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Prelude to
WATERLOO

1815

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Prelude to Waterloo

1.0 INTRODUCTION

Prelude to Waterloo is an historical strategy game dealing with the epic confrontation between the French Army of Napoleon and the Anglo-Allied and Royal Prussian Army of the Lower Rhine. In the days prior to Napoleons historic defeat at Waterloo, twin battles were fought at Ligny and Quatre Bras that could have changed history and stopped the Emperor sooner. A series of battles, called scenarios, is presented for play on this map and recreates various confrontations of this epic conflict. Each hexagon (hex) on the map represents an area 100 meters wide (a mile equals about 16 hexes), and each Game Turn represents fifteen minutes in a daytime turn or one hour in a nighttime turn.

ATTENTION!! VETERAN BATTLEGROUND GAMERS

Prelude to Waterloo is, in many ways, similar to the first seven games in TalonSoft's *Battleground*™ series. The interface (the toolbar, menu options, 2D and 3D displays, etc.) all conform to the standard *Battleground*™ style. However, there are enough differences in game play features to make it worth your time to review these guidelines again.

2.0 THE BASICS OF PLAY

After picking a scenario to play (see 3.0 CHOOSING A SCENARIO), you and your computer or human opponent maneuver, attack and defend with units representing battalions of infantry and regiments/squadrons of cavalry (the "S#" in the Unit List represents total number of soldiers) plus artillery batteries (each "S#" in the Unit List represents one gun) and individual leaders. Your goal in each scenario is to either capture or hold specific objectives, while trying to eliminate as many of the opponent's units as possible. However, you must also husband your own forces, for the casualties suffered by each side are added to the other side's victory-point total. For more details see 6.2 VICTORY CONDITIONS. For illustrations of sample unit icons, see 5.1.

The visibility in a daytime turn is limited only by the presence of LOS (line of sight) obstacles. In a dawn or dusk turn, visibility is limited to four hexes. In a night turn, each turn is 1 hour long and visibility is restricted to one hex. See the chart below.

Turn Type	Visibility	Starts At	Turn Length
Dawn	4 hexes	2am	15 minutes
Daytime	unlimited	4am	15 minutes
Dusk	4 hexes	8pm	15 minutes

Each Player Turn consists of five phases: *Movement, Defensive, Offensive Fire, Cavalry Charge*, and *Melee* (see 6.5). Two consecutive Player Turns (one for each side) having the same turn number comprise a Game Turn. When the specified number of Game Turns has been played, the scenario ends and the victor is announced.

Each time you Select the "find next stack" Toolbox button, the program will indicate and Select a unit on the map that has not yet conducted an action in the current phase. This lets you check for units you might have forgotten to move or fire before going on to the next phase.

To advance the game to the next phase, Select the "advance to next phase" Toolbox button.

At the start of each new phase, the Phase Box appears and announces the phase and gives the current turn number. Left-click with the mouse on the Box to begin the phase—or right-click on it to begin the phase and make it disappear automatically after a few seconds each time it appears afterwards.

HEX OUTLINES

The concept of "hexes" is very important to successfully grasping the fundamentals of movement and attack ranges. Since the hex outlines are "off" by default at start, it is strongly recommended that you make them visible by Selecting the **Hex Outlines** command in the **Options** menu when you begin your first game.

THE HOT SPOT

The red square- or rectangle-shaped indicator that appears on the map is known as the Hot Spot. The hex currently containing the Hot Spot is called the Hot Spot hex.

THE TOOLBOX

The Toolbox allows you to perform certain actions without having to use the pop-down menus. Selecting a Toolbox button initiates the command associated with it. Some are explained here, but for a full listing of its buttons and commands see section 4.5.

SELECTING UNITS

You must *Select* a unit before you can have it perform an action. To do so,

1. Select the hex the unit occupies by left-clicking with the mouse in that hex. *Doing this will make the selected hex the Hot Spot hex.*

2. Left-click with the mouse in that unit's data area in the Unit List at the bottom of the screen. (*For an alternative method, see* The Pop-Up Selection Dialog *on p.29.*)

You can Select more than one unit in a hex, which will enable you to move (or attack with) all of them at the same time. *All* the units in a hex can be Selected at once by double-clicking with the left mouse button in that hex.

If you *right*-click in a unit's data area in the Unit List, you will see its organizational information. In addition, if the unit is not at full strength, this will also temporarily display the unit's original strength.

FORMATIONS

The units in *Prelude to Waterloo* move and attack in a variety of different "Formations" that were used during the Napoleonic Wars. Below is a list of the unit types and their Formation options.

Infantry Formations

Infantry is always in either *regular line, column, skirmish,* or *square* Formation.

Regular line represents the men lined up "shoulder-to-shoulder" for attacking or defending.

Extended line represents the dividing of an infantry unit into (roughly) two equal halves and then "extending" the newly formed unit either to the right or left flank.

Column represents being either in marching order or in column attack formation.

Square represents the unit creating a "square" of men within the hex for defense against cavalry attacks.

Skirmish represents the creation of a small company of 100 men or less which "breaks off" from the parent unit.

Cavalry Formations (and Leaders)

Cavalry and leaders are always mounted and in *column* Formation. Cavalry units can, during their Movement Phase, break into *squadrons* of 100 men or less.

Artillery Formations

Artillery is always in either *limbered* (i.e., hooked up to its horses and ammunition caissons) or *unlimbered* (ready to fire) Formation.

Supply Wagon Formations

Supply wagons are always in *column* Formation.

When Can I Change A Unit's Formation?

You can change a unit's Formation either during your Movement Phase or your Defensive Phase (depending on the unit's type).

- **During your Movement Phase:** You can only "limber" artillery, or create and recall *skirmishers* and *squadrons,* and change infantry lines into column formations.
- **During your Defensive Phase:** You can perform all the other Formation changes discussed above.

How To change a Unit's Formation

1. Select the unit.
2. Then, Select one of the various Change Formation Toolbox buttons (see illustration at right). To see what a unit's current Formation is, see Unit-List Icons on p.27.

Column to Line/Line to Column; (Un)Limber Artillery

(Un)form Square

Make/recall Skirmishers and Squadrons

Formation Change Restrictions

- Leaders, Cavalry (squads included), and Skirmishers do not change formation.
- Disordered and Routed units cannot change formation.

FACING

All units, regardless of their present Formation, have a *Facing*—i.e., always face towards one of their hex's hexspines (the exception being Skirmishers, Leaders or units in Square Formation, see p.36). A "hexspine" is the point at which two hexsides meet (see illustration below).
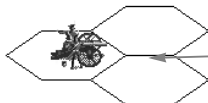
A unit faces the hexspine of a hex.

IMPORTANT #1: The current Facing of each infantry unit *in line or column Formation* and each *unlimbered* battery determines its *Field of Fire* (i.e., the direction in which it attacks and defends); see 6.7 COMBAT. You do not have to change a unit's Facing to move it.

IMPORTANT #2: Skirmishers & infantry in Square formation can fire in all directions.

IMPORTANT #3: If a hex contains more than one infantry unit in line formation, all such units must have the *same facing*. Any change to the facing of one infantry in line must be made for all such units in the same hex.

You can change a unit's Facing only during its Movement Phase. To change its Facing, Select the unit, then Select one of the "change Facing" buttons in the Toolbox. One button changes the Facing clockwise, one hexspine at a time; the button next to it does likewise but in a counter-clockwise direction; and the third button makes the unit do an "about face."

MOVEMENT

In *Prelude to Waterloo*, you can move your units either during their Movement Phase (i.e., they can change their Facing or move from hex to hex; infantry in line can change to column), or they can change Formation during their Defensive Phase. In addition, cavalry (and any leaders stacked with them) can move during the Cavalry Charge Phase.

You can move units in three different ways:

Hex-by-Hex. One way to move a unit is to Select it, then right-click in a hex adjacent to it. You can continue right-clicking in adjacent hexes until the unit either is where you wish it to stop or has used all of its movement allowance.

Drag-and-Drop. Another way is to use "drag-and-drop." Select the unit, place the cursor on that unit's hex, press and hold down the left mouse button, move the cursor to the hex you wish to move the unit to, and then release the mouse button. The program will move the unit from hex to hex for you, using the path that costs it the least to take.

Auto Movement. A third way to move a unit is by *Auto Movement*. To use this method, Select the unit, then hold down the **Alt** key and right-click in the hex you wish that unit to move to. The program will move the unit from hex to hex for you, using the path that costs it the least to take.

Each hex a unit moves into and each Facing change performed costs that unit a portion of its movement allowance; these costs are listed under Change Costs in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu. See also 6.1 TERRAIN for the effects of terrain (including roads, etc.) on movement.

Unless *Fog of War* is in effect for the opposing side, the most recent movement (or Facing/Formation change) made by a unit can be canceled by holding down the **Ctrl** key and pressing **U**, provided that unit is *still* Selected.

Selecting either the "HIGHLIGHT MOVED UNITS" Toolbox button or the **Moved Units** command in the **Display** menu will highlight all units that have moved thus far in the Movement Phase.

Column Movement

You can use *column movement* to move as a single entity a group of units stacked together and/or in a string of adjacent hexes. There are two types of column movement: *organization* and *chain*.

Organization. To conduct *organization* column movement,

1. Select the hex occupied by the "leading" unit.

2. Then Select a unit in that hex, hold down the **Ctrl** key and *right*-click in the adjacent hex you wish that unit to move to.

As it moves, all units in the group that belong to the Selected unit's organization (*brigade*, *division*, etc.) will follow. (To see a unit's organizational information, right-click in its data area in the Unit List.)

Chain. To conduct *chain* column movement,

1. Select the hex occupied by the "leading" unit.

2. Then, after making sure that *no* unit in that hex is Selected, hold down the **Ctrl** key and *right*-click in the adjacent hex you wish that unit to move to.

As it moves, the entire group will follow, with each unit in turn entering the hex just vacated by the one in front of it. Note, however, that chain column movement will not work in a hex that has two or more friendly units adjacent to it *if* those units are in different hexes *and* are adjacent to each other, or if the "leading" unit is adjacent to two or more units in different hexes.

Column movement can also be conducted using *Auto Movement* (see above). To do so, hold down both the **Ctrl** and **Alt** keys when you right-click in the hex you wish the "leading" unit to move to.

COMBAT

There are two basic types of combat in the game: *Ranged Fire* and *Melee*. An infantry unit that takes casualties from combat has its manpower ("S#" in the Unit List) lowered by 25 men or more; an artillery unit may lose one or more guns (each S# = one gun). If a units strength (S#) is reduced to zero in this manner the unit is eliminated. See below for more details. The combat results tables for both types of combat appear in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu. **IMPORTANT:** Each infantry unit and battery has a *Field of Fire* that it cannot attack outside of; see section 6.7.

Ranged Fire

Ranged Fire is simply one infantry unit or battery shooting at another at a range of one or more hexes. You conduct Ranged Fire during the Offensive Fire Phase of your Player Turn and the Defensive Phase of your opponent's Player Turn. During that fire phase, each of your units able to fire can make one Ranged-Fire attack, and that attack can be made vs. only one enemy unit. Routed units, and those that are out of ammunition and/or facing "away from" (see 6.7) the enemy cannot attack. Artillery that moved (even just to change Facing) in the Movement Phase, or unlimbered during the Defensive Phase cannot fire in the ensuing Offensive Fire Phase. See also 6.7 COMBAT, RANGED FIRE on p.53, and RESOLVING RANGED-FIRE on p.54.

You can perform a Ranged Fire attack in three different ways:

Right-click target Hex. To use Ranged Fire, Select the battalion or battery that will fire, then right-click in the *target* hex.

Drag-and-Drop. Another way to conduct Ranged Fire is to use "drag-and-drop." Select the unit that will fire, then place the cursor on that unit's hex, press and hold down the left mouse button, move the cursor to the target hex, and then release the mouse button.

Auto Fire. A third method is termed *Auto Fire*. Hold down the **Alt** key and right-click in the target hex. A dialog box will appear, listing the name and location of one of your units that is eligible to fire at that hex. If you Select **OK** in the box, that unit will fire.

Melee

A *Melee* occurs when one side attempts to advance one or more of its infantry or cavalry units into an *adjacent*, enemy-occupied hex during the Melee Phase. Routed units, artillery, supply wagons, and battalions facing "away from" (see 6.7) the enemy cannot advance into a Melee. *Disordered units can initiate melee.* A unit can attack in Melee only once per Melee Phase. If all defending units are eliminated or forced to retreat, the attacking unit(s) will automatically occupy the defending hex.

Drag-and Drop. One easy way to conduct a melee is to use "drag-and-drop." To do this:

1. Select all the units in a hex which you wish to attack with.
2. Then place the cursor on that hex, press and hold down the left mouse button, move the cursor to the adjacent hex you wish to attack, and then release the mouse button.

3. Repeat this for each hex containing one or more units you wish to add to that Melee, then resolve the attack by Selecting the "resolve Melee" Toolbox button.

For more details, see 6.7 COMBAT, and MELEE and RESOLVING MELEE on pp.55-56.

LEADERS

Each brigade, division, corps and army has its own historical leader. A leader provides no benefit to movement or Ranged-Fire attacks, but can aid in Melee attack/defense and lower the chance that a unit he is stacked with will Rout. Most importantly, however, a leader can use his Command and Leadership ratings to aid Disordered/Routed units *under his command* in their attempts to Rally and Reform. The proper positioning of brigade and division leaders is vital to maintaining the cohesion of one's forces. For more details see 4.4 THE UNIT LIST, 5.2 LEADERS and 6.8 RALLY & REFORM.

QUALITY

Each unit has a *Quality* rating ("Q" in the Unit List) ranging from "9" (best), to "1" (worst). The program uses this rating at various times to make die rolls to determine if the unit will Disorder, Rout, Reform or Rally. See MORALE CHECKS and DISORDER & ROUT, on pp.59-60.

DISORDERED

A unit may become *Disordered* whenever it takes casualties, and *automatically* becomes Disordered whenever it is involved in a Melee *or* when they occupy the same hex in different formations. A unit in line formation moving at night is also automatically disordered.

Disordered status is indicated by a "D" icon in the Unit List. For more details see DISORDER & ROUT on p.60. In addition, moving into certain terrain features Disorders a unit (see THE TERRAIN KEY on p.42).

ROUT

A unit may become *Routed* whenever it takes casualties, loses a Melee, or another friendly unit in or adjacent to its hex Routs. Routed status is indicated by an "R" icon in the Unit List and by a unit icon containing one or more running figures. Various conditions can affect the chance that a unit will become Routed; see DISORDER & ROUT on p.60.

RALLY & REFORM

At the beginning of each Player Turn, the program attempts to *Reform* Disordered units and *Rally* Routed units in order to bring them back to Good Order. The results are displayed in the Command Report dialog. For more details see 6.8 RALLY & REFORM.

FATIGUE

Each unit has a *Fatigue* level ("FA" in the Unit List) ranging between "0" and "9". Fatigue can occur or increase due to combat. The higher a unit's Fatigue, the weaker it is in Melee and the more likely it will be to Rout when it suffers casualties. For more details see 4.4 THE UNIT LIST and 6.7 FATIGUE.

SUPPLY

Whenever an infantry unit makes a Ranged-Fire attack, the program checks to see if it has depleted its ammunition supply. (The initial probability is 1-in-24.) If it has, a "hollow musket ball" (indicating no ammo) or "half-hollow musket ball" (indicating low ammo) icon appears in its icon section in the Unit List. A battalion suffering from low or no ammo has certain restrictions placed on its Ranged-Fire capabilities, but can be resupplied by a friendly supply wagon; see 5.4 AMMO & SUPPLY WAGONS.

There is a separate ammo supply limit for artillery; see ARTILLERY AMMO on p.38.

TERRAIN

Terrain can affect movement, LOS and Ranged-Fire combat, and also affect Melee combat and block LOS. These effects are listed in 6.1 TERRAIN, and in **Parameter Data** (which can be found by Selecting **Scenario Notes** in the **Help** menu).

STACKING

In *Prelude to Waterloo*, there is a limit to the total number of men and units you can have in one hex. For example:

• **Infantry:** 2,000 men (S# total) in no more than 8 units

• **Artillery:** 16 guns (S# total) in no more than 4 units

• **Cavalry:** 1,000 men (S# total) in no more than 8 units

Though leader stacking is unlimited, only 4 leaders are shown in the Unit List. Stacking limits apply per side in Melee. Regardless of other stacking rules, only one supply wagon may occupy a hex.

You can move a unit from the bottom to the top of a stack in the Hot Spot hex by Selecting **To Top of Stack** in the **Units** menu. That menu also contains a **To Bottom of Stack** command. When using the 2D Normal View map (see p.24), you can place all leaders on the top of their stacks by Selecting **Leaders on Top** in the **Display** menu.

3.0 CHOOSING A SCENARIO

3.1 THE MENU SCREEN

When you launch *Prelude to Waterloo*, the Menu Screen appears after the introduction. This screen presents you with four choices:

- **Start New Scenario:** Select this to proceed to the Scenario Selection Screen to start a new scenario.
- **Resume Saved Game:** Select this if you wish to resume playing a non-modem game you had saved and quit previously.
- **Start Game as Modem Host:** Select this to become (or resume being) the Host for a modem-play game or Internet Game.
- **Start Game as Modem Caller:** Select this to become (or resume being) the Caller for a modem-play game or Internet Game.
- **Special Options:** Select this to start (or resume) a *Play-By-E-Mail* (PBEM) a *Two Player Hot Seat* game or start a Campaign game that will follow on to Battleground Waterloo.

3.2 THE SCENARIO SELECTION SCREEN

This screen lets you pick a new scenario to play. First, Select the name of a scenario. Once you've decided on a scenario, make sure its name is highlighted, and Select the **Play** button. A dialog box will then appear, giving you the choice of what type of A/I you wish to use for each side. (For your choices, see 3.3 THE TYPES OF A/I.) When you Select **OK**, the scenario will begin.

Different scenario types include both historical, "what if" scenarios and "Art of War" scenarios.

The **Previous** button takes you back to the Menu Screen, and the **Exit** button takes you completely out of the game.

3.3 THE TYPES OF A/I

The type of A/I you choose will determine the amount of control the game's "Artificial Intelligence" exerts on play. When A/I is being used, the program will make some or all of the decisions for a particular side and automatically conduct all appropriate actions, such as firing and moving. The A/I can be used in four modes: Manual, Commander Control, Automatic, and Automatic with Fog-of-War. Any one mode can be applied to each side.

Manual equals no A/I. Select this for a side if *you* want to make *all* the decisions for that side, including conducting all moves and attacks for it. This is the default mode for both sides.

If you Select **Commander Control** for a side, you'll be able to give *orders* (attack, defend, etc.) to the various *leaders* you choose to command on that side, while letting the program automatically handle all other actions for the side, such as moving and firing.

If you Select **Automatic** for a side, the program will handle all the decisions and actions for that side.

If you Select **Automatic with FOW** (Fog-of-War) for a side, the program will handle all the decisions and actions for that side, and Fog of War will be in effect. This mode is most appropriate when you want to control one side and have the program control the other.

The **Set Advantage** bar at the bottom of the A/I Selection screen allows you to balance play between two players of unequal skill or to balance A/I play. To set an Advantage, hold down the left mouse button over the needle and move it to the left or right (The keyboard's arrow keys can also be used to adjust the advantage). Advantage values can range from 0 to 100 for either side. Depending on the value you set, the side with the advantage will inflict higher than normal combat losses on the other side, and suffer lower than normal combat losses themselves. Advantage must be set before play begins in E-Mail or Modem Play games. Otherwise, the Advantage can be adjusted at anytime during the game.

Select **Rules** to go to a list of optional rules that you can disable and enable to enhance gameplay. See Section **6.10 OPTIONAL RULES** for detailed information.

Selecting **Help** takes you to the online help guide.

To use the A/I during play, see **6.3 USING THE A/I**.
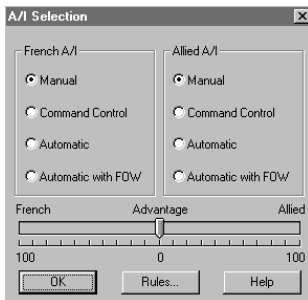
3.4 RESUMING A SAVED GAME

To open a previously saved (non-modem, non-E-mail) game, Select **Resume Saved Game** in the Menu Screen. A dialog box will appear, in which you must Select the saved-game file you want. Then Select **OK**.

For resuming a saved modem-play game see page 64; for resuming a saved E-mail game see page 66.

If the game had been saved and quit during a phase that was controlled by the A/I, you may have to Select the **Activate A/I** menu command (or its corresponding Toolbox button) to restart it.
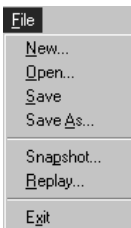
4.0 THE GAME INTERFACE

4.1 THE TITLE BAR

This appears at the very top of the screen, and displays the name of the scenario currently being played.

4.2 THE MENU BAR

This appears below the Title Bar, and displays the names of the various pop-down menus. These menus and their commands are explained below.

File Menu: Use this menu to load a previously saved game, or to save and/or exit a game.

Select **New** to start a new scenario. (Do not change directories in the dialog box that appears.) A new scenario has the extension *.scn*.

Select **Open** to resume a previously saved game. A previously saved game file has the extension *.btl*.

Select **Save** to save the game you are playing (see 4.7).

Select **Save As** to save a game under a file name other than the one currently being used for it.

Select **Snapshot** to save a copy of the portion of the map (including the position of all unhidden units) that is currently in memory as a bitmap (.bmp) file (see 4.8 Snapshots)

Select **Replay** to view a recorded battle. To halt the replay, press the **Esc** key (see also "Recording/Replaying Battles ", p.31)

Select **Exit** to quit the scenario and return to the Menu Screen. If the current game has changed since the last time it was saved, a dialog will appear giving the option to save it before exiting.

Phase
Next (Ctrl-N)

Phase Menu: Use this menu when you want to proceed from one phase to the next.

Select **Next** to advance the game to the next phase.

Units
To Top of Stack
To Bottom of Stack
Turn Clockwise
Turn Counterclockwise
About Face
Change Column
Change Skirmish/Squadron
Change Square
Change Extended Line
Remove From Map
Artillery Dialog...
Undo Last Movement (Ctrl-U)

Units Menu: Use this menu to change the position of unit(s) within a hex, and to change a unit's formation.

Select **To Top Of Stack** to move a Selected unit to the top of its stack.

Select **To Bottom of Stack** to move a Selected unit to the bottom of its stack.

Select **Turn Clockwise** to change the Facing of a Selected unit one hexspine in a clockwise direction.

Select **Turn Counterclockwise** to change the Facing of a Selected unit one hexspine in a counterclockwise direction.

Select **About Face** to change the Facing of a Selected unit 180°.

Select **Change Column** to change a Selected column to regular line, or to change a Selected regular line to column.

Select **Change Skirmish/Squadron** to create or recall a skirmish unit (for infantry) or squadron unit (for cavalry) from the Selected unit.

Select **Change Square** to change a Selected unit to or from square Formation.

Select **Extended Line** to change an infantry unit that is currently in regular line to extended line or return it to regular line from extended line.

Select **Remove From Map** to voluntarily eliminate a unit. Removal can occur only during a friendly Movement Phase, and the unit must be in a map-edge hex.

To remove a unit from the map,

1. Select the unit.

2. Select the **Remove from Map** command. Removed units only count towards victory conditions if they exit from an exit objective hex.

Select **Artillery Dialog** to make attacks with artillery units during the Offensive Fire or Defensive Phase.

Select **Undo Last Movement** to cancel the entire movement of the most-recently-moved friendly unit, so you can instead move it in a different way (or not at all). This command is disabled during modem play, Internet play, and when Fog of War is in effect for the opposing side. This command also will not undo a Formation Change.

Melee Menu: Use this menu to conduct melee.

Melee
<u>C</u>lear Melee
<u>A</u>dd to Melee
<u>R</u>esolve Melee
Show Melee <u>O</u>dds

Select **Clear Melee** to cancel a melee without resolving it.

Select **Add to Melee** (after right-clicking in a hex to mark it as a Melee hex) to designate the currently Selected unit(s) as participating in the Melee.

