

For 2 Players
Ages 12 & Up

Waterloo
~ 200 years ~

Stratego®

Rules of the game

Relive and refight the battle of Waterloo

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Waterloo ~ 200 years ~ Stratego®



“Napoleon regained his Empire
by simply showing his Hat.”

QUOTE FROM HONORÉ DE BALZAC.

After having ruled over 80 million people, subdued the greater part of the continent and influenced European politics for almost 20 years, Napoleon Bonaparte, Emperor of the French, was finally driven into exile in April 1814 by the armies of Austria, Prussia and Russia. From his island on Elba off the Italian coast, he watched France under the restored Bourbon monarchy writhe in confusion and unrest. In February 1815, convinced that the army would fight for him as they had done in the past from the hot sands of Egypt to the cold snows of Russia, Napoleon escaped and returned to France. The leaders of the European powers, gathered at the Congress of Vienna, swore no peace with Bonaparte, branded him an outlaw and hurried to take up arms again. In no time, Napoleon had created himself an army and marched into Belgium in order to defeat the Prussian and Anglo-Allied armies before they had the chance to mobilize. After the indecisive battles of Ligny and Quatre Bras, Wellington blocked Napoleon's road to Brussels with his army of British, German, Dutch and Belgian troops. Near the small village of Mont Saint Jean on the 18th of June 1815, the most famous battle in history took place...

Relive and refight the Battle of Waterloo by leading your troops on as either Emperor Napoleon or the Duke of Wellington. Will you succeed in punching through Wellington's lines before the arrival of the Prussians or will you, as Napoleon did, "Meet your Waterloo"?

CONTENTS

- 47 x Blue Pieces
- 45 x Red Pieces
- 13 x Black Pieces
- 1 x Game Board
- 1 x Battle Die
- 2 x Hill Tiles
- 2 x Mud Tiles
- 3 x Building Tiles
- 15 x Maneuver Cards
- 6 x Line of Retreat Cards
- 12 x "Weakened" Blocks
- 6 x Building Counters
- 3 x Ownership Flags
- 1 x Turn Counter

THE GAME

The players choose if they wish to play the French army (Blue) or the Allied army (Red). The French player has at his disposal 47 pieces. The Allied player only has 45 pieces, but after the 12th turn can count on the arrival of the Prussian reinforcements (Black) consisting of 13 pieces.

Depending on the game played, the players must attempt to defeat each other by severing each other's lines of retreat. The players must set up their units as they wish on their side of the battlefield so as to be able to execute successful attacks and counter the attacks of their opponent.

Stratego: Waterloo has three versions: the Basic game, the Standard game and the Expert game for the war gamers.

We suggest that starting players first play the Basic version a few times before attempting to play the Standard and Expert version.

PART I

⇒ The Basics ⇐

“We have 90 chances in our favor
and not ten against us.”

NAPOLEON TO HIS STAFF PRIOR TO THE BATTLE.

1. WINNING THE GAME

The first player that succeeds in severing the lines of retreat of the opposite player gains a decisive victory and thus wins the game! Obviously, the game is also lost if a player loses his commander and commander in chief, because he will not be able to perform any actions anymore.

If these lines of retreat—or lines of communication—were severed, they would be cut off from their homeland, reserve troops, supplies and hospitals resulting in crippling losses and almost certainly the end of the campaign.

In *Stratego: Waterloo* it's also crucial to defend your lines of retreat during a battle.

2. SET UP

- The game board is put in the middle of the table in-between both players. The French player must sit on the side of the board with the French flag, the Allied player on the side of the board with the flag of the United Kingdom.
- The French player takes his 47 pieces and the Allied player takes his 45 pieces out of the box.
- Take the 13 Prussian pieces, shuffle them and put them on the side of the board in such a way that the units are invisible to both players.
- The Line of Retreat cards are shuffled and put on the side of the table next to the board.
- The Turn counter is put on the timeline on the side of the board – on the field “11 o'clock.”
- The Battle Die is taken out and put next to the board.
- Depending on the game that will be played, the Maneuver cards, Terrain tiles, Ownership flags and Building counters are taken out of the box (Standard or Expert) or left in the box (Basic).

