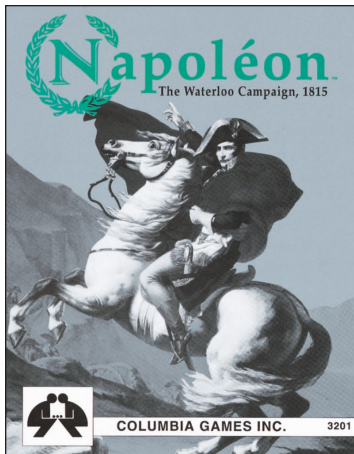


NAPOLÉON



1.0 MAPBOARD

The mapboard depicts the areas of southern Belgium and northern France that were important to the Waterloo Campaign. Note these features:

Cities: three major cities (Brussels, Ghent, and Liège) and many small towns of 1815 are shown. Units (counters) are located on these cities and towns to indicate position.

Roads: the red lines connecting the towns are roads. Major roads are indicated by a thick line; minor roads by a thin line. Units move from one town to another along these roads.

Rivers: the major rivers of the region are shown in blue. These have an affect on movement, but only when defended.

Borders: the Franco-Belgian border is shown. Note also the Anglo-Prussian deployment line (small broken line).

Time Record: A record of Campaign Turns is printed on the mapboard, divided into "F" (French) or "A" (Allied) turns. The dark squares are Night turns.

Nationality	Units	Labels
French	Blue	Blue/blue
French <i>Guard</i>	Blue	Blue/green
Prussian	Black	Gray/blue
British	Red	Red/red
Dutch	Red	Red/blue

2.0 PLAYING UNITS

2.1 Nationalities

The game contains 82 blocks (called units): 38 blue (French), 19 red (British/Dutch), and 25 black (Prussian). One label from the self-adhesive, die-cut sheet enclosed must be attached to the face of each unit.

2.2 Fog of War

Units stand upright, labels facing the owning player. This prevents your opponent from observing the types and strengths of your units until they are revealed in combat.

2.3 Combat Value (CV)

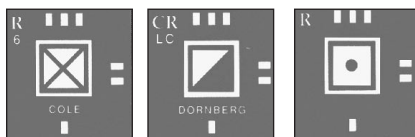
The declining series of squares around the edges of units are combat values (CV). Some units have a top strength of 4CV, some 3CV, and some 2CV. Units begin the game with the maximum CV along their top edge when standing upright.

2.4 Step Reduction

A unit at 4CV can be progressively reduced to 3CV, 2CV, and 1CV as it sustains casualties, by turning the unit counter-clockwise until the current CV is the number on its top edge. A 1CV unit that takes a hit is eliminated and removed from play.

2.5 Unit Types

There are four types of units represented: infantry, cavalry, artillery, and leader. French and British units represent divisions; Prussian units are brigades, at this time roughly equivalent in size to British divisions.



Infantry
3CV

Cavalry
3CV

Artillery
3CV

Unit Errata: One of the British 4CV Artillery units should be 2CV. Use a red marker or pencil to obscure the 3CV and 4CV values on this unit.

3.0 DEPLOYMENT

3.1 Free Deployment

The Allied player deploys first, in towns of his choice, subject to the following conditions:

- No deployment in French towns.
- British units must be deployed in towns **west** of the Anglo-Prussian deployment line, maximum of 5 units per town.
- Prussian units must be deployed in towns **east** of the deployment line, maximum of 6 units per town.

The French player deploys second in French towns of his choice with a maximum of 16 units per town.

Note: After initial deployment there is no limit to the number of units located in any town. The Anglo-Prussian deployment line does not restrict the movement or location of units once the game begins.

3.2 Historical Deployment

A historical Order of Battle (OB) for the three armies is provided on pages 7 and 8. Deploy units at maximum CV in the locations given.

3.3 Napoléon's Gambit

Napoléon had foreknowledge of the Allied deployment in Belgium and could have concentrated his forces anywhere along the French border. The Allies use Historical Deployment; the French have Free Deployment.

