hits scored are applied **only** to the targeted card. Once an enemy card takes one or more hits, it cannot be targeted again this combat turn until **ALL** enemy Troop cards in the **same** Position have been hit. Thereafter, any enemy card may be targeted as often as possible.

IMPORTANT: Infantry may target engaged Artillery at +1F or +1S (S3 becomes S4, etc.)

8.0 BATTLE MOVES

Each friendly card can make **one** Battle Move to an **adjacent** Position. Legal moves are shown in **Diagram 3**. Note that *lateral* or *diagonal* movement is prohibited.

Cards are moved individually, one by one, in any order. Stacking Limits (8.4) are ignored until all movement is completed.

8.1 Engaging

Cards **Engage** when they move to a Position containing enemy cards. All engaged cards (both sides) are **revealed** by turning them face-up (after all movement is completed). **Foot** Artillery can **never** Engage (but can be Engaged). **Horse** Artillery may engage (and fire).

IMPORTANT: Once cards are revealed, for whatever reason, they remain face-up until moved to the Reserve.

8.2 Disengaging

Moving engaged cards to an **unengaged**, friendly Position.

8.3 Cavalry/General Moves

Cavalry and Generals can make two (2) **consecutive** battle moves in one turn, but they may **not** Engage and Disengage (or vice-versa) in the same turn, nor move **through** an

engagement.

8.4 Stacking Limits

A maximum of four (4) cards (per player) can be located in any one Position. **Exceptions:** (1) *General*, *Terrain*, and *Special* cards **never** count for stacking, but such cards must always (see 14.0) be deployed **face-up**; (2) The **Reserve** has no stacking limit.

9.0 FORMATIONS

Infantry cards can be in one of three formations: **Line**, **Column**, or **Square**. They are assumed to be in Line, unless identified with a *Column* or *Square* marker.

Engaged Infantry must expend a Move to change formation. **Unengaged** infantry can Move (even to Engage) AND change Formation. Hence, Infantry may Move from the Reserve to their Center in any formation, even if a *Square* and even if Engaging.

9.1 Line

Infantry in Line fire normally. They cannot employ Shock, but may be targeted for Shock.

9.2 Column

Infantry in **Column** can employ their rated **Shock**, or they can **Fire** at **F1**. Columns may be targeted by enemy **artillery** at **+1F** (artillery rated **F1/F3** fire on Columns at **F2/F4**). Columns are targeted by Cavalry or Infantry for Fire or Shock at normal levels.

9.3 Square

Infantry in Square can move and engage normally, have **F1** Fire (no Shock), but have **+1 Morale**. Squares cannot be targeted for **Shock** by any card, but may be targeted for Fire (**+1F if artillery**). Hence, Cavalry cannot Shock a Square (but may fire on it at F1) and artillery rated F2/F3 may target Squares at F3/F4.

10.0 REINFORCEMENTS

For the last step in a Battle Turn, draw one (1) or two (2) cards from your **Reinforcement** deck (the amount is indicated by code "R" on the Battles Chart) and add to your **Reserve**. These cards cannot be played until your next **Battle Turn**, except for a Special Card playable on an Enemy Turn.

In *Waterloo* games all Prussian cards enter play as **Reinforcements**. They are added to the British Reserve like other Reinforcements, but cannot be played until a Prussian General is drawn (and revealed). Prussian cards are **restricted** to the British **Left** and the French **Right**.

11.0 TERRAIN

Terrain cards are Battle and Position specific; **Hougoumont** can only be played in a *Waterloo* battle in the British **Right** Position. Two terrain cards exist for the same Position in some battles; both may be played.

Terrain cards provide their defensive benefits to one (1) or two (2) troop cards, which must be deployed overlapping the Terrain card to indicate occupation. Terrain cards may be played before or during a Battle, but **only** in friendly **unengaged** Positions and **always** (see 14.0) face-up. Four types of Terrain exist:

11.1 Hills: Add one (+1) cv to **Defending** cards for Fire or Shock. Hence, an Infantry 3cv defending a Hill fires at 4cv, and an Artillery 2cv fires at 3cv at long or short range. Attacker cv is normal.

11.2 Woods: Only **Infantry** can defend or attack Woods. Normal Fire or Shock may be employed, but Attacking Infantry are -1cv.

