

La Bataille des Quatre Bras

2nd Edition



Règlement Exclusif
Pour le Règlement de l'An XXX
et
Le Règlement des Marie Louises



All rules herein take precedence over any rules in the series rules which they may contradict.

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Rules marked with an eagle or are shaded with a grey background apply only to players using the Règlements de l'An XXX.

NOTE: All references to Artillery Ammunition Wagons (AAW), artillery ricochet fire and cavalry skirmishers apply only to players using the Règlements de l'An XXX.

1.0 INTRODUCTION

La Bataille des Quatre Bras is a simulation of one of the opening battles of the Waterloo campaign of 1815 fought between Marshal Ney, commander of the left wing of the French *L'Armée du Nord* and, ultimately, the Duke of Wellington, commander of the Anglo-Dutch-German *Army of the Low Countries*.

2.0 RULES QUESTIONS

Send questions or comments to the following address:

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Or email us at: sales@clashofarms.com
"Attention: Rules Questions Quatre Bras"

Or check the La Bataille forum at Consimworld:
<http://www.consimworld.com>.

3.0 GAME COMPONENTS

3.1 The Organizational Displays

The player controlling the *Army of the Low Countries* should only bother himself with those units labeled as "Present at Quatre Bras" and "Variable Quatre Bras Reinforcements" on the display itself, as this game comes complete with the Anglo-Dutch-German army that was present at Waterloo. These extra forces are to be used with *La Bataille de Mont St. Jean*, also available from Clash of Arms Games.

ERRATA: In the Army of Low Countries Organizational Display, von Vincke's 5th Hanoverian brigade of Picton's Division is labeled as present at Quatre Bras, actually this brigade didn't participate in the battle but it was present only at Waterloo two days later. In place of 5th Hanoverian brigade Allied player must deploy Best's 4th Hanoverian brigade.

HISTORICAL NOTE: According to Siborne's History of the Waterloo Campaign, the 5th Hanoverian brigade, under Colonel Vincke, properly belonged to the 5th Division, but in consequence of some mistake in the disposition of the troops, Colonel Best's brigade held the place of the former in this division both at Quatre-Bras and Waterloo.

ERRATA 2: In the Armée du Nord Organizational Display for 2^e Corps d'Armée the 2^e Régiment d'infanterie légère and 3^e Régiment d'infanterie de ligne must be swapped (that is 2^e légère in Bachelu's Division and 3^e ligne under Jérôme orders).

ERRATA 3: In the Army of Low Countries Organizational Display for Cavalry Corps the 1st KGL Hussars in 7th Brigade and 3rd KGL Hussars in 6th Brigade must be swapped.

3.2 Brigade Leaders – Optional

If players agree add the following optional French cavalry brigade leaders:

- Général de brigade Huber – 1^{re} Brigade/2^e Division de Cavalerie Légère
- Général de brigade Wathiez – 2^e Brigade/2^e Division de Cavalerie Légère

4.0 TERRAIN

4.1 Special Structures

The Church in Frasnes and the Grand Fermes (farms surrounded by walls) are Special Structures.

HISTORICAL NOTE: These buildings in the Belgian region of the 1815 campaign were so particularly solidly built to be considered nearly fortresses.

4.1.1 Line of Sight: Special Structures block Line of Sight.

4.1.2 Zones of Influence: Zones of Influence do not extend into Special Structure hexes.

4.1.3 Movement: Only infantry may deploy in a Special Structure hex. Cavalry and artillery may not enter a Special Structure hex, except to pass through it and only if they enter and exit via a road or trail in Road Column. Cavalry and artillery units that pass through the hex may not stop in the hex, and may not enter the hex unless its current movement potential is sufficient to allow it to continue into the adjoining hex.

4.1.4 Stacking: Up to 6 increments or 1 battalion of infantry may stack in a Special Structure hex.

NOTE: For the Règlements de l'An XXX, a leader is not required for units to stack in a Special Structure hex.

4.1.4.1 Regimental Presentation: Infantry units in Regimental Presentation with more than 6 increments, and which have battalion counters, must break down into battalions before entering a Special Structure hex. The battalions entering may total no more than 6 increments. These rules apply for all forms of movement voluntary or involuntary.

4.1.5 Formation: A unit deployed in a Special Structure is always considered as if in Square as long as it is in good order (not Disordered or PGD). It thus has the facing and Zone of Influence of a Square, the firing pattern and fire effects of a Square, and the morale modifier of a Square. Unlike a Square a unit in a Special Structure does not have to subscribe to the 3 increments minimum to receive these benefits. Units may not employ Skirmish order while in a Special Structure.

Infantry unit in multi-hex Line formation may not be deployed in a Special Structure hex.

4.1.6 Fire Combat: Infantry units firing on a Special Structure halve their fire values. Artillery firing on a Special Structure does not receive the Point Blank Range benefit and use its Long Range Fire Value regardless of the actual distance. Regardless of the size of defending forces, a maximum of 6 increments may be used to fire from a Special Structure.

4.1.7 Assault: Only infantry may Assault a Special Structure hex (that is Cavalry may neither Charge or Mêlée units in Special Structures). Only 6 increments may Assault or defend a Special Structure hex. Regardless of the size of the forces, only six parts of the attacking or defending forces may be used for attack or defense. Infantry assaulting one of these hex does not have its Mêlée Value modified as if attacking a Square.

4.1.7.1 Roll to Stand: Units in Special Structures automatically Stand when assaulted. They must still roll the dice, however, to determine if they deliver effective Defensive Fire and receive any Defensive Shifts, but do not Disorder for failure to stand.

4.1.7.2 Sapeurs: Sapeurs stacked with infantry in an Assault on a Special Structure hex will cause a one column shift in their favor on the Assault et Mêlée Chart. They must be part of the Assault to cause this column shift.



4.1.7.3 Assault and Mêlée Results: Defending units ignore all DR and DD# combat results on the Assault et Mêlée Chart, instead they lose one increment from their strength.

4.2 Orchard, Cultivated Ground

4.2.1 Line of Sight: Orchard and Cultivated Ground hexes block Line of Sight.

4.2.1.1 Cultivated Ground and Elevation: A firing unit that is on higher elevation than interposing Cultivated Ground hexes may fire beyond these hexes regardless of the spatial relationship of the Cultivated Ground to the firing hex, and the target hex. In other words, the higher elevation of a firing unit will negate the effects of Cultivated Ground on Line of Sight.

4.2.2 Zones of Influence: Zones of Influence do extend into Orchard and Cultivated Ground hexes.

4.2.3 Formation: Infantry may form Column, Line and Square in Orchard and Cultivated Ground hexes. Cavalry may form Column and Line in Orchard and Cultivated Ground hexes.

4.3 Farmettes & Houses

4.3.1 Line of Sight: Farmettes & Houses hexes do not block Line of Sight. Farmettes & Houses hex may contain Cultivated Ground terrain too, in this case, for LOS purposes, the Cultivated Ground restrictions take precedence to those of Farmettes & Houses (that is they block LOS).

4.3.2 Zones of Influence: Zones of Influence do extend into Farmettes & Houses hexes.

4.3.3 Formation: Infantry may form Column, Line and Square in Farmettes & Houses hexes. Cavalry may form Column and Line in Farmettes & Houses hexes. Units deployed in Farmettes & Houses hexes do not have flank hexsides, only front and rear. What would normally be considered a flank hexside is now considered a front hexside. Units in Farmettes & Houses hexes cannot receive enfilade fire.

4.4 Marsh/Swamp

4.4.1 Line of Sight: Marsh/Swamp hexes do not block Line of Sight.

4.4.2 Zones of Influence: Zones of Influence do extend into Marsh/Swamp hexes.

4.4.3 Movement: Artillery may not enter Marsh/Swamp hexes except via road or trail in Road Column. They may not unlimber in a Marsh/Swamp hex.

4.4.4 Formation: Formed units assume General Order formation when entering Marsh/Swamp hexes.

4.4.5 Charge: Cavalry may not Charge into, through or from Marsh/Swamp hexes. Cavalry may not Pursue retreating units into Marsh/Swamp hexes, the Pursuit stops at the Marsh/Swamps' edge.

4.5 Town, Woods, Tree line

The only Town in this game is Frasnes. Tree line hexes are any Woods hex adjacent to at least two clear hexes.

4.5.1 Line of Sight: Town, Woods and Tree line hexes block Line of Sight.

4.5.2 Zones of Influence: Zones of Influence do not extend into Town, Woods and Tree line hexes.

4.5.3 Stacking: Tree line hexes have a stacking limit different from Woods hexes (see Stacking Chart).

4.5.4 Formation: Formed units assume General Order formation when entering Town, Woods and Tree line hexes.

4.6 Ponds

Ponds hexes are impassable for all the units, as they represent deep water.

4.6.1 Line of Sight: Ponds hexes do not block Line of Sight.

4.6.2 Zones of Influence: Zones of Influence do not extend into Ponds hexes.

4.7 Sunken Roads

HISTORICAL NOTE: Prior to the widespread use of the rifle, soldiers viewed sunken features on battlefields as deathtraps, not as

shelter. Instead of deploying in them they deployed behind them, treating the sunken feature as a convenient obstruction across which their enemy would have to attack, breaking momentum and cohesion thereby.

Units employing Road Column are considered moving in the depression. Units in other formations are considered behind the terrain feature (that is units are deployed with the depression between their front and the enemy).

4.7.1 Movement: Artillery may only enter a Sunken Road hex via a road while in Road Column. Artillery may not unlimber in a Sunken Road hex. Infantry and cavalry units not in Road Column may move parallel to the Sunken Road paying the cost of the other terrain in the hex. Units may move along a Sunken Road and exit a Sunken Road hex without paying the movement point cost for crossing a Sunken Road hex only if they remain on the same side of Sunken Road, otherwise the cost for crossing the Sunken Road hex must be paid at the moment the units leave the hex. Units that begin a movement phase in a Sunken Road hex are considered to have crossed to the side most advantageous to their movement.

4.7.2 Stacking: Sunken Road hexes have a maximum stacking limit of the other terrain in the hex. Units that move along a Sunken Road may freely pass through units in Road Column in a Sunken Road hex and vice versa (within the stacking limit of the hex), but neither may end their movement stacked.

NOTE: This is an exception to the general stacking rules that prohibit voluntary stacking of some types of friendly units (i.e. cavalry with infantry and cavalry with artillery).

4.7.3 Formation: Only units in Road Column are considered in the depression. Units in Line may not be deployed as if to straddle a Sunken Road. Units in Line may not enter a Sunken Road hex if they cannot do so without straddling the Sunken Road. They must be deployed parallel to the feature conforming to the natural line created by the terrain instead. Units in Line straddle the Sunken Road if they have at least a road pass through a front and a rear hexsides (not necessarily the same road). Infantry may form Square in Sunken Road hexes.

4.7.4 Fire Combat: Units in Road Column will have an improved Fire Defense Value (see Fire Defense Chart) so long as the Fire Attack comes from a direction that is not in enfilade to the line of the terrain, in which case they will have the usual value (i.e. the Fire Defense Value of a Column).

