

ALLIED ARMY NOTES

DISTINCTIVE COLORS OF THE ENGLISH ALLIES

The units allied with the British can be recognized by the red background and the British flag on the third side.

A colored box that serves as the background of the unit's specialization allows you to distinguish the State:

Portugal - white

Hanover - white-yellow

Netherlands - blue-red with white central stripe

Brunswick - blue-yellow

Nassau: blue-orange

SPECIAL UNITS

The British army made use of some light units that it employed on different fronts: The Royal Sicilian Regiment (RSR), the Calabrian Free Corp (CFC) battalion and the Royal Corsican Rangers (RCR) battalion

DISTINCTIVE COLORS OF THE PRUSSIAN ALLIES

The units allied to the Prussians can be recognized by the black background and the Prussian flag on the third side.

A colored box that serves as the background of the unit's specialization allows you to distinguish the State:

Saxony - white-green

SPECIAL UNITS FOR WATERLOO

For the battle of Waterloo alone, two types of special pawns are foreseen, the companies of sharpshooters and those of engineers which follow particular rules.

Sharpshooters

The tokens represent the elite units that defended Hougoumont Castle and the La Haye Sainte farm.

Each soldier depicted represents a company.

Here is their location:

3 companies of the 4th Chasseur Battalion of Nassau inside the castle

2 companies of the 2nd Regiment of the English Guards in the orchard

3 companies of the 1st, 2nd, 6th Hanoverian Light Infantry Battalion and 2 companies of the 4th Nassau Chasseur Battalion inside the woods

3 companies of the KGL light infantry battalion I in the orchard of the La Haye Sainte farm

2 companies of KGL Light Infantry Battalion I in the buildings of the La Haye Sainte farm

These units only have shooting, melee and defense values, which are very high since they are elite units.

The combat takes place almost exclusively through rifle fire. If an elite pawn loses the first battle, it suffers a reduction in attack value by 1 point, if it loses a second battle, it loses an Attack card, if it loses the third battle, it is eliminated and the pawn must be turned to show a smaller number of soldiers; if all the figures are eliminated, the pawn must be removed.

Advanced defensive line

Wellington created an advanced defensive line based on four strongholds, from west to east: Hougoumont Castle, La Haye Sainte Farm, Papelotte and La Haye Farms, and Ficherfont Castle.

The location of the units of the first two cornerstones has been described in the previous paragraph; Papelotte and La Haye farms are defended by the 2nd and 3rd Nassau Line Infantry Regiments, Ficherfont Castle by the Dutch 12th and 13th Line Infantry units.

The two castles increase the defense value of the units by 3 points, the farms by 1 point, but if fortifications are built in front of the farms, the defense value increases by 1 point.

Engineering Unit

Both the French and English armies have three engineering units that are to be used exclusively in these cases:

- French sappers must try to damage the fortifications of the English advanced defense line, they must choose three out of five, allocating one unit for the purpose

- English sappers can fortify the farms of La Haye Sainte, Papelotte, La Haye and/or repair any damage caused by the French sappers or artillery; they must choose three out of five, allocating one unit for the purpose

Once the destination has been established, it is not possible to move an engineer unit from one location to another, even if nearby. The choice must be made before the start of the battle by marking the destination location on a piece of paper. To damage a fortification, the player who moves the French engineers unit must draw a morale card. If the result is higher than the discipline value of the unit defending the place, the engineers' work is successful, otherwise, they must try again in the next round. The defending player can attempt to block the engineer unit by attempting a shot with the Objective and Shot cards between 1 and 3. If he hits the target, the engineer suffers damage, must display the Attack Damage -1 card and give up the attack. dismantling work for that shift. If he is hit a second time he must turn the card over to the Attack Card -1 side and desist from the attempt for two consecutive turns. If he is hit a third time, he is eliminated and cannot be replaced. It is not possible to dispose of the Damage card.

The same procedure must be followed by English engineers to repair damage suffered: a Morale card must be taken at random, if the result is equal to or lower than the discipline value of the unit defending the place, the repair is successful and the place returns to the original defense value, if it is higher, you must wait one turn before attempting to repair. Also in this case, the player who moves the French can attempt to kill the English engineer through the procedure described above.

To build additional fortifications on farms, the mere presence of an Engineer unit is sufficient. To highlight the construction of the fortification, a Fortification marker must be placed in front of the chosen farm.

ALLIED ARMIES

Here is the list of unit types with the acronyms that identify them on the tokens, the image of the unit, the combat values, the value in points.