4.0 SEQUENCE OF PLAY

The game is played in alternate Campaign Turns, beginning with a French turn. The player taking a turn is called the Active player; his opponent is the Passive player. The French player has the first Campaign Turn to start the game. Each Campaign Turn has two parts:

4.1 Movement Phase

The Active player conducts his quota of Campaign Moves. See 5.0.

4.2 Battle Phase

All battles (if any) created by movement are resolved. See 6.0.

NAPOLEON

5.0 MOVEMENT

Players are never compelled to move. You can move nothing in your turn if you wish, but you can't accumulate moves for future use. Units may pass freely through friendly units, but they must stop and fight a battle when they move into any town containing enemy units.

5.1 Group Movement

After initial deployment, there is no limit to the number of units located in any town. All units located in a single town are referred to as a **Group**.

A player can move any number of units in a Group to any/all towns that are adjacent along a connecting road.

***Example:** With a group in Brussels, a player may move units to one or more of Alost, Ninove, Hal, Waterloo, Wavre, and Louvain.*

The French player can make three (3) Group moves in one turn. The Allied player can make two (2) British Group moves and two (2) Prussian per turn.

*Note: If British and Prussian units are located in the same town, moving both allies expends one British and one Prussian group move. The Allied player **cannot** forego his British moves for bonus Prussian moves (or vice-versa).*

5.2 Movement Rates

Infantry and artillery units can only move to adjacent towns. Cavalry and Leaders can move two towns such as from Brussels to Waterloo, then to an adjacent town.

5.3 Road Limits

The maximum number of units that can move along any section of road (between two adjacent towns) in one Campaign Turn depends on its size:

MAJOR: 10 MINOR: 6

Once the maximums are met for any road section, the road is closed to further movement for that Campaign Turn except retreating and regrouping.

5.4 Rivers

The Road Limits for road sections that cross a river(s) are halved if the final destination town is occupied by one or more enemy units. That is, when attacking across a River, a maximum of five (5) units can move along a Major road, and a maximum of three (3) units along a Minor road.

***Example:** Ten French units can normally advance along the road from Laneffe to Charleroi. If, however, Charleroi is defended by a Prussian unit, only five units could attack along this road.*

5.5 Force Marches

Players have the option to force-march any of their moving units, allowing them to move one extra town. That is, infantry and artillery can move two towns and cavalry three towns. Leader units may never force-march.

To force march, a 1d6 roll is made for each force-marching unit:

1-3: Unit completes move but permanently loses 1CV to stragglers.

4-6: Unit completes move with no penalty.

***Note:** when commanded by a leader, add one (+1) to the die roll.*

All force marches are subject to:

- Make all normal moves before rolling for any force-marching units.
- Normal movement rules concerning road maximums, river-crossings, etc.
- Units may force-march to Attack, but never to directly Reinforce a battle.
- Units may not force march to Retreat.
- No force-marching is allowed during Night turns. Exception: See 10.1.

5.6 Night Turns

Players can make any normal move except they may not Attack nor Force-March.

Exception: Leaders may order a force-march during a Night Turn. See 10.1.

6.0 BATTLES

6.1 Attacking

A battle occurs when the Active player moves three (3) or more units into a town containing enemy units. Players cannot attack with less than three units. If only one or two defending units are present, they are considered to have been engaged by all attacking units and are subject to automatic Rout attrition. See 7.5.

***Example:** A lone Cavalry unit attacked by a force containing at least one Cavalry unit is reduced by 1CV for Rout attrition.*

Battles are resolved by a series of alternate Battle Turns before the next Campaign Turn is played. The Active player is termed the Attacker; the Passive player is the Defender.

6.2 Battle Deployment

Players can set up small battles on the approximate location of a town, but larger battles should be transferred to the battle board provided. Mark the location of each battle as necessary.

The Defender deploys his units into three separate battle columns representing the Right, Left, and Center of a battle line. Units are deployed in upright mode to hide their strength and type. Any number of units may be deployed in each column, but there must always be at least one unit in each column. Any number of units may also be deployed in the Reserve behind these columns.