Your lines of retreat are located either on your left flank (grid 1, 2, 3 or 4 of the board), your center (grid 5, 6, 7 or 8 of the board) or on your right flank (grid 9, 10, 11 or 12 of the board).

Before the game can start, both players will blindly choose a Line of Retreat card from the deck in order to find out where their lines of retreat lie. After having seen what card has been pulled, they must lay the card face down on their side of the board and make sure the opponent doesn't see it. The opponent can only guess where his rival's lines of retreat lie in order to punch a hole in that part of the battle line and gain a decisive victory. It is therefore of great importance to keep your lines of retreat well defended throughout the game.

You must announce to your opponent that the game is over once he/she has succeeded in putting two of his/her pieces on your lines of retreat.

3. LINES OF RETREAT

The first player that succeeds in getting at least two of his units on the opponent's lines of retreat, wins the battle and thus the game.

During the Napoleonic Wars it was standard practice that the moving armies were followed by their supply and Artillery trains, mobile field hospitals and potential reinforcements. They formed an uninterrupted chain between their capital city and the territory they were moving in.

“Because you've been beaten by Wellington you think him a great général. Now I tell you that Wellington is a bad general and the English are bad troops and this affair will not cost us more effort than the eating of our breakfast.”

NAPOLEON TO MARSHAL SOULT WHEN ADVISED TO CALL BACK GROUCHY
PRIOR TO THE BATTLE.

4. THE PIECES

The great generals of the past will confirm: In order to emerge victorious from a battlefield, you must first know who your troops are and how you can use them. The pieces in *Stratego: Waterloo* represent the units of all three armies present at the battle of Waterloo.

In all versions, the French player has the following advantage: It has stronger units and more artillery, but in the Standard and Expert version the Allied player will be able to make use of a good defensive position thanks to the Terrain tiles.



The French player has the following units at his disposal:

Infantry

- 5 x Light Infantry
- 20 x Line Infantry
(of which 5 pieces are Imperial Guard units)

Cavalry

- 6 x Light Cavalry
- 6 x Heavy Cavalry
(of which 3 pieces are Imperial Guard units)

Artillery

- 8 x Cannons

Commander

- Marshal Ney

Commander in Chief

- Emperor Napoleon



The Allied player has the following units at his disposal:

Infantry

- 5 x Light Infantry
- 21 x Line Infantry
(of which 3 pieces are Elite units)

Cavalry

- 6 x Light Cavalry
- 5 x Heavy Cavalry
(of which 2 pieces are Elite units)

Artillery

- 6 x Cannons

Commander

- Lord Uxbridge

Commander in Chief

- Duke of Wellington



The Prussian player has the following units at his disposal:

Infantry

- 4 x Light Infantry
(Landwehr)
- 3 x Infantry

Cavalry

- 4 x Light Cavalry
(Landwehr)

Artillery

- 1 x Cannon

Commander

- Feldmarschall Von Bulow

Although the designer has done his best to include as many pieces as possible that historically were present on the field of battle, it was impossible to include them all. The 52nd Light, the Inniskillings, the Dutch and Nassau Infantry in the Allied army, Marbot's 7th Hussars, the Line Dragoons and Grenadiers a Cheval in the French army, the West Prussian Uhlans in the Prussian army for instance have not been included.

Great care has also been taken to include as many different nationalities as there were during the historical battle, however the British, KGL and Hannoverian Line Infantry have been amalgamated since they largely had the same scarlet uniforms, the Belgian and Dutch troops have also been fused together because historically at Waterloo, the Belgians were already a part of the United Kingdom of the Netherlands.

There are three types of pieces in Stratego: Waterloo – Infantry, Cavalry and Artillery.

