

NAPOLEON'S LAST BATTLES

Quadrigrade of the Waterloo Campaign — 16–18 June 1815



Rulebook · Version 1.0.0

Quatre Bras · Ligny · Wavre · La Belle Alliance · The Campaign

1. Introduction

In June 1815 Napoleon crossed the Belgian frontier at Charleroi and drove his army into the gap between two enemies who had not yet joined hands: Wellington's Anglo-Allied army to the north-west, Blucher's Prussians to the north-east. Beaten separately they could be destroyed. Allowed to concentrate, they would destroy him. The four battles in this game, and the campaign that ties them together, all follow from that one problem.

You command either the French or the Coalition. The French are almost always attacking against the clock; the Coalition is holding ground and buying time until reinforcements arrive.

The scenarios

Scenario	Date	Turns	The problem
Quatre Bras	16 June	14	Ney must take the crossroads before Wellington concentrates.
Ligny	16 June	15	Napoleon must break the Prussian centre behind the brook.
Wavre	18–19 June	14	Grouchy must force the Dyle and pin Thielmann.
La Belle Alliance	18 June	18	Waterloo. Smash the ridge before the Prussians arrive.
The Waterloo Campaign	16–18 June	26	All four battlefields on one connected board.

2. The screen

The board is on the left; the panels on the right carry everything you need to make decisions. From the top: the current turn and phase with the End phase button, your orders and the selected unit, the staged attack and its odds, the Combat Results Table, a hex inspector, the objectives and victory points, army morale, and the combat log.

3. Reading a counter

Counters are coloured by army: light blue for the French, red for the Anglo-Allied, green for the Prussians. Each combat unit carries a NATO-style symbol, its formation name, and two numbers reading **strength-movement**. A counter reading 7-4 has 7 combat strength and 4 movement points.

Symbol	Arm	Notes
Crossed diagonals	Infantry	The backbone. Movement 4.
Single diagonal	Cavalry	Fast, but halved in forest. Movement 6–7.
Filled circle	Artillery	High strength, fragile if caught.
Star	Leader	No combat strength. Carries a command rating.

Most combat units have two steps. The first loss flips the unit to its reduced side, shown by a white bar across the counter and a lower strength; the second removes it from play. Where several units share a hex they are drawn fanned out with a count badge; hover to list them.

4. Sequence of play

Each game turn runs through four phases in a fixed order:

1. French movement
2. French combat
3. Coalition movement
4. Coalition combat

The turn number then advances, reinforcements due that turn enter at their map edge, and every unit is free to act again. In the campaign the Anglo-Allied and Prussian armies act together as one Coalition side.

5. Movement

Click one of your units and every hex it can reach is highlighted; click one to move there. A unit spends movement points from its printed allowance to enter each hex. A demoralized army moves at half allowance.

Terrain	Foot & artillery	Cavalry & horse artillery	Effect on combat
Clear / field	1 MP	1 MP	None
Town or village	1 MP	1 MP	Defender doubled
Crest (ridge)	1 MP	1 MP	Defender $\times 1.5$
Forest	2 MP	4 MP	Cavalry halved attacking in or defending
Marsh	2 MP	4 MP	None
Chateau	2 MP	2 MP	Defender tripled
Stream	3 MP to cross	3 MP	Defender doubled across it
River	Impassable	Impassable	May only cross, or attack, at a bridge
Bridge	1 MP	1 MP	Defender doubled
Road	Half cost	Half cost	Depends on the underlying terrain

Zones of control

Every combat unit exerts a zone of control into all six adjacent hexes. The moment a moving unit enters an enemy zone of control it must stop for the rest of that phase. You cannot march past a defended line; you have to break it. Leaders exert no zone of control.

Stacking

At most three combat units may occupy one hex. Leaders do not count against the limit.

6. Combat

Attacking is voluntary. In your combat phase click an enemy unit outlined in red; every eligible unit of yours adjacent to it joins the attack automatically. The Attack panel shows the total strengths and the odds column, and the Combat Results Table highlights that column live. Press Resolve attack to roll, or Cancel to call it off.