Select **Resolve Melee** once to resolve a Melee in the Hot Spot hex.

Select **Show Melee Odds** to review the odds ratio (attacker vs. defender) of the two sides in the Melee in the Hot Spot hex.

Reinforce
<u>S</u>cheduled
<u>A</u>rrived
<u>R</u>eleases

**Reinforce Menu:** Use this menu to review the availability of reinforcements..

Select **Scheduled** to display the reinforcements scheduled to arrive during the current scenario, as well as the per-turn arrival probability for each unit. Double clicking on the selection will bring up a Dialog Box showing the individual units in the reinforcement. If Fog of War is in effect for one or both sides, only the reinforcements for the side currently having its Player Turn will be displayed; otherwise, all reinforcements will appear.

Select **Arrived** during a friendly Movement Phase to display the reinforcements that are currently available to be placed on the map. Double clicking on the selection will place these units on the map.

Select **Releases** for a display listing the release time of Fixed units; Choosing an entry in the Release Dialog causes that organization to become highlighted on the screen. Double clicking or selecting **OK** causes the release dialog to be dismissed and the organization to remain highlighted. Selecting **Cancel** causes the organization to become unhighlighted.

NOTE: In "Art of War" scenarios reinforcement arrival and release probabilities are hidden. To enhance the intrigue some reinforcements listed will have no chance of arrival.

Status
Strength...
Objectives...
Leader Casualties...
Victory...
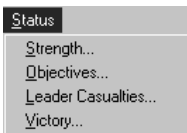
Status Menu: Use this menu to display current strength, objective, and victory information.
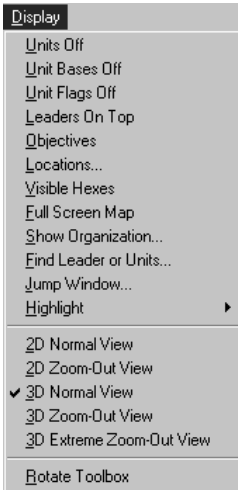
Select **Strength** to see the current "manpower" strength of both side's forces. If *Fog of War* is in effect for a side, its strengths will appear only during its own Player Turn.

Select **Objectives** to see the number, value and hex location of each Objective. Selecting any of the Objective-hex lines in the dialog box will put the Hot Spot in (and scroll the map to) that hex.

Select **Leader Casualties** to display a list of all the leader casualties incurred during your current scenario. A **K** indicates that the leader was killed, a **W** indicates that he was wounded, and a **C** indicates that he was captured. Selecting the leader will scroll the map to the location where he became a casualty.

Select **Victory** to see the current level of victory and related items.

◇◇

Display

Units Off
Unit Bases Off
Unit Flags Off
Leaders On Top
Objectives
Locations...
Visible Hexes
Full Screen Map
Show Organization...
Find Leader or Units...
Jump Window...
Highlight   ▶

2D Normal View
2D Zoom-Out View
✔ 3D Normal View
3D Zoom-Out View
3D Extreme Zoom-Out View

Rotate Toolbox

Display Menu: Use this menu to control how information is displayed on the map.

Select **Units Off** to toggle (off or on) the on-map display of all units and markers. This option is provided so you can hide them to see the underlying map terrain better.

Select **Unit Bases Off** to toggle (off or on) the bases of the unit icons on the 3D (Battleview™) map.

Select **Unit Flags Off** to toggle (off or on) the flags of the unit icons on the 3D (Battleview™) map.

Select **Leaders On Top** to control the on-map display of leaders on the 2D maps. When this command has a check mark next to it, leaders appear above all other units in their hex.

Select **Objectives** to toggle (off or on) the display of Objectives on the map. When this command has a check mark next to it each Objective hex will be marked with the flag of the side that controls it.

Select **Locations** to help you find a certain location on the map. When you Select one of those listed, the map will scroll to that hex and put the Hot Spot in it.

Select **Visible Hexes** to toggle (off or on) a display of which hexes are in the LOS of the current Hot Spot hex. An "X" in a hex indicates *no* LOS. When on, this command has a check mark next to it.

Select **Full Screen Map** to toggle (off or on) the Unit List and Terrain Info Box. When this command has a check mark next to it, these items are hidden. Units can still be Selected when the Unit List is hidden; see THE POP-UP SELECTION DIALOG on p.29.

Select **Show Organization** to see which units belong to which organizations. When you Select an organization name in the Organization Dialog, each of that organization's component units becomes highlighted on the map. If *Fog of War* is in effect for one or both sides, only the organizations for the side currently having its Player Turn will be displayed. An organization name printed in light gray indicates that all of its units are currently off-map (i.e., are reinforcements yet to arrive).

Select **Find Leader or Units** to display a dialog box that will let you find a specific unit or leader on the map. After Selecting this command,

    1. A cursor will appear in the white box labeled "Enter search."

    2. Type in the name of the leader or unit *(being sure to spell, capitalize, & punctuate it the same way it appears in the game)*.

    3. Select **Search**.

All occurrences of that name in the Order of Battle will appear in the larger white box. Select the one you're looking for, then Select **OK.**

Select **Jump Window** to display a miniature of the map. When you click on any spot in the miniature version, the game map will automatically scroll to the corresponding spot.

Select **Highlight** to get a submenu of the following options:

Fixed Units toggles (off or on) a highlight around all units in the scenario that are classified as "fixed" (i.e., they cannot be moved).

Spotted Units toggles (off or on) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one enemy unit.

Low on or Out of Ammo, or Uncrewed toggles (off or on) a highlight around all units that are low on or out of ammunition and/or have no crew (the latter applies only to artillery batteries).

Fired/Fought Units toggles (off or on) a highlight around all units that have either fired at an enemy unit or fought in a Melee during the current phase.

Moved Units toggles (off or on) a highlight around all units that have moved during the current phase.

Disordered Units toggles (off or on) a highlight around all units that are Disordered.

Detached Units toggles (off or on) a highlight around all units that are Detached.

High Fatigue Units toggles (off or on) a highlight around all units that have a fatigue level of 7 or higher.

Extended Line Units toggles (off or on) a highlight around all units that are currently formed into Extended Line.

Isolated Units toggles (off or on) a highlight around all units that are Isolated.

Non Full Strength Units toggles (off or on) a highlight around all units that are not at Full Strength.

Supply Wagons toggles (off or on) a highlight around all Supply Units.

Organization toggles (off or on) a highlight around all units that are part of the same organization as the first Selected unit, or are subordinate to the Selected leader, in the Unit List.

Note: The Highlight menu options, beginning with Fixed Units and ending with Organization, are mutually exclusive: i.e., Selecting any one of them will toggle-off any of the others that had been previously Selected. During the Melee Phase, each unit that is designated to engage in Melee becomes highlighted *if* no other highlight is currently Selected.

Select **2D Normal View** to change the map to its 2D version.

Select **2D Zoom-Out View** to change the map to a smaller, low resolution 2D version allowing more of it to be seen.

Select **3D Normal View** to change the map to its full-size 3D (Battleview™) mode.

Select **3D Zoom-Out View** to change the map to Battleview™ mode but with the hexes at half their normal size.

Select **3D Extreme Zoom-Out View** to change the map to Battleview™ mode but with the hexes at a quarter of their normal size. The units on this map will appear as various shaped blocks, with their current facing indicated by a light green stripe. This view allows you to see a larger portion of the battlefield in 3D mode.

Select **Rotate Toolbox** to toggle the Toolbox between its vertical and horizontal orientation.

A/I

✓ French (Manual)
French (Command Control)...
French (Automatic)
French (Automatic with Fog-of-War)

✓ Allied (Manual)
Allied (Command Control)...
Allied (Automatic)
Allied (Automatic with Fog-of-War)

Set Advantage

Activate A/I

A/I Menu: Use this menu to control the "Artificial Intelligence" capabilities of the program.

Select **[Manual]** (i.e., no A/I) for a side if *you* want to make *all* the decisions for that side, including conducting all moves and attacks for it. This is the default mode for both sides.

Select **[Commander Control]** for a side if you'd like to choose certain *leaders* to command yourself (i.e., to give orders to), while letting the program automatically take care of all other decisions and actions for that side. (To learn more about how Commander Control A/I works, see p.46.)

Select **[Automatic]** for a side if you want the *program* to handle *all* the decisions and actions for that side.

Select **[Automatic with Fog-of-War]** for a side if you want the program to handle all the decisions and actions, *and* have Fog of War in effect, for that side.

Select **Set Advantage** to balance play between two players of unequal skill or to balance A/I play. Advantage values can range from 0 to 100 for either side. Depending on the value, the side with the advantage will inflict higher than normal combat losses on the other side, and suffer lower than normal combat losses themselves. Advantage must be set before play begins in E-Mail or Modem Play games. Otherwise, the Advantage can be adjusted at anytime during the game.

Select **Activate A/I** to restart the A/I after you have canceled it, or if you started the phase not using A/I but wish to activate it for the remainder of the phase.

Special

Modem Host
Modem Caller
Play by E-Mail
Two-Player Hot-Seat
Record Battle

Null Modem
Internet Connection

New Encryption Key
Resync with Remote
Replay...

Communication Dialog...

Special Menu: Use this menu to play a scenario with someone else over the telephone, using a modem at both ends, without having to exit back to the Menu Screen.

Select **Modem Host** before you start a modem game if you wish to be in charge of opening and saving the scenario, and to configure your modem for play. The Host player can also use this command to close the playing session.

Select **Modem Caller** before starting a modem game if you wish to let the other player be responsible for opening and saving the scenario, and to configure your modem for play. As the Caller, you are responsible for specifying an encryption key (see p.65). The Caller can also use this command to close the playing session.

Select **Play by E-Mail** to begin an E-Mail game. (See 7.3 PLAY BY E-MAIL for more information.)

Select **Two-Player Hot-Seat** to play a scenario with another human opponent on your computer *with Fog of War automatically in effect*. After this is invoked from the Special Menu, you must then select New (or Open to resume a saved game) from the File menu. The extension *.btt* is used to denote a Two-Player Hot-Seat saved-game file.

Select **Record Battle** to toggle (on or off) the option that allows you to save a record of the game you are currently playing.

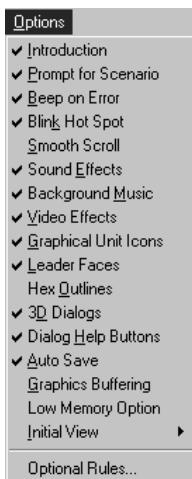Select **Null Modem** if you wish to start a game using a null-modem cable.

Select **Internet Connection** if you wish to start a game using a TCP/IP Internet Connection.

Select **New Encryption Key** in a modem game if you are the Caller and wish to specify a new encryption key. As the Caller you must ensure that the same encryption key is used when re-opening a saved-game file as was used when the file was saved previously. The extension *.btx* is used to denote an *encrypted* saved-game file. For more on encryption keys, see p.65.

Select **Resync With Remote** in a modem game if the two sides get out of sync (e.g., due to a bad data transmission). Using this command re-transmits the entire scenario to the other player's computer. The Resync option should rarely be needed, as error checking is incorporated into the modem protocol used by the program. Before using it, check with the other player to ensure that he agrees a scenario resync is necessary. Alternatively, the Host can save the current scenario and open it again.

Select **Replay...** to restart the replay of a *previously halted* recorded battle file. (See p.32 for more information.)

Select **Communication Dialog** in a modem game to display the "chat window" if you had closed it previously.

Options
✔ Introduction
✔ Prompt for Scenario
✔ Beep on Error
✔ Blink Hot Spot
Smooth Scroll
✔ Sound Effects
✔ Background Music
✔ Video Effects
✔ Graphical Unit Icons
✔ Leader Faces
Hex Outlines
✔ 3D Dialogs
✔ Dialog Help Buttons
✔ Auto Save
Graphics Buffering
Low Memory Option
Initial View ▶
Optional Rules...

Options Menu: Use this menu to set the *default* for certain options associated with the main program. A check mark next to a command in this menu means that it is "on".

Select **Introduction** to toggle (off or on) the introductory material that plays when you launch the game.

The **Prompt For Scenario** feature is only usable if you selected a "Custom" installation during set-up *and* chose the "Map Icon" option. With this feature toggled on, you will be prompted for a new scenario when you enter the game directly via a "map icon" (instead of using the "Prelude to Waterloo" icon).

Select **Beep on Error** to toggle (off or on) the option that causes a beep when you make an error.

Select **Blink Hot Spot** to toggle (off or on) the option that causes the Hot Spot to blink. [Exception: the Hot Spot never blinks on the 3D NormalView map.]

Select **Smooth Scroll** to toggle (off or on) the option that causes the map to scroll incrementally to a new Hot Spot. When this command has no check mark next to it, the map redraws directly at the new Hot Spot hex without scrolling through the intervening hexes.

Select **Sound Effects** to toggle (off or on) the playing of sound effects.

Select **Background Music** to toggle (off or on) background music which plays during the game.

Select **Video Effects** to toggle (off or on) the playing of the video effects during combat.

Select **Graphical Unit Icons** to toggle the display of unit icons between graphical and military symbol schematic versions.

Select **Leader Faces** (when using the *2D Normal View* map with Graphical Unit Icons on) to toggle between a portrait-type and a graphical icon for each leader.

Select **Hex Outlines** to hide or display the map's hex outlines. When the hex outlines are visible, this command has a check mark next to it.

Select **3D Dialogs** to toggle the appearance of the program dialogs between an enhanced 3D version and the standard Windows™ version.

Select **Dialog Help Buttons** to hide or display the Help buttons in the program dialogs.

Select **Auto Save** to have the program save the game automatically at the end of each phase [Exception: it will not save a phase conducted under *Automatic* A/I (with or without *Fog of War*) control].

Select **Graphics Buffering** to enable a graphics mode which will eliminate flicker in the 3D views, however, may cause the game to run slower on certain systems.

Select **Low Memory Option** to disable the 3D Normal View. This will greatly reduce the memory requirements of the program, resulting in faster gameplay. This Option is recommended for systems with less than 16 MB of RAM, especially those running Windows 3.1.™

Select **Initial View** to define the initial view of the map when the main program is started. The views may be set to any of the standard views, or to default to the last view used while playing the game.

Select **Optional Rules** to go to a display of the optional rules in effect for the current scenario. These rules must be set at the start of a scenario and cannot be changed during gameplay. Once set, the game will default to use the options marked upon the start of a new scenario.

Help
General Help (F1)
Scenario Notes (F2)
About Prelude to Waterloo

Help Menu: Use this menu to get information about how to use the *Prelude to Waterloo* program, about the battle being fought, and the program itself.

Select **General Help** to open the *Prelude to Waterloo* General Help file.

Select **Scenario Notes** to find miscellaneous information on the two armies, their orders of battle, the data used internally in the game (such as the height of obstacles, the movement costs and defensive modifiers of the various terrain types), etc.

Select **About Prelude to Waterloo** to display a dialog containing version number and copyright information about *Prelude to Waterloo*.
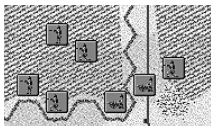
4.3 THE MAP

The map can be viewed in six different scales.

2D Zoom-Out View. The smallest playable size is the *2D Zoom-Out* map, which is displayed by Selecting 2D Zoom-Out View in the **Display** menu. This is best used for a quick, overall view of things. Units on this map cannot be distinguished from each other as easily as on the other maps, but their positions relative to the opponent's units are readily apparent over a wider area.

2D Normal View. The next scale is called the *2D Normal View*, and is displayed by Selecting 2D Normal View in the **Display** menu (or, if the map is currently in the 2D Zoom-Out mode, by Selecting the "Zoom Map" button in the Toolbox). This presents the terrain in more detail than the 2D Zoom-Out map while showing a larger area than the 3D maps. You can choose to display units on the 2D Normal View map with either graphical icons or MILITARY symbols (see 5.0 THE UNIT TYPES).

3D Normal View. The ultimate map view is the *3D Normal View* mode, which is displayed by Selecting 3D Normal View in the **Display** menu (or, if the map is currently in the 3D Zoom-Out mode, by Selecting the "Zoom Map" button in the Toolbox). This presents the Battleview™—a high-resolution map in 3D-type isometric perspective, presenting much more detail on the screen. In this view, units are shown as "miniatures" with individual positions within their hex.

3D Zoom-Out. The *3D Zoom-Out* view displays the Battleview™ map at half of its normal size, thus allowing twice as much of it to be seen at a time. This is the default map when you start the game.

3D Extreme Zoom-Out View. The *3D Extreme Zoom-Out View* displays the Battleview™ map in a fourth its original size, thus allowing you to view more of the 3D map at once. The units in this view are displayed by various shaped blocks, with their current facing indicated by a light green stripe.

Jump Map. The sixth map view is the *Jump Window* (see SCROLLING below).

Scrolling

In most cases the map is too large to fit completely onto the screen, even in those scenarios where only a portion of the overall map is used. Therefore, several different ways to scroll it are provided. You can use the standard Windows™ scroll bars, the arrow keys on your keyboard, or the *Jump Window*.

To use the Jump Window, Select either its button in the Toolbox or the **Jump Window** command in the **Display** menu. This will display a miniature of the map being used (along with an indication of where each side's units are). Then Select the desired spot in the jump map, and the game map will automatically scroll to the corresponding point.

Place Names

Press the **Shift** key to display the names of various roads, farms and other geographical features.

Hex Coordinates

Each hex on the map has a unique set of coordinates, given in the form "#, #". The number on the left represents the vertical row of hexes (beginning with "0" for the left-most row of hexes on the map), while the number on the right represents the horizontal row (beginning with "0" for the topmost row).

The coordinates of the Hot Spot hex are displayed at the far right of the Status Bar (see 4.6).

4.4 THE UNIT LIST

The Unit List is the portion of the screen displayed immediately below the map. It contains a representative drawing of each unit that occupies the current Hot Spot hex, plus that unit's name and pertinent game data.

To Select a unit in the Unit List, left-click anywhere in its data area. To view the organizational information for a unit, *right*-click on its name in the Unit List and hold down the mouse button. This will also show the original strength of the unit.

When there are more units in a hex than can be displayed in the Unit List, the arrow buttons appear in the lower right corner of the screen and can be used to scroll the Unit List.

The Unit List can be hidden by Selecting either **Full Screen Map** in the **Display** menu or its equivalent Toolbox button.

Command Rating
Leadership Rating
Movement Allowance
Leader's Name (right click for organization info)

⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷⫷

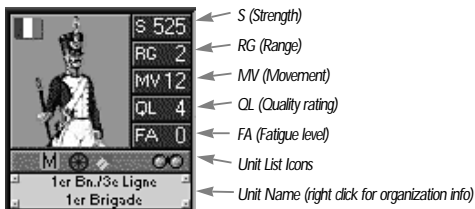The following explains the abbreviations and numbers displayed for *leaders* in the Unit List:

C (Command): The leader's Command Rating, given in the form "A" (best), "B", "C", "D", "E" or "F" (worst). This rating is used to determine the leader's ability to stay "in command", thereby aiding the Reform of his *Disordered* units. When a leader's command rating is displayed in yellow, it indicates that leader has failed the command test for that current turn. See COMMAND RADIUS/RATING on p.61.

An ⊘ icon "behind" the letter when the Leader is Selected indicates that he is currently Detached.

L (Leadership): The leader's Leadership Rating, given in the form "A" (best), "B", "C", "D", "E" or "F" (worst). This rating is used to let the leader aid in the Rally of a *Routed* unit he is stacked with; see 6.8 RALLY & REFORM.

M (Movement): The leader's current Movement Allowance. This number will decrease as he moves or changes Formation. *Leaders are always mounted.*

⭐ A gold star appearing in the lower righthand corner of a leader's Unit-List portrait indicates that he has been "promoted" to the command of a higher organization due to the elimination of that organization's original leader.

- ← *S (Strength)*
- ← *RG (Range)*
- ← *MV (Movement)*
- ← *QL (Quality rating)*
- ← *FA (Fatigue level)*
- ← *Unit List Icons*
- ← *Unit Name (right click for organization info)*

The following explains the abbreviations, numbers and colors displayed in the Unit List:

S (Strength): The unit's current basic attack (and defense during Melee) strength. This number represents the *actual number of men* in the unit (rounded to the nearest 25). This number is also used to determine stacking limits; see STACKING on p.13. A *yellow S#* indicates the unit is not at full strength (due to casualties or deployment of skirmishers/squadrons). To display a unit's original strength, right click on the unit box.

RG (Range): The maximum range at which the unit can make a Ranged-Fire attack. A unit with a range of "–" cannot attack in any way.

MV (Movement): The unit's current Movement Allowance. This number will decrease as the unit moves or changes Facing/Formation.

QL (Quality): The unit's Quality, given in the form "9" (best) to "1" (worst).

FA (Fatigue): The unit's current Fatigue level. "0"-"3" cause no adverse effect (these numbers appear in green). "4"-"6" represent Low Fatigue (and appear in yellow). "7"-"9" are High Fatigue (and appear in red). See also 6.9 FATIGUE.

Unit Classification Icons

Some units in *Prelude to Waterloo* have special icons appearing near the top of the unit portrait. These icons are:

An "L" in the unit's portrait means that the unit is a "light" unit and can deploy more than one Skirmisher unit.

An "H" in the unit's portrait means that the unit is a "heavy" unit.

A "Horse" icon in the unit's portrait means that the unit is horse artillery.

A "G" icon in the unit's portrait means that the unit is a "guard" unit.

An "Uncrewed" banner in the unit's portrait means that artillery unit is currently without its crew.

Unit-List Icons

One or more of the following icons will appear from time to time in the lower-center compartment of a unit's data area. These icons, as they appear from left to right on the screen, represent the following:

Infantry: When the full-color musket ball appears, the unit is eligible to attack. Once it has attacked, the ball turns black. If the unit becomes low on ammo, the ball will change to "half hollow" (i.e., half color and half outline). If the unit becomes out of ammo, the ball will change to completely hollow (i.e., outline only).

Battery: When the full-color cannonball appears, the battery is eligible to attack. Once it has attacked, the cannonball turns black. If the battery is low on ammo due to Isolation, the cannonball will change to "half hollow". If the battery is out of ammo, the cannonball is hollow (i.e., an outline). If the battery is uncrewed, a red X is drawn through the cannonball.

The letter indicates the kind of weapon the unit is equipped with:

When a number appears in the unit box it signifies the percentage chance that the unit can sucessfully change formation that turn without becoming disordered.

When the wheel appears, the unit is eligible to move. Once it begins to move, the wheel turns black. When it has used all of its movement allowance, the wheel disappears.

When the "F" on a black background appears, the unit is Fixed, meaning that it cannot leave its hex. A unit's Fixed status is removed whenever its hex is attacked by enemy units, the unit becomes Routed or is "Released" according to the scenario's Release Schedule.

Weapon Types			
A:	12-pounder battery	**M**:	Smoothbore muskets
B:	6 or 9-pound battery	**R**:	Rifle
D:	Horse battery	**S**:	Sword
L:	Lance		

Formation Icons

These icons show the unit's present Facing (as indicated by the direction the arrow is pointing) and Formation.

This icon indicates that the unit is in regular line.

This icon indicates that the unit is in regular line and is able to change into Extended Line (see below).

This icon indicates that the unit is in extended line.

This icon indicates that the unit is in column.

This icon indicates that the unit is in square.

When the "S" appears, the unit is a Skirmisher company.

When the "D" appears, the unit is Disordered.

When the "R" appears, the unit is Routed.

When the full-color binoculars appear, the unit is currently in the LOS of (and thus also has a LOS to) at least one enemy unit [Exception: if the only enemy unit having a LOS to the unit is an enemy supply wagon, the binoculars are black, indicating that the identity of your unit is not known to the enemy if Fog of War is in effect].

The Pop-Up Selection Dialog

The Pop-Up Selection Dialog allows you to Select any unit(s) in the Hot Spot hex even if the Unit List is hidden. To display this dialog, simply press the spacebar. You can then Select a single unit by left-clicking on its name in the dialog, or Select multiple units by holding down the **Shift** or **Ctrl** key when you left-click. Double-clicking on a name is the same as pressing Enter, which is the same as Selecting OK. The information at the beginning of each unit name is that unit's S# and weapon type. Disordered and Routed Units will have an icon to indicate their current state.

