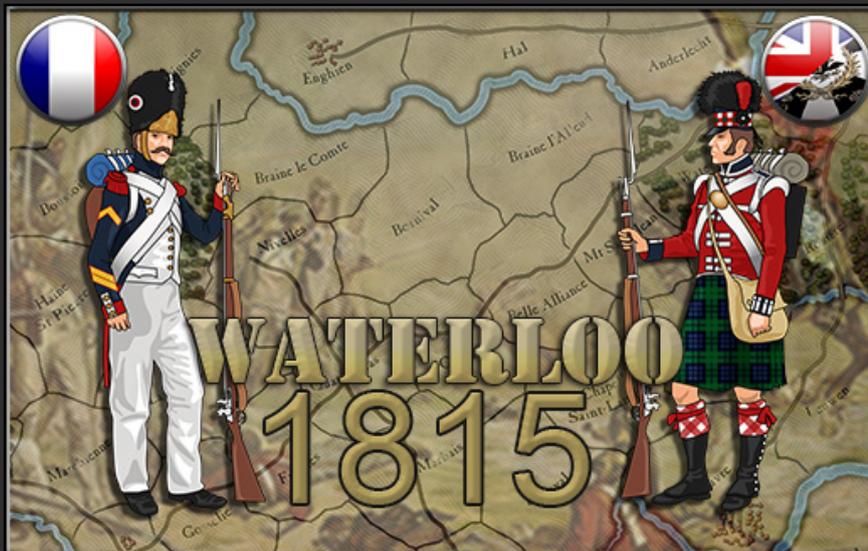


WATERLOO 1815



INTRODUCTION

Waterloo 1815 is a simulation of the last and famous campaign of Emperor Napoleon I against the forces of the 7th Coalition. The French must strive to separate and then crush the allied forces before reaching Brussels. The Allies have two armies to counter Napoleon, one Anglo-Dutch under the Iron Duke (Wellington) and a Prussian one led by the tenacious Marshall Blücher.

Waterloo 1815 lasts 10 turns each representing about half a day between the 15th and the 19th of June, 1815. It opposes the French and the Anglo-Prussians over Belgium

The forces of both sides are different, as the single French army is facing two opposing armies.

- **The French** troops are homogeneous and led by the greatest strategist Napoleon I.
- **The Coalition** have an Anglo-Dutch army which is also well led and of good quality, and the Prussian army is also able to show its valor. .

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields..

DURATION

Average Duration: 1h00

Favored Side: None

Most Difficult Side to Play: None

The scenario lasts 10 turns (between 15th and 19th June, 1815), each turn being equivalent to half a day.

The **French player** always plays first, followed by the **Coalition player**.



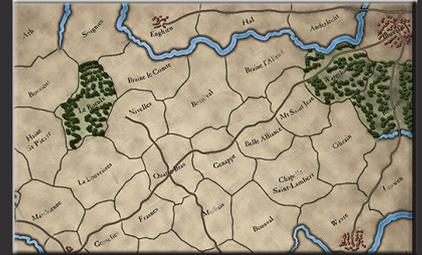
FORCES

The **French player** controls the **French units (blue)**.

The **Coalition player** controls the **British (red)**, **Dutch-Belgian (orange)**, **Brunswickian (black)** and **Prussian (grey blue)** units.

MAPBOARD

The map shows that part of Belgium bordering the French Empire.



Two theaters appear, delimited by the border: France (region of Beaumont) and Belgium.



VICTORY

IMMEDIATE VICTORY

- The **French player** wins if he holds the city of Bruxelles with supplied units at the end of a turn.
- The **Coalition player** wins immediately if Emperor Napoleon is eliminated.
- Both players if they reach or exceed 20 VP at the end of a turn.

Otherwise the player with most VP at the end of the scenario wins the game.

VP BONUS

- The **French player** earns 2 VP for the first time he controls each of the following cities: Charleroi / Nivelles / Mons.

VP LOSS

- The **French player** loses 2 VP if he does NOT control each of the following cities at the end of the game: Charleroi / Nivelles / Mons.

SPECIAL RULES

ECONOMIC PHASE

There is no economic phase in this scenario.

SUPPLY SOURCES

- **France** : Beaumont.
- **Anglo-Dutch** : Bruxelles, Ath.
- **Prussians** : Gembloux, Wavre.



CARD DRAW

In this scenario, each side draws 2 cards per turn.

REINFORCEMENTS

Coalition (Prussians)

- Turn 1 at Ligny : General *Thielmann*^{*} + units of the Prussian IIIrd corps.
- Turn 3 at Gembloux : General *Bülow*^{*} + units of the Prussian IVth corps.