

Hundred Days Campaign Waterloo 1815

Game Design: Suzuki Ginichirou

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Arclight contact info:

Japanese questions can be directed to Arclight at:
email: b-game@arclight.co.jp

Translation by: Matt Boehland

Emails welcome: matt@wolfgames.com

Japanese wargame database:

<http://www.wolfgames.com/jpnwar/jpnwar.htm>

Rulebook

1. Introduction

This is a 2 player wargame that simulates Emperor Napoleon and his French army's 'Battle of Waterloo' in June of 1815 against the combined forces of England and Prussia.

One player commands the French army, and the other player commands the Allied armies (English and Prussian armies).

While this game uses the Battle of Waterloo as its theme, each player is free to use completely different tactics than those used at Waterloo.

The players gather their armies near where they think the main part of the battlefield will be in order to gain victory.

The game takes about 40 minutes to an hour to play.

The game includes:

1 gameboard (in 2 pieces)

40 units

10 markers

10 blank/mostly blank pieces for your own variants

40 artillery cards

2 black bags

2. Glossary

This game uses the following terms in the rules.

2-1. Units

The game pieces used to represent military forces are called units. A single infantry piece represents an infantry division, and a single cavalry piece represents a cavalry brigade. There is also a unit that represents Napoleon. Each unit has the following information printed on it:

unit type	combat value (1-6)	national flag
Infantry Division	French army: Blue	
Cavalry Brigade	English army: Red	
	Prussian army: Black	

Unit listing:

French army (57 total combat value):

Napoleon x1

Infantry: Combat value 6 x1
Combat value 5 x2
Combat value 4 x5
Combat value 3 x5

Cavalry: Combat value 1 x6

Allied armies (63 total combat value):

English army:

Infantry: Combat value 5 x3
Combat value 4 x5
Combat value 3 x2
Cavalry: Combat value 1 x4

Prussian army:

Infantry: Combat value 5 x1
Combat value 4 x2
Combat value 3 x1
Cavalry: Combat value 1 x2

2-2. Markers

Pieces used to assist the game play are called markers. This game has 10 'moving' markers included (see chapter 6).

Moving marker

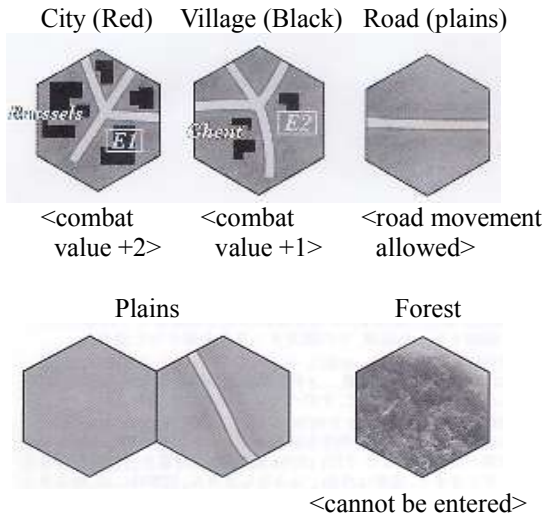


2-3 Hexes and terrain

The map has many 6-sided spaces printed on it called

hexes. Each unit on the board must always be clearly placed within a single hex.

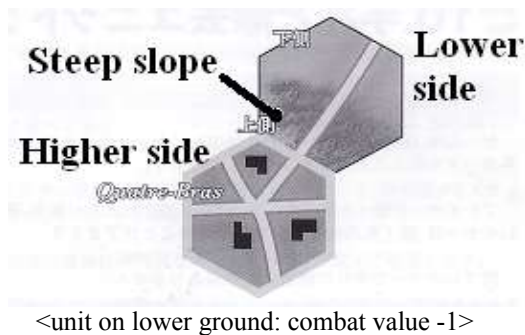
The gameboard has various terrain depicted on it as below. Terrain can affect movement and combat of units. As the terrain is generalized, all hexes are considered one of the following types.



A hex only partially covered in forest is still treated as a forest hex. Even if a road is drawn, a city or village hex does not count as a road hex. A plains hex with a road drawn in it is treated as both a plains hex and a road hex.

Some roads have arrows depicted next to them which represents a section of road that is a 1-way road.