4.7.5 Assault and Charge: Units defending in a Sunken Road hex will receive its benefits only if assaulted from a non-Sunken Road hex and through the defenders front hexsides, and/or from a Sunken Road hex. Cavalry may not Charge units in a Sunken Road hexes from non-Sunken Road hexes and through the defenders front hexsides. Nor may cavalry initiate a Charge while in a Sunken Road hex. If units with all-around facing (i.e. Square or Disorder) are assaulted or charged in a Sunken Road hex, the defending player chooses which side they are on at the moment of the first assault or as soon as in an enemy cavalry Charge Zone. The chosen side will remain valid for possible subsequent assaults and charges.

4.7.5.1 Assault and Disorder: Units assaulting into Sunken Road from a non-Sunken Road hex and through the defenders front hexsides will do so in Disorder. Units assaulting out of a Sunken Road hex always will do so in Disorder. Mark the assaulting stacks with a Disorder marker just before the *Offensive and Defensive Fire* step of the Assault and Mêlée procedure. If the assaulting units were already in Disorder there is no further effect. That is they do not become PGD and Rout. The Disorder occurs even if the target vacated the hex prior to this point without a Mêlée having been fought, and is applied when the attacker advances into the target hex.

4.7.6 Roll to Stand: Units in a Sunken Road hex assaulted from a non-Sunken Road hex and through defenders front hexsides, and/or from a Sunken Road hex receive a +6 modifier to their Roll to Stand dice roll.

4.7.7 Arrow Markers – Optional: Players may use proper arrow markers to indicate which side of the Sunken Road units are on. Note that the arrow marker's orientation has no relation to the actual facing



of the units they mark. When using arrow markers all the previous rules apply with the following exceptions.

4.7.7.1 Movement: Units that begin the Maneuver Segment in a Sunken Road hex are considered on the side indicated by the arrow marker. Units that change the arrow marker orientation are considered to have crossed the Sunken Road hex and must pay the cost for crossing it. Units may change the orientation of the arrow marker only when they are active and allowed to move.

4.7.7.2 Assault: Units defending in a Sunken Road hex will receive its benefits only if the Sunken Road is between the assaulting and defending units. This may be evaluated by the orientation of the arrow marker, the Sunken Road, and by the direction of the Assault. Cavalry may Charge into a Sunken Road hex if the defenders are on the same side of the Sunken Road as the cavalry. Units with all-around facing will be on the side indicated by their arrow markers (i.e. there is no choice for the owning player at the moment of the assault or charge as in E4.7.5).

4.7.7.3 Assault and Disorder: Units assaulting into a Sunken Road hex from a non-Sunken Road hex will do so in Disorder only if the defending units are behind the Sunken Road (i.e. if the assaulting units must cross the Sunken Road to contact the enemy). Units assaulting out of a Sunken Road hex will do so in Disorder only if the defenders are not on the same side as the assaulting units. Mark the assaulting stacks with a Disorder marker just before the *Offensive and Defensive Fire* step of the Assault and *Mêlée* procedure. If the assaulting units were already in Disorder there is no further effect. That is they do not become PGD and Rout. The Disorder occurs even if the target vacated the hex prior to this point without a *Mêlée* having been fought, and is applied when the attacker advances into the target hex.

4.8 Hedgerows

These are primarily a decorative feature belonging to Sunken Road hexes and have no impact on the game except for those of the Nivelles Road, 2, 3 and 4 hexes from the crossroads. These three hexes are essentially half-sunken road hexes. The Movement Chart refers exclusively to these 5 hexsides when it refers to hedgerows.

NOTE: These three hexes are not Sunken Roads and so do not apply the Sunken Roads rules to them.

4.8.1 Formation: Infantry and cavalry may not form a multi-hex Line across Hedgerow hexsides.

4.9 Slopes

There are two types of slopes in this game: Severe and Normal Slopes.

4.9.1 Normal Slopes: Artillery units incur an extra cost in MPs when crossing (up or down) Normal Slope hexsides. Artillery can prolong across normal slopes hexsides. There is no effect on the movement of other types of unit (see the Movement Chart).

4.9.1.1 Formation: Infantry and cavalry may form a multi-hex Line across Normal Slopes hexsides.

4.9.1.2 Roll to Close: Infantry units assaulting up a Normal Slope suffer a -3 modifier to their Roll to Close dice roll.

4.9.2 Severe Slopes: There are a few Severe Slopes hexsides on the game map (found exclusively NNE of the Ferme Gemioncourt; 5 Stream hexsides). These primarily represent where the Stream has greatly cut into the bank creating an almost sheer face. It is impossible for artillery to cross these going either up or down, and extremely problematic for infantry to do so and maintain its formation. Infantry, Skirmishers, Cavalry and Leaders pay an extra cost in MPs to cross (up or down) these hexsides (see the Movement Chart).

4.9.2.1 Formation: Infantry and cavalry may not form a multi-hex Line across Severe Slopes hexsides.

4.9.2.2 Assault: Infantry that assault across a Severe Slope hexside (up or down) do so in Disorder. Mark the assaulting stacks with a Disorder marker just before the *Offensive and Defensive Fire* step of the Assault and *Mêlée* procedure. If the assaulting units were already in Disorder there is no further effect. That is they do not become PGD and Rout. The Disorder occurs even if the target vacated the hex prior to this point without a *Mêlée* having been fought, and is applied when the attacker advances into the target hex.

4.9.2.3 Roll to Close: Infantry units assaulting up a Severe Slope suffer a -3 modifier to their Roll to Close dice roll.

4.9.2.4 Charge: Cavalry are not permitted to Charge, *Mêlée* or Pursue across Severe Slope hexsides.

4.10 Streams

Artillery may not cross Stream hexsides except at Bridges or Fords. Infantry and cavalry incur a movement penalty when crossing a Stream hexside (see the Movement Chart). There is no effect on the movement of Leaders, Skirmishers or formed light companies.

4.10.1 Formation: Infantry and cavalry may form a multi-hex Line across Stream hexsides.

4.10.2 Assault and Disorder: Infantry units assaulting across Stream hexsides do so in Disorder. Mark the assaulting stacks with a Disorder marker just before the *Offensive and Defensive Fire* step of the Assault and *Mêlée* procedure. If the assaulting units were already in Disorder there is no further effect. That is they do not become PGD and Rout. The Disorder occurs even if the target vacated the hex prior to this point without a *Mêlée* having been fought, and is applied when the attacker advances into the target hex.

4.10.3 Charge and Disorder: Cavalry units charging across Stream hexsides do so in Disorder. Mark the charging stacks with a Disorder marker just before the *Defensive Fire* step of the Cavalry Charge vs. Infantry and Artillery *Mêlée* Procedure or before the *Mêlée Resolution* step of Cavalry Charge vs. Cavalry *Mêlée*. If the charging cavalry units were already in Disorder there is no further effect. That is they do not become PGD and Rout. The Disorder occurs even if the target vacated the hex prior to this point without a *Mêlée* having been fought, and is applied when the attacker advances into the target hex.

4.11 Bridges and Fords

Only units in Road Column benefit from bridges or fords. Infantry or cavalry in other formations must still pay the stream hexside costs when crossing a bridge or ford hexside.



4.12 Artillery Ricochet

Artillery fire which targets the following hexes terminates in them. Ricochet fire may bounce into, but not through the following hexes:

- Town hexes
- Woods and Tree line hexes
- Marsh/Swamp hexes
- Special Structures hexes
- Upslope (severe and normal) hexsides

NOTE: Artillery Ricochet only applies to the Règlements de l'An XXX.

4.13 Depots

4.13.1 French: The entry hex on the southern map edge in Frasnès.

4.13.2 Anglo-Allied: The entry hex on the northern map edge marked à *Bruxelles* or the entry hex on the western map edge marked à *Nivelles*.

5.0 COMMAND

The Organization and Display Charts reveal the command structure of the armies. Refer to them as necessary.

5.1 French

5.1.1 Command Points: The French *L'Armée du Nord* receives one Command Point for Ney (Army Leader), Reille and d'Erlon (Corps Leaders) for a total of 3 Command Points.

5.1.2 MU Size: The largest MU which the French may create is a Corps d'Armée.

5.1.3 French Heavy Cavalry: Kellermann, commander of the III Reserve Cavalry Corps, or any asset of that corps, may only be employed by the French player if Ney is stacked with the Kellermann counter. Ney's Army Level CP must be spent with this corps if any part of it will constitute a MU (though Ney must stack with Kellermann if

this corps is to be employed by him, he could stack with Kellermann and use his CP on some other formation and not employ this corps that turn). This MU may constitute any part of the corps that is within Kellermann's Command Span, or his subordinates who are in turn within his span. In other words, Ney must personally direct the III Reserve Cavalry Corps if it is to be used in combat. If Ney is killed the III Reserve Cavalry Corps will become impossible to direct and its units and Leaders withdrawn to the vicinity of Frasnes; i.e., within three hexes of any town hex, during the first Regroup Action Chit subsequent to the marshal's demise.

EXCEPTION: Any cavalry element of this corps could Reaction or Opportunity Charge on its own regardless of Ney's personal direction.

5.1.4 Leader Casualties: The following leaders may not be replaced: Ney, ADC Heymes, ADC Delcambre, ADC Lacroix.

5.1.5 Ney: If Ney is killed (not temporarily removed from the game due to wounds) his specific command assets are removed from the game and Reille will soldier on with his single CP, assuming the role of Army Leader and that of II Corps. However, in the event the corps of d'Erlon arrives, their CPs must remain the exclusive domain of their respective corps.

5.1.6 Leaders of Special Ability:

Cavalry: Kellermann

5.1.7 Light Cavalry Leaders: The following light cavalry leaders may roll for initiative to form their own MU:

- Piré
- Huber – Optional
- Wathiez – Optional
- Lefebvre-Desnouettes.

5.2 Anglo-Allied

5.2.1 Command Points: *The Army of the Low Countries* receive one Command Point for Picton and Orange (Corps Leaders) for a total of 2 Command Points. Wellington (Army Leader) does not generate a CP, he activates MUs and Corps Leaders with his "ride".

5.2.2 MU Size: The largest MU which the Anglo-Allied may create is a Brigade.

5.2.3 Wellington's Ride:

NOTE: this rule takes effect the turn after the arrival of the Duke and his staff as reinforcements.

During the Command Point Segment the Wellington counter moves and his ADCs Canning and Gordon may accompany him. Every brigade Leader the Wellington counter contacts during this move is activated for this turn (and this turn only) and constitutes an MU. During this "ride" the Wellington counter:

- May move his entire Movement Potential.
- Must spend 1 MP in the hex with each brigade Leader so activated (this is in addition to the movement point cost of the hex itself).
- May contact as many brigade Leaders as his Movement Potential allows.

The Wellington counter may move up to half his printed Movement Potential (that is, 5.5 MP) in the movement phases of turns in which he moved during the Command Point Segment.

