



# NAPOLEON

1815

*Scenarios*



# Scenarios

## NAPOLEON 1815

*Napoléon 1815* offers 5 Scenarios of variable length. Each Scenario can be played with either the *Rules of the Conscript* or the *Rules of the Grogard*, and with either 2 or 3 players. The following rating system is used as a measurement of the length and strategic challenge of each of the Scenarios:

 Easy
  Average
  Difficult

Before each Scenario, prepare the game board as follows:

- Place the *Invasion* card on the dedicated space printed on the game board. 
- Select cards 25, 42, 61, 67 and 70 if you are playing a 2-player game  2
- OR the cards 78, 79, 80, 81 and 82 if you are playing with 3 players  3
- Take the 3 Orders of Battle and place the initial strength points of each corps where indicated.
- Place the corps on the game board, and also the vedettes (if you are playing with the *Rules of the Grogard*), in the areas indicated by the Scenario.
- Place the *Control* and *Reinforced Position* markers on the game board, as indicated in the Scenario instructions.
- Place the *Turn* marker on the *Turn* track per Scenario instructions.
- Place the *Victory Point* marker on the *Victory Point* track per Scenario instructions.

Players may secretly bid for the side they want to play if they find a scenario is unbalanced. For this, they write on a piece of paper the desired side and a bid in victory points. The player who has offered the highest bid will play the chosen side. Adjust the starting value of the victory points accordingly:

- If the player has bet for the French side, the victory points are increased by the value of their bid.
- If the player has bet for the Coalition side, the victory points are reduced by the value of their bid.
- If players bet for different sides, each player gets the side for which they wagered and only the points of the one that has made the highest bid are counted.
- If the two players bet the same bid and side, choose randomly who plays which side without adjusting the victory points.

### Invasion cards

To portray the surprise effect of the French initial attack, *Invasion* cards are used. The active card is the one on top of the *Invasion* cards deck placed on the game board. Each card provides a range of instructions that the players must follow when that card is active.

- If all the French corps/vedettes are in France, the active card is the *No Invasion* card.
- The *Invasion +1* card becomes active the turn after any French corps/vedette enters Belgium.
- The *Invasion +2* card becomes active the turn after the *Invasion +1* does.
- The *Invasion +3* card becomes active the turn after the *Invasion +2* does.
- The *Invasion +4* card becomes active the turn after the *Invasion +3* does and stays active till the end of the game.

### Example

Turn 1 and 2, all French corps/vedettes stay in France. The *No Invasion* card is therefore active. On turn 3, French corps/vedettes enter Belgium, the *No Invasion* card remains active till the end of this turn. On turn 4, the *Invasion +1* card becomes active, then so on. On turn 7, and until the end of the game, the *Invasion +4* card will be the active card.

The *Invasion* cards detail the number of cards players will draw during the draw phase, whether a player automatically has the initiative, and finally, also indicate certain movement constraints for Coalition corps/vedettes.

### Invasion cards effects

	Cards drawn F = French C = Coalition A = Anglo-Allied P = Prussian	Initiative	Operations Restrictions on Coalition corps/ vedettes movement.	May Coalition corps/vedettes enter France ?
No Invasion	F: 3 C: 1 (2 players) P and A: 1 per player (3 players)	French player. If 3 players, the Prussian is the leader of the Coalition.	Only 2 Anglo-Allied or Prussian corps/ vedettes may move. These corps/ vedettes may not cross the separation line except due to retreat after com- bat. A corps/vedette forced to retreat through the separation line will be allowed to cross it latter on.	No
Invasion +1	F: 4 C: 2 (2 players) P and A: 1 per player (3 players)	French player. If 3 players, the Prussian is the leader of the Coalition.	Anglo-Allied or Prussian corps can't enter France.	No
Invasion +2	F: 3 C: 2 (2 players) P and A: 1 per player (3 players)	to be determined	Anglo-Allied or Prussian corps can't enter France.	No
Invasion +3	F: 3 C: 3 (2 players) P and A: 2 per player (3 players)	to be determined	Anglo-Allied or Prussian corps can't enter France.	No
Invasion +4	F: 3 C: 3 (2 players) P and A: 2 per player (3 players)	to be determined	No restrictions.	Yes

### Reinforcements

Available reinforcements for a turn are placed on specified areas at the very beginning of the initiative phase on their *to be Activated* side. If all the areas are contested, occupied by an enemy stack, or contains an enemy *Control* marker, the reinforcements do not enter play and are set aside permanently.



