

Fourteen Days in June is a two-player, beer-and-pretzels game based upon the Waterloo Campaign of 1815. One player controls the French Forces, the other controls the Anglo-Dutch ("British" hereinafter) and Prussian Forces (known collectively as the "Allies").

CONTENTS.	PAGE
1.0 GAME COMPONENTS	1
2.0 GAME MAP	1
3.0 FORCES	1
4.0 FORCE COMPOSITION	1
5.0 FORCE DETAIL BOXES	2
6.0 COMMANDERS	2
7.0 GAME SET-UP	3
8.0 SEQUENCE OF PLAY.....	4
9.0 WINNING THE GAME	4
10.0 ATTRITION AND SUPPLY	4
11.0 MOVEMENT AND COMBAT	5
12.0 COMMANDER MOVEMENT	10
13.0 SPECIAL RULES	10
DESIGNER NOTES	11

1.0 GAME COMPONENTS.

Game components comprise the following:

- one 68x98 cm game map,
- 225 die-cut counters and markers of size 15x15 mm,
- 29 die-cut counters of size 15x30 mm,
- 26 wooden sleighs,
- two initial order sheets,
- two fog-of-war screens,
- four mountings for fog-of-war screens,
- an extended example of play,
- a sheet of sticky labels,
- these rules, and
- two 6-sided dice: one red and one blue.

2.0 GAME MAP.

The game map represents northeast France and a large portion of what in 1815 was the Southern Netherlands (now Belgium). The map is overlaid with hexes, each of which equates to about five (5) kilometers from edge to edge. Hexes contain the following terrain types:

- **Clear** (including those hexes with cities, towns or villages) and
- **Difficult** (hills, marsh, and woods).

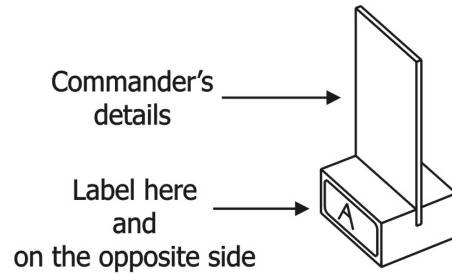
Some hexes are separated by rivers, designated by thick blue lines. **Rivers can only be crossed via bridges.** Some hexes are connected by primary roads. These facilitate supply and movement. Minor roads and tracks are not shown. The purple line on the map delineates the border between France and Southern Netherlands. See Rule 13.3.

3.0 FORCES.

Forces are the basic unit of the Game. The Allied and French armies each comprise several Forces. The size of each Force is measured in terms of its number of divisions. Each Force is represented on the game

map by wooden sleigh with a slot containing its Commander Counter.

Each sleigh is identified by a letter ("A", "B", "C", etc.) which corresponds to the letter on the Force Detail Box [Rule 5.0] for that Force printed adjacent to the game map. Before the game begins players should stick two identical letters, ("A" - "A" or "B" - "B", etc.) from the sheet of sticky labels provided, to the front and back of the base of each sleigh. This allows both players to see the designation of each field army deployed on the game map.



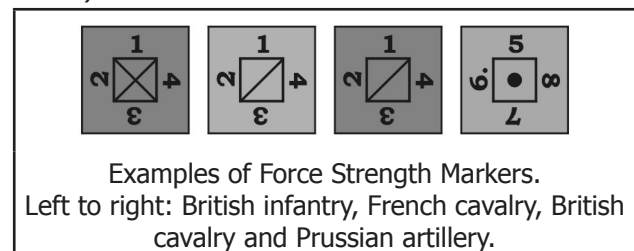
There are seven (7) British, seven (7) Prussian and twelve (12) French sleighs. These are the maximum number of Forces which can exist at any time. Within those limits Forces can be created, augmented, split, merged and/or eliminated. **If there is no sleigh available, a new Force cannot be created. Likewise, a new Force cannot be created without a Commander Counter.**

No more than one (1) friendly Force can ever occupy a given hex. See Rule 11.0, Part V, and Rules 11.2, and 11.4.2.b for situations where one (1) friendly Force enters or moves through a hex occupied by another.

Where the rules stipulate that a Forage, Fatigue or Combat "Marker" is allocated to a Force, the marker is placed on the game map adjacent to its sleigh.

4.0 FORCE COMPOSITION.

The size of each Force is measured by reference to the number of "divisions" it contains. The term "division" is used loosely and applied to all three (3) combat arms which feature in the game: artillery, cavalry and infantry. Each Force must contain at least one (1+) division. **Individual divisions are not represented by counters.** Rather, the number of divisions within each Force is recorded by Force Strength Markers placed upon each player's Force Detail Boxes. The British markers are red, the Prussian are grey, and the French are blue (dark blue for the Imperial Guard).



STRATEGEMATA

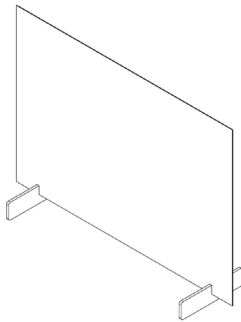
Fourteen Days in June

Black numbers represent the number of **full-strength** divisions. White numbers represent the number of **weakened** divisions (see below, **5.0 FORCE DETAIL BOXES**).

5.0 FORCE DETAIL BOXES.

A player's Force Detail Boxes should always be kept up to date and out of sight of his opponent.

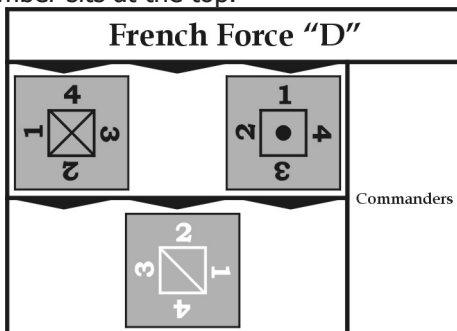
To facilitate this, two (2) "Fog-of-War" screens are provided, one (1) for each player. These should be mounted as shown below before being placed on the green line in front of each player's Force Detail Boxes with the Terrain Effects Chart facing the player (see Rule 7.0).



Allied and French Force Detail Boxes are printed next to the map and record the composition of the Forces in play on each side. Players place Force Strength Markers on their Force Detail Boxes to indicate for each Force the current number of each type of division, and how many are full-strength or weakened.