5.2.4 Wellington's ADCs: In addition to the brigade Leaders so activated the ADCs accompanying Wellington (Canning and Gordon) may activate brigade Leaders. To do so they must:

- Begin the Command Point Segment stacked with the Wellington counter.
- They may "fly" to any on brigade Leader on the map (that is, they have unlimited Movement Potential in this movement).
- They must remain stacked with the brigade Leader they activate throughout the turn of his activation. This activation lasts a single turn.

Although these two ADCs may "fly" to their brigade Leaders, they must move back to the Wellington counter, paying the normal movement point costs for hexes they pass through, if the Wellington player subsequently wishes to use them again to activate a brigade Leader.

5.2.5 Orange and Picton: As the Duke of Wellington does not begin the day on the field of battle Prince William of Orange is considered to be acting under orders in command of the I Corps, as will Sir Thomas Picton as he arrives at the head of the Reserve Corps.

HISTORICAL NOTE: Technically Picton was commander of the 5th Infantry Division and Wellington himself, commander of the Reserve Corps to which the 5th belonged, however, in the absence of the Duke, Picton assumed command of the greater formation.

They operate with following restrictions:

- Neither commander may command elements of the other's corps.
- The CP of each Corps Leaders must be spent exclusively on their specific corps (in other words, Orange may not abstain from using his so that Picton can use two).

The turn after Wellington and his staff arrive both Allied corps Leaders become inactive.

5.2.5.1 Prince William of Orange-Nassau: This counter must be stacked with a unit from 1st Corps at the end of each game turn. If this counter is stacked with a Nassau, Dutch or Belgian combat unit, his modifiers act in the positive. If stacked with a British, KGL, Brunswick or Hanoverian unit his modifiers act in the negative.

5.2.5.2 Reactivating Orange and Picton: Both Corps Leaders may be reactivated if they are contacted by the Wellington counter during his ride, or one of the two aforementioned ADCs. Once reactivated they may transmit one CP to any brigade Leader of their respective corps for the remainder of the game per the restrictions listed in E5.2.5 above.

5.2.6 Leader Casualties: The following leaders may not be replaced: Wellington, ADC Canning, ADC Gordon, ADC Rebecque, ADC von Heinemann.

5.2.7 Wellington: If Wellington is killed (not temporarily removed from the game due to wounds) his specific command assets are removed from the game and Picton and Orange will do the best they can under the restrictions in E5.2.5

5.2.8 Organization: Van Merlen's Cavalry brigade is considered part of the I Corps for purposes of command, though it technically belongs to the Cavalry Corps.

5.2.9 Light Cavalry Leaders: The following light cavalry leaders may roll for initiative to form their own MU:

- Vivian
- Vandeleur
- Dornberg
- Van Merlen
- Duke of Brunswick*

** The Duke of Brunswick can act as a light cavalry leader and test for readiness, however, as such his "brigade" will consist only of his cavalry and horse artillery.*

6.0 SPECIAL RULES

6.1 Smoke and Fire

Whenever a firing unit in Clear, Cultivated Ground or Farmettes & Houses, rolls an 11 or 12 as result of fire attack the hex containing the firing unit catches fire and is marked with a "Smoke" informational counter. If more units are combining the fire, only one hex randomly chosen is set on fire. The hex is uninhabitable in subsequent turns until the fire goes out, no unit or Leader may enter it even to pass through it.

6.1.1 Line of Sight: Smoke blocks Line of Sight regardless of the elevation difference.

6.1.2 Displacement: The unit occupying the hex on fire is immediately displaced from it following the normal displacement rules. As the fire starts in front of the firing unit, the displacement may not occur moving forward through front hexsides (i.e. passing through the fire) but only backward or sideward.

EXCEPTION: Units in square have six front hexsides, and will displace away from the hexside where the fire started.

Infantry unit in multi-hex Line may displace with a backward wheel pivoting on the hex not on fire, as well as with normal displacement movement.



6.1.3 Fire Extinguishing or Spreading: During the Reorganization Segment roll a die for each hex on fire, on a 5 or 6 it goes out. On a 1 it spreads to an adjacent hex. Roll a die to determine which hex the fire spreads to with the die roll indicating one of the 6 adjacent hexes. Use a mutually agreed upon starting point for a roll of 1 and count clockwise. If it goes back to a hex already on fire then remove the smoke marker from the current hex and the one the fire was to spread to. A fire can spread only to another Clear, Cultivated Ground or Farnettes & Houses terrain.

6.1.4 Assaults: If during the *Offensive Fire* step of an Assault attacker's hex catches fire, assaulting units in such hex must be displaced and they are no longer part of the assault. If during the *Defensive Fire* step of an Assault the defender's hex catches fire, defending unit must be displaced, the assault is canceled and the assaulting units do not advance into the hex.

6.1.5 Charges: If during the *Defensive Fire* step of a Charge the defender's hex catches fire, defending unit must immediately displace and the charging unit must attempt to Recall. A successful Recall ends the Charge. If the check fails the Charge ends but the unit disorders.

NOTE: Unlike the usual Recall, an unsuccessful check doesn't allow charging unit to Pursue the target: it's quite impossible to force a horse to pass through fire.



6.1.6 Howitzer Attacks: A Howitzer Attack that rolls an unmodified 65 or 66 as the result of the Fire Attack, sets the target hex on fire if it is Clear, Cultivated Ground, Farnettes & Houses, or Town terrain. The hex is marked with a "Smoke" informational marker and the units currently occupying it are immediately displaced from it as above.

NOTE: Howitzer Attacks apply only to the Règlements de l'An XXX.

6.2 Obscured Units

HISTORICAL NOTE: One of the unique features of this battle was the unusual height the Rye had grown so far that year. Ground that would normally be considered "clear" was thick with this crop that some accounts attribute a height of nearly 9 feet! Individual battalions of Infantry and regiments of Cavalry coped with this by throwing out a thin skirmish line to precede them as they advanced or charged. Some French lancers even going so far as planting their lances adjacent to the British units to mark them for the Artillery.

Prior to play the Wellington player has the option of starting any or all of his combat units and/or leaders obscured.

6.2.1 Obscured Stacks: As he deploys his units on the map he places an informational marker on them (preferably a blank one, though any high numbered marker will do) so that the opposing player does not see that it is an actual combat unit or a leader.

6.2.2 Obscured False Stacks: The Wellington player may create "false stacks" (or dummy stacks) up to the number of "real" stacks he has obscured on the game map. In other words, if he plans to deploy seven of his stacks obscured, he may then deploy up to seven false stacks on the game map. A false stack may contain as many counters as the player desires obscured by a blank marker on top.

6.2.3 Eligibility: Only units that start the game on the map may be obscured. Units that arrive as reinforcements may not arrive obscured, nor may false stacks be created after the start of play.

6.2.4 Obscured Stacks and Zones of Influence: Obscured stacks (real and false) exert an Infantry Zone of Influence into all the hexes immediately adjacent regardless of their actual formation.

6.2.5 Obscured Stacks and Movement: Obscured stacks (real and false) may move while maintaining their obscured status (but see E6.2.8 below). Movement of false stacks is left to the player's discretion (i.e. they may move when a MU, Leader or Regroup chit is drawn regardless of their apparent status), but they may not be split to form new false stacks (the number of false stacks may not raise during the game). Obscured real stacks must obey to normal movement rules (i.e. they may move when the appropriately MU, Leader or Regroup chit is drawn) and they may be split to form new obscured stacks (but an opponent knows that they are real stacks, of course, because false stacks may not split).

6.2.6 Targeting Restrictions: Obscured units may not be the target of Infantry Fire or the "advertent" target of an Artillery Fire Attack.



NOTE: Obscured units may, however, be inadvertently attacked by ricochet if some other unit was attacked and they are further along the shot path. The obscured status of the unit is not affected regardless of the result of this attack (unless it happens to be an AAW that explodes!).

Obscured units may be the target of an Assault or Charge without being revealed first. Cavalry units charging an obscured stack have their Mêlée Value halved (see Additional Mêlée Modifiers Chart).

6.2.7 Obscured Stacks and LOS: Obscured stacks (real and false) block Line of Sight.

6.2.8 Becoming Revealed: An obscured stack becomes revealed in the exact moment when any one of the following cases occurs:

- It moves adjacent to an enemy unit.
- It executes Fire Combat or Opportunity Fire.

NOTE: Obscured stacks are never forced to fire: it is an option left to the player's discretion, but if an obscured stack fires it must be immediately revealed.

- A non-obscured friendly unit moves into the hex with the obscured stack and does not immediately leave the hex (i.e. if it is not simply moving through).
- Rolls to Stand in the face of an infantry Assault or cavalry Charge. False stacks are simply removed at this stage, the cavalry is allowed to continue its Charge if the player so desires. Infantry, however, that Rolled to Close on a false stack advance into the hex, but end the Assault sequence in Disorder.
- An enemy infantry unit in Skirmish Order can reveal all obscured units in adjacent hexes, by expending 1 MP during the Maneuver Segment. If the unit does not have sufficient MPs to enter the hex and reveal all the adjacent obscured units, it may not enter the hex and its movement is complete.



- An enemy cavalry unit in Skirmish Order can reveal all obscured units in adjacent hexes, by spending 1 MP during the Maneuver Segment. If the unit does not have sufficient MPs to enter the hex and reveal all the adjacent obscured units, it may not enter the hex and its movement is complete. A cavalry unit in Skirmish Order may reveal only adjacent obscured stacks standing in its Skirmish Zone.

NOTE: Cavalry Skirmish Zone do not extend into any terrain that mandates General Order for formed units (i.e. Swamps, Town, etc.). Into these hexes cavalry skirmishers may not reveal obscured stacks.

Obscured stacks must retain their facing and formation when revealed.

6.3 Anglo-Allied Special Units

6.3.1 Special Battalions and their Light Company(s): Several Allied battalions are represented by more than the usual two counters (parent battalion and light company). This "contrivance" in the counter-mix represent the added ability of these units to extend their line formation beyond the two hex maximum, or to operate a screen of skirmishers several hexes in length, or to detach several independent companies at once. The counters of each Special Battalion may always stack together as if a single unit. British Special Battalions are the following:

- 2/1st Foot Guards (11 increments, 4 counters)
- 3/1st Foot Guards (12 increments, 4 counters)
- 2/2nd (Coldstream) Foot Guards (12 increments, 4 counters)
- 2/3rd (Scots) Foot Guards (12 increments, 4 counters)
- 1/52nd (Oxfordshire) Foot (12 increments, 4 counters)
- 1/71st (Highland) Foot (10 increments, 4 counters)
- 1st KGL Light Battalion (6 increments, 3 counters)
- 1/51st (2nd Yorkshire [West Riding]) Foot (7 increments, 3 counters)

6.3.2 Special Light Companies:

HISTORICAL NOTE: Several Allied battalions were trained such that any part of them could be deployed in an independent role separate from the rest of the unit.