# SCENARIO 2

## Ligny / Quatre Bras

6 turns

June 16, 1815 morning to June 18, 1815 afternoon

The French cross the border on the morning of June 15 and catch the Prussian outposts off-guard. Ziethen's corps is quickly defeated but Napoléon's army is no longer the same relentless entity as it was at Austerlitz and delays mount up. Napoléon stops in Charleroi on the evening of the 15th, while the Prussians regroup and prepare to make their stand in and around Ligny. The emperor tells Ney to seize the crossroads of the Quatre Bras in order to prevent Wellington from combining with Blücher. The rest of his army will engage the Prussians.

**Playing time:** 1 hour to 1 hour and a half

### Markers

Turn – box 5

Victory Points – box 14

French Control in: MAUBEUGE and BEAUMONT

Coalition Control in: ATH, ALOST, HALLE, QUATRE BRAS, WATERLOO, LIGNY, BRUXELLES and NAMUR

Reinforced Position in: HALLE, QUATRE BRAS, WATERLOO and LIGNY

**Active Invasion card:** Invasion +2

**Initiative :** to be determined

### Rules of the Grogard

French vedettes: 1 with each stack on the game board.

Prussian vedettes: 1 with each stack on the game board + 1 on turn 7 with Bülow.

Anglo-Allied vedettes: 1 with each stack on the game board except Brunswick's corps.

### Special rules

The French player starts with a hand of 5 cards drawn randomly from their deck. The Coalition player starts with 1 card. If 3 players, the Prussian player draws the card. Cards drawn with the name of the event on a red background are discarded and not replaced.

### Reinforcements

Turn 7 – Bülow in NAMUR or HOTTOMONT. Add 1 vedette if playing with the Rules of the Grogard.

**Tableau des Points de Victoire / Victory Points Table**

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20			

**Invasion + 2**

Card drawn: Invasion + 2  
 Conditions: 11 players  
 Prussian and Anglo-Allied: 1 per player (2 players)  
 Initiative to the Prussian  
 Objective: The Anglo-Allied or Prussian corps each wins 10000.

# SCENARIO 3

## The Central Position

8 turns

June 15, 1815 morning to June 18, 1815 afternoon

In order to counter their advantage in numbers, Napoléon aims to position himself between the two Coalition armies. He plans to defeat the likeliest target before the other army can intervene. He will then turn against that second Coalition host. With Blücher offering battle, his plan was to entrust Ney with the capture of the crossroads of Quatre Bras in order to prevent Wellington from coming to Blücher's aid. Meanwhile, he would engage the bulk of the Prussian forces (three of their four corps) installed in and around the villages of Ligny and Saint Amand. On the morning of June 15 the French cross the border and enter Belgium...

**Playing time:** 1 hour and a half

### Markers

Turn – box 3

Victory Points – box 12

French Control in: MAUBEUGE and BEAUMONT

Coalition Control in: ATH, ALOST, HALLE, QUATRE BRAS, WATERLOO, LIGNY, BRUXELLES and NAMUR

Reinforced Position in: HALLE, QUATRE BRAS, WATERLOO and LIGNY

**Active Invasion card:** No Invasion

**Initiative :** French player, without revealing cards. With 3 players, the Prussian player is the Coalition leader.

### Rules of the Grogard

French vedettes: 2 each with Grouchy and Ney's stacks; 1 with the other stacks on the game board.

Prussian vedettes: 1 with each stack on the game board + 1 on turn 5 with Thielmann and + 1 on turn 7 with Bülow.

Anglo-Allied vedettes: 1 with each stack on the game board.

### Special rules

The French player starts with a hand of 6 cards randomly drawn from their deck. The Coalition player starts with 2 cards. If 3 players, each Coalition player starts with 2 cards. Cards drawn with the name of the event on a red background are discarded and not replaced.

### Reinforcements

Turn 5 – Thielmann in NAMUR or HOTTOMONT. Add 1 vedette if playing with the Rules of the Grogard.

Turn 7 – Bülow in NAMUR or HOTTOMONT. Add 1 vedette if playing with the Rules of the Grogard.