Force Strength Markers have numbers along their edges, either one-to-four (1-4) or five-to-eight (5-8). They can be rotated so that the "top" number in each Force's full-strength or weakened box designates the current number of each division-type in that Force.

The example below shows a Force Detail Box for French Force D. This Force comprises four (4) divisions of infantry and one (1) of artillery at full-strength; and two (2) weakened cavalry divisions. A total of seven (7) divisions represented by three (3) Force Strength Markers rotated so that the appropriate number sits at the top.



During the "Movement and Combat" phase, Forces may be created, augmented, split, merged, or eliminated. Whenever a Force is created, the owning play-

er places a new sleigh on the game map and records its composition by placing Force Strength Markers in the Force Detail Box. If the new Force is created by divisions leaving an existing Force, the Force Strength Markers of the transferor Force should be adjusted to reflect the number of divisions that have left.

Because a division(s) is always part of a Force and can only move as such, the temporary creation of a new Force is necessary to transfer a division(s) from one Force to join another. [See Rule 11.0, Part V and the *Extended Example of Play*.]

If a Force "disappears" as the consequence of merging with another Force or because of suffering losses through a lack of supplies or combat, its sleigh is removed from the map and can be re-used when a new Force is created.

6.0 COMMANDERS.

Command units are represented by Commander Counters. There are four (4) levels of commander, in ascending order of seniority: Division (two stars on the counter), Corps (three stars), Wing (four stars) and Army (five stars).



A Commander Counter for the most senior commander accompanying a Force (owner's choice if two (2+) or more are of equal seniority) is deployed on the game map in the slot on its sleigh. Any other Wing or Corps Commander Counter(s) accompanying a Force is placed with the Force Strength Markers in the Force Detail Box for that Force so that, like the Force Strength Markers for divisions, it is out of sight of the opponent.

During the "Movement and Combat" phase [Rules 11.0 – 11.4], all commanders automatically move with the Force to which they are attached. During the "Commander Movement" phase [Rule 12.0] Corps, Wing and Army Commanders may move independently. However, a Force cannot be left without a commander: **each Force must be accompanied at all times by at least one (1+) Commander Counter.**

The French have four (4) and the Allies six (6) Division Commander Counters. These may be placed on a Force which would otherwise be left without a commander - for example, when a Force is split and a new one is created. The Division Commander Counter is removed from a Force when it is joined by a Corps, Wing or Army Commander. The counter is then available to be re-used as required. Division commanders can never move independently of a Force, and never

remain with a Force if a more senior commander is present.

Designer note. The intention is not to show all historically available division commanders; but, rather to reflect the level of command flexibility characteristic of the armies involved.

7.0 GAME SET-UP.



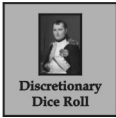
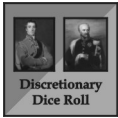
The Game Turn Markers are placed on the Turn 1 boxes on each Turn Track/Discretionary Dice Roll Track printed adjacent to the game map.

Each player places his Fog-of-War screen on the green line “in front” of his Force Detail Boxes so the composition of his Forces is hidden from his opponent.



Command Bonus markers are placed on appropriate Command Bonus Tracks: in the four (4) box for the French and in the three (3) box for the Allies.

These markers are returned to the four (4) and three (3) boxes at the start of each turn.



A Discretionary Dice Roll marker is placed in the five (5) box of each Turn Track/Discretionary Dice Roll Track.

The game begins during the second week of June 1815. Players have the choice of beginning with the various Forces in their approximate historical starting positions [Rule 7.1]; or, using a quasi-historical set up [Rule 7.2]; or, allowing each side to deploy their Forces freely within certain parameters [Rule 7.3].

7.1 Historical Set-Up.

See Special Rules 13.1, 13.2 and 13.3 regarding the limitations placed upon players during Turns 1, 2 and 3.

French Initial Deployment.

The French begin with seven (7) Forces on the game map. They are deployed at their starting locations and contain the artillery, cavalry and infantry divisions, and commanders as specified upon the Set-Up Table printed adjacent to the game map. The Commander Counter for the most senior commander accompanying each Force is placed in the slot on its sleigh on the game map.

Note that Napoleon is not deployed until Turn 4 [see Special Rule 13.2].

The French player places Force Strength Markers upon the French Force Detail Boxes to indicate the number of divisions in each Force. All divisions are at full-strength.

Initial Orders.

In secret, the French player writes down an “initial order” for each of his Forces on the French Initial Order Sheet, specifying the town/city/village **in France** to which it will march exclusively by road. The route

chosen can exceed the shortest route by road by no more than three (3) hexes. If the route chosen is other than the shortest, or there is more than one (>1) “shortest route”, a second or third town/city/village en route may be specified (in parenthesis) for clarification. The “initial order” should comprise no more than these three (3) names. Once all the “initial orders” have been written down, an Initial Order Marker is allocated to each Force [See Rule 11.0, Part I].

Allied Initial Deployment.

The Allies begin with eight (8) Forces on the game map, four (4) British and four (4) Prussian. They are deployed at their starting locations and contain the artillery, cavalry and infantry divisions, and commanders as specified upon the Set-Up Table printed adjacent to the game map. The Commander Counter for the most senior commander accompanying each Force is deployed, placed in the slot on its sleigh on the game map. In case of two-hex cities, the player can choose the starting hex.

The Allied player places Force Strength Markers upon the British or Prussian Force Detail Boxes to indicate the number of divisions in each Force. All divisions are at full-strength.

Initial Orders.

See Special Rule 13.1.

7.2 Quasi-historical Set-Up.

See Special Rules 13.1, 13.2 and 13.3 regarding the limitations placed upon players during Turns 1, 2 and 3.

The initial deployments and “initial orders” follow the procedure described in 7.1, except that commanders and divisions may be allocated between Forces at the players’ discretion, subject to:

- each Force having at least one (1+) Army, Wing or Corps Commander and at least one (1+) division; and
- all Army, Wing and Corps Commanders and all divisions being deployed.

Allied divisions comprise:

British: x 17 x 6 x 5

Prussian: x 16 x 8 x 5

These may be supplemented by Prussian reinforcements arriving at Bastogne on Turn 6 [Special Rule 13.4.]

French divisions comprise:

x 20 x 10 x 8

7.3 Free Set-Up.

Ignore Special Rules 13.1, 13.2 and 13.3; but, Special Rule 13.4 still applies.

