

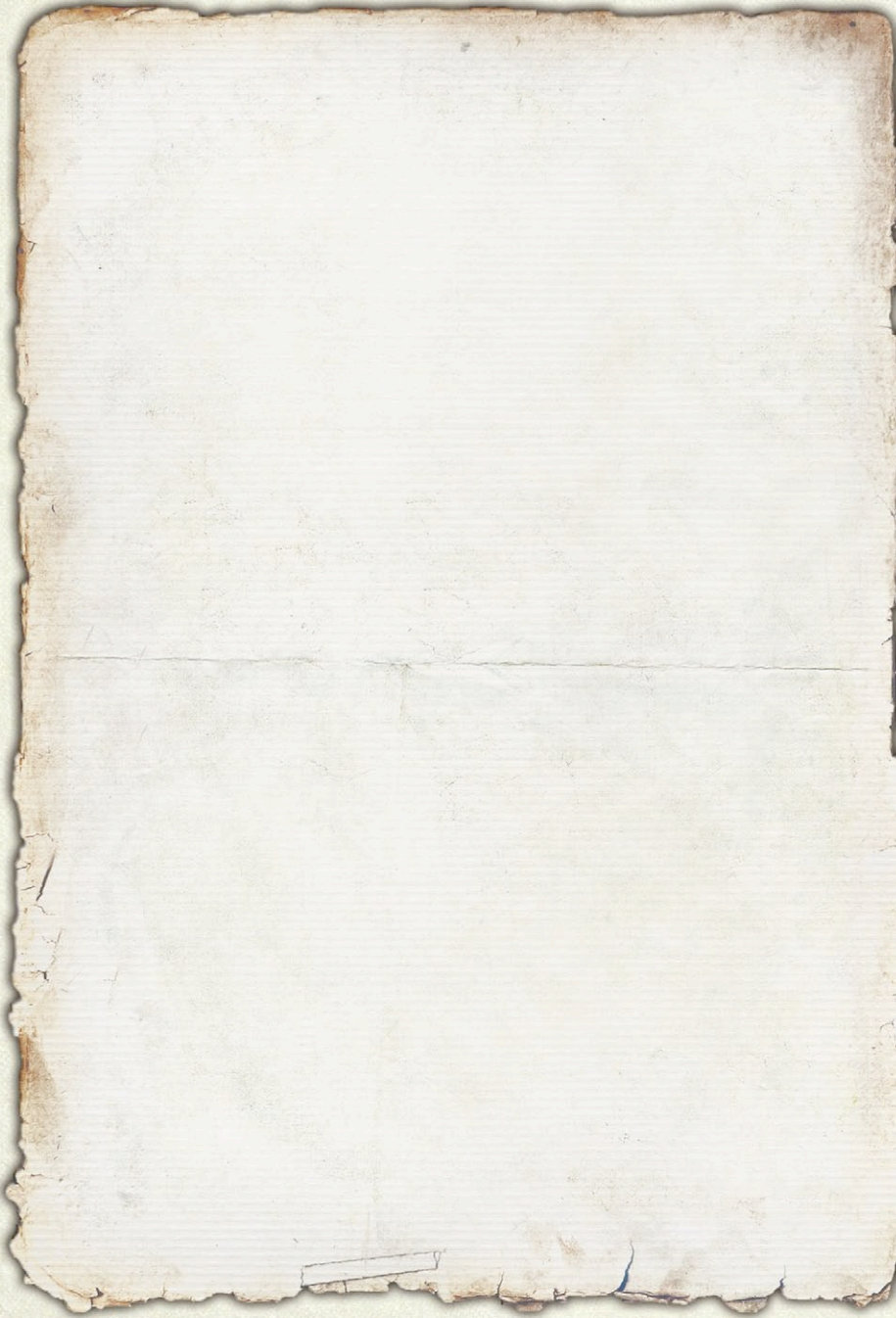
GAME MANUAL

WATERLOO

SCOURGE OF WAR



NorbSoftDev



CONTENTS

SYSTEM REQUIREMENTS	5
INSTALLATION OF THE GAME	5
UNINSTALLING THE GAME	7
PRODUCT UPDATES	7
GAME FORUMS	9
NEED HELP?	9
INTRODUCTION	10
MAIN GAME SCREENS	11
GENERAL ITEMS	11
MAIN MENU	11
MULTIPLAYER	12
SINGLE PLAYER	24
WATERLOO BATTLES	24
SANDBOX CAMPAIGN	27
SANDBOX – SINGLE PLAYER	35
USER SCENARIOS	38
TUTORIAL	39
LOAD SAVED GAME	39
LOAD REPLAY	39
MODIFICATIONS	40
OPTIONS	41
RESIGN	52
CREDITS	52



THE GAME SCREEN	53
HOW TO MOVE THE CAMERA	53
HOW TO MOVE YOUR COMMANDER AND SUBORDINATES	55
MARKERS AND ICONS	60
THE TARGET LIST	61
THE END OF GAME SCREEN	62
THE INFORMATION BAR	62
COURIERS	69
END BATTLE SCREEN	74
KEYBOARD COMMANDS	74
HOW TO FIGHT	81
HOW TO FLANK	82
HOW TO USE TERRAIN	83
HOW TO MELEE	83
HOW TO RALLY	84
HOW TO WIN	89
OBJECTIVE POINTS	89
COMBAT POINTS	92
THE HISTORY OF THE 100 DAYS CAMPAIGN	93
BIBLIOGRAPHY AND SOURCES	102
CREDITS	104

Cover painting: The 28th Regiment at Quatre Bras, by Elizabeth Thompson (Lady Butler), created 1875.

SYSTEM REQUIREMENTS

Intel Core2 Duo @ 1.65 GHz CPU or higher

2 GB RAM

2 GB Hard disk space

256 MB Video Card with DirectX 9.0c or higher, video card should NOT be on motherboard, but should be separate, no shared memory

Some sort of sound :)

Monitor, keyboard, and mouse :)

Windows 7 or 8.1. NOTE: Win 8.1 needs to have Windows 7 compatibility mode set.

Note that the game should run under Windows XP. However if you are still running Windows XP you really need to upgrade.

As of the initial release of the game, Windows 10 has not been released and so we make no official statements concerning compatibility with this version.

INSTALLATION OF THE GAME

If you purchased the game online, download the installer file from Matrix Games to any convenient location on your computer.

If you purchased the game on CD, put the CD in the drive. When the window for the CD appears, proceed to step 3. If no window appears, double click on My Computer, then double-click on the icon for your CD drive to continue. If you downloaded the installer, navigate to the Downloads folder or other location where you downloaded the installer file.



Double-click on the file **SoW-Waterloo-SetupRelease-v100.exe** to launch the install process.

When the Welcome window pops up, click **“Next”** to continue.

Enter your name and optionally your company or other free text and then click **“Next”**.

When the License agreement window appears, click on the **“I Agree”** radio button to continue or **“I do not agree”** to exit the installation process.

Enter the Installation Code that you received as part of the purchase process from Matrix Games.

The next window shows the default installation location. If you want to install the game to a different directory, click the **“Change”** button and navigate to the alternate directory. Click **“Next”** to continue.

This screen allows you to select the directory where the game shortcut will appear and to allow the game shortcuts to be available for all users or just the installing user. Click **“Next”** to continue.

When the final pre-installation Confirmation window appears, click **“Next”** to begin the installation process.

The installation progress window will show the progress of installing the game files.

When installation is complete, the Installation Successful window will appear. You may also view the readme.txt file for last minute information. Click **“Finish”** to complete the installation process.

NOTE: During the installation of *Scourge of War: Waterloo*, the installation process will create a new folder in your “My Documents” directory. This folder will have the name “SOWWL” and will contain a number of files and directories of interest. For veterans of *Scourge of War: Gettysburg*, this is the equivalent of the “Work” directory in that game. It contains folders for Saved Games; Campaigns, which holds the save game files for the Sandbox Campaigns; a Scenarios folder for mod scenarios; and the Screenshots folder that holds the graphics screenshot files in *.BMP format.

UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on the Matrix Games website and can also be downloaded quickly and easily by clicking on the *Update* link in your Game Menu or by using the *Update Game* shortcut in your Windows START menu folder for the game.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix



Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two step process:

Sign Up for a Matrix Games Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click Register Game near the top to register your new Matrix Games purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our *Games Section* (<http://www.matrixgames.com/games/>), once there select the

game you wish to check updates for, then check the *Downloads* link. Certain value content and additional downloads will be restricted to *Members Area* members, so it is always worthwhile to sign up there.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again at that point you are free to register for any Matrix Games product you purchase.

Thank you and enjoy your game!

GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>



INTRODUCTION

Welcome to *Scourge of War*. If combat in the age of black powder is what you like, you have come to the right game. *Scourge of War: Waterloo* is the latest in our series of games covering combat in the 18th and 19th centuries. This game, as with its predecessors, is an intense simulator of real time combat command. The simulation places you on the horse of the commander in battle and demonstrates how well your decisions play out in combat.

The history of this type of game starts with the release of Sid Meir's *Gettysburg* in 1997. This game pioneered a new type of wargame that was liberated from the constraints of the hex grid and turns. This was followed by Sid Meir's *Antietam* in 1998 and, following the sale of the game engine to Breakaway Games, by *Waterloo: Napoleon's Last Battle* in 2001 and *Austerlitz: Napoleon's Greatest Victory* in 2002.

The next generation began in 2005 with the release of *Civil War: Bull Run* by Mad Minute Games. This built on the strong foundation of the Sid Meir games but brought in a stronger AI and a careful attention to historical detail. This was followed by *Take Command: Second Manassas* which was released in 2006.

Following some corporate changes, the mantle was taken up by a newly named company, *Scourge of War*, which released the initial game of the third generation in 2010 as *Scourge of War: Gettysburg*. This was followed by the expansions for the Battles of: Pipe Creek in 2011, Antietam in 2011, Chancellorsville in 2012 and Brandy Station in 2013. A complete compilation of the Gettysburg generation games was also released in 2013, the 150th Anniversary Edition.

This now brings us to the fourth generation game, *Scourge of War: Waterloo*. The legendary *Scourge of War* AI has been rebuilt to fight a proper Napoleonic War era battle. The maps have been brought to a level of realism that brings new meaning to “you are there.” Multiplayer combat is as intense as ever in this earlier era of flintlocks and grand cavalry charges. A major new feature is the introduction of an operational level campaign game. This is currently set up only in a Sandbox mode, but now players can fight an entire campaign with a series of battles where the results carry over from battle to battle. So tighten up your flints, get your cavalry mounted and get ready for intense combat on the most famous battlefield of the Napoleonic Wars – Waterloo!

MAIN GAME SCREENS

GENERAL ITEMS

Most screens have two common buttons. These are the Return button, which has the curved arrow, which returns you to a previous screen without further action; and the Help button, marked with a question mark. Clicking on the Help button will bring up a Help Index screen, where questions on all aspects of the game are answered.

MAIN MENU

When the game starts, you are brought to the Main Menu, which provides your initial choices in setting up your fight. **Multiplayer** brings you to the sequence of screens needed to set up and start a multiplayer game against players across the room or across the



planet. **Single Player** allows you to set up a battle against the wily AI. **Modifications** allows you to select one or more player-created modifications to the base game. **Options** leads to three screens of options that can be set or altered to customize the game as you wish. **Resign** closes the game and returns you to the mundane world of your desktop. **Credits** shows the names and responsibilities of the members of the Waterloo Game Development Team.

MULTIPLAYER

CONNECT SCREEN

Clicking on the “Multiplayer” button brings you to this screen.



The Multiplayer Connect Screen is a dark brown interface with gold accents. It features several input fields and buttons:

- Version:** A text field containing "1.0003" and a help icon (?) to its right.
- Connect from the Lobby:** A section header.
- Player Name:** A text field containing "Jim".
- Player Handicap:** A text field containing "100".
- Account Name:** A text field containing "Jim_NSD".
- Password:** An empty text field.
- Confirm Password:** An empty text field.
- Buttons:** Two buttons on the right: "Enter Lobby" and "Create a new Account".
- Connect direct to an IP Address:** A section header.
- Server IP:** A text field containing "192.168.1.3".
- Server Port:** A text field containing "31791".
- Bottom Buttons:** A grid of six buttons: "Join", "Host", "Host List", "Map Port", "Show High Scores", and "Main Menu".

Before progressing further, everyone in the game must enter a name in the “Player Name” box. A Player Name can be anything you can enter from your keyboard, up to 30 characters long.

Everyone must also enter a number in the “Player Handicap” box. Your Player Handicap is the percent of the historical battalion strength your battalions will get. Thus, if your Player Handicap is entered as “100,” your battalions will have historical strengths. If you need more men in your battalions to compete with the other players, you may enter a number higher than 100. If you want to give the other players an advantage in numbers, you may enter a number lower than 100. For example, if you enter a handicap of 90, then one of your battalions with a historical strength of 300 will have 300×0.90 , or 270 men. The better a player you are, the lower your handicap should be to give other players a fair battle.

NOTE: Your Player Handicap will be seen by other players on the next screen, so your handicap will not be a secret.

There are two ways of setting up a Multiplayer game. The first is via the Lobby, which uses the PowerLobby functions, which are not maintained or controlled by *Scourge of War*, and the second is to connect directly to a known IP address.

1. **Connect from the Lobby**

To enter the *Scourge of War* Multiplayer Lobby, you must first create a PowerLobbies™ account.

To create an account, first type an account name into the “PowerLobby Account Name” window. This is the player name that other players will see once you are inside the lobby. The only characters you may use for your account name and password are A-Z, a-z, 0-9, and SPACE. Otherwise, there are no limitations.

Next, type a password into the “Password” window. The first time you enter it, you must also retype it in the “Confirm Password” window.

Once you have entered an account name and password, click on the “Create a New Account” button.

You have now created a *Scourge of War* Multiplayer account, and may enter the Multiplayer Lobby by clicking on the “Enter Lobby” button. The next time you select “Multiplayer” from the Main Menu and the Multiplayer Connect Screen appears, your PowerLobby Account Name and Password will be saved, and you may go to the Lobby immediately by clicking on the “Enter Lobby” button.

This Lobby is separate from the *Scourge of War: Gettysburg* Lobby. However, if you already have a PowerLobby account for *Scourge of War: Gettysburg*, you can use the same user name and password for *Scourge of War: Waterloo*.

2. **Connect Directly to an IP Address**

If one of the players has completed the one-time setup described below and is ready to host, the players may use this pathway.

The other players must enter the Host’s (External) IP address in the “Server IP” box, and “31791” in the “Server Port” box. Then they must click on the “Join” button. For the Host and all the players who join, the Multiplayer Select Screen will appear.

