

THE WATERLOO CAMPAIGN IN BELGIUM

ORDERS OF BATTLE

This document contains Orders of Battle for the opposing French, Prussian and Anglo-Dutch armies in the Waterloo Campaign in Belgium. These are for use with “One Day Napoleonic Campaign” rules for fighting big battles of the Napoleonic Wars.

No unit placement or time of appearance information is provided, as it is assumed that a gamer will have access to that information.

Please note that the campaign area needs to be reproduced at a ground scale of one inch to 200 yards on the tabletop. For example, this will place the crossroads at Quatre Bras about 30 inches away from the town of Ligny. Major roads, river, wooded areas, hills, and villages and towns should be noted. I have used a 6' X 9' piece of green felt, for example, on which the major features can be painted or drawn, with miniature houses, etc. added on top for show.

In a number of cases, units have been combined to form a composite unit that is about 4000 infantry or 1000 cavalry, while in other cases, large infantry divisions have been broken down into two units of about 4000 men each. For more elite and guard formations, a unit may represent 3000 infantry or about 800 cavalry.

For the historical campaign, historical placement and order of entry is noted after each formation. For a variant, have the Anglo-Dutch and Prussian armies deployed historically, but let Napoleon choose a different line of advance, or else redeploy his troops anywhere behind the West to East start line. (Note: the map should be oriented with the width being from West to East, and the length being from South to North. The French start in the South, and are heading North. The Prussians start in the East, and are heading West. The Anglo-Dutch Army is deployed at Quatre Bras and off board to the West and North)

WATERLOO CAMPAIGN - FRENCH ORDER OF BATTLE

RESERVE (NAPOLEON)

🚩 IMPERIAL GUARD (Drouot) ID:

ID:	Old Guard Infantry	GD (10) □□□□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Middle Guard Infantry	GD (10) □□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Young Guard Infantry		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	O.Gd. Heavy Field Art.	GD (10) □□□□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	O.Gd. Med. Field Art.	GD (10) □□□□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Grenadiers a Cheval	GD (10) □□□□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Chasseurs a Cheval	GD (10) □□□□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Empress Dragoons	GD (10) □□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Guard Lancers	GD (10) □□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	O.Gd. Med. Horse Art.	GD (10) □□□□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

FRENCH IMPERIAL GUARD is deployed heading North on the road to Fleurus behind the IV INFANTRY CORPS

🚩 SIXTH INFANTRY CORPS (Lobau) ID:

ID:	19 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	21 st Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

VI INFANTRY CORPS is off table, and enters at Charleroi after I INFANTRY CORPS has cleared Charleroi to the North

🚩 FOURTH CAVALRY CORPS (Milhaud) ID:

ID:	13 th HC (Cuirassiers)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	1/14 th HC (Cuirassiers)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2/14 th HC (Cuirassiers)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

IV CAVALRY CORPS deployed between IV INFANTRY CORPS (which is at Fleurus and the road behind Fleurus) and woods South of St. Amand

WATERLOO CAMPAIGN - FRENCH ORDER OF BATTLE

RIGHT WING (MARSHALL GROUCHY) ID: _____

ID:	Med. Horse Artillery		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
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Deployed anywhere with the Right Wing.

↻ **THIRD INFANTRY CORPS (Vandamme) ID:**

ID:	7 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	8 ^h Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	10 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	11 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	20 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Chasseurs)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Med. Horse Artillery		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

III INFANTRY CORPS is deployed at St. Amand, infantry forward, and cavalry and artillery limbered behind

↻ **FOURTH INFANTRY CORPS (Gerard) ID:**

ID:	12 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	13 ^h Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	14 th Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Lancers)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Hussars)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

IV INFANTRY CORPS – Lead unit deployed at Fleurus, with remainder on road behind Fleurus

↻ **FIRST CAVALRY CORPS (Pajol) ID:**

ID:	5 th LC (Lancers)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	4/5 th LC (Hussars)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	4 th LC (Hussars)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

↻ **SECOND CAVALRY CORPS (Exelmans) ID:**

ID:	1/9 th HC (Dragoons)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2/9 th HC (Dragoons)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	10 th HC (Dragoons)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

I CAVALRY CORPS AND II CAVALRY CORPS, deployed between IV INFANTRY CORPS (on the road) and woods South of St. Amand.