Some units have the ability to *reconstitute* their light company in the event that it is destroyed. If the light company from one of these units is eliminated immediately place the company counter on top of its parent battalion, deducting the casualty from the battalion instead. This new “detached” company may move immediately only if the parent battalion has not already moved in the turn (and is active), otherwise it may move with parent battalion’s next activation. These special battalions are:

- All British Guards battalions
- All KGL Light battalions (1st and 2nd)
- The 1st and 2nd battalions of 95th (Rifles) Foot
- The 23rd (Royal Welch Fusiliers) Foot

6.3.3 Allied Cavalry: Allied non-British or KGL cavalry (that is Brunswick, Hanoverian, Dutch and Belgian cavalry) may move, Charge, Opportunity Charge or Reaction Charge only if stacked with or adjacent to their Brigade leader. These units may not move during the Regroup Chit. When declaring a Charge, before placing a Charge marker, these units must undergo a special pre-charge Morale Check. If this Morale Check is failed, and the resulting dice roll is a natural (unmodified) 11 through 16, the checking unit will Rout. If the Morale Check is failed, but the dice roll (unmodified) is greater than 16 the checking unit remains in place, without disordering, and its movement is complete. If the Morale Check for Opportunity Charge or Reaction Charge is failed, and the resulting dice roll is a natural (unmodified) 11 through 16, the checking unit will Rout.

NOTE: Reaction Charges apply only to the Règlements de l’An XXX.

6.4 French Guard Light Cavalry Division

Napoleon had forbid the use of this formation which had helped spearhead the crossing of the Sambre on the 15th of June. He substituted it with Kellermann’s III Reserve Cavalry Corps which is hurriedly marching up the Brussels road from Charleroi. The units of Lefebvre-Desnouettes’ division may not move except to Opportunity or Reaction Charge unless explicitly allowed by scenario rules.

NOTE: Reaction Charges apply only to the Règlements de l’An XXX.

6.5 Armoured Cavalry

The following units are Armoured Cavalry:

- 1^{er} Régiment de Carabiniers
- 2^e Régiment de Carabiniers
- 2^e Régiment de Cuirassiers
- 3^e Régiment de Cuirassiers
- 8^e Régiment de Cuirassiers
- 11^e Régiment de Cuirassiers



6.6 Artillery Ammunition

Normal artillery ammunition resupply rules apply to both the Anglo-Allied and French field artillery units.

NOTE: Artillery Ammunition only applies to the Règlements de l’An XXX.

6.7 Weather - Optional

On the afternoon of the 16th thunderstorms occurred in the vicinity of Ligny and Quatre-Bras. If playing Quatre-Bras with Ligny use the Weather rule from Ligny instead.

6.7.1 Procedure: Beginning with the 3:00 PM turn and at the start of each turn thereafter, players alternate rolling the dice to determine the weather. On a roll of 11 to 12 a Thundershower is in effect for that turn.

6.7.2 Effects of a Thundershower

6.7.2.1 Movement: All clear terrain costs are doubled for movement. That is, if a unit performs an action in clear terrain that would normally cost one movement point that action will now cost two movement points. Infantry may not Force March.

6.7.2.2 Visibility: Visibility is reduced to five hexes.

- Cavalry may not Charge a unit that is more than five hexes away from the start of its movement.

- Artillery may not initiate Fire Attacks at long range (six or more hexes distant).
- Windmills no longer affect Command Spans of leaders.

6.7.2.3 Fire Combat: All infantry Fire Values are halved.

6.7.2.4 Morale Recovery: Units that are PGD may not attempt to recover.

7.0 DETERMINING VICTORY

7.1 Victory Determination System

Victory is achieved mainly by causing losses to the enemy and/or by exiting troops off the map and/or having control of key points on the battlefield. Consult the scenario rules for Victory conditions and levels.

7.2 Optional Victory Determination System

If players agree they can use an optional system to determine the victor, consisting of tallying victory points for each side, subtracting the Allied total from the French total and then consulting the Victory Point Chart for the scenario.

Victory points are awarded for losses inflicted on the enemy and for controlling locations on the map using the following formula:

$$\text{Victory Points} = (\text{Weighted losses inflicted on the enemy})/10 + (\text{VP's for locations on the map}) + (\text{Additional VP's})$$

7.2.1 Losses: To determine weighted losses, multiply the number of increments lost, of each type, by their corresponding weight.

VICTORY POINT LOSS WEIGHTING	
Infantry	1
Elite Infantry	2
Cavalry	2
Elite Cavalry	3
Artillery	2

7.2.1.1 Elite Infantry/Cavalry: Infantry and Cavalry units with a morale value of ~, 11, 12 or 13 are Elite troops for counting victory points.

NOTE: Elite units are not only in Guards Brigades/Divisions (i.e. British 1st/79th Cameron Highlanders) and not all the Guards units are Elite troops (i.e. British 2nd/3rd Foot Guards)

7.2.2 Locations: Victory Points are awarded to each side that controls certain locations on the map. Control is awarded to the last side to have entered the hex.

7.2.3 Additional VP's: Additional Victory Points are awarded to French side for exiting units off Namur road towards the Ligny battlefield (eastern map edge at Thyle). To receive VP's all the remaining battalions of a single division on no Morale Level greater than Level 1 must leave the map in good order.

7.2.4 Wellington Killed or Captured: If Wellington is killed or captured the final victory level is shifted two levels in favour of the French side (i.e. Allied Tactical Victory becomes French Tactical Victory).

OPTIONAL VICTORY POINTS CHART	
LOCATION	VPs
Quatre Bras (the crossroad hex)	5
Gemioncourt, Piraumont, Grand Pierpont	2
Petit Pierpont, Delsot, L’Herald, Thyle (the hex with bridge and houses), Hante Cense, Basan Cense	1
For each French Infantry Division exiting towards Ligny on Namur road	3



8.0 LA BATAILLE DES QUATRE BRAS

June 16, 1815 – Historical

This is the Grand Battle Scenario. The scenario begins with the 11:20 AM turn and ends at the conclusion of the 9:20 PM turn (31 turns). The French (Ney) player sets up the forces at his disposal that begin the game on the map first. Then he should leave the playing area so that the Allied (Wellington) player can better avail himself of the “observed” and “false stacks” rules while he sets his pieces up.

8.1 Special Rules

8.1.1 Terminus Hex: The hex containing the crossroads of Quatre Bras is the Terminus hex for Allied and French reinforcements.

8.1.2 Force March: No units may execute Force March in this scenario.

8.1.3 Randomized Arrival Times: The Battle of Quatre Bras is essentially an arriving engagement. Neither side really knew who or what they were up against. Therefore, although what immediately follows are the historical arrival times for the two armies, these will be jiggled somewhat with substitution formations so that players will experience this same uncertainty. One hour prior to the scheduled arrival of any reinforcement the player owning the reinforcement rolls the dice and consults the table below to see if the formation arrives earlier or later than scheduled.

DICE RESULT	ARRIVAL
11 through 15	40 minutes early
16 through 25	20 minutes early
26 through 51	Historical
52 through 61	20 minutes late
62 through 66	40 minutes late

Formations may arrive ahead of a formation that was scheduled to arrive before it at the same location (entry hex). They may arrive together if it so happens that one arriving late coincides with one arriving early.

8.1.4 Randomizing Reinforcements: Players must roll on the chart below per their side. Note that whenever a specific arrival time is mentioned in the tables below it is not randomized per E8.1.3.

8.1.4.1 French: Prior to the start of the 2:00 PM turn the French player rolls a die and consults the following chart.

FRENCH RANDOM REINFORCEMENTS	
1	Guard Cavalry Released: Use of the Division de Cavalerie Légère de La Garde Impériale is no longer restricted.
2	Historical: No changes. The French player rolls for early or late arrival of reinforcements per E8.1.3 above.
3	L’Héritier Arrives: The whole of l’Héritier’s 11 ^e Division de Cavalerie (that is, 1 ^{re} and 2 ^e Brigades and Artillerie à cheval) arrives at 4:00 PM.
4	D’Hurbal Arrives: The whole of d’Hurbal’s 12 ^e Division de Cavalerie (that is, 1 ^{re} and 2 ^e Brigades and Artillerie à cheval) arrives at 5:20 PM.
5	Kellermann Resplendent: Roll the die again: <i>Odd result:</i> The whole of III Corps de Cavalerie de Réserve arrives at the 4:00 PM turn. <i>Even result:</i> No element of this corps arrives at all during the game. However, this result triggers case #1 above.
6	D’Erlon Time: Roll the die again: <i>Odd result:</i> All arrival times for I Corps are advanced 3 hours (d’Erlon for instance, arrives during the 3:40PM turn) and their entry hex is changed to the French Depot Hex. <i>Even result:</i> Cancel all arrivals from I Corps and use instead #5 above (rolling once more), which may also revert to #1.

8.1.4.2 Anglo-Allied: Prior to setting up his initial deployment the Allied player rolls a die and consults the following chart.

ANGLO-ALLIED RANDOM REINFORCEMENTS	
1	For the Glory of I Corps: Starting positions and arrival times for Saxe-Weimar (the Grand Pierrepont contingent only) and C. Halkett’s Brigade are switched. Kielmansegge’s Hanoverian Brigade is switched with Bijlandt’s Dutch-Belgian Brigade, Leaders Alten for Perponcher-Sedlinitzky.
2	Historical: No changes. The Allied player rolls for early or late arrival of reinforcements per E8.1.3 above.
3	The Brunswickers, Alas: Lord Uxbridge arrives in place of the Duke of Brunswick or his contingent. Gardiner’s Battery RHA and Lord Uxbridge arrive at 2:40 PM; Vivian’s and Ponsonby’s Brigades at 3:00 PM.
4	Picton’s Fall from Grace: Lord Uxbridge and Gardiner’s Battery RHA are substituted for Picton. Vivian’s Brigade for Kempt’s Brigade; Ponsonby’s Brigade for Pack’s Brigade, Vandeleur’s Brigade for Best’s Brigade.
5	Rebecque l’Ordinaire: Bijlandt’s Brigade instead sets up within 4 hexes of the crossroads. All of Saxe-Weimar’s Brigade along with the Prince of Orange arrives at 11:20 AM as a reinforcement at the Allied Depot Hex. (False stacks may set up anywhere on the game map.)
6	Dornberg’s Pleasure: The arrival of Van Merlen’s Brigade is advanced to the 12:40 PM turn (one hour). Alten and the 5th British Brigade arrive at 1:40 PM (2 hours early). Kielmansegge arrives at 2:00 PM (2 hours early). Ompteda’s KGL Brigade is added as a reinforcement and arrives at 3:40 PM (vers Nivelles). Vivian’s Brigade is added as a reinforcement and arrives at 4:00 PM (at the Allied Depot Hex).

8.1.5 Special Deployment of 27th Dutch Jäger:

HISTORICAL NOTE: Baron Perponcher suspected that he was faced by an overwhelming number of enemy troops and took the extraordinary step of deploying the 27th Dutch Jäger in an extremely thin and broad front. He thought that he could buy some time if he could present his forces in a manner that would lead the French into believing that it was much greater than it actually was. The rise



worked to a limited degree, owing more to Wellington's reputation for exactly the opposite situation, i.e. presenting his force as if it were much smaller than it actually was. In any case, it is impossible to duplicate Perponcher's strategy, given 195 years of hindsight, and the various orders of battle laid out before each player, therefore, a degree of contrivance is called for...

