

HOUGOUMONT: Key to Waterloo, 18 June 1815

MUSKET & SABER QUICK PLAY SCENARIO RULES

12.0 INTRODUCTION

12.1 Historical Background

Chateau Hougomont and its extensive grounds anchored the Duke of Wellington's line at Waterloo, splitting the French front and protecting Allied lateral lines of movement. Often relegated to a sideshow, its loss would have seriously compromised the Allied position. The French made at least five major assaults to surround or take the position, each fended off by the timely commitment of Allied reserves. Like the rest of the battle, though, it was "a near run thing" that in a moment could have turned the other way.

12.2 Scenario

One player controls the French attempting to capture the chateau and threaten the main Allied line. The other player controls the Allied forces attempting to prevent it.

12.3 Standard Rules

All standard rules apply. Rule 15.0 lists several new rules for this scenario. The scales have been modified.

Hex: 176 yards

Turn: 45 minutes

13.0 SET UP

13.1 Unit Colors

French Forces: dark blue

Allied Forces

British: reddish

Hanoverian: pink

KGL: purple

Netherlands: green

Brunswick: steel gray

13.2 Game Length & First Player

The game consists of ten turns. Place the Turn marker in the 1115 box of the Turn Record Track. The French player is the first player.

13.3 French Set Up (first)

13.3A On the Map

- **Formation B/6** (3 counters) in any French (blue) entry hex(es).

13.3B Uncommitted

Place all other formations in the French Uncommitted box. The French player may commit (15.1) any one formation from the Uncommitted box at the beginning of each French movement phase. The Howitzer and Foot artillery enter

with any infantry formation (one artillery unit per formation). The Horse artillery enters with 2c.

13.4 Allied Set Up

13.4A On the Map

- **Formation H** (7 counters) w/2 0605, unstacked.
- **Formation B** (3 counters) w/2 0103.

13.4B Uncommitted

Place all other formations in the Allied Uncommitted box. The Allied player may commit (15.1) any one formation from the Uncommitted box at the beginning of each Allied movement phase.

14.0 VICTORY CONDITIONS

14.1 Victory

The French player wins a victory at the end of the game by gaining at least 4 VP out of the 7 VP available. Otherwise, the Allied player wins.

3VP for occupying the Chateau (hex 0605) 1 VP each for occupying objective hexes (4 VP possible).

15.0 ADDITIONAL RULES

15.1 Commitment & Entry

When a unit is committed, move the unit(s) to the player's entry row of hexes (01xx for French or 11xx for Allies). That is its move for the turn. It operates normally thereafter.

15.2 Step Recovery

15.2A Reduced Unit

A reduced two step unit may replace its lost step during a movement phase if it meets the requirements of 11.3 and passes a morale check.

15.2B Eliminated Unit

When a unit with an SLR is eliminated, place it in the Eliminated Units box. Per 11.3, at the end of the next friendly movement phase, make a morale check for each unit in the Eliminated box using its one-step side. If it passes, move the unit to the Ready box as a one-step (effective) unit. If it fails, it is removed from the game.

15.3 Entry Hexes

The entry hexes (the hexes along the north and south sides) on the map act like normal hexes in all ways except a unit may not move into an entry hex from the other side.

15.4 French Howitzer

The French howitzer unit is a standard artillery unit for all purposes. It may also be used to set fire to the chateau. If used for that purpose, the howitzer fires separately before any other

combat is resolved. It does not add its CF to any other combat that turn. Roll one die.

If the result is 1–3: the chateau is on fire for that combat phase (see TEC).

16.0 GAME NOTES

16.1 Designer's Notes

The hardest part of this design was including the entire contested area and troop commitments without expanding into other portions of the battle. Modifications were also needed to the game scales to allow the Quick Play rules to handle a smaller fight than originally encompassed by the design. Once those basic parameters were established the design came together quickly. Several rounds of playtesting allowed us to solidify the design and calibrate the victory conditions.

16.2 French Player Notes

Don't make the mistake of charging forward blindly. A quick capture of the chateau with a simple frontal assault is next to impossible. You need to surround the place to preclude reinforcement, then batter away at the garrison. The chateau alone is not enough to win; you still need a foothold on the main Allied line: one objective hex with the chateau, or all of them without the chateau.

Your best bet is not to select your victory strategy too early. Seal the chateau west and south with 6th Division and the cavalry and send the rest around the eastern flank. This will put the Allies on the horns of dilemma, forced to choose between protecting either the victory hexes or the Hollow Way.

16.3 Allied Player Notes

You cannot afford to play passively. You will almost certainly lose the outer grounds of the chateau, but you can save some of the troops defending them. Get them back to hold the garden and orchard, thus denying the French the critical center position. This will force them into a critical division of forces, attacking either the chateau or the ridge, or both weakly.

