



Dispositions

Please see the attached map of the battlefield. Deployment areas are shown clearly.

French Aims and Objectives

The fate of France is in your hands! The campaign can be won or lost as a consequence of your actions. Do not fail the Emperor!

The French player must take and hold the crossroads. You have weight of numbers and must use them to dislodge the Anglo-Netherlands forces before you. Use skill if you can, bludgeon them if you must, but take the crossroads!

- The game lasts for eight turns. The player with the most VPs wins.
- The French win the game outright if they can capture Quatre Bras for two consecutive turns. To be classed as capturing the crossroads they should have at least two units within 4" of the actual crossroads and no Allied unit equal to or closer than the contesting French units.
- If the above does not occur then the game is won, lost or drawn on victory points. The side that holds Quatre Bras gains six VPs. To hold the crossroads you must occupy more buildings than the enemy. Each army scores one VP for each enemy unit that they cause to be shaken and

two VPs for each enemy unit they destroy or force to leave the table. Add half a point to this score if the unit is large, and subtract half a point if the unit is small. Don't forget the scenario special rule where Ney may require a brigade for use elsewhere on the battlefield!

British Aims and Objectives

The fate of the campaign rests in your hands. Fail and the French will drive a wedge between you and the Prussians. If this happens defeat and destruction will be a certainty.

The British player has one simple aim: hold the crossroads at all costs. To do that you must fight off mounting pressure from ever increasing French forces. This will not be simple as the French outnumber you in every department. You must protect your field army and only commit when absolutely necessary.