On the back of the pieces (to the opponent) they are recognizable by the following symbols:

INFANTRY • CAVALRY • ARTILLERY



The Infantry is subdivided into:

Light Infantry:

- Light Infantry pieces have a strength of 1 or 2
- Light Infantry pieces can move three spaces per action
- Light Infantry is immune to artillery fire

Line Infantry:

- Line Infantry pieces have a strength of 3 or, if they are elite units or units of the Imperial Guard even 4, 5 or 6
- Line Infantry pieces can move two spaces per action

The Cavalry is subdivided into:

Light Cavalry:

- Light Cavalry pieces have a strength of 2
- Light Cavalry pieces can move unrestricted from one end of the board to the other as long as the spaces in-between are vacant though only in one single direction per action.

- Commanders and Commanders in Chief are considered to belong to the Light Cavalry units.

Heavy Cavalry:

- Heavy Cavalry pieces have a strength of 4 but if they are elite or Imperial Guard units even 5 or 6.
- Heavy Cavalry pieces can move unrestricted from one end of the board to the other as long as the spaces in between are vacant, though only in one single direction per action.
- Heavy Cavalry pieces lose 1 strength each time they charge a piece. When they do so, they receive a “Weakened” Block which they can click onto the piece, signalling that they have lost 1 strength. For each block clicked on the piece, 1 strength is subtracted (see page 47).

Regaining strength:

Heavy Cavalry pieces that have lost strength must be taken off the board for at least one game turn in order to regain all their strength.

Taking them off the board does not cost an action but putting them back on the board does.

They can only be taken off the board AFTER the opponent has had the opportunity to countercharge at least once!

“Hard pounding this, gentlemen; let’s see who will pound longest.”

WELLINGTON AT WATERLOO.

Artillery:

There are no subdivisions in the Artillery!

- Artillery can only move one space per action
- Artillery can only fire once per action
- Artillery can fire frontally up to a distance of 3 spaces IF the spaces in front are empty (Line of Sight)
- Artillery can destroy ALL pieces – also the opponent’s Artillery - except for Light Infantry
- Artillery can destroy buildings
- Artillery pieces are only vulnerable on the flanks and rear, they cannot be destroyed from the front. If a unit attacks an artillery piece from the front, this unit will be eliminated

During the battle, the pieces with a strength of 6 can destroy the pieces with a strength of 5 or less, the pieces with a strength of 5 can destroy the pieces with a strength of 4 or less and so on until the light Infantry is reached. With a strength of 1 these are the weakest pieces, but they are fast and the only pieces that are immune to Artillery fire.

5. THE COMMANDERS

At the start of the game, there are two commanders available for the players on the board:

Marshal Michel Ney for the French player and Lord Uxbridge for the Allied player. After the 12th game turn, when the Prussians arrive, the Allied player will be reinforced by Feldmarschall Von Bulow.

Commanders are considered to be light Cavalry units and thus don’t lose strength after a charge. They have a strength of 5, because their presence on the front lines inspire and motivate the units around them. But beware: the commanders and commanders in chief are not immune to grapeshot! If they attack artillery from the front they will be destroyed too.

What makes the commanders so important is that they are worth ONE ACTION during the game. If you lose your commander during the game, you will lose one action in your following turns. So instead of 3 actions every turn, you will now only be able to perform 2 actions! Although strong pieces, using them recklessly could have serious consequences.

“The Guard dies, but does not surrender!”

FRENCH GENERAL TO THE BRITISH

The commanders in Chief Napoleon and Wellington have no strength because they can destroy ALL units, but **only if they attack**. If they are attacked, however, whether it’s a piece with high strength or low, they will be eliminated and taken from the board.

Like the commanders, Commanders in Chief are considered light Cavalry pieces and thus don’t lose strength after a charge.

Commanders in chief are worth TWO ACTIONS during the game. The loss of Wellington or Napoleon means that you lose two actions. So instead of 3 actions every turn, you will only be able to do 1! Needless to say, don’t lose your Napoleon or Wellington...

6. ARMY SET UP

In *Stratego: Waterloo* the Allied player will start setting up his army. Afterward, the French player can set up his army on his side of the board.

During the positioning of their armies, each player can place his pieces on any open square on the four bottom rows of their side of the board. They must position their pieces in such a way that the back of the piece (the type of unit: Infantry, Cavalry or Artillery) is toward the opponent. During set up, the two middle rows remain unoccupied.