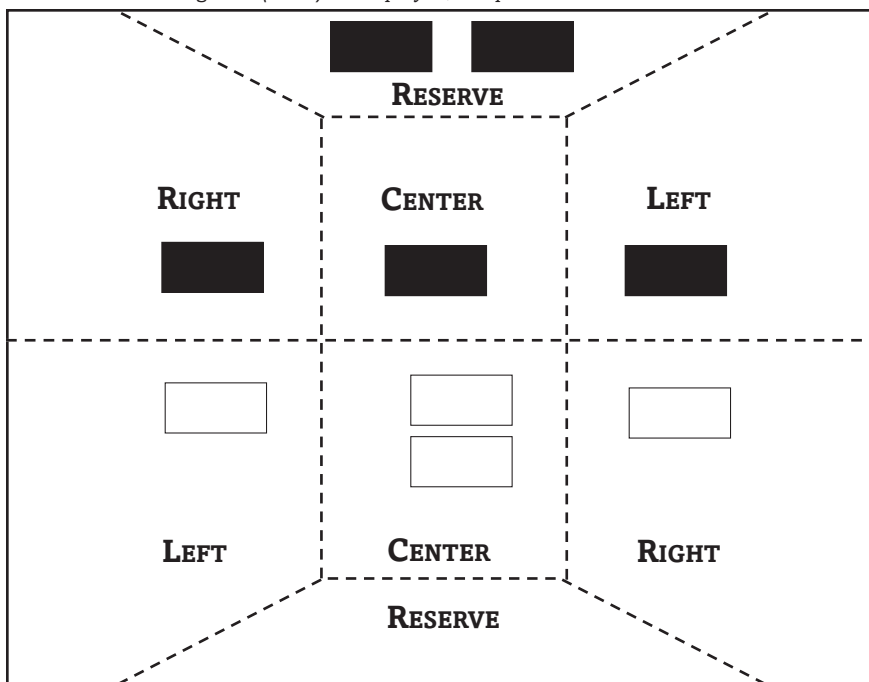
The Attacker now deploys his units in the same manner as the Defender. The Defender cannot alter his deployment once the Attacker begins to deploy.

Players now reveal their units in the three columns by tilting them forward face-up so that their current CV faces the opposing column. Units in Reserve (if any) are not revealed until moved into a column.

NAPOLEON

BATTLE DEPLOYMENT EXAMPLE

Four defending units (white) are deployed, one per Right and Left columns and two in the Center. Five attacking units (black) are deployed, one per column and two in Reserve.



6.3 Battle Turns

The Attacker always has the first Battle Turn. Each Battle Turn has four phases, resolved in the sequence indicated:

1. **Battle Morale (8.6)**
2. **Retreats (7.0)**
3. **Combat (8.0)**
4. **Reinforcements (9.0)**

6.4 Multiple Battles

Several battles are likely to occur at the same time. Multiple battles are fought simultaneously, except the Active player must complete his Battle Turn (all four phases) in one battle of his choice before proceeding to another.

7.0 RETREATS

Moving units out of a battle constitutes a Retreat and must be done before any units move or fire this Battle Turn. Units may retreat from any battle position, but are subject to Rout attrition (7.5) if currently engaged.

7.1 Retreat Destinations

The Attacker can only Retreat to towns that are friendly occupied, or to towns that were used to start or reinforce the battle. The Defender can retreat to any towns unavailable to the Attacker, but never to (or through) a town containing enemy units. Neither player can retreat from one battle to another battle.

To clarify retreats, the Attacker may mark with coins all potential retreat destinations.

7.2 Road Limits

Along each available road, a player can, **per Battle Turn**, retreat two units per Major road and one unit per Minor road. Retreating across rivers has no movement effect.

7.3 Speed

Units retreat at their normal movement rate. That is, infantry and artillery units retreat to an adjacent town; cavalry/leaders may retreat one extra town but must still obey the same retreat destination rules for both the town they pass through and their final destination. Units may not force-march on retreat.

7.4 Disruption

Units that retreat are Disrupted and turned face down. Disrupted units cannot reinforce any battle until they recover, which occurs at the end of the current Campaign Turn.