To Host a game you will need to know the IP Address of your router – that is, your External IP, so that the other players may connect directly to it. You can find this at websites such as:

NOTE: After you have connected to a Host, the Host's name and IP address will be automatically added to your Host List. To bring up this list, click on the "Host List" button. Click on the name of the person who is hosting, then click the "Connect to Host" button to transfer his IP Address to the "Server IP" screen. You may then join his game by clicking the "Join" button.

<http://whatismyipaddress.com/>

Your IP Address should be prominently displayed on the website's home page. Write down this number so that the other players can refer to it.

NOTE: Your IP address may change, especially if your house has a power failure or your ISP has an internal issue. If suddenly people can't join your game, check your IP address to see if it has changed.

Once you ascertain your IP Address, enter the Multiplayer Connect screen and type the number "31791" into the "Server Port" window of the "Connect Directly to an IP Address" pathway. (You, as Host, will not have to enter a number into the "Server IP" window.) Then click on the "Host" button (labeled with a "house" icon). In a few seconds, the Multiplayer Select screen will appear, with your name at the top of the Players box.

After you have entered the Multiplayer Select screen, the players who will join your game must type your IP Address into the "Server IP" window, type the number "31791" into



the “Server Port” window, and click on the “Join” button. For each player who joins, the Multiplayer Select screen will appear, and their name will appear in the Players box, visible to all other players.

SOW LOBBY SCREEN

The SOW (*Scourge of War*) Lobby shows boxes for both the Main Lobby area and for temporary Rooms that players create to start a game. When you enter, you will be in the Main Lobby area and your account name will appear in the Main Lobby Users box on the far left of the screen.

The top center box is the Main Lobby Chat area. You may type text in the white box just below the chat window, then hit “Return” to make your comment appear to all others in the Main Lobby.



To play in a Multiplayer game, you must enter a Room. Existing Rooms are listed in the Rooms box on the right. To enter a Room from the Lobby, you must select the name of the Room you want to enter from the Rooms box, then click on the “Enter Room” button. The name of each player who enters a given Room will appear in the Room Users box beneath the name of the player who created the Room. If a player wants to leave a Room, he may do so by clicking on the “Leave Room” button, and his name will disappear from the Room Users list.

There is a separate Room Chat box. This works just like the Main Lobby Chat, but is only seen by the players in a Room; that is, those players listed in the Room Users box.

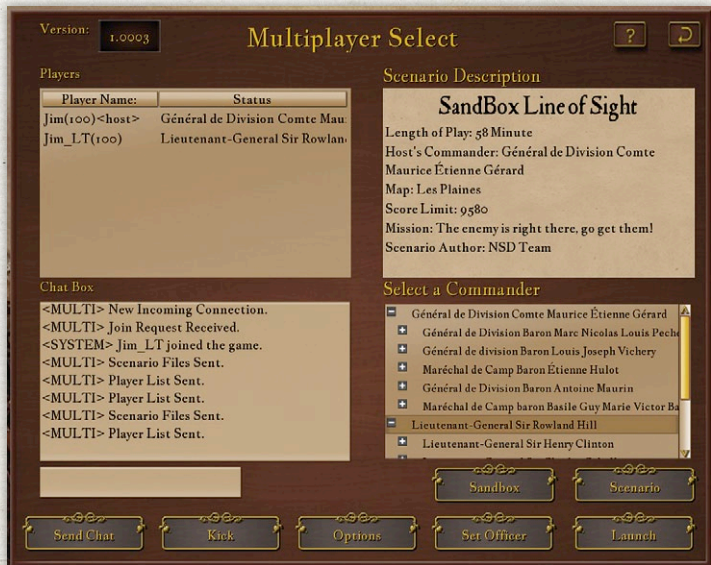
When all of the players who are going to be in a Multiplayer game have entered a Room, the player who created the Room will click on the “Enter Staging Room” button. For the Host and all the players in the Room, the Multiplayer Select Screen will appear.

MULTIPLAYER SELECT SCREEN

The Multiplayer Select Screen has four boxes and seven buttons. Five of the buttons are functional for the Host only.

The four boxes include the following:

❧ Players A list of the players and their handicaps will appear in this box on the top left side of the screen. After each player selects his commander from the Select a Commander box, this display will change to show his selected commander next to his name and handicap. The number in front of each selected commander’s name is the army of that selected commander –



“1” for French, “2” for Allies – so that the players may see at a glance which players are in which armies.

Scenario Description This shows the Battle Info text for the scenario that the Host has selected. For a Scenario game, this is the same text that will show up in the Battle Info box once the game starts. For a Sandbox game, the text will give the parameters – the Map, the OOB, the Battle Type (called “The Mission”), the Length of Play, the Starting Time, and the Scoring Limit – of the game generated by the Host.

Chat Box The chat box is for sending text messages to all of the players during setup. In addition, this is used for information messages. Enter text in the smaller box below the main Chat Box and then click the “Send Message”

button to dispatch a message to the Chat Box, where all the players in the game will see it. The Chat Box only appears during Multiplayer game selection while all players are on the Multiplayer Select screen, and is not accessible once the Host has launched the game.

✚ **Scenario Description** This window shows the description of the Multiplayer scenario by the scenario author or a generic description for Sandbox Multiplayer battles.

✚ **Select a Commander** Once the Host has selected the battle, this box will show the commanders in the scenario. To select a commander, a player must click on the desired commander's name to highlight it, then click the "Set Officer" button to send this selection to the Host. The selection will appear in the Players box next to his name. Officer selection is first come, first served. Players may change their selection at any time until the Host launches the game. At that point, all choices are locked in.

HOST ONLY BUTTONS

The Host has five buttons for his exclusive use.

✚ When the **Sandbox Game** button is clicked on, the Sandbox Battles screen (described below) will appear, on which the Host may generate a Sandbox game using the same parameters as a Single Player Sandbox game.

✚ When the **Scenario Game** button is clicked on, the Scenarios screen (described below) will appear, from which the Host may select any Scenario or Mod that is installed in his game.

✚ The **Options** button is on the lower row of buttons. Selecting this brings up the Multiplayer Options screen, which allows the

Host to determine the Difficulty Level of the Multiplayer game according to three parameters: the Map Icons display, the Max Camera Distance from the players, and the command level at and above which Couriers must be used. This screen also allows the Host to determine the game performance and appearance Options for this Multiplayer game. (Use of this screen will not affect the Options selected on any players' Options Screens.)

✚ The **Kick** button is also on the lower row of buttons. This button will forcibly disconnect a player from the Player list. The purpose of this is to remove a player who cannot or will not select an officer and is thereby preventing the Multiplayer game from being started.

✚ The **Launch** button is on the far right of the lower row of buttons. When all players have selected their commanders, the Host will use the Launch button to start the battle. When he clicks on "Launch Game," the game will load for all players.

THE MULTIPLAYER SCENARIOS SCREEN

This screen is available to the Host only, and is accessed by clicking the "Scenario" button in the Multiplayer Select screen, described above.

The Multiplayer Scenarios screen contains three boxes and four buttons and is very similar to the Single Player Sandbox screen. The three boxes include the following:

✚ **Select a Scenario or Mod** This box contains all the Multiplayer Scenarios installed in the game, as well as any Mods that the Host may have installed himself. This is the list of scenarios from which the Host may choose.

Scenario Description When the Host selects a scenario from the Select a Scenario or Mod box, this box will show a description of the scenario. If the Host chooses the scenario with the “Set Scenario” button, all the players will see the selected Scenario Description on their Multiplayer Select screens.

Select Commander The default commander selection for the Host will be the commander at the top of this box. If the host would like to choose another commander, he may select one from the list at this time. He may also change his choice of commander after he sets the scenario, when all the players will have a chance to select their commanders on the Multiplayer Select screen.

MULTIPLAYER SANDBOX SCREEN

This screen is very similar to the Single Player Sandbox screen. At the top of the screen, select your side by clicking on the French flag to play as the French or the combined British/Prussian flag to play as the Allies.

Select a Commander. This box on the top left shows all commanders available in the selected OOB. Click on the “+” button to show commanders in lower echelons. At the lowest echelon the arm of service is shown by a small icon: a stylized musket for infantry, a cannon for artillery, or a horse’s head for cavalry.

Select an Order of Battle. This box shows all of the OOB files available for the main game and for any installed mods.

Select a Map. This window shows all of the maps available for use in your Sandbox game.

There are six generic battlefields:

- ✚ **Die Huegel** features hilly terrain, allowing interesting tactical options for the observant commander.
- ✚ **Les Plaines** features mildly rolling terrain where troop dispositions are hard to hide.
- ✚ Four of the six generic battlefields were created for the Campaign game:
 - ✚ **Nord-Sud** features Flanders terrain with roads running north and south.
 - ✚ **Est-Oest** features the Flemish countryside cut by roads running east and west.
 - ✚ **Petite Ville** features another Flemish scene, complete with a small town.
 - ✚ **Grand Ville** features the fields of Flanders dominated by a large town.
 - ✚ **Waterloo AM** is a meticulous recreation of the great historical battlefield as it was at the start of the battle.
 - ✚ **Waterloo PM** shows the state of the battlefield, starting around the time when the French cavalry attacks were ending and the Prussian attacks on Plancenoit began.

Size of Battle. This pull-down allows the size of the battle to be determined. “Army versus Army” will include all the units in your selected side.

Battle Type. This pull-down selects the type of the battle to be fought.

- ✚ If you choose **Attack**, the enemy will be set with a defensive stance. They will hold the Objective at the start and you will have to attack to take it away from them.
- ✚ If you choose **Defend**, the enemy will be in an offensive stance. You will hold the Objective at the start and the enemy will attack to take it away from you.
- ✚ If you choose **Line of Sight**, you will be able to see the enemy at the start. If there is an Objective, neither side will hold it at the start of the fight.
- ✚ If you choose **Hunt Them Down**, you will not know where the enemy is at the beginning. You will have to be ready to encounter him at any time.

Balanced Forces. When this Option is checked, battles will have approximately even forces. If unchecked, the forces chosen will have their historical strengths, which may be significantly unbalanced in either direction.

Number of Objectives. This allows the player to set the number of Objectives appearing on the field, between 0 and 10.

Objective Point Value. This sets the number of points that can be won from each Objective. All objectives will have the same point value, which will range from 100 to 20,000 points each. The ideal is to balance the Objectives' point value with the expected cost in casualties to take and hold the Objectives.

Objective Time Limit. This value is the number of minutes that an Objective must be held to win it.

Score Limit This is the total number of points that must be accumulated to win the game. Legal values range from 100 to 100,000. The game will end when either side gets this number of points.

Game Length. This is the length of the game in minutes. The game will end with this duration if neither side reaches the number of points set in the Score Limit.

Starting Time. This is the starting time of the scenario in hours, using the 24-hour military system.

SINGLE PLAYER



The Single Player screen has eight buttons:

WATERLOO BATTLES

Clicking on this button brings up the screen where you may choose from among twenty scenarios from the Battle of Waterloo. Some will be historical and some will be alternate history. In both, you have your chance to command troops during this crucial battle and re-shape the outcome.

In the scenario descriptions, “F,” “B,” “D” or “P” shows that you command French, British, Dutch or Prussian troops. “Brig,” “Div,” “Corps” or “Army” shows that you command a Brigade, Division, Corps or a complete Army in this scenario.

French Commander Scenarios:

1. **The Emperor's Plan** (F-Brig) 11:30 AM. You command Brigade Baudin as part of the attack on the French left in the morning.

2. **To the King of Westphalia** (F-Div) 12:30 PM. You command the French 6ème Division in a supporting attack on the French Left in the area of the Chateau Hougomont.
3. **Papelotte** (F-Brig) 12:00 PM. You command Brigade Brue of the 4ème Division. Your mission is to attack and occupy the buildings of the farm called Papelotte.
4. **Count d'Erlon's Attack** (F-Corps) 1:30 PM. You command the entire First Corps of the French Army. Napoleon has ordered you to attack the Allied left flank by any means you choose.
5. **La Haye Sainte** (F-Brig) 3:00 PM. The attack of d'Erlon has been repulsed with major losses. Now you command Brigade Quiot, one of the less-damaged surviving units. Your orders are to drive out the Allied forces occupying the farm called La Haye Sainte.
6. **Mont St. Jean sans Infantry** (F-Div) 4:00 PM. The Allied infantry is reported to be retreating from their positions in front of Mont St. Jean. You are ordered to attack with your division of heavy cavalry and turn the retreat into a rout.
7. **No Warning** (F-Div) 5:00 PM. You are in command of the 6ème Corps d'Armee on the right flank of the French Army. There have been rumors of approaching troops who may either be Prussians or the forces of Grouchy. Your orders are to keep the right flank secure.
8. **The Young Guard** (F-Div). 6:00 PM. The Prussians have driven the 6ème Corps out of Plancenoit, endangering the right flank of the army. You are in command of the Young Guard division of the Imperial Guard. Drive the Prussians back out of Plancenoit and secure the right flank.
9. **Napoleon's Finale** (F-Div) 7:30 PM. The situation is clear: the Prussians are held in check for now in Plancenoit, and the

cavalry and artillery have weakened the Allied line. Now the Imperial Guard must be committed to break the Allied center and win the battle.

10. **La Bataille de Mont Saint Jean** (F-Army) It is 11:30 AM on June 18th and you command the feared Armée du Nord. Your mission is to destroy the Anglo-Dutch forces in front of Mont St. Jean before the Prussians can intervene.

Allied Commander Scenarios:

11. **The Hunters** (B-Brig) 11:30 AM. You are in command of the mixed force that is defending the Chateau of Hougoumont, a critical position on the Allied right. Your orders are to hold the Chateau and as much of the grounds as possible.
12. **The Sunken Lane** (D-Brig) 1:30 PM. You are commanding the 1e Nederlandse Brigade, stationed on the left of the Allied line. The French appear to be organizing a large infantry attack. Your mission is to hold your position.
13. **By Saber, Attack and Pursue** (B-Corps) 1:45 PM. You command the British Cavalry corps, stationed behind the main infantry line. The French are attacking the Allied left with a large infantry force, poorly supported with cavalry. The opportunity for a devastating attack appears to be near.
14. **Mont St Jean, Sabers vs Bayonets** (B-Div) 4:00 PM. You are in charge of the 3rd British Infantry Division stationed on the Allied right. The French appear to be organizing large cavalry attacks. Your mission is to maintain your position.
15. **Vorwärts 16. Brigade** (P-Division) 6:00 PM. The French VI corps has fallen back to Plancenoit village, the last defensive position on the French right flank. Your division is ordered to attack the French and drive them out of Plancenoit.