The players must not place all their pieces on the board, they can keep a maximum of 10 pieces in reserve in order to place them on the board as reinforcements later on in the game.

Commanders and Commanders in Chief must ALWAYS be placed on the board!

7. MOVEMENT

The Allied player starts the battle. In turn, the players may perform three actions. These actions can be:

- Move one of their units
- Attack a unit
- Fire one of their Artillery units
- Move a unit in reserve or a regenerated piece onto the board: This unit will always be placed on the bottom row. This costs 1 action.
- Play a Maneuver card (in the Standard and Expert version)

Each turn, a player may only move three pieces unless he plays out a Maneuver card which will offer him other options (see **Maneuver cards**) or unless one of his commanders is eliminated (see **Commanders**).

Depending on the type of piece, the players are allowed to move their units a number of squares forward, backward, to the left or to the right. There can only be one piece on a square at the same time and pieces cannot jump over other pieces.

8. ATTACK

When you wish to move onto a square that is occupied by your opponent's piece, you may attack it. Both pieces are then revealed. The unit with the lowest strength is eliminated, taken from the board and given to the opponent. If the attacking unit is victorious it will take the place of the unit that has just been eliminated. If the defending unit wins, it remains firmly on the square.

The attack of a piece is always the end of an action! You can't attack multiple times in a single action, unless a "+" is rolled with the Battle die!

The Battle Die

If both confronting pieces have the same strength, the attacker will have to roll the Battle die.

The roll of the battle die can have one of the following results:

1. Blue

The Blue piece has emerged victorious and may now take the place of the Red/Black piece which will be eliminated.

2. Red

The Red/Black piece has gained a victory and may now take the place of the Blue piece which will be eliminated.

3. Blue "+"

The Blue piece is victorious and may now take the place of the Red/Black piece which will be eliminated. However, the Blue piece will, in wild excitement, attack the next adjacent piece. This will happen from the same direction as the original attack was made and even if the next piece is that of his own.

4. Red "+"

The Red/Black piece is victorious and may now take the place of the Blue piece which will be eliminated. However, the Red/Black piece will, in wild excitement, attack the next adjacent piece. This will

happen from the same direction as the original attack was made and even if the next piece is that of his own or his ally.

5. Blue "R"

The Blue piece has emerged victorious and may now take the place of the Red/Black piece who has suffered enormous losses. The Red/Black piece is not eliminated but withdraws off the board behind the front lines. At the cost of one action, starting next turn, it can be put back on the back row of the game board.

6. Red "R"

The Red/Black piece has emerged victorious and may now take the place of the Blue piece who has suffered enormous losses. The Blue piece is not eliminated but withdraws off the board behind the front lines. At the cost of one action, starting next turn, it can be put back on the back row of the game board.

**“Give me night
or give me Blucher.”**

WELLINGTON'S PRAYER AT THE NEWS OF THE FALL OF LA HAIE SAINTE.

9. THE PRUSSIANS ARRIVE!

On the French left flank is a timetable that shows when the Allied player can count on Prussian reinforcements (Black pieces). The timetable shows 11 o'clock when the 1st game turn starts and 16:30 when the 12th game turn begins. When the 12th turn has arrived, the Allied player may take two Prussian pieces and position them on the Black Prussian flag on the left side of the battlefield. **The Allied player cannot choose the pieces he wants.** Although he can see which type of unit it is, he cannot see their strengths. As long as there is room, the Allied player will be allowed to put two pieces on the flag in the same manner for the remainder of the game.

Starting at the 13th game turn, the Prussians will be involved in the battle proper.

Each turn the Prussians are allowed to perform one action. This will allow the Allied players to perform 4 actions together in one single game turn instead of the usual 3. The Allied player is free to decide how many actions he/she will allot to the Prussian units in a game turn. Only prerequisite is that each game turn the Allied player and the Prussian player perform **at least one single action.**

Obviously, the Prussian units that have been destroyed by the French don't return to the battlefield.