At the start of the game, the 27th Dutch Jäger may be deployed at the Allied player option in an extended-line-tirailleur formation. Deploy the Jäger counter flipped over in two hexes, use two extended markers to show the extent to which the Jägers are deployed. The Jägers may only be deployed in a straight line of 4 or 8 hexes, yielding either 2 or 1 increments per hex of deployment respectively. All three counters are then obscured with blank counters as per the Obscured Units special rule.

8.2 Victory Conditions

8.2.1 Undisputed Control of a Road: A side is considered to have undisputed control of a stipulated part of a road if he has a unit within 5 hexes of the road and no enemy unit is within 5 hexes of the road. If neither player has units within 5 hexes of the road or both side have units within 5 hexes of the road, neither of them have undisputed control of that part of the road.

VICTORY CONDITIONS CHART	
French Decisive:	
1.	Kill or capture the Duke of Wellington and place the British contingent on Morale Level 3, or;
2.	Exit all the battalions of a single division in good order and on no Morale Level greater than Level 1, and at least two cavalry regiments, also in good order, off the Namur road (eastern map edge at Thyle) by the 5:20 PM game turn while depriving the Anglo-Allied player of anything but a victory.
French Overwhelming: Place all the Allied National Contingents on Morale Level 2 or higher and have undisputed control of the Namur road from the crossroads of Quatre Bras to the eastern map edge.	
French Victory: Have undisputed control of the Namur road from the crossroads of Quatre Bras to the eastern map edge.	
Allied Decisive: A decisive victory may only occur on Ligny battlefield.	
Allied Overwhelming: Place the French II Corps on Morale Level 3, have undisputed control of the Nivelles/Namur road from the western to the eastern map edges, and exit two complete brigades, or non-British National Contingents and one battery, all in good order and on no Morale Level greater than Level 1, off the eastern map edge at the Namur road by the end of the 7:00 PM turn.	
Allied Victory: Have undisputed control of the Nivelles/Namur road from the western to eastern map edges.	

8.3 Optional Victory Conditions

To use only in conjunction with Optional Victory Determination System (E7.2).

VICTORY POINTS CHART	
Allied Decisive Victory	-16 or less
Allied Victory	-15 to -11
Allied Tactical Victory	-10 to -6
Draw	-5 to 7
French Tactical Victory	8 to 12
French Victory	13 to 17
French Decisive Victory	18 or more

8.4 French Deployment

L'Armée du Nord, Aile Gauche

Set up first.

Deploy within 2 hexes of the village of Les Bous.

II^e Corps d'Armée (le pointe)

2^e Division de Cavalerie

Général de Division, le Baron de Piré
2^e Comp./4^e Régiment de artillerie à cheval

1^{re} Brigade

Général de brigade Pierre-François-Antoine Huber, Baron de l'Empire
1^{er} Régiment de chasseurs à cheval
6^e Régiment de chasseurs à cheval

2^e Brigade

Général de brigade François-Isidore Wathiez, Baron de l'Empire
5^e Régiment de cheveu-légers lanciers
6^e Régiment de cheveu-légers lanciers

Deploy in any Town, Farmettes & Houses or Cultivated Ground hex associated with Frasnes but within 4 hexes of the southern map edge.

II^e Corps d'Armée

5^e Division d'Infanterie

Général de Division, le Baron Gilbert Bachelu
2^e Régiment d'infanterie légère (See Errata 2 - E3.1)
61^e Régiment d'infanterie de ligne
72^e Régiment d'infanterie de ligne
108^e Régiment d'infanterie de ligne
18^e Comp./6^e Régiment de artillerie à pied

Deploy east of Brussels/Charleroi road, within 8 hexes of the town of Frasnes and within 2 hexes of the southern map edge.

Garde Impériale

Division de Cavalerie Légère

Général de Division, le Comte Lefebvre-Desnouettes
Brigade de chasseurs à cheval
1^{re} Comp. d'artillerie à cheval de la Vieille Garde
Brigade de cheveu-légers lanciers
2^e Comp. d'artillerie à cheval de la Vieille Garde

8.5 Anglo-Allied Deployment

Army of the Low Countries

Set up second, but after consulting rule E8.1.4.2 above and making any appropriate switches if applicable.

Deploy within 4 hexes of the crossroads at Quatre Bras, within 3 hexes of the Brussels/Charleroi road but south of the Nivelles/Sombreffe road. The Prince of Orange-Nassau begins the game stacked with an element of the 2nd Nassau Regiment.

I Army Corps (advanced elements)

H.R.H. William, Prince of Orange-Nassau
ADC, Major General, le Baron J.V. de Constant Rebecque

2nd Dutch-Belgian Infantry Division

2nd Brigade (part)
2nd Nassau Regiment

Deploy within 10 hexes of the farm of Gemioncourt but south of the stream. One battalion may set up in Piraumont.

I Army Corps

2nd Dutch-Belgian Infantry Division

Lt. General, H.G. le Baron de Perponcher-Sedlinitzky

1st Brigade

Major-General W.F. Graf van Bijlandt
27th Dutch Jaeger battalion
7th Belgian line infantry battalion
5th Dutch militia battalion
7th Dutch militia battalion
8th Dutch militia battalion
Dutch horse artillery battery Bijleveld

Deploy within 7 hexes of the farm of Grand Pierrepont.

I Army Corps

2nd Dutch-Belgian Infantry Division

2nd Brigade (part)
Major General, H.S.H. Prinz von Saxe-Weimar
28th Orange-Nassau regiment
Belgian foot artillery battery Stevenart

8.6 French Reinforcements

All French reinforcements arrive at the depot hex (see E4.13.1) unless otherwise noted.

12:20 PM

L'Armée du Nord, Aile Gauche, Staff

Maréchal Michel Ney, duc d'Elchingen, Prince de la Moscova
ADC, Colonel Heymes

II^e Corps d'Armée

Général de Division, Honoré Charles, le Comte Reille
ADC, Général de Division, le Baron Pamphile Lacroix

9^e Division d'Infanterie

Général de Division, Maximilien Sébastien Foy
92^e Régiment d'infanterie de ligne
93^e Régiment d'infanterie de ligne
4^e Régiment d'infanterie légère
100^e Régiment d'infanterie de ligne
1^{re} Comp./6^e Régiment d'artillerie à pied
7^e Comp./2^e Régiment d'artillerie à pied (corps asset)

1:20 PM

II^e Corps d'Armée

6^e Division d'Infanterie

Général de Division, le Prince Jérôme Bonaparte
1^{er} Régiment d'infanterie légère
1^{er} Régiment d'infanterie de ligne
2^e Régiment d'infanterie de ligne
3^e Régiment d'infanterie de ligne (See Errata 2 - E3.1)
2^e Comp./2^e Régiment d'artillerie à pied
1^{er} Bataillon/1^{er} Régiment de sapeurs (corps asset)

2:00 PM

French reinforcements randomization (see E8.1.4.1 above).

4:00 PM

III^e Corps de Cavalerie de la Reserve

Général de Division, Kellermann, le Comte de Valmy

11^e Division de Grosse Cavalerie (part)

Général de Division, le Baron l'Héritier
8^e Régiment de cuirassiers
11^e Régiment de cuirassiers

5:20 PM

III^e Corps de Cavalerie de la Reserve

12^e Division de Grosse Cavalerie (part)

Général de Division, Roussel d'Hurbal
1^{er} Régiment de carabiniers
2^e Régiment de carabiniers

6:40 PM

Within 5 hexes of the extreme south-eastern corner of the map, on either the eastern or southern map edge.

I^{er} Corps d'Armée

Général de Division, Drouet, le Comte d'Erlon
ADC, Général de Brigade, le Baron Delcambre

1^{re} Division d'Infanterie

Général de Brigade, le Baron Quiot du Passage
54^e Régiment d'infanterie de ligne
55^e Régiment d'infanterie de ligne
28^e Régiment d'infanterie de ligne
105^e Régiment d'infanterie de ligne
20^e Comp./6^e Régiment d'artillerie à pied

7:20 PM

Within 5 hexes of the extreme south-eastern corner of the map, on either the eastern or southern map edge.

I^{er} Corps d'Armée

2^e Division d'Infanterie

Général de Division, le Baron Donzelot
13^e Régiment d'infanterie légère
17^e Régiment d'infanterie de ligne
19^e Régiment d'infanterie de ligne
51^e Régiment d'infanterie de ligne
10^e Comp./6^e Régiment d'artillerie à pied
11^e Comp./6^e Régiment d'artillerie à pied (corps asset)
2^e Bataillon/1^e Régiment de sapeurs (corps asset)

8:00 PM

Within 5 hexes of the extreme south-eastern corner of the map, on either the eastern or southern map edge.

I^{er} Corps d'Armée

3^e Division d'Infanterie

Général de Division, le Baron de Marcognet
21^e Régiment d'infanterie de ligne
46^e Régiment d'infanterie de ligne
25^e Régiment d'infanterie de ligne
45^e Régiment d'infanterie de ligne
19^e Comp./6^e Régiment d'artillerie à pied

Within 1 hex of the French Depot hex.

III^e Corps de Cavalerie de la Reserve

11^e Division de Grosse Cavalerie (part)

2^e Régiment de dragons
7^e Régiment de dragons
3^e Comp./2^e Régiment d'artillerie à cheval



12^e Division de Grosse Cavalerie (part)

- 2^e Régiment de cuirassiers
- 3^e Régiment de cuirassiers
- 2^e Comp./2^e Régiment d'artillerie à cheval

8.7 Anglo-Allied Reinforcements

1:40 PM

On the road leading to Nivelles, western map edge, in Road Column.

Cavalry Corps**Dutch-Belgian Cavalry Division**

- 2nd Light Cavalry Brigade**
- Major General, Baron J.B. van Merlen
- 5th Belgian light dragoons regiment
- 6th Dutch hussars regiment

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps**5th Infantry Division**

- Lt. General, Sir Thomas Picton, G.C.B.
- Roger's Battery, Royal Artillery

8th British Brigade

- Lt. General, Sir James Kempt, K.C.B.
- 1st/28th (North Gloucestershire) Regiment of foot
- 1st/32nd (Cornwall) Regiment of foot
- 1st/79th (Cameron Highlanders) Regiment of foot
- 1st/95th (Rifles) Regiment of foot

2:00 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps**5th Infantry Division****9th British Brigade**

- Major General, Sir Denis Pack, K.C.B.
- 3rd/1st (Royal) Regiment of foot
- 2nd/44th (East Essex) Regiment of foot
- 1st/42nd (Royal Highland) Regiment of foot
- 1st/92nd (Gordon Highlanders) Regiment of foot

2:20 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps**6th Infantry Division****4th Hanoverian Brigade**

- Colonel Best
- Verden Landwehr Bataillon
- Lüneburg Landwehr Bataillon
- Osterode Landwehr Bataillon
- Münden Landwehr Bataillon
- Hanoverian Fussbatterie von Braun

2:40 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps**Brunswick Contingent**

- Herzog Friedrich Wilhelm von Braunschweig Duke of Brunswick
- ADC, Oberstleutnant von Heinemann

Avantgarde Brigade

- Avantgarde Jägers
- Husaren Regiment
- Ulanen Eskadron
- Reitende Batterie von Heinemann

3:00 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps**Brunswick Contingent****Leichte Brigade**

- Generalmajor Olfermans
- Leib Bataillon
- Leichte Brigade

Linien Brigade

- Oberstleutnant von Buttler
- Linien Brigade
- Fussbatterie von Moll

3:20 PM

On the road coming from Sombrefe, eastern map edge.