The Terrain Info Box

The Terrain Info Box appears in the lower-left-hand corner of the screen, presenting certain information about the current Hot Spot hex. It displays a digitized photo of the type of terrain in the hex (clear, orchard, forest, etc.), then lists that terrain type by name and gives its Ranged-Fire combat modifier*, its elevation in feet, and its Objective value.

* "Building" and "Rough" hexes will show two numbers (e.g., -2/0) for its Ranged-Fire combat modifier. The first number indicates the modifier for *skirmishers*, and the second number (which is always 0) indicates the modifier for all other units. In short, only *skirmishers* receive a Ranged-Fire combat modifier from Building and Rough hexes.

The bottom line of the Terrain Info Box shows the current *artillery* ammunition supply for the three main sides (in the form "#/#/#", with the English total on the left, the French total in the middle and the Prussian total on the right.) See ARTILLERY AMMO on p.38 and THREAT CHECKS on p.40.

Selecting a Unit

To Select a unit in the Unit List, left-click anywhere on its area in the List. You can quickly Select *all* the units shown in the Unit List by double-clicking with the left mouse button in the Hot Spot hex.

4.5 THE TOOLBOX

The Toolbox enables you to conduct certain actions without having to use the pop-down menus. Selecting a Toolbox button initiates the command associated with it. These commands are:

Advance the game to the next phase.

Change the screen display between the 2D Normal View and 2D Zoom Out, or 3D Normal View and 3D Zoom Out, mode.

Change the Facing of the Selected unit(s) one hexside in a counterclockwise direction.

Change the Facing of the Selected unit(s) one hexside in a clockwise direction.

Change the Facing of the Selected unit(s) by 180º.

Change the Formation of the Selected infantry unit from *column* to *line* (and back) or to *limber/unlimber* artillery.

To create or recall a skirmisher or squadron unit(s) from the Selected unit. This can only be performed during the Movement Phase.

To change a Selected infantry unit to or from *square* Formation. This can only be performed during the Defensive Phase.

Toggle (off or on) the on-map display of all units.

Toggle (off or on) the bases of all unit icons on the 3D map.

Make the Artillery Dialog appear.

Resolve the Melee in the Hot Spot hex.

Toggle (on or off) a highlight around all units that are suffering from low/no ammo or uncrewed.

Toggle (on or off) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one enemy unit.

Toggle (on or off) a highlight around all units that have moved during the current phase.

Toggle (on or off) a highlight around all units that have either fired at an enemy unit or fought in a Melee during the current phase.

Toggle (on or off) a highlight around all units that are Disordered..

Toggle (on or off) a highlight around all units that are part of the same organization as the first Selected unit in the Unit List.

Hide (or display) the Unit List and Terrain Info Box.

Toggle (on or off) a display of which hexes are in the LOS of the current Hot Spot hex. An "X" in a hex indicates *no* LOS.

Display (or hide) the flag of the controlling side in each Objective hex.

Display the Jump Window. Select any spot on the jump map, and the game map will scroll to the corresponding spot.

Cycle the Hot Spot to another unit that has yet to (be designated to) perform an action pertinent to the current phase.

Activate the A/I (after you have halted it, or if you started the phase not using A/I but wish to activate it for the remainder of the phase).

2:00PM June 16, 1815, French Movement Phase, Day   (17, 48)

4.6 THE STATUS BAR

The Status Bar (see illustration above) appears at the very bottom of the screen. Its main functions are to show the current time of day, the current phase, the coordinates of the Hot Spot hex, and a set of scroll arrows (if the current Hot Spot hex has more units in it than can be displayed at one time). It also displays various types of messages from time to time (e.g., to explain why the program won't let you perform a certain action). In addition, it gives a brief explanation of each menu command and Toolbox button when you place the cursor on that command or button and hold down the left mouse button.

4.7 SAVING A GAME

To save a game you are currently playing, use the **Save** command in the **File** menu to save it. A dialog will appear so you can specify a name for the saved-game file. Normally you should use the extension *.btl.* Alternatively, you can Select **Auto Save** in the **Options** menu, in which case you'll be prompted at the end of the first phase to save the game. Once you've saved the game this way, it will be saved again automatically by the Auto Save function at the end of each subsequent phase [Exception: it will not save a phase that was conducted under Automatic (with or without Fog of War) A/I control]. Should you wish to save the game at some other point in a phase, you can do so via the **Save** command.

To save the game under a file name different than the one currently being used for it, Select **Save As** in the **File** menu. This allows you to save the current state of a battle in another file without affecting the file being used for the battle.

4.8 SNAPSHOTS

The Snapshot command in the File menu allows you to save, as a bitmap (.bmp) file, a copy of the portion of the map (including the position of all unhidden units) that is currently in memory. A file-selection dialog will appear so you can specify the name of the file.

You can use the Paintbrush graphics program (supplied with Windows™) to open the file later. Refer to your Windows™ manual for instructions for the Paintbrush program. The Paintbrush program can also be used with your printer (black and white or color) to supply you with a printout of the map. Paintbrush will allow you to resize the map (as desired) before printing.

4.9 RECORDING/REPLAYING BATTLES

Recording Battles

The **Record Battle** feature of the **Special** pop-down menu allows you to record a scenario as you play it. You can then "replay" this saved battle later by selecting Replay from the File pop-down menu (see below).

Why would you record a battle? During a hotly contested scenario, you might anticipate that the next few turns will decide the winner. You may want to keep a record of this and show it to someone later, or (for your own satisfaction) review the moves you made to help improve your strategy for future scenarios.

You can record just a few turns of a battle, or an entire scenario. To record a battle,

1. Select Record Battle from the Special pop-down menu. Doing so places a check mark (✓) next to the feature. Immediately, a file window will appear allowing you to name this file (or accept the default filename).

2. After naming the file, select OK to return to the game. From this point forward, all scenario turns you play will be saved into this file.

You cannot record modem play or PBEM battles.

Note: The Record Battle feature is a toggle. At anytime during play, you can select the feature again to turn it off. Anytime you start recording, it will overwrite any existing file of the same name.

Replaying a Recorded Battle

When you want to view the turns of a recorded battle, simply select **Replay** from the **File** pop-down menu and the recorded turns will automatically replay.

To halt the replay, press the **Esc** key. To resume the replay again, select **Restart Replay** from the **Special** menu, and the recorded battle will resume where it left off.

Note: When you replay a battle that has been recorded with Fog of War in effect, the replay is from the perspective of the *other* side.

EX: If you replay a battle that you played vs the computer, the replay will be from the perspective of the computer (not your perspective). This means you'll see what the computer saw.

5.0 THE UNIT TYPES

Infantry, cavalry, artillery batteries, individual leaders and supply wagons are represented in the game. All, aside from unlimbered artillery, have an inherent movement capability; and all, aside from leaders, limbered artillery and supply wagons, can make attacks. Most of their characteristics are covered in 2.0 THE BASICS OF PLAY, but more details on the special capabilities of the various units are given below. To see the attributes of a specific unit during play, Select its hex to put it in the Hot Spot and check its data in the Unit List.

5.1 UNIT ICONS

Many different icons are used to represent the units in the game. A complete listing is provided at right.

Military Symbol Icon Colors

The color of each "Military" symbol indicates a general category of unit types, as explained here (note that these colors appear only on the 2D Normal View map by selecting **Graphical Unit Icon** in the **Options** menu):

> Light Green: Infantry
> Yellow: Cavalry
> Red: Artillery
> Gold (Star): Leader

Map Type:					Unit Type:
2D zoom out	2D zoom-in graphical	2D zoom-in mil. sym.	3D zoom-in & zoom out	3D extreme zoom out	
⊠	🧍	⊠	🪖	🔹	Infantry Battalion in line
⊠	🧍	⊠	🪖	🔹	Infantry Battalion in column
⊡	🧍	⊡	🪖	🔹	Routed Infantry Battalion
⊡	🧍	⊠	🪖	🔹	Infantry Battalion in square
▣	🧍	⊠	🧍	▪	Infantry Skirmisher
◫	🐎	◫	🐎	◀	Cavalry
⊡	🐎	⊞	🐎	◀	Routed Cavalry
▣	🔫	▣	🔫	▪	Unlimbered Artillery Battery
▣	☷	▣	🔫	▪	Limbered Artillery Battery
⊡	🔫	▣	🔫	▪	Uncrewed Artillery Battery
⊠	🔫	☆	🧍	▮	Leader
◎	🚛	◖	🚚	▮	Supply Unit

5.2 LEADERS

For the basics, see CAVALRY FORMATIONS (& LEADERS) on p.7. One leader per side can aid in Melee (when stacked with a unit) by increasing his side's attack or defense strength by one. A leader lowers the chance that a unit will Rout by adding a −1 modifier to its Morale Check die roll, and can aid units under his command in their attempts to Rally. See also 4.4 THE UNIT LIST and 6.8 RALLY & REFORM.

A leader can be attacked as an individual target only if no other unit (aside from one or more other friendly leaders) is in his hex. Leaders do not become Disordered or Routed.

A leader can be killed, wounded or captured. In each case he is eliminated and another leader is promoted at the start of the next friendly Player Turn to take over his command. (A leader so "promoted" has a gold star in the lower righthand corner of his portrait in the Unit List.) All replacement leaders have a command rating of F. (To get a list of leaders killed, wounded or captured, go to **Leader Casualties** in the **Status** menu.)

Command & Leadership

Each leader has both a Command and a Leadership rating, which affect his ability to influence certain actions of other units under his command; see 4.4 THE UNIT LIST. In addition, *brigade* and *division* leaders have a limited Command Radius; see COMMAND RADIUS/RATING on p.61.

5.3 ARTILLERY

Artillery batteries in *Prelude to Waterloo* are broken down into three categories: A, B, and D. Below is a description of each category:

- **Category A artillery** is classified as heavy artillery. The number and types of guns in an "A" battery consists of a complement of six 12-pounders and two 10 pound howitzers or six 12-pounders and two 6-inch howitzers or eight 12-pounders and four 18-pound Licornes.
- **Category B artillery** is classified as medium artillery. The number and types of guns in a "B" battery consists of a complement of six 6-pounders and two 7 pound howitzers or five 9-pounders and one 5.5-inch howitzer or eight 6-pounders and four 9-pound Licornes.
- **Category D artillery** is classified as horse artillery. The number and types of guns in an "D" battery consists of a complement of four 6-pounders and two 5.5 pound howitzers or five 6-pounders and one 5.5-inch howitzer or six 6-pounders and four 9-pound Licornes.

For artillery ammo supply rules, see ARTILLERY AMMO on p.38. For artillery in Melee, see MELEE and RESOLVING MELEE, on pp.55-56.

5.4 INFANTRY

For the basics, see INFANTRY FORMATIONS on p.4. For a more thorough overview of all the various movement/Formation change options for infantry, refer to the bullet points below:

• Infantry can move, change facing, deploy/recall skirmishers, change into column formation in the Movement Phase.

• Infantry can change formation from line, column, and square, in the Defensive Phase.

• Infantry can fire in the Offensive Fire and Defensive Phase.

• Infantry can conduct melee attacks during the Melee Phase.

Skirmishers

• Skirmishers can be deployed and recalled in the Movement Phase by clicking the "S" button in the Toolbox.

• A Skirmisher unit equals 1/8 of full strength (S#) of its parent unit.

• Light infantry and guard units can deploy entirely into Skirmisher companies. Other infantry units can deploy only one Skirmisher company.

• The facing of Skirmishers has no effect on their function. Skirmishers have a 360° field of fire.

• In addition to other terrain modifiers, Skirmishers receive a –2 terrain modifier from Building and Rough (Wolf Pit) hexes.

• Skirmishers can rejoin their parent unit during the Movement Phase. To combine a Skirmisher unit with its parent unit, make sure the Skirmisher unit is in the parent unit's hex. Select the Skirmisher unit, then select the "S" button in the Toolbox. If the skirmisher unit has a higher fatigue rating than the parent unit, then the fatigue of the parent unit increases by 1.

Squares

• Squares can be formed in the Defensive Phase by undisordered, unrouted infantry.

• Squares fire at 1/4 effectiveness and have a 360° field of fire.

• Normally, cavalry attacks against units in the Melee Phase are tripled. Infantry units in Square Formation negate this tripling.

Extended Line

• Infantry units can change into and out of Extended Line in the Defensive Phase. The ability to form an extended line is based on the size of the infantry unit. An infantry unit whose Regular Line icon (in the Unit List) shows three parallel lines $\|\|\triangleright$ is able to form an Extended Line.

• Extended Line units cannot be extended or reformed across obstructed hex sides.

• Units in Extended Line cannot change into Column or Square Formation without first changing into.

NOTE: To recall an Extended Line Infantry Unit, the two "halves" of the extended line must occupy adjacent hexes from each other. *These two units occupy adjacent hexes to each other.*

After selecting one of the halves, then select **Change Extended Line** from the **Units** pop-down menu.

5.5 CAVALRY

In *Prelude to Waterloo* cavalry is broken down into three different categories:

Light: Hussars, Light Dragoons, Chasseurs.

Heavy: Dragoons, Cuirassiers, Carabiniers, Grenadiers on Horse.

Lancers: Lancer cavalry units have a weapon type of "L".

• Cavalry can move (from hex to hex and change facing) during the Movement Phase.

• Cavalry can charge in the Charge Phase, but are automatically Disordered at the end of the turn.

• Cavalry units that have moved in the Charge Phase get an advantage when attacking in the Melee Phase if they are attacking non-square infantry in unobstructed hexes across unobstructed hex sides.

Squadrons

A cavalry unit can break into Squadrons during the Movement Phase by Selecting the cavalry unit and then clicking the "S" button in the Toolbox. The size of a cavalry squadron is 1/4 the size of its parent unit. An entire cavalry unit can be broken down into squadrons. Cavalry squadrons can move and melee in the same way as cavalry regiments.

5.6 AMMO & SUPPLY WAGONS

When an infantry unit incurs a depletion of its ammo, it becomes "low on ammo" and thereafter cannot fire in its Offensive Fire Phase until resupplied. If a unit that is already low on ammo incurs another ammo depletion, it becomes "out" of ammo and can make no *Ranged-Fire* attack at all until it is resupplied.

For a unit to be resupplied, it must be within 5 hexes of a friendly supply wagon. The path of hexes traced to the supply wagon may not cross an impassible hexside or pass through a hex adjacent to an enemy unit. If it does, the unit cannot be resupplied.

Whenever an infantry suffering from low/no ammo starts a friendly Player Turn in a non-Routed state *and* in the supply path of a friendly supply wagon, the program will resupply it.

A resupplied unit is always returned to a "full" ammo state. The number of units resupplied is announced in the Command Report dialog.

Each time a supply wagon resupplies a battalion, that wagon's supply strength ("S#" in the Unit List) is reduced by one. When its S# becomes zero, it is eliminated. Wagons themselves cannot be resupplied.

A supply wagon that incurs a loss due to an attack does not have its S# decreased, nor does it become Disordered or Routed. Instead, its "crew" is considered killed and the wagon becomes immobile (i.e., its movement allowance becomes—and will remain—zero). An immobile supply wagon cannot be "recrewed", but can continue to resupply friendly units. A supply wagon captured in Melee becomes a supply wagon of the captor's side.

Resupply and Skirmishers

Resupply works the same way for Skirmishers as with other infantry units. However, when a Skirmisher is resupplied, the S# on the supply wagon *is not* reduced.

Artillery Ammo

The artillery ammo supply of each side is displayed in the bottom line of the Terrain Info Box (see p.29). Each time an artillery battery makes a Ranged-Fire attack, its side's artillery ammo supply is reduced by one. In addition, each reduction of one in an artillery battery's S# (including its capture in Melee) reduces its side's artillery ammo supply. When a side's artillery ammo supply reaches zero, none of its artillery units can fire. A side's artillery ammo supply can only be increased through the arrival of artillery reinforcements. Neither captured artillery nor its ammo can be used by the captor's side.

5.7 THE THREAT ZONE

In *Prelude to Waterloo,* each *undisordered* or *unrouted* unit exerts a "Threat Zone." The unit's threat zone equals a certain distance that extends through the hexes the unit is facing. Being in the threat zones of enemy units interferes with a unit's ability to change formation and could possibly Disorder it. Units have both a "Threat Zone" and a "Threat Value." The percentage chance a unit will sucessfully change formation without becoming disordered is shown in the unit box.

Threat Zones
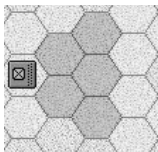
Infantry units (including Skirmishers) exert a Threat Zone of 2 hexes.
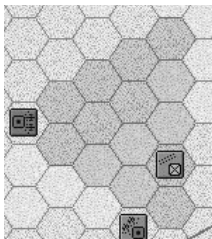
Artillery units exert a Threat Zone of 4 hexes.
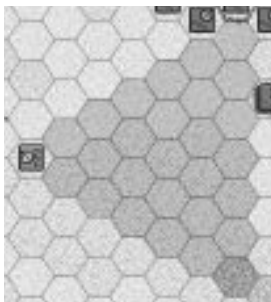
Cavalry units (including Squadrons) exert a Threat Zone of 6 hexes.

• Supply wagons and leaders *do not have* a Threat Zone.

Threat Values

A unit's threat value of infantry and cavalry is based on its strength in men (1 point of threat per 100 men). An artillery unit's threat value is 1 point of threat per strength number (S#).

- The threat value of infantry units is doubled at a distance of one hex from the unit.
- The threat value of artillery is double up to a distance of 2 from the unit.
- The threat value of cavalry is tripled up to a distance of 2 from the unit and doubled up to a distance of 4 from the unit.

Threat Checks

During play, whenever a unit attempts to change its formation, a check is made based on the threat on the hex and the morale of the unit. The total threat on a given hex is the sum of the individual threats of all enemy units the hex is in.

If the threat value of the hex is zero, you can change formation with certainty. Otherwise, an attempt to change formation may fail. If a unit fails the check, it becomes disordered. A hex's threat value can be seen by Selecting the hex and then right clicking on the terrain box.

Threat Value of the Hot Spot hex
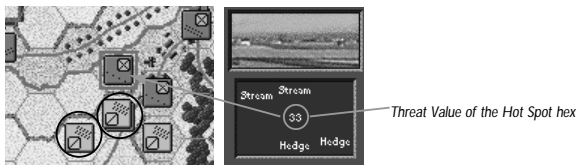
Example: The three circled cavalry units are exerting a threat value of "33" on the Hot Spot hex. The cavalry unit shown in the lower right of the illustration does not contribute to this threat value, since the Hot Spot hex is not in its Threat Zone.

Things to remember: The higher the threat value against the hex, the less likely a unit's chance of completing a Formation change. Also, the lower a unit's Quality, the less likely it will make that Formation change if the hex is in a threat zone. The percentage chance of

the unit being able to change its formation sucessfully (without becoming disordered) is shown in the unit box.

5.8 OVERRUNS

An overrun is a special movement where a unit can move into an enemy unit's hex. Overruns may occur in the Movement Phase and Charge Phase.

In Movement Phase

An enemy hex may be entered during the Movement Phase if it contains only enemy leaders and/or uncrewed enemy artillery.

In Charge Phase

In addition to overruns in the Movement Phase, an enemy hex may be entered by charging cavalry during the Charge Phase if it contains only enemy leaders, skirmishers, and artillery (crewed or uncrewed).

Overrun Effects

Leaders in an overrun hex are eliminated. Artillery that is overrun by infantry is eliminated. Unlimbered artillery that is overrun by cavalry becomes "uncrewed." Limbered artillery that is overrun by cavalry is eliminated. An attempt to overrun a hex occupied by skirmishers may fail or succeed based on a probability calculated using the strength of the skirmishers vs. the strength of the cavalry.

Recrewing Artillery

Artillery that has become uncrewed can become recrewed at the beginning of a Player turn once the enemy cavalry in the hex has left, provided that the battery is with or adjacent to a friendly infantry unit.

Note: This does not imply that the infantry unit "recrews" the battery. It means that the infantry crew dispersed and took shelter and has now returned to their battery.

6.0 PLAYING A SCENARIO

6.1 TERRAIN

The *Prelude to Waterloo* maps contain numerous types of terrain, each with an associated effect on movement, LOS, and combat. If you wish to inspect the terrain in a hex obscured by the presence of units, Select that hex to put the Hot Spot there; then consult the Terrain Info Box, or Select the "toggle units" Toolbox button (or the **Units Off** command in the **Display** menu). If using the 3D map, you also have the option to Select the "toggle unit bases" Toolbox button or the **Unit Bases Off** command in the **Display** menu.

A Terrain Key summarizing the effects of the various terrain types follows. The +/– number in the Combat Effect line alters the ranged-fire results by that many columns (i.e., its die roll; see RESOLVING RANGED-FIRE on p.54.) Both in-hex and hexside Terrain Combat Effects apply vs. Ranged-Fire, but only *hexside* Terrain Combat Effects can apply to Melee.

TERRAIN KEY

Below is a list of the various terrain types in *Prelude to Waterloo*

CLEAR
Movement Cost: 2 (infantry); 2 (cavalry); 2 (artillery); and 3 (supply wagons)
LOS Effect: none
Combat Effect: none

BUILDING
Movement Cost: same as clear
LOS Effect: none
Combat Effect: –2/0; Skirmishers get a –2 ranged-fire defense benefit when attacked in a Building hex. No other units receive this defensive benefit.

FOREST

Movement Cost: 4 (infantry); 6 (cavalry); 8 (artillery/supply wagons). Infantry in line automatically becomes disordered when entering this terrain type.

LOS Effect: Based on elevation; Forest hexes are 12 meters tall

Combat Effect: –1

ORCHARD

Movement Cost: 3 (infantry); 4 (cavalry); 6 (artillery/supply wagons). Infantry in line automatically becomes disordered when entering this terrain type.

LOS Effect: Based on elevation; Orchard hexes are 5 meters tall

Combat Effect: 0

VILLAGE

Movement Cost: 4 (line infantry); 2 (column infantry); 4 (cavalry); 4 (artillery/supply wagons). Infantry in line automatically becomes disordered when entering this terrain type.

LOS Effect: Based on elevation; Village hexes are 10 meters tall

Combat Effect: -2

ROUGH

Movement Cost: 3 (infantry); 3 (cavalry); 4 (artillery and supply wagons). Infantry in line automatically becomes disordered when entering this terrain type.

LOS Effect: none

Combat Effect: Skirmishers get a –1 ranged-fire defense benefit when attacked in a Rough hex. No other units receive this defensive benefit.

MARSH

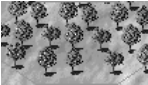**Movement Cost:** 4 (line infantry); 4 (column infantry); 8 (cavalry); artillery and supply wagons cannot enter Marsh hexes. Infantry in line automatically becomes disordered when entering this terrain type.

LOS Effect: none
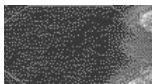
Combat Effect: none.

WATER

Impassable.

LOS Effects: None

CHATEAU

Movement Cost: 2 (artillery/ infantry); 3 (supply wagons); Cavalry cannot enter Cheateau hexes

LOS Effect: based on elevation, Chateau hexes are 10 meters tall

Combat Effect: –3.

FIELD

Movement Cost: 3 (infantry); 3 (cavalry); 3 (artillery); and 5 (supply wagons)

LOS Effect: Based on elevation, field hexes are 2 meters tall

Combat Effect: none.

Obstructed Hexes

In *Prelude to Waterloo*, all hexes are classified as either "obstructed" or "unobstructed." Clear and Building hexes are unobstructed hexes. All other terrain types are obstructed. All units (except infantry in column and artillery) become Disordered ("D") when entering obstructed hexes.

Hexside Terrain Features

In *Prelude to Waterloo*, certain terrain features appear along hexsides. These features can be viewed by clicking in the terrain box. When units move across these hexsides, they will pay an additional movement cost. In addition, all hexside terrain features are considered "obstructed," and therefore will Disorder ("D") all units that cross them (except infantry in column and artillery). Below is a list of the hexside terrain features.