Players have the discretion to allocate Army (including Napoleon), Wing and Corps Commanders, and divisions to their Forces, and to deploy their Forces as they see fit, subject to the following limitations.

Players alternate deploying one (1) Force. The Al-

lied player begins the sequence. He can deploy any number of Forces up the maximum of seven (7) British and seven (7) Prussian anywhere in the Southern Netherlands. Each Force must have at least one (1+) Army, Wing or Corps Commander and at least one (1+) division. British and Prussian divisions cannot begin the game in the same Force.

The French player can deploy any number of Forces up the maximum of twelve (12) anywhere in France. Each Force must have at least one (1+) Army, Wing or Corps Commander and at least one (1+) division. Each Army, Wing or Corps Commander must be allocated to a Force. The total number of divisions to be deployed by each player is set out at Rule 7.2.

In secret, each player writes down an "initial order" for each of his Forces on his Initial Order Sheet, per the Initial Orders paragraph at Rule 7.1 (except that each destination hex may be within the Southern Netherlands or France). From Turn 1, both Allied and French Forces move in accordance with their "initial orders" and players can issue further orders per Rule 11.0, Part II.

8.0 SEQUENCE OF PLAY.

The maximum number of turns in a game is fourteen (14). Each turn represents about one (1) day of actual time, beginning during the second week of June 1815.

Each turn is made up of the following three (3) phases, each of which must be completed by both players before moving onto the next phase:

- Attrition and Supply,
- Movement and Combat, and
- Commander Movement.

Once these phases have been completed, the turn comes to an end and a new one begins. The Game Turn Markers should be moved to the next turn box on each Turn Track/Discretionary Dice Roll Track printed adjacent to the game map.

9.0 WINNING THE GAME.

If, at the end of any turn, a French Force in supply containing at least eight (8) divisions occupies one (1) or both (2) Brussels hex(es) the French player gains an immediate victory.

If the French have not occupied Brussels by the end of Turn 14, they win if **either** the British **or** Prussians have lost at least ten (10) divisions and less than half the total number of eliminated Allied divisions has been lost by the French.

Any other result is an Allied Victory.

Losses can arise through attrition [Rules 10.0 and 11.0, Part V] or through combat [Rule 11.4]. Players should keep a track of the aggregate number of divisions eliminated.



Elimination markers are provided to record losses on the Turn Track/Discretionary Dice Roll Track. For example, a x1 marker in the 8 box records the loss of 8 divisions, and a x10 marker in the 2 box the loss of 20 divisions. The placing of both markers would record the loss of 28 divisions. Each player must record his losses on the Track immediately they occur.

10.0 ATTRITION AND SUPPLY.

There are two (2) parts to this phase.

Part I. Calculate the effect of Attrition.

Firstly, "hits" representing losses through attrition are suffered by divisions in Forces above a certain size and/or which are out of supply (as signified by a Forage Marker [see Part II]). The number of "hits" is specified by the Attrition Table printed adjacent to the game map. See also Rule 11.0, Part V (General Movement Rules).

If a hit is allocated to a full-strength division, it becomes weakened. If two (2) hits are allocated to a full-strength division, or one (1) hit to an already weakened division, the division is eliminated.

The owning player chooses the divisions in each Force to which "hits" are allocated. Both players apply the results of the attrition and check supply simultaneously, **secretly updating their Force Detail Boxes to reflect any casualties occasioned by attrition.**

Part II. Check Supply Status.

Secondly, players check the supply status of their Forces.

The Ultimate Supply Source [USS] for the British is Ghent, for the Prussians is Liege and for the French are Arras, Bapaume, La Capelle and Rocroi. A Force comprising both British and Prussian divisions [see Rule 11.1] may receive supplies from either the British or Prussian USS.

To be in supply a Force must be on, adjacent to, or separated by no more than two (2) intervening clear hexes [Rule 2.0] from a friendly USS; or on, adjacent to, or separated by no more than two (2) intervening clear hexes from a road which connects, without any interstice, to such an USS.

No part of the supply route can cross a river, other than via a bridge, nor enter a hex containing an enemy Force, or adjacent to an enemy Force unless the hex in question is separated by an unbridged river and/or occupied by a friendly Force.

In addition, the following "compass direction" restrictions apply **unless** a Forces is within five (5) hexes of a friendly map edge: that is, North for the British,

South and West for the French, and East for the Prussians.

For the British, no more than three (3) hexes along the road portion of a supply route can be south of the previous road hex.

For the Prussians, no more than three (3) hexes along the road portion of a supply route can be west of the previous road hex.

For the French, no more than three (3) hexes along the road portion of a supply route can be north of the previous road hex.



Forage Markers are allocated to Forces which are out of supply at this point in the turn. These are removed at the end of the "Movement and Combat" phase from any Force(s) to which supply has been re-established.

11.0 MOVEMENT AND COMBAT.

Parts I - IV of Rule 11.0 set out the sequence for issuing orders and activating Forces. Detailed rules for moving Forces in response to "initial orders" and "further orders" are at Rule 11.0, Part V.

Rules 11.1, 11.2, 11.3 and 11.4 deal with specific circumstances which can arise during movement: respectively, Combined Allied Forces, Inadvertent Moves, Commanders, and Combat.

Part I. Initial Orders.



Overview: Players alternate moving one (1) Force to which an Initial Order Marker is allocated [see Rule 7.1 and Special Rule 13.1], until all such Forces have moved.

The French player begins the sequence.

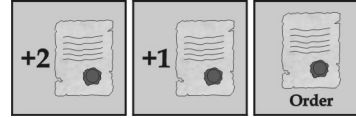
Unless adopting a Free Set-up [Rule 7.3], for Turns 1 – 3 only French Forces move in response to initial orders. Allied Forces are unable to move until Turn 4 [Special Rule 13.1].

Each Force moves at the basic movement allowance of its slowest division(s) [see Column C of the Movement Allowance Table, printed on the Fog-of-War screens], towards its destination as specified by its "initial order". **The Force is not permitted to move any slower than this.**

For each Force its movement by virtue of the "initial order" comes to an end on the turn that the Force:

- fulfils its "initial order" either because the order was for it to remain in situ or because it arrives at its destination (in case of two-hex cities, the Force arrives at one (1) of them); or,
 - merges with another friendly Force which is moving in response to a "further order" [see Part III]; or,
 - loses a combat [see Part V and Rule 11.4]; or,
 - receives a "further order" from its Army Commander which supersedes the "initial order" [see Part II].
- Henceforth, the Force's movement is determined by "further orders", see Part II.