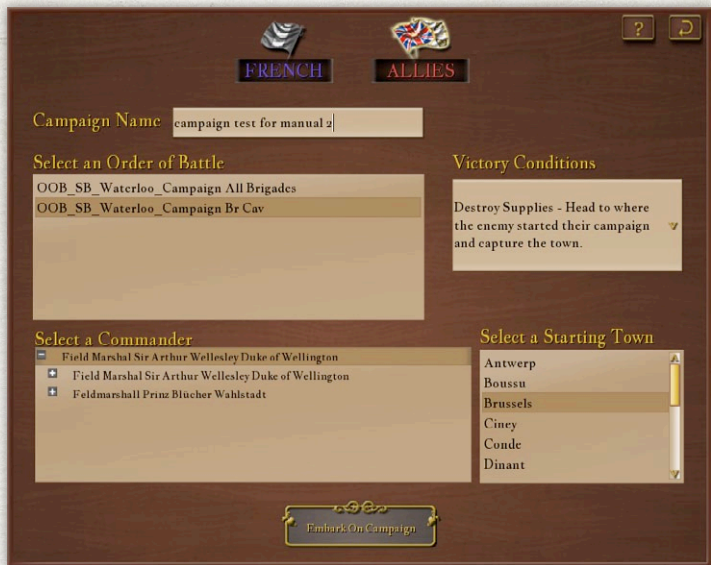
16. **That Damned Village** (P-Corps) 6:00 PM. The march of the Prussian army is led by the IV Corps. The mission is to drive in the French right flank, which is anchored in the village of Plancenoit.
17. **Meet the Old Guard** (P-Div) 7:30 PM. What is left of the village of Plancenoit has changed hands four times in two hours. The Prussian Nr 14 Brigade is ordered to take the village, currently held by at least two battalions of the Imperial Guard.
18. **General Bayonet** (D-Division) 7:45 PM. Imperial Guard forces amounting to a reinforced division are attacking the Allied right. Wellington has ordered you to bring up your command of the 3ème Nederlandse Infanterie division to help repulse this dangerous attack.
19. **La Garde Recule !** (B-Brig) 7:50 PM. The French forces are in shaky condition. The elite 1st Guards Brigade is ordered to repulse any attacks and pursue and destroy any retreating forces.
20. **The Battle of Waterloo** (A-Army) 11:30 AM. You sit in the saddle of Wellington, in command of Allied forces. The Prussian Army under Blucher is marching to your support. Your mission is to hold your position until the Prussians arrive with sufficient forces to allow the combined armies to defeat Napoleon once and for all.

SANDBOX CAMPAIGN

Clicking on this button leads you to the Load Campaign screen. Here you start a new campaign or load a previously saved campaign game. Click on the “New Campaign” button to initiate a new campaign. To load a saved campaign, scroll up or down the list so that the campaign you want to continue is highlighted.

Then click on “Load Campaign” to load this campaign. You may also use the “Delete Campaign” button to permanently delete a saved campaign game.

New Campaign. When this choice is selected, the Select Your Army screen appears. First at the very top click on the French flag or Allies flag to select your side. In the box below the flags, type in a name for your campaign. Next, you may select an Order of Battle from which to select your forces. You may use the entire army or a smaller formation (for example, a division or brigade). The next step is to select a starting town. Your entire army will start the Campaign in this town. Finally, select a commander; this sets the size of your army. Then click on the “Embark on Campaign” button to start your campaign.



Campaign Map. At the launch of the game you will see the map of the campaign area.



Most important are the towns and the road net. Moving the camera on the campaign map is done exactly the same as on battle maps. You may only move your troops on the roads; no cross country movement is allowed on the campaign map.

Towns. The town names float above the towns' locations. Major towns are indicated with gold text and minor towns are indicated with a light gray color. If you click on a town's name, you will see information on the benefits that are given to a unit which occupies that town. Major towns give more benefits to an occupying town than minor towns. When a town is occupied and you click on the town name, a screen will display the status of all

the friendly units in that town. The only time you will be able to monitor the status of your units is when they are stationary and occupying a town.

Roads. You may only move your troops on the roads; no cross country movement is allowed on the campaign map.

Your Army. The location of your army is marked by the flag of your country. Under the flag is a single mounted figure which indicates the location of your army. Right click on the flag to

Campaign OOB Detached List

Field Marshal Sir Arthur Wellesley Duke of Wellington

Luitenant-Kolonel L. P. Coenegracht

Kolonel J.B. de Bruijn

Generaal-Majoor Albert Dominicus Trip van Zoudtlandt

Field Marshal Sir Arthur Wellesley Duke of Wellington

- + Field Marshal Sir Arthur Wellesley Duke of Wellington
 - + Z.K.H. Prins Guillaume Charles Frédéric van Oranje Nassau
 - + Luitenant-General Sir Rowland Hill
- Field Marshal Sir Arthur Wellesley Duke of Wellington
 - + Lieutenant General Sir Thomas Picton
 - + Lieutenant General Sir Lowry Cole
 - + Major Percy Drummond
 - + Herzog Friedrich Wilhelm von Braunschweig-Oels
 - + Generalleutnant Frederich von der Decken
 - + Generalmajor August von Kruse
 - + Colonel Sir Friedrich von Arentsschildt

Attach

Detach

bring up the OOB listing of your army. The top window shows the listing of all of the detachments of your army. At the start of a campaign, there will be one line for your entire army. The lower window shows all of the subordinate units of the commander highlighted in the top window. To detach a unit (at any level, from a single fighting unit to a corps), click on it in the lower window and then click the “Detach” button. The unit is detached and now appears in the top window as a separate unit. If you have multiple units in one town, use this window to select the unit that you wish to order to a different location. At any time, you may “Reattach” a unit to your main army. If this unit is not with the main army it will automatically move to the main army to rejoin.

The Campaign Clock. The clock in the left end of the toolbar indicates not only the minute and hour of the campaign, but also the day. A campaign day will end at 21:00 hours and begin immediately the next morning at 6:00. At the beginning of the new day, a new number will appear as the first digit on the clock to indicate the campaign day.

Moving Your Army. Select a unit to move by left clicking on the unit’s flag. If you have multiple units in one town, right click on a flag to bring up the Army window and then click to select the desired unit. To move your unit, right click on the name of the destination town. A dotted line will appear indicating the path from the unit to the destination, and the unit will begin moving. You may only move from one town to another town. When your unit arrives at its destination, an icon will appear above that town showing that it is occupied by your army.

X

- Général de division Comte Edouard Jean Baptiste Milhaud
 - + Général de Division Comte Pierre Watier
 - + Général de division Baron Jacques Antoine Adrien Delort

- Generaal-Majoor Albert Dominicus Trip van Zoudtlandt
 - Luitenant-Kolonel C.M. Lechleitner
 - Kapitein Abraham Petter

Battle**Retreat**

Battles. When a unit of your army encounters a unit of the enemy army, a Scouting Report window will appear. This will tell you the size of your unit and the strength of the enemy unit. You have the choice of Fight or Retreat.

If you click on the “Retreat” button, your unit will return to the last town it passed through. After that, you are free to maneuver your unit as you see fit.

If you choose to fight, click on the “Fight” button. This signals that your unit will give battle to the enemy unit. The campaign clock will pause. If the enemy has decided to Retreat rather than

accept battle, when you unpause the campaign clock a window will inform you, “Sir, the enemy is retreating.” However, if the enemy has decided to stand and give battle, when you unpause the campaign clock the window will inform you, “Sir, our men are in the heat of battle. We must support them.” Click on the “Battles” button in the toolbar, and the “Battles” screen will appear, with the present engagement at the top, showing the status “Currently Fighting.” Click on this engagement to highlight it, then click on the “Battle” button at the bottom of the screen, and the battle will load. Your friendly unit (friendly units are called “Allies” on both the Battles and Status screens) and the enemy unit will fight a Sandbox battle on a Scourge of War tactical battle map, in “Line of Sight” mode. (“Line of Sight” battles are described below in “Sandbox – Single Player.”) You will fight the battle versus the AI in the usual way. At the end of the battle, the AI may decide to retreat, or you may decide to retreat from the battle by clicking “End Battle.” You will be informed of the result of the battle by the End Battle screen which will immediately appear. Whether a battle ends in victory or defeat, an hour will be required for the units in the battle to reorganize afterward, during which they will not obey new marching orders.

By clicking “Save Battle” on the Menu, you may save the battle and continue fighting it later. When you save battles, it is possible to have more than one battle occurring at the same time as seen on the campaign map. You may exit each battle and switch to the other as you choose. For example, if you start a battle at 10:00 and, at 10:30 you click “Save Battle” on the Menu, the campaign map will reappear with the time 10:00,

the time you started the saved battle. Then, if a second battle starts at 10:15, you may exit this second battle at 10:30 using "Save Battle," go back to the Battles button on the campaign screen, highlight the first saved battle (whose status will read "Currently Fighting"), click on the "Battle" button at the bottom of the screen, and the first battle will load again – you may begin playing it where you left off.

Casualties are subtracted from your army strength; however, 30% of the casualties will return to your army. These represent the lightly wounded returning to duty, as well as stragglers who have caught up to the army.

Status. When you click the "Status" button in the campaign map toolbar, the Status screen will appear, showing the name of the campaign, the kind of campaign game it is (see the four options in "Winning a Campaign" below) and the status of each town on the map; that is, which side occupies it at the present time. The friendly side is always referred to as "Allies."

Winning a Campaign. There are several ways to win a campaign. These are selected during the startup of your Sandbox Campaign. The options are: (1) Take One Town, where both armies attempt to capture Brussels; (2) Conquer Map, where you attempt to occupy a majority of the towns on the map; (3) Destroy the Enemy, where you find the enemy army, bring it to battle and win by inflicting heavy casualties; or (4) Destroy Supplies, where you capture the town where the enemy starts the campaign while preventing the enemy from capturing your own base of supplies.

SANDBOX – SINGLE PLAYER

This button leads you to the Sandbox Single Player setup screen. This screen provides a number of options to set up your Single Player Sandbox game.



Select Your Army. At the top of the screen click on the French flag to play as a commander in the French Army. Click on the British/Prussian flag to play as an allied commander.

Select a Commander. This box on the top left shows all commanders available in the selected OOB. Click on the “+” button to show commanders in lower echelons. At the lowest echelon the arm of service is shown by a small icon: a stylized musket for infantry, a cannon for artillery, or a horse’s head for cavalry.

Select an Order of Battle. This box shows all of the OOB files available for the main game and for any installed mods.

Select a Map. This window shows all of the maps available for use in your Sandbox game.

There are six generic battlefields:

✚ **Die Huegel** features hilly terrain, allowing interesting tactical options for the observant commander.

✚ **Les Plaines** features mildly rolling terrain where troop dispositions are hard to hide.

✚ Four of the six generic battlefields were created for the Campaign game:

✚ **Nord-Sud** features Flanders terrain with roads running north and south.

✚ **Est-Oest** features the Flemish countryside cut by roads running east and west.

✚ **Petite Ville** features another Flemish scene, complete with a small town.

✚ **Grand Ville** features the fields of Flanders dominated by a large town.

✚ **Waterloo AM** is a meticulous recreation of the great historical battlefield as it was at the start of the battle.

✚ **Waterloo PM** shows the state of the battlefield, starting around the time when the French cavalry attacks were ending and the Prussian attacks on Plancenoit began.

Size of Battle. This pulldown allows the sized of the battle to be determined. “Army versus Army” will include all the units in your selected side.

Battle Type. This pulldown selects the overall type of the battle to be fought.

If you choose **Attack**, the enemy will be set with a defensive stance. They will hold the Objective at the start and you will have to attack to take it away from them.

If you choose **Defend**, the enemy will be in an offensive stance. You will hold the Objective at the start and the enemy will attack to take it away from you.

If you choose **Line of Sight**, you will be able to see the enemy at the start. If there is an Objective, neither side will hold it at the start of the fight.

If you choose **Hunt Them Down**, you will not know where the enemy is at the beginning. You will have to be ready to encounter him at any time.

Balanced Forces. When this Option is checked battles will have approximately even forces. If unchecked, the forces chosen will have their historical strengths, which may be significantly unbalanced in either direction.

Number of Objectives. This allows the player to set the number of Objectives appearing on the field, between 0 and 10.

Objective Point Value. This sets the number of points that can be won from each Objective. All objectives will have the same point value, which will range from 100 to 20,000 points each. The

ideal is to balance the Objectives' point value with the expected cost in casualties to take and hold the Objectives.

Objective Time Limit. This value is the number of minutes that an Objective must be held to win the Objective.

Score Limit. This is the total number of points that must be accumulated to win the game. Legal values range from 100 to 100,000. The game will end when either side gets this number of points.

Game Length. This is the length of the game in minutes. The game will end with this duration if neither side reaches the number of points set in the Score Limit.

Starting Time. This is the starting time of the scenario in hours, using the 24-hour military system.

The "Show High Scores" button brings up a screen that shows your scores in Sandbox games.

The "Launch Sandbox Game" button loads the battle with your selected Options and places you on the battlefield in command of your troops.

USER SCENARIOS

Some Mods for the game will have player-designed scenarios as part of the Mod. Clicking on this button brings up the screen where you may select a Mod scenario to play. On the top right is the Select a Scenario box, which lists all of the Mod scenarios available. When you click on a specific scenario, the Scenario Description appears in the left box. In most scenarios you will play as a specific commander, but in some you will have choices. The list of available commanders will appear in the lower right box.

The “Show High Scores” button brings up the High Scores Screen and the “Launch Scenario” button loads the selected Mod scenario and places you on the battlefield with your troops.

TUTORIAL

This button brings up the *Scourge of War* Tutorial. Here you may play through the tutorial that is designed to help you to learn the hard lessons of combat command in the Napoleonic era.

LOAD SAVED GAME

This button brings up the screen that allows you to load any saved game and resume combat where you left off.

LOAD REPLAY

This button brings up the screen where you may select a Replay file so that you can study all the twists and turns that shaped the outcome of the battle. The “Load Replay” button will load the highlighted Replay file.

After the Replay loads, press the space bar when prompted to start the Replay. In the Replay, units are depicted as simple boxes to allow rapid movement back and forth in time. The Replay will automatically start a few seconds after loading. The speed and direction of the Replay can be controlled by the buttons on the Toolbar on the lower right of the screen. The current time is shown on the middle of the Toolbar, and the ending time of the scenario is shown at the top right of the Toolbar. The upper row of control buttons sets the speed for continuous play. Movement may be at intervals of 5, 30 or 60 seconds. Forward speed is on the right and Backward speed is on the left, with the Stop button in the middle. The lower row of buttons allows the player to move the Replay forward or backward in single steps of 5, 30 or 60 seconds.