WATERLOO CAMPAIGN - FRENCH ORDER OF BATTLE

LEFT WING (MARSHALL NEY) ID: _____

↪ **FIRST INFANTRY CORPS (D'Erlon) ID:**

ID:	1 st Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2 nd Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	3 rd Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	4 th Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Chasseurs)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Hussars)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Med. Horse Artillery		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

I INFANTRY CORPS is deployed on the road behind II INFANTRY CORPS

↪ **SECOND INFANTRY CORPS (Reille) ID:**

ID:	5 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	1/6 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2/6 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	9 th Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Chasseurs)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Lancers)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

II INFANTRY CORPS has infantry deployed on hills South of Quatre Bras, with cavalry and artillery behind the hills

↪ **THIRD CAVALRY CORPS (Kellerman) ID:**

ID:	1/11 ^h HC (Dragoons)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2/11 th HC (Cuirassiers)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	1/12 ^h HC (Cuirassiers)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2/12 th HC (Carabiniers)	GD (10) □□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

III CAVALRY CORPS is deployed to either side of the road by I INFANTRY CORPS

WATERLOO CAMPAIGN – PRUSSIAN ORDER OF BATTLE

PRUSSIAN ARMY – FIELD MARSHAL BUCHER ID: _____

↪ FIRST CORPS (Zieten) ID:

ID:	1 st Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	1 st Brigade				CN (7) □□□□	MI (6) □□□□
ID:	2 nd Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2 nd Brigade					MI (6) □□□□
ID:	3 rd Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	3 rd Brigade				CN (7) □□□□	MI (6) □□□□
ID:	4 th Brigade					MI (6) □□□□
ID:	4 th Brigade					MI (6) □□□□
ID:	LC (Hussars/Lancers)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Landwehr)				CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID	Medium Horse Art.			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

I INFANTRY CORPS is deployed centered on Ligny

↪ SECOND CORPS (von Pirch) ID:

ID:	5 th Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	5 th Brigade				CN (7) □□□□	MI (6) □□□□
ID:	6 th Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	6 th Brigade					MI (6) □□□□
ID:	7 th Brigade				CN (7) □□□□	MI (6) □□□□
ID:	7 th Brigade				CN (7) □□□□	MI (6) □□□□
ID:	LC (Dragoons)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Uhlans)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Hussars)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Landwehr)				CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.				CN (7) □□□□	MI (6) □□□□
ID	Medium Horse Art.				CN (7) □□□□	MI (6) □□□□

II INFANTRY CORPS has the lead unit deployed at Sombrefe, with the remainder leading off the road to the East

WATERLOO CAMPAIGN – PRUSSIAN ORDER OF BATTLE

↳ THIRD CORPS (von Thielemann) ID:

ID:	9 th Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	9 th Brigade				CN (7) □□□□	MI (6) □□□□
ID:	10 th Brigade					MI (6) □□□□
ID:	11 th Brigade					MI (6) □□□□
ID:	12 th Brigade				CN (7) □□□□	MI (6) □□□□
ID:	LC (Uhlans)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Landwehr)			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Heavy Field Art.				CN (7) □□□□	MI (6) □□□□
ID	Medium Horse Art.				CN (7) □□□□	MI (6) □□□□

III INFANTRY CORPS is deployed off-table and enters after II INFANTRY CORPS

↳ FOURTH CORPS (von Bulow) ID:

ID:	13 th Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	13 th Brigade				CN (7) □□□□	MI (6) □□□□
ID:	14 th Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	14 th Brigade					MI (6) □□□□
ID:	15 th Brigade					MI (6) □□□□
ID:	LC (Hussars/Lancers)		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC (Landwehr)					MI (6) □□□□
ID:	LC (Landwehr)					MI (6) □□□□
ID:	Heavy Field Art.				CN (7) □□□□	MI (6) □□□□
ID:	Medium Horse Art.			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

IV INFANTRY CORPS is deployed off-table behind III INFANTRY CORPS, and will not enter until the second day of the campaign.

WATERLOO CAMPAIGN – ANGLO-ALLIED ORDER OF BATTLE
ANGLO-ALLIED ARMY – WELLINGTON ID: _____

↻ FIRST CORPS (Prince of Orange) ID:

ID:	1 st (Guard) Inf. Division	GD (10) □□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	3 rd Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	3 rd Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2 nd Netherlands Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2 nd Netherlands Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	3 rd Netherlands Division				CN (7) □□□□	MI (6) □□□□
ID:	LC 1 st Netherlands			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	LC 2 nd Netherlands				CN (7) □□□□	MI (6) □□□□
ID:	Medium Field Art.			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

FIRST CORPS: 2nd Netherlands Division (both halves) is deployed in the gap between the woods South of Quatre Bras. Balance of FIRST CORPS is deployed in road column on road to Brussels (i.e. through Waterloo to the North) with the lead unit at Nivelles.

↻ RESERVE CORPS – LEFT WING (Picton) ID:

ID:	5 th Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	5 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	6 th Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	6 th Infantry Division					MI (6) □□□□
ID:	Nassau Reserve Brigade			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Brunswick “Corps”				CN (7) □□□□	MI (6) □□□□
ID:	1 st Hanoverian Reserve					MI (6) □□□□
ID:	2 nd Hanoverian Reserve					MI (6) □□□□
ID:	LC Brunswick			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

RESERVE INFANTRY CORPS: Deployed off-table at Brussels. Lead unit arrives at Mont St. Jean 2-5 turns (hours) after the game begins.