PART II

↔ Standard game ↔

Once the players are comfortable with the units on a flat battlefield, they are ready to play the Standard game. In the Standard Waterloo game there is an extra victory condition:

If the Napoleon or Wellington piece is captured, the game will automatically end, resulting in a decisive victory for the player who still possesses his Commander in Chief! The same victory condition as in the basic version is still valid: If a player succeeds in occupying the lines of retreat of his opponent, then he will have won a decisive victory!

10. TERRAIN TILES

“The ground seemed proud to hold so many fine men.”

INSCRIPTION ON THE WALL OF HOUEMONT.

The standard Waterloo game board also allows three Terrain tiles. In order to simulate the battlefield the following Terrain tiles are put on the board as shown below:

2 x Buildings:

- La Haye/Papelotte
Hougemont

1 x Hill:

- Mont St. Jean

Building:

A building on a battlefield will provide a strongpoint for the player that manages to hold on to it. It can protect their flank or line but can also provide a strong channel for sending troops to the other side.

- A building is only considered fortified when ALL the four spaces of the building have been occupied.



- Once conquered, an Ownership flag with the flag of the owner, is placed on the building.
- A building can be conquered by the opponent resulting in the loss of benefits for the former owner.
- Infantry pieces gain +1 strength when fortified in a building.
- Cavalry pieces cannot enter nor attack a building tile, this includes commanders.
- Artillery pieces cannot enter a building tile, but they can bombard it!
- A building can be reduced to ruins by Artillery bombardment, resulting in the loss of all benefits a building has to offer. A building has a strength of 4. If it is fired on four times it will be completely destroyed and taken off the board. The Building counters are used to show how much damage a building has incurred from Artillery fire. Artillery cannot fire on units within a building, they will always fire ON the building first.

When a battle die is rolled IN a building and a “+” (frenzy) has been rolled, the victorious unit may choose which piece to attack in the building.

Hill:

Occupying a hill or ridge on the battlefield can offer your pieces a number of benefits, especially Artillery:

- Artillery on a hill has a +1 range (thus 4 spaces) but it does not only fire straight ahead, it is now also possible to fire on enemy pieces in the rows to the right and left of the piece. An added benefit is that it now can also fire over other pieces, in other words: an Artillery piece

can fire on any enemy piece of his choosing in his firing range!

- Artillery on a hill CANNOT be destroyed by Artillery on the ground!
- Infantry pieces and Cavalry pieces on a hill get a +1 strength when attacked by pieces on the ground.



Pieces can NEVER be upgraded to more than 6 strength!



“There are no orders, except to stand firm to the last man.”

WELLINGTON AFTER THE FALL OF LA SAINTE HAYE WHEN HIS WORRIED STAFF WERE CLAMOURING FOR ORDERS.

11. MANEUVER CARDS

In the standard and expert versions of the game, the players have 15 Manoeuvre cards at their disposal which they can use to perform a special movement or attack during the game.

At the start of the battle both players can each choose four Manoeuvre cards. The Allied player is allowed to choose a card which he wants to keep, and one for the discarded pile. After he has chosen, the Allied player offers the remainder of the Manoeuvre cards to his opponent, the French player. The French player does the same: he takes a card of his

choosing for himself and selects another one for the discard pile. This goes on until both players have 4 cards in their possession.

When the Prussians arrive on the 13th gameturn the Allied player may also choose 2 cards from the discard deck. Of course this will benefit the Allied forces enormously.

The cards, with the exception of “Fighting spirit,” must be played out **at the start of a players turn BUT only one card may be played per turn**. Playing a card is one action. Once played, the action it depicts must be carried out immediately.

There are five different cards available:



Reconnaissance

This card allows the player to look at four adjoining pieces of his choice on the opponent's side of the board.



Initiative

This card allows the player to move three of his pieces in one single action.



Combined attack

When playing this card, the player will be allowed to attack with three of his pieces - one infantry, one cavalry and one artillery - in one single action.



Fighting spirit

When this card is played the player is allowed to add 1 strength to one of his pieces.

Exceptionally, this card can also be played as a defensive move when one of his pieces is being attacked anytime during the game!