11.3 Rivers: This terrain class includes Bridges

and has a noted **Move Limit** of one (1) or two (2) cards per **Battle Turn**. When a River card is deployed it is moved to the **Middle Ground** between the two opposing Positions and becomes a barrier for both sides. Players seeking to cross the River, whether to Engage or Disengage, must obey the stated Move Limit each Battle Turn. **Generals** and **Special** cards are **exempt** from Move Limits.

11.4 Buildings: A terrain class that includes farms, villages, etc. Only **Infantry** can defend Buildings. Cards in a Building can only Fire; they cannot employ Shock, nor may they be attacked with Shock.

11.5 CAPTURING TERRAIN

If a Terrain card is currently vacant, or its defenders Rout during a Morale check, the Terrain is **immediately** captured by **engaging Infantry** (if any). Rotate a Terrain card to face the player who now occupies it.

Troop cards may occupy a vacant Terrain card, including one just played this turn, but this is a **Move**. Hence, a card can be played from the Reserve to occupy a vacant building that has just been played.

12.0 GENERALS

Generals may make one or two Battle Moves, but cannot disengage and engage (or vice-versa) in the same turn. They **never** count for stacking, and must be deployed face-up. Generals also ignore Movement Limits of Rivers. Only **one** (1) General may occupy each Position.

12.1 Command

Generals have **Offense/Defense** ratings. A card rated 2/1 has an **Offense** rating of "**2**" and a **Defense** rating of "**1**". Generals do **not** affect Fire or Shock combat; they provide "morale support" to friendly Troop cards in the **same** Position.

• **ATTACK:** add the **Offense** rating to Morale of friendly cards when **attacking** a Position.

• **DEFENSE:** add **Defense** rating to Morale of friendly cards when **defending** a Position.

12.2 Corps Integrity

The Morale benefits of a General are limited to Troop cards of the **same** Corps. Cards of other corps may exist in the same Position, but they do not get a Morale benefit.

Some Generals (those noted Corps "**A**") are Army Commanders (Napoléon, Wellington, and Blücher) or special high ranking generals such as Ney. These leaders provide morale support to **any** cards regardless of Corps ID, except that Prussian generals can never assist British cards (or vice-versa).

12.3 Chiefs of Staff

The French and Prussian armies have a special **Chief of Staff** General, namely **Soult** (French) and **Gneisenau** (Prussian). These men are Army Commanders **only** when their respective commanders are absent or dead. Otherwise, they must be kept in the Reserve.

NOTE: The British second in command was Lord Uxbridge, commander of the British cavalry. He functions as the British Army commander if Wellington is absent or killed.

12.4 General Hits

A General takes **one** (1) hit for each "1" rolled during **enemy** fire or shock at his Position. For **each** hit, roll 1d6 during the Morale Phase, **before** all other Morale checks:

1-5 No Effect
6 Killed

NOTE: If Generals are alone in a Position and engaged, they are eliminated immediately.

13.0 SPECIAL CARDS

Special Cards (crown symbol) modify the normal rules of play. Their effect is printed on each card.

Special cards are played direct from your Reserve to a Position and their effect (generally) only applies to the turn played. A maximum of **two** Special cards can be played on the **same** Position at the same time (phase) and these must be two **different** cards.

Prussian Specials in *Waterloo* can only be played *after* the Prussians arrive, only in a Position containing Prussian cards, and only to aid Prussian cards. British Specials may only be played in a Position containing British cards and only to aid British cards.

14.0 DECOYS (Optional)

General, Special, and Terrain cards are normally played face-up, but may be deployed face-down in any **unengaged** Position as a "decoy". They are subject to automatic elimination if targeted **and hit** by enemy artillery, or if **engaged** by any enemy card, **even** if friendly troop cards are present.

15.0 CUSTOM DECKS

Duplicate cards may **not** exist in a Battle Deck except when players use **Battle Points** to build **custom** Battle Decks.

All cards are rated for **Battle Points (BPs)**, an assessment of value in game play. All battles have a rated BP value per side. Players may stock a **Battle Deck** with any number of cards provided the deck does not **exceed** this total BP value. Up to three (3) duplicate cards can exist in a Custom Deck, except Generals and Terrain cards can **never** be duplicated. Musters should equal 50% (round down) of the **custom** Battle deck size. BP totals may be scaled up/down proportionally for larger or smaller battles.

16.0 CAMPAIGN GAME

This game requires all (or most) of the 300 cards in the *Waterloo* series. First, separate the cards into *Quatre Bras* and *Ligny* Battle Decks for each army, excluding all cards not present at either battle.