Another secondary type of terrain is steep slopes. These are drawn on the border between two hexes, and have an effect on combat.



2-4 Stacks

Several units can be placed on top of each other in a single hex. All units in a single hex are collectively

called a stack.

When this game refers to a stack, a single unit in a hex still counts as a stack.

If several units are stacked, their combat value can be combined. There is no limit to the number of units that can be stacked in a hex, but if there are 5 or more units in a stack, they may not be able to move (see chapter 5 (a) and (b)).

Either player is free to make stacks with their own units, with one exception: the Allied army player cannot stack English units with Prussian units. If at the end of movement they would become stacked, they must instead end movement 1 hex earlier.

2-5 Turns

Turns alternate beginning with the Allied army turn and then the French army turn. The game continues repeating this unit there is a victor. This game does not have a limit to the number of turns.

2-6 Phases

These are the parts of the turn that are played through in sequence. 1 turn is split into 4 phases. A player taking their turn performs all 4 phases before the other player takes their turn.

3. Victory conditions

When any of the following conditions are satisfied, the game ends and the victor is decided.

French army victory:

If Napoleon is stacked with an infantry division, and enters one of the cities or villages on the north edge of the map (the hexes coded P, E1, or E2), the French army wins.

Allied army victory:

If any of the following conditions are satisfied, the Allied army wins:

- If at the end of any combat phase, Napoleon is not stacked with any other units and is adjacent to an allied army unit (Napoleon is taken prisoner).
- If there are allied units in the 3 villages near the center of the map that have a yellow line surrounding them, for 3 full consecutive French turns.
- If the French army is unable to satisfy its victory condition.

The game also ends if a player concedes defeat.

4. Setup

The following is performed before the beginning of the game as preparation. The French army player sets up first. When preparation is done, the game begins, with the Allied army player's first turn.

4-1 Unit placement

First, each player places their army units on the board. A player can check the combat value of any of their own units that they placed anytime.

4-2 French army placement

Take the 19 French army units (the blue pieces), and place them in a bag. Randomly draw 2 of them, and place them face down in the F3 hex (the rightmost village on the south edge of the gameboard).

Continue with placing 2 more random pieces each face down in the F2 (middle village) and F1 (the left village) on the south edge of the gameboard.

The Napoleon unit is placed in front of the French army player ('in hand').

4-3 Allied army placement

Place all 20 Allied army units in a bag. One at a time, following the rules below, the initial allied army units are placed face down in one of 3 city or village hexes (hexes P, E1, or E2) on the northern edge of the gameboard.

Allied army unit placement rules:

If a Prussian army unit is drawn, it is placed in Liège (hex P).

If an English army unit is drawn, the first one is placed in Brussels (hex E1), the next one drawn is placed in Ghent (hex E2), and then repeating (placing the third in Brussels, and so on).

The Allied army continues until they have drawn and placed 6 units. It is acceptable to stop before placing 6 units.

4-4 Artillery cards

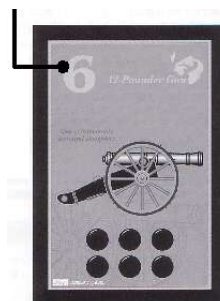
The artillery cards are all shuffled and placed face down. Each player draws 6 cards. This is called their 'hand'. The remaining cards are kept in a stack face down near the edge of the board.

Each artillery card has a support value written on it. There are 40 artillery cards, 5 each for support values 1

through 8. The average support value is 4.5

Sample artillery card:

Support value



5. Turn sequence

Each turn has the following phases. The current turn's player goes through all 4 phases before the other player takes their turn.

5-1 Order movement phase

The current player declares one of the 3 types of movement: 'road movement', 'plains movement', or 'cavalry detachment order', and chooses 1 stack only to perform that movement. This action cannot be called off or skipped.

Next, the current player may, if they wish, select a single 'special order movement' to perform if they discard an artillery card. This special order movement cannot be by the stack that already moved this turn.

For details, see '6. Movement rules'.

5-2 Continued movement phase

A stack that just performed road movement in that player's **previous turn** and is still on a road hex again performs movement in the same direction. This is called 'continued movement'. See 'continued movement' under chapter 6 for details.