HIGH WALL GATE

Additional Movement Cost:

+1 (infantry); +2 (all others).

LOS Effect: Based on elevation: High Wall Gates are 10 meters high

Combat Effect: –4 in Melee only; no other combat allowed.

HIGH WALL

Additional Movement Cost:

Impassable hexside; found only around Chateau hexes.

LOS Effect: Based on elevation: High Wall Gates are 10 meters high

Combat Effect: No attacks across.

WALL

Additional Movement Cost:

+2 (infantry); +4 (cavalry); +6 (artillery/ supply wagons)

Combat Effect: –2

HEDGE

Additional Movement Cost:

+1 (infantry); +2 (cavalry); +2 (artillery/ supply wagons) Infantry in line becomes disordered when crossing

Combat Effect: –1
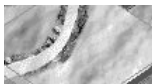
EMBANKMENTS (SUNKEN ROADS)

Additional Movement Cost:

+2 (infantry); +4 (cavalry); +6 (artillery and supply wagons).

Combat Effect: –1

CREEK

Movement Cost:

Impassable, except at Bridges

Combat Effect: none.

STREAM

Additional Movement Cost:

+1 (infantry); +2 (cavalry); +2 (artillery/ supply wagons)

Combat Effect: none

BRIDGE

Movement Cost:

Must be using Road movement

Combat Effect: Only 1 unit may melee across a bridge hexside.

PIKE

Movement Cost:

1 for all units except infantry in line has regular terrain costs.

Combat Effect: none

ROAD

Movement Cost:

1 (infantry in column, cavalry, and artillery); 2 (supply wagons); Infantry in line has regular terrain costs.

Combat Effect: none

PATH

Additional Movement Cost:

1 (infantry in column, cavalry, and artillery); 2 (supply wagons); Infantry in line has regular terrain costs.

Combat Effect: none

ELEVATION LEVEL

Each elevation change represents 10 meters.

Additional Movement Cost:

• From lower to higher: +1 (infantry and cavalry); +2 (all others)

• From higher to lower: +1 for supply wagons and limbered artillery.

Combat Effect: –1 for Ranged Fire if target is *one* level higher than firer, or –2 if target is *two or more* levels higher than firer. In melee, the modifier is equal to the *most* levels ascended by any attacking unit.

6.2 VICTORY CONDITIONS

Each scenario has its own set of Victory Values, which are point values that determine victory. They can be viewed from the **Victory** command in the **Status** menu. Using this command causes the Victory Dialog to appear, which lists a variety of data. It shows the number of units each side has lost so far and their point value. It also names the side the victory conditions apply to (calling it the *First Side*), the total point value of all Objective hexes that side currently controls, and that side's current overall point total (which the program calculates by subtracting the value of its unit losses from the sum total of its controlled Objectives plus the enemy's losses).

Any of five levels of victory are possible for the First Side: *Major Defeat, Minor Defeat, Draw, Minor Victory* and *Major Victory.* Each has an associated number of points which that side must equal or exceed at the end of play in order to achieve the next-higher level of victory. Specifically:

• The First Side suffers a **Major Defeat** if its point total is less than or equal to the total listed for "Major Defeat" in the Victory Dialog.

• The First Side suffers a **Minor Defeat** if its point total is greater than the total listed for "Major Defeat", but is less than or equal to the total listed for "Minor Defeat", in the Victory Dialog.

• The First Side achieves a **Draw** if its point total is greater than the total listed for "Minor Defeat", but is also less than the total listed for "Minor Victory", in the Victory Dialog.

• The First Side wins a **Minor Victory** if its point total is greater than or equal to the total listed for "Minor Victory", but is less than the total listed for "Major Victory", in the Victory Dialog.

• The First Side wins a **Major Victory** if its point total is greater than or equal to the total listed for "Major Victory" in the Victory Dialog.

The program takes the First Side's current overall point total, finds which level that total equates to, and displays that level's name as the First Side's current level of victory.

A scenario does not automatically end when one side achieves a Major Victory (or suffers a

Major Defeat); the level of victory may change during the course of play as casualties occur and Objectives change hands. Only the level that exists at the *end* of the scenario applies for determining the winner. However the scenario will end if all units from one side are eliminated, and the opponent has all of the objectives.

Objectives

As the name implies, an Objective is a vital hex to control in a scenario because of its victory-point value. All Objectives are controlled by one side or the other at scenario start. To gain control of an enemy-controlled Objective, you must occupy it with one of your own units. By themselves leaders, supply wagons, and routed units cannot be used for this purpose.

To display all Objectives on the map, Select **Objectives** in the **Display** menu. When this command has a check mark next to it, each Objective hex is marked with a flag icon to denote its location and ownership.

To find the point value of a specific Objective hex, Select **Objectives** in the **Status** menu. Selecting one of the Objective-hex lines in the dialog box that appears will move the Hot Spot to that Objective hex.

Some scenarios have **Exit Objective Hexes**, where points are awarded for exiting the map from these areas. Exit Objective Hexes start with a point value of zero and increase in value determined by the point value of the unit. The objective value of an Exit Objective Hex is followed by an X in the terrain info box. Exit Objective Hexes never change sides.

Other scenarios are **Art of War** scenarios. These scenarios are designed to be played with the "Extreme Fog of War" Optional Rule. Reinforcement arrival probabilities will be hidden and some reinforcements will be listed with no chance to ever arrive. As commander, you will be called on to determine the strength of the enemy forces and judge what objectives your forces can take or hold.

6.3 USING THE A/I

When the A/I is conducting an action, the A/I Action Dialog appears to tell you what the A/I is doing, and the map will scroll to display the corresponding action.
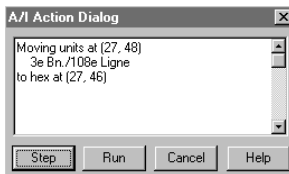
The A/I Action Dialog has four buttons: Step, Run/Pause, Cancel and Help. The **Step** button is initially the default. The current default button is outlined in black, meaning that it can be chosen by pressing **Enter** while the dialog is on-screen.

The **Step** button runs the A/I for one action, after which A/I processing halts.

The **Run** button makes the A/I run continuously until there are no more A/I actions for the current phase. When you Select **Run**, it changes to **Pause** (which becomes the default).

⊕⊕⊕

AI **Note:** When the A/I for the side conducting the actions in the current phase is set to Manual, you can Select the Activate A/I menu command (or its corresponding Toolbox button) at any time to have the A/I complete that phase for you. Also, the type of A/I being used (Commander Control, Automatic, or Automatic with Fog-of-War) can be changed via the A/I menu at any time for either or both sides [Exception: if playing a modem-to-modem or PBEM game, Fog of War cannot be turned off once the game has begun].

The **Pause** button halts the A/I temporarily. (While the game is halted, you cannot Select anything from the Menu Bar or Unit List—but the Toolbox and other A/I Dialog buttons remain active.) When you Select **Pause**, it changes back to **Run** (which becomes the default).

The **Cancel** button cancels A/I processing. (When you Select **Cancel**, it becomes the default.) To re-activate the A/I, Select the "Activate A/I" button in the Toolbox or the **Activate A/I** command in the **A/I** menu. While the A/I is activated and the A/I Action Dialog is on-screen, the **Esc** (Escape) key acts as a **Cancel** button.

Commander Control A/I & Organizations

Selecting the **Commander Control** option in the **A/I** menu at the start of the scenario lets you issue your own orders to one or more *leaders* (and thus to the units under their command). If you choose this, the Leader Selection Dialog will appear (see below), from which you must Select the leader(s) you wish to control. (To choose more than one, hold down the **Ctrl** or **Alt** key as you Select each name.)
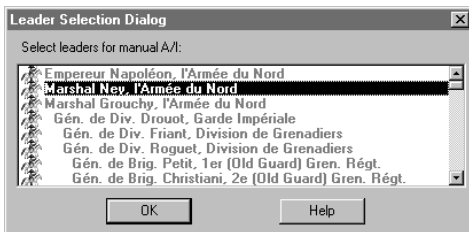
Afterwards, an Order Dialog for each of your leaders will appear (see below) at the start of his friendly Player Turn. This dialog shows the order his superior has issued to him (unless he is the army leader)—which you can change if you wish—and allows you to issue orders to his subordinate leaders (and thus to their units and/or batteries). "Location" shows the coordinates of the hex the named leader presently occupies. "Size" indicates the highlighted organization's current strength. "Health" indicates the percentage of units in that organization that are in Good Order, crewed if artillery, and not suffering from High Fatigue.
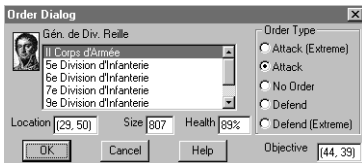
To give an organization an order, Select its name and then Select one of the orders from the list in the dialog. Then choose the organization's "objective" for the turn by *right*-clicking on the appropriate hex. Once you've given orders to all your organizations, Select the **OK** button and play will proceed.

If you click the **Cancel** button in the Order Dialog, A/I processing is canceled. Processing can be resumed by Selecting the "Activate A/I" button in the Toolbox or the **Activate A/I** command in the **A/I** menu.

Summary of Commander Control A/I Order Types

Attack Order. A regular Attack order causes units to move so as to take the specified objective. For Brigade or higher organizations, flank units will be deployed in an advanced position.

Attack (Extreme). An Attack Extreme order will cause units to attack in a more concentrated formation with maximum stacking in each hex. Also, extreme order will cause units not to fall back until all units of that organization are no longer in good order.

Defend Order. Units will move so as to hold specified objective. For Brigade or higher organizations, flank units will be deployed in a refused formation.

Defend (Extreme). A Defend Extreme order will cause units not to fall back until all of the units of that organization are no longer in good order.

Unknown-Unit Markers

When Fog of War is in effect for a side, its units are partially revealed—in the form of Unknown-Unit markers—whenever an enemy unit becomes adjacent to them. An Unknown-Unit marker indicates only the presence of a hidden unit; the actual type(s) and number of units are not revealed until the start of the next phase. A unit's move automatically ends when it reveals an adjacent Unknown-Unit marker.

Additionally, if a supply wagon is the *only* friendly unit that can spot an enemy unit when Fog of War is in effect, that enemy unit's identity will remain unknown.

6.4 GAME TURNS

Each scenario has a maximum number of playable Game Turns. When that number has been played to completion, the game is over. The number of Game Turns is displayed in the Phase Box (see p.5).

6.5 THE SEQUENCE OF PLAY

Each Game Turn comprises two Player Turns—one French and one Allied. Furthermore, each Player Turn is made up of five phases, which occur in the order listed below.

For simplicity, the player whose side is "active" in each of these phases (aside from the Defensive Phase) is called the *Phasing Player*. Except in the last Player Turn of the game, the completion of each Melee Phase is followed by the Movement Phase of the next Player Turn, in which the opponent becomes the Phasing Player. To advance the game to the next phase, Select either the "advance to next phase" Toolbox button or the **Next** command in the **Phase** menu. (For details about how to conduct a melee, see MELEE, p.55.)

1. Movement Phase

In the Movement Phase, the Phasing Player may move some, all or none of his units that are capable of movement. However, as the first action of this phase, the program finds all of the Phasing Player's units that are Fatigued, Disordered, Routed, low on ammo and/or out of ammo, and checks to see if each loses any Fatigue, is resupplied and/or Rallied [**Note:** Rally attempt chances are decreased in night turns]. It then announces on-screen, in the form of the "Combat Report", the results of these checks. (For more details, see 6.6 Movement, below)

2. Defensive Phase

In the Defensive Phase, the Phasing Player's *opponent* may fire some, all or none of his units capable of making a Ranged-Fire attack. In addition, the Phasing Player may make any Formation changes with those units eligible.

Also during the Defensive Phase, cavalry units can perform a Cavalry Counter Charge if that option has been selected in the *Optional Rules* menu. For more details, see 6.10 OPTIONAL RULES.

(For details about how to conduct combat, see 6.7 COMBAT; to find details about changing Formation, see 5.4 INFANTRY.)

3. Offensive Fire Phase

In the Offensive Fire Phase, the Phasing Player may fire some, all or none of his units capable of making a Ranged-Fire attack. (For details about how to conduct combat, see 6.7 COMBAT.)

4. Cavalry Charge Phase

In the Cavalry Charge Phase, the Phasing Player may move some, all or none of his cavalry unit (and leaders stacked with them) capable of making cavalry charges. (For details about how to conduct cavalry charges, see CAVALRY CHARGES, p.58.)

5. Melee Phase

In the Melee Phase, the Phasing Player may conduct a melee with some, all or none of his Melee-capable units adjacent to an enemy unit.

6.6 MOVEMENT

The Phasing Player can move his units during their Movement Phase, at which time he may move all, some or none of them that are *capable* of movement (e.g., unlimbered artillery cannot move from one hex to another). For a basic explanation of how to use the mouse to move units, see MOVEMENT on p.9.

If more than one unit in a hex is currently Selected, you can move all of them using any movement method just as if they were a single unit (within stacking limitations; see STACKING on p.13). Note, however, that moving any *stack* of units, or entering a hex that contains *even one* other unit, negates the benefits of moving along a road. Hence if you try to move two or more units simultaneously along a road, they must pay the non-road cost of the hex they are entering. Likewise, if a unit already occupies a road hex and you attempt to move another unit into it, the non-road cost will be charged. Leaders do not count as units for the purposes of these road movement limitations.

If a hex contains more than one infantry unit in line formation, all such units must have the *same facing*. Any change to the facing of one infantry in line must be made for all such units in the same hex.

Each Formation change a unit makes, and each Facing change made by infantry in line or dismounted cavalry, costs it a portion of its movement allowance; these costs are listed under Change Costs in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu.

If you move a unit but want to start its move over again, you can Select **Undo Last Movement** in the **Units** menu or hold down the **Ctrl** key and press **U** on the keyboard, provided that unit is *still* selected. This command will not undo formation changes.

[Exception: A move cannot be undone if Fog of War is in effect].

If you move a unit but use only part of its movement allowance, you can move one or more other units and still go back and finish moving the first unit. A unit can become the "leading" unit in column movement even if it has already expended part of its movement allowance.

A unit's movement allowance drops to "0" whenever it moves within the ZOC of an Unknown-Unit marker, or moves within the ZOC of a non-Routed or non-Artillery or non-Skirmisher enemy unit.

All the various types of terrain in the game have an associated movement cost, or provide some kind of benefit or restriction to movement. See 6.1 TERRAIN for details.

Reinforcements

Many of the scenarios have reinforcements, which are units that enter from off-map during play. You can display the Schedule Dialog to see when, where and how many reinforcements are available by Selecting **Scheduled** in the **Reinforce** menu. (However, you cannot see the opponent's reinforcements if Fog of War is in effect for his side.) Also displayed is a percentage for the probability of the unit arriving at the specified time, hence units with less than 100 percent may arrive late. Selecting any line in this dialog automatically scrolls the map to the arrival hex of that reinforcement unit and makes that hex the current Hot Spot. Double clicking any selection in this dialog displays a complete list of units associated with this reinforcement.

At the start of a Movement Phase in which reinforcements are due to arrive, a message to that effect will appear on the screen. The arriving units may be brought onto the map at any time during the Movement Phase, or they may be ignored and brought on in a subsequent Movement Phase (i.e., they will remain available indefinitely until entered).

To bring on reinforcements,

1. Select **Arrived** in the **Reinforce** menu to display the Arrived Dialog, which will show a list of the available units.
2. Double-click with the left mouse button on the name of a unit in the list. When you do so, the dialog will disappear, the map will scroll to the entry hex and that unit will appear there. If more reinforcements are available,
3. Select **Arrived** again, and repeat the procedure until you're done bringing on your reinforcements.

Note: An asterisk in front of a unit's name in the Scheduled Dialog indicates that it did not arrive at its earliest scheduled time.

Fixed Units

Many of the scenarios have Fixed Units. Fixed units are shown in the Unit List with a black "F" icon. Such units are frequently "released" automatically during the scenario. The Release Dialog displays the turn the unit(s) is first eligible for being released is shown, followed by the percentage chance of it being released. If not released on the first turn eligible, a die roll is performed at the start of each turn for that unit(s) until it is released. The Command Report at the start of a players turn will list units that have just been released. Fixed units are released immediately if fired on by an enemy unit or if they become routed. Units cannot be fixed during play. When playing with Fog of War, the Fixed status of enemy units and their release schedule is not known.

To view the Release Dialog, Select **Released** from the **Reinforce** menu. If the unit is selected, the units affected by the Release are highlighted on the map.

6.7 COMBAT

For the basics, see COMBAT on p.11. A supply wagon cannot attack; its S# is used only to show how many units it can resupply (see 5.4 AMMO & SUPPLY WAGONS). The same unit can be attacked more than once in the same phase [Exception: not in the Melee Phase]. However, a unit may make a Ranged-Fire attack or advance into Melee only vs. a target that lies within that attacker's *Field of Fire*:
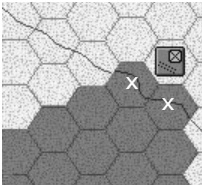
Field of Fire Diagram

The darker gray shading in these illustrations shows a units (an infantry regiment in line armed with muskets with a range of "2" hexes) current Field of Fire. It cannot attack (even to advance into a Melee) any unit that lies outside this Field of Fire unless it first makes an appropriate facing change during its Movement Phase. In addition, the units Zone of Control (ZOC) is its front 2 hexes (shown by hexes marked with an "X" in these illustrations).

Ranged Fire

Ranged Fire can be performed only during the Defensive Phase or Offensive Fire Phase. Ranged Fire uses a combination of the firer's S#, weapon type (as denoted by the letter on the tan background in the Unit List; see 4.4), and the hex range to the target to determin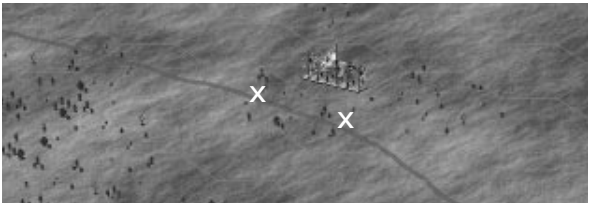e the actual strength of the attack. All Disordered units have their strength factor halved before any other modification. Routed units, cavalry, and those that are out of ammunition and/or have no valid target within their Field of Fire cannot use Ranged Fire.

For a basic explanation of how to use the mouse to conduct Ranged Fire, see RANGED FIRE on p.11.

Restrictions on Ranged Fire

Ranged Fire can be conducted vs. only one target unit at a time. If the target hex contains only one unit, or several units all of the same type, the attack will be resolved automatically. (In the latter case the program chooses the unit to be affected.) If the target hex contains more than one type of potential target, a Target Dialog will be displayed to let you Select one of those units as the target. A unit name appearing in gray in the Target Dialog indicates the unit is suffering from low/no ammo.

If a hex contains more than one infantry in line, any unit *behind* the first *line* infantry unit cannot fire. The first infantry in line behind an *artillery* battery can fire, however. *In short, no unit* behind *an*

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infantry unit in line formation can fire. On the 2D map, the "front" is the counter on the *top* of the stack, and the unit on the top of the stack is the first unit shown in the Unit List.

If a hex contains more than one infantry in line, only the *front* line infantry unit (top counter in a stack on the 2D map) can be targeted. Exception: an attack receiving the enfilade bonus can target *any* unit. Furthermore, if infantry in line is the target of artillery, then all infantry in line, in that hex, can be affected.

The units in a hex can be rearranged using the **To Top (Bottom) of Stack** features in the **Units** pop-down menu (see the Units menu on p.17).

LOS and terrain can affect the attack. Ranged Fire cannot be used vs. a target the firer has no LOS to. Selecting either the "show LOS" Toolbox button or the **Spotted Units** command in the **Display** menu will highlight all units that have a LOS to at least one enemy unit.

No unit may conduct more than one Ranged-Fire attack per friendly fire phase. Selecting either the "highlight fired units" Toolbox button or the **Fired/Fought** command in the **Display** menu will highlight all units on the map that have attacked thus far in the current phase.
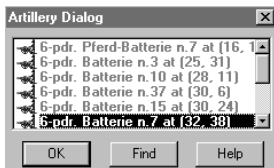
An easy way to fire *artillery* is via the "Display Artillery Dialog" Toolbox button (or the **Artillery Dialog** command in the **Units** menu). Selecting either of these makes the Artillery Dialog appear, which lists all friendly artillery units capable of firing. To fire a unit using the Artillery Dialog, first Select the unit's name in the list, then right-click on the target hex. (Note that when a unit in the Artillery Dialog is Selected, all of its potential targets are highlighted on the map.) Once the unit fires, it disappears from the list and the next unit is automatically Selected, so all you have to do to fire this next unit is to right-click again on a target hex. A unit name printed in light gray in the dialog means that particular unit currently has no eligible target.

Resolving Ranged-Fire

The range from the firing unit to the target is used to determine a "weapon effectiveness" based on the weapon type. The weapon effectiveness values of each weapon type are listed in **Parameter Data**, which can be found by Selecting **Scenario Notes** in the **Help** menu.

The applicable weapon effectiveness value is multiplied by the firing unit's "strength points" (SP) in order to arrive at a "fire value". (25 men = 1 SP for infantry; 1 cannon = 1 SP for artillery.)

The fire value is then increased/reduced as applicable *in the following order:*

• Fire from infantry in *column* is reduced by 80%.
• Fire from infantry in *square* is reduced by 75%.
• Fire from infantry against infantry in column or square is *increased* by 25%.
• Fire from *Disordered* units is reduced by 50%.
• Fire in the Offensive Fire Phase from units that have moved in the previous Movement Phase is reduced by 50%.
• Fire against *skirmisher* units is reduced by 75%.

- *Artillery* fire vs. infantry in *column* or *square* is increased by 50%.
- If the firing unit is not artillery, its fire value is reduced by 75%. (This is to compensate for the above change from men to SPs.)
- Fire from a unit with a Quality or 6 or more receives a benefit; fire from a unit with a Quality of 2 or less is detrimentally affected.

The final fire value is used to determine a row in the Fire Results Table (see the Parameter Data). The program then makes a random die roll to determine a fire result. The die roll is altered by the defensive modifier of the target's hex (listed as the "Combat Effect" in the Terrain Info Box) *and* of the hexside of the target hex that the firing unit is firing through. *Only skirmishers get any benefit from Building and Rough hexes.*

If the target unit was *not* an artillery unit, the fire result number is the amount of SPs it loses. Multiplied by 25, this amount represents its casualties in men (and will appear as such in the Fire Report on screen).

If both the firing *and* the target unit were artillery, the fire value is divided by 4 (this is to compensate for the above change from men to SPs). This amount represents the target's casualties in cannon (and will appear as such in the Fire Report on screen).

Melee

For the basics, see Melee on p.11. An artillery battery has a basic strength of 25 men per cannon when defending in Melee. A leader stacked with a unit under his command increases the strength of his side by *one* in Melee, but any additional friendly leader present in the Melee provides no further benefit. A leader can advance into Melee only if accompanying a friendly unit. Units cannot advance into Melee in excess of stacking limits, nor if they are Routed.

Melee can also be used to damage an empty Bridge.

To initiate a Melee, first choose—using the *right* mouse button—an enemy-occupied hex or bridge adjacent to the unit(s) that will conduct the Melee. Then Select each friendly unit (or stack of units) that will participate in the Melee and Select **Add to Melee** in the **Melee** menu. (Selecting **Show Melee Odds** in that menu will display the attacker/defender odds ratio for the Melee.) Once you've added the desired attacking unit(s) to the Melee, resolve it by Selecting the "resolve Melee" Toolbox button or the **Resolve Melee** command in the **Melee** menu. A dialog will be displayed to give the results (see RESOLVING MELEE below). Each Melee must be resolved before the next one can be initiated. Lone leaders cannot Melee each other.

Semi-Auto Melee

You can also use "drag-and-drop" to conduct a melee; see MELEE on p.11.

Auto-Melee

You can have the program conduct Melee for you even if not using the A/I. To do this, hold down the **Alt** key and right-click on an enemy-occupied hex adjacent to at least one friendly, Melee-eligible unit. The program will find all units eligible to attack that hex, and will give their names, their locations and the attack differential. If you click **OK**, they will automatically attack the hex.

