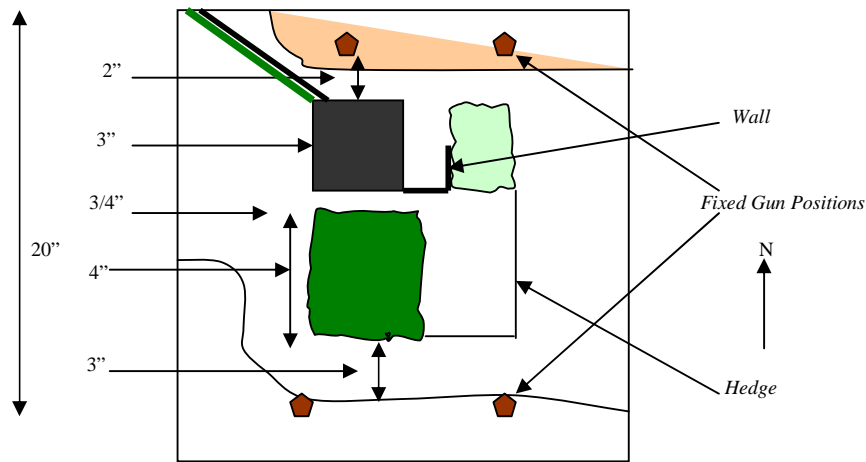


THE BATTLE FOR HOUGOUMONT (MINI GAME)



The game lasts from 8 to 12 game turns. Allies set up first, Allies move first. All artillery is fixed and cannot move during the game (*they are part of the bigger picture*)

French:

1 x CinC
6 x Ms
2 x Ms/Lt
2 x Fixed FA

Allies:

1 x CinC
1 x Lt(E) (Guards)
1 x Lt (Nassau)
1 x Jg (Hanoverians)
2 x Fixed FA

Extras:

4 x Ms(E) (Guards)
1 x Lt (Brunswickers)
1 x Fixed Howitzer Arty

The Allies start by deploying their elements anywhere in the BUA, woods or grounds of Hougomont. They also deploy along the gun lines any 2 units from the available 'extras'.

At any time in the game the French can have, as reinforcements 4 or 8 more Ms or Ms/Lt units. For each extra group of 4 French units the game length is reduced by 2 turns and the French gain +1 CAP each turn. The Allies also receive 2 more 'extra' units for each 4 French units.

All reinforcements deploy in line with the fixed gun positions at no CAP cost.

The tree lined road to Hougomont blocks the vision and fire of the British Artillery. The wood in bad going the orchard is hedge lined but is good going. Units must line the edge of a hedge to fire. Ms units must move to the hedge in one turn in order to cross in the next.

Artillery except Howitzers can only fire into the front edge of a wood and cannot fire over the woods or BUA. Howitzers can fire into and over woods and BUA.

Hougomont cannot be entered/exited or attacked through the Western Side. The wall on the eastern side of Hougomont is considered to be a 'fortification'.

One French Infantry unit has Lieutenant Legros and his Assault Pioneers attached to it. This is secretly noted (maybe a sticker under the base) and it gives the element a +1 when assaulting Hougomont.

Whoever owns the BUA at the end of the game is the winner.

In this particular scenario because of the increased ground scale, when a unit attacks the wall or BUA it can have rear support even if the support is in bad going.

Hougomont can be garrisoned at the start of the game, however after that whenever any unit occupies the BUA the owning player must score a 5 or 6 on the CAP dice to become 'garrisoning'