5-3 Combat phase

In this phase, a stack adjacent to any enemy army stack must perform combat. Any such stack participates in a single combat. For details, see '7. Combat rules'.

The current player chooses the combinations of stacks in combat, and resolves the combats one at a time in the order they choose.

5-4 Reinforcement phase

The current player randomly draws reinforcements from their bag. For details, see '8. Reinforcements'.

Finally, both players resupply their cards. Each player draws as many cards as the number of combats they participated in that turn.

The turn now ends, and the other player begins their turn and becomes the 'current player'.

6. Movement rules

6-1 Order movement and special order movement

The types and details of the movement the current player can perform in the order movement phase are as follows.

6-1-1 Road movement

Only stacks in a village, city, or road hex can use road movement. Stacks performing road movement on roads with arrows depicted next to them must move following the direction of the road.

The number of hexes that a stack can move is determined by the number of units in the stack:

Units in stack Distance moved

1 unit	-----	4 hexes
2 units	-----	3 hexes
3 units	-----	2 hexes
4 units	-----	1 hex
5 or more units	--	Cannot move

Road movement is performed by a complete stack from the beginning to the end of movement. It is not acceptable to move only some of the units in a stack, or to 'drop off' any units along the way.

When using road movement, the stack must, as much as it is able to, move its full possible distance. However, if it enters a city or village hex, it ends its movement there (this is the only non-road hex a unit using road movement may enter).

If the stack ends its move on a road hex, is not adjacent to an enemy unit, and did not end movement in a hex containing another of that army's stacks (thereby combining with it), it has a 'moving' marker placed on it (see 6-2 for details).

If a stack is forced to move the wrong way against a one-way road, it is removed.

6-1-2 Plains movement

As long as there are 2 or less units in a stack, they can be chosen to perform plains movement. The distance that can be moved is as follows:

Units in stack Distance movable

Stack includes infantry -- 2 hexes

Stack is only cavalry --- 3 hexes

Stack is 3 or more units -- cannot use plains movement

In the same way as for road movement, plains movement must be performed by the entire stack. However, during plains movement, it is acceptable for the stack to end movement before moving the full possible distance.

A stack using plains movement is not allowed to move against the direction of a one-way road.

It is not allowed to enter a city or village hex using plains movement.

Note that because of movement restrictions, it is actually impossible for a stack to enter hexes F1, F2, or F3 from another hex unless it is due to a cavalry retreat, or in a theoretical but unlikely case, due to Napoleon's chase (and even then, only in such a way that Napoleon isn't moving closer to the south edge).

6-1-3 Cavalry detachment order

If there is a cavalry brigade in a stack, that 1 cavalry piece can separate from the stack and move by itself. This is called a cavalry detachment order.

A detached cavalry brigade performs either road movement or plains movement. The other units in the stack may not move.

In this game, a stack of 5 or more units may never move, and a stack of 3 or more units may not perform plains movement. However, if the number of units in the stack decreases sufficiently due to cavalry detachment, it will be able to move again.

Other than through cavalry detachment, a player cannot lower the size of their own stacks (but it may decrease as a result of combat).

6-1-4 Special order movement

A player can perform special additional movement during the order movement phase. This is called special order movement.

In order to perform special order movement, a player discards 1 card of their choice from their hand and chooses a target stack that has not yet moved this turn.

The chosen stack can perform any one of the 3 kinds of

movement: road movement, plains movement, or cavalry detachment order.

A player may perform only 1 special order movement per turn.

6-2 Continued movement

A stack that performed road movement in the current player's previous turn and is still on a road hex (cities and villages are not road hexes) performs road movement in the same direction in the continued movement phase. Continued movement cannot be canceled or skipped; it is mandatory when applicable.

However, any of the following kinds of stacks do not perform continued movement:

- (a) A stack that has already performed movement this turn (including cavalry detachment). *
- (b) A stack that in the previous turn entered a hex containing another stack (thereby joining that stack).
- (c) A stack that moved adjacent to an enemy stack in the previous turn.
- (d) A stack that began this turn adjacent to an enemy stack.

A stack that performs road movement has a 'moving' marker placed on it. This is removed as soon as it loses the qualification for using continued movement.