# SCENARIO 4

## The Belgium Campaign

10 turns

June 14, 1815 morning to June 18, 1815 afternoon

Napoléon concentrates his army on the Belgian border. L'Armée du Nord is ready to pounce on the still dispersed Coalition forces. This scenario enables the French player to decide the tempo of their attack and to launch an invasion prior to the historical option of scenario 3 – or even to delay it.

**Playing time:** 2 hours

### Markers

- Turn – box 1
- Victory Points – box 10
- French Control in: MAUBEUGE and BEAUMONT
- Coalition Control in: ATH, ALOST, HALLE, QUATRE BRAS, WATERLOO, LIGNY, BRUXELLES and NAMUR
- Reinforced Position in: HALLE, QUATRE BRAS, WATERLOO and LIGNY

**Active Invasion card:** No Invasion

**Initiative:** French player, without revealing cards. If 3 players, the Prussian player is the Coalition leader.

### Rules of the Grogard

- French vedettes: 1 with each stack on the game board + 1 on turn 2 with Napoléon + 2 on turn 3 with Grouchy.
- Prussian vedettes: 1 with each stack on the game board + 1 on turn 5 with Thielmann and + 1 on turn 7 with Bülow.
- Anglo-Allied vedettes: 1 with each stack on the game board.

### Reinforcements

- Turn 2 – Napoléon, Drouot and Vandamme in BEAUMONT. Add 1 vedette if playing with the Rules of the Grogard.
- Turn 3 – Grouchy and Gérard at PHILIPPEVILLE. Add 2 vedettes if playing with the Rules of the Grogard.
- Turn 5 – Thielmann in NAMUR or HOTTOMONT. Add 1 vedette if playing with the Rules of the Grogard.
- Turn 7 – Bülow in NAMUR or HOTTOMONT. Add 1 vedette if playing with the Rules of the Grogard.

**Tableau des Points de Victoire**  
Victory Points Table

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20			

**No Invasion**

Card details:  
 - French 2  
 - Coalition 1 (2 players)  
 - Prussian and Anglo-Allied 1 per player (2 players)  
 - Prussian and Anglo-Allied 2 per player (2 players)  
 - Prussian and Anglo-Allied 3 per player (3 players)  
 - Prussian and Anglo-Allied 4 per player (4 players)  
 - Prussian and Anglo-Allied 5 per player (5 players)  
 - Prussian and Anglo-Allied 6 per player (6 players)  
 - Prussian and Anglo-Allied 7 per player (7 players)  
 - Prussian and Anglo-Allied 8 per player (8 players)  
 - Prussian and Anglo-Allied 9 per player (9 players)  
 - Prussian and Anglo-Allied 10 per player (10 players)  
 - Prussian and Anglo-Allied 11 per player (11 players)  
 - Prussian and Anglo-Allied 12 per player (12 players)  
 - Prussian and Anglo-Allied 13 per player (13 players)  
 - Prussian and Anglo-Allied 14 per player (14 players)  
 - Prussian and Anglo-Allied 15 per player (15 players)  
 - Prussian and Anglo-Allied 16 per player (16 players)  
 - Prussian and Anglo-Allied 17 per player (17 players)  
 - Prussian and Anglo-Allied 18 per player (18 players)  
 - Prussian and Anglo-Allied 19 per player (19 players)  
 - Prussian and Anglo-Allied 20 per player (20 players)

# SCENARIO 5

## The Last Days of the Grande Armée



10 turns

June 14, 1815 morning to June 18, 1815 afternoon

This scenario follows the initial conditions of Scenario 4, but players may deploy their corps differently and consider different strategies to those chosen historically by Napoléon, Wellington, and Blücher in order to win.

**Playing time:** 2 hours to 2 hours and a half

### Markers

- Turn – box 1
- Victory Points – box 10
- French Control in: MAUBEUGE and BEAUMONT
- Coalition Control in: ATH, ALOST, HALLE, QUATRE BRAS, WATERLOO, LIGNY, BRUXELLES and NAMUR
- Reinforced Position in: HALLE, QUATRE BRAS, WATERLOO and LIGNY

**Active Invasion card:** No Invasion

**Initiative:** French player without revealing cards. At 3 players, the Prussian player is the Coalition leader.

### Rules of the Grogard

- French vedettes: 1 with each stack on the game board + 1 on turn 2 with Napoléon + 2 on turn 3 with Grouchy.
- Prussian vedettes: 1 with each stack on the game board + 1 on turn 5 with Thielmann and + 1 on turn 7 with Bülow.
- Anglo-Allied vedettes: 1 with each stack on the game board.