Army of the Low Countries, Staff

- His Grace, Sir Arthur Wellesley, 1st Duke of Wellington, G.C.B.
- ADC, Lt. Colonel C.F. Canning
- ADC, the Honorable Sir Alexander Gordon, K.C.B.

3:40 PM

On the road leading to Nivelles, western map edge, in Road Column.

I Army Corps**3rd Infantry Division**

- Lt. General, Charles, Count Alten, K.C.B.

5th British Brigade

- Major General, Sir Colin Halkett, K.C.B.
- 2nd/30th (Cambridgeshire) Regiment of foot
- 33rd (1st Yorkshire [West Riding]) Regiment of foot
- 2nd/69th (South Lincolnshire) Regiment of foot
- 2nd/73rd (Highland) Regiment of foot

4:00 PM

On the road leading to Nivelles, western map edge, in Road Column.

I Army Corps**3rd Infantry Division****1st Hanoverian Brigade**

- Generalmajor, Count Kielmansegge
- Duke of York's First field battalion
- Grubenhagen Feld Bataillon
- Bremen Feld Bataillon
- Verden Feld Bataillon
- Lüneburg Feld Bataillon
- Feldjäger Korps
- Battery Lloyd, Royal Artillery
- 4th Battery Cleeves, KGL Foot artillery

5:20 PM

On the road leading to Nivelles, western map edge, in Road Column.

I Army Corps**1st Infantry Division**

- Major General, Sir George Cooke

1st British Brigade

- Major-General, Sir Peregrine Maitland
- 2nd/1st Regiment of foot Guards
- 3rd/1st Regiment of foot Guards
- Battery Sandham, Royal Artillery

2nd British Brigade

- Major General, Sir John Byng, K.C.B.
- 2nd/2nd (Coldstream) Regiment of foot Guards
- 2nd/3rd (Scots) Regiment of foot Guards
- 2nd Battery Kühlmann, KGL Horse artillery

9.0 LA BATAILLE DES QUATRE BRAS

June 16, 1815 – Optional Start Time

This scenario was originally published in La Bataille de Mont St. Jean. The scenario begins with the 2:00 PM turn and ends at the conclusion of the 9:20 PM turn (22 turns). The French (Ney) player sets up the forces at his disposal that begin the game on the map first. Then it's the turn of the Allied (Wellington) player to set his pieces up.

9.1 Special Rules

9.1.1 Terminus Hex: The hex containing the crossroads of Quatre Bras is the Terminus hex for Allied and French reinforcements.

9.1.2 Force March: No units may execute Force March in this scenario.

9.1.3 Deployment: No unit may be obscured by a blank counter.

9.2 Victory Conditions

Use the same victory conditions as in the Grand Battle scenario (E8.2).

9.3 Optional Victory Conditions

Use the same optional victory conditions as in the Grand Battle scenario (E8.3).

9.4 French Deployment

L'Armée du Nord, Aile Gauche

Set up first.

Deploy within 10 hexes of the village of Les Bous.

II^e Corps d'Armée

2^e Division de Cavalerie

Général de Division, le Baron de Piré
2^e Comp./4^e Régiment de artillerie à cheval

1^{re} Brigade

Général de brigade Pierre-François-Antoine Huber, Baron de l'Empire
1^{er} Régiment de chasseurs à cheval
6^e Régiment de chasseurs à cheval

2^e Brigade

Général de brigade François-Isidore Wathiez, Baron de l'Empire
5^e Régiment de cheval-légers lanciers
6^e Régiment de cheval-légers lanciers

Deploy within 5 hexes of the village of Les Bous, but within 3 hexes of the Brussels/Charleroi road.

II^e Corps d'Armée

9^e Division d'Infanterie

Général de Division, Maximilien Sébastien Foy
92^e Régiment d'infanterie de ligne
93^e Régiment d'infanterie de ligne
4^e Régiment d'infanterie légère
100^e Régiment d'infanterie de ligne
1^{re} Comp./6^e Régiment d'artillerie à pied

Deploy within 5 hexes of the village of Les Bous, but to the south of Foy's Division.

Garde Impériale

Division de Cavalerie Légère

Général de Division, le Comte Lefebvre-Desnouettes
Brigade de chasseurs à cheval
1^{re} Comp. d'artillerie à cheval de la Vieille Garde
Brigade de cheval-légers lanciers
2^e Comp. d'artillerie à cheval de la Vieille Garde

Deploy within 10 hexes of Frasnes, but west of the Brussels/Charleroi road.

II^e Corps d'Armée

6^e Division d'Infanterie

Général de Division, le Prince Jérôme Bonaparte
1^{er} Régiment d'infanterie légère
1^{er} Régiment d'infanterie de ligne
2^e Régiment d'infanterie de ligne
3^e Régiment d'infanterie de ligne (See Errata 2 - E3.1)
2^e Comp./2^e Régiment d'artillerie à pied

Deploy within 10 hexes of Frasnes, but east of the Brussels/Charleroi road.

II^e Corps d'Armée

5^e Division d'Infanterie

Général de Division, le Baron Gilbert Bachelu
2^e Régiment d'infanterie légère (See Errata 2 - E3.1)
61^e Régiment d'infanterie de ligne
72^e Régiment d'infanterie de ligne
108^e Régiment d'infanterie de ligne
18^e Comp./6^e Régiment de artillerie à pied

Deploy stacked with or adjacent to any divisional element.

L'Armée du Nord, Aile Gauche, Staff

Maréchal Michel Ney, duc d'Elchingen, Prince de la Moscova
ADC, Colonel Heymes

II^e Corps d'Armée

Général de Division, Honoré Charles, le Comte Reille
ADC, Général de Division, le Baron Pamphile Lacroix
7^e Comp./2^e Régiment d'artillerie à pied (corps asset)
1^{er} Bataillon/1^{er} Régiment de sapeurs (corps asset)

9.5 Anglo-Allied Deployment

Army of the Low Countries

Set up second.

Deploy within 5 hexes of the farm of Gemioncourt.

I Army Corps

2nd Dutch-Belgian Infantry Division

1st Brigade

Major General W.F. Graf van Bijlandt
27th Dutch Jaeger battalion
7th Belgian line infantry battalion
5th Dutch militia battalion
7th Dutch militia battalion
8th Dutch militia battalion
Dutch horse artillery battery Bijleveld

Deploy within 5 hexes of, or in, the Bois de Bossu.

I Army Corps

2nd Dutch-Belgian Infantry Division

2nd Brigade (part)

Major General, H.S.H. Prinz von Saxe-Weimar
28th Orange-Nassau regiment
Belgian foot artillery battery Stevenart

Deploy stacked with any element of 2nd Dutch-Belgian Infantry Division.

I Army Corps

2nd Dutch-Belgian Infantry Division

Lt. General, H.G. le Baron de Perponcher-Sedlinitzky



Deploy within 5 hexes of the crossroads at Quatre Bras. The Prince of Orange-Nassau begins the game stacked with an element of the 2nd Nassau Regiment.

I Army Corps

H.R.H. William, Prince of Orange-Nassau
ADC, Major General, le Baron J.V. de Constant Rebecque

2nd Dutch-Belgian Infantry Division

2nd Brigade (part)
2nd Nassau Regiment

Deploy on the road leading to Nivelles, in Road Column, within 5 hexes of Houtain-le-Val. During the Command Segment of the first game turn these units may form a free Administrative March MU without expending a CP.

Cavalry Corps

Dutch-Belgian Cavalry Division

2nd Light Cavalry Brigade
Major General, Baron J.B. van Merlen
5th Belgian light dragoons regiment
6th Dutch hussars regiment

Deploy on the road leading to Brussels, in Road Column, within 9 hexes of the northern map edge. During the Command Segment of the first game turn these units may form a free Administrative March MU without expending a CP.

Army Reserve Corps

5th Infantry Division

Lt. General, Sir Thomas Picton, G.C.B.
Roger's Battery, Royal Artillery

8th British Brigade

Lt. General, Sir James Kempt, K.C.B.
1st/28th (North Gloucestershire) Regiment of foot
1st/32nd (Cornwall) Regiment of foot
1st/79th (Cameron Highlanders) Regiment of foot
1st/95th (Rifles) Regiment of foot

9.6 French Reinforcements

All French reinforcements arrive at the depot hex (see E4.13.1) unless otherwise noted.

4:00 PM

III^e Corps de Cavalerie de la Reserve

Général de Division, Kellermann, le Comte de Valmy

11^e Division de Grosse Cavalerie (part)

Général de Division, le Baron l'Héritier
8^e Régiment de cuirassiers
11^e Régiment de cuirassiers

5:20 PM

III^e Corps de Cavalerie de la Reserve

12^e Division de Grosse Cavalerie (part)

Général de Division, Roussel d'Hurbal
1^{er} Régiment de carabiniers
2^e Régiment de carabiniers

6:40 PM

Within 5 hexes of the extreme south-eastern corner of the map, on either the eastern or southern map edge.

I^{er} Corps d'Armée

Général de Division, Drouet, le Comte d'Erlon
ADC, Général de Brigade, le Baron Delcambre

1^{re} Division d'Infanterie

Général de Brigade, le Baron Quiot du Passage
54^e Régiment d'infanterie de ligne
55^e Régiment d'infanterie de ligne

28^e Régiment d'infanterie de ligne
105^e Régiment d'infanterie de ligne
20^e Comp./6^e Régiment d'artillerie à pied

7:20 PM

Within 5 hexes of the extreme south-eastern corner of the map, on either the eastern or southern map edge.

I^{er} Corps d'Armée

2^e Division d'Infanterie

Général de Division, le Baron Donzelot
13^e Régiment d'infanterie légère
17^e Régiment d'infanterie de ligne
19^e Régiment d'infanterie de ligne
51^e Régiment d'infanterie de ligne
10^e Comp./6^e Régiment d'artillerie à pied
11^e Comp./6^e Régiment d'artillerie à pied (corps asset)
2^e Bataillon/1^e Régiment de sapeurs (corps asset)

8:00 PM

Within 5 hexes of the extreme south-eastern corner of the map, on either the eastern or southern map edge.