A/I Melee

Another option for conducting Melee is simply to Select the "activate A/I" Toolbox button. The program will then conduct all melees in that phase automatically.

Resolving Melee

Even though the advancing side is termed the attacker, both sides engage in Melee simultaneously; hence the attacker can also suffer casualties. To resolve a Melee, the program follow this procedure:

The attack value of the attacking units and the defend value of the defending units is calculated. The nominal *attack or defend* value of an infantry or cavalry unit is its S# divided by 25; the nominal *defend* value of an artillery unit is its S# (an artillery unit cannot initiate a melee attack). In addition, there are a series of modifiers that are applied to a melee:

These modifiers are applied to defending units (these are cumulative):
• The defend value of cavalry with lancers is reduced by 25%.
• The defend value of Routed units is reduced by 50%.

These modifiers are applied to attacking units (these are cumulative):
• The attack value of heavy cavalry and cavalry with lancers is increased by 25%
• The attack value of disordered units is reduced by 50%.
• If all attacking units consist of undisordered Cavalry or Leaders that *moved* in the proceeding Charge Phase, and the defenders do not consist entirely of cavalry and infantry in squares, then the total attack value is multiplied by 3. **Note:** This bonus only applies if the cavalry units *moved* in the preceding Charge Phase.

Whether attacking *or* defending in melee, a unit with a Quality of 6 or more receives a benefit, and a unit with a Quality of 2 or less is detrimentally affected.

A melee modifier is calculated (these modifiers are summed):
• If none of the attacking units have fired in the proceeding Offensive Fire Phase, a modifier of +1 applies (Note: this automatically applies to attacking cavalry, unless the attacking cavalry is entering obstructed terrain).

- If there are attacking units with low fatigue, a modifier of –1 applies.
- If there are attacking units with high fatigue, a modifier of –2 applies (this takes precedence over the low fatigue modifier).
- If any attacking units are attacking through an obstructed hexside, the maximum hexside modifier of these hexsides applies.
- If the attacking units are accompanied by a leader, a modifier of +1 applies.
- If any attacking unit advances uphill into the melee hex, a –1 modifier applies.
- If any attacking unit advances from a hex outside the Field of Fire of all defending units, a modifier of +2 applies.
- If the defending units have a leader, a modifier of –1 applies.

Note: Melee losses against Skirmishers are reduced by 80%.

The melee odds of attacker divided by defender are used to determine a row in the Melee Table. A random die roll, modified by the melee modifiers, is used to determine a melee result. The melee result determines the number of strength points lost by the attacking and defending units. If the defending units suffer higher loses than the attacking units, they must retreat from the defending hex. Unlimbered artillery that must retreat is automatically eliminated. Supply wagons that must retreat are captured instead. All units which participate in a melee are disordered.

An attacking cavalry unit that does not "lose" in melee may continue to advance into (and melee in) an adjacent hex up to four times in the same Melee Phase, provided each new hex it advances into contains at least one enemy unit that was not attacked in a previous melee of this Melee Phase.

Versus Vacant Hex: If all defending units in a hex are eliminated during the Offensive Fire Phase, a red triangle icon will appear in that hex to mark it as a Vacant Hex. Such a hex may be attacked in the next Melee Phase, and the meleeing unit(s) will automatically occupy that Vacant Hex without gaining any fatigue or becoming Disrupted.

Cavalry Charges

Cavalry units in *Prelude to Waterloo* have a special movement phase called the Cavalry Charge Phase. This phase is conducted right before the Melee Phase, and its purpose is to allow you to move your cavalry into position next to enemy units to attack in the Melee Phase. Depending on the kind of cavalry you move during this phase, you will receive certain melee attack benefits by using those cavalry in the ensuing melee. The basic information about how cavalry charges are factored into melee resolution is discussed above. However, more information about cavalry charges is below.

• Only cavalry units in Good Order may charge.

• A cavalry unit *must not* be Disordered when it initiates a charge. If, however, it becomes Disordered during the charge (by moving over or into Obstructed hexes) it can continue.

• Cavalry may move up to their normal (full) movement allowance during a charge (even if Disordered during a Charge).

• Charging cavalry may not change facing, so it's important to remember that when you move your cavalry into position to attack during the ensuing melee, the cavalry is able to move into the melee hex without changing its facing.

• Charging cavalry may not use Road Movement.

• Cavalry that has charged automatically becomes Disordered at the end of that player's *turn*.

• Leaders may move during the Cavalry Charge Phase *if* stacked with a charging cavalry unit.

• Charging cavalry may overrun *skirmishers and artillery* in clear hexes crossing unobstructed hex sides based on a probability calculation. The probability of overrun is **0%** if the cavalry is not at least half the strength of the skirmishers (face value strength used). The probability increases as the strength of the cavalry increases. For example, the probability is 1/2 when the two forces are of equal strength and 3/4 if the cavalry is twice as strong as the skirmishers. Overrun skirmishers and limbered artillery are eliminated. Overrun unlimbered artillery becomes uncrewed.

• Cavalry that charges and melees against units other than infantry in *square* or other cavalry has its strength tripled in the melee calculation. Lancers and Heavy Cavalry get a further 25% increase when they attack. Heavy cavalry defends normally, but Lancers defend at 75% of their value.

Morale Checks

Whenever a defending unit suffers casualties (i.e., has its S# reduced) due to combat but is not eliminated or have its crew killed, the program rolls a six-sided die to make a Morale Check for it. If the casualties were incurred during the Defensive Fire Phase, the Morale Check occurs at the end of that phase. If the casualties were incurred during the Offensive Fire or Melee Phase, the Morale Check occurs at the start of the next Player Turn.

In addition, each time a unit becomes Routed, every friendly unit in its hex and those adjacent to it must take a Morale Check. The exception being skirmisher units, for when a skirmisher unit routs, *only other skirmisher units* must take a Morale Check.

Also, when a unit is eliminated by fire, one unit is randomly determined in the same hex to make a Morale Check. However, eliminated skirmishers do not cause Morale Checks of non-skirmishers.

The Quality (Q) of a unit is used as its "morale" for rout purposes. A routed unit has a morale of zero. The following cumulative modifiers can apply to the Morale:

    +1 If the unit is stacked with any friendly leader
    +2 If the unit has a Fanaticism Quality Rating (in gold)
    –1 If the unit is suffering from low/no ammo
    –1 If the unit was already Disordered
    –1 If the unit was already suffering from Low Fatigue
    –2 If the unit was already suffering from High Fatigue
    –2 If the unit was fired on or melee attacked Enfilade
    –2 If it is a night turn

The possible results of a Morale Check depend on whether the combat that caused it occurred in the Defensive Phase, the Offensive Fire Phase or the Melee Phase (the results of Morale Checks made at the start of a Player Turn are displayed in the Command Report dialog):

Defensive Phase: If the die roll is less than or equal to the unit's Morale, it "passes" the Morale Check and there is no effect. If the die roll is greater than its Morale, it "fails" it and becomes Disordered.

Offensive Fire Phase: If the die roll is less than or equal to the unit's Morale, it "passes" the Morale Check and becomes Disordered. If the die roll is greater than its Morale, it "fails" it and becomes Routed.

Melee Phase: If the die roll is less than or equal to the unit's Morale, it "passes" the Morale Check and there is no effect (though the unit is automatically Disordered anyway, due to having engaged in Melee; see p.55). If the die roll is greater than its Morale, it "fails" it and becomes Routed.

Disorder & Rout

For the basics, see Disorder and Rout on p.12.

When a unit becomes *Disordered*, a "D" icon appears in its area of the Unit List. A Disordered unit has its attack strength and movement allowance halved, and receives a –1 modifier for Morale Check purposes.

Whenever cavalry and infantry (Exception: skirmishers) exist in the same hex both will become Disordered. Whenever an infantry column and infantry line exist in the same hex both will become Disordered. Whenever skirmishers and cavalry occupy the same hex, the skirmishers automatically become disordered, however, the cavalry only becomes disordered if the number of skirmishers exceed 250 men.

Units moving in line formation at night automatically become disordered.

When a unit becomes *Routed*, an "R" icon appears in its area of the Unit List, it cannot attack, it defends at half strength in Melee, and it has a Morale of zero for Morale Check purposes. Routed units are considered in Column Formation for movement calculation purposes and for determining modifiers when being attacked. Cavalry and limbered artillery do not change Formation when they Rout, but their 2D icon still changes to the standard "running-man" icon to make them stand out better on the map. A Routed unit cannot move closer to the closest (to it) unhidden enemy unit that is in the LOS of any friendly unit (and so cannot advance into Melee).

Leaders and supply wagons neither become Disordered nor Routed. A Routed unit cannot become Disordered (except when it Rallies; see 6.8), and loses any Disordered status it might have had. If a Routed unit suffers another Routed result, it loses strength factors (as determined by a die roll made by the program); such units are termed "lost stragglers" in the Command Report that appears at the start of the next Player Turn.

6.8 RALLY & REFORM

For the basics, see RALLY & REFORM on p.12. In a *Rally* attempt, the program makes a six-sided die roll for each of the Phasing Player's *Routed* units. In a *Reform* attempt, the program makes a six-sided die roll for each of the Phasing Player's *Disordered* units.

The Quality (Q) of a unit is used as its "morale" for rally purposes. If a unit is stacked with a leader of the same or higher organization, the Leadership rating of that leader modifies that unit's morale. In addition, the Leadership rating of a Corp, Wing, or Army Commander will modify the morale of units under their command in adjacent hexes, except at night. If the leader's Leadership rating (with A=6, B=5, etc.) is higher than the unit's Quality, his Leadership rating is used as the unit's morale. If his Leadership rating is the same or lower than the unit's Quality, a +1 is added.

If a *Routed* unit's die roll is less than or equal to its morale, it *Rallies* (i.e., loses its Routed status *and becomes Disordered*—but cannot be returned to Good Order in the same turn).

At night, the morale of a unit for rally purposes is halved, with fractions rounded up.

If a *Disordered* unit's die roll is less than or equal to the units command rating, it *Reforms* (i.e., loses its Disordered status *and returns to Good Order*). Each Disordered unit has a nominal Command Rating of "1" for Reform purposes. If it is not Detached *and* its brigade leader is "in command", its Reform die roll will be successful if less than or equal to "1 *plus* the applicable Command Rating modifier". If its brigade leader is "not in command", it will Reform only on a die roll of "1". See COMMAND RADIUS/RATING below for further clarification.

Command Radius/Rating

The Command Radius of a *brigade* leader is the maximum distance in hexes he can be from one of his units and still be able to provide it with a Command Rating modifier. The Command Radius of a *division* leader is the maximum distance in hexes he can be from one of his brigade leaders and still be able to pass a Command Rating modifier to the latter.

Any unit (including brigade or division leader) outside the pertinent Command Radius of its/his superior officer is Detached, meaning that it/he can not receive a Command Rating modifier.

At the beginning of each Player Turn, the program determines each friendly leader's Command State (i.e., whether he is "in command" or "out of command"). Starting with the highest (the army) leader, a six-sided die roll is made. If the die roll is less than or equal to his Command Rating (his "C#" in the Unit List), he is "in command". If he is found to be "in command", he automatically passes down to each of his corps commanders a –1 Command Rating modifier to *their* Command State die roll. Each corps or wing commander found to be "in command" passes down a –2 Command Rating modifier for the die roll of each of his division commanders (because each time a subordinate is found to be "in command", the Command Rating modifier he passes down to *his* subordinates

increases by one). Each division leader found to be "in command" in turn pass down a –3 Command Rating modifier to each of *his* non-Detached brigade leaders. Each brigade leader who is found to be "in command" will pass down a –4 Command Rating modifier to the Reform die roll of each of *his* Disordered but non-Detached brigades. Whenever a leader is found to be "out of command" (or is Detached), the modifier *he* passes down becomes "0". [For example, if a division leader is Detached, his brigade leaders will be able to pass down only a –1 (i.e., their own) Command Rating modifier to each of their non-Detached, Disordered brigades—meaning that each such brigade will Reform only on a modified die roll of less than or equal to "2".

Isolated leaders never benefit from their superiors' modifier in command tests.

Many artillery batteries are corps-level units, which means they can gain a Command Rating modifier only from their corps and army leader.

All Command Ratings are treated as being one lower than normal in a night turn.

6.9 FATIGUE

For the basics, see FATIGUE on p.12. Fatigue has an adverse effect on a unit's strength in Melee and on its ability to avoid Routing when it takes a Morale Check. Fatigue occurs in a unit in the following ways:

- If it suffers a Fatigue result ("F" result in the Fire Results Table) when attacked by Ranged Fire, its Fatigue is increased by *one* (this can apply only once per phase);
- If it suffers casualties, its Fatigue is increased by *one* (this can apply only once per phase);
- If it engages in Melee, its Fatigue is increased by *one*, or by *two* if it loses the Melee. However, conducting a melee vs a skirmisher or leader causes no increase in the attacking unit's fatigue level.

A unit whose Fatigue level ("FA" in the Unit List) is 0-3 suffers no adverse effects. A unit suffering from *Low* Fatigue ("FA" of 4-6) receives a –1 Morale modifier to each Morale Check it takes. One suffering from *High* Fatigue ("FA" of 7-9) receives a –2 modifier to its Morale Checks. In addition, if one or more attacking units in a Melee suffer from Fatigue, that attack's total strength is reduced by one if Low Fatigue applies, or by two if High Fatigue (or any combination of Low and High for different attackers) applies.

At the beginning of each friendly *Player Turn*, each Fatigued unit has a chance of reducing its Fatigue by one *if* in the two preceding *Player Turns* it has not moved (including a Facing/Formation change), fired, been fired upon, or participated in a melee. This chance is increased at night.

When a unit is eliminated by fire, the fatigue loss is applied randomly to one unit in the same hex. Skirmishers eliminated do not affect non-skirmishers.

Units at maximum fatigue (9) that receive a fatigue loss must undergo a morale check.

If Fog of War is in effect for a side, the opponent cannot see the Fatigue level of the other side's units.

6.10 OPTIONAL RULES

The following rules can be toggled on or off at the start of a scenario:

Select **Cavalry Counter-Charges** to enable defending cavalry units, that are in good order, to conduct counter-charges during their Defensive Phase. You can only perform counter-charges against enemy cavalry that has moved in the preceding Movement Phase to within range of the defending cavalry. The defending player selects one or more cavalry units from the same hex to perform the counter-charge, and then right clicks (or drag-and-drop) on the target hex to initiate the counter-charge. If the attack is valid, the selected cavalry unit will move to the target hex and immediately conduct a melee against that hex. It will then become Disordered, and if the counter-charged cavalry
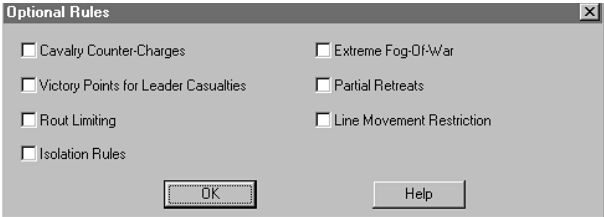
loses the melee it too will become Disordered. Each counter-charging unit conducts its melee attack separately.

Select **Rout Limiting** to apply a morale modifier when determining the spread of unit routing in order to reduce the frequency of multiple-hex routing.

Select **Victory Points for Leader Casualties** to gain victory points for enemy leaders who are killed, wounded or captured. Leader casualty points are displayed in the Victory Dialog.

Select **Isolation Rules** to have units that cannot trace a line of hexes free of enemy units and uncontested enemy ZOC to a board edge be considered isolated. A non-fanatical isolated unit will defend at half strength in melee. An isolated leader receives no benefits from his superiors during command checks.

Select **Extreme Fog of War** to hide each units name and quality from the opponent. Its strength is given only partially: e.g., a 300-man unit would have "3??" displayed as its strength. Leaders under Extreme Fog of War have all data except their name hidden from the opponent. The unit's name will only be revealed when in ZOC of the opposing unit.

Select **Partial Retreat** to allow units to retreat from melee, even when the retreat will cause overstacking in the retreat hex. Excess strength points are subtracted from retreating units.

Select **Line Movement Restriction** to cause infantry units that move in line formation to *automatically* become disordered.

6.11 AND NOW…FORWARD TO WATERLOO

For owners of Battleground Waterloo, an added feature is the ability to "import" your results from Prelude to Waterloo into your Waterloo game and continue the battle. This Campaign Style game must be started and accessed from the special options menu.

To prepare for a Campaign game, first install and update your Battleground Waterloo to version 1.11 or higher.

Select Special Options in your Prelude to Waterloo game.

Play your Prelude to Waterloo scenario.

At the end of the Prelude to Waterloo scenario the results will be written to your Waterloo game.

Start Battleground Waterloo and go to the Special Options menu.

Select Campaign game and continue the battle.

7.0 MODEM, PLAY BY E-MAIL & REPLAY FEATURES

7.1 DIAL UP MODEM PLAY

Dial Up Modem play allows two people to play the opposing sides in a *Prelude to Waterloo* scenario without having to be together in the same place. All each player needs is an installed copy of the game, and a modem hooked up to his computer and phone line.

To start a new scenario and play it by modem, first call your opponent on the phone, pick a scenario to play, and agree on who will be the Caller and who will be the Host. The Host will be responsible for opening and saving the scenario on his computer. The Caller will provide an encryption key at the start of the scenario to ensure that, when the scenario is saved, no one but the Caller will be able to open the saved-game file later (see p.65).

Each player should launch *Prelude to Waterloo* and, when the Menu Screen appears, **Select Start Game as Modem Host** or **Start Game as Modem Caller** as agreed on beforehand. Both Host and Caller should select Dial Up Modem for the connection type. (If you're presently viewing the Scenario Selection Screen, Select **Previous** to go to the Menu Screen.)

For the Caller, a dialog box will appear, offering a choice of which game map to open. Be sure to Select the correct one for the scenario.

For the Host, a dialog box will appear, asking him to Select whether a new or a saved game will be played. Select a new game, and then the Scenario Selection Screen will appear. Then Select the appropriate scenario and the **Play** button.

Once the map and Modem Settings dialog box appear on-screen the Host should configure his modem port. The most important setting is Baud Rate. If you're not sure what your modem's baud rate is, choose something conservative like 2400. If you have a 28.8 modem, select the baud rate 38400. The next most important setting is Port. A typical configuration is for the modem to be on COM2 (if the mouse is on COM1), but you may have to consult your hardware documentation (or use trial-and-error) to find your correct setting.

Once the map and Modem Settings dialog box appear on his screen, the Caller should configure his own modem port. The baud rates need not be the same. The modems will negotiate the highest rate both can handle.

Both sides now hang up the phone.

The Host clicks **OK** in the Modem Settings dialog box, and should see the Answer Dialog showing that it is waiting for a call. He then waits.

The Caller clicks **OK** in his Modem Settings dialog box, and should see the Dial Dialog. He then left-clicks in the phone entry line and types in the phone number of the Host system (i.e., the phone number of the line connected to his opponent's modem). He may also type in an encryption key now (see p.65). Lastly he Selects the **Dial** button or presses the **Enter** key, and the modem will call the Host. The Host system should answer after the first or second ring.

Momentarily both players should see the Communications Dialog (a "chat window"). This may be used by both players to type messages to each other. Each player may close his Communications Dialog at any time during modem play. It will automatically reappear if the other side types a message or, if due to a data transmission backlog, the number of messages waiting to be sent reaches 20. It can also be re-opened at any time by Selecting **Communication Dialog** in the **Modem** menu.

Immediately after the Communication Dialog appears, so will a dialog box enabling the host to

Select the side he has chosen to play and, if both players have agreed, Fog of War. Once he does this and clicks **OK**, the scenario will be transmitted to the Caller. Only the player who goes first will see the Phase Box that denotes the first Movement Phase of the game. He should left-click with the mouse on the Phase Box to make it disappear, and he may then begin playing in the normal manner.

As the game proceeds, both players will see their own and enemy units fire and move in turn. As each player completes a phase and advances the game to the next phase, the player who will be in control for that phase will see the Phase Box appear. He should left-click on the Phase Box and proceed with his actions for that phase. The Status Bar at the bottom of the screen will show whether the current phase is under Local (your) or Remote (your opponent's) Control. During a phase that's under Remote Control you should not attempt to move or fire any units, but rather wait until you see the Phase Box appear, indicating that you are now in control (i.e., it's your phase to move or attack). When the scenario is over, the Victory Dialog will be displayed for both sides to see.

If the game must be halted prematurely but the players wish to resume it later, the Host should choose **Save** or **Save As** in the File menu and save the scenario. Both sides then simply exit the program. Alternatively, after the Host saves the scenario he can Select **Host** and the Caller can Select **Caller** again in the **Modem** menu; doing this will close the scenario without exiting the program.

ENCRYPTION KEY

While the Caller has the Dial Dialog on-screen before the start of play, he should enter an encryption key (i.e., a password) in the appropriate spot in order to encrypt the saved-game file so that once it is saved the Host cannot open it. (If no encryption key is entered at this time, the file can still be saved later but it won't be encrypted.) The Caller should pick an encryption key that will be easy for him to remember but difficult for the Host to guess. It can be a word or a phrase, and numerals and/or punctuation marks can be used.

The extension *.btx* indicates a saved-game file that has been encrypted using the Caller's encryption key. Encrypted scenario files are stored in a binary format, and the user should not attempt to view or print them directly without using the *Prelude to Waterloo* program.

When re-opening a saved game, the Caller must specify the same exact encryption key that was in use when the scenario was last saved.

RESUMING A SAVED MODEM-PLAY GAME

The procedure for doing this is the same as starting a new modem-play scenario, except that when the Host is prompted to Select a new or saved game he must pick the latter. He then picks the agreed-upon scenario in the ensuing dialog box.

If the scenario doesn't open, the Host should check to make sure he Selected the right one. If that's not the problem, the Caller should Select **New Encryption Key** in the **Modem** menu and type in the key again, for he probably entered it incorrectly the first time.

7.2 NULL-MODEM PLAY

Null-modem play requires a direct cable connection between the two computers. Users should obtain a suitable serial communication cable and a null-modem connector (available at computer supply stores). Select **Null Modem** connection type after Selecting **Host** or **Client**. Note that under null modem, the *exact* baud rate for both machines needs to be Selected. Note also that some older machines may not have serial ports that can handle speeds at or above 9600 baud, so a lower rate may have to be used. Except for baud rate and port, all other modem setting are ignored for null modem play.

7.3 PLAY BY E-MAIL

To Start a PBEM Game…

1. Select the Play By E-Mail option from the **Special Options** of the **Menu Screen** (see illustration on p.14)

2. You will then be asked "Do you want to start a new battle?" Select **Yes** if you are starting a new game.

3. The Scenario Screen will then appear. Choose the scenario to be played. Note that as each scenario's name is selected on the Scenario Screen, that scenario's "Module" is displayed in the **Module** window of the Scenario Screen. *It is imperative that the PBEM gamefile be kept in that subdirectory in each player's PTW game.* See the chart below listing which "module" corresponds to which PTW subdirectory.

PTW Modules & Subdirectories

Module Name	Corresponding Subdirectory
Twin Battles	tb
Quatre Bras	qb
Ligny	ln

IMPORTANT!

The player starting a PBEM game must note which "module" the selected scenario is from and convey this information to his opponent. After being transferred via E-mail and downloaded, the PBEM game file *must* be kept in the corresponding **PTW** subdirectory on *each* player's computer.

Please refer to your Windows™ Tutorial Guide (supplied with your computer or packaged with your original Windows® installation software) if you need instructions on transferring files.

4. When the map appears, choose the local side (i.e., the side *you* will play) and whether or not Fog of War will be used. You can also set the Advantage (see p.10) at this point. Then Select "OK", and proceed with play.

5. When the first phase under the control of the other side begins, you will see a message that local control is over. You will be prompted to save the game (note that it must retain a ".*bte*" extension) and E-mail the saved-game file to your opponent.

To Resume a PBEM Game…

1. To resume a Play By E-mail game, *you must download the file into the subdirectory that contains the map used by that scenario.*

2. Then double-click on the *Prelude to Waterloo* main program icon and select the PBEM option from the **Special Options** in the **Menu Screen**.