### Special rules

Set up: Coalition player sets up their corps/vedettes first. The French player then does the same. With 3 players, the order is Prussian/Anglo-Allied/French. Coalition players may communicate freely during set up.

### Corps to place:

- Anglo-Allied: all except Frederick
- Prussians: Gneisenau, Pirch, Steinmetz and Ziethen
- French: D'Erlon, Mouton, Ney and Reille



Corps freely chosen by the Prussian player.  
Corps freely chosen by the Anglo-Allied player.

### Reinforcements

The French player notes on a piece of paper, before the Coalition player sets up his forces, the entry areas for each of their reinforcements. They are then committed to placing their reinforcements in these areas. Corps/vedettes can be split freely between different areas. Napoléon must enter with at least one army corps. Available entry areas are BAVAY, MAUBEUGE, BEAUMONT, PHILIPPEVILLE and FLORENNES.

Turn 2 – Napoléon, Drouot and Vandamme. Add 1 vedette if playing with the Rules of the Grogard.

Turn 3 – Grouchy and Gérard. Add 2 vedettes if playing with the Rules of the Grogard.

The entry areas of Prussian reinforcements is chosen when they enter play.

Turn 5 – Thielmann in NAMUR or HOTTOMONT. Add 1 vedette if playing with the Rules of the Grogard.

Turn 7 – Bülow in NAMUR or HOTTOMONT. Add 1 vedette if playing with the Rules of the Grogard.

## Campaign history and design notes

Spring 1814 sees Napoléon exiled to the island of Elba. Although he initially busies himself with projects intended to improve the life of the island's population, he becomes increasingly disposed to risk a return to France. In addition to the failure of the restored Louis XVIII to pay the money pledged to him, he covertly receives news of the discontent brewing in the country against both the restored King and the returning émigrés, set as they are on reversing more than twenty years of social and economic reform. After boarding the Inconstant, Napoléon sails to the mainland and on March 1, disembarks, much to the surprise of locals, near Antibes. There, at Golfe-Juan, he has no more than 1,100 followers. Nevertheless, relying on his accustomed speed and decisiveness, he enters the Tuileries on March 20 - from where Louis XVIII secretly fled the day before. It does not take long for him to realise that attitudes have changed considerably since his departure - most significantly, there is little appetite for renewed dictatorship and no great support for a prolonged war. He is therefore left with a difficult balancing act between the conflicting aspirations of different tiers of French society, including those favoured by Louis, and an impending military emergency occasioned by the Coalition's steadfast refusal to treat with him.

Napoléon's subsequent efforts to create a new army are only partially successful. Musters fall short of the targets he has set, and only a small number of generals and marshals are inclined to join him. He finally leads an army of 124,000 men and 370 pieces of artillery north for the confrontation with the armies of Wellington and Blücher. Their combined strength is nearly double his own. Nevertheless, he intends to dispense with these two adversaries, and with this achieved, unite France behind him and gain time to counter the slower mobilizing Austrians and Russians.

Wellington's army is a mixed bag - German, Belgian, Dutch and British - whose only unifying factor is that he commands. All told, it is an army of disparate elements, but one containing experienced and reliable troops, including veterans of Spain who know how to win against the French. Blücher's army is built around veteran regiments from numerous campaigns, together with Landwehr formations - novice recruits in the main but driven by a patriotism born out of the years of French occupation and the subsequent war of liberation. All told, the two armies can put some 218,000 men in the field.

Facing them, Napoléon has an effective but potentially brittle force. L'Armée du Nord is not the desperate and ad hoc assemblage of 1814. It can count on officers seasoned by multiple campaigns. Its cavalry is numerous, and its artillery remains the best in Europe. While it is not the Grande Armée of 1805 and 1806, it retains at least some of the qualities of its predecessors. Its main weakness is to be found at the higher echelons of its leadership. The most notable of the marshals and generals are either tired of war, dead, or devoted to the preservation of their privileges. Berthier, the faithful organizer, dies in mysterious circumstances not long before the campaign gets underway. Marshal Soult, who replaces him, does not have the same natural aptitude for staff work. To make matters worse, many of the rank and file are suspicious of their superiors, fearing betrayal and collusion with the enemy. Such is the army that enters Belgium on June 15, 1815.