Your other major decision involves which reinforcement units to commit. Formation B is the strongest single group and will be needed to hold the ridge. Nearly all the others are light infantry useful pretty much everywhere. The lone exception is the cavalry (Formation C). Though outnumbered, if used in conjunction with the artillery they can wreak havoc on French infantry in the open.

17.0 ORDERS OF BATTLE

17.1 French Forces

- **Reille's Second Corps**
- **Formation 5:** Bachelu's 5th Infantry Division (3 counters): brigades of Husson (1,550 infantrymen in 4 battalions) and Campi (1,675 infantrymen in 5 battalions).
- **Formation B/6 and S/6:** Bonaparte's 6th Infantry Division (6 counters): brigades of Baudin (3,400 infantrymen in 7 battalions) and Soye (2,900 infantrymen in 6 battalions).
- **Formation 9:** Foy's 9th Infantry Division (4 counters): brigades of Tissot (2,100 infantrymen in 5 battalions) and Jamin (2,300 infantrymen in 6 battalions).
- **Formation 2c:** Piré's 2nd Cavalry Division (3 counters): brigades of Hubert (1,075 chasseurs in 8 squadrons) and Wathiez (775 lancers in 7 squadrons).

TERRAIN EFFECTS CHART (TEC)

Clear: 1 MP to enter. No effect on combat.

Light Woods: 1 MP to enter. Defender adds +1CF to defense total; if any attacker is attacking from a clear hex, defender adds an additional +1CF for each clear hex. Blocks artillery LOS unless artillery is on a hill. Bombardment -1CF per artillery unit bombarding into hex.

Road: ½ MP if starting, moving, and ending on a road. 1 MP if starting, moving, or ending in a non-road hex (see 4.4). Ignore other terrain in hexes entered and on hexsides crossed. No effect on combat (use other terrain in the hex).

Hill: 1 MP to enter. No effect on combat or ZOC. Blocks LOS unless bombarding unit and defending unit(s) are both on hill hexes. Light Woods on a hill blocks all LOS.

- **Corps artillery** with 22 cannon in 2 batteries of 6-pdr foot artillery and one of 6-pdr horse artillery. The howitzers of each battery have been collected into a detachment.

17.2 Allied Forces

- **Formation H** (Hougoumont Garrison)
- **Saltoun's elite companies** of 1st Guards Brigade (300)
- **MacDonnell's elite companies** of 2nd Guards Brigade (400)
- **1st Battalion, 2nd Nassau Regiment** (700)
- **Brunswick Advanced Guard Battalion** (700, split between riflemen and light infantry)
- **I Battalion, 10th Hanoverian Field Regiment** (300 Jäger)

Reinforcements

- **Formation B** (3 counters): Byng's 2nd Guards Brigade (1,600 in 2 battalions) and a mix of artillery batteries.
- **Formation Bw** (1 counter): A reinforced battalion from the Brunswick Corps (c.800 infantrymen).
- **Formation C** (1 counter): A squadron of the 15th Hussars from 5th Cavalry Brigade (150 cavalrymen).
- **Formation K** (1 counter): Skirmishers from 1st King's German Legion Brigade (c.200 riflemen).
- **Formation M** (2 counters): Mitchell's 4th British Brigade (1,925 infantrymen in 3 battalions).
- **Formation S** (2 counters): Skirmishers from 3rd British Brigade, 2nd British Division) (c. 400 light infantrymen) and 3rd Battalion, 95th Rifles (200 riflemen).

Slope Hexside: +1 MP to move downslope, +2 MP to move upslope. ZOC blocked across the hexside in both directions. If any adjacent attackers are attacking upslope, defender's CF is increased 50% (rounded down). If all adjacent attackers are attacking upslope, defender's CF is doubled. No Bombardment/Support Fire through slope hexside into adjacent hexes unless artillery is on a hill hex. Bombardment -1CF per bombarding unit at non-adjacent defenders in either direction.

Crest: Blocks LOS.

Objective: No effect on play but see 14.1.

Hedge Hexside: +1 MP to cross. Defender adds +1CF to defense total for each hedge hexside being attacked across. Make a morale check after each unit crosses (including advance after combat); failure disrupts the unit or flips it to its ineffective side. Blocks artillery LOS unless artillery is on a hill hex. Bombardment -1CF per bombarding unit.

Wall Hexside: +1 MP to cross. ZOC blocked into Chateau and Garden hexes. Defender adds +1CF to defense total for each wall hexside attacked across. Defender in Chateau and Garden hexes ignore retreat results. Make a morale check after each unit crosses (including advance after combat); failure disrupts the unit or flips it to its ineffective side. Blocks artillery LOS unless artillery is on a hill. Bombardment -1CF per bombarding unit.

Chateau: +1CF to defense total unless the chateau is on fire (15.5).

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