Part II. Further Orders.



Overview: Next, unless adopting a Free Set-Up [Rule 7.3], **beginning on Turn 4,**

players alternate issuing one (1) "further order" to one (1) Force. These "further orders" emanate from Army Commanders.

Napoleon is the Army Commander of the French, Blücher of the Prussians and Wellington of the British. Neither Allied commander can issue "further orders" to Forces under command of the other.

The Allied player begins the sequence.

He rolls two six-sided dice [2d6] one positive (blue) the other negative (red). If the positive roll, adjusted by adding the command bonus for the turn (see Rule 7.0) and deducting the negative roll, is zero (0) or greater an "Order", "+1" or "+2" Marker is allocated to the Force per the Order Marker Table, printed adjacent to the game map. Exception: an Order Marker cannot be allocated to a Force "carrying" an Initial Order Marker. At this stage of the phase, a "+1" Marker is allocated instead.

Note: Players have the option to allocate a "+1" Marker instead of an Order Marker or a "+2" Marker instead of a "+1" Marker. (Unlike Order Markers, "+1" and "+2" Markers may be "carried" by moving Forces.) They may also issue "further orders" to a Force which is already carrying a "+2", "+1" or Order Marker so that two (2+) or more Order Markers or +1 or +2 Markers, or any combination thereof, can be allocated to a Force - see Part III.

After the Allied player has issued a "further order" it is the French player's turn to do so; and, so on. However, each time a player rolls 2d6 during this process the command bonus is reduced by one (-1), even if this results is a "negative bonus".

Command Bonus Markers are provided for use with the Command Bonus Track, printed adjacent to the game map, to enable players to record their degrading Command Bonus.

If a player is unable to issue a "further order" because the adjusted positive roll is less than zero (0) or if he declines to do so, he gets no further opportunity this turn. His opponent may continue issuing "further orders" until he, too, is unable or unwilling to do so.

During the alternating sequence (ie, **before** being precluded from issuing a "further order") each player may allocate one (1) Order Marker, or "+1" Marker, to the Force accompanied by an Army Commander without satisfying the positive/negative test set out above or reducing his command bonus. He may do this even if one (1+) or more Order Markers (or "+1" Markers) have already been allocated to that Force.

Part III. Activation.

Overview: Next, unless adopting a Free Set-Up [Rule 7.3], **beginning on Turn 4**, players alternate moving one (1) Force to which an Order Marker (not an Initial Order or "+1" or "+2" Marker) is allocated. (The rules regulating the movement process are at Part V.)

The French player begins the sequence.

After the first French Force has moved, and any combat is resolved [Rule 11.4], it is the Allied player's turn to move a Force; and, so on. **Before a Force moves its Order Marker is removed.**

If, during this alternating sequence, a player declines to move a Force to which an Order Marker has been allocated he gets no further opportunity to do so "this" turn. **All his unactioned Order Markers are immediately removed from play.**

If two (2+) or more Order Markers have been issued to a Force they are executed individually with each counting as one (1) move (see following paragraphs). Exception: combined British/Prussian Force, see Rule 11.1.

Subject to the availability of Force sleighs and Commander Counters, a Force may be split and a new one created with some divisions remaining in situ whilst others move together as a new Force; or, if two (2) Order Markers have been issued, part may become a new Force moving together to "this" destination (A), and part may become another new Force moving together to "that" destination (B).

An Order Marker can never be left in a hex without a Force, nor accompany a moving Force, **unless** the move results from combat [Rule 11.4.2.b or 11.4.2.c]. Accordingly, **unless it is a combined British/Prussian Force [see Rule 11.1]**, a player must split a Force to which two (2+) or more Order Markers have been allocated. If this is precluded by a lack of a Force sleigh or Commander Counter, the Force makes an "inadvertent move" with the hex upon which it is situated being deemed the "first non-road hex" per Rule 11.2, following which all the player's unactioned Order Markers are immediately removed from play.

Part IV. Updating Markers.

After all the movements and combats have been completed, players remove from the game map all Combat, Fatigue, and Route Blocked Markers, together with any Forage Markers allocated to Forces to which supply has been re-established per Rule 10.0.

Unless adopting a Free Set-Up [Rule 7.3], in which case the following procedure begins on Turn 1, **beginning on Turn 4**, players then update the Markers being "carried" by their Forces: so, "+2" Markers are exchanged for "+1" Markers, and "+1" Markers for Order Markers.

Finally, players remove Initial Order Markers from Forces which satisfy any of conditions from a) to d) at

Part I of this phase, or which have "just" received an Order Marker in exchange for a "+1" Marker.

Part V. Movement (Detail).

General Movement Rules.

A Force (or division) can move only once during a turn, excluding any move resulting from combat [Rule 11.4.2.b or 11.4.2.c]. Because Forces can only move once, Forces to which two (2+) or more Order Markers have been allocated must be split so that both (or all) the Markers can be actioned (see above).

A Force can only move the maximum distance of the division(s) with the **lowest movement allowance**, expressed as Movement Points [MPs]. These distances are specified on the Movement Allowance Table, printed on the Fog-of-War screen. Essentially, it costs one (1) MP to enter a hex by road; otherwise it costs one-and-a-half (1.5) MPs to enter a clear hex or two (2) MPs to enter difficult terrain.

Combat occurs automatically when a moving Force attempts to enter a hex occupied by an enemy Force and is resolved before any further moves take place [see Rule 11.4].



If either or both of the two (2) hexes which a moving Force enters immediately before entering its destination hex contain a road(s), irrespective of whether the Force marched along that/those road(s), a friendly Route Blocked Marker is placed on that/those hex(es).

Exception: if the move results in combat [Rule 11.4] or comprises an advance/retreat following combat [Rule 11.4.2], a Route Blocked Marker(s) is not placed.

Note: only friendly Route Blocked Markers impede movement; enemy markers are ignored (see below).

A Force which begins its move with a Forage Marker to signify that it is out of supply suffers one (1) "hit" per each two (2) hexes of movement and cannot force march.

Movement Rules applying to "Initial Orders".

A Force may only move by road and may not force march.