* Note: A stack that qualifies for continued movement can be selected during 'order movement'. In this case, that stack is no longer eligible for continued movement. For example, a stack that used road movement in the previous turn (and is eligible for continued movement this turn) could be chosen for 'road movement' during 'order movement' this turn, and move the opposite way down the road (assuming it is not a one-way road).

6-3 General movement rules

Under no circumstances may a stack enter a forest hex or move offboard.

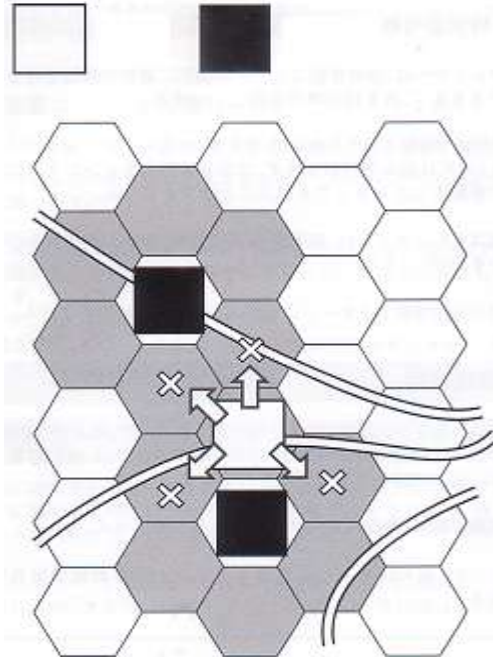
No matter what kind of movement is being performed, a stack must end movement when it moves adjacent to a hex containing an enemy stack or when entering a hex that contains another stack of its own army.

When a stack begins adjacent to a hex containing an enemy stack, its first movement must be to a hex not adjacent to any enemy stacks.

Movement restrictions when adjacent to an enemy stack

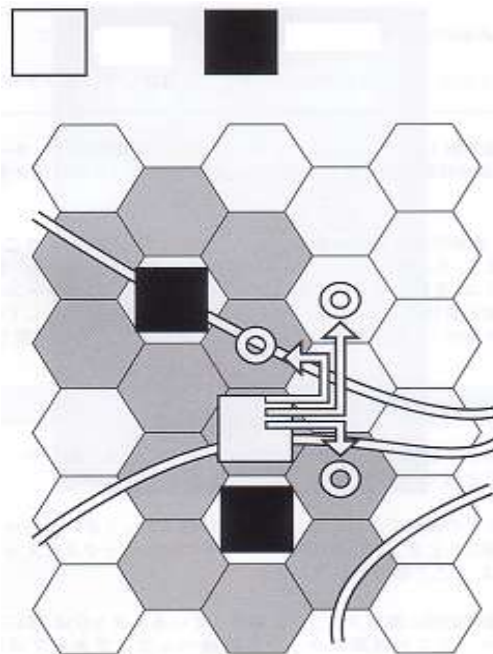
1: Example of forbidden movement

Moving stack Enemy stack



2. Example of allowed movement

Moving stack Enemy stack



7. Combat rules

When combat occurs, it is resolved as detailed below.

7-1 Occurrence of combat

At the beginning of the combat phase, combat occurs everywhere there are enemy stacks adjacent to each other. Such stacks each perform a single combat that turn.

At the beginning of the combat phase, all face down units participating in combat are flipped face up.

7-2 Cavalry retreat

If a stack consists of only a single cavalry brigade piece, and all enemy stacks adjacent to it contain at least 1 infantry division piece, the cavalry can declare and perform a retreat.

Either player (current turn player or not) can declare cavalry retreats, but the current player declares and performs their retreats first.

For each retreat they perform, a player must choose and discard one artillery card from their hand.

The retreating cavalry brigade is moved 2 hexes. A retreating cavalry brigade may not enter or move adjacent to a hex containing an enemy stack. A retreating cavalry with no other choice is removed.

A retreat is not considered movement.

7-3 Combat combinations

Next, the current player declares the combinations for that turn's combats. The following restrictions on combinations must be followed:

- (a) All stacks adjacent to enemy stack(s) must participate in exactly 1 combat.
- (b) Stacks not directly adjacent cannot participate in combat against each other.
- (c) As much as possible, combinations of 1 stack vs. 1 stack must be chosen.

