



W1815



W1815 is a board game produced by a small Finnish company called . This version should only be used where one player has a copy of the original game and is intended as a aid to allow people to play the game over the Internet. The software does very little to enforce the rules, but is intended to allow a simulation of face-to-face gameplay.

START

Start a game by going to <https://boundy.uk/W1815> . This presents an outline of the board and associated simple features. Make a choice between playing the Allied and the French player by clicking on the appropriate button. At this point, the rest of the game loads and is tailored to the team, so the map is presented with the correct orientation and clicking to play components is limited to the team.

OVERVIEW

The screenshot shows the game interface with several key components and annotations:

- Game Time:** A dropdown menu at the top right allows selecting 'Midday', 'Afternoon (RT+1)', or 'Evening (RT+2)'.
- Morale:** Two tracks at the top, 'ALLIED MORALE' and 'FRENCH MORALE', each with a scale from 0 to 10.
- Casualties:** Two tracks at the bottom, 'ALLIED CASUALTIES' and 'FRENCH CASUALTIES', with slots for 'RT' (Reserve Troops) and 'B' (Prussian units).
- Units:** A central map showing red (Allied), blue (French), and black (Prussian) units. Annotations indicate that double-clicking a unit removes it and double-clicking again reinstates it.
- Prussian Units:** A note on the right states 'Prussian Units double-click to add then as other units'.
- French Cards:** A note on the right states 'French Cards double-click to flip, alt-click to expand, shift-click to show as active'.
- Allied Cards:** A note on the left states 'Allied Cards double-click to flip, alt-click to expand, shift-click to show as active'.
- Reset Game:** A note on the left states 'Double-click to reset game'.
- Dice:** A note on the left states 'Dice click to roll'.
- Morale Selection:** A note at the top center states 'Morale click to select'.
- Game Time Selection:** A note at the top center states 'Game Time click to select'.
- Casualties:** A note at the bottom center states 'Casualties increased by losses can click to select (overrides previous setting)'.

UNITS

The rectangular red, blue and black playing pieces are units (Anglo-Allied, French, Prussians) that are prepositioned on the map to represent the army divisions on the battlefield. As cards are played and dice rolled, units might be lost. Double-click on a unit to lose that unit and increase the casualty track.

The Prussians are not on the battlefield to start, so double-clicking on the unit areas of the eastern edge will bring a unit on, after which they respond like other units. When lost, Prussian units cause casualties on the Allied track.

CARDS

Cards show the actions that can be taken. Activating a card will allow the action described on the card to be acted out. Mostly, this will involve rolling a die and following the result. If this then involves turning the card, then a double-click on the card will flip it to the other side (a further double-click will flip it back).

If a card is to be used, it should be shown as activated by a shift-click. This will give the card a yellow border. Shift-click will return the card to a black border.

It can be useful to magnify the card image to read detail. This can be achieved by an alt-click on the card.

MORALE

The morale track is manually updated (according to the game rules) by the player of that team (i.e. the Allied player updates the Allied morale and the French player updates the French morale. Click on the appropriate cell to change the track.

CASUALTIES

The casualty track is updated every time a unit is lost. This occurs automatically. Some of the action results require back-tracking: to allow for that, it is possible to over-ride the casualty track by clicking on a cell.

MARKERS

There are specialist markers in the game. These are square units, but they have no effect on the casualties. A French marker starts on Plancenoit, indicating French ownership. Double-clicking on that marker change it to a black marker, indicating Prussian ownership. Similarly, Hougoumont and La Haye Sainte start red (Anglo-Allied) and can be changed to blue(French)

3 other French markers are shown in front of the Grand Battery. Double-clicking on each of these removes it.

DICE

Each team has a d6 to use. Click on the die to roll it to a new number.

RESETTING THE GAME

Once the game is finished, then it is necessary to reset the game to the start position. This can be achieved by double clicking on the logo (top left). The system will ask for confirmation that you wish to reset, then will return everything on the server to the start position and send a message to everyone that the game restart is happening. It is then necessary for everyone to use the button for *Allied Player* or *French Player* again and carry on from there.