

WATERLOO QUICK REFERENCE

THE TURN SEQUENCE

1. THE INITIATIVE PHASE

The two players determine who gets the initiative, and therefore who gets to act first in each phase.

2. THE ARTILLERY PHASE

Once one side's artillery has resolved its shooting, the other side does the same.

3. THE MOVEMENT PHASE

Once the side with the initiative has finished moving, the other side may move.

4. THE SHOOTING PHASE

Once the side with the initiative has finished shooting, the other side shoots.

5. THE MELEE PHASE

Enemy units in base contact must fight. Both sides fight at once in this phase; the player with the initiative determines the order in which combats are fought.

6. END OF TURN

Both players tidy up the gaming area and resolve any effects remaining in play.

INITIATIVE PHASE

Unless the scenario specifies otherwise, both players roll a D6 at the start of each Initiative phase. Whoever rolls the highest chooses who has the initiative for that turn. If the dice are equal, the players continue to roll off until a clear winner is determined. The player who takes the initiative will act first in each phase of that turn.

START OF TURN

Any effects that require a check to be made 'at the start of the next turn' must be resolved now, in order of Initiative

MOVING ROUTING TROOPS

Any troops that begin the turn routed, and fail to rally, must flee again towards their own deployment edge now, before the next phase begins.

ARTILLERY PHASE

1. PICK BATTERY AND TARGET

The player with the initiative chooses each of his artillery batteries in turn, and declares its target. The player must spend 1 Tactical point for every battery that fired.

2. DECLARE MODE OF FIRE

An artillery battery can only fire direct if there is no scenery or troops in the way of their shot. If there are obstacles in the way, artillery can only fire indirectly.

3. GUESS RANGE

You must guess the ranges for each artillery battery before measuring distances.

4. MEASURE RANGE AND ROLL DICE

Measure your estimates and mark those points on the board before working out the effects of the shots.

5. WORK OUT THE DAMAGE

Consult the rules for damage in the Shooting phase section.

ARTILLERY TABLE

	Range (Guess)		Base chance to wound		Hits per Co.	Special
	Min	Max	Soft	Hard		
Swivel Gun (siege weapon)**	6"	24"	4+/5+	6+/-	D3	-
Cannon, Small (3-4lb)						
- Round	8"	36"	2+/4+	5+/6+	D3	-
- Shrapnel	8"	36"	5+	-	D3	Large Template
Cannon, Medium (6-9lb)						
- Round	12"	48"	2+/4+	5+/5+	D6	-
- Shrapnel	12"	48"	5+	-	D3+1	Large Template
Cannon, Large (12lb)						
- Round	12"	60"	2+/4+	4+/5+	D6+1	-
Howitzer, Small						
- Common Shell	12"	48"	4+	6+	D6	Small Template
- Carcass	12"	48"	4+	6+	D3	Small Template; Incendiary
- Shrapnel	12"	48"	5+	-	D3	Large Template
Howitzer, Large						
- Common Shell	12"	60"	4+	6+	D6+1	Small Template
- Carcass	12"	60"	4+	6+	D3+1	Small Template; Incendiary
- Shrapnel	12"	60"	5+	-	D3+1	Large Template
Congreve Rockets						
- Common Shell	12"	48"	4+	-	D3+1	Small Template; Terrify Cavalry
- Shrapnel	12"	48"	5+	-	D3	Large Template; Terrify Cavalry
- Incendiary	12"	48"	5+	6+	D3	Small Template; Incendiary; Terrify Cavalry
(Gribeauval) Mortar	8"	36"				Small Template
- Bomb	8"	36"	3+	4+	D3+1	Small Template
- Hollowed Shell	8"	36"	4+	6+	D3	Small Template; Incendiary

MOVEMENT PHASE

It costs 1 TAC point to do each of the following, and each may only be performed once per turn:

- Declare a charge
- Perform a normal move, up to the unit's movement allowance.
- Change formation

MOVEMENT PHASE SUMMARY

1. Declare charges and determine charge reactions.
2. Measure charge distances and move charging units.
3. Move and/or reform remaining units.

MOVEMENT RATES

CHARGE REACTIONS SUMMARY

- **Hold:** This is the usual response of troops who are charged from outside of their fire arc, or too close to the enemy to Stand and Shoot.
- **Stand and Shoot:** This can only be chosen if the chargers start their charge move from 6" or more away. Defender takes a Command check. If passed it may make a regular shot at the enemy unit, worked out before the enemy unit measures charge distance and moves. The shots are Difficult.
- **Flee:** Pivot unit on centre point and flee directly away from charging unit. If fleeing unit does not outrun chargers, fleeing unit is removed as casualties and chargers move full distance.

NB. Units that are already engaged in combat when charged may only Hold. Units that are fleeing when charged may only Flee.

Type	Move	Charge	Flee/Pursue
Infantry (all types)	4"	8"	2D6"
Cavalry, Heavy	6"	12"	3D6"
Cavalry, Light	8"	16"	3D6"
Artillery (unlimbered)	4"	-	2D6"
Artillery (limbered)	6"	-	3D6"

FORMATIONS SUMMARY

LINE (*Infantry, Artillery and Cavalry*)

Companies are arranged in a single rank, facing the same direction. Command companies to centre. Cavalry line is in two ranks of three instead. Artillery must deduct 1 from the number of hits per company when firing at infantry lines. If an infantry line is charged by cavalry, the unit must pass a Command check at -1 CV or flee. If defeated in combat by cavalry, infantry in line will automatically rout.