Quatre Bras and *Ligny* are played as two **simultaneous** battles. Play sequence is *Quatre Bras* (French/British) and then *Ligny* (French/Prussian).

The Musters for each battle are 50% of the respective Decks. Reinforcement rates (assuming most cards are in play) are double the rates note on the Battle Chart.

All cards **eliminated** during play are eliminated for the entire campaign. However, a player facing certain defeat in one battle may retreat **all** surviving cards from a battle **after** their **Morale Phase** (before Moving or Firing any cards). Such cards will be available to fight a **future** battle, but Retreat concedes a victory to the opposing player.

When a player wins one battle, all enemy cards **MUST immediately** Retreat (after making any necessary Morale checks) **AND**, each **engaged** card must survive another Morale check. The **victor** may use surviving cards (including reinforcements) to reinforce the other battle as normal. Hence, if the French win *Quatre Bras*, they add (reshuffle) surviving cards to their *Ligny* Reinforcement deck.

If the French lose **both** battles, they lose the campaign.

If the French win **both** battles, *Wavre* and *Waterloo* are now played simultaneously. Use all surviving cards, adding *Waterloo* cards not yet in play. Separate the cards into *Waterloo* (Prussians as Reinforcements) and *Wavre* Decks and start play with the normal 50% Musters. The winner of *Wavre* may reinforce *Waterloo*. The winner of *Waterloo* wins the campaign.

If the French lose **one** of the first two battles, a (non-historical) *Battle of Charleroi* is played in which **all** surviving cards (including *Waterloo* and *Hal* cards) can participate. Muster is 50% and Reinforcements are R2 British and R2 Prussians (separate decks), and R3 French (one deck). The winner of this battle wins the campaign.

17.0 HISTORICAL NOTES

17.1 Troop Cards

Each infantry card depicts one *battalion*, but **represents** one French or British brigade, or one Prussian regiment. Each cavalry card depicts one **regiment**, but represents one British or Prussian brigade, or one French division. Each Artillery card represents 2-4 batteries of guns. Generally, 1cv equals 800 Infantry, 400 Cavalry, or 6-8 guns.

17.2 Morale Values

Morale ratings in *EAGLES* reflect training, experience, **and tenacity**. We have rated the Prussians higher than normally found in *Waterloo* games because of their tenacity after defeat at Ligny. Conversely, French morale is rated lower since their initial high morale proved to be fragile.

Half of the forces commanded by Wellington were Belgian, Dutch, and Hanoverian troops that fought for *Napoléon* in prior years. Their tenuous loyalty to the Allied cause is reflected in low Morale ratings.

17.3 Generals

Only French and Prussian Corps and Army commanders are depicted in the game. Wellington's army had a Corps structure based more on Anglo-Dutch politics than military reality. The powerful First Corps was "officially" commanded by the Prince of Orange, the inexperienced 22 year old heir to the Dutch throne. For play balance, division commanders have been added to the Anglo-Dutch OB.

Generals marked with a *White Star* were wounded during the campaign; those with a *White Cross* were killed (or mortally wounded). These symbols have no game effect.

17.4 Orders of Battle

Each Troop or General card has a historical **O/B** reference in the upper right margin, listed right to left as Corps/Division/Brigade. Hence **V1/21/Penne** indicates VI Corps, 21st Division, Penne's Brigade. Some units, like the British cavalry, did not have a division structure, so they are listed only as Corps/Brigade.

18.0 COLLECTOR NOTES

There are 110 French, 90 British, and 100 Prussian cards in the *Waterloo* series. The table below gives the respective total numbers of each card type.

All cards are printed in **three** versions: *Gold*, *Silver*, and *Bronze*, distinguished by metallic inks in the Oval border and Combat/Morale boxes. For example, there is a gold *Napoléon*, a silver *Napoléon*, and a bronze *Napoléon*.

This color-coding has **no** effect on game

play, but Gold cards are rare, Silver cards are uncommon, and Bronze cards are common. The *approximate* ratios are Gold 10%, Silver 30%, and Bronze 60%.

For a full-list of all cards, write to the address below. We will also include the latest Tournament Rules, Errata, etc.

Napoléon

If you have enjoyed *EAGLES*, you may also enjoy *Napoléon*, our board game covering the *Waterloo* Campaign. This game allows you to maneuver forces on a game map of southern Belgium, then resolve your battles with *EAGLES* cards by substituting 1cv = 1 card.

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