Odds are attacking strength compared to defending strength, expressed as a ratio and rounded down to the nearest column. Defence is multiplied by terrain, so a single battalion in a chateau can hold off a great deal. A leader within two hexes of the fight adds a command bonus to the attack.

Combat Results Table

Die	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De
4	Ae	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr
5	Ae	Ae	Ae	Ar	Ar	Ar	Dr	Dr	Ex	Ex
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	Ex

Attacks at better than 6-1 are treated as 6-1; attacks at worse than 1-5 are treated as 1-5.

Result	Meaning
Ae	Attacker loses a step.
Ar	Attacker retreats two hexes. If it cannot, it loses a step instead.
Ex	Exchange. Both the defender and the attacker lose a step.
Dr	Defender retreats two hexes; the attacker may advance.
De	Defender loses a step; the attacker may advance.

7. Morale and demoralization

Each army has a morale threshold, tracked by the bars in the Army morale panel. Once its cumulative strength losses pass that threshold the army becomes **demoralized**: its movement allowance is halved and it may no longer attack. If one side is demoralized while the other is not, the game ends there and then.

This is the real limit on reckless attacking. An army that batters its way onto every objective and arrives spent has not won anything.

8. Victory

Objectives are marked on the map with a gold star and listed in the objectives panel with their point value and who currently holds them. Holding an objective at the end of the game scores its points. Some objectives begin under one side's control, so the other side must take and keep them.

A game ends in one of two ways:

- The turn limit is reached. The side with more victory points wins. If the points are level, the side that inflicted more losses wins.
- An army is demoralized while its enemy is not. The game ends immediately in the other side's favour.

9. The Waterloo Campaign

The campaign scenario places all four battlefields on one board in their true relative positions — La Belle Alliance north-west, Wavre north-east, Quatre Bras south-west, Ligny south-east — and connects them with the roads the armies actually used: the Brussels-Charleroi chaussee running the full height of the map, the Namur road from Quatre Bras east to Sombrefe, and the lane from Wavre down to Plancenoit that carried Bulow onto the French flank.

Distances are real, and they cost turns:

From Charleroi to	Distance
Quatre Bras	9 hexes
Ligny	19 hexes
Sombrefe	23 hexes
Mont-St-Jean (Waterloo)	26 hexes
Wavre	36 hexes

Roads halve movement, so they are worth a detour. Reinforcements arrive on a historical schedule: Wellington's corps march down the Brussels road over the first ten turns, the Imperial Guard is held back until turn six, and Bulow's fresh Prussian corps enters from the east on turn four.

Winning both battles of 16 June will not by itself win the campaign. That was rather the point of the original.

10. Notes on play

- Attacking a village at even odds is how armies die. Concentrate until you have 3-1 or better, or find a flank where the terrain is not doing the defender's work for him.

- Keep a leader near the fighting. The command bonus is often the difference between one odds column and the next.
- Zones of control are a weapon. A cavalry screen across open ground can cost an approaching enemy an entire turn.
- As the Coalition, trade ground for time. Every turn the French spend short of an objective is a turn closer to your victory.
- Artillery hits hard but breaks easily. Keep it stacked behind or beside infantry, not out in front.

11. Saving and restarting

This release does not save games and writes nothing to browser storage; reloading the page ends the game in progress. Press New game at any time to start again, or Play again from the victory banner to replay the same scenario.

12. Credits and licence

Design, programming and artwork by Calvin Glomb, developed with AI assistance from Claude (Anthropic). The rules system and orders of battle are derived from the tabletop quadrigame *Napoleon's Last Battles*, designed by Kevin Zucker and published by Simulations Publications, Inc. in 1976, with later editions from TSR, Inc. and Decision Games. This is an independent, unofficial adaptation, not affiliated with or endorsed by any rights holder in the original game, and no ownership is claimed over it.

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