I^{er} Corps d'Armée

3^e Division d'Infanterie

Général de Division, le Baron de Marcognet
21^e Régiment d'infanterie de ligne
46^e Régiment d'infanterie de ligne
25^e Régiment d'infanterie de ligne
45^e Régiment d'infanterie de ligne
19^e Comp./6^e Régiment d'artillerie à pied

Within 1 hex of the French Depot hex.

III^e Corps de Cavalerie de la Reserve

11^e Division de Grosse Cavalerie (part)

2^e Régiment de dragons
7^e Régiment de dragons
3^e Comp./2^e Régiment d'artillerie à cheval

12^e Division de Grosse Cavalerie (part)

2^e Régiment de cuirassiers
3^e Régiment de cuirassiers
2^e Comp./2^e Régiment d'artillerie à cheval

9.7 Anglo-Allied Reinforcements

2:00 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps

5th Infantry Division

9th British Brigade

Major General, Sir Denis Pack, K.C.B.
3rd/1st (Royal) Regiment of foot
2nd/44th (East Essex) Regiment of foot
1st/42nd (Royal Highland) Regiment of foot
1st/92nd (Gordon Highlanders) Regiment of foot

2:20 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps

6th Infantry Division

4th Hanoverian Brigade

Colonel Best
Verden Landwehr Bataillon
Lüneburg Landwehr Bataillon
Osterode Landwehr Bataillon
Münden Landwehr Bataillon
Hanoverian Fussbatterie von Braun



2:40 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps

Brunswick Contingent

Herzog Friedrich Wilhelm von Braunschweig Duke of Brunswick
ADC, Oberstleutnant von Heinemann

Avantgarde Brigade

Avantgarde Jägers
Husaren Regiment
Ulanen Eskadron
Reitende Batterie von Heinemann

3:00 PM

On the road leading to Brussels, northern map edge, in Road Column.

Army Reserve Corps

Brunswick Contingent

Leichte Brigade

Generalmajor Olfermans
Leib Bataillon
Leichte Brigade

Linien Brigade

Oberstleutnant von Buttler
Linien Brigade
Fussbatterie von Moll

3:20 PM

On the road coming from Sombrefte, eastern map edge.

Army of the Low Countries, Staff

His Grace, Sir Arthur Wellesley, 1st Duke of Wellington, G.C.B.
ADC, Lt. Colonel C.F. Canning
ADC, the Honorable Sir Alexander Gordon, K.C.B.

3:40 PM

On the road leading to Nivelles, western map edge, in Road Column.

I Army Corps

3rd Infantry Division

Lt. General, Charles, Count Alten, K.C.B.

5th British Brigade

Major General, Sir Colin Halkett, K.C.B.
2nd/30th (Cambridgeshire) Regiment of foot
33rd (1st Yorkshire [West Riding]) Regiment of foot
2nd/69th (South Lincolnshire) Regiment of foot
2nd/73rd (Highland) Regiment of foot

4:00 PM

On the road leading to Nivelles, western map edge, in Road Column.

I Army Corps

3rd Infantry Division

1st Hanoverian Brigade

Generalmajor, Count Kielmansegge
Duke of York's First Feld Bataillon
Grubenhagen Feld Bataillon
Bremen Feld Bataillon
Verden Feld Bataillon
Lüneburg Feld Bataillon
Feldjäger Korps
Battery Lloyd, Royal Artillery
4th Battery Cleeves, KGL Foot artillery

5:20 PM

On the road leading to Nivelles, western map edge, in Road Column.

I Army Corps

1st Infantry Division

Major General, Sir George Cooke

1st British Brigade

Major General, Sir Peregrine Maitland
2nd/1st Regiment of foot Guards
3rd/1st Regiment of foot Guards
Battery Sandham, Royal Artillery

2nd British Brigade

Major General, Sir John Byng, K.C.B.
2nd/2nd (Coldstream) Regiment of foot Guards
2nd/3rd (Scots) Regiment of foot Guards
2nd Battery Kühlmann, KGL Horse artillery

6:40 PM

On the road leading to Nivelles, western map edge, in Road Column.

I Army Corps

3rd Infantry Division

2nd KGL Brigade

Colonel Baron Christian von Ompteda
1st KGL Light battalion
2nd KGL Light battalion
5th KGL Line battalion
8th KGL Line battalion

7:00 PM

On the road leading to Brussels, northern map edge, in Road Column.

Cavalry Corps

6th Cavalry Brigade

Major General, Sir Hussey Vivian, K.C.B.
10th (Prince of Wales' Own) Regiment of hussars
18th (King's Irish) Regiment of hussars
1st KGL Hussars regiment (See Errata 3 - E3.1)
Battery Gardiner, Royal Horse Artillery

8:00 PM

On the road leading to Brussels, northern map edge, in Road Column.

Cavalry Corps

4th Cavalry Brigade

Major General, Sir John Vandeleur
11th Light dragoons regiment
12th (Prince of Wales') Regiment of light dragoons
16th (The Queen's) Regiment of light dragoons

8:40 PM

On the road leading to Brussels, northern map edge, in Road Column.

Cavalry Corps

Lt. General, The Earl of Uxbridge, G.B.C.

1st (Household) Cavalry Brigade

Major General, Lord Edward Somerset, K.C.B.
1st Regiment of Life Guards
2nd Regiment of Life Guards
Royal Horse Guards Blue regiment
1st (King's) Dragoon Guards regiment

9:00 PM

On the road leading to Brussels, northern map edge, in Road Column.

Cavalry Corps

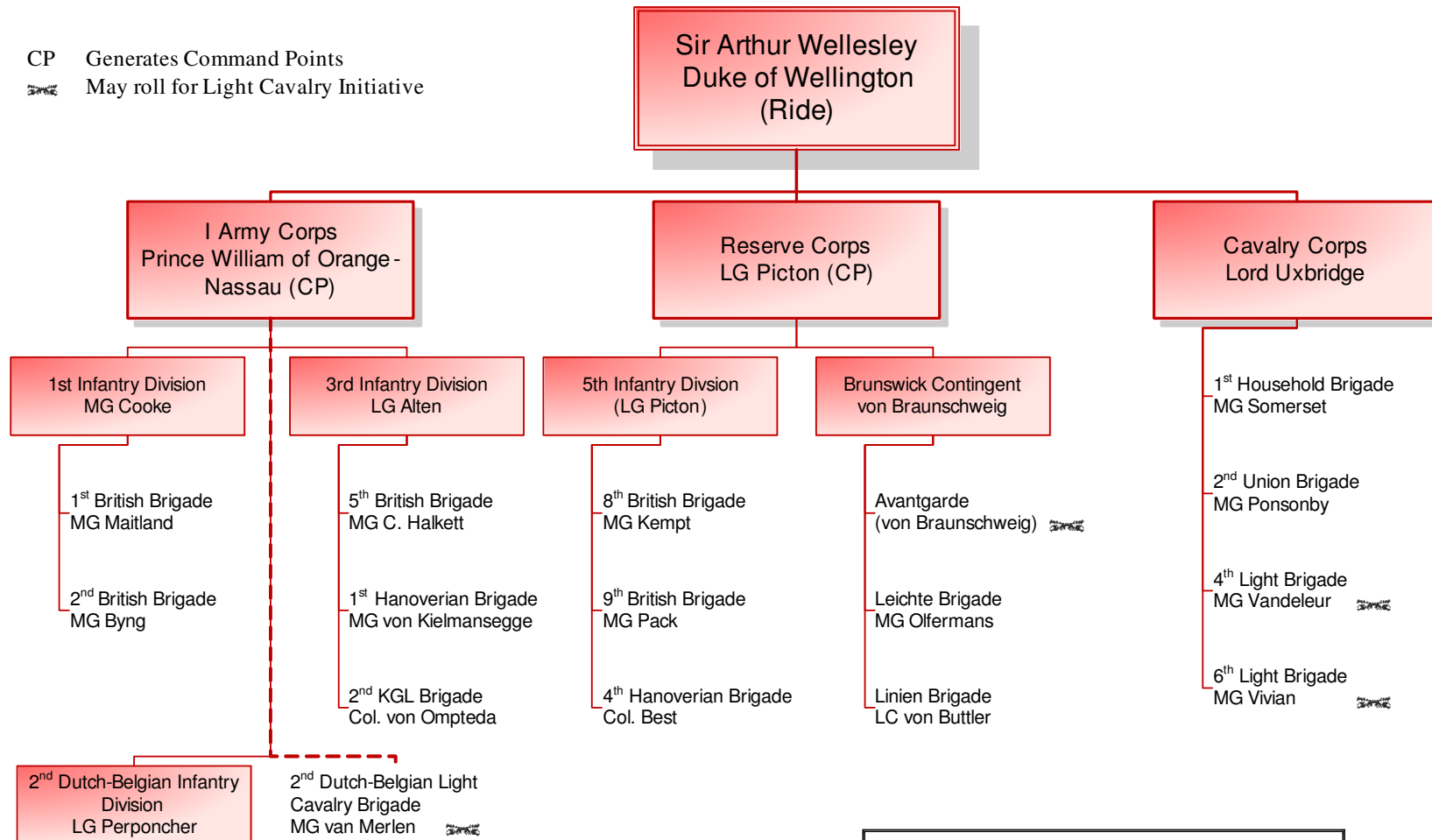
2nd (Union) Cavalry Brigade

Major General, Sir William Ponsonby, K.C.B.
1st (Royal) Regiment of dragoons
2nd (Royal North British) Dragoons (Scots Greys)
6th (Inniskilling) Regiment of dragoons