***Example Retreat:** the Defender has eight units in a battle and wishes to retreat. Two possible retreat roads exist, one major and one minor. Each battle turn, two units can retreat up the major road and one unit up the minor road for a total of three units. It will take at least three battle turns to retreat all eight units, always keeping at least one unit in each column to avoid rout. The last three units to retreat will be subject to voluntary rout, so making them cavalry is generally the best tactic.*

7.5 Routs

A rout is a forced retreat that occurs when less than three units are attacked or if all friendly units in any one battle-column are eliminated by combat fire or by voluntary retreat. A routed player must (at the instant of rout) immediately retreat all remaining units, including those in the reserve, after taking the following attrition from each unit:

- **Artillery: 2CV**
- **Infantry: 1CV**
- **Cavalry: 1CV (if engaged by cav).**
- **Leader: no penalty.**

Normal road limits (Major/10 and Minor/6) apply to Routs, except they are halved (5/3) when the road used crosses a river. Units that cannot retreat (for any reason) are eliminated.

7.6 Regrouping

When a battle ends, the Victor may Regroup, meaning he can Retreat any/all units from the battle location or Reinforce the battle location with any/all adjacent units, subject to normal retreat/reinforcement road limits (Major 2/Minor 1). Units that Regroup must do so at the instant of victory and are Disrupted. See 7.4.

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8.0 COMBAT

Each unit may move or fire in a Battle Turn, never both. These two options apply to individual units and players can move or fire units in any order to exploit any possible advantage.

8.1 Battle Moves

Three battle moves are possible, Engage, Disengage, and Redeploy.

Engage: moving unengaged units across the center line to Engage the enemy. This might be a move from your Center to engage the opposing enemy Center, or a move from your Reserve to reinforce your already engaged Left. Units cannot engage laterally (i.e. from an unengaged Left to an already engaged Center). Artillery units can never make engage moves.

Disengage: moving engaged units to unengaged positions. The reverse of any Engage move is possible, such as from the enemy Right to your own Left. Units Disengaging from your own battle line can only move to the Reserve. Units can **never** Disengage and Engage in the same move.

Redeploy: moving unengaged units to unengaged positions. Lateral movement, such as Left to Center, or Center to Right, is only possible as a Redeploy move.

8.2 Cavalry Moves

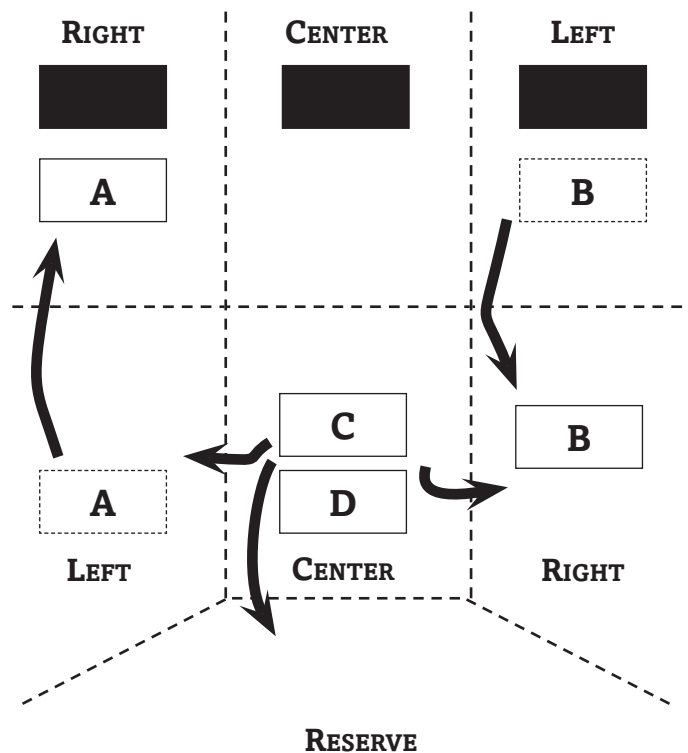
Infantry and Artillery can perform only one battle move per turn, but Cavalry units can make one or two battle moves per Battle Turn. For example, cavalry can Redeploy from the Reserve to the Right and then advance to Engage the enemy Left.

8.3 BATTLE FIRE

Any unit that moves in a Battle Turn may not fire. Units in the Reserve may never fire, nor be fired at. Units that are able to fire may do so once per Battle Turn, in any order desired.