3. You will then be asked "Do you want to start a new battle?". Select **No** if you are resuming a PBEM game.

4. When the "Battle Selection Dialog" window appears, Select the appropriate module. All PBEM games saved in that module (subdirectory) will be displayed in the bottom window. Select the proper PBEM battle file and click the "OK" button.

5. After the map and scenario are loaded, you will be given an option to see a "Replay" of your opponent's most recent moves/attacks. After the Replay is finished (or if you choose not to view it), the next phase begins and play resumes. At the end of local control, a prompt to E-mail the file will appear.

The same procedure is followed to play the remainder of the game, with each player alternately playing and E-mailing the game to his opponent.

7.4 TCP/IP INTERNET PLAY

To Start an Internet Game...

Prior to beginning TCP/IP Internet play, both players should ensure that they have a valid TCP/IP connection established on their computers. Typically this is a service of your Internet Service Provider.

1. Select **Modem Host** or **Modem Caller** from the Menu screen.

2. Select **Internet Connection**.

3. The Modem Host should select a new scenario or resume a previously saved game. The Modem Caller should select the corresponding module for the chosen scenario or battle.

4. A dialog on the Modem Host system will appear, containing the Internet address for the Modem Host. **Note:** Typically this address is changed by your Internet Service Provider each time an Internet Connection is established.

5. The Modem Host should then provide the Caller with this address. This can be done by calling the Caller on a separate line, by sending the address through E-Mail, or by using an Internet "Chat" program. The Modem Caller will then type this address into their Internet connection dialog. They can also specify an encryption key at this time. They should then choose **Connect** on the Connection dialog.

6. At this point, both players will have a Communication Dialog and play will start or continue similar to standard Dial Up Modem Play. See section 7.1.

8.0 APPENDIX

8.1 HISTORICAL OVERVIEW

PRELUDE TO WATERLOO: QUATRE BRAS AND LIGNY
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'No man can doubt that this Napoleon stands as Emperor of France by the will of the French people.'-Sir Francis Burdett (Speech in Parliament, 7 April 1815)

IN MARCH 1814, NAPOLEON WAS 45 YEARS OLD AND HAD RULED his Empire for ten years. At its zenith in 1810, the Empire encompassed France, The Netherlands (created the Kingdom of Holland for his brother Louis), Belgium, and parts of Italy and Yugoslavia, these being considered as departments of France proper. He had sovereignty over the Kingdom of Italy, and Naples, the artificial German Kingdom of Westphalia (created for his brother Jérôme), the Kingdom of Spain (given to his brother Joseph), parts of Portugal and, as Mediator of the Swiss Confederation, a supply of troops from and right of passage through the Confederation. He controlled his 'vassal' Kingdoms of Saxony, Bavaria, Württemberg and the 'Grand Duchy' of Warsaw – the rump of Poland taken from Prussia and Austria. He had stripped the Austrian Emperor, Francis II, of his title of 'Holy Roman Emperor', thereby reducing title and numeral to Francis I of Austria. The hotchpotch of German micro-states of the old Holy Roman Empire, which were neither holy nor Roman, were converted to a manageable land area known as the Confederation of the Rhine, under Napoleon's direct control. His allies consisted of the dual Kingdom of Denmark-Norway, the Kingdom of Prussia, and the Empires of Russia and Austria, the latter having the double distinction of having fought France the longest, and being allied to Napoleon directly, he having married Francis I's daughter Marie-Louise in 1810.

Napoleon was a genius, gifted with massive mental faculties which enabled him to rise from being an obscure artillery captain at twenty-three to a brigadier-general at twenty-four. His rise was meteoric: major-general and army commander at twenty-six, he seized control of the government by *coup d'état* at thirty-one; Emperor at thirty-five; Master of most of Europe at forty-one. The range of his abilities was immense and not

restricted to purely military matters, his skill in which being equalled by his ability in civil administration, education, law and science. Many of his far-reaching reforms have survived in Europe to this day. As a historical figure he emulated Charlemagne and the Roman Emperors, and in fact surpassed them. He gave his name to the epoch. A great Captain, who governed his Empire and army personally from wherever he happened to be, like Charlemagne his palace could be at Paris, Rome, or in a tent in Poland. With the aid of a vast amount of data kept in a special filing system that was continually updated, he was able to deal instantly with any matter, be it a new uniform button or a complicated law, without reference or dispute. Since the declaration of war with Britain in May 1803, when the 'experimental' Peace of Amiens had been broken, Napoleon and Britain had imposed an economic war on each other; Britain by sea, Napoleon on land. In pursuit of this policy Napoleon was compelled to invade and conquer more and more countries to ensure that their ports ceased commerce with Britain. By these means he was hopeful that – as in 1801 – a peace party would come to power in Britain and seek an end to hostilities, if only for economic reasons. But the unique circumstances that had brought about the Peace of Amiens would not recur. Napoleon, ignorant of the factors involved, felt that 'the nation of shop-keepers' would, if excluded from all European markets, bring about its own demise.

For other political reasons, Britain was determined to harness all her wealth and might as the largest commercial maritime nation to finance any allies against imperial France. These took the form of French pro-royalist groups, guerrillas in Spain, and coalitions of nations. Britain was prepared to expend years of national income, if necessary to the point of bankruptcy, to subsidize these allies provided they maintained their armies in the field against Napoleon in this fight to the finish. The British government passed several 'Orders in Council' (these instruments having the effect of an Act of Parliament without actually having been discussed in the House) giving the Admiralty comprehensive powers; in essence the seizure of all French vessels, and neutrals that had traded with France or her allies without first having purchased a British licence. The Royal Navy was empowered to search or detain neutral ships at will and forcibly impress any British seamen found aboard.[2] Napoleon retaliated with his own land blockade, passed several decrees confiscating all British goods and ships, and declared any British subject found in his Empire a prisoner of war, regardless of condition, age or sex.

This situation damaged the economies of Europe grievously, many of the great trading ports fell idle, and smuggling became rife and mushroomed into a growth industry. The lack of luxuries suffered by France and her allies prompted exploration into synthetics, the French discovering how to extract sugar from beet and the use of chicory in place of coffee. Napoleon, hoping to fill the void in the market with French commodities, instituted favourable tariffs for French goods and towns within his Empire, which enhanced his image as benefactor to his own people, but alienated his enforced allies, for example, the Prussians. Further offence was given by the annexation of the great industrial province of the Ruhr and its incorporation, with other parts of Germany, into the artificial kingdom of Westphalia.

Having been repeatedly defeated by Napoleon, Russia had formed an alliance with France at Tilsit in 1807. Tsar Alexander was encouraged by Napoleon to seize Finland from Sweden to stop Britain obtaining tar and wood on which her Navy was dependent, and induce Sweden to adhere to the embargo. While this was happening Napoleon invaded Portugal via Spain in 1808, ostensibly for the purpose of closing Portugal's ports. Having been given access by the Spanish Bourbons, he decided to keep his army in Spain, dethrone the monarch and replace him by his brother Joseph. This was

counter-productive because the Spanish people rose *en masse* to protect their country, opened the hitherto closed ports to Britain and allowed her to land an expeditionary force.

In Italy, the only region of the peninsula to continue trading with Britain and allow British ships entry was the Romagna, the Papal territories which, by their very nature, were neutral. When the Pope refused to close his ports, French troops occupied the Romagna. In retaliation the Pope excommunicated Napoleon, for which act he was imprisoned and deprived of any means of communicating with the Church and the outside world. The Spanish clergy promptly declared a holy war against the French which resulted in 'the war even to the knife' that tied down huge forces that were constantly harassed and attacked. It has been estimated that the lines of communications with Paris alone required the deployment of one army corps to maintain effective maintenance. The drain on manpower to hold down such a huge area became *'the running sore'* of the French army and the military graveyard of the Empire. On 21 July 1808, at Bailen on the road to Madrid, General Dupont with 23,000 troops found himself facing 30,000 Spanish soldiers, irregulars and civilians. Instead of withdrawing immediately, over the mountains, Dupont unwisely divided his command. Sending his subordinate General with 10,000 men to force open the road, he found himself surrounded and cut off. After several attempts to break out, Dupont capitulated. The surrender of this insignificant force, which included a unit of Napoleon's élite Imperial Guard, struck a blow at French military prestige that was irreparable. Since the elevation of Napoleon as head of state, first as Consul then as Emperor, the French army had defeated every European army and coalition that dared to stand against it. In 1805, Napoleon had defeated a combined Austro-Russian army at Austerlitz, inflicting a humiliating and crushing defeat on Austria. In a lightning campaign in 1806, the Prussian army had been annihilated at Jena and Prussia was occupied and dismembered. In 1807 at Friedland in Poland, Russia had been dealt a crushing defeat by the Emperor. It appeared to all Europe that the French army with its new methods of waging war was invincible. Now a rag-tag collection of Spanish troops – universally considered at that time as being of little account – had captured a French army including a unit of the Praetorians. This event sent shock waves throughout the Empire and a wave of hope through the courts of Napoleon's enemies. Immediately, it brought an enraged Napoleon and his Guard to Madrid.

In 1809, having defeated the junta forces in a whirlwind campaign and forcibly ejected Britain's expeditionary force commanded by General Sir John Moore, Napoleon had no time to deal with Spain personally because Austria had re-armed. Smarting from his humiliating defeat of 1805, and the loss of his lead in German affairs, the Austrian Emperor was encouraged by what had transpired in Spain and determined to regain his former status and possessions. Leaving the pacification of Spain nominally to his brother King Joseph, in practice to his marshals who, each having been assigned an area the size of a small kingdom, acted without cohesion and almost like independent warlords, Napoleon in the meantime attacked the Austrian armies with great ferocity in a series of lightning battles that sent them reeling back across the Danube. Having occupied Vienna, he now wished to conclude this episode quickly, fearful of a chain reaction of discontent among his other allies whom Britain was continuously attempting to entice away from him. Intelligence reached the Emperor that the main Austrian army was located near Brünn; in fact it was closer, in the Marchfelds on the other side of the Danube, near the city. Napoleon instructed his army corps to effect a river crossing in order to obtain the decisive battle, but the destruction of his sole bridge across the Danube trapped him and part of his army for a time, facing the entire Austrian army at Aspern-Essling. Holding his

position until the bridge had been repaired, he withdrew from the field to allow his forces to concentrate. This enforced retreat from the field by Napoleon – albeit a strategic withdrawal in the true sense of the term – had far-reaching consequences. Following the episode at Bailen, the legend of French invincibility was shattered. Europe acknowledged Napoleon as a military genius, but given the right circumstances military thinkers believed that the master could be beaten. Napoleon later crossed the river on several bridges and defeated the Austrians at Wagram. Austria made peace and gave Napoleon a princess to bride.

Meanwhile events were taking place in the Iberian peninsula. Since 1809 Britain had maintained an expeditionary army in Spain to help the people to achieve freedom, command being given after the death of Sir John Moore to General Sir Arthur Wellesley. Napoleon had tried to control his armies as he had his Empire, personally, by written or verbal instructions. But the farther he was from the theatre of operations – as in Austria and later in Russia – the more outdated and useless his instructions became. By the time of his return from Russia, Wellesley had advanced into Spain and had defeated some of the best marshals and generals that Napoleon had sent against him. After defeating Marshal Marmont at Salamanca, Sir Arthur had been elevated to Viscount, Marquess and Field Marshal. In 1814 he would become Duke of Wellington, with an unprecedented record of continuous defeats of the French to his credit.

Tsar Alexander, having by now become fed up of playing second string in Napoleon's new world order, began to resume trade with Britain. This prompted Napoleon to assemble the largest invasion force that the world had yet seen, and in 1812 he invaded Russia. He had hoped either to bring Alexander to battle early and annihilate his army, or winter in Russia and resume the offensive in the spring.

At the débâcle that was the Battle of Borodino, the Russians, fighting what amounted almost to a 'holy war' to evict the heretics from Mother Russia, sustained a technical defeat and Napoleon a Pyrrhic victory, the losses totalling 30,000-40,000 men per side (25 per cent of those engaged). By nightfall Napoleon had gained the Russian positions, and the Russian troops were tenaciously holding their ground over the next ridge and eager to continue the fight on the morrow. Their commander-in-chief, Kutusov, making the most important decision of the campaign, decided to abandon the capital and withdraw. 'Moscow is a city, Moscow is not Russia,' he told his despairing generals.

Napoleon entered an empty city, with no one to receive him or surrender to him, the Governor, General Rostopchin, having evacuated the inhabitants. Soon the weather changed. Rostopchin sent in peasants as 'incendiaries' to set Moscow ablaze and make it untenable, while the Russian army lay in wait beyond the walls, attacking French patrols and harassing their lines of communication. Against his better judgement and historical precedent, Napoleon began his winter retreat, but, savaged by the Russian army, local partisans and Cossacks, the *Grande Armée* sank slowly to its knees in the mud and lay down to die in the snow. Of the 450,000 men mustered for the invasion, barely 20,000 returned.

Just as the tyrannical disregard of human rights by the useless Bourbon kings had unleashed in France the nationalistic feelings of Frenchmen, culminating in revolution, so was the enforced imperial system of Napoleonic France about to unleash nationalistic revolt in Germany.

The one fly in the imperial ointment was Prussia, the only German state to have been made a kingdom – by a previous 'Holy Roman Emperor'. Napoleon, who admired the late King, Frederick the Great, on visiting his tomb after his triumphal entry into Berlin in 1806, is reputed to have said to his Generals: 'Hats off gentlemen. If old Fritz

were still alive we would not be here.' This warrior king had raised the small Kingdom of Prussia to become a great military power that had fought France, Russia and Austria to a standstill, and enlarged his kingdom in the process. His descendant, the present ruler, was a weak man with no military ability. In Napoleon's resurrected Charlemagnian Empire there was no room for a Prussia that could compete in either grandeur or military power. Napoleon systematically did everything possible to reduce and debase Prussia in the eyes of Europe and the German states. He elevated smaller kingdoms such as Saxony to greater distinction at his state functions, thereby humiliating the Prussian monarch who had to stand and wait his turn like a flunkey until the rulers of these erstwhile little duchies had been received. So Prussia was now an emotional powder-keg. Napoleon had deliberately betrayed, exploited, bullied and humiliated Prussia's King William III, and his consort, Queen Louise, revered as embodying the very soul of her country, had been exposed to insults so outrageous that most Prussians attributed her early death to Napoleon's treatment of her. The French retained garrisons in the fortresses of the Oder and at the seaports. The Continental System had brought about a total collapse of Prussia's maritime trade. Napoleon had exacted a thousand million francs in tribute, reduced Prussian territory and prestige to that of a third-rate power, and under the Franco-Prussian Treaty of 1808 her army was restricted to 42,000 men for ten years. Napoleon had induced the newly created King of Saxony – former ally of Prussia's and now given also the Grand-Duchy of Warsaw (former Prussian and Austrian provinces of Poland) – to confiscate all Prussian property in the Polish provinces, something that would never be forgotten or forgiven.

Prussian youth had empathized with their young Queen and formed anti-French *Tugendbunde,* societies promoting freedom and German unity. Napoleon knew that the Queen, whom he referred to as 'the only MAN in Prussia', with Baron Stein the minister appointed to help reconstruction, and von Scharnhorst and von Gneisenau of the military, had been refashioning Prussian life. Napoleon was convinced that William III was too frightened to offer national resistance: 'Besides, with what?' he asked those advisers who warned him of Prussia's rumblings. But he had instructed William to dismiss and exile Baron Stein and other Prussians whom his police considered subversive. All thinking Germans had been appalled by the apathy into which Prussia had sunk after the defeat at Jena in 1806. As garrison after scared garrison surrendered, even to a troop of French cavalry, it seemed as if the Prussian people had lost not only their military confidence, but also their national pride.

By this persistent contempt and personal abuse of their monarch – descendant of the 'Great Frederick' – Napoleon unwittingly gave the Prussians the stimulus of hatred and an ever-increasing thirst for vengeance that needed only the appropriate catalyst to trigger an intensely violent reaction. Since 1808 young Germans had been assimilating the philosophies of Kant and Fichte. They were introduced to the concepts of 'The Nation', and 'The Fatherland', to which each individual should devote his life – body and soul. These ideas permeated the young officer corps and especially influenced thinkers such as von Clausewitz. Henceforth the Prussian battle-cry *For the King!* would be replaced by *For the Fatherland!* In the meantime Generals Scharnhorst and Gneisenau had helped to refashion the army and had found a way to get round French restrictions. Their commission compared the faults of the old 'Fredrician Army' and Napoleon's new methods. With the concept of 'The Fatherland' as inspiration, they abolished corporal punishment – no longer would a Prussian soldier fear his officers more than he feared the enemy. Talent would replace nobility as a criteria in the army, justified as providing service to the state. New organization and tactics based on Napoleon's methods were

defined and introduced. The mindless marching automata of Frederick the Great had received their obsequies on the field of Jena.

The commission introduced the shrinkage-system (*Krumper*) whereby recruits, after intensive training, passed into the army for a short period and were then demobilized, but recalled for short refresher periods. The army remained the same size – but by January 1813 had built up a reserve of some 80,000 men.

The triggering of the catalyst was the sight of the remnant of the indomitable *Grande Armée* staggering through East Prussia.

Terrified of Napoleon, King William continued his obsequious compliance with his allies' wishes. In East Prussia on 30 December, Major-General Yorck von Wartenburg, commanding the Prussian auxiliary corps under Marshal Macdonald, had negotiated a Convention with the advancing Russians at Tauroggen. On 28 February at Kalisch, King William was induced to join the Tsar in war against Napoleon. The Tsar, through one of his advisers, the exiled Prussian minister Baron Stein, told William not to dither; the people of East Prussia and General Yorck were in open revolt against Napoleon. Stein suggested that if William wished to remain king he had better come to terms with the Tsar and his people's wishes. William promptly signed on condition that the Tsar help him regain his lost territory. On 27 March 1813, Prussia, dragging its timid and reluctant monarch in its train, declared war in an eruption of hatred against the French nation that a century would not erase.

Austria discreetly withdrew its auxiliary corps, lent to Napoleon for the invasion, first to Warsaw then to Bohemia, leaving a large gap for the Russians to pass through, and in the process, declaring itself neutral.

But speculations as to the demise of Napoleon's military machine were premature. Far from having been idle, the Emperor had been displaying all the abilities that had made him the most powerful emperor in history. By withdrawing cadres of trained troops from Spain, from the navy and coastal garrisons, and conscripting the drafts of 1809, 1810 and 1811, he put together a new *Grande Armée* of 400,000 men. Having had the foresight to call-up the class of 1813 before the invasion, he already had some 137,000 men who were on the point of completing their training. The Confederation of the Rhine, Denmark and the occupied territories remained loyal, but Napoleon, no simpleton, knew that he could only rely on them as long as they feared him. He had no illusions about Austria, which would sit on the proverbial fence. That left Britain, Prussia and Russia. Britain would be contained in the peninsula; Prussia must be defeated and Berlin occupied; Russia isolated and defeated. All then was not lost. He had chased the Russian army all the way to Moscow, expecting to deal it a decisive defeat. Now it was coming to him to receive it. The status quo would be restored, his Empire remain intact. He would then be free to oust Wellington from the peninsula.

As the new year 1813 began, all over Europe the crowned heads celebrated the demise of the feared warlord following his disastrous retreat from Moscow. Prussia had been browbeaten into joining Russia in liberating Europe from Napoleon's yoke. In fact the Tsar hoped to parade triumphally in Paris in revenge for Napoleon's capture of Moscow. He also planned that if instead he had to come to terms with Napoleon, he would keep all the Polish territory then occupied by Russian forces. This at least would give him a satellite buffer zone along the traditional invasion route into Russia from Europe. In 1805, King Frederick William III of Prussia had agreed not to join Russia and Austria in their attack on France in return for possession of King George's patrimony, Hanover. The next year, 1806, however, in response to a series of annexations and indignations which included Napoleon's offer to return Hanover to King George in

exchange for peace, Prussia declared war on France. The Prussian army, developed by Frederick the Great, had been feared in Europe for its successes against the armies of France, Russia, Austria and the lesser German states. But in his war against Prussia and Russia in 1806-7, Napoleon shattered the Prussian army in a lightning campaign lasting less than a month. Prussia suffered the additional humiliations of the occupation of Berlin and the loss of almost all its territory. Napoleon, brooking no rival in Germany, had reduced the Prussian state and army to a level of impoverishment. Now, in 1813, the Prussian king was promised by Russia substantial restitution of what he had lost, plus the kingdom of Saxony whose stature had been elevated above that of Prussia by Napoleon, the further to humiliate the Prussian king.

Austria had risen against Napoleon in 1809 and been badly beaten and bankrupted as a result. The Austrian Emperor, Francis, had then given his daughter, Marie-Louise, in marriage to Napoleon. Within a year the French Emperor had a male heir of Habsburg blood. In 1813 Austria sat on the fence to see how events would develop. The general celebrations of Napoleon's demise were, of course, premature. Early in 1813 he raised another army of 400,000 men with which to regain his lost position. Suddenly, he erupted into the German plain and trounced the Russo-Prussian forces there, driving them out of Dresden and back across the Elbe, but was obliged to grant a temporary armistice because he had outstripped his supply lines. He was then presented by his father-in-law with a diplomatic blackmail. Austria would use its rapidly assembling army of 300,000 to support a peace plan if Napoleon would give up his domination of the Confederation of the Rhine and his claims on Poland and Austrian Italy. If Napoleon agreed Francis would force Russia and Prussia into negotiations; if not, Francis would join the other emperors against his son-in-law. Napoleon was disgusted by this 'family stab in the back'. He spurned Francis' threat and embarked on a brilliant campaign that was hampered by having to fight on three widely divergent fronts and by a lack of suitable army commanders.

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Cabinet was sufficiently shocked by this development to send Lord Castlereagh, the Foreign Secretary, to the allied Headquarters to represent Britain. Castlereagh had been vested by his Cabinet colleagues with a wide authority amounting to carte blanche. He bribed his impoverished allies with five million pounds in gold, an incredible sum for the period, and blackmailed the Tsar over Russia's fleet which was being held in British custody for the duration.

Using this combination of carrot and stick, Castlereagh engineered an Allied policy of attacking France until Napoleon would agree to accept the return of France to its 'ancient', or pre-revolutionary, borders, which excluded Belgium. Britain's allies favoured offering Napoleon a France confined within its 'natural' borders, the Pyrenees, the Alps and the Rhine. The continental allies did not regard Belgium as of any importance. The Emperor of Austria, who did not think in terms of sea power and who had owned Belgium before the French revolution, would have been content to have it remain in the family, first with his son-in-law and later with his grandson. But adherence to 'natural' borders in this case would have left Antwerp and the Scheldt within France. Such was the Machiavellian character of alliances in Europe of that period (and, indeed, in most places and periods throughout history), that Castlereagh could not be so candid as to reveal that the British Government viewed Belgium as Britain's strategic Achilles' heel and would feel obliged to fight on indefinitely as long as it remained in hands as unsafe to British interests as Napoleon's.

When the Allied armies invaded France in 1814, Napoleon was inspired to fight one of his most brilliant campaigns. The Duke of Wellington was of the opinion that if Napoleon had been allowed to continue he would undoubtedly have won. In one engagement Napoleon faced 100,000 Allied soldiers with only 30,000 men and the Allies remained most of the day in a defensive position fearing his attack. Napoleon then casually withdrew his small army from this dangerous position apparently without fear of interference from his enemy. At Montereau on 17 February, with fewer than 60,000 men, Napoleon threw an Allied army of 120,000 into headlong flight. In these victories he was aided by Austria's politically motivated preference for retreat rather than running the risk

of losing its army. A crisis arose when Austria and Russia argued over their respective war aims. Austria threatened to withdraw from the coalition and make a separate peace with Napoleon,18 but Castlereagh persuaded Metternich that, if Austria carried out its threat, it would have no voice in the settlement discussions following the likely Allied victory. To induce Francis to fight on toward the goal of replacing his son-in-law with the Bourbon claimant, thus disinheriting his daughter and grandson, Castlereagh assured Metternich that Britain would provide additional funds to bankroll Austria and would support her against the claims of Russia and Prussia. Such support, Castlereagh told Metternich, would also be forthcoming from a Bourbon France. After all, he reasoned, the Austrian Emperor could retain possession of the French Emperor's acknowledged heir, his own grandson, and hold him in pledge. Therefore any Bourbon monarch installed on the French throne would be obliged to comply with Austrian wishes or the Austrian Emperor could take up arms in the time-honoured cause of dynastic war: in this case to secure for his grandson his French imperial inheritance.