If a road is blocked by a **friendly** Route Blocked Marker or another **friendly** Force, the moving Force remains on the immediately preceding road hex.

Exception: if the other friendly Force is **not** "carrying" an Order Marker **and** is located on the initial order destination of the moving Force, the two Forces merge (see below).

Unless the hex also contains a **friendly** Route Blocked Marker, a Force moving in response to an "initial order" will attempt to enter a hex occupied by an enemy Force. Combat then takes place in the normal way [Rule 11.4].

Movement Rules applying to "Further Orders".

A Force may move through road and non-road hexes. Unless beginning the move out of supply, a Force

comprising divisions able to use their basic MPs (Column C per the Movement Allowance Table) may elect to force march (Column D).



A Force containing a type of division - artillery, cavalry, or infantry - which is forced marching cannot instigate combat by attempting to enter a "combat hex" [Rule 11.4] during its move. When it arrives at its destination hex a Fatigue Marker is allocated to the Force to reflect its exhaustion.

A Force is permitted to enter a hex containing a **friendly** Route Blocked Marker **provided** it is a "combat hex". The marker is removed from play and the combat procedure takes effect as normal per Rule 11.4.

A Force may move through a hex occupied by another friendly Force ("X"). A Route Blocked Marker is **not** placed on the hex occupied by X.

If X is on a "pre-attack" hex [see Rule 11.4] and Rule 11.4.2.a applies, or if the moving Force declines the option to occupy the combat hex [see Rule 11.4.2.b], the two (2) friendly Forces must merge on the hex occupied by X. (See following paragraph.)

If a Force ends its move on a hex already occupied by a friendly Force, the two Forces merge and one (1) of the Force sleighs is removed from the game map (owner's choice) ready to be re-used when a new Force is created. Any Order Marker being "carried" by the stationary Force is removed from play; but, the newly "merged" Force retains all Initial Order, "+1" and "+2" Markers until these are updated in the normal way at the end of the "Movement and Combat" phase (see Part IV). The Commander Counter for the most senior commander of the two (2) original Forces remains on the game map, with the other Commander Counter being transferred to the Force Detail Box for the newly merged Force. (Owner's choice if the two (2) commanders are of equal seniority.) See Part V Movement Rules applying to "Initial Orders" for the limited circumstances when a Force moving in response to an Initial Order can merge with a stationary Force.

The restrictions in the following three (3) paragraphs are ignored if a move is made inadvertently [Rule 11.2].

A Force can never move **directly** from a hex adjacent to an enemy Force to another such hex **unless** the second hex is a "combat hex" [see Rule 11.4], or is separated by an unbridged river, or is occupied by a friendly Force.

A Force in supply cannot enter a hex which would place it out of supply per Rule 10.0. Exception: it may "attempt" to enter a "combat hex" which is out of supply provided that it only exercises any option to advance into that hex if it is able to do so whilst remaining in supply. See Rule 11.4.2.b.

A Force comprising an artillery division(s) only cannot attempt to enter a hex containing an enemy Force.

11.1. Combined Allied Force.

British and Prussian Forces are permitted to merge into a single Force per Rule 11.0, Part V, **provided** the commander of the Allied contingent with the greatest number of divisions is an Army Commander. His counter remains on the game map. So, too, does the Force sleigh accompanied by **that** commander prior to the merger. The Force Strength Markers for all the Allied divisions and other commanders are placed on the Force Detail Box for that Force. Owner's choice as to commander/Force if both commanders are Army Commanders and there are an equal number of British and Prussian divisions. The other Force sleigh is removed.

Other than on a turn when a combined Force splits, the Army Commander whose counter is deployed on the game map cannot leave the Force whilst it contains British and Prussian divisions. A combined Force can only be split by all the commanders and divisions of one (1) Allied contingent departing together as a single new Force. No other Force may join an already combined Force.

The combined Force requires two (2) Order Markers to move as a single Force, one (1) from each Allied Army Commander. The two (2) orders are executed simultaneously and count as one (1) alternating move [Rule 11.0 Part III]. If only one (1) Order Marker is allocated, the Force as a whole cannot move; but, all the commanders and divisions in one (1) of the Allied contingents may move away as a new Force, subject to there being an available Force sleigh.

For the purposes of combat, the combined Force attacks/defends as a single Force with the maximum combat dice rolls permitted for a single Army Commander per Rule 11.4.

11.2. Inadvertent Moves.

If a moving Force enters a non-road hex (**other than** a "combat hex") the owning player rolls a 1d6 to reflect the possibility of the Force becoming lost or the planned route being more difficult than envisaged. The 1d6 is rolled for the first non-road hex only.

A result of one (1) (or of one or two (1 or 2) if the non-road hex is a wooded hex) means that the move ends on a hex adjacent to the non-road hex. The adjacent hex is determined by a second roll of a d6. A result of one (1) equates to the hex immediately to the north of the non-road hex, of two (2) to the next hex moving clockwise and so on. See the Compass/Hex Diagram printed on the game map.

Exception: if moving to the adjacent hex means entering a hex with a **friendly** Route Blocked Marker (not occupied by an enemy Force), or containing an Ally's Force, or crossing an unbridged river, the moving Force remains on the original non-road hex.

Note: if an inadvertent move results in a Force attempting to enter a hex occupied by an enemy Force, combat takes place in the normal way [Rule 11.4]. Likewise, if it inadvertently results in a Force entering a hex occupied by a friendly Force, the two (2) Forces merge per Rule 11.0, Part V.

11.3. Commanders.

Commanders cannot move independently during the "Movement and Combat" phase. A commander remains with the Force which he was accompanying at the start of the phase unless it disappears because of merging with another friendly Force [see Rule 11.0, Part V] or the Force is eliminated through attrition [Rule 10.0] or combat [Rule 11.4.1].

If a Force is eliminated the accompanying commander(s) is removed from play until the end of the next following turn when he joins the nearest friendly Force to the hex from which he was removed. Owner's choice if two (2+) or more are equidistant. Exception: Division commanders who are removed from play remain off the Map until they are required to take command of another Force.

11.4. Combat.

If **all** its divisions have sufficient movement points remaining to do so, a moving Force may attempt to enter a hex containing an enemy Force. Combat then occurs on that hex (the "**combat hex**"). The adjacent hex from which the attacking Force attempts to enter the combat hex is the "**pre-attack hex**".