To "fire" a unit, roll one die per CV (i.e. three dice for a 3CV unit). Depending on the situation, certain numbers rolled will score hits.

Battle Moves



Engage: White unit A advances across the middle line from the Left to engage the Black Right.

Disengage: White B disengages from Black Left to own Right wing.

Redeploy: White unit C could Redeploy to any one of Left, Right, or Reserve. If White C was engaged, only a Disengage move to the Reserve is possible. Obviously, if White D does not exist, then any move by C would vacate the Center and thereby create a Rout. Lateral movement, such as Left to Center, or Center to Right, is only possible as a Redeploy move.

For F1, every "1" thrown scores one hit. For F2, every "1 or 2" thrown scores one hit. For F3 every "1, 2, or 3" thrown scores one hit.

- **INFANTRY:** units must be Engaged to fire and generally have F1.
- **CAVALRY:** units must be Engaged to fire and generally have F2. Cavalry units get F3 on the first firing turn after they engage or they are engaged, to reflect shock.
- **ARTILLERY:** units have two ranges. Long range allows fire at F1 into enemy units in the opposing battle column, but not when the column is engaged

by friendly units at the instant of fire. When engaged, artillery units can only fire at Short range. This gives F2, but only on the first turn after being engaged. Thereafter, the guns fire at F1 until the column is no longer engaged.

8.4 Combat Losses

For every "hit" scored one enemy unit is reduced one step by rotating it (anti-clockwise) until the new lesser CV faces the opposing player. Each hit must be taken from the highest CV unit (owner's choice if ties exist) at the instant of fire. When a 1CV unit takes a hit, it is eliminated.

NAPOLEON

8.5 Squares

Infantry units (only) can form Square as a defense against cavalry. To "form square" or to "break square" is considered a Battle Move for each unit, so it may not otherwise move or fire. Units may form or break square while engaged and units in square may retreat normally. To indicate a unit is in square, stand it upright so its label is visible to both players. Squares alter the firepower of units:

- Engaging cavalry are reduced to F1, and get no shock bonus.
- Engaging Infantry are increased to F2.
- Infantry in square have F1.
- Artillery fire into squares at F2 (long range).

Targeting: if some enemy units in the same engagement are in square, and some not, the firing player must specify which formation is being targeted. Each firing unit may target the units in square or the units not in square. Hits are allocated to the strongest units within each target formation.

8.6 Battle Morale

Morale checks are the first step of Battle Turns. Engaged 1CV units (only) are subject to Morale rolls. For each engaged 1CV unit, roll 1d6:

- 1-3:** Unit has Bad morale and must make a (forced) Disengage battle move.
- 4-6:** Unit has Good morale and may conduct any desired battle move or fire.

Note: leaders give a morale bonus to friendly units in the same column. See 10.2

9.0 REINFORCEMENTS

As the last step in each Battle Turn you may reinforce a battle with friendly units from adjacent towns. Reinforcements are added directly to your Reserve, where they can be used, like any other reserve units, in your next Battle Turn.

9.1 Reinforcement Limits

One or two units may reinforce along each Major road per Battle Turn. One unit may reinforce along each Minor road. Rivers have no affect on these limits. Units may reinforce along a road section regardless of how many units moved along the section during the movement phase.

9.2 Victor Bonus

Units that retreat from one battle may not reinforce another battle. However, the victorious units in a battle can (at the normal limits) reinforce another adjacent battle. See 7.4.



10.0 LEADERS

Napoléon, Blücher, and Wellington are leaders. They provide movement and combat advantages.

Blücher can only command Prussian units, and Wellington British units. Leaders are one-step units that are eliminated if forced to take a hit. The loss of Napoléon is sudden defeat for the French. Leaders ignore deployment or road limits.

10.1 Force-March Bonus

An activated leader (revealed face-up) in his current location provides bonus movement to friendly units in the same location. The effect is to give +1 to the die-roll of any units force-marching from that location. Hence, only natural rolls of 1 or 2 result in straggler attrition. Leaders may also order a force-march during a Night turn at normal (roll of 1-3) attrition. Leaders can move normally (one or two towns) after commanding.