ACRONYMS

The list of acronyms used in the description of the unit factors with their meaning

CV = command value

CA = command area

LV = discipline value

RA = maximum range

FF = attack factor in long shots

CF = charge factor

MF = melee factor

DF = defense factor

MP = movement points available on the plain

Portugal



General (Gn)

Silver level: CV 6 - CA 10 - 25 Pts

Bronze level: CV 5 - CA 8 - 20 Pts



Infantry - Line Infantry (Fln)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 1 | MP 4 | 10 Pts



Infantry - Caçadores (Fch)

LV 7 | GRA 1 - FF 3 | CF 1 - MF 1

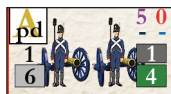
DF 1 | MP 4 | 15 Pts



Cavalry - Dragoons (Cdr)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

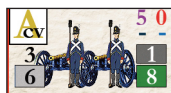
DF 2 | MP 8 | 12 Pts



Artillery - Foot artillery (Aft)

LV 6 | RA 5 - FF 0 | CF 0 - MF 0

DF 1 | MP 4 | 15 Pts



Artillery - horse artillery (Ahs)

LV 6 | RA 5 - FF 0 | CF 0 - MF 0

DF 1 | MP 8 | 15 Pts

Hannover



Infantry - Light Infantry (Flt)

LV 7 | RA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts



Infantry - Jager (Fja)

LV 7 | GRA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts



Infantry - Line Infantry (Fln)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 1 | MP 4 | 10 Pts



Infantry - Landwehr (Flw)

LV 5 | RA 1 - FF 0 | CF 1 - MF 0

DF 0 | MP 4 | 6 Pts



Cavalry - Hussars (Chu)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 1 | MP 10 | 12 Pts

Brunswick



Guard - Life Guard (Glg)

LV 7 | RA 1 - FF 2 | CF 3 - MF 2

DF 2 | MP 4 | 15 Pts



Infantry - Line Infantry (Fln)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 1 | MP 4 | 10 Pts



Infantry - Jager (Fja)

LV 7 | GRA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts



Cavalry - Uhlans (Cuh)

LV 6 | RA 1 - FF 0 | CF 3 - MF 1

DF 1 | MP 10 | 12 Pts



Cavalry - Hussars (Chu)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 1 | MP 10 | 12 Pts



Artillery - Foot artillery (Aft)

LV 6 | RA 5 - FF 0 | CF 0 - MF 0

DF 1 | MP 4 | 15 Pts



Artillery - horse artillery (Ahs)

LV 6 | RA 5 - FF 0 | CF 0 - MF 0

DF 1 | MP 8 | 15 Pts

Nassau



Infantry - Line Infantry (Fln)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 1 | MP 4 | 10 Pts



Infantry - Chasseurs (Fch)

LV 7 | GRA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts

Gran Bretagna



Infantry - Royal Sicily Regiment (RSR)

LV 7 | RA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts



Infantry - Calabrian Free Corps (CFC)

LV 7 | RA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts



Infantry - Royal Corsican Rangers (RCR)

LV 7 | RA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts

Sassonia



General (Gn)

Silver level: CV 6 - CA 10 - 25 Pts

Bronze level: CV 5 - CA 8 - 20 Pts



Guard - Life Guard (Glg)

LV 7 | RA 1 - FF 2 | CF 3 - MF 2

DF 2 | MP 4 | 15 Pts



Infantry - Line Infantry (Fln)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 1 | MP 4 | 10 Pts



Infantry - Light Infantry (Flt)

LV 7 | RA 1 - FF 3 | CF 1 - MF 1

DF 1 | MP 4 | 15 Pts



Cavalry - Cuirassiers (Ccu)

LV 7 | RA 1 - FF 0 | CF 3 - MF 2

DF 2 | MP 8 | 18 Pts



Cavalry - Dragoons (Cdr)

LV 6 | RA 1 - FF 0 | CF 2 - MF 1

DF 2 | MP 8 | 12 Pts



Cavalry - Hussars (Chu)
LV 6 | RA 1 - FF 0 | CF 2 - MF 1
DF 1 | MP 10 | 12 Pts



Artillery - Foot artillery (Aft)
LV 6 | RA 5 - FF 0 | CF 0 - MF 0
DF 1 | MP 4 | 15 Pts



Artillery - horse artillery (Ahs)
LV 6 | RA 5 - FF 0 | CF 0 - MF 0
DF 1 | MP 8 | 15 Pts

English elite companies (Waterloo)



Guard - Light Infantry (Gft)
LV 7 | RA 1 - FF 3 | CF - - MF 1
DF 2 | MP 4 | - Pts



Infantry - Light Infantry KGL (Flt)
LV 7 | RA 1 - FF 3 | CF - - MF 1
DF 2 | MP 4 | - Pts



Infantry - Light Infantry Hannover (Flt)
LV 7 | RA 1 - FF 3 | CF - - MF 1
DF 2 | MP 4 | - Pts



Infantry - Light Infantry Nassau (Flt)
LV 7 | RA 1 - FF 3 | CF - - MF 1
DF 2 | MP 4 | - Pts