The Army of the Low Countries

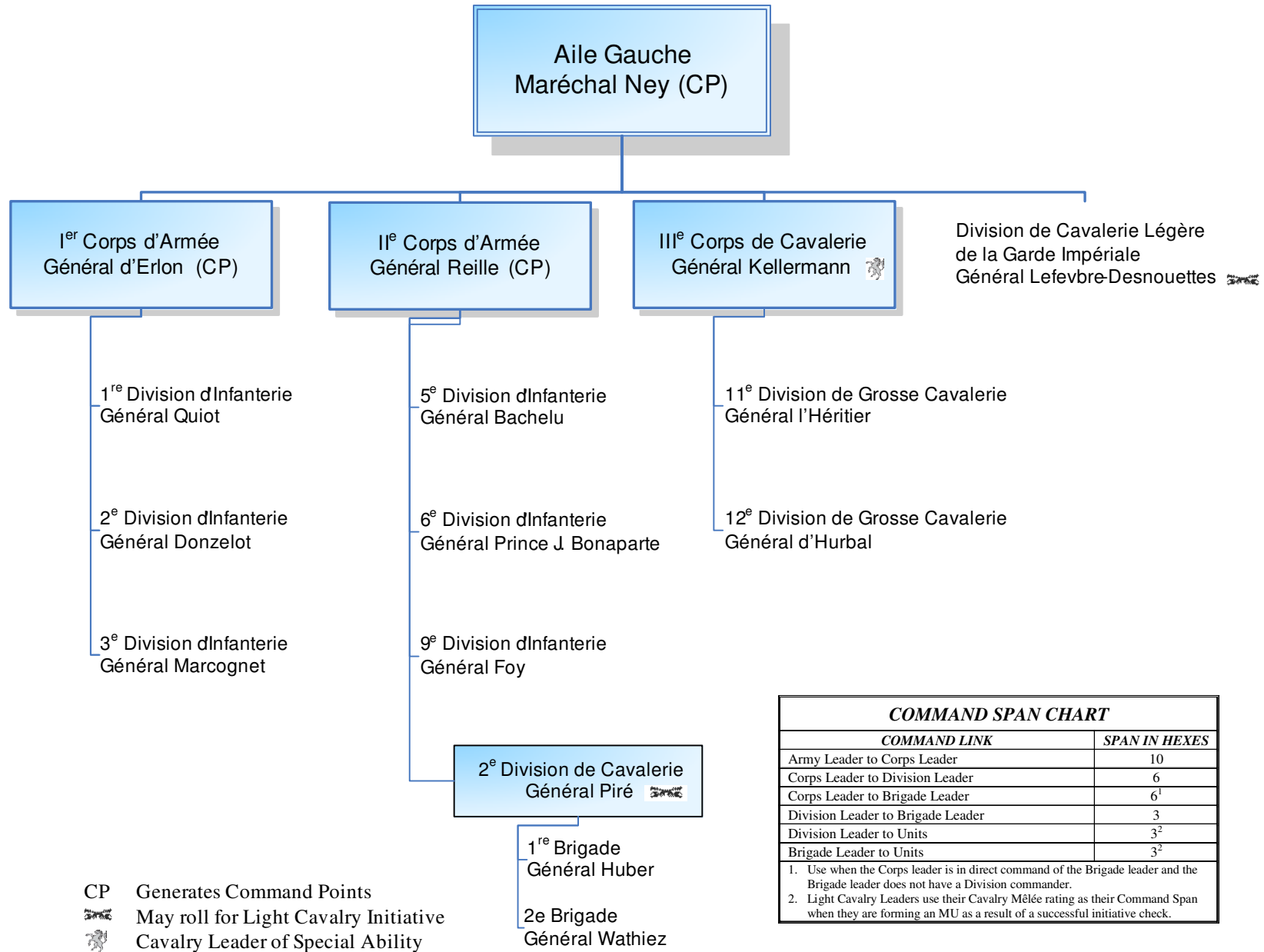
CP Generates Command Points
 🏹 May roll for Light Cavalry Initiative



COMMAND SPAN CHART	
COMMAND LINK	SPAN IN HEXES
Army Leader to Corps Leader	10
Corps Leader to Division Leader	6
Corps Leader to Brigade Leader	6 ¹
Division Leader to Brigade Leader	3
Division Leader to Units	3 ²
Brigade Leader to Units	3 ²

1. Use when the Corps leader is in direct command of the Brigade leader and the Brigade leader does not have a Division commander.
 2. Light Cavalry Leaders use their Cavalry Mêlée rating as their Command Span when they are forming an MU as a result of a successful initiative check.

L'Armée du Nord



COMMAND SPAN CHART	
COMMAND LINK	SPAN IN HEXES
Army Leader to Corps Leader	10
Corps Leader to Division Leader	6
Corps Leader to Brigade Leader	6 ¹
Division Leader to Brigade Leader	3
Division Leader to Units	3 ²
Brigade Leader to Units	3 ²

1. Use when the Corps leader is in direct command of the Brigade leader and the Brigade leader does not have a Division commander.
 2. Light Cavalry Leaders use their Cavalry Mêlée rating as their Command Span when they are forming an MU as a result of a successful initiative check.




Maréchal Ney CP 
 ADC: Colonel Heymes 

Garde Impériale

**Division de Cavalerie Légère
 (Lefebvre-Desnouettes)**

- Chasseurs à Cheval (4 squadrons)
- Cheval-légers Lanciers (4 squadrons)
- 1^{re} Comp. VG AaC
- 2^e Comp. VG AaC


**III^e Corps de Cavalerie
 (Kellermann)** 

**11^e Division de Grosse Cavalerie
 (l'Héritier)**

- 2^e Dragons
- 7^e Dragons
- 8^e Cuirassiers
- 11^e Cuirassiers
- 3^e Comp./2^e AaC

**12^e Division de Grosse Cavalerie
 (d'Hurbal)**

- 1^{er} Carabiniers
- 2^e Carabiniers
- 2^e Cuirassiers
- 3^e Cuirassiers
- 2^e Comp./2^e AaC

**I^{er} Corps d'Armée
 (d'Erlon)** CP 
 ADC: Delcambre 

- 2/1 Sapeurs 
- 11^e Comp./6^e AaP 

**1^e Division d'Infanterie
 (Quiot)**



- 54^e Ligne (2 bataillons)
- 55^e Ligne (2 bataillons)
- 28^e Ligne (2 bataillons)
- 105^e Ligne (2 bataillons)
- 20^e Comp./6^e AaP



**2^e Division d'Infanterie
 (Donzelot)**

- 13^e Légère (3 bataillons)
- 17^e Ligne (2 bataillons)
- 19^e Ligne (2 bataillons)
- 51^e Ligne (2 bataillons)
- 10^e Comp./6^e AaP

**3^e Division d'Infanterie
 (Marcognet)**

- 21^e Ligne (2 bataillons)
- 46^e Ligne (2 bataillons)
- 25^e Ligne (2 bataillons)
- 45^e Ligne (2 bataillons)
- 19^e Comp./6^e AaP

**II^e Corps d'Armée
 (Reille)** CP 
 ADC: Lacroix 

- 1/1 Sapeurs 
- 7^e Comp./2^e AaP 

**5^e Division d'Infanterie
 (Bachelu)**

- 2^e Légère (4 bataillons)
- 61^e Ligne (2 bataillons)
- 72^e Ligne (2 bataillons)
- 108^e Ligne (3 bataillons)
- 18^e Comp./6^e AaP

**6^e Division d'Infanterie
 (Jérôme Bonaparte)**

- 1^{er} Légère (3 bataillons)
- 3^e Ligne (2 bataillons)
- 1^{er} Ligne (3 bataillons)
- 2^e Ligne (3 bataillons)
- 2^e Comp./2^e AaP

**9^e Division d'Infanterie
 (Foy)**

- 92^e Ligne (2 bataillons)
- 93^e Ligne (3 bataillons)
- 100^e Ligne (3 bataillons)
- 4^e Légère (3 bataillons)
- 1^{re} Comp./6^e AaP

**2^e Division de Cavalerie
 (Piré)**

- 1^{er} Chasseurs à Cheval
- 6^e Chasseurs à Cheval
- 5^e Cheval-légers Lanciers
- 6^e Cheval-légers Lanciers
- 2^e Comp./4^e AaC



Wellington (ride) ☠

ADC: Colonel Canning α ☠
 ADC: Sir A. Gordon α ☠

Gardiner RHA α

I Corps (Pr. William of Orange) CP

ADC: Rebecque γ ☠

1st Infantry Division (Cooke)

Sandham RA
 Kuhlmann KGL 2nd HA

1st British Brigade (Maitland)

2nd/1st Foot Guards (2 ½batts.+2 coys.)
 3rd/1st Foot Guards (2 ½batts.+2 coys.)

2nd British Brigade (Byng)

2nd/2nd Foot Guards (2 ½batts.+2 coys.)
 2nd/3rd Foot Guards (2 ½batts.+2 coys.)

3rd Infantry Division (Alten)

Cleeves KGL 1st FA
 Lloyd RA

5th British Brigade (C. Halkett)

2nd/30th Foot (1 batt.+1 coy.)
 33rd Foot (1 batt.+1 coy.)
 2nd/69th Foot (1 batt.+1 coy.)
 2nd/73rd Foot (1 batt.+1 coy.)

2nd KGL Brigade (von Ompteda)

1st KGL Light (1 batt.+2 coys.)
 2nd KGL Light (1 batt.+1 coy.)
 5th KGL Line (1 batt.+1 coy.)
 8th KGL Line (1 batt.+1 coy.)

1st Hanoverian Brigade (Kielmansegge)

Duke of York's 1st (1 battalion)
 Bremen Feld btn. (1 battalion)
 Verden Feld btn. (1 battalion)
 Grubenhagen Feld btn. (1 battalion)
 Lüneburg Feld btn. (1 battalion)
 Feldjäger Korps (2 companies)

2nd Dutch-Belgian Infantry Division (Perponcher)

Stevenart Belgian Foot Battery
 Bijleveld Dutch Horse Battery

1st Brigade (Bijlandt)

27th Dutch Jäger (1 battalion)
 7th Belgian Ligne (1 battalion)
 5th Dutch Militia (1 battalion)
 7th Dutch Militia (1 battalion)
 8th Dutch Militia (1 battalion)

2nd Brigade (Saxe-Weimar)

2nd Nassau (3 battalions)
 28th Orange-Nassau (2 batts.+1 coy.)

Reserve Corps (Picton) CP**5th Infantry Division (Picton)**

Roger RA
 Hanoverian Fussbatterie Von Braun

8th British Brigade (Kempt)

1st/28th Foot (1 batt.+1 coy.)
 1st/32nd Foot (1 batt.+1 coy.)
 1st/79th Foot (1 batt.+1 coy.)
 1st/95th Foot (1 batt.+1 coy.)

9th British Brigade (Pack)

3rd/1st Foot (1 batt.+1 coy.)
 2nd/44th Foot (1 batt.+1 coy.)
 1st/42nd Foot (1 batt.+1 coy.)
 1st/92nd Foot (1 batt.+1 coy.)

4th Hanoverian Brigade (Best)

Verden Landwehr (1 battalion)
 Lüneburg Landwehr (1 battalion)
 Osterode Landwehr (1 battalion)
 Münden Landwehr (1 battalion)

Brunswick Contingent (von Braunschweig)

ADC: von Heinemann γ ☠

Reitende Batterie von Heinemann
 Fussbatterie von Moll

Avantgarde Brigade (von Braunschweig)

Avantgarde Jägers (1 batt.+1 coy.)
 Husaren
 Ulanen (1 squadron)

Leichte Brigade (Olfermans)

Leib Bataillon (1 battalion)
 Leichte Brigade (3 battalions)

Linien Brigade (von Buttler)

Linien Brigade (3 battalions)

Cavalry Corps (Uxbridge)**1st Cavalry Brigade (Somerset)**

1st Life Guards
 2nd Life Guards
 Royal Horse Guards Blue
 1st Dragoon Guards

2nd Cavalry Brigade (Ponsonby)

1st Dragoons
 2nd Dragoons
 6th Dragoons

4th Cavalry Brigade (Vandeleur)

11th Light Dragoons
 12th Light Dragoons
 16th Light Dragoons

6th Cavalry Brigade (Vivian)

10th Hussars
 18th Hussars
 1st KGL Hussars

2nd Light Cavalry Brigade (van Merlen)

5th Belgian Light Dragoons
 6th Dutch Hussars

