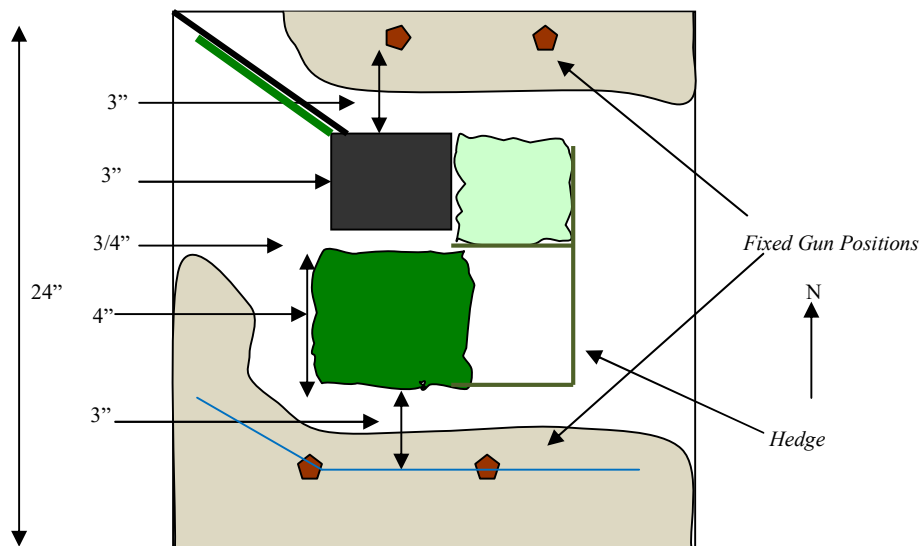


## THE BATTLE FOR HOUGOUMONT (MINI GAME)



The game is set to last 12 Game Turns, this may increase to 14 Turns. Allies set up first, French move first. All artillery is fixed and cannot move during the game (*they are part of the bigger picture*) Each Musket (Ms) unit represents approx 900 – 1000 troops.

### French:

1 x CinC (*Prince Jerome or Reille*)  
 4 x Ms/LI  
 4 x Ms  
 2 x Fixed FA

### Reinforcements:

4 x Ms

### Allies:

1 x CinC (*Major General Cooke*)  
 1 x LI (*Nassau & Guard Lights*)  
 1 x Jg (*Hanoverian Jaeger & Nassau Lights*)  
 2 x Fixed FA

### Extras:

3 x Ms(E) (*Guards*)  
 1 x LI (*Brunswickers Lieb & Lights*)  
 1 x Jaeger (*Brunswick Advance Guard*)  
 1 x Howitzer FA

The Allies start by deploying their units anywhere in the Hougomont area, the BUA, woods or Orchard. They also deploy along the gun lines any 2 units from the available 'extras'. The French deploy along the blue line with their guns.

From Turn 6, if either side thinks they are losing the battle they may request Reinforcements. Both sides then receive reinforcements. The French receive 4 x Ms and the French CinC becomes *Reille* with a +1 CAP each turn. The Allies receive 2 more units from the available 'extras'. In all cases the game length is increased by 2 Turns.

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 and the Hougomont Garrison. The Wood is Bad Going the Orchard is hedge lined but is Good Going. Units must line against a hedge to fire over it. Units are considered to be in Bad Going if they end their move 'straddling' the hedge. The hedge provides +1 to its defender in Close Combat.

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, fired from or attacked through the Western Side. The Northern & Eastern Sides are weaker; therefore only provide +3 in Close Combat.

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 unit a +1 when assaulting Hougomont. The first time the unit takes a Hit in Close Combat it Destroys Legros and his men.

In this particular scenario because of the increased ground scale, when a unit attacks the BUA it can have +1 Rear Support from a unit of the same type and at least the same Class and even if the support is in bad going. Also because of the increased ground scale the French Ms/LI can change formation up to 200paces from the enemy.

Hougomont can be garrisoned at the start of the game, however after that, if no longer garrisoned the occupying player must score a 5 or 6 on the CAP dice to become 'Garrisoning'.

**Whoever owns the BUA at the end of the game is a Significant Winner.** If the winner had requested reinforcements, the Win is downgraded to a **Marginal Win**.