Units in the Replay are color coded: infantry have black coloring on the end of the unit box, artillery red, and cavalry yellow. In addition, the appropriate branch insignia will be shown on the top of the unit box. A unit that is firing will show a yellow stripe along the top of the unit box. Clicking on the flag will show details about the selected unit on the Toolbar – any unit from either side may be selected. All units for both sides on the battlefield are shown, regardless of line-of-sight visibility in the actual battle. When you are done watching the Replay, hit the Esc key and select “Quit Game” to exit the Replay.

The “Delete Replay” button allows you to permanently delete the highlighted file.

BACK TO MAIN

This returns you to the Main Menu.

MODIFICATIONS



A Modification, or “Mod” for short, is a user-created change to the basic game. It can be very simple or so extensive as to completely change the game. *Scourge of War* is designed to allow for the creation of a wide variety of Mods that can alter the appearance and dynamics of the game. The instructions for creating a Mod are given in a separate document, the “Mod Guide,” which is part of the Software Development Kit, or “SDK.” The SDK will be available some time after the release of *Scourge of War: Waterloo*. Check the *Scourge of War* forum (<http://www.norbsftdev.net/forum>) for the latest news.

Mod files need to be installed in the correct directory to be usable in the game. The default location for Mods is C:\Matrix Games\Scourge of War – Waterloo\Mods. Most Mods are downloaded as compressed files. The compressed file must be unpacked using appropriate software such as 7Zip or PKZip. The maker of the Mod will be able to tell you which program was used to create the compressed file.

This screen shows the list of all Mods installed in the Mods directory on your computer on the left side of the window. A Mod can be activated by clicking on the brown box to the left of the name. An active Mod will have a check mark in the box. The active Mods are loaded in the order shown on the Mods screen from top to bottom. In some cases, Mods will need to be loaded in a specific order. To change the order, click and hold on the name of the Mod. Drag it up or down the list as needed and unclick when it is where you want it.

The right side of the screen shows any information about the Mod that was included by the person who created the Mod. Not all Mods have information.

When you have selected the Mods you want to activate or deactivate, and you have them in the correct loading order, click on the “Use Selected Mods” button at the bottom of the screen. This will record your choices and return you to the Main Menu.

OPTIONS



The Options Screens allow you to customize *Scourge of War* to suit your game play preferences and to adjust the settings to maximize the game’s performance on your computer.



OPTIONS TAB, PAGE 1: Preset Difficulty Levels

These allow you to set the Difficulty of the game to any one of seven levels (plus a “Custom” level that allows you to customize the Difficulty). The seven preset Difficulty Levels adjust the game’s Difficulty according to four variables, shown in the following table and explained below:

Difficulty Level	Untrained	Militia	Normal	Seasoned	Veteran	Historical	Grognard
AI Regiment Strength	-20%	-10%	Hist	+10% +20%	Hist	+30%	
Map Display	A	B	B	C	C	D	D
HITS	No	No	No	No	No	Yes	Yes
Orders by Courier at Command Level	None	None	None	Army	Corps+	Division+	Brigade +

AI Regiment Strength

The AI adds or subtracts manpower from enemy regiments at the rate shown for each Difficulty Level. At the “Normal” and “Historical” difficulty levels, enemy regimental strengths are at their historical level.

Map Display

The Map will differ in what it displays according to the Difficulty Level.

- A The Map will display all units.
- B The Map will display friendly units and enemy units visible to any friendly unit.
- C The Map will display friendly units and enemy units visible to you.
- D The Map will display no units, only Objectives.

HITS

The camera can go anywhere on or above the battlefield, except at the two most difficult levels, “Historical” and “Grogard.” At those Difficulty Levels, the camera cannot be moved from the commander you are playing. This is “HITS,” or “Headquarters in the Saddle.” In “HITS,” you will only be able to swivel the camera from right to left and rotate it up and down. It is the closest simulation of Napoleonic War battlefield command in the world today.

Orders by Courier at Command Level

At the Untrained, Militia, and Normal Difficulty levels, all movement and stance orders may be given by click-on methods explained in “How to Move” and will be transmitted instantly.

At greater Difficulty Levels, however, you may be required to send couriers in order to give your subordinates movement or stance orders. By inducing the delay caused by having to send couriers, you will experience the closest simulation of the tempo of a Napoleonic War battle. How to send couriers is explained in “The Send Courier Screen.”

✚ At the **Seasoned** Difficulty Level, if you are an Army commander, you must send your orders by courier. (If you are a Corps commander or below, you may still give your orders by the click-on methods.)

✚ At the **Veteran** Difficulty Level, if you are a Corps or Army commander you must send your orders by courier. (If you are a Division commander or below, you may still give your orders by the click-on methods.)

✚ At the **Historical** Difficulty Level, if you are a Division, Corps or Army commander you must send your orders by courier. (If you are a Brigade or Battery commander, you may still give your orders by the click-on methods.)

✚ At the **Grognard** Difficulty Levels, you must send your orders by courier unless you are a Battery commander.

(Grognard – pronounced “gron-YARD” – is French for “grumbler,” and was Napoleon’s affectionate term for the elite soldiers of his army, the men of the Imperial Guard.)

Custom Difficulty Settings

These are enabled by selecting the “Custom” Preset Difficulty Setting. They allow you to adjust the difficulty of the game according to six variables:

AI Aggressiveness This setting affects the tendency of an AI commander to attack or defend in a given situation. Positive settings make the AI commanders more aggressive than they were historically; negative settings make the AI commanders less aggressive than they were historically.

AI Morale Level This setting adjusts the morale of AI units. Positive settings give the AI units better morale than they had historically, negative settings give the AI units worse morale than they had historically.

AI Regiment Strength This setting adjusts the manpower of AI infantry and cavalry units. The setting is to be read as a percentage. Thus, a setting of “100” gives the AI units the same manpower as historically, a setting above “100” gives the AI units greater manpower than they had historically, and a setting under “100” gives the AI units less manpower than they had historically.

Map Icons Display Level This setting adjusts the amount of information given on the Map.

- **“All Units”** The Map will display all units.
- **“All in Sight”** The Map will display all friendly units and enemy units visible to your units.
- **“All in 1K yds”** The Map will display all friendly units and enemy units within 1000 yards of any friendly unit.
- **“All in 700 yds”** The Map will display friendly units and enemy units within 700 yards of the player.
- **“Bare map”** The Map will display no units, only Objectives and the camera icon.

☞ Max Camera Distance from You This setting adjusts the distance the camera may be moved from the commander you are playing. Set the value to “10,” the lowest setting, to lock the camera to you (called “HITS,” or “Headquarters in the Saddle”).

Autosave Interval (mins) A saved game is generated at the intervals you specify. This is the number of minutes of game time between one save and the next. To disable it, you may set it to zero. If you set a value above zero, the game will be saved to the “Load Saved Game” screen and may be loaded and replayed from the last “save.”

Screen Resolution Most players will opt to use the screen resolution that is currently set on their system. Screen resolution optimum is a monitor-specific item. Some monitors only look good at certain native resolutions. You may play at 1024 x 768 to maximize the size of the context menu buttons.

Note: You must restart the game for a change of screen resolution to take effect.

Full Screen If unchecked, *Scourge of War: Waterloo* will play “windowed” – that is, on a part of the screen. This allows for multi-tasking while playing the game. The fraction of the screen used by the game varies depending on the selected screen resolution and on the screen resolution selected within Windows.

Display Target List If checked, a small screen will appear in the upper left hand corner of the Game Screen, showing the distances to visible enemy units. This is a player aid, and does not affect computer performance. It may be toggled on and off during play by using the “U” key.

Disable Context Menu If checked, context menus will not be displayed. This is intended for players using couriers only to send orders.

OPTIONS TAB, PAGE 2:



Display Options

These allow you to adjust the quality and realism of the graphics, which may affect the game's performance on your computer. They also allow you to add play aids.

(* The Options settings marked with an asterisk below may be changed during game play by means of the Options accessible from the In-game Menu.)

***Show All Dead Bodies** If this is selected, the battlefield will show all the dead bodies that accumulate during a scenario. In a

large scenario, there may be enough dead bodies to slow a low-end computer.

***Display Rifle Smoke** Unselecting this will slightly improve computer performance.

***Display Artillery Explosions** Unselecting this will slightly improve computer performance.

***Hide Flag Icons** The icons above friendly flags are player aids (see “Flag Icons”). If you do not want to see them, they may be unselected. They do not affect computer performance.

***Show Road Path Icons** If selected, small gold icons will show the road path of a selected unit if it has been ordered to Use Roads. This is a player aid, and does not affect computer performance.

Sprite Ratio This slider allows you to change the ratio of soldiers to sprites. For *Scourge of War: Waterloo*, the default ratio is set to 6. A setting of “0” also uses the default number of 6 soldiers per sprite. Changing this parameter can significantly affect the performance of the game, especially for battles with large numbers of soldiers on the battlefield.

Foliage

Percent Trees Showing This slider sets the percentage of the game foliage that the scenario terrain will show. Reducing this percentage will improve computer performance.

Display Off-map Trees This displays trees beyond the edge of the playable terrain, giving the impression that the terrain is boundless. Unselecting this option will improve computer performance.

***Max Transparent Tree Draw Distance (yds)** This sets the distance from the camera that trees will be made transparent, to allow you to see and fight better in wooded terrain. Trees and other foliage may also be toggled on and off during play with the “T” key.

NOTE: Increasing the transparency setting or toggling off foliage will not make visible any enemy units which may be hiding there (see “Terrain Effects on Visibility”).

Make Walls Transparent with Trees This makes buildings transparent at the same distance as the trees in the previous option.

Show Off-map Terrain This toggles on or off the “wrap” function that draws terrain off the edge of the in-game terrain, giving the impression that the terrain is boundless. Unselecting this option will slightly improve computer performance. Note: The “wrapped” terrain is generic and not historically accurate.

Uniform Quality This setting affects the graphic quality and variety of the uniforms on the soldiers in the scenario. A high setting, especially in large scenarios, will slow the performance of a low-end computer (that is, one with a CPU slower than 2 GHz and with under 2 GB of RAM).

Terrain

Max Terrain Draw Distance This pull-down sets the distance from the camera that the terrain will be drawn. Reducing this setting can significantly improve computer performance.

Show Map Objects This pull-down determines if the wood fences and buildings are on or off. The sequence is: Best – all

are on; High – buildings are off, wood fences are on; Medium – buildings are on, wood fences are off; Low – buildings and wood fences are off. Reducing the objects will somewhat improve computer performance.

Max Number Arty Hit Decals These “decals” are the graphics showing artillery ground hits. The maximum number is set to 50 to avoid degrading game performance. The oldest decals are removed and new ones added once the limit is reached. Reducing this number will slightly improve computer performance.

***Max Units Draw Distance (yds)** This is the maximum distance from the camera at which troops will be drawn on the terrain. It does not affect distances at which units, especially artillery, will open fire.

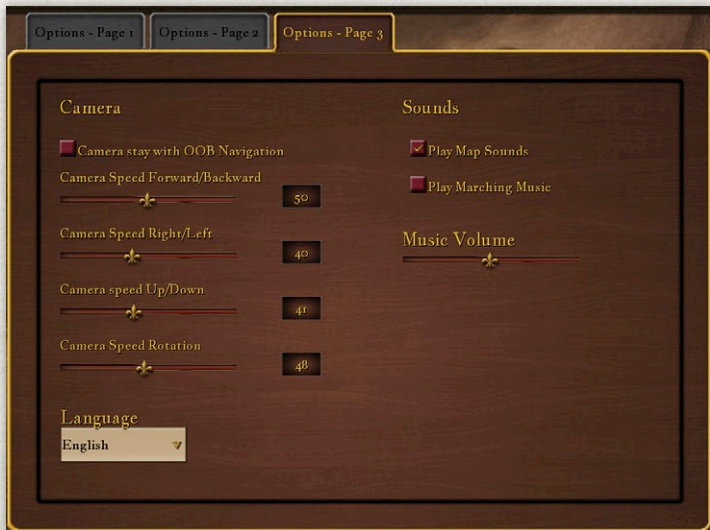
***Max Trees Draw Distance (yds)** This setting adjusts the maximum distance from the camera at which trees will be drawn on the terrain. Reducing this distance can significantly improve computer performance.

***Max Objects Draw Distance (yds)** This adjusts the maximum distance that fences, walls, buildings and other map objects will be drawn on the terrain. Reducing the distance will slightly improve computer performance.

OPTIONS TAB, PAGE 3:


Camera


***Camera Stay w/OOB Navigation** Using the Arrow keys allows you to move quickly up and down the chain of command. With this option selected, the camera will stay put while you navigate your chain of command using the Arrow keys.





With this option unselected, the camera moves to each commander or unit selected as you use the Arrow keys to navigate the chain of command. This does not affect computer performance.

Camera Speed Options: These individually change the speed that the camera point of view changes. These are in arbitrary units and can be adjusted to your preference. Lower-end computers may get better performance with lower settings. The specific options are:

 *Camera Speed Forward/Backward

 *Camera speed Right/Left

 *Camera Speed Up/Down

 *Camera Speed Rotation



Language

This pull down allows you to select among the available languages for game text and menus. Please note that military ranks and unit designations are all given in the native language of that unit and are not affected by language settings.

Sounds

Play Map Sounds This toggles on and off the ambient sounds that are heard in different terrain for added realism. Deselecting these sounds slightly improves computer performance.

Play Marching Music When selected, units on road march will sometimes play marching music.

Music Volume This slider adjusts the volume of the music played while the player is selecting Options among the game screens before starting the battle.

At the bottom of the screen are three buttons. The “**Apply Options**” button must be clicked to record any changes made among the three tabs of options. The “**Default Options**” button returns all options to their default options. The “**Main Menu**” button returns you to the Main Menu screen.

RESIGN



Clicking on this button closes the game and returns you to the mundane world of your desktop.

CREDITS



The Credits screen shows the name and roles of the Development Team that created *Scourge of War*:

Waterloo. Also shown are the names of companies that have contributed in other ways to the development of this game.

THE GAME SCREEN



Once you have selected “Launch Game” on either the Battles Screen or the Sandbox Screen, the game will load. You will see text at the bottom showing which files are currently loading. When all files have loaded, the game will begin.

HOW TO MOVE THE CAMERA

Scourge of War uses the conventional keystrokes for moving the camera in a 3D environment:

- ✚ Hold **W**: This moves the camera straight forward, keeping the same facing.
- ✚ Hold **S**: This moves the camera straight backward, keeping the same facing.
- ✚ Hold **A**: This moves the camera sideways to the left, keeping the same facing.
- ✚ Hold **D**: This moves the camera sideways to the right, keeping the same facing.
- ✚ Hold **Q**: This rotates the camera to the left.
- ✚ Hold **E**: This rotates the camera to the right.
- ✚ Hold **Spacebar or Roll Mouse Wheel Backward**: This raises the altitude of the camera, keeping the same facing.
- ✚ Hold **Left Shift or Roll Mouse Wheel Forward**: This lowers the altitude of the camera, keeping the same facing.
- ✚ Hold **click down on Mouse Wheel** (on a touchpad, Hold right-click and Drag Forward): This rotates the camera in any direction.