Napoleon then sent a letter to the Empress that had fatal consequences. In it he revealed his intention to strike northward then east, cutting across the rear of the Allied armies nearest Paris and severing their communications. This, he felt, would cause them to halt their advance or even recoil into defensive positions. As he traversed the Allied rear, Napoleon intended to gather troops from the garrisons of border fortresses. With his augmented force he would attack the disconcerted Allied armies piecemeal and send them scuttling yet again back toward the Rhine. The messenger carrying this most indiscreet letter was captured by Prussians under the command of Field Marshal von Blücher and a copy was sent to Allied Headquarters. On the strength of its information, coupled with Talleyrand's advice, the Tsar decided to move the armies forward to capture Paris when Napoleon was several days' march into his intended sweep.

An Allied force of cavalry 10,000 strong manoeuvred to screen the march on Paris and to make Napoleon's men think it was acting as the advance guard of the Allied army. In the meantime Talleyrand had lost no time in suborning many prominent figures in Napoleon's government. That a man of Talleyrand's political stature and known astuteness was openly opposing Napoleon persuaded them that their master's cause must indeed be lost and that they too should follow the old French maxim of sauve qui peut. Among the more than 800,000 souls living in Paris in 1814 was the largest royalist community in France. These people were at once set to work pasting up anti-Napoleonic and anti-war posters, and generally spreading dissent. The wealthy royalists precipitated a run on the banks and refused credit in their establishments, thus creating a cash crisis in the capital. Napoleon's Minister of War, General Clarke, and the garrison commander, General Hulin, together with the Chief of Police, Baron Pasquier, turned their coats at Talleyrand's solicitation. Napoleon had left his inept brother, Joseph, in Paris as Lieutenant-General of the Kingdom. Joseph was prevented by the turncoat Ministers from carrying out measures to defend Paris. As the Allies approached Paris a paralysis seemed to overtake the civil services and departments controlled by the turncoats. Joseph was unable to raise more than 12,000 National Guardsmen, while unknown to him tens of thousands of volunteers were being sent out of Paris by General Clarke to parts of France remote from the capital or the Emperor.

Joseph was obliged to arm half his men with pikes because he had been told that there were no serviceable muskets to be had. In fact 20,000 good muskets were stored in the Paris magazine, but these were said to be awaiting repair.

Joseph had been frightened by the conspirators into believing that Paris was indefensible. In a panic he repeatedly pressed the Empress to write to Napoleon asking him to make peace on any terms. Napoleon, infuriated with his brother's craven attitude, suspected him of treason and instructed the Empress to keep away from him. Believing that all was up with his illustrious brother, Joseph contacted his brother-in-law, Bernadotte, the Crown Prince of Sweden, through his wife's sister, the Crown Princess, who was living unmolested in Paris. Bernadotte advised Joseph to make only a token defence. This advice accorded with the plans of the conspirators.

Napoleon, attacking the Allied cavalry screen, soon realized that there was nothing behind it. While awaiting some development, he received a warning from his Postmaster-General, Count Lavellette, to return immediately to Paris, as *'... there are men in league with the foreigners encouraged by what has happened in Bordeaux, they are raising their heads, supported by secret intrigue. The Emperor's presence is vital if he wants to keep his capital from being handed over to the enemy. There is not a moment to lose.'* Bordeaux, in the southwest of France, had been betrayed to Wellington's advancing Anglo-Portuguese force by its royalist mayor who was a leading member of d'Artois' organization. The mayor and his secret 'regiment' of fellow royalists had made a theatrical occasion of their treachery by their effusive greeting of the Duc d'Angoulême, d'Artois' son, and their giving of the city to him for King Louis XVIII. The propaganda value of this act to Talleyrand in Paris and to Castlereagh was immense.

Alerted by Count Lavellette, Napoleon ordered his army to march on Paris and raced ahead himself, accompanied only by his personal guard. Paris is bisected by the River Seine, which is joined by a tributary at the south-east edge of the city. Thus, from Fontainebleau on the south-easterly approach to Paris around to the north-easterly approach there are forty miles and two rivers intervening. Napoleon hoped that if the northern defences of Paris were held for a day, he could, as he had done at Dresden, enter the besieged city from the south, followed at their best speed by his army. He could then rally the citizens, organize a combined force and sally forth to deliver the Allies a stunning blow.

As a result of Napoleon's foray to the north the Allies' communications had been cut. Not one cannon or musket-ball had reached them for eleven days. The Allies did not have enough ammunition for the 33-hour bombardment they calculated would be needed to force the surrender of the city. Further, as the Allied army had been reduced to 180,000 men, it was not numerous enough to hold the city's full perimeter.

On 28 March, Joseph acted out a charade before the Council of Ministers, reading from an outdated letter from Napoleon to himself, purporting it to be a current order from the Emperor. By this means the Empress and many government officials were induced to flee Paris. Their decision was, of course, approved by General Clarke and the other conspirators. General Clarke also deliberately stationed a mobile artillery park of heavy field pieces in the south of the city, away from the scene of the impending battle. Marshals Marmont and Mortier alerted Paris that they were retreating on the city before the Allied advance. On their arrival Joseph placed the command of the city and its defence in Marmont's hands, wishing to distance himself from it.

The next day, the 29th, found a city demoralized by royalist posters announcing the departure that day of the Empress and the government. With the citizens having been prevented from arming or volunteering to fight, Marmont had next to nothing with which to confront the Allies and no time to take stock of the situation and prepare a defence. No earthworks had been dug and no wooden ramparts erected, although there was plenty of labour and wood available. Although Napoleon had ordered the strategic

heights of Montmartre to be fortified with redoubts and 600 heavy calibre cannon, Generals Clarke and Hulin had neglected to do this and the cannon remained stored in the arsenals. Marmont himself placed 30 cannon on Montmartre, but Clarke removed the National Guardsmen who were assisting the few trained gunners manning the cannon, with the result that only six cannon could be employed.

Marmont's defence was superb, given the material, or rather the lack of it. The Allies, expecting no resistance, were blooded. But no sooner had Marmont decided to withdraw from the northern suburbs to man the walls of the city, than Joseph sent him an order either to hold his position in the suburbs until the Emperor should arrive, or to surrender. Joseph thereupon rode out of Paris to join the Empress. Marmont arranged an honourable surrender which would allow his forces to withdraw southward from the city, with their equipment, to join their advancing Emperor. At dinner that night Talleyrand convinced Marmont that all was lost with Napoleon and the war. He suggested that Marmont follow his example and agree to accept high office under a restored Bourbon monarchy. Talleyrand produced documents signed by the Allies and d'Artois attesting to the Allies' approval of these terms. Marmont was seduced and agreed to betray his Emperor. A messenger then arrived from Napoleon with his order to Marmont to refuse to sign any surrender document. The message informed him that Napoleon was only four hours' away and would be in the city by midnight. Constant in his treachery, Marmont expedited the withdrawal of his troops and advanced the planned hand-over of the city to the Allies. This, of course, was not known to Napoleon.

Napoleon heard the incredible news of Marmont's withdrawal at Juvisy. At Fontainebleau he awaited his army. From there he would attack the Allies in Paris and recapture the city. He knew that the Allies were in a difficult situation. They would have to defend a 14-mile front and the circumference of the city, with a largely hostile population of 800,000 at their backs. Indeed the Allies did fear that if Napoleon attacked there would be an insurrection such as had occurred at Reims which could trap their army in Paris. Accordingly Schwarzenberg and the Tsar made plans to evacuate northward toward Belgium and the relative safety of juncture with another Allied army still in that vicinity.

Napoleon's plans for an attack were thwarted by Talleyrand. Talleyrand, however, having duped the Tsar into appointing him head of a provisional government, had started printing masses of copies of a decree declaring Napoleon removed from office and warning soldiers to adhere to the new government or be treated as traitors. Coupled with an effective whispering campaign started by royalist agents, this did much to undermine the morale of many of the officers in Napoleon's army. His marshals, led by Ney, mutinied and refused to attack Paris. Napoleon tried to convince them that his fall would mean a return to pre-revolutionary standards and that their prominent positions would be much reduced. When they still refused to fight, Napoleon in desperation offered to abdicate in favour of his son. For a time it seemed as though this gesture might bring his marshals into line.

Talleyrand, hearing of Napoleon's efforts to retain the loyalty of his marshals, became concerned that he might lose his newly created position as head of the provisional government. He arranged for Marmont to betray his corps, which was acting as advance guard to Napoleon's army. As they advanced by night the men of Marmont's corps believed they were moving forward to attack positions. At first light they discovered that they were actually in a trap surrounded by Allied forces. The soldiers of Marmont's corps assaulted their officers, whom they blamed for their predicament.

Marmont's corps was thus held in check, but was still under arms and could still pose a threat to the Allies if Napoleon should mount an attack.

Although shocked by the news of the fate of Marmont's corps, Napoleon remained at Fontainebleau while his army concentrated around him. He did not alter his plan of attack in light of Marmont's action, but still intended to attack on two fronts. A small force would cross the Marne and the Seine above Paris to launch an assault by way of Meaux. His main body would make a direct approach from Fontainebleau. Napoleon hoped that the Allied army, in trying to meet his multiple threat, would become dispersed in the great labyrinthine city. Also he trusted that, as had occurred at Reims, the civilian population would rally to him and aid in the discomfiture of the enemy.

In Paris, the Tsar was heartened by Napoleon's offer to abdicate, but was still fearful that, despite the defection of Napoleon's marshals, the soldiers of his army and the people of Paris might still fight. The Tsar felt it expedient to offer Napoleon a treaty. In return for an unconditional abdication and immediate ceasefire, Napoleon could become sovereign of Elba, retaining his current title. The Tsar was prepared to offer further minor concessions if the broad intent of the treaty were preserved. Napoleon's marshals accepted the Tsar's offer on Napoleon's behalf. Most of them then went to Napoleon at Fontainebleau to persuade him to agree. Ney, however, had already gone to offer his allegiance to Talleyrand's provisional government.

Napoleon felt unable to fight without the assistance of his senior commanders and he feared it was too late to reverse the effects of the civil treachery of Talleyrand and the royalists in Paris. Accordingly, he grudgingly agreed to abdicate on terms, *'I abdicate, but I yield nothing.'* His terms were that: the new French government would guarantee his personal and family property; he and his family would be paid annual pensions, with his amounting to two million francs, in return for which he would return the treasury and the crown diamonds; his wife and child be provided with passports to join him on Elba; he be given a bodyguard of 1,000 men of all arms; the cannon and stores of the fortress of Elba be under his control; and, finally, the frigate of his choice, HMS Inconstant, be given to him as his personal property. The Tsar agreed to Napoleon's terms on behalf of the Allies, and Napoleon, together with Prussia, Austria, Russia and the French Bourbons, signed a treaty embodying the terms. Castlereagh, who had remained at Dijon working with Metternich to arrange a Bourbon restoration, was furious with the treaty, and although he was obliged to accede to it, he did not sign.

Earlier, Napoleon had sought asylum in Britain. No doubt the idea of life as an English country gentleman seemed congenial to him in his circumstances. Instead, upon his abdication, Castlereagh offered Napoleon a commissioner to escort him on his journey to Elba and to remain there as long as Napoleon required his services. The appointment went to a Colonel Campbell, who was given a broad authority. The other Allies also appointed commissioners after their own fashions; the Russian commissioner had been charged on pain of losing his head to keep Napoleon safe during the journey to Elba. Nor were the fears leading to these precautions unfounded. When Napoleon left Fontainebleau for Elba on 20 April 1814 the Comte d'Artois, Lieutenant-General of his brother's Bourbon Kingdom of France, had ordered agents to arrange assassination attempts at Orange and at Avignon. These were to be carried out under the cover of staged popular demonstrations. The attempts were unsuccessful thanks to the vigilance of the Allied commissioners and the effectiveness of the disguise Napoleon adopted. After he arrived safely on Elba he dismissed all the commissioners except Campbell, upon whose services, and those of the Royal Navy, he continued to rely for protection.

Four events precipitated a second French revolution and the return of Napoleon. First, the Bourbon King's Minister in the Chambers indicated the King's sympathy for the claims of the old émigrés to land restitution - in other words all the land, bought, farmed, and lived on for 25 years since the revolution would be returned to its pre-revolutionary nobles -without compensation. Secondly he allowed his brother d'Artois to behave like a dictator. D'Artois, who liked his 'English' Sundays, ordered the cafes to be closed on Sundays without reference to the Chambers of Deputies for legislation. He encouraged the Church to re-introduce many of its old customs, for example religious processions to the sites of martyred royalists, executed by the State. Not only was this illegal -the statutes having not been revoked – but the people had no feeling of collective guilt for, in their opinion, a bunch of traitors who, like Cadoual, had received their just deserts. Thirdly, the Duchesse d'Angoulême, d'Artois' daughter-in-law and niece, insulted Ney's wife. Passing her in a corridor of the palace with another marshal's wife, she addressed the princess thus: *'... and you must be Madame Ney'*, implying that in her eyes the princess was but a commoner. When Ney heard of this he rode straight away to the palace. Booted and spurred and covered in mud, he strode into the King's apartments unannounced. He pushed the guards aside, saying *'Out of my way, lackeys!'* Thrusting past the King, he entered d'Angoulême's rooms and in the language of the barrack room told her what he thought of her, her manners, her ridiculous pedigree and the fat king and all his relatives. With that he strode out again. When the news of this encounter hit the streets and the army, France went wild. The bubble had burst. The King and his livid family could neither arrest nor punish him in any way. Had they attempted to do so the Parisian mob would have stormed the palace. In the cafes the soldiers joked and ridiculed the royal family, and their derision carried like a wave to the provinces. One colonel of hussars exclaimed at the price of his meal, with a wink to the room, *'In Paris for a napoleon you can get a whole fat pig.'*

The final event that pulled down the Bourbon house of cards was an invasion. On 1 March 1815, the Lilliputian Elban army, commanded by its emperor, landed at Fréjus in the south of France. The Boubons having broken the treaty of Fontainbleau, by seizing his property in France and refusing to pay his yearly pension, and indeed had negotiated and both his assassination and removal from Elba; had under the International conventions of the period, given Napoleon the right to asume the same position that he held prior to the treaty - to be outside Paris with his army. Napoleon marched unoppossed into Paris without firing a shot. Louis, styled XVIII, left hours before with all the state treasure, jewels and negotiable bonds, after having sworn to the people in the chamber of deputies, to remain in Paris and give his life in defence of his crown and people.

Sourced from the Author's books:

Waterloo New Perspectives. David C Hamilton-Williams, London & New York, 1993/1994.

The Fall Of Napoleon. David C Hamilton-Williams, London & New York, 1994/1995.

8.2 TERMS & DEFINITIONS

[Certain terms and abbreviations used in this manual are defined here for your convenience]

Adjacent: Two units or hexes that are directly next to each other on the map, with no intervening hex between them.

A/I: Artificial Intelligence; the capability of the program to make decisions and conduct actions for a given side.

Command Radius: The maximum hex distance at which a brigade or division leader can pass down a Command Rating modifier.

Command Rating: A rating ("C #" in the Unit List) given to a leader, and used by him in his attempts to Reform Disordered units under his command. See also the definition of "Command Radius".

Detached: A unit (usually a battalion) that is outside the Command Radius of its brigade leader. A brigade leader who is outside the Command Radius of his division leader.

Disordered: A unit that is not in Good Order but is not Routed. A Disordered unit fires and melee attacks at half strength.

Encryption Key: A "password" specified by the Caller in a modem-play game to keep the Host (the Caller's opponent) from opening the saved-game file.

Enfilade: A Ranged-Fire attack made from outside the defender's Field of Fire.

Extreme Fog of War: A game option that hides from the opponent each unit's name, quality, exact strength (including weapon type and range), organizational info and current movement allowance, plus each side's command and leadership ratings

[Exception: the strength of unlimbered artillery is not hidden]. The unit's name and organizational info re-appear whenever it is within an enemy unit's Zone of Control.

Note that Extreme Fog-of-War has no effect unless normal FOW is in effect for a side.

Fatigue: A rating ("FA #" in the Unit List) given to a unit and used by it for Morale Check and Melee purposes.

Field of Fire: The 60° arc through which a an infantry unit or battery can fire. See also the definition of "Enfilade".

Fog of War: A game option that lets a player who chooses Fog of War for the *opposing* side see all of his own (i.e., friendly) units, but only those enemy units that have moved/attacked while *currently* in the LOS of a friendly unit.

Game Turn: Two consecutive Player Turns having the same turn number.

Good Order: A unit that is neither Disordered nor Routed.

Hex: Each hexagon on the map. Hexes are used for movement, range and LOS calculations. The hexes are displayed/hidden via the **Hex Outlines** command in the **Options** menu.

Hot Spot: The red square- or rectangle-shaped indicator that appears on the map. The hex currently containing the Hot Spot is known as the *Hot Spot hex*.

Leadership Rating: A rating ("L #" in the Unit List) given to a leader, and used by him in his attempts to Rally Routed units under his command.

LOS: Line of Sight; an imaginary line between units that the program uses to determine if they can "see" each other. If the LOS is blocked (see the definition of "Obstacle"), they cannot see (and hence have no LOS to) each other. The existing LOS to/from the Hot Spot hex can be viewed via the **Visible Hexes** command in the **Display** menu.

Melee: An attack made from a hex adjacent to the defender during the Melee Phase, in which the

attacker can advance into that hex if the Melee eliminates all defenders in the hex or forces them to retreat.

Menu Bar: The line in the screen display immediately above the map, which contains the titles of the various pop-down menus.

Morale Check: A die roll made by the program for a unit that has taken casualties due to an attack, or that is in the same hex as (or is adjacent to) another friendly unit that becomes Routed. The possible results are No Effect, Disordered or Rout; see MORALE CHECKS on p.59.

Objective: A scenario-specific hex with an assigned point value used to determine victory and defeat in a given scenario.

Obstacle: Terrain that can block LOS *through* its hex. Forest, Orchards and Villages can block LOS, depending on the relative heights of the firer, obstacle and target.

Phase: Any of the five main segments of a Player Turn: Movement Phase, Defensive Phase, Offensive Fire Phase, Cavalry Charge Phase, and Melee Phase.

Player Turn: Each turn in which one side or the other is the "moving" side. See also the definition of "Game Turn".

Quality: A rating ("QL #" in the Unit List) given to a unit, and used by it when it takes a Morale Check or tries to Rally.

Rally: A die roll made by the program for each of the Phasing Player's Routed units at the start of each friendly Player Turn in an attempt to return it to a Disordered state.

Ranged Fire: Any non-Melee attack made by a unit.

Reform: A die roll made by the program for each of the Phasing Player's Disordered units at the start of each friendly Player Turn in an attempt to return it to Good Order.

Rout: A unit becomes Routed whenever it fails a Morale Check caused by either an attack or by the Routing of another friendly unit in/adjacent-to its hex.

Scenario: Each of the specific battles that are listed in the Scenario Selection Screen. Different scenarios can include Historical, What If? and Art of War. Historical Scenarios follow the course of action as close to actual events, as possible. What If? scenarios place different variables into scenarios that could have changed how events happened. Art of War Scenarios limit the knowledge you have of your enemy and force you, as commander, determine the strength of enemy forces and judge what objectives your forces can take or hold.

Select: To click on an item using the *left* mouse button.

S#: For infantry and cavalry, the number of actual men. For a supply wagon, the number of units it can resupply. For cannon, the actual number of cannon. The S# is displayed in the Unit List, and can change during play (i.e., it decreases whenever the unit takes casualties or when the supply wagon resupplies another unit.)

Stack: The collective name for two or more units in the same hex.

Status Bar: The line at the very bottom of the screen display, which contains the current time of day, phase, and hex coordinates of the Hot Spot.

Stragglers: A Routed unit that suffers another Routed result loses one or more strength factors (as determined by a die roll made by the program); such units are termed "lost stragglers" in the Command Report that appears at the start of the next Player Turn.

Strength Factor: See the definition of "S#".

Unit List: The portion of the screen display immediately below the map, listing the data pertaining to each unit in the current Hot Spot hex plus a representative drawing/portrait of the unit.

ZOC (Zone of Control): Each combat unit exerts a ZOC into the front three hexes it is facing.

8.3 HOT KEYS

Ctrl-N: Advance to next phase

Ctrl-U: Undo last movement

Ctrl-X: Move to next stack

Shift: Displays on the map the names of various geographical features

Esc: Cancels A/I processing while the A/I is activated and the A/I Action Dialog is on-screen

Left Arrow: Scroll map to the left

Right Arrow: Scroll map to the right

Up Arrow: Scroll map up

Down Arrow: Scroll map down

F1: Invoke general Help

F2: Invoke Scenario Notes Help

F5: Slow down the scrolling of the AI action dialog

F6: Return to normal scrolling of the AI action dialog

F7: Speed up the scrolling of the AI action dialog

The following hot keys can be used to move units from one hex to another:

Keypad 1: Move Selected unit(s) down and left to next hex

Keypad 2: Move Selected unit(s) down to next hex

Keypad 3: Move Selected unit(s) down and right to next hex

Keypad 7: Move Selected unit(s) up and left to next hex

Keypad 8: Move Selected unit(s) up to next hex

Keypad 9: Move Selected unit(s) up and right to next hex

The following hot keys can be used to move units within their hex:

Keypad 0: Change Formation of Selected unit(s)

Ctrl-B or End: Move Selected unit(s) backward in hex

Ctrl-F or Home: Move Selected unit(s) forward in hex

Ctrl-L or Delete: Change Facing of Selected unit(s) one hexside counter-clockwise in hex

Ctrl-R or Page Down: Change Facing of Selected unit(s) one hexside clockwise in hex

CREDITS

Executive Producer: Jim Rose

Producer: Shawn Franklin

Game Design & Concepts: Joseph Hummel, Bob McNamara, Jim Rose and John Tiller

Programming: John Tiller

Game Graphics: Stephen Langmead, John Boettinger-Lang, Charles Kibler, Joe "The Buzzard" Amoral & Tim Kipp

Technical Director: Matthew Henning

Video & Sound: Jim Rose

Scenarios: Shawn Franklin

Playtest Coordination: Shawn Franklin

Players Guide: Matthew Henning

Map Layout: Rick Barber

Production Coordination: John Davidson & Linda Wratchford

Historical Overview: David Hamilton-Williams

Playtesters: Rob Anderson, Ernie Berg, Eric Boyle, George Chow, Mark Cuomo, Peter Gelman, James W. Johnson, Chuck Lane, Eric Larsen, Tom Padgett, Phil Palmer, E. Mark Smith, David Naquin & Andrew Wagenhoffer

We would like to extend a *very special thanks* to David Hamilton-Williams for his time and consideration.

In Europe:

Packaging Artwork: Sharon O'Neill, Gary Lucken & Matt Venn

Production: A J Bond

Quality Assurance: Darren Thompson, Danny Rawles, & Nick Fellas.

TECHNICAL SUPPORT

If you have a technical problem concerning the operation of our software, please contact our technical support staff. When you call, be at your computer if possible and have the following information ready: computer type, Windows™ version, available hard drive space, total RAM, type of video card, and a list of options you chose when you installed the game.

TECHNICAL SUPPORT: (0)181 343 9143 9.30am-6.00pm

If you have a modem and would like to contact us on-line, you will find us:

WWW: http://www.empire.co.uk

CompuServe: Once you are on-line, type "GO GAMEPUB"

INTERNET: E-mail us at support@empire.co.uk

Thank You

To all of our loyal customers,

Enough thanks can never be given to all of our customers for their support over the past few years. In a short time, TalonSoft has become a name recognized and respected in the wargame community. All of the work we do means nothing if the consumer does not appreciate it, and all of you have continued to follow us and support us while we have grown.