*Napoléon 1815's system is «driven» by its cards, which are used for everything during a game: determining the initiative, assigning movement points to moving army corps, determining the results of the battle, and even decreasing the fatigue of troops that have fought and marched. Through the cards it is possible to model the strengths and weaknesses of the different armies. Thus, the French army regains the fighting value it had in Napoléon 1806, but only during the first clashes. As soon as it begins to lose strength points, the number of cards it reveals during combat will decrease. The Emperor must strike quickly and hard to avoid getting bogged down. The Coalition armies, on the other hand, are fairly homogeneous in terms of their campaign quality. They move less quickly, fight less well, but have enough about them to slow L'Armée du Nord. Each player will have to master the specific character of their side in order to win.*

As was often his practice, Napoléon, in order to compensate for his numerical inferiority, takes advantage of his central position to strike one of his opponents with the bulk of his forces while distracting the other. He targets the Prussian army and its implacable commander, Blücher, while entrusting Ney with the capture of the crossroads of Quatre Bras to prevent Wellington from coming to the aid of his ally. The 15th is taken up with the crossing of the Sambre, a defensive barrier covered by Ziethen's 1st Prussian army corps. This initial tussle plays to the advantage of the French, but at the same time there are the first signs that the army is not at its best. Gérard's 4th corps suffers the defection of General Bourmont, while Vandamme's 3rd corps receives its orders late. Vandamme then finds himself stuck on secondary roads in the company of Mouton's 6th corps with other formations held up behind them. Without doubt, Berthier is being sorely missed in the campaign's initial stages, and as a consequence, by the evening of this first day, the French are behind schedule. Napoléon, however, has crossed the Sambre and the imperial "palace" is located at Charleroi.

*A special feature of Napoléon 1815, compared to its predecessors Napoléon 1806 and 1807, is that it offers the possibility of having three players as well as the usual two. In this case, the Coalition side is split between two players, one taking Wellington's Anglo-Allied army and the other, Blücher's Prussians. Each turn, during the initiative phase, one of these players becomes the «leader» of the Coalition for that turn. This player will decide who will play in each Coalition operation - either themselves or their partner. This decision can be crucial, and difficult, since the two players cannot normally communicate with each other. This can lead to some peculiar situations, and the French player needs to make the most of such opportunities whenever their opponents are not on the same page. There are, however, two ways the Coalition can exchange information and advice - these being if Wellington and Blücher are in the same or adjacent areas, or if one of them plays the Aide-de-Camp card for its event. If either applies, they can communicate freely and even exchange cards from their hands. With 2 players, the Coalition player will still be frustrated by a reduced hand of cards and by the fact that he cannot combine Prussian and Anglo-Allied troops during the same operation.*

June 16 is a key day for French fortunes. Time is short and Napoléon needs to dispose of the Prussians as quickly as possible in order to shift his attention to Wellington. The Prussians deploy in and around the villages of Saint Amand and Ligny, with at least one eye on protecting their communications running along the road to Namur. Morning sees both sides bringing their forces to the field and so the battle does not begin until the early afternoon. It is at this point that the French commence assaults on the two villages with their 3rd and 4th corps. A close and bloody struggle ensues, with each village being taken and retaken numerous times. A few kilometers away, Ney is uncharacteristically timid in his initial advance towards the Quatre Bras crossroads, which is only weakly defended by elements of one Dutch-Belgian division. By the time he is ready to launch a more substantial attack, the first of Wellington's reinforcements have arrived and the task of fulfilling the Emperor's command is going to be considerably more difficult. The two battles are both close affairs, but different in nature - fighting through the streets of Ligny and Saint Amand, contrasting sharply with the situation at Quatre Bras, where a desperate set of encounters occur around fields of rye over six feet tall. At Ligny, however, after several hours of close-quarter fighting, the French finally take control of both villages. At this point, Napoléon decides to press his advantage by employing his cavalry reserve and the vaunted Garde Impériale. Blücher is almost captured as his centre is ruptured and the Prussians overwhelmed and forced to retreat. L'Armée du Nord is triumphant, but this brutal confrontation does not rout the Prussian corps beyond recall. Ney, on the other hand, is continually frustrated by the Anglo-Allies, who receive further reinforcements throughout the afternoon and evening. Despite Ney committing every last unit he can grab hold of, and despite French cavalry managing to penetrate as far as the crossroads itself at one point, Wellington manages to hold his position at a cost of close to 5000 casualties. French losses are slightly lower. However, yet again the French command arrangements prove to be deficient. D'Erlon's 1st Corps does not fight either at Ligny to turn the Prussian right, nor at Quatre Bras to bring about a clear decision there. Instead, it spends much of the afternoon and evening marching between the two battles as conflicting orders arrive from Ney and Napoléon.