You may also move the cursor to a screen edge to move the camera:

- ✚ **Top screen edge**: This moves the camera straight forward, keeping the same facing.
- ✚ **Bottom screen edge**: This moves the camera straight backward, keeping the same facing.
- ✚ **Left screen edge**: This moves the camera sideways to the left, keeping the same facing.

Right screen edge: This moves the camera sideways to the right, keeping the same facing.

NOTE: Some scenarios have a limit to the distance you can move the camera from your commander's location on the battlefield, as a way of simulating the "fog of war."

Also, if you have selected the "Grognard" Difficulty option, or have selected the "Custom" Difficulty option and have set "Max Camera Distance from You" to "10," the lowest setting, you will only be able to rotate the camera. You will not be able to move it away from you.

HOW TO MOVE YOUR COMMANDER AND SUBORDINATES

HOW TO SELECT A COMMANDER OR FIGHTING UNIT

You may move yourself, or any commander or fighting unit subordinate to you. In order to move yourself, a subordinate commander, or a subordinate regiment, gun, or ordnance wagon, you will first have to select it.

To select a commander or unit, left click on the flag that accompanies each commander and unit on the Game Screen. The flag will rise up and change to a brighter color palette to indicate that it is selected.

CONTEXT MENUS

When you right click on a selected unit's flag or on a destination point, a context menu will appear. This will have commands that





are useful for the present situation. There are up to four types of context menus for a given unit and situation. The types are: **Standing**, **Destination**, **March**, and **Fighting**. The **Standing** context menu appears when you click on the flag of a unit that is stationary and not in combat. The **Destination** context menu appears at the end point of the move, when you right click on the ground to order a move. The **March** context menu will appear if you click on the flag of a moving unit. Finally, the **Fighting** context menu will appear if you right click on the flag of a unit in active combat. The function of each button is identified with a tooltip. If you left click on a button, that command is executed immediately. If you right click on a button, the action is on hold until you click the “Execute” button (the envelope icon). Several commands may be “stacked up” for execution at once.

HOW TO MOVE A SELECTED UNIT

To move a selected single commander or fighting unit, right click on the desired destination point. A green destination marker will appear on the ground and a context button menu will appear. If you want the unit to have a different facing, right click and hold, then move the mouse around slightly to change the destination facing. Left click to dismiss the context menu.

WAYPOINTS

In some cases, you may not want your unit to move in a straight line to its destination. It is possible to move a unit indirectly by setting waypoints. To set a course using waypoints, first left click on the unit or commander to select it. Then hold the “ALT” key down and while doing so, right click on the places on the ground where you want the unit to go, in sequence.

HITS MOVE

“Hits Move” makes it possible for a player playing HITS to move his commander using keyboard commands. (“Headquarters in the Saddle,” is the ultimate “you are there” playing style. When a player is playing HITS, the camera follows the player’s commander: the camera may pivot and look about, but it may not move away.) “HITS Move” can be enabled only from the In Game Options Screen. From the main game screen, click on Menu, the Options. On the right side, set the HITS Move slider to a number, this number represents the number of yards that the player will move unless halted. Here are the commands available in this mode:

- ↻ W: Move the player forward.
- ↻ S: Make the player do an about-face.
- ↻ A: Change the player’s facing counter-clockwise.
- ↻ D: Change the player’s facing clockwise.
- ↻ Left shift: Double-time the player’s movement.
- ↻ Space: Halt the player.
- ↻ To disable HITS Move, open the In Game Options screen and set the distance back to zero.

NOTE: For players who have not edited keyboard.csv, camera control is restricted to mouse movement when HITS Move is activated, since the WSAD keys may not be used for camera movement.

HOW TO USE ROADS

So that the selected commander or unit may reach a distant destination more quickly, select the “Use Roads” button in the context menu immediately after the commander’s destination has been clicked. The commander will use available roads to get to the destination. If “Use Roads” is not selected, the commander will move in a straight line toward his destination.

HOW TO MOVE AN ENTIRE UNIT

Orders to move an entire unit (for example, a brigade) are issued by first left clicking on the officer commanding the unit to select him. Then right click on the destination, and then click a formation button in the context menu. The entire unit will move off and assume the desired formation when it arrives at its destination. If you want the unit to have a different facing, then right click and hold, and move the mouse around slightly to change the destination facing as shown by the green ground icon. Left click to dismiss the context menu.

THE COMMAND MAP

An additional way to give orders to your units is to use the Command Map. You may bring up this map by pressing the letter “N” on your keyboard. You must first have the unit you wish to give orders to selected before you bring up the Command Map. Click on the location on the Command Map that you want the selected unit to move to. The unit will move to that location unless it is halted or engaged by an enemy unit.

There are four additional movement commands that are mapped to the keyboard:

- ☚ **Number 1:** The selected commander and all subordinate units will advance 300 yards in the direction(s) they are currently facing, unless halted or engaged.
- ☚ **Number 2:** The selected commander or unit (only) will advance 300 yards in the direction it is currently facing, unless halted or engaged.
- ☚ **Number 3:** The selected commander and all subordinate units will advance 300 yards in the direction(s) they are currently facing, unless halted, engaged, or good defensive terrain is found.
- ☚ **Number 4:** The selected commander or unit (only) will advance 300 yards in the direction it is currently facing, unless halted, engaged, or good defensive terrain is found. (Commands “3” and “4” are the ideal commands for advancing troops to breastworks, walls and fences.)

TERRAIN EFFECTS ON MOVEMENT

Since time is always a critical consideration on a battlefield, the following list will help you get an eye for terrain that will speed your own troops and slow the enemy's. Avoiding slow terrain will also help you avoid fatiguing your units.

Terrain types are listed from fastest to slowest:

1. Roads and trails
2. Open terrain
3. Fields of rye, oats, wheat and hay
4. Fields of corn
5. Orchards
9. Breastworks
10. Creeks
11. Riverbanks
12. Heavy woods
13. Slopes

6. Woods
7. Rough
8. Cemetery

14. Fences and walls
15. Streams

MARKERS AND ICONS

There are a variety of markers and icons that may be displayed on the battlefield to aid the player.

FLAG ICONS

If set on the Options screen, icons may be displayed above the flag, showing the relationships among the units and commanders.

When selected, a unit's or commander's own flag is shown in a brighter color.

A red star shows the immediate superior officer of the selected unit.

The player's battlefield commander also has a stylized Maltese Cross flag icon.

A light orange star shows the immediate subordinates of a selected commander.

A gray star is shown for a commander two levels below the selected commander.

Enemy units that are a valid target will have a red and white target icon above their flag.



OBJECTIVE MARKER

For some types of battles, there are specific terrain Objectives that yield game points if captured or held for a defined length of time.

These are shown on the map as an oval surrounded by a wreath of leaves. An Objective being held shows a flag type symbol in the center of the oval. If the Objective is not held by either side, a gray bugle shape is shown in the center of the oval.



ORDERED DESTINATIONS

When you have a commander selected and that commander has been ordered to move to a new location, the destination is shown by a green marker. This marker has a gold oval surrounding a gold bugle on a green field and a green ribbon points down to the destination. A rotating gold sun is shown on the ground so that the destination can be seen in obstructed terrain.

THE TARGET LIST

Primary Target: 84ème de Ligne, 1ère Bataillon 80 yards
27ème de Ligne, 1ère Bataillon 131 yards
84ème de Ligne, 2ème Bataillon 128 yards

If a fighting unit is selected and enemy units are visible to it, a Target List will appear in the upper left corner of the Game Screen.

VIS: means that the target unit is visible, but not in range of the selected unit's weapons. (You may move the cursor over the Weapons Box to see the range of the selected unit's weapons.)

If **VIS:** does not appear, the listed target unit is within range of the selected unit's weapons, and the selected unit may engage it. If more than one target unit is within range of the selected unit's weapons, the AI will fire at the nearest or most dangerous one.

To toggle the Target List on and off, use the "U" key.

THE END OF GAME SCREEN

This screen provides a text description of the outcome of your battle. The numeric score is shown on the right. Please note that in scenarios, the scores needed to achieve a particular victory level are set by the scenario designer. You may get a score above zero and get a major defeat because the designer thinks you need to achieve a much higher score for a victory.

THE INFORMATION BAR



This bar covers the entire bottom of the screen and provides a variety of information to help you during the battle.

At the top left is the Timer, which records the game time in military format; for instance, 1:00 p.m. is 13:00 in military format.

The Timer is superimposed on a graphic indicating the Weather.

Beneath the Timer is the Compass, which indicates which direction the camera view is facing. (Note: To orient the player on the battlefield, the Compass is best used in connection with the in-game battlefield map brought up by the Map button on the far right of the Information Bar. On the in-game battlefield map, north is always at the top.)

The Compass is superimposed on a graphic indicating the Terrain the currently selected unit is occupying.

To the right of the Compass is the identification information on the currently selected unit. The top line shows the name of the

unit or commander, and the middle line shows the name of the parent unit. For brigade (Prussian: regiment) and lower units and commanders, the bottom line shows the name of the parent division (Prussian: parent brigade).

The central area shows four important numbers. On the top left, the current number of men in the unit, its Strength, is shown. On the top right, the number of casualties suffered by the selected unit is shown. On the bottom right, the approximate number of enemy casualties inflicted by the selected unit is shown. On the bottom left, the unit's score, or Grade, is shown, which is a combination of the casualties inflicted by the unit minus the casualties suffered by the unit, plus any points for Objectives it has held. If a fighting unit is selected, Fatigue and Morale slider bars are shown above these four numbers. Their length indicates how much of these important qualities the selected unit currently possesses.

ICONS & BUTTONS

There are three rows of buttons or status icons that are displayed according to the type and rank of unit that is currently selected. A button (*b*) performs an action, a status icon (*i*) provides information only. Buttons have a gray background and status icons have brown background. The specific buttons that are displayed will depend on the type of unit or commander currently selected. The function of each button is shown using tooltip text.



Take Command(*b*). This places the player in direct and total command of the selected unit or commander. All AI functions are disabled.



Double Time(b). This orders the unit or commander to move at the double-time pace. They will move faster, but get fatigued faster as well.



Halt(b). This orders the unit or commander to halt immediately.



Use Roads(b). This orders the unit or commander to move to their destination using the best available road path.



Go to Me(b). This moves the camera to your position on the battlefield.



Go to Selected Unit(b). This moves the camera to the selected unit or commander.



Volley(b). When clicked once, this orders all soldiers in the unit to cease fire and reload. When clicked again, it orders all soldiers fire a volley and then resume fire at will.



Lie Down(b). This orders the infantry battalion to switch between standing and lying down.



Unlimber the Gun(b). This orders the gun(s) to prepare to fire.














Limber the Gun(b). This orders the gun(s) to prepare to move.



Detach(b) and Attach(b). Detach order the currently selected unit to detach from its immediate commander. Attach returns the unit to being under the command of the immediate commander.



Visible to Enemy(i). This shows that the unit's morale is lowered by being in sight of the enemy.

-  Commander Bonus(*i*). This shows that the unit's morale is raised by the presence of a nearby commander.
-  Defensive Terrain Bonus(*i*). This shows that the unit's morale is raised by being on good defensive ground.
-  Unit Rallying(*i*). This shows that the unit's morale is rising as a result of being unengaged and within the command radius of a superior commander.
-  Form Line (*b*). This orders the unit to form line (infantry or cavalry).
-  Form Column (*b*). This orders the unit to form a march column.
-  Form Square (*b*). This orders the battalion to form square (infantry only).
-  Follow Mode(*i*). This shows that the camera is following the active unit. This is ordered with the "F" key, assuming you are using standard keyboard mapping.
-  Support Bonus(*i*). This shows that the unit's morale is raised by the presence of a nearby friendly unit.
-  High Ground Bonus(*i*). This shows that the unit's morale is raised by being on higher ground than the enemy.
-  Unit Resting(*i*). This shows that the unit is resting and its fatigue is decreasing.
-  Getting Flanked(*i*). This shows that the unit's morale is greatly lowered by receiving fire from an enemy unit in a flanking position.



A Target is Blocked(*i*). This shows that a friendly unit is between this unit and an enemy unit. Note that there may be multiple other valid targets in range.



Shooting Over(*i*). This shows that the unit has enough elevation to shoot over a friendly unit on lower ground and hit the enemy.

Stances: These are orders to the commander of a unit to assume the indicated stance. Note that these can be modified by the personality traits of the commander.



All Out Attack. This orders the commander to attack until his unit is routed or the objective has been taken.



Attack. This orders a strong attack, but not at the risk of the integrity of the command.



Defend. This orders the unit to defend its position, but not at the risk of significant loss to the defending unit.



Hold. This orders the unit to defend its position, but not at the risk of the integrity of the command.



Hold to the Last. This orders the unit to defend its position until routed or the enemy withdraws.



Probe. This orders an attack, but not at the risk of significant loss to the attacking unit.



None. This allows the commander to choose his course of action based on his personality traits.

MENU BUTTONS

Weapon	Menu
OOB	Map
Status	Courier

On the far right of the Information bar are six buttons which activate various menus.

Weapon. For fighting units, this button brings up a window showing information about its weapon and ammunition supply.

Map. This button brings up the battlefield map. French units are shown in blue and Allied units in red. Here are examples of the map icons.



Infantry battalion



Artillery gun



Cavalry squadron



Officer



Overall Side Commander



Current location of the camera



Location of a building complex that can be occupied.
These have high defensive value



Location of a 'hold' type objective



Location of a 'waypoint' type objective.

Hovering the mouse over an objective will bring up additional details, see section *How to Win* for an explanation. Click on the map to move the camera location instantly to another part of the map. Click on the "X" to close the map display.

OOB. This button brings up a screen that shows all commanders available on the player's side. Click on the "+" button to show

commanders in lower echelons. At the lowest echelon, the arm of service is shown by a small icon: a stylized musket for infantry, a cannon for artillery, or a horse's head for cavalry.

You may click on a unit's name to highlight it and then click on the "Select Unit" button to make this the currently selected unit. You may then click on the "Go to Selected Unit" button to move the camera to the location of the currently selected unit.

Menu. This button brings up the In-game Menu, which has seven buttons of its own.

⚔ Battle Info. This displays information about the battle and shows the scenario description for scenario battles.

⚔ Objectives. This gives important information about the Objectives in the scenario battles, which yield points to the side which holds them.

⚔ Save Battle. This brings up the Save Battle screen where you may save a file of the current state of this battle.

⚔ Load Battle. This brings up the Load Battle screen that allows you to select and load any previously saved battle.