For example, if 2 stacks are adjacent to 1 enemy stack, a 2 vs 1 combat occurs. If 2 stacks are adjacent to 2 enemy stacks, 2 separate 1 vs 1 combats occur. If 3 stacks are adjacent to 2 enemy stacks, a 2 vs 1 and a 1 vs 1 each occur.

3 vs 1, 4 vs 1, and so on can also occur. However, there

is never a combat with multiple stacks on both sides (such as 2 vs 2).

7-4 Resolving combat

After combat combinations are decided, they are resolved 1 at a time in the following sequence. The current player decides the order the battles are resolved.

7-4-1 Calculating combat value

Each player adds up the combat value of all their units in all their stacks participating in the combat.

7-4-2 Modifiers due to terrain

If a stack participating in combat is in a city, that stack adds 2 to its combat value (per stack, not unit). A stack in a village adds 1.

If there is a steep slope between the two armies' stacks (meaning that one side has a stack in Quatre-Bras, and the other side has stacks in either one or both of the hexes with the slope depiction), the stacks downslope (not in the village) each get a -1 to their combat value (per stack, not unit). These modifiers apply even if there are other stacks participating in the battle not in one of the downslope hexes.

7-4-3 Artillery support

Players use artillery cards from their hands to add to their own army's combat value. For details, see '7-5 Using artillery cards'.

7-4-4 Determining combat effects

Each player turns the artillery cards they placed on the board face up, and adds their support value(s) to their army's combat value. The player with the highest total combat value wins the combat.

7-4-5 Applying combat effects

The side that loses must choose units from their own army's stacks that participated in the combat and remove them.

The number of units that must be removed is equal to the number of stacks that participated in the combat for the winning side. For example, in a 1 vs 1 combat, the losing side removes 1 unit. If the winning side had 2 stacks vs 1 stack for the losing side, the losing side removes 2 units.

If there is a tie, both sides must each remove 1 unit.

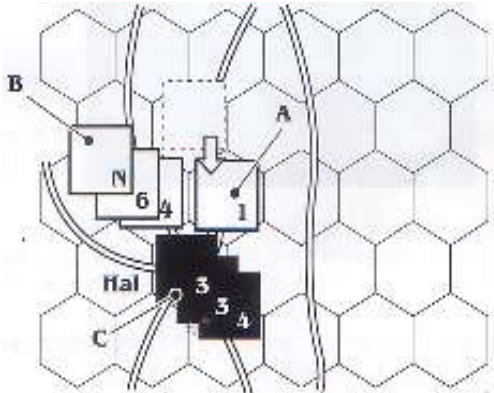
With this, that individual combat is resolved. This sequence is repeated until all combats are resolved.

7-5 Using artillery cards

Each army can use up to 2 artillery cards from their hand in a single combat to add to their combat value.

First, the current player calls how many cards they wish to use (0 cards is acceptable) and places the chosen cards face down. Their opponent then does the same (the number of cards can be different). This is then repeated for both players, until either both players have played 2 cards, or both players call out 0 cards in immediate succession. When either happens, proceed to the 'determining combat effects' part of combat.

Combat example:



In the French army turn's continued movement phase, stack A, containing 1 face down unit, performs continued movement bringing it adjacent to English stack C, so it must end its movement.

Continuing to the combat phase, combat occurs between stacks A, B, and C. In this case, the combat is 2 stacks vs 1 stack. First, stack A is flipped face up (stacks B and C having already been flipped face up in an earlier turn). Stack A is revealed as being a combat value 1 cavalry brigade.

Now, each army's combat value is calculated. Due to the effect of Napoleon being in stack B, each unit in that stack has 1 added to their combat value. As stack C is in a village, it has 1 added to the stack's combat value.

French army:
Stack A = 1 combat value
Stack B = (6+1) + (4+1) = 12 combat value
Total = 13 combat value

English army:
Stack C = (3+3+4) + 1 = 11 combat value
Total = 11 combat value

Next, artillery support is performed.

As the French army player already has a higher combat value at this time, they start off by calling '0 cards'.