WATERLOO CAMPAIGN – ANGLO-ALLIED ORDER OF BATTLE

☞ CAVALRY CORPS (Lord Uxbridge) ID:

ID:	1 ST HC Brigade	GD (10) □□□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2 nd HC Brigade		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	3 rd LC Brigade		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	4 th LC Brigade		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	5 th LC Brigade		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	6 th LC Brigade		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	Hanoverian LC Brigade				CN (7) □□□□	MI (6) □□□□
ID:	Netherlands HC Brigade					MI (6) □□□□
ID:	Medium Horse Artillery		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

UXBRIDGE'S CAVALRY CORPS: Deployed off-table at Brussels. Lead unit arrives at Waterloo after entire RESERVE INFANTRY CORPS has entered.

☞ SECOND CORPS (Hill) ID:

ID:	2 nd Infantry Division		EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	2 nd Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	4 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	4 th Infantry Division			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
ID:	1 st Netherlands Division				CN (7) □□□□	MI (6) □□□□
ID:	NL Indian Brigade				CN (7) □□□□	MI (6) □□□□
ID:	Medium Field Art.			VT (8) □□□□	CN (7) □□□□	MI (6) □□□□

SECOND INFANTRY CORPS: Deployed West of Brussels off-table. Enters table on turn after Uxbridge's Cavalry Corps has finished entering, if at all.

VICTORY POINTS

Each side will receive points based on both destruction of enemy units and capture and retention of geographic locations

Destruction of enemy units:

12 points to Rout an Old Guard unit

10 points to Rout a Guard unit

8 points to Rout an Elite unit

6 points to Rout a Veteran unit

4 points to Rout a Conscript unit

2 points to Rout a Militia unit

For the French only:

10 points if they take and hold Quatre Bras

10 points if they take and hold Ligny

40 points if they take and hold Waterloo

15 points if they take and hold Wavre

For the Anglo-Allied/Prussian only:

10 points if they hold Waterloo

5 points if they hold Wavre

25 points if they hold Quatre Bras

20 points if they hold Ligny

**AUTOMATIC VICTORY FOR THE OPPOSING SIDE IF
NAPOLEON OR WELLINGTON IS KILLED OR CAPTURED**

DRAW: HIGHER SCORE IS < 50% OF LOWER SCORE

MARGINAL VICTORY: HIGHER SCORE IS 50% > LOWER SCORE

TACTICAL VICTORY: HIGHER SCORE IS 2 TIMES LOWER SCORE

STRATEGIC VICTORY: HIGHER SCORE IS 3 TIMES LOWER SCORE

SPECIAL RULES FOR THE WATERLOO CAMPAIGN

Battle Map: I used the game board from the Waterloo game by Avalon Hill as the basis for the terrain, drawing and painting the major roads, rivers, villages, woods, and towns on a 6 foot wide and 9 foot long piece of felt.

Rosters: The rosters represent the forces available for the campaign. Most abbreviations should be obvious, but here is a list: HC = Heavy Cavalry; LC= Light Cavalry; NL = Netherlands; Art. = Artillery; O.Gd. = Old Guard

GD = Guard; EL = Elite; VT = Veteran; CN = Conscript; MI = Militia

Each unit has one or more boxes that have 4 or 6 smaller boxes with them. As a unit takes a hit from fire, or hits as a result of melee combat, a smaller box is checked off or darkened in, moving from left to right.

For Example, here is the Old Guard Infantry, which has taken three hits so far

ID:	Old Guard Infantry	GD (10) ■■■ □□□	EL (9) □□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
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Whenever a unit has to take a Morale Test, the number in parentheses in the box farthest to the left with unchecked boxes is the testing number. For example, the Old Guard will test with a “10” (or “0” on a d10) as its base morale. If the same unit had taken a total of seven hits, it would test as Elite (see example below)

ID:	Old Guard Infantry	GD (10) ■■■■■■	EL (9) ■□□□	VT (8) □□□□	CN (7) □□□□	MI (6) □□□□
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Besides hits from fire and melee results, a unit will take additional hits when they fail Morale Tests, as follows:

- | | |
|---|---------------------|
| Unit drops a Morale Level to Nervous or Flustered | Take another hit |
| Unit drops its Morale Level to Panicked | Take two more hits |
| Unit drops its Morale Level to Rout | Take four more hits |

A unit will take a Morale Test based on the Pass Number in effect at the time the test is taken.

Typically, a unit may take four hits at each Morale Grade before being forced to the next lower Morale Grade. Each hit represents about 3-5% of the fighting value of the unit.

NOTE: Some French Imperial Guard units can take 6 hits instead of 4 hits at Guard level. This is to represent their greater ability to absorb damage before a negative morale effect.