⚔ End Battle. This ends the battle, sets the final score, and brings up the End Battle Screen.

⚔ Options. This shows the Options that can be changed in-game. (See the Options section above for a detailed description of these Options.)

⚔ Quit the Field. This ends the battle without scoring and returns you to the Main Menu.

Status. This button brings up a window containing information about the selected commander or unit. This includes ratings of the skills of the selected person or unit (these do not change), as well as live displays of useful information about that unit (these do change). Note that you may use the arrow buttons on the bottom right of the window to navigate around the OOB.

Courier. This button brings up the Courier window. There are three envelope buttons. The left button with the “+” above it brings up the Send Courier Message screen (described below). The center button with the “up arrow” brings up a list of messages already sent. The right button with the “down arrow” brings up a list of messages received from other commanders. For sent or received messages click on the desired message to highlight it and then click on the “Show Message” button to read the full text.

COURIERS

Messages will arrive by courier from other commanders giving you instructions for and information about the battle. A courier will ride up to you on the Game Screen, and a Courier Message screen will pop up to show the message. Many times, the message will be from your superior, announcing the Objective you are to take or hold, indicating a position on the battlefield he wishes you to take, or indicating how aggressive you should be (your “stance”). Other messages may arrive by courier from other commanders giving other important information.

When you are done reading a message, you may click on the “Close” button at the top right. All received message are reviewable by selecting the “Courier” button on the right of the

Information Bar and then the envelope icon with the “down arrow.” This will bring up a window showing a list of all messages received. Click on a message to select it and then click on the “Show Message” button to read the message.



THE SEND COURIER MESSAGE SCREEN

If you select a high Difficulty Level on the Options Screen, you will be required to give orders to your subordinate commanders and units by the use of courier messages. Too, you may choose a “Custom” Difficulty setting that requires couriers. The courier option is for players who want to get the feel of Napoleonic War command, using the only method of battlefield communication available to the real commanders in the Napoleonic Wars.

To communicate by courier, press the “C” key or click on the Courier button on the Information Bar and then the “Send Message” button. This will bring up the Send Courier Message screen.

When you are playing Single Player, you may give courier orders to any of your subordinate commanders and units, which will be carried out as the AI sees fit.

When you are playing Multiplayer, you may give courier orders to your AI subordinates, which will be carried out as the AI sees fit, and also to other subordinate players, which will be carried out as they see fit. You may also give information by courier to other friendly players, both superior and subordinate. This will be necessary for good coordination. Victory usually goes to the better-coordinated commanders.

The five components of a courier message are at the top of the box on the left side of the screen. They appear in two tiers.

The top tier consists of two components, “Message Recipient” and “Time & Date,” both of which must be given for every message:

Message Recipient When you select “Message Recipient” on the left side of the screen, a list of commanders and units – your immediate superior and all of your subordinate commanders and units – will appear underneath.

When you select a recipient from this list, his name will appear in the “To:” line of the message you are writing on the right side, and, when you are finished composing the message, a courier will deliver the message to him.

Time & Date When you select “Time & Date” on the left side of the screen, a list of execution times will appear underneath.

When you select a time from this list, it will appear in the “Execution Time” of the message you are writing on the right side.

The first listed choice is always the present time. If selected, it means “Do it immediately.” This is the default choice – if you are giving a request for support or an order, and you do not select a “Time & Date,” it will go out as an order to be executed immediately.

The other listed times are in the future at thirty minute intervals. These are available so that you may order a simultaneous movement by many different commanders.

The **Free Text** section is the last section on the top tier. This section allows you to type a message using text you compose yourself. This will only be useful in Multiplayer games where the recipient is another human. Free text orders to the AI will not be heeded.

The second tier consists of three categories of messages – “Information,” “Support” and “Orders” – only one of which may be chosen.

Information When you select “Information” on the left side of the screen, a list of possible informational messages will appear underneath. These are useful in a Multiplayer game, to give other players information about your position, your enemy’s position, where you are moving, and your condition.

When giving a Location – either for your position, your enemy’s position, or your destination – a list of locations on the map will be provided to insert in the message.

Support This section contains the components of support requests. You may make these requests to any listed commander or unit. The AI will consider your support requests and respond if able.

Orders This section contains the components of orders to subordinate units. Most orders are given by the method described in “How to Compose a Courier Message,” below. One option, however, deserves special mention: In the “Orders” section, after you have selected “Move 1 unit” or “Move Entire Unit to --,” one of the options is “Move your unit to this Map Point.” Selecting this option brings up the Command Map. You may select the destination of the unit receiving the order by clicking on the desired point on the Command Map. If you want a complete unit (a brigade, for example) to move to that point, you must include orders specifying the ending formation for that unit, similar to the sequence using the mouse and buttons.

The map icon opens the Map for reference purposes only.

HOW TO COMPOSE A COURIER MESSAGE

The screen opens with the components of the message in the left box and the format of the message in the right box.

First, in the left box, select the recipient, time, and category of the message you want to send. Then select the first phrase of your message. This may go into the message as is, or it may open a new list of items needed to complete an order.

As you select the components of your message on the left side of the screen, you will see them appear in the message you are composing on the right.

Continue selecting phrases as needed to compose your message. Select “..” at the top of a list of phrases, if necessary, to return to the previous list. If you make an error, select the **Remove Last** text to erase the last phrase of the message.

When your message is complete, select the **End Message & Signature** button to send the message by courier.

To send a free text message to another player, click on the **Free Text** tab on the top left of the message screen. Type the message you want sent to the other player and hit Enter to transfer the text to the courier message on the right part of the screen.

END BATTLE SCREEN

This screen appears when one side or the other has achieved the victory conditions, or the time allotted for the battle has run out. On the top of the screen will be a headline that shows the overall rating of the battle. Below this will be some descriptive text describing the outcome in some detail. On the right side will be your numerical score. From this screen you may save a replay, check your high scores, or return to the battle.

KEYBOARD COMMANDS

Most commands in *Scourge of War* are given by using the buttons on the Information Bar or on the Context Menus. There are additional commands that are mapped directly to the keyboard. These commands are set in the file `C:\Users\username\Documents\SOWWL\keyboard.csv`. This is installed by copying from `/work/defaultkeys.csv` on installation. If you have modified your keyboard.csv file, your key assignments may be different. You may be able to map these commands using the “Keyboard Map” button on Page 3 of the Options Screen.

The following commands are given by keystrokes:

CAMERA MOVEMENT

Q, W, E, A, S, and D These six upper-left keys, as well as the Spacebar and the Left Shift key, are dedicated to camera movement. For a discussion of their use, see “How to Move the Camera,” in “The Game Screen,” above.

F Use this as a “Follow” key to make the camera move with the selected commander or unit. Press “F” again to be able to use the “Q” and “E” keys to swivel the camera while the commander or unit moves. Pressing the “F” key again unselects the “Follow” command. When the “Follow” command is selected, an “F Arrow” icon will appear on the Toolbar.

NOTE: If the camera becomes suddenly immobile, look in the Toolbar for the “F Arrow” icon. If it is present, press the “F” key until the “Follow” command is unselected and the icon disappears.

G Use this as a “Go To” key to move the camera to the selected commander or unit. Note: You may also do this by clicking the “Go to the Selected Unit” button in the Information Bar.

CHAIN OF COMMAND NAVIGATION

The following Arrow keys navigate the chain of command from the Game Screen. When you use the Arrow keys, the commander or unit you seek will be displayed in the ID Display, and become the newly selected commander or unit.

To make the camera go to the newly selected commander or unit, unselect “Camera Stay w/OOB Navigation” in either the Options screen accessible from the Main Menu or the in-game Options screen accessible from the Game Menu.

If the “Camera Stay w/OOB Navigation” option is selected, you may make the camera go to the newly selected commander or unit by pressing the “G” key or by clicking the “Go to Selected Unit” button.

Up Arrow Use this key to seek the immediate superior of the selected commander or unit.

Left and Right Arrows Use these keys to seek the other commanders or units who are at the same level of command as the selected commander or unit.

Down Arrow Use this key to seek commanders or units who are immediately subordinate to the selected commander.

NOTE: You may also navigate the chain of command on the Order of Battle screen invoked by the OOB button on the right of the Toolbar.

GAME SPEED

Equals (=) Use this key to speed the game up. Press it up to five times for greater effect.

Minus (-) Use this key to slow the game down. Press it up to five times to bring the speed back to normal.

Note: These are only active when playing Single Player; they are disabled for Multiplayer.

UNIT MOVEMENT

Comma Use this key to wheel the selected commander or unit to the left.

Dot Use this key to wheel the selected commander or unit to the right.

R This key orders the selected unit and all selected subordinates to run.

NOTE: The following commands are useful when playing “HITS” (“Headquarters in the Saddle”), when the camera is anchored on your commander and you cannot see the desired destination to double-click on it.

Number 1: The selected commander and all subordinate units advance 300 yards in the direction(s) they are currently facing unless halted or engaged.

Number 2: The selected commander or unit (only) advances 300 yards in the direction it is currently facing unless halted or engaged.

Number 3: The selected commander and all subordinate units advance 300 yards in the direction(s) they are currently facing unless halted, engaged, or good defensive terrain is found.

Number 4: The selected commander or unit (only) advances 300 yards in the direction it is currently facing unless halted, engaged, or good defensive terrain is found.

(Commands “3” and “4” are the ideal commands for advancing troops to defensive positions such as breastworks, walls and fences.)

ALT. Hold down this key and right-click to add a waypoint to the movement path of any commander or unit.

PLAYER AIDS

Esc Use this key to bring up the Menu.

H Use this key to bring up the Help screen.

M Use this key to bring up the Map.

NOTE: The Menu and Map are also accessible by clicking on their buttons in the Information Bar. The Help screen is also accessible from the in-game Menu.

N This key brings up the Command Map.

C Use this key to bring up the Send Courier Message screen.

P Use this key to Pause the game. Press it again to return to the game.

T Use this key to toggle trees and other battlefield foliage on and off.

NOTE: If foliage is toggled off, any units hidden in the foliage will still remain unseen.

U Use this key to toggle the Target List on and off.

X Use this key as an onscreen “Chat” key to communicate with other players in a Multiplayer game. After you press the “X” key, use the keyboard to type a message. Your message will appear in the Target List box, in the top left corner of the Game Screen. When you press “Enter,” all players playing the game will see your message in their Target List boxes.

NOTE: Due to its proximity to the camera keys, this key may be inadvertently pressed while moving the camera. If the camera becomes suddenly immobile, press the “Esc” key to escape Chat, and the camera will become responsive again.

I This key is used for Team Chat during a Multiplayer game. When this key is pressed, messages will appear in the same box as general chat, but will only be seen by players on your side.

Z Use this “Zoom” key as you would a pair of binoculars. Click once for magnification, twice for double magnification, and once more to return to the normal view.

Keypad 0 Use the “o” key to Take Charge of all subordinates of the selected commander.

Keypad 1 Use the “1” key to Take Charge of the selected commander or fighting unit. This will detach the selected commander or unit from the AI command of its superior, and give you total command over it.

Keypad 2 Use the “2” key to unselect the Take Charge command and return the selected commander or unit to the AI command of its superior.

NOTE: Due to their proximity to the camera keys, these keys may be inadvertently pressed while moving the camera. When moving the camera, occasionally monitor the “Take Charge from AI” button. If it has changed color, you have pressed “1” or “2” and selected or unselected Take Charge for the selected commander or unit.

Keypad Plus Use this key (on the numeric keypad) to bring up the Save Game screen.

Keypad Slash Use this key (on the numeric keypad) to bring up the Load Game screen.

Control + Keyboard Number Key (1-9) This combination will assign one of the designated keys on the keypad to select a specific commander or unit. To set a combination, select the commander and hit the Control key and any number from 1 to 9 on the numeric keypad. After a key is mapped, hitting just the number key will select the previously identified commander or unit.

F1 This key brings up the Help Screen.

F2 This displays the message log and chat log.

F3 This displays the Highlights screen, which shows significant events in the battle.

F4 This key takes a screenshot which is stored in C:\Users\username\Documents\SOWWL\ScreenShots if the game is installed in its default location.

MODDING

L Modders will use this key to write the file “unitlocs.csv” in the work directory. This will set map locations for units in new scenarios or mods.

O Modders will use the letter “O” key to generate the file “deadbods.csv”. This file records the location of all dead bodies on the battlefield at a given time. It is used to populate a battlefield with dead bodies from previous days’ battles.

K This key dumps the contents of the game database at that moment in time. The resulting file will be in the /Work directory.

HOW TO FIGHT

When your fighting units are within range of the enemy, they will fire on their own. Once engaged, your units may not obey an order to move, since the overwhelming tendency of a unit is to stay and fight it out, once it is face to face with an enemy unit. Keep these limitations in mind when you approach the enemy. Once the men start fighting, it will be hard to disengage before one side or the other runs away. It is better to keep your distance if you're not confident of winning a firefight.

Muskets in the Napoleonic War era were single-shot weapons, and soldiers had to follow a complicated routine to reload after each shot. When under fire, and amid the awful carnage of a firefight, the routine often became confused, and weapons failed to fire. Too, once the muskets were fired a few times, they became so fouled that using the ramrod to ram the bullet down the barrel became exhausting, and a soldier's rate of fire quickly dropped to about once a minute. As black powder created eddies of blinding smoke that smarted in a soldier's eyes, hitting an approaching enemy became even harder. Thus, massed musketry was needed to stop any determined enemy charge.

The best way to mass musketry was to create a firing line two or three ranks deep, where the men in each rank were close enough to touch elbows. Such a tight formation produced enough firepower to stop an advancing enemy in its long front, but these

long firing lines were vulnerable on their ends, called “flanks” – a battalion’s firing line could present hundreds of muskets on its front, but just two on its flank.

HOW TO FLANK

The goal of an approach to the enemy line, then, is to strike it on the flank, where all your own firepower can be brought to devastating effect. This is called “flanking” the enemy. With the disparity in firepower in your favor, the enemy will quickly retreat rather than stay at such a fatal disadvantage.

This will only be possible, however, if the enemy is pinned in its front by another friendly force. If it is not, the enemy line will simply wheel to face your new threat on its flank. Remember that both elements – the “pinning” force and the “flanking” force – are necessary to give the best chance of success to any attack.

One defense against flanking is to anchor the ends of your line on difficult terrain (see “Terrain Effects on Movement”). This will delay the enemy access to your flank. While his flanking force is moving, it is out of the fight – you may be able to destroy the force in your front before his flanking force arrives. Another defense is to keep a reserve, either to extend your line or to pounce on the vulnerable flank of an enemy flanking force.