Grand battery

When this card is played all adjoining artillery may fire once in a single action.

PART III

⇒ Expert game ⇐

“It has been a damned nice thing –
the nearest run thing you ever saw in your life.”

WELLINGTON AFTER WATERLOO.

For the die-hard war gamers and for those players that, after having played the standard game a few times, are still in search of yet another challenge, there is the Expert version. As much as this is possible for a board game that is intended to be fun, an attempt has been made to follow the historical reality of the battle.

In this version, the following rules apply:

- If Napoleon falls in battle, the game immediately ends. In this case the Allies will have achieved a decisive victory! If Wellington falls in battle, the game continues, but the Allied player will have two actions less.
- The Lines of Retreat cards are not used.
- Wellington's lines of retreat are located on the Allied centre. If the French manage to occupy it with at least two units, the game will immediately end. In that case, the French will have won a decisive victory.
- If the French player manages to put two units on the Allied left flank or Allied right flank, this will lead to an Allied retreat. In that case, a Pursuit will determine whether the battle was indecisive, a minor victory or a major victory for the French player (see The Pursuit).
- The occupation of the French left flank, center or right flank will lead to a French retreat. In that case also, a Pursuit will determine if the battle was indecisive, a minor victory or a major victory for the Allied player (see The Pursuit).
- The Terrain tile Hougemont in the middle of the board on the Allied right flank is occupied by two Allied Infantry pieces at the start of the game!
- The French player has the village of Plancenoit on his right flank.



12. PLANCENOIT

Plancenoit was a small village on the eastern flank of the French army. It served as a last strongpoint in order to protect their right flank, and it was the location where the fiercest fighting took place between the Prussians and the French on that fateful day in June.



- Plancenoit will provide all and any Infantry piece on the tile with +1 strength.
- Plancenoit does not need to be completely occupied before Infantry pieces benefit from the +1 strength.

- Cavalry, Commanders, Commanders in Chief and Artillery can cross the Plancenoit tile unhindered, but they do not gain any benefits.
- Unlike a building tile, with Plancenoit, the players have the choice to direct their Artillery fire on the units OR the village.

“Some troops!
Where do you expect me
to get them from?”

“Do you want me
to make some?”

NAPOLÉON'S ANSWER TO NEY AFTER HE HAD APPEALED TO THE EMPEROR
FOR RESERVES AFTER THE FALL OF LA HAIE SAINTE.



13. THE PURSUIT

Experts in Napoleonic Warfare are aware that the presence of cavalry was a crucial factor in obtaining a victory on the field of battle. After a battle, its role was no less vital – it was the cavalry that decided if the enemy would still play an active role in the campaign or not. If an enemy army was defeated the victorious cavalry had to go in pursuit of the enemy units fleeing the field. As mentioned earlier, in the Expert version the occupation of any lines in the rear will lead to a defeat. At this moment, the game proper ends and the victorious player can send his remaining cavalry in pursuit.

- The objective of the defeated player is to get as many of his remaining Infantry and Artillery units off the board as fast as possible with the remaining actions at his disposal.
- The victorious player can now use his actions to send out his remaining cavalry to capture as many of the opponent's units as he possibly can in order to inflict on him as much damage as he can.
- The victorious player may start the pursuit and with his cavalry piece choose a piece of his opponent to attack. If the player can still play out three actions, he may attack three times with the same cavalry piece or with another cavalry piece. Infantry or artillery pieces are not used in a pursuit.
- Afterwards it is the defeated player's turn. He may use his cavalry to attack the opponent's cavalry OR he may use his actions to simply take one of his pieces off the board.
- When there is a draw, the cavalry of the victorious player will always win from the cavalry of the defeated player.
- Heavy cavalry will still lose 1 strength after every attack, but now cannot be pulled back in order to regain strength. Instead of losing more units to the opponent, the player would be wise to take the cavalry off the board for good instead of continuing his pursuit.
- If the victorious player does not have any more cavalry pieces to pursue or does not want to pursue anymore, the casualties on both sides are counted.
- Napoleon and Wellington don't play any active role during a pursuit. They are immediately put out of harm's way!