10.2 Morale Bonus

A leader may be deployed in a battle and can move from one battle column to another as a battle move. They can, like cavalry, make one or two battle moves. A leader has no firepower, but provides +1 to the Morale rolls (See 8.6) of friendly units in the same battle column. Leaders do not need to be engaged with the troops in the column to provide the morale bonus.

11.0 SUPPLY

The Allied armies have three supply bases:

- Brussels: British (1 unit)
- Ghent: British (1 unit)
- Liege: Prussian (2 units)

If the French occupy a base with at least one unit, the respective Allied army is reduced as noted above. Units removed are chosen by the Allied player at the end of each French Campaign Turn (after any battles in that turn are resolved) for as long as the occupation is maintained.

Example: the French occupy Liège and Brussels. One British and two Prussian units are eliminated at the end of every French turn.

Occupation of a base must be maintained by at least one French unit to be effective. If a base is vacated or recaptured, the attrition ceases. The French have no supply problems.

12.0 VICTORY

The French army is defeated when reduced to nineteen (19) units or less. The British army is defeated when reduced to nine (9) units or less. The Prussian army is defeated when reduced to twelve (12) units or less.

Defeats are effective only after all battles in the current Campaign Turn are resolved. All remaining units of a defeated army are eliminated.

12.1 French Victory

The French win only if both Allied armies are defeated before time expires.

12.2 Allied Victory

The Allies win if the French army is defeated, if Napoléon is eliminated, or if the French do not win before time expires.

12.3 Stalemate

It is possible for a battle to end with draw where all three armies are defeated.

NAPOLEON

13.0 OPTIONAL RULES

13.1 Three-Player Game

Two players command the Allies: one Prussian and one British. The Allied players follow the normal rules except that each has ultimate control over their respective forces. The Allied players are forbidden from communicating with each other except during initial Deployment and Allied Night turns.

13.2 Command Control

To reflect the difficulty of coordinating the simultaneous attack of two separate armies, two groups may not attack a single group unless both attacking groups are adjacent and directly connected by road.

***Example:** Allied groups in Waterloo and Ligny cannot both attack a French group in Quatre Bras; one group could attack while the second reinforced the battle under normal rules. But Allied groups in Waterloo and Nivelles, because both locations are adjacent and directly connected by road, could both attack Quatre Bras simultaneously.*

13.3 Corps Integrity

Within any single battle column (Left, Center, Right) only engaged Infantry units belonging to the same corps may FIRE in any one Battle Turn. Infantry from other corps may disengage or pass.

Corps designation is found in the upper left corner of the blocks.

For example, British infantry forces consist of I, II, and R Corps.

Corps Integrity applies to both attacking and defending Infantry firing in any position on battleboard. Hits are still applied as normal.

Artillery and Cavalry units from any corps may intermingle and fire as normal.

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Game Design

Tom Dalglish
Lance Gutteridge
Ron Gibson

Art Design

Eric Hotz

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Napoléon

HQ

Beaumont

Central Reserve (Napoléon)

Left Wing (Ney)

VI Corps (Lobau)

I Corps (d'Erlon)

1	Quiot	Infantry 2	Soire
2	Donzelot	Infantry 3	Soire
3	Marcognet	Infantry 2	Soire
4	Durutte	Infantry 2	Soire
	Jacquinet	Cavalry 2	Soire
	de Salle	Artillery 3	Soire

19	Simmer	Infantry 2	Beaumont
20	Jeannin	Infantry 2	Beaumont
21	Teste	Infantry 2	Beaumont
	Noury	Artillery 2	Beaumont

II Corps (Reille)

5	Bachelu	Infantry 2	Soire
6	Jerome	Infantry 4	Soire
7	Girard	Infantry 2	Soire
9	Foy	Infantry 3	Soire
	Pire	Cavalry 2	Soire
	Pelletier	Artillery 3	Soire

Imperial Guard (Drouot)

OG	Friant	Infantry 4	Beaumont
MG	Morand	Infantry 3	Beaumont
YG	Duhesme	Infantry 3	Beaumont
HC	Guyot	Cavalry 4	Beaumont
LC	Lefebvre	Cavalry 3	Beaumont
A1	St. Maurice	Artillery 4	Beaumont
A2	St. Maurice	Artillery 4	Beaumont