INFANTRY VERSUS CAVALRY

Cavalry in the Napoleonic era was a powerful force on the battlefield. A cavalry squadron that catches an infantry battalion in line or column can cause major casualties and loss of morale. The defense of the infantry is the Square formation. This formation is very strong against cavalry. A line of 3 or 4

battalions each in square formation can protect infantry and artillery behind them against cavalry attacks.

HOW TO USE TERRAIN

A good eye for defensive terrain is an important trait of every good commander. The first consideration is the high ground – elevation always gives an advantage to the units that hold it. If a selected unit is firing from high ground, a “High Ground Bonus” icon will indicate that advantage in the Status Area in the lower display.

Certain types of terrain give another defensive advantage – they stop bullets. The following chart shows the types of terrain that decrease the effect of enemy fire against the troops occupying them. If a selected unit is occupying good defensive terrain, a “Defensive Terrain Bonus” icon will indicate that advantage in the Status Area.

The following is a list of the types of good defensive terrain, listed in order of effectiveness in reducing enemy fire, from high to low:

- | | |
|---------------------|----------------|
| 1. Breastworks | 7. Sunken Road |
| 2. Walls and fences | 8. Town |
| 3. Heavy woods | 9. Orchard |
| 4. Slope | 10. Cornfield |
| 5. Woods | 11. Cemetery |
| 6. Rough | |

HOW TO MELEE

Melee is hand-to-hand combat. It is useful for forcing the enemy to retreat from a crucial position or for capturing enemy artillery. However, melee is very exhausting and will limit a

unit's usefulness while it recovers. Also, if a unit loses a melee and routs or has to retreat, it may be out of action for the remainder of the scenario. Thus, it should only be attempted in extreme situations.

Only infantry regiments and cavalry regiments may melee. Neither will do so if Exhausted.

To melee, move your regiment close to the enemy unit and select the "Charge" button. Be aware that, for many reasons, your regiment may not obey your order.

HOW TO RALLY

When your units' morale decreases as a result of combat, they are more and more likely to Retreat. When they Retreat, they will run 300 yards to the rear, where they will form up again in Line formation.

After a retreated unit has re-formed, it will Rally – that is, its morale will increase and its fatigue will decrease – very slowly by itself. If the unit is within the command radius of a superior commander, especially one with high "Ability" and "Leadership" ratings (see "Attributes" in "Order of Battle"), it will Rally much more quickly.

Thus, your placement and the placement of your subordinate commanders is one of the most crucial decisions you will have to make – do your commanders stay to support front-line troops, or do they go to rally troops in the rear?

GENERAL TACTICAL TIPS

- ✚ Use the Map to orient yourself to the Objectives and known enemy positions.
- ✚ Move commanders to support subordinate units at critical points. This is essential to both attack and defense. To see if a commander is close enough to a unit to support it, select the unit and check its Status Box for the “Commander Bonus” icon.
- ✚ Maneuver to bring greater numbers to bear at the critical point.
- ✚ Be aggressive. The attacker has the advantage of being able to dictate the critical point.
- ✚ Use inexperienced troops in the center for pinning the enemy. They are undependable without support on their flanks from nearby friendly units.
- ✚ Watch to make sure your engaged units’ muskets are smoking – that means they are firing. If not, they may be unable to fire because a friendly unit is blocking their line-of-sight to an enemy unit. If a units’ muskets are not smoking but the unit is not blocked, it may be out of ammunition, and need to be resupplied.
- ✚ “Take Charge” of key units in critical positions, especially inexperienced commanders and units, and engaged units who are ignoring your orders.
- ✚ Keep a fresh reserve available. Fight the temptation to put all available regiments on the firing line. Keeping a reserve allows you to rotate exhausted and failing units out of the

fight and increases your units' staying power. It also aids your ability to improvise – to counter flanking attacks, to plug holes in your line, and to exploit holes in your enemy's line.

- ☞ Be aware of the road network to facilitate movement. The side that controls key roads will be able to move its units more quickly to where they are needed. Superior mobility wins battles.
- ☞ Deploy units on good defensive terrain – breastworks, walls and fences, and woods, for example. Select your units and check the Status Box for the “Defensive Terrain Bonus” icon to make sure your units are currently benefitting from defensive terrain.
- ☞ Fight from the high ground. Your units will fire with greater effect. Select your units and check the Status Area for the “High Ground Bonus” icon to make sure your units are currently benefitting from high ground.
- ☞ Keep your units close enough together to support each other's flanks. Select your units and check the Status Box for the “Support Bonus” icon to make sure your units are currently benefitting from each other's support.

CAVALRY TACTICAL TIPS

- ☞ Use “Double Quick” to chase down exposed enemy ordnance wagons, commanders, and retreating units (though be careful of this last – retreating infantry can sometimes turn around and deliver an unexpected blow).
- ☞ If you are racing the enemy to an Objective, use “Double Quick” to put a selected cavalry unit between the enemy

and the Objective, then put them in Skirmish formation with “Fallback” orders. The skirmishing cavalry will force the enemy infantry to deploy into line or square and slow or stop their advance, allowing your units to be the first to reach the Objective.

- ✚ “Take Charge” of cavalry units to keep them from charging enemy infantry. Cavalry will not last long against infantry fire. If they become involved in a firefight with infantry, give cavalry “Fallback” orders to keep them from routing.
- ✚ Try and prevent your cavalry from attacking infantry already in square formation. Your cavalry will take casualties and have very little chance of doing significant damage to the enemy infantry.
- ✚ “Take Charge” of cavalry units to charge and capture enemy batteries. Use rested cavalry, and order them to “Double Quick” at the enemy guns. As they reach each gun, select “Charge,” and your cavalry will capture the gun. Repeat the routine until the entire battery is captured.
- ✚ Keep a commander within support range of active cavalry. This is even more important with cavalry than with infantry, as cavalry rout more easily.
- ✚ Conceal cavalry units – they are big targets and thus vulnerable to both infantry and artillery fire. They may be hidden behind high ground or in woods.
- ✚ Use cavalry to protect Objectives in your rear areas while your infantry and artillery do the hard fighting in the front.

- ✚ You may use your cavalry to flank enemy infantry, but use the “Fallback” order to protect your cavalry after they are in position, before they receive enemy fire.
- ✚ Cavalry can be very effective at pinning an enemy infantry formation that lacks cavalry support. Just advance until they form square and then halt out of musket range. This way you can pin the enemy infantry until you can bring up your own infantry and horse artillery to cause them major damage.

ARTILLERY TACTICAL TIPS

- ✚ The key to a good artillery position is a wide-open field of fire, preferably one that dominates large stretches of open ground over which the enemy must advance.
- ✚ “Take Charge” of artillery to micro-manage their placement. The careful positioning of artillery is worth your time and attention, especially at the beginning of a scenario.
- ✚ Napoleonic era artillery comes in two classes, horse artillery and foot artillery. In horse artillery, all of the gunners were mounted and these batteries could move at cavalry speeds across the battlefield. For foot artillery, the gunners were not mounted and a battery could only move at a walking pace. Use the foot artillery to set up your base of fire in your main line of battle. Keep the horse in reserve initially and use them to plug holes or to provide rapidly deployed fire support for attacks.
- ✚ At long range, using shrapnel, shot and shell, artillery can disrupt enemy formations and reduce their morale. Remember, too, that enemy regiments that are lying down to

avoid long-range artillery fire are no threat to you, since they are neither moving nor firing.

- ✚ At short range, using canister, artillery is a deadly defensive weapon against approaching enemy infantry and cavalry.
- ✚ Artillery needs to be protected at all times by supporting infantry or cavalry regiments. Detach a regiment from its brigade, if necessary, to stick with the guns. Place the support regiment on the flank and slightly in advance of the artillery. This keeps clear the artillery's field of fire, but obliges an approaching enemy regiment to engage the supporting regiment first. While the enemy is engaged with the regiment, the artillery will have an excellent opportunity to blast it with canister.
- ✚ Place your artillery batteries in groups, if terrain permits, rather than scattering them piecemeal around the battlefield. Massed "grand batteries" can concentrate on single targets – especially isolated enemy batteries – and knock them out before they can do any harm.

✚ HOW TO WIN

OBJECTIVE POINTS

In most scenarios, Objective markers are visible over the battlefield. They allow you to see, from a distance, locations critical to victory. Seizing and holding these Objectives are important to winning every scenario in which they appear.

Points are awarded to the highest-ranking commander present when the conditions for holding the Objective (see below) are

met. In addition, all his subordinate units are awarded points, and their morale and fatigue improves.

Over every **Objective** there will be a marker: a wreath surrounding a circle over the critical terrain – the farm complex at Hougoumont, for example. On the ground beneath the Objective marker there will be a rotating rayed sun marker. The circle in the Objective marker will show the flag of the army that currently holds the objective. If neither side holds the Objective the circle will be gray.

When you select the highest-ranking commander within the Objective Radius, and his side has fulfilled the conditions for starting the Objective Timer (see below), information will appear in red letters and numbers just above the Toolbar. These are the **Objective Name**, **Objective Timer**, and, in parentheses, two numbers representing the selected commander's **distance from the Objective** and the **size of the Objective Radius** (both in yards). The Objective Timer will count down the time needed to hold the Objective and win the Objective Points. When the Objective Timer reaches zero, the points and other bonuses will be awarded.

The conditions for holding an Objective are given on the Map. Press “M” to open the Map and place the cursor on the Objective symbol. The tooltip will display the information, in the following order:

- ☚ The name of the Objective – for example, “La Haye Sainte”.
- ☚ The side to whom the Objective is assigned. “**Plyr**” means the Objective is assigned to you only. “**All**” means it is assigned to both sides.

✚ The Objective's type. **Waypoint** Objectives disappear from the map when won. A **Hold** Objective can be won many times, until Time Limit for the scenario (set by the scenario designer in Waterloo Scenarios, or by the player in Sandbox scenarios) is reached, or the Score Limit (set by the player in Sandbox scenarios) is reached, triggering the end of the scenario.

✚ The number of friendly troops within the Objective Radius (see "RAD") required to "hold" the Objective – for example, "597 men." Units with morale of "Uneasy" or less are not stable enough to be counted toward this total.

RAD: The only units that are counted in determining who is holding the Objective are those who are within this radius, given in yards.

If enemy units are also present within this radius, the Objective will be neutral until one side outnumbers the other side two-to-one inside the radius. Only then will the Objective Timer begin.

The highest-ranking leader inside this radius will win the bonus points and other awards when the Objective Timer reaches zero. All his subordinate commanders and units will receive these awards as well.

HOLD: This is the number of minutes required to hold the Objective to obtain its awards, as follows:

P: This is the number of points added to the score of the commander who holds the Objective for the number of minutes required in "HOLD."

M: This is the number of Morale points added to all the units subordinate to the commander who won the Objective.

F: This is the number of Fatigue points added to all the infantry and cavalry units subordinate to the commander who won the Objective.

A: This the number of rounds per man (ammunition points) added to all the infantry and cavalry units subordinate to the commander who won the Objective.

NOTE: When playing Multiplayer, it is best to move a high-ranking commander into the RAD to hold the objective, to maximize the number of subordinate units that will receive the morale and fatigue bonuses when the Objective is won.

COMBAT POINTS

To reflect the fact that a commander must balance the taking and holding of Objectives with flesh-and-blood concerns, another point system for combat will be in play in every scenario. A fighting unit will earn Combat Points every time it accomplishes any of the following:

- ✚ Causing an enemy casualty
- ✚ Causing an enemy unit to fallback (without orders), retreat (without orders), break, or rout
- ✚ Capturing an enemy gun, infantry or cavalry regiment, or ordnance wagon
- ✚ Killing an enemy commander

These Combat Points are added to a unit's score. A fighting unit will also lose points for suffering each of the above, and those Combat Points are subtracted from its score.

A commander's score is the current total of all of his subordinate units.

At the end of most scenarios, your Combat Points will be added to your Objective Points to get your final score. This total will be compared to the scenario designer's schedule to arrive at the Victory Level – Major or Minor Victory, Draw, or Major or Minor Defeat.

There are some Sandbox scenarios, however, which are decided solely by possession of the Objective for the required amount of time – if neither side wins the Objective, the battle is decided by Combat Points. In other Sandbox scenarios there are no specific Objectives, and Combat Points alone will decide the battle.

75 THE HISTORY OF THE 100 DAYS CAMPAIGN

The Waterloo Campaign was also known as “The Hundred Days Campaign,” so called because it began with Napoleon's sudden reappearance in Paris on 20 March 1815, and ended 111 days later in July with the restoration of Louis XVIII to the French throne and Napoleon's permanent exile to the island of St. Helena. This brief period was climaxed by the Battle of Waterloo, the last great episode of the Napoleonic Wars.

The events of the campaign began on 26 February 1815, when Napoleon embarked with a 1,100-man bodyguard from his “empire” on the Mediterranean island of Elba, where he had been banished after his defeat by the Sixth Coalition of European

powers in 1814. Napoleon and his tiny entourage landed on the French coast near Cannes on the afternoon of 1 March. As he approached Paris, however, his army had grown so that on 20 March he conquered the French capital without firing a shot. When his carriage pulled up in front of the Tuileries Palace, it was empty. Louis XVIII had fled the capital the day before.

News of Napoleon's reappearance had already reached the European leaders at the Congress of Vienna. Austria, Prussia, Russia, and England declared him an outlaw, and each pledged 150,000 men to a general offensive against the suddenly returned "Ogre of Europe."

There was a brief period of frenzied recruitment across the continent. In France, Napoleon immediately took command of the 180,000-strong standing army of Louis XVIII. He added 50,000 more whom the Bourbon king had sent home on leave, rather than pay them. He found an additional 80,000 men by tracking down deserters from his failed 1814 campaign. To these he added another 90,000 from the Class of 1815 who had been called up but had not reached the front lines in 1814. By combing the ranks of the National Guard for its best militiamen, by finding old veterans eager to return to the glory of the tricolor, and by scouring the country for patriotic new volunteers, Napoleon raised another 200,000, and thus had put 615,000 men under arms by mid-June.

The Allies, too, were busy. Between 800,000 and one million men were available, and with these, the Seventh Coalition, as the five Allied armies came to be called, made plans to attack all along France's long border from the North Sea to the Mediterranean. Wellington would strike from Brussels with his so-called Anglo-

Dutch army of 110,000 men. On Wellington's left would be Marshal Blucher's 130,000 Prussians, advancing on Namur from Liege. General Schwarzenberg's 210,000-strong Austrian army would attack along the upper Rhine, while 75,000 more Austrians and Italians under General Frimont would advance in the south and threaten Lyon. Barclay de Tolly's 150,000 men of the Russian Army – still intact from the campaign of 1814 and on the march home – would turn about and strike at the central Rhine.

