

Waterloo

D'Erlon's Assault

V1.1

1456 Pts Allie 25 bataillons

Reserve
Cavalry



Rettberg art

Braun art

Bijl art

Rogers art

Ross art

95 RIFLES

7tour +1(5-6)

1st KGL light inf La haye

vegetation
height

- 3
- 3
- 2
- 1
- 0

DUBOIT

QUIOT

QUIOT

FARINE

TRAVERS

JACQUINOT

DONZELOT

MARCOGNET

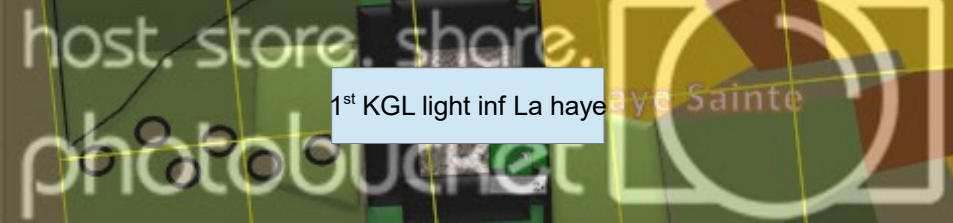
DURUTTE

2693pts FR 29 bataillon

Unit symbols from <http://centjours.mont-saint-jean.com>

Reserve Cavalry

Black Powder Rules
• Scaled for 28mm BNs
• Each Square = 12"



Deployment

- French :
 - French cavalerie reserve only activate when french grand batteries are charged/under attack
 - Grande Batterie is deployed as per map on hill and can shoot over head (what they see ..)
- English :
 - cavalerie only activate when french troupe reach top of hill
 - Position artillery (5), 1st KGL light inf in La haye and 95 rifles in the sand pit

Terran

- La haye sainte is considered as a fortified building at +2 moral modifier
 - Troups are considered in square for shooting and melee : use 2 dices
 - Melee : there is a bonus of +3 to combat results
 - « Retire » results are ignored
- Sand Pit : Troups benefit of -1 moral , +1 combat results
- The road is considered rough ground (sunken road and bushes), The bush around the road block line of sight : troupes can shoot or be shoot at once they leave the road (and considered setting up on the hill for victory conditions)

Victory

- French win immediately if they are able to have troops for 2 turns on the other side of the road/hill (allies side) ie not on the flat road.
- Else, game play in 7 rounds, extra rounds on 4-6
- Victory points : 2 points per destroyed units and 1 per shaken (each unit leaving the table ie broken brigade units counts as 1 per unit), La haye sainte is worth 5 pts, sandpit 2 pts