The combat ends the move of the moving Force (other than any move as an outcome of combat [Rule 11.4.2.b or 11.4.2.c]). Exception: see Special Rule 13.6.



The combat is resolved as follows before the alternating movement procedure recommences. Combat Markers are allocated to each Force involved in combat, whether as an attacker or defender.

Exception: a marker is not allocated to a victorious Force if Rule 11.4.2.c applies.

The process begins with each player declaring how many dice rolls he will allocate to the combat with the attacker being the first to declare. The maximum number of dice rolls is equal to the number of stars on the counter for the most senior commander (one (1) only) accompanying the Force. Players have the option to roll less than the maximum number. They also have the option to use up to five (5) re-rolls of these d6 during the entire game; but, no roll can be re-rolled more than twice (2) and the final re-roll must be applied. Discretionary Dice Roll Markers are provided for use with each Turn Track/Discretionary Dice Roll Track, printed adjacent to the game map, to enable players to record the number of re-rolls they have remaining.

The aggregate dice score represents the number of divisions which each player **must** select from his

Force to participate in the combat. If the aggregate score exceeds the number available, all the divisions are selected.

Having selected their divisions, each player places a Force Strength Marker for each participating division-type, rotated so that the number of participating divisions is at the top, in the appropriate box on his Army Battlefield. Players then move their Fog-of-War screens onto the red line "in front" of their Force Detail Boxes to reveal Force Strength Markers engaged in the battle.

Players should not reveal details of divisions not participating in the combat.

Next players calculate the aggregate Base Combat Value [BCV] of the participating divisions in each Force. This is achieved by adding together the individual Combat Values [CVs] of the participating divisions (only).

Each division has a CV of **one (1) if at full-strength**, or **one-half (0.5) if weakened**.

The BCV of the participating divisions in each Force is adjusted as follows:

- The BCV of participating attackers and/or defenders is increased by two (2) for each additional friendly Force adjacent to the "combat hex".
- The BCV of participating attackers and/or defenders is increased by two (2) if they comprise infantry and artillery or cavalry; and, by four (4) if they comprise infantry and both artillery and cavalry.
- The BCV of participating defenders is increased by two (2) if they occupy difficult terrain; and/or if they are separated from the "pre – attack hex" by a bridge. *Remember: attacks cannot be made across unbridged rivers.*
- The BCV of a French Force is increased by one-half (0.5) for each division of the Imperial Guard participating in a combat.
- The BCV of a French Force accompanied by Napoleon is increased by three (3). The BCV of an attacking Allied Force accompanied by Blücher is increased by two (2). The BCV of a defending Allied Force accompanied by Wellington is increased by two (2).
- The BCV of participating defenders is reduced by three (3) if the Force is carrying a Forage, Fatigue or Combat Marker, with a further reduction of one (1) for each additional Marker.
- The BCV of participating attackers is reduced by three (3) if the Force is carrying a Forage or Combat Marker, with a further reduction of one (1) for each additional Marker.

Applying the adjustments specified by the foregoing bps to the BCV gives an Adjusted Combat Value [ACV] for the participating divisions in the attacking

Force and in the defending Force. Any fractions are rounded down.

Finally, each player rolls 1d6 and adds the result to the ACV for his Force to give the Final Combat Value [FCV].

The Force with the higher FCV wins the combat, the other Force is the loser.

11.4.1. Combat Hits.

The Extended Example of Play includes examples of the rules and restrictions described in the following paragraphs.

The difference between the winning and losing FCVs equates to the maximum number of hits which the winning Force can inflict upon participating divisions in the losing Force. This maximum is restricted to the number of participating divisions – whether full-strength or weakened – in the winning Force when combat commenced, and/or the number of hits which the losing Force can absorb, to arrive at the number of hits which it actually inflicts. Divisions on a hex other than the “pre-attack” or “combat hex” or which did not participate in the combat are ignored for this calculation.

Half the number of hits, fractions rounded down, which the winning Force actually inflicts is the maximum number of hits which the participating divisions in the losing Force can inflict upon participating divisions in the winning Force. [Exception: Rule 11.4.2.c]. Again, this maximum is restricted to the number of participating divisions in the losing Force when combat commenced, and/or the number of hits which the winning Force can absorb. Divisions on a hex other than the “pre-attack” or “combat hex” or which did not participate in the combat are ignored for this calculation.

If a player rolled a five or six (5 or 6) to arrive at the FCV (see Rule 11.4) he may specify to which type of participating enemy division(s) one (1) or two (2) hits, respectively, should be allocated (assuming that at least one (1) or two (2) hits were inflicted upon enemy divisions). If a player failed to roll a five or six (5 or 6), or if any further hits need to be allocated, the owning player selects the type(s) of division which suffer hits.

If a hit is allocated to a full-strength division, it becomes weakened. If two (2) hits are allocated to a full-strength division, or one (1) hit to an already weakened division, the division is eliminated.

All hits must be applied if possible. If, however, all the divisions on one (or both) sides which **participated** in the combat are eliminated, surplus hits are discarded. Hits cannot be allocated to non-participating divisions or Forces on adjacent hexes. If **all** the divisions in a Force participated and they are **all** eliminated,

its Force sleigh is removed from the game map ready to be re-used when a new Force is created. See Rule 11.3 for commanders in these circumstances.

Players must update their Force Detail Boxes to reflect the hits allocated to divisions.

11.4.2. Combat Outcomes.

Unlike combat hits which are applied only to participating divisions, combat outcomes apply to all surviving divisions and commanders within a Force following combat.

a. If the difference between the winning FCV and losing FCV is **three (3) or less**, the defending Force remains in the combat hex, and the attacking Force remains in the “pre-attack” hex.

b. If it is **four (4), five (5), six (6) or seven (7)** the losing Force retreats two (2) hexes (irrespective of terrain) from the “combat hex” in the case of the defender, or from the “pre-attack” hex if the attacker was the loser. A retreating Force cannot be split.

The losing player selects the route and destination hex for his retreating Force. None of the hexes can contain or be adjacent to an enemy Force or, contain a **friendly** Route Blocked Marker or, involve crossing a river (other than via a bridge). If no such route exists all the divisions in the Force are eliminated and the Force sleigh is removed from the game map ready to be re-used when a new Force is created.