If there is NO difference or a difference of a maximum of 3 pieces between both armies, the battle will have been Indecisive—the defeated player has been successful in pulling his army back in fairly good order and will still be able to fight another day—maybe even tomorrow!

If there is a difference between 4 and a maximum of 9 pieces between both armies, the victorious player has achieved a Minor victory—the defeated player has suffered a large number of casualties. It has received a serious beating and will retreat. Although not destroyed, it will need time to recover before attacking again!

If there is a difference of 10 pieces or more between both armies, the victorious player has gained a Major victory—the defeated player's army has been completely crushed and routed! It will not play any significant role in the campaign anymore!

14. EXTRA SCENARIOS

For those whose thirst for battle has not been quenched, there are still the following scenarios that can be played in the Expert version:

Start the battle early!

The French army at Waterloo was late in assembling. This is the reason why historically the battle was postponed until around 11:30 a.m. (not because of the muddy soil as many writers have claimed!). The 6th Army Corps under Lobau had barely arrived when the battle proper began. Even the Old and Middle Guard had not arrived by then.

In the Expert version, the French player has the option to start the battle three turns earlier, thus at 9:30 a.m.! It is also the French player who will move first. The disadvantage is of course that the French player won't have all of his troops at his disposal.



The following 14 blue pieces will remain off the board during the army set up:

Infantry

- 1 x Light Infantry
- 5 x Infantry
- 2 x Infantry of 5 – Middle Guard
- 1 x Infantry of 6 – Old Guard

Cavalry

- 2 x Heavy Cavalry of 4
- 1 x Heavy Cavalry of 6 –Empress Dragoons

Artillery

2 x Cannons

- If the French side is rolled, Marshal Grouchy will have succeeded in intercepting the Prussians. In this case, Wellington will NOT be able to depend on any Prussian reinforcements.

Create your own battlefield :

Stratego: Waterloo offers the players the unique possibility to create their own fictional battles, with their own terrain tiles and any number of units. In order to motivate you to do so, we gladly offer you some beautiful mud tiles.

Mud:

Mud on the battlefield will break the momentum of your Infantry, Cavalry and commander pieces.

When these pieces move through the mud, they will only be allowed to move one space ahead, to the left or right for every action.

- Light Infantry pieces don't experience any restrictions when passing through the mud.
- Artillery can't move onto a mud tile!

“This morning we had 90 chances in our favor. We still have 60 to 40.”

NAPOLÉON TO HIS STAFF UPON SEEING THE PRUSSIAN ARRIVE FROM THE EAST OF THE BATTLEFIELD

“Nothing except a battle lost can be half so melancholic as a battle won.”

WELLINGTON IN A DISPATCH AFTER WATERLOO.

Where are the Prussians?

What would have happened if Marshal Grouchy did manage to engage the Prussians somewhere between Lasne and Wavre thereby preventing them from joining Wellington at Waterloo?

In the Expert version, the Allied player will be allowed to roll the Battle die at gameturn 9 (3 o'clock) in order to find out if the Prussians will arrive on the battlefield or not.

- If the Allied side is rolled, the Prussians will arrive on the field of battle in game turn 13 (5 o'clock).