Right Wing (Grouchy)

Cavalry Reserve (Kellermann)

1C	Pajol	Cavalry 3	Philippeville
2C	Exelmans	Cavalry 4	Philippeville
3C	Kellermann	Cavalry 4	Philippeville
4C	Milhaud	Cavalry 3	Philippeville

III Corps (Vandamme)

8	Lefol	Infantry 2	Beaumont
10	Habert	Infantry 3	Beaumont
11	Berthezène	Infantry 3	Beaumont
	Domon	Cavalry 2	Beaumont
	Dogereau	Artillery 2	Beaumont

IV Corps (Gérard)

12	Pécheux	Infantry 3	Philippeville
13	Vichery	Infantry 2	Philippeville
14	Hulot	Infantry 2	Philippeville
	Mausin	Cavalry 2	Philippeville
	Balthus	Artillery 3	Philippeville

French	Units	CV
HQs	1	•
Infantry	20	51
Artillery	7	21
Cavalry	10	29
Total	38	101

* Army of the North

ANGLO-DUTCH Army of the Low Countries

PRUSSIA Armee des Niederrheins*

Wellington	HQ	Brussels
I Corps (Prince of Orange)		
1Br Cooke	Infantry 4	Braine-le-Compte
3Br Alten	Infantry 4	Braine-le-Compte
2Ne Perponcher	Infantry 3	Nivelles
3Ne Chassé	Infantry 2	Nivelles
Artillery	Artillery 4	Braine-le-Compte
II Corps (Hill)		
2Br Clinton	Infantry 4	Grammont
4Br Coleville	Infantry 4	Grammont
1Ne Stedman	Infantry 2	Grammont
*Artillery	Artillery 2	Grammont
Reserve (Wellington)		
5Br Picton	Infantry 4	Brussels
6Br Cole	Infantry 3	Brussels
1Bk Frederick	Infantry 3	Brussels
Artillery	Artillery 3	Brussels
Cavalry Reserve (Uxbridge)		
HC Somerset	Cavalry 4	Ninove
HC Ponsonby	Cavalry 3	Ninove
LC Vivian	Cavalry 3	Ninove
LC Dornberg	Cavalry 3	Mons
Ne Collaert	Cavalry 2	Nivelles

* Label shows 4cv but should be 2cv

British	Units	CV
HQ	1	•
Infantry	10	33
Artillery	3	9
Cavalry	5	15
Totals	19	57

Allies	Units	CV
HQ	2	•
Infantry	26	80
Artillery	7	23
Cavalry	9	26
Totals	44	129

Blücher	HQ	Namur
I Corps (Zeithen)		
1 Steinmetz	Infantry 4	Charleroi
2 Pirch II	Infantry 4	Charleroi
3 Jagow	Infantry 3	Ligny
4 Schutter	Infantry 2	Gembloux
Röder	Cavalry 2	Gembloux
Rentzel	Artillery 4	Ligny
II Corps (Pirch)		
5 Tippelskirch	Infantry 3	Namur
6 Krafft	Infantry 3	Namur
7 Bause	Infantry 3	Namur
8 Böse	Infantry 3	Namur
Jurgass	Cavalry 4	Namur
Lehmann	Artillery 3	Namur
III Corps (Thielmann)		
9 Borche	Infantry 3	Ciney
10 Kemphen	Infantry 2	Ciney
11 Luck	Infantry 2	Ciney
12 Stülpnagel	Infantry 3	Ciney
Hobe	Cavalry 2	Ciney
Greventitz	Artillery 3	Ciney
IV Corps (Dennewitz)		
13 Hake	Infantry 3	Liège
14 Ryssel	Infantry 3	Liège
15 Losthin	Infantry 3	Liège
16 Hiller	Infantry 3	Liège
Pr. Wilhelm	Cavalry 3	Liège
Barbeleben	Artillery 4	Liège

Prussia	Units	CV
HQ	1	•
Infantry	16	47
Artillery	4	14
Cavalry	4	11
Totals	25	72

* Army of the Lower Rhine