If the only alternative which does not involve the elimination of the retreating Force is to pass through or end its retreat upon a hex occupied by friendly Force X it may do so. Both the retreating Force and friendly Force X suffer one (1) additional hit (owner’s choice). If the retreating Force ends its move on the hex occupied by friendly Force X the two (2) Forces merge (see Rule 11.0, Part V) and one (1) of the Force sleighs is removed from the game map ready to be re-used when a new Force is created.

After the losing Force has retreated, the victorious Force has the option to advance to occupy the newly vacated “combat hex” or “pre-attack hex”. Subject to an available commander and Force sleigh, the advancing Force may be split so that part advances and part remains in situ. (Leaving part of a Force in situ may be necessary to enable the remaining divisions to advance after combat whilst remaining in supply, see Rules 10.0 and 11.0, Part V.)

c. If it is **eight or more (8+)**, b. above applies with the following differences:

- the winning player selects the route and destination hex of the retreating Force. If possible, a route which avoids elimination and results in no additional hits must be selected.
- Losing artillery divisions are eliminated.
- No hits are allocated to the victorious Force, and a Combat Marker is not allocated to it.
- Any Force which advances into the vacated hex

has the option to mount another attack immediately (that is, before the alternating movement procedure re-commences) if there is an enemy Force on an adjacent hex.

- The winning side receives one extra (1) Discretionary Dice Roll, which can only be used during this turn.

12.0 COMMANDER MOVEMENT.

After the "Movement and Combat" phase has ended, the turn ends with the Commander Movement phase.

Each Army, Wing and Corps (but, not Division) commander is able to move independently of the Force to which it is allocated (even if that Force moved during the "Movement and Combat" phase).

Commanders have movement allowance of 11 MPs. They cannot enter a hex containing an enemy Force or cross a river other than via a bridge; can only move once during this process; and, must end their move on a friendly Force.

Players alternate moving commanders, with the Allied player initiating the sequence.

Note: If a moving commander is the most senior commander of the Force which he leaves, his Commander Counter is replaced on the Force sleigh by the counter for the next most senior commander accompanying the Force. If he is the most senior of the Force he joins, his Commander Counter is placed in the slot on the Force sleigh and the counter for the commander he replaces is transferred to the Force Detail Box.

If a moving commander is not the most senior in either the Force which he leaves or the Force which he joins his move will be reflected only in changes to the respective Force Detail Boxes. It will not appear on the game map.

13.0 SPECIAL RULES.

13.1. On Turn 1 the Allied player may not issue orders to his Forces, and none may move.

On Turn 2, before the French Forces move, the Allied player issues an "initial order" to each of his Forces; but, none may move.

In secret, the Allied player writes down an "initial order" for each of his Forces on the Allied Initial Order Sheet, following the procedure for initial orders under the French Initial Deployment at Rule 7.1 (except that each destination hex may be within the Southern Netherlands or France).

On Turn 3 the Allied player may not issue orders to his Forces, and none may move. He places an Initial Order Marker on each of his Forces.

Beginning on Turn 4, the Allied Forces move in response to their initial orders, and the Allied Army Commanders can issue "further orders" to their Forces per Rule 11.0, Part II.

13.2. The Commander Counter for the Emperor Napoleon, the French Army Commander, is not deployed at the start of the game. The Emperor arrives at the

beginning of Turn 4 when his Commander Counter is allocated to a French Force (owning player's choice), replacing the existing Commander Counter for that Force which is transferred to the Force Detail Box. Napoleon can then issue "further orders" to his Forces per Rule 11.0, Part II.

13.3. French Forces cannot enter the Southern Netherlands until Turn 4.

13.4. At the start of Turn 6 or any subsequent turn, if the Allied player has an available Prussian Force sleigh he may place this upon Bastogne, together with a Commander Counter for Kleist. The corresponding Force Detail Box should show units (at full-strength):

 x3  x1  x1

In secret, he writes down an "initial order" following the procedure for initial orders under the French Initial Deployment at Rule 7.1 (except that each destination hex may be within the Southern Netherlands or France). The Force moves in response to that initial order during Part I of the "Movement and Combat" phase until superseded by one of the conditions of Rule 11.0, Part I.

13.5. Each type of division – artillery, cavalry, infantry – within the French Imperial Guard (distinguished by the dark blue background on their Force Strength Markers) may transfer to another Force; but, the divisions within each category must remain together. So, for example, the guard artillery as a whole might move to Force D and the guard infantry as a whole to Force E.

13.6. A defending Force comprising solely cavalry (and a commander(s)) may declare itself as such, before the combat procedure at Rule 11.4 begins, and attempt to retreat before combat. If the attacking Force does not include cavalry the defending Force retreats and the attacking Force has the option to advance into the vacated hex "as if" Rule 11.4.2.b applied.

Credits.

Designer: Stephen Pole

Map and counters: Stephen Pole, Adam Niechwiej

Box cover: Krzysztof Korzeniak

Play testers: Rollo, Ruben, Lois, Wookey and the Westlake Crew

Special thanks: Andy Loakes, Jim Falkus and Norm Stewart

©2023 STRATEGEMATA and Stephen Pole
All Rights Reserved

Designer Notes.

Historical background.

Following Napoleon Bonaparte's dramatic escape from Elba in March 1815 and his triumphal march across France to Paris, where he re-established himself as ruler of France, war with the major European powers was inevitable. Austria, Britain, Prussia, Russia, Sweden, and several smaller states immediately formed the Seventh Coalition and made plans to open hostilities. Essentially, France was surrounded by enemies and the Coalition fixed upon a plan to invade simultaneously from the Netherlands, Spain, and what is now Italy and Germany. Initially, the Allies intended to do so on 1 June; but, this was put back to 27 June, primarily to give the Austrian and Russian forces time to reach the theatre of operations.

The delay played into Napoleon's hands as it enabled him to take the initiative. He wanted to strike quickly in the hope of securing a dramatic military success which might persuade the Allies, or at least some of them, to agree terms for peace before they could bring all their forces – an estimated 800,000 men – into the field. He elected to attack the 230,000 Allied troops stationed in the Netherlands. There were two reasons for this.

The military situation was relatively favourable. Although they far outnumbered the 125,000 or so men Napoleon would be able to marshal for the attack, the Allies were under separate commands: Wellington leading an Anglo-Dutch army of roughly 107,000 men and Blücher in command of about 123,000 Prussians. Not only were the Allied commands separated: so, too, were their lines of communication. Napoleon believed that if forced to retreat the British would fall back west of Brussels toward the sea, whilst Blücher would withdraw east towards Prussia. The resulting separation of forces would allow the Emperor to attack and defeat each in detail, securing the decisive victories that he needed.