COLUMN OF MARCH (*Infantry, Artillery and Cavalry*)

Companies are arranged in single file. May not shoot or charge. Infantry in column of march may move 'at the double' (8" per turn), as long as there are no enemies within 12" at the start of their move.

COLUMN OF ATTACK (*Infantry*)

Units with 4+ companies only. Companies are arranged in two files, flank companies to the rear. Companies directly behind the lead companies (the second rank) gain one more (+1) support attack than usual when the battalion charges

SQUARE (*Infantry*)

Units with 4+ companies only. Companies are placed in a rough square or rectangle, all facing outwards. Models charging squares do not count as charging in the Melee phase. Cavalry do not automatically strike before infantry in square. Squares have no flanks or rear. Infantry battalions in square are Stubborn.

SKIRMISH ORDER (*Light Infantry and Light Cavalry*)

Unit is placed in a loose formation with companies no more than 2" apart. Ignore difficult terrain, and treat very difficult terrain as difficult instead. May move at the double (8" per turn), as long as there are no enemies within 12". Unlimited (360-degree) arc of fire. Firing against skirmishing infantry is counted as Difficult Shots. Artillery at -1 To Wound them. Skirmishing light infantry may not charge cavalry of any sort, nor line infantry who are in Column of Attack, Line, or Square. If charged by cavalry while skirmishing, the infantry unit must pass a Command check or automatically flee.

DEPLOY SKIRMISH SCREEN (*Infantry*)

Line battalions may deploy skirmish screens when they are already in column of attack, column of march or line formation, by spending 1 TAC point. Remove the light company base(s) from the unit and position it to the front of the unit, within 2". Any enemy unit shooting through the skirmish screen must count their shots as Difficult.

COMMAND CHECKS

When you are called upon to take a Command check, roll 2D6 and add the total score to the highest Command Value in the unit. A score of 10+ is a success.

COMMAND CHECK MODIFIERS

Situation	CV Modifier	Situation	CV Modifier
<i>Below half strength.</i> The unit has less than half its original number of companies remaining. If the unit began with only one company, then it never counts this penalty.	-1	<i>Outnumbered in combat by 2:1 or more.</i> As described in the Melee phase section, outnumbering is calculated by totalling up the number of companies on each side of the combat.	-1
<i>Last company remaining.</i> The unit has just one company left. If the unit began with only one company, then it never counts this penalty.	-1*	<i>Infantry in line charged by cavalry.</i> Infantry are prone to waver more readily if they are not prepared for the charge of cavalry.	-1
<i>Lost the Colours.</i> The unit has had its colours captured earlier in the battle.	-2	<i>Cavalry wishing to charge square.</i> All cavalrymen know that charging a well formed square is folly, and both men and mounts will resist any such order.	-2
<i>Disordered.</i> If a unit is already Disordered, any Command checks are at an additional -1 CV.	-1		

* Cumulative with 'below half strength' penalty.

REFERENCE

SHOOTING PHASE

THE FIRING SEQUENCE

1. Declare targets for all firing units. Shooting costs 1 TAC point if unit did not move or change formation this turn, and 2 TAC points if it did.

2. Measure Range and work out number of shots.

3. Roll for damage.

DIFFICULT SHOTS

If a shot is 'difficult', it is made at -1 To Wound.

RANGED WEAPONS CHART

Weapon	Range	Shots per Company	Base chance to wound	Special Rules
Musket	18"	D6	5+	Opening Volley
Musketoen	18"	D3	5+	-
Rifle	24"	D3	4+	Fire on the Move
Carbine	12"	D3	5+	-
Pistol	6"	1	5+	Fire on the Move

MELEE PHASE

THE COMBAT SEQUENCE

1. Player with initiative selects a combat.

2. Calculate strike order.

3. Work out number of attacks and damage for the unit striking first.

4. Repeat for other units in the combat, in strike order.

5. Move on to next combat.

STRIKE ORDER

- Cavalry strike before infantry and artillery.

- Infantry strike before artillery.

If several units are eligible to strike first, then resolve ties in the following order:

- Units that charged in this turn strike first.

- In the case of a tie, the unit with the highest Fighting Skill goes first.

- If there's still a tie, units strike simultaneously.

MELEE WEAPONS CHART

Weapon	Base chance to wound	Special Rules
Bayonet	5+	
Pike	5+	+1 attack per company against charging cavalry.
Sabre*	4+	
Lance	5+	+2 to wound when charging infantry or artillery; +1 to wound when charging cavalry.
Unarmed	6+	
Pistols	Special	Re-roll

MODIFIERS TO COMBAT RESULT

Attacking in the flank	+2
Attacking in the rear	+3
On higher ground	+1
Unit is infantry in square	+1
General is within 12"	+1
Won previous combat against same opponent	+1
Outnumber foe by 2:1 or more*	+1

* The total number of companies at the end of the combat is used to calculate whether the outnumbering bonus applies.