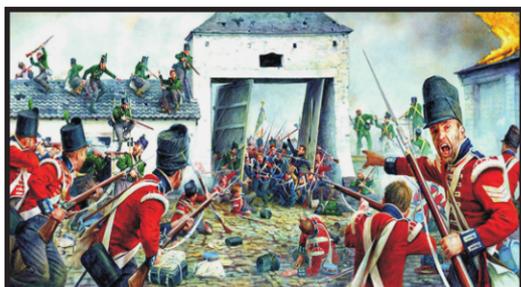
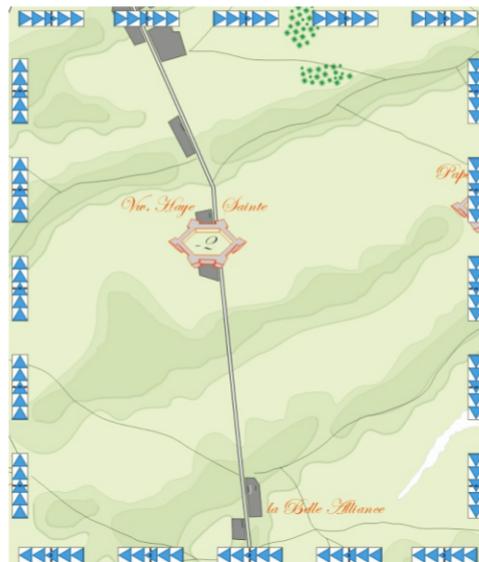


# SCENARIO 2: Attack on the Allied Center



**Waterloo, 1815 - 11:30 hs:** D'Erlon attacks the Allied Center. The I Corps artillery, 24 cannons strong, shells the Allied positions. D'Erlon's Divisions move forward, their flanks under cuirassiers' support. Will they make it to La Haye Sainte?



## VICTORY CONDITIONS

The player with the most victory points at the end of the 7th turn is the winner:

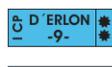
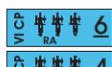
- Each stunned enemy unit: 1VP
- Each disorganized enemy unit: 2VPs
- Each routed enemy unit: 3VPs
- Each eliminated enemy unit: 4VPs
- For control of La Haye Sainte: 5VPs

## PLAY AREA

Only the area within the blue arrows is in play.

## SCENARIO LENGTH

The Scenario is 7 turns long (from turn 1 to 7 in the Turn Record Track).

 <b>At start:</b>  					
					
					
					

**French setup:** The French player sets up his at start and (3) units in the locations displayed in the General Setup Chart (neither Durutte's Brigades nor I Corps Horse Artillery are deployed), in any formation of his choosing.

- (1) Enter on turn 2 along the South edge.
- (2) Enter on turn 3 along the South edge.

 <b>At Start:</b>  					
					
					
					

**Allied setup:** The Allied player sets up his at start units in the locations displayed in the General Setup Chart, in any formation of his choosing.

- (1) Enter on turn 1 along the North edge.

## SPECIAL RULES

This is an introductory scenario to take the gist of the game with just a portion of each side's forces. Only the map area enclosed by the blue arrows' boundary is in play. French II Corps Bachelu's Brigades and II Corps RA Artillery cannot enter the play area unless attacked. The French player may use them to cover his left flank but cannot attack with them. A unit that moves beyond the Blue Arrows' boundary cannot return play and is considered routed for victory conditions purposes.

The players have the option to play the scenario with the Common Event Cards.