A second consideration was politics. There was a strong Bonapartist faction in the Netherlands, particularly in Brussels itself. It was possible that should the French reach the city this could provoke a general uprising in support of Napoleon. Such would strengthen his position militarily and thus his hand in any negotiations with the Allies.

The campaign which followed culminated in the French defeat at the Battle of Waterloo, a few miles south of Brussels. Waterloo is perhaps the most researched battle in military history and is the subject of many (some would say "too many") wargames. Why, then, design another game on the same topic?

Gaming the Campaign.

The answer is that *14 Days* is a little different from most of its predecessors.

Firstly, this is because of the larger scope of the game. As an operational scale game, *14 Days* focuses upon the entire "Waterloo Campaign", rather than just the famous battle itself or events during the few days which culminated with the battle. This allows players to consider the range of the strategic options available to each side. The French player can follow in the footsteps of Napoleon and attempt to use the "strategy of the central position", driving between the Anglo-Dutch and Prussians to prevent them from joining forces, and giving him/her an opportunity to defeat one before turning on the other. Or, he/she can try one of a number of a different strategies, such as a "strategic envelopment": advancing towards Ghent to sever the Anglo-Dutch lines of communications with the Channel coast. The Allied player, too, has a range of strategic options. Should he/she commit wholly to defence; and, if so where is the best place to make a stand? Alternatively, he/she might decide to counter-attack with the aim of threatening French lines of communication.

The length of the game, representing about two weeks of actual time, also provides players with a range of strategic options and problems. At the start of the game forces on both sides are spread over a wide area of the map. Napoleon has not even arrived in the theatre of operations. The opening stages can be very tense as units move in response to their initial orders (see below): the French usually attempting to concentrate in one (or more) area(s) close to the border with the Southern Netherlands, ready to invade; the Allies, endeavouring to anticipate and cover the direction of the main French advance. So, for instance, the French are not obliged to focus their initial advance at Charleroi, the junction of the Anglo-Dutch and Prussian armies; but, can instead concentrate their forces at one (or several) other places along the border with the Southern Netherlands. These include Mons, 40 kms to the west of Charleroi, where Wellington had expected Napoleon to strike.

Secondly, it is because the game attempts to simulate some of the "fog-of-war", chaos and confusion characteristic of warfare in an age before aeroplanes and radios.

In *14 Days* each force (of whatever size) is represented on the map by a single sleigh carrying a counter representing its commander. That is the only information which an opponent has about the force unless and until combat takes

place. Even then, it is possible that all the units in the force will not be disclosed. Its actual composition is recorded by markers on a “force detail box” which only the owning player can see. This uncertainty as to the enemy’s strength and intentions chimes with historical records of discussions at the headquarters of both sides in the lead up to the battle.

The “initial order rule” exacerbates this uncertainty. For the first few turns most units are marching along roads to destinations – towns or villages - determined by players before the start of the game. The French player enjoys the same advantage as his historical counterpart in that he knows where and when the invasion will begin. It still requires a deal of planning to ensure that his units arrive at the “starting line” at the right time (see, for example, the issue of blocked routes described below). The Allied player can gamble and issue “initial orders” to his forces so that they rendezvous at the place where he believes Napoleon will strike; or, as Blücher and Wellington did historically, he can adopt a more cautious approach and allocate sufficient force to each likely invasion route to delay the French for long enough to permit reinforcements to arrive. (The expressions on player-testers’ faces during the first few turns as they gradually realise that they have adopted an inspired or unwise strategy was sometimes a sight to behold.)

So, too, does the “delayed order rule”. This seeks to simulate in a simple way the delay, at a time when communications were carried by horse, between a supreme commander issuing an order and it being received and implemented by a junior officer in command of a force in a different part of the theatre. The effect of the rule is that a player may be unable to move immediately a friendly force situated, say, 10 miles from the supreme commander. Again, during testing, the frustration of players watching such a force being outflanked and knowing that they were unable to rescue the hapless junior commander by ordering immediate retreat sometimes gave rise to language that would have made Blücher blush!

Finally, *14 Days* tries to incorporate some of the day-to-day difficulties facing commanders of the period.

Reading contemporary accounts of Napoleonic campaigns, it is apparent that much thought went into planning routes and timetables when moving large bodies of troops. In *14 Days* Route Blocked Markers are used to reflect the fact that, for instance, a full corps marching along a minor road would be spread out over several hexes. Other friendly units would be unable to move through not just the hex occupied by the corps counter; but, also the one or two “preceding” hexes through which its rearmost elements were still marching. When issuing orders for units to concentrate in a specific area, or planning a combined attack, players need to ensure that two (or more) units do not attempt to occupy the same road-space at the same time.

Another reality of warfare before the advent of aeroplanes and radio was the difficulty of navigating away from main roads in unfamiliar territory. The game includes a simple mechanism to reflect the risk of forces losing their way if they leave the principal road network and attempt to march across country.

And, of course, troops had to be kept fed and watered. The length of the game means that logistics become a factor. When manoeuvring, to mitigate losses through attrition players have to be mindful of the need to maintain their lines of communication, and plan when best to aggregate their forces so as not to exhaust the available supplies.

Conclusion.

In short, the rationale behind yet another game about Waterloo is that *14 Days* tries to put players in shoes of Blücher, Napoleon or Wellington in terms of the strategic choices available in June 1815 and with regard to their options for implementing those strategies.

The game aims to put those strategies in the context of nineteenth century warfare by incorporating mechanics to reflect some of the practical constraints and problems commanders faced during the period: the difficulties arising from uncertainty about the location or strength of enemy forces in an age before aeroplanes or radios; from the delays between issuing an order and its implementation at a time when such communications were carried by horse; and, from trying to organise the movement of large bodies of men and materiel along roads not designed for heavy traffic without formations becoming entangled and descending into chaos.

1815 was the year in which the Napoleon made his final desperate bid to hold on to power. It is hoped that *14 Days* does justice to the History by giving players a flavour of the circumstances, decisions and events which shaped the outcome of this most decisive and dramatic of military campaigns; and, to Reality by demonstrating that the historical result was only one of several plausible outcomes.