Against this, if the Allied army player does not play any cards, they will certainly lose, so the Allied army player announces '1 card', and places 1 card on the table face down. Because the Allied army player played a card, the French army player now calls out '1 card', and places 1 card face down.

The Allied army player would like to play more cards, but ran out, and so calls out '0 cards'.

As the Allied army player only played 1 card, the French army player decides their one card is enough, and also calls '0 cards'.

As both players called '0 cards' in succession, artillery support is complete. Both players turn their artillery cards face up. The French army player's card is a 7, and the Allied army player's card is an 8.

Adding these to their combat values, the French army's total combat value is 20, and the Allied army's total combat value is 19.

As the winning French side had 2 stacks, the losing Allies must remove 2 units from stack C. The Allied army player chooses and removes 2 of their 3 combat value units.

The ends that turn's combat.

If the French army had happened to have a 3rd stack participating in the combat, stack C would have been eliminated. In that case, stack B, as Napoleon is with them, would have been able to chase into Hal (see 9-3. Napoleon's chase for details).

8. Reinforcements

The current player, in the reinforcement phase, can draw up to 2 new units at random from their bag and place them on the board. If declared in advance, a player can choose to reduce their reinforcements to a single unit or place no reinforcements at all in a turn. All reinforcements are placed face down.

8-1 French army reinforcements

For the French player, the reinforcements appear 1 each in their choice of 2 of the 3 villages on the south

edge of the map (hexes F1, F2, and F3). Once the French army player declares the 2 villages (or less if they chose less reinforcements), they draw and place their units one at a time.

8-2 Allied army reinforcements

For the Allied army player, Prussian units drawn are placed in Liège (hex P). English units drawn appear in either Brussels (hex E1) or Ghent (hex E2).

For each unit, before drawing it from the bag, the Allied army player must declare 'If it's an English army, I will place it..' (their choice of Brussels or Ghent). If a 2nd English unit is drawn, it must always be placed in the other hex not chosen for the 1st unit.

8-3 Face down units

All units are placed face down on the board (other than when Napoleon appears).

A face down unit is turned face up when it performs combat with an enemy stack. A unit turned face up is never turned face down again.

A single stack may have a mix of face up and face down units.

9. Napoleon

The Napoleon unit has rules applied to it differently than other units.

9-1 Napoleon appears



If the Napoleon unit is still 'in hand', the French army player can declare 'Napoleon appears' during any combat phase.

If at least one combat occurs in that phase, the French army player must declare this after all combat combinations are decided, but before any combats are resolved. At this point, the Napoleon unit is immediately placed in the desired stack (not necessarily a stack that is participating in combat).

The Napoleon unit is not included when determining the number of units in a stack.

9-2 Combat value increase due to Napoleon

The Napoleon unit does not provide a combat value himself, but each unit stacked with Napoleon has its combat value increased by 1 (the maximum benefit being plus 3).

9-3 Napoleon's chase

If the stack with Napoleon is in a hex adjacent to a city or village, the French army player can perform a chase if the following conditions are satisfied:

- (a) If the stack with Napoleon removes all units from an enemy stack in the village or hex.
- (b) If the enemy stack in the village or city hex adjacent to the stack with Napoleon is in retreats.

A chase is Napoleon and the stack he is with entering the vacated city or village hex. A chase can be performed during either player's turn. A chase is not considered movement. When chasing, the stack with Napoleon may move from one hex that is adjacent to an enemy stack to another hex that is adjacent to an enemy stack.

9-4 Restrictions on Napoleon

When the stack Napoleon is in is adjacent to an enemy stack, it cannot perform any kind of movement or retreat. Also, under no circumstances can the stack move closer to the southern board edge. This is because seeing the Emperor retreat would cause the collapse of the entire army.

10. Cards and removed units

10-1 Cards

If the draw stack of cards runs out during the game, neither player can draw any more artillery cards. If there are some but not enough cards for both players at the end of a turn, the players alternate drawing cards, starting with the current player.

All used artillery cards are discarded. As long as it does not delay the game, either player is free to look at the contents of the discarded cards at any time.

There is no limit to the number of cards that a player can have in hand at one time.

10-2 Removed units

Units removed from the board due to combat or violating the movement rules are kept to the side of the board. Removed units are never placed on the bag, and are never returned to the board.