French pawns



Emperor Napoleon
1x



Marshal Ney
1x



Polish Lancer
2x



Chasseurs à Cheval
6x



Empress Dragoons
1x



Line Infantry
15x



Light Infantry
5x



Young Guard
2x



Cuirassiers
3x



Middle Guard
2x



Old Guard
1x



French Artillery
8x



The Allied pawns



Duke of Wellington
1x



Lord Uxbridge
1x



Scots Greys
1x



Royal Horse Guards
1x



Dutch carabiniers
3x



95th Rifles
2x



Highland regiments
2x



Royal Foot Guards
1x



British/KGL Foot
18x



KGL Hussars
6x



Brunswick "Leib"
3x



British Artillery
6x





The Prussian pawns



Feldmarschall Von Bulow
1x



Prussian Infantry
3x



Landwehr
4x



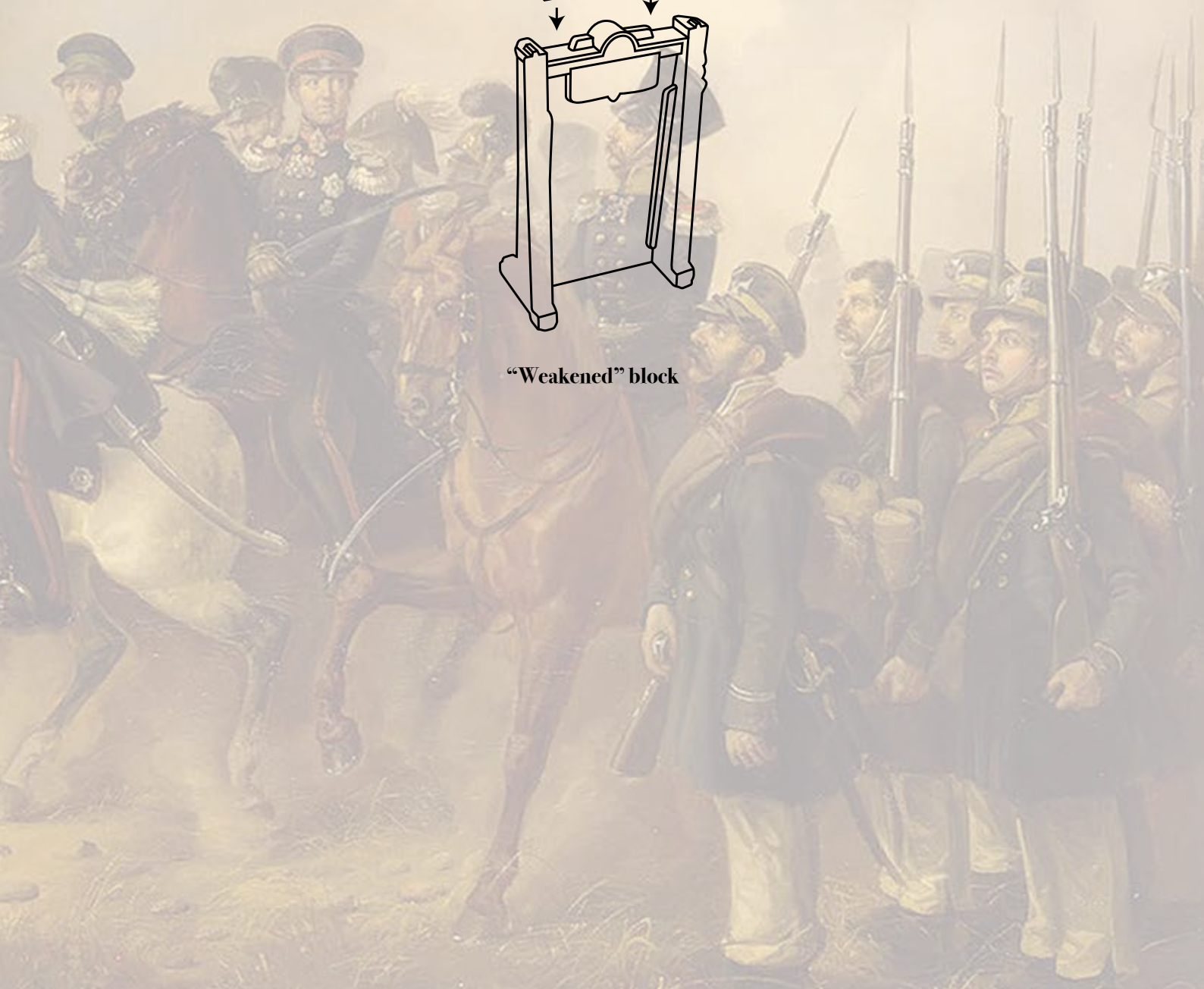
Silesian Landwehr
4x



Prussian Artillery
1x



“Weakened” block



“Stratego Waterloo” is based upon the concept “Epic Battles: Waterloo”
which has been deposited by its author Jason St. Just at SABAM.

Disclaimer:

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