While Prelude to Waterloo is the last game that will carry the Battleground title, we will continue to explore new grounds and pave new roads to continue what we have started. We hope that your support will follow us, and that we will continue to make the high quality games that all of you enjoy so much.

Thank you again

TalonSoft and Empire Interactive

LOADING INSTRUCTIONS

CONTENTS

Your *Prelude to Waterloo* historical strategy game should contain a User Guide, a CD-ROM, Quick Start instructions and an Empire Registration and Warranty card.

INSTALLING FOR WINDOWS 95

1. Launch Microsoft Windows 95®.
2. Place the *Prelude to Waterloo* CD in the CD-ROM drive.
3. From the Desktop, click on the "Start" button on the Taskbar and select "Run".
4. When the "Run" window appears, type E:\PTW\SETUP and click "OK".
NOTE: If your CD-ROM drive letter is not E: (as shown above), then substitute the appropriate letter (e.g., D:\PTW\SETUP).
5. When you reach the "Welcome" screen, click on the Next> button to continue.
6. When the "Choose Destination Location" screen appears, either choose the default folder by clicking the Next button, or see the note below.
NOTE: The default folder for installation is C:\PTW. If you wish it to be something other than that, click the Browse button and enter a new destination in the Path box. If the folder you specify does not exist, the program will prompt you to create it.
7. *Prelude to Waterloo* permits three levels of installation: TYPICAL, COMPACT, or CUSTOM (for *optimum* performance, select CUSTOM and click all four option boxes that appear). The installation time will vary depending on the level of installation , the transfer rate of your CD-ROM drive, and how much free memory you have during the install process.
NOTE: If your HD does not have enough space for the selected options, the Installer will notify you to change the configuration. Furthermore, if you have less than 16 MB of RAM the Installer will automatically load your game with the low memory option enabled.
8. When installation is complete, click on the Start button on the Taskbar. Then select Programs, then *Prelude to Waterloo*. Finally, select *Prelude to Waterloo* again to begin.

INSTALLING FOR WINDOWS 3.1

1. Launch Microsoft Windows®.
2. Place the *Prelude to Waterloo* CD in the CD-ROM drive.
3. From the Program Manager, open the File pop-down menu and select Run.
4. When the "Run" window appears, type E:\PTW\SETUP and click "OK".

NOTE: If your CD-ROM drive letter is not E: (as shown above), then substitute the appropriate letter (e.g., D:\PTW\SETUP).
5. When you reach the "Welcome" screen, click on the Next> button to continue.
6. When the "Choose Destination Location" screen appears, either choose the default directory by clicking the Next button, or see the note below.
NOTE: The default directory for installation is C:\PTW. If you wish it to be something other than that, click the Browse button and enter a new destination in the Path box. If the directory you specify does not exist, the program will prompt you to create it.
7. *Prelude to Waterloo* permits three levels of installation: TYPICAL, COMPACT, or CUSTOM (for optimum performance, select CUSTOM and click all four option boxes that appear). The installation time will vary depending on the level of installation , the transfer rate of your CD-ROM drive, and how much free memory you have during the install process.
NOTE: If your HD does not have enough space for the selected options, the Installer will notify you to change the configuration.
8. *Prelude to Waterloo* requires that you have Microsoft Video For Windows 1.1 installed. If the installation process detects that it is not installed, you will be prompted to install it.
9. When installation is complete you will have a new Program Group called *Prelude to Waterloo* in your Program Manager. To launch the game, double-click on the *Prelude to Waterloo* icon.
10. *Prelude to Waterloo* will check your system for available RAM. Any system with less than 16 MB of RAM will automatically install with a low memory option enabled.

MEMORY NOTES (for Windows 3.1 only)

Prelude to Waterloo requires that Windows 3.1 Virtual Memory be currently active. If you are not sure if it is active, perform the following steps prior to installation.
1. Launch Microsoft Windows®.
2. In the Program Manager, double-click the "Main" program group.
3. Next, double-click on the "Control Panel" icon.
4. Next, double-click on the "386 Enhanced" icon.
5. Then click on the "Virtual Memory" button. Next to the word "Size" ensure that at least 8,000 KB is allocated.
6. If you do not have at least 8,000 KB set, select the "Change>>" button.
7. Enter the recommended size in the "New Size" box.
NOTE: Windows 3.1 performs best if the Virtual Memory "Type" is set to "Permanent".
8. Click the "OK" button and follow the prompts. If you changed the "Size", Windows must be restarted for the change to activate.
9. On an 8 Mb RAM machine, you'll need at least 6 Mb free XMS memory in order to open the larger scenarios and maps.
NOTE: Due to memory constraints, multiplayer games (modem, Internet, or null-modem) in the some Modules will not be playable in Windows 3.1.

TROUBLESHOOTING

The performance of *Prelude to Waterloo* on your system will depend on how "fast" your video card is, how "fast" your system is, and how much total system memory is available. Be sure to add the latest available drivers for your system hardware to ensure optimal performance

SYMPTOM: When I open a scenario, the map area is white or only the units appear.
REMEDY: Either you have an old Windows video driver, or you don't have at least

6 Mb free of XMS memory. You should either update your Windows video driver (by downloading a new one or contacting your video card manufacturer), or reconfigure your memory so that you can free up more XMS memory (for Win 3.1 users, try running Memmaker in DOS).

SYMPTOM: The install program hangs up, crashes, or stops after displaying the "Loading Battleground" dialog box.
REMEDY: There is probably an incompatibility issue with the Install program and *something* already running on your computer, *or* you don't have at least 550K of free conventional memory. Win 3.1 users can free up more conventional memory by running Memmaker in DOS. Alternately, try playing the game directly from the CD. *Here's how:* If using Win 3.1, create an icon in your Program Manager and attach it to the BG_Start.EXE on the *PTW* CD. If using Win 95, create a shortcut on your Desktop and attach it to the BG_Start.EXE on the *PTW* CD.

SYMPTOM: When the (intro or action) video starts, the game locks up or a horizontal black line appears where the video should be.
REMEDY: Try reinstalling MS Video for Windows. This program is included on the *PTW* CD for your convenience. To reinstall the program, select Run from the File menu in Win 3.1 or the Start button in Win 95. Type D:\PTW\VFW\SETUP in the Window's Run Command Line (where D = the letter of your CD drive), then follow the on-screen prompts.

> WARNING: We recommend that you don't run the game in a display mode of *more* than 8 Bit mode ("256 colors"). If you attempt to run the game in 16 Bit mode ("Thousands of Colors"), or 24 Bit mode ("Millions of Colors"), you may see a noted decrease in scrolling and screen graphics speed; in fact, the game may not even load. To change your screen display:
> WIN 95: Press the Start button, then select Settings from the Task Bar, then select Control Panel. Double-click the Display icon, then select the Settings "folder" at the top of the window. In the Color Palette area, set your display to "256 Color".
> WIN 3.1: Select the Main Program Group from the Program Manager, then select the Windows Setup icon. From the Options pull-down menu, select Change System Settings. Press the arrow button and select SVGA 640x480x256, and close the window.

SYMPTOM: When I launch the game, I get an error message stating "Object Windows Exception, GDI Failure."
REMEDY: This can happen if you inadvertently try to launch the game while it's already running. It can also happen if you try to run the game at the same time as some other program that uses graphics. Be sure to exit all other programs prior to running the game. If all else fails, restart Windows; this will restore your GDI resources to their maximum value.
REMEDY: Try running the game with the low memory option enabled and possibly some of the video, sound, or background music disabled.
REMEDY: Make sure that you have the latest available drivers for all of your systems hardware. (Sound Card, Video Card, CD Rom drive.)

SYMPTOM: Map scrolling is very slow.
REMEDY: Check the Windows system settings for your video card. If it's not set to 256 colors, change the settings to 256.

SYMPTOM: The sound effects don't work.
REMEDY: Check your Windows drivers in the Control Panel to ensure that your sound card is properly installed. If you hear the initial "chime" when Windows starts, your sound effects should work.

SYMPTOM: Spouse is threatening to use my *PTW CD* as a chew toy for the dog.
REMEDY 1: Save your current game of *PTW* and turn off computer.
REMEDY 2: Resume saved game with sound effects off while spouse is snug in bed.

SYMPTOM: The pop-up videos seem to run slow or "jerky".
REMEDY: Your overall system performance is not "fast" enough to keep up with the video information coming from the CD-ROM. Re-install the game software and select "Custom" installation. When prompted, make sure the "Video Files" box has an "X" in it.

SYMPTOM: When playing modem-to-modem, the game loses connection.
REMEDY 1: If *you* have "Call Waiting" on your phone system, you must type *70 at the beginning of your *opponent's* phone number. Otherwise, an incoming call will break your modem connection.
REMEDY 2: Check your phone line for a loose connection.

SYMPTOM: I'm having trouble connecting with my modem opponent.
REMEDY 1: Make sure that both systems are set to the same Baud rate.
REMEDY 2: Try a lower Baud rate selection.

SYMPTOM: The TalonSoft logo appears and the intro music starts but then immediately cracks and stops.
REMEDY: Your sound card drivers are too old. Call your sound card manufacturer for new drivers, or download them from an on-line service.

SYMPTOM: I don't see any intro videos or videos during the game.
REMEDY 1: Make sure you have checks next to "Video Effects" and "Introduction" in the game's "Options" pop-down menu.
REMEDY 2: Try re-installing MS-Video from the CD. Run the Setup.exe file from the VFW folder in Windows.

SYMPTOM: The computer seems to "lock up" during the computer player's turn.
REMEDY: The size of the scenario, coupled with your computer's "speed", will have a direct impact on the computer player's performance/speed. Periodically during the larger scenarios the computer A/I may take a few minutes to reaccess its "strategy".

Lean & Mean Basics…

Game Overview

So, the game's installed and you're ready to go? Only thing is, you don't want to take a quick "time out" to read the Players Guide. OK, that's understandable. However, you *would* like to know *some* of the basics of the game. Well, you've come to the right place!

Prelude to Waterloo™ simulates the historical battles in 1815, at Ligny and Quatre Bras, in the days prior to Napoleons defeat at Waterloo. You, as the player, control battalion-sized units and individual leaders on the side of your choice. The map scale is approximately 100m per hex.

CONTINUOUS MODE: If you'd rather sit back and just watch the computer play itself, select "Automatic" A/I for both sides in the A/I Selection dialog, and right-click on the Phasebox when it first appears. Then press the Cancel button on the A/I Action Dialog box. Next, on your keyboard, hold down the **Ctrl** key and hit the **C** key. When the "Continuous Mode On" message appears, right-click the on the "OK" button. Finally, click the "A/I" toolbar button to let the A/I resume.

To *cancel* Continuous Mode play, you must again hit the Cancel button of the A/I Action dialog to stop play. Then again depress the **Ctrl** key and hit the **C** key. A message should appear stating "Continuous Mode is off".

Launch the game

Double-click on the *Prelude to Waterloo* icon (found within the *Prelude to Waterloo* program group now appearing in your Windows Program Manager (if in Windows 95, from the "Start" button select "Programs" then "Prelude to Waterloo" and "Prelude to Waterloo" again). You will soon see the Menu Options screen. Click the "Start New Scenario" button. This will bring up the "Scenarios" screen.

Pick a Scenario

The "Scenarios" screen displays a scrolling list of the game's scenarios. As you highlight individual titles of this list, each scenario's historical introduction is displayed. Also displayed in this box is the number of Game Turns the scenario lasts (in general, the shorter the turn length, the simpler the scenario). Since this is probably your first experience with *Prelude to Waterloo*, allow us to suggest the scenario entitled "The Vanguard", then left-click on the Play button.

Choose a Side to Play

After a brief pause, the scenario's map will appear and you will see the A/I Selection dialog box. Select Manual for the side you want to play, and Automatic or Automatic with FOW (Fog of War) for the side you want the computer to play. When "Fog of War" is in effect, you can see an enemy unit only if one of your units has a "line of sight" to it—a more realistic and more challenging method of play. Alternatively, to control all units of both sides, select Manual for each side.

Historical Note: In many of the scenarios of this game, the French are burdened with the task of attacking; in such scenarios they are therefore given the first "Player Turn". If you wish to take a more active role, choose the French; however, if you would rather "sit back" and defend, select the Allies.

Click the Phasebox

After you've set the A/I and clicked OK, a "Phasebox" appears announcing the (French) Movement Phase. Left-click on the phasebox to begin the phase (or right-click on it to begin the phase and make it disappear automatically after a few seconds each time it appears). When the phasebox is gone, you will see part of the "3D" game map; closer inspection will reveal "units" on blue (French), or red (Russian) bases.

Turns & Phases *(Briefly!)*

Each scenario in the game has a set number of Game Turns. Each Game Turn consists of *a Player Turn for each side* (usually French first, then Allied). Each *Player Turn* consists of *five* phases:

<div align="center">

MOVEMENT
DEFENSIVE
OFFENSIVE FIRE
CAVALRY CHARGE
MELEE

</div>

THE MOVEMENT PHASE

In the Movement Phase the phasing player can move his units; e.g., in the French Movement Phase, only French units can move. In order to move a unit, you must first *Select* it.

Hex Outlines: The various scenario maps of the game can be overlaid with a grid of hexagons, used to regulate movement and attack ranges. Since the hexgrid is "off" by default, it is suggested you make it visible by selecting Hex Outlines from the Options pop-down menu.

Selecting a Unit

To Select a unit, left-click once on the map hex it occupies (this will place the "Hot Spot" red-rectangle in the hex you just clicked). Below the map the "Unit List" will appear, showing any unit(s) in the "hot spot" hex. *Next, left-click once anywhere in that unit's data area in the Unit List* (see below illustration); a lighter shade of background color in the Unit List indicates the unit has been selected. Note that a double left-click *in a hex* will select *all* units in that hex. On the "3D" map, a Selected unit is shown by a darker-colored base.

Leader — Nationality Flag

Artillery unit — Horse Artillery icon — Strength number

Infantry unit — Range (in hexes) — Move points

Cavalry unit — Quality rating — current Fatigue

Unit Name — Fired icon — Weapon Type info — Formation & Facing icon — Moved icon — Skirmish icon — Spotted icon — Disordered icon

Cavalry

Mounted
can move & melee

Routed
no melee/*run away!*

Artillery

Unlimbered
can fire/no move

Limbered
no fire/can move

Uncrewed
no fire/no move

Leader

Mounted
no fire/can move

Supply Wagon*

"Mounted"
no fire/can move

Unit Types

Several different unit types are represented in the game; see the illustrations below. The basic *Infantry* or *Cavalry* unit represents a battalion of varying strength (the number after the "S" in the Unit List represents an infantry unit's strength in men or the number of cannons in a battery). Each artillery unit represents a battery of 6 to 12 guns. Individual leaders are also represented; although a leader can't fire or attack by himself, he is important for reforming and rallying troops and is useful in melee.

Infantry units can be in several types of formations; artillery are either limbered or unlimbered. Cavalry and leaders are always considered mounted. Not all formation types can move and/or fire. See the illustrations below for a brief explanation of what effect a unit's formation has on its ability to move or fire.

Formation Summary

Infantry

Line
can fire/melee
can move

Column
reduced fire/melee
increased move

Square
can fire
limited move

Skirmisher*
can fire
can move

Routed
no fire
run away!

*A Skirmish unit can be created from a full-strength infantry battalion; see the Players Guide

Create/Recall Skirmisher or Squadron

In the Movement Phase you can create (or recall) skirmisher units from full strength infantry battalions. You can also create (or recall) squadrons from cavalry units. To create a skirmisher/squadron, Select the infantry/cavalry unit and click the "S" toolbar button.

Most other formation changes are done in the Defensive Phase (Exception: you can also change an infantry unit from line to column formation in the Movement Phase). To have a unit change formation:
(1) Select the unit, then...
(2) Left-click on the appropriate change-formation toolbox button (see the description of the various Toolbar buttons on page 6 of this folder).

Moving a Unit

Right-Click: Make sure the unit is Selected (see "Selecting a Unit", above), then right-click in a hex adjacent to the selected unit. The unit(s) will enter the hex you right-clicked on if that hex is adjacent to the unit, the unit was Selected, the unit has movement points (the MV number in the Unit List) remaining, and it was that unit's Movement Phase (you can't move a Russian unit in the French Movement Phase!). Also, you can't move an unlimbered/uncrewed artillery unit.

Drag'n'Drop: You can also move a unit using the "drag and drop" method. (Select the unit; then, holding the left mouse button down, drag the mouse cursor to the hex you wish the unit to move toward, and release the mouse button.)

Column Movement: Hold down the **Ctrl** key and right-click or drag'n'drop the "lead" unit of a column. This is also a real nifty way to move a "line" of units (usually regiments belonging to the same brigade).

Facing Change: The front facing of an infantry unit in line formation (or an unlimbered artillery unit) determines the hexes it can fire at. *To change the facing of a unit, Select the unit and click on the appropriate toolbox button.* Illustrated above are the "turn counter-clockwise", "turn clockwise", and "about-face" buttons, respectively. *Units can only change facing during their own Movement Phase.*

Error Message
If you attempt to do something that the program won't allow, you should hear an error "beep"; a corresponding error message will appear in the status bar along the bottom of the display detailing the wrongdoing. The "Status bar" normally displays the current time and game phase.

Advance to Next Phase
To end the Movement Phase, click on the toolbox button that looks like a pocket watch (or hold down the **Ctrl** key and press **N**).

THE DEFENSIVE PHASE
In the Defensive Phase, eligible infantry and artillery units of the *non-phasing* side are allowed to shoot (conduct "Ranged Fire") at enemy targets. The Defensive Phase can also be used by the defending (non-phasing) player to conduct formation changes among eligible units.

Important: A unit that fires in the Defensive Phase cannot also change formation, and vice versa. A formation change required in order to move a unit in the next Movement Phase needs to be made now, so remember to *plan ahead!*

Firing Qualifications
There are several "qualifications" for a unit to conduct a Ranged Fire attack:

Formation: To conduct a Ranged Fire attack, an infantry unit must be non-routed, and an artillery unit must be unlimbered. (Leaders, limbered/uncrewed artillery, and cavalry cannot conduct Ranged Fire.)

LOS: The target must be within the firing unit's line of sight.

Range: The target must be within the firer's range. A unit's range is the "RG" # in its Unit List data. Most infantry battalions in *Prelude to Waterloo* have a range of "2" and can fire at a unit one or two hexes away.

Facing: The firer must be facing the target. A unit can fire only within an arc defined by the two hexes it is "facing". See the illustration below:
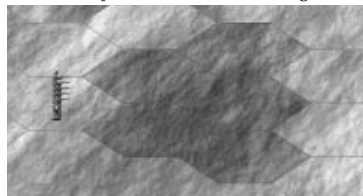

In the illustration at left, the infantry battalion (with a "Range" of 2) can conduct ranged-fire only at a target in the darker-shaded hexes.

Firing a Unit
To find a unit eligible to fire, click the "Next Unit" toolbox button. The program will automatically find a hex with a unit eligible to fire! However, you still *must Select that unit* in order to fire it. *To Select the unit, left-click once in that unit's data area in the Unit List (or double left-click in the hex to select all units in the hex). Next, right-click on a nearby enemy unit.* If that enemy unit is in the firer's range and LOS, the attack will be performed (if not, check for an error message along the bottom of the screen explaining the problem). You can also *Drag'n'Drop* a Selected firer onto an eligible target to carry out the attack. For more information, see section 6.7 of the *PTW* Players Guide.

Combat Results
When an attack is performed, you will see a "Fire Report" giving details of the attack. The effect on the target can vary from no effect to increasing its battle fatigue to a strength-point loss (which also increases its fatigue). Furthermore, a unit that suffers a loss can become disordered or routed. A disordered or routed unit has a 𝔻 or ℝ icon (respectively) printed in its icon area in the Unit List.

To find another eligible unit to fire, click again on the "Next Unit" toolbox button.

When the message "All units have been considered" appears, it is time to advance to the next phase (click on the "timepiece" toolbox button).

Changing Formation
It is important to remember that in the Defensive Phase you can change the formation of units. If a unit does not fire in the Defensive Phase, it may be eligible to change to a different formation. For instance, an infantry battalion in line formation can change to square or column, or go into "Extended Line" formation, or vice versa.

THE OFFENSIVE FIRE PHASE

Firing in the Offensive Fire Phase is identical to firing in the Defensive Phase, except that in this phase only the eligible infantry and artillery units of the *phasing* side (the side that moved in the current Player Turn) are allowed to fire.

THE CAVALRY CHARGE PHASE

Cavalry units that move ("charge") in the Cavalry Charge Phase automatically become Disordered, but receive a bonus if they engage in melee combat in the following Melee Phase. Basically, in the Cavalry Charge Phase you should move only cavalry units that are capable of moving adjacent to an enemy unit you wish to engage in melee combat.

THE MELEE PHASE

Melee represents hand-to-hand combat between opposing units. The meleeing unit attempts to enter the location of an adjacent enemy and displace it.

Who Can Melee?

Only *unrouted* infantry or cavalry units of the phasing side (even if mounted or in column) can initiate melees (i.e., advance into an enemy-occupied hex in the Melee Phase). To find a unit eligible to melee, click the "Next Unit" toolbox button. Having a leader attack (or defend) in a melee is beneficial.

Conducting a Melee

Drag'n'Drop: Select all the units in one hex you wish to make a melee attack with; place the cursor on their hex, then (holding the left mouse button down), drag them into the adjacent target hex. An odds box is displayed if this is done properly. You can add more adjacent units to the melee by this same method.

When all units have been added, click on the "Resolve Melee" toolbox button (the crossed rifle and sword with upward pointing red arrow), and the melee will be performed. For more details, see page 35 of the *PTW* Players Guide.

Next Player Turn

When all melees you wish to conduct have been resolved, click on the "Next Phase" toolbox button. Play will now proceed to the Player Turn of the next player (the non-phasing player of the turn just-completed). Once the first two Player Turns have been completed, Game Turn two will begin.

🔁	Advance the game to the next phase.
🔄	Change the screen display between the 2D Normal View and 2D Zoom Out, or 3D Normal View and 3D Zoom Out, mode.
◻	Change the Facing of the Selected unit(s) one hexside in a counterclockwise direction.
◻	Change the Facing of the Selected unit(s) one hexside in a clockwise direction.
◻	Change the Facing of the Selected unit(s) by 180º.
🞒	Change the Formation of the Selected infantry unit from *column* to *line* (and back) or to *limber/unlimber* artillery.
🅂	To create or recall a skirmisher or squadron unit(s) from the Selected unit. This can only be performed during the Movement Phase.
◻	To change a Selected infantry unit to or from *square* Formation. This can only be performed during the Defensive Phase.
🖳	Toggle (off or on) the on-map display of all units.
⬛	Toggle (off or on) the bases of all unit icons on the 3D map.
⛰	Make the Artillery Dialog appear.
🗡	Resolve the Melee in the Hot Spot hex.
◯	Toggle (on or off) a highlight around all units that are suffering from low/no ammo or uncrewed.
👓	Toggle (on or off) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one enemy unit.
✴	Toggle (on or off) a highlight around all units that have moved during the current phase.
⊙	Toggle (on or off) a highlight around all units that have either fired at an enemy unit or fought in a Melee during the current phase.
🆔	Toggle (on or off) a highlight around all units that are Disordered..
🔲	Toggle (on or off) a highlight around all units that are part of the same organizatiON·
✚	Hide (or display) the Unit List and Terrain Info Box.
✚	Toggle (on or off) a display of which hexes are in the LOS of the current Hot Spot hex. An "X" in a hex indicates *no* LOS.
🚩	Display (or hide) the flag of the controlling side in each Objective hex.
◻	Display the Jump Window. Select any spot on the jump map, and the game map will scroll to the corresponding spot.
◻	Cycle the Hot Spot to another unit that has yet to (be designated to) perform an action pertinent to the current phase.
AI	Activate the A/I (after you have halted it, or if you started the phase not using A/I but wish to activate it for the remainder of the phase).