*Napoléon 1815 sees the appearance of Invasion cards that simulate a surprised Coalition trying to cope with the initial French advance. This innovation was inspired by Kevin Zucker's The Emperor Returns, a vintage design also set around the 1815 campaign. In Kevin's design French player is free to begin hostilities whenever he feels ready. In a similar vein, our Invasion cards enable the French player to build a hand of and also alter his chosen axis of attack. This, in turn, helps to keep the design fresh through multiple plays.*

The morning of June 17, which should see the French moving early and fast, actually witness nothing at Ligny save the Emperor touring the battlefield while groups of veterans from the Garde busy themselves with looting. As for Ney, his troops are still cooking breakfast as Napoléon, finally realizing that Wellington's army is out on a limb following the Prussian withdrawal, sends his marshal a series of orders telling him to mount a pinning attack before Wellington also retreats. However, when Napoléon arrives at Quatre Bras with a substantial force of cavalry, Wellington is already heading for his surveyed position just south of Waterloo. As for the pursuit of the Prussians, a late beginning is exacerbated by Marshal Grouchy initially following a mass of fugitives rather than the main Prussian force. But even when he is back on the right road, he appears to be in no great hurry to catch up. A massive storm then further hinders any effective pursuit of the Coalition armies. Blücher is therefore able to rally his army at Wavre, where the survivors of Ligny are joined by Bülow's 4th corps. This formation is the first to begin the march towards the Waterloo battlefield. Things are still not entirely hopeless for the French, given that Grouchy can either be recalled by Napoléon or can "cut the corner" and impede the Prussian move to assist Wellington. But the Emperor refuses to believe that the Prussians are in any condition to effect such a move, and Grouchy continues his slow advance upon Wavre rather than the roads and trails leading to Waterloo.

*Napoléon 1815 sees the appearance of a new kind of area, the fortified farm, which enables the defending side to suffer 2 less fatigue following combat. These farms, that were a major feature of the campaign, can also be augmented by Reinforced Position markers which, for the Coalition side only, give the benefit of an additional card in defense as well as the possibility of avoiding retreat in case of defeat. These markers are single-use. They represent defensive preparations by Coalition troops and are key objectives for the French owing to their victory point values.*

The 18th of June is a date known to all students of history. Epic events follow in swift succession - the fight for the Hougoumont chateau, D'Erlon's attack on the Anglo-Allied left-center, the charge of the British cavalry reserve and its virtual destruction by the French reserve, the massed charges of the French cavalry under Ney, the steadfast British squares that defy them, the arrival on the French right of Blücher and Bülow's 4th corps, the struggle between the Jeune Garde and the Prussians for Plancenoit, the capture of La Haye Sainte and the crisis in Wellington's centre, the final attack of the Garde Impériale, its failure in front of the last of Wellington's reserves, Grouchy's contingents fighting a useless battle at Wavre, and then the total rout of the French army. All the acts in this day's drama can be seen as a last hope that falls, piece by piece, into final ruin. Perhaps it should come as no surprise. After all, Napoléon's opponents have had fifteen years of reverses and defeats to finally learn how to best him.

*The battle of Waterloo is the most famous passage in the great Napoleonic epic. Ever since that fateful day the ink has flowed incessantly regarding what did and what might have happened. Often, all that is agreed on are the matters to discuss, be that Ney's bouts of hesitation and sudden bursts of recklessness, Grouchy failing to march to the sound of the guns, the last stand of the Garde Impériale, the tenacity of the British troops, the defection of French generals, and Napoléon being deserted by that military genius that had seen him become the master of much of Europe. All these matters are present in Napoléon 1815, to be experienced and mulled over anew as different challenges present themselves with each play. Finally, to provide an even greater edge given what is at stake in a campaign that Napoléon dare not lose, the Coalition player is awarded 3 victory points if he manages to defeat the Emperor in battle. The margins are that small, for such a disaster will be difficult for the French player to overcome if it occurs.*



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