

- The Allied player gets 1 victory banner whenever he plays a 'Scout' command Card, but he cannot choose between two replacement Command Cards when he does so and only draws one. This is to reflect the time crunch the French face as the Prussians are approaching the battlefield. The Allied player may not win the battle by playing such a card for the final Victory Banner needed to win.
- Some Allied infantry start understrength due to losses at Quatre Bras, they may not be brought up to higher strength than at start.
- French Artillery units start with a strength of 2 blocks. This does not affect their game employment and is only done so that there are enough blocks for the required units on the board in a 'live' face to face game.
- All French Artillery except for the Guard Ft Arty unit represent heavy 12 pounders with a longer max range of 7 hexes. The Guard Ft Arty unit are 6 pounders and have the normal 5 hex max range.
- French Artillery units may not be moved at all except to retreat (a Short Supply card cannot be used against them).
- French Artillery units may fire over the heads of their infantry/cavalry out to a range of half the distance to the target in hexes. Beyond half range the LOS is blocked. Example, French Inf unit at 3 hexes, the target is at 6 hexes, LOS is NOT blocked; French Inf unit at 3 hexes and target is at 5 hexes, LOS IS blocked.
- Due to the muddy conditions, the most any Artillery unit on either side may gain as a modifier (to include the Guard Ft Arty unit) from card play is +1.
- The Hill with Field Works hexes on the Allied side represent the sunken road/hedgerows of the Chemin D'Ohain, but in game terms they are played as what they are: Hills with Field Works. For clarity the left most Hill with Field Works hex with a British Ft Arty unit on it with Picton is a 3 sided Field Work with its center side facing southeast (down and right) as depicted here on the gameboard. This particular unit (Lloyd's Battery) found a position behind the sunken road/hedgerows with a mostly clear field of fire only blocked by the sandpit to its right.
- The Sandpit is somewhat elevated and thus does block LOS. But units there only use the Sandpit values, and not that of a hill.
- The 4 French Divisional Attack Columns are employed in the following manner (note Durutte's 4th Division only has his 1st Brigade on the board as his 2<sup>nd</sup> Brigade was detailed to attack Papelotte off board to the east, but this smaller unit will still be treated as a Division for this Special Rule) : A Divisional Attack Column can only be ordered when certain Command or Tactician Cards are played. An 'Attack' card will order one Division in its entirety even if there is just one unit of that Division in that section of the battlefield. An 'Assault' Card will order 2 Divisions with just one unit of either Division on that section of the battlefield. When moving a Division, as long as all units are adjacent, units within the Division may move a maximum of 1 hex due to the unwieldiness of such a large body of men. This can be either towards the enemy or away (if the player decides to get weaker units out of harm's way). So the formation may not look as it does at the start, but as long as units are adjacent to others in the Division they can move when ordered 'as a Division' by the cards above.
- A 'Bayonet Charge' card can be applied to order 1 French Division, but it may still move only 1 hex. An 'Elan' Card may be applied by the French player only if 3 or more Infantry (or flag) symbols are rolled. A 'Force March' Card could apply to as many French Divisions that have units in that battlefield section, but again, may only move 1 hex. A 'La Grande Manoeuvre' Card may move a French division 1 hex only. A 'Take Command' Card will allow the selected French leader's Division to move 1 hex. Combat is executed normally for all units of the French Division(s) ordered.
- Units in a French Divisional formation may not form square due to its massive bulk.
- French units that through combat or post melee advances become separated from their parent division may move and form square normally, but they must be ordered by cards as per normal game rules. IE, if a division is ordered with the cards above, the separated units in that battlefield section would not be ordered as well.
- The French player should strive to maintain at least 1 open hex between his Divisions, but if this cant be done, must keep track of units that belong to their parent Divisions. IE they may not normally 'intermingle' or join another Division. Separated units that retreat away may rejoin their Division later on.