By late May, however, the only Allied armies in position were Wellington's and Blucher's in the north. It would be at least July before the Austrians would reach the Rhine, and the Russians would arrive later still. Napoleon realized that, to defeat the foes that would vastly outnumber his own, he must use the advantage of interior lines: from his central position, he would strike at the enemy armies in turn, when they would be dispersed around the frontiers of France. Clearly, then, his first blow must be in the north, against the first serious threat, the combined armies of Wellington and Blucher.

The two Allied armies had their weaknesses. Wellington's Anglo-Dutch army was a mixed force, speaking English, Dutch, German, and even French, containing men from a dozen countries. Only about a third of his army were experienced in war. "I have got an infamous army," he was heard to say, "very weak and ill equipped, and a very inexperienced staff." However inexperienced, they were built around a core of veterans that could give spine to the green troops in the thick of battle, and were generally commanded by good men, headed by the cool, cautious Duke of Wellington, who had won the Peninsular War against these same French foes

Wellington's counterpart was the impetuous – and, many insisted, mentally infirm – leader of the Prussian Army, Marshal Gebhard von Blucher, seventy-two years old, a man possessed by a passionate hatred for the French. The Prussian Army had a larger core of veterans than Wellington's army, but in 1815 it was reorganizing, and fully one-third of the army was composed of inexperienced and unreliable Landwehr militia. Some were from parts of Germany only newly attached to Prussia, and there were even those – like some of Wellington's Netherlanders – who had until recently been soldiers in the French army.

Napoleon's biggest advantage, however, was that he was well informed of the positions of both Wellington's and Blucher's armies, and knew that they were widely dispersed in their cantonments in the towns of Belgium. It would take each of the seven Allied corps about twelve hours to assemble, and about three days for the two armies to unite into a single, overwhelming force. Napoleon determined to take advantage of this dispersal by making a sudden attack on the hinge between the armies, using the "strategy of the central position" to separate his two foes. He divided his *Armee du Nord* into two wings plus a large reserve that he himself commanded. Striking north, he would pin each enemy army with one of his army's wings. This done, he would fall first on one enemy army with his reserve and destroy it, then concentrate the entire French army on the second and destroy it.

In order to achieve the necessary initial surprise, Napoleon accomplished the last miracle of his career in the week before his attack. By imposing a security lockdown on the entire frontier of France, he was able to secretly concentrate five corps, plus the Imperial Guard and the reserve cavalry, from their posts in Paris

and across the whole of northern France. In the early morning of 15 June 1815, his united columns crossed the Sambre River over the bridges near Charleroi with his enemies still in their cantonments.

Napoleon's crossings were delayed by the inevitable friction of war, and Blucher, with headquarters at Namur, was alerted by Prussian outposts on the Sambre. Wellington in Brussels, however, got no definite news of Napoleon's presence until mid-afternoon. Worse, to block what he feared most – Napoleon marching swiftly into his rear – Wellington first ordered the bulk of his command to the west, away from his Prussian allies. Meanwhile, Napoleon rushed forward to occupy the crucial lateral link between the two armies: the road between Namur and Nivelles – specifically, a nine-mile stretch between the crossroads of Quatre Bras in the west and Sombreffe in the east. To keep his enemies apart, Napoleon sent his left wing under Marshal Ney to occupy Quatre Bras and block any British advance, while he sent his right wing under Marshal Grouchy toward Sombreffe to meet Blucher's rapidly approaching Prussians. Napoleon shifted the vast weight of his reserve behind Grouchy's right wing, determined to deliver a knockout blow to Blucher, who, in his haste to come to battle with the hated French, had concentrated his army too far forward – Wellington was partly to blame, exposing his Prussian ally by his own tardy approach to the crucial link. Thus, on 16 July, two battles were fought on the same afternoon: one at Quatre Bras and one at Ligny, near Sombreffe.

At Quatre Bras, Marshal Ney gave no evidence of his title, "the bravest of the brave." He balked at attacking Wellington's inferior force, which was arriving piecemeal. Ney's hesitation allowed Wellington to bring up critical reinforcements throughout the

afternoon, and by the end of the battle, Wellington had managed to get some 35,000 troops into line, though he fought most of the battle with a desperate few. By nightfall Wellington still held the ground, allowing the bulk of his army to concentrate a few miles to the north, behind a ridge near Mont St. Jean.

In contrast with the halting affair at Quatre Bras was the epic battle fought on the same afternoon at Ligny to the east. Blucher had thrust three of his army corps into harm's way despite the fact that he knew the fourth – von Bulow's, cantoned in and around Liege – would not arrive in time for the battle. Blucher placed his trust in Wellington's promise to send a corps to Blucher's aid. It, too, would never arrive.

In the absence of reinforcements from the east or west, Blucher's I, II, and III Corps, 84,000 strong, were hammered relentlessly in their thin seven-mile-long defensive position by the concentrated blows of Napoleon's 68,000 Frenchmen, starting in mid-afternoon. The result was the last major victory of Napoleon's career. It was diminished, however, by the subtraction of an entire French corps, D'Erlon's I Corps, which spent the entire afternoon wandering between the battles raging at Quatre Bras and Ligny, and finally arriving at neither. Its absence allowed the defeated Prussian army to not only to avoid destruction but to retreat to the north – still in communication with Wellington's army a few miles away to the west – rather than being hurled back eastward along its line of communications to Namur. Had Napoleon accomplished the latter, he would have succeeded in separating the two Allied armies, and could have concentrated all his might on Wellington's lone army blocking the road to Brussels.

Napoleon, in the chaos and darkness that shrouded the field of Ligny at the battle's close, was not immediately aware of the direction of the Prussian army's retreat. The next morning, he gave Grouchy 33,000 men with orders to follow the Prussians. Starting late on 17 June and uncertain about the Prussians' destination, Grouchy was not able to prevent the Prussian army from reaching Wavre and remaining within supporting distance of Wellington.

Wellington's Anglo-Dutch army spent the rainy 17 June withdrawing from its exposed forward position at Quatre Bras. It retreated northward about nine miles, to a previously selected defensive line behind the ridge south of Mont St. Jean. The position had been carefully chosen. The ridge was perpendicular to the Brussels Road that bisected it, and offered protection to Wellington's men, which he concealed on its reverse slope. Too, the line was relatively short, about two-and-a-half miles, allowing him to deepen his defense, and was traversed for much of its length by a sunken road, which offered a ready-made rifle pit. It was protected on the extreme right by the chateau and walled grounds of Hougomont, which Wellington manned and fortified, and in the center by the farmhouse and orchard of La Haye Sainte, where he placed 400 veterans of the King's German Legion. On his left he garrisoned the hamlet of Papelotte, which commanded the road to Wavre by which the Prussian army was expected to arrive.

On the morning of 18 June, surveying the ridge that shielded Wellington's army, Napoleon decided to wait for the tail of his army to come up, and for the ground to dry out from the previous day's rains. Thus, it was only a little before noon before he started his men forward, a fatal delay that allowed the Prussians precious hours in their approach from Wavre. When it came, Napoleon's

attack was a frontal assault without tactical subtlety. It would fall first on Hougoumont on Wellington's right, by which Napoleon meant to make Wellington throw his reserves toward his right to defend it. Then would follow a French artillery bombardment intended to paralyze Wellington's center, followed by the main thrust on the Wellington's left by D'Erlon's fresh I Corps, which would crush Wellington's neglected flank and roll up the Anglo-Dutch army's line from east to west, separating it from any Prussian reinforcements that may come from Wavre.

Napoleon had by that morning been informed of the Prussian presence in Wavre, and at 10:00 a.m. had sent an order to Grouchy to put the Prussians to flight and head toward the main battlefield at Waterloo. Neither Napoleon nor Grouchy knew that Blucher was already marching toward Napoleon's right flank at the head of the 50,000 men of his II and IV Corps. By noon, when Grouchy heard the announcement of the opening cannonade in the direction of Waterloo, Wavre was defended only by a Prussian rearguard of 17,000 men of the Prussian III Corps, but, thinking he could stop the entire Prussian army from reinforcing Wellington by attacking Wavre, Grouchy assaulted the Prussian rearguard, who stoutly defended the bridges across the Dyle River in and near the town. The ensuing Battle of Wavre, fought simultaneously with the Battle of Waterloo, would end inconclusively at nightfall. Grouchy thus not only would fail to join Napoleon at Waterloo, he would fail to prevent Prussian troops from joining Wellington.

At Waterloo, by 2:00 p.m., though the attack on Hougoumont had stalled, D'Erlon's I Corps' attack on Wellington's left was succeeding, having driven the British and Dutch defenders

back from the crest of the ridge. Wellington, in this extremity, committed the British heavy cavalry, which drove D'Erlon back, but the inexperienced cavalry, without discipline after their initial charges, were forced to withdraw with great loss to men and mounts. Both sides on this eastern side of the battlefield were now badly wrecked.

At mid-afternoon, Marshal Ney, mistakenly thinking the Anglo-Dutch army was in retreat, gave the order for the French cavalry to charge. They were beaten back by British troops drawn up into squares with artillery in front, but French infantry took advantage of the chaos to seize La Haye Sainte, which Napoleon supposed to be the key to Wellington's position. French artillery were run forward to rake the British on the ridge with close-range canister fire, and Ney, sensing victory, called for the reserves, but there were none: von Bulow's IV Corps of the Prussian army had begun arriving in strength in Plancenoit, a village in the French right rear, and Napoleon needed every man to counter this mortal threat.

Around 7:30 p.m., Napoleon committed his last reserve, the masters of every previous battlefield, the Imperial Guard. He sent it forward en echelon toward the British line, from the crest of the ridge at La Haye Sainte, to the hamlet of Papelotte, to the village of Plancenoit. The proud Guard suffered an unprecedented repulse at the crest of the ridge by the British, and again at Papelotte and Plancenoit by the Prussians. The Guard, incredibly, fled.

As the vaunted Imperial Guard reeled in retreat, panic rippled through the French lines: "La Garde recule. Sauve qui peut!":



“The Guard is retreating. Every man for himself!” Seizing the moment, Wellington stood up in his stirrups and waved his hat in the air, and at his signal, his entire army rushed forward and fell upon the retreating French. Napoleon’s *Armée Du Nord* gave way, and Napoleon’s last gamble was ended.

The Emperor left his retreating army to dash back to Paris to inspire political support for another campaign, but he was forced instead to abdicate. The Prussian army entered Paris on 8 July, and the same day Louis XVIII was restored to the throne. Unable to remain in France, and blocked by the Royal Navy from fleeing by ship to the United States, on 15 July Napoleon surrendered himself to the captain of *HMS Bellerophon*. The self-styled “Modern Alexander” was exiled to the island of St. Helena, where he would die in 1821.

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Mandy Clyburn – La Belle Alliance

Riccardo Viecca – QA

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Mike Hager *aka* Grog – Commander Portraits

Musical Score – Ludwig van Beethoven, Symphony No. 3 in E Flat Major, “Eroica” The Heroic Symphony, originally titled “Buonaparte.” Recorded by the Czech National Symphony Orchestra for the Musopen Kickstarter Project.

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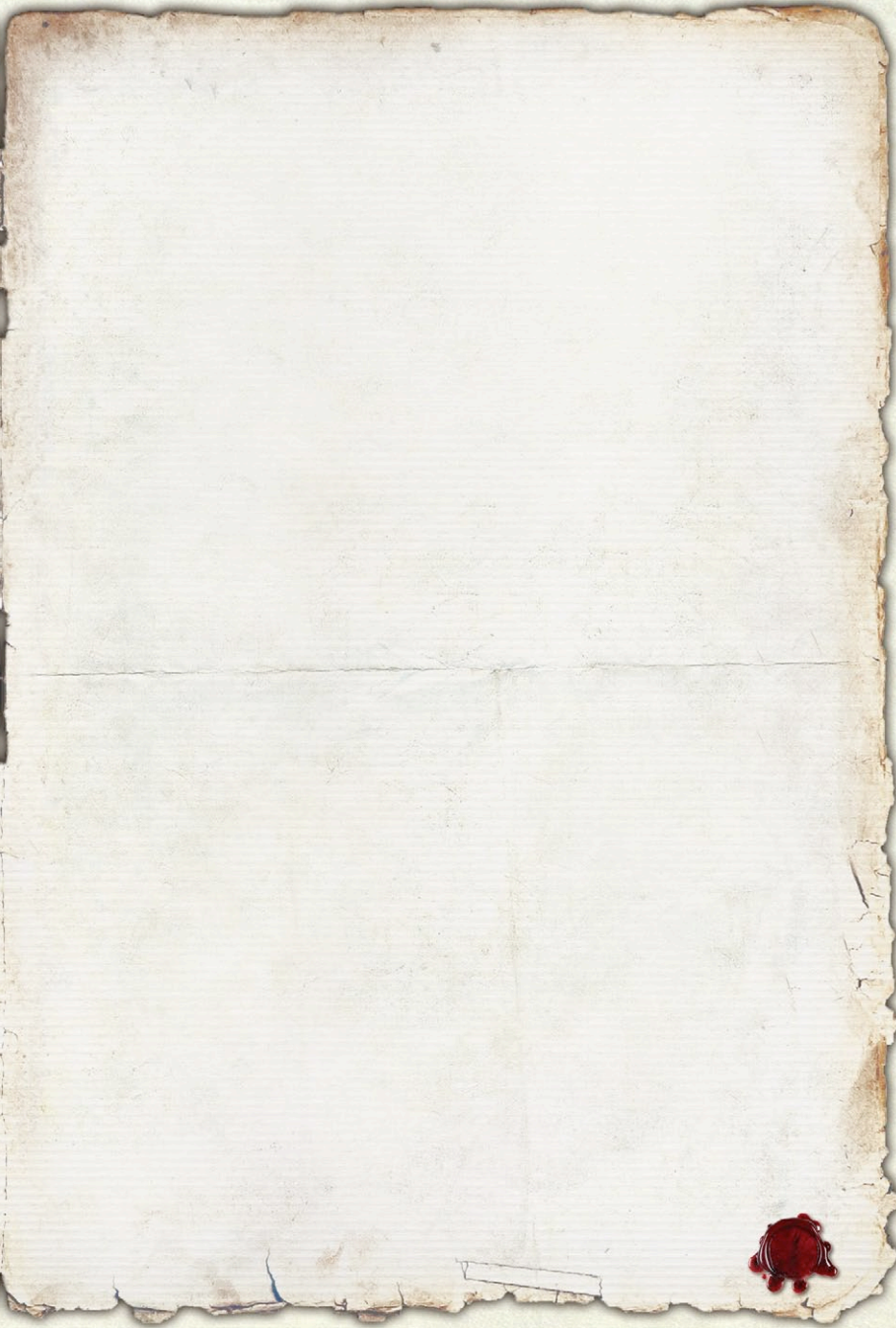
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