HISTORICAL SCENARIOS

The Battles of Waterloo, 1815

BY CHARLES BAHL

Hougoumont Scenario

This is a good scenario for beginning players. It does not contain cavalry units, nor does it use initiative or LIMs. It also makes a good game for experienced players who have limited time but who also want to play a complete engagement.

Number of Players Two
Playing Time Two Hours
Play Balance The Victory Conditions favor an Anglo-Allied Victory
Mapsheet Use the Mt. St. Jean map
Duration The game starts with the 1130 game-turn and ends at the conclusion of the 1630 game-turn, or sooner if one player gains an automatic victory.

Initial Deployments
Leaders printed in bold-italic; units may be faced in any direction and may be in extended line, but the actual combat unit counter must be in the indicated hex; deploy step loss markers as indicated.

French Initial Deployment

Hex		
2010	Baudoin	6/II
2011	Soye	6/II [one step loss]
2012	Gautier	9/II
2013	Jamin	9/II [one step loss]
1911	Pelletier	II Corps Artillery
1912	Valmet	II Corps Reserve Artillery
1908	Gronier	II Cav Artillery
1714	Marcillas	III/CR Artillery

Jm Bnpte (Jerome Bonaparte) with any II Corps unit. (Jm Bnpte is the replacement commander for Reille.) Players may, for the sake of play balance, use ***Reille*** in place of ***Jm Bnpte***.

Anglo-Allied Initial Deployment

Hex		
2311	3rd Bn/2nd Nassau	2/2DB/I
2713	Maitland	1/1/I [one step loss]
2712	Adye	1/I Artillery
2612	Byng	2/1/I
2509	***Clinton***, Mitchell	4/4/II
3110	dePlatt	1KG/2/II
3111	Gold	2/II Artillery
2912	MacDonald	CvCp (both a and b units)

Cooke with any 1/I unit.

Chateaux Control
The Allies control all three hexes of Hougoumont at the start of the game.

Special Rules:

Map
The playable area of the map extends between hexrows xx08 and xx!5, inclusive. The map is considered not to exist for all purposes beyond these hexrows. Players may not move a unit counter into the off-limit areas. If a unit is forced to retreat into these areas, it must abide by all rules of 9.2.

Initiative and LIMs
Initiative and LIMs are not used. Players should skip the Initiative Phase, the Pool Creation Phase, and the Operations Phase of each game turn.

Players do not roll for Initiative. The French player is always considered to have the initiative during the No LIM Phase and the Out of Command Phase.

All Commands are activated during the No LIM Phase using the procedure described under 4.8. Out of command units are moved using the Out of Command Phase rules.

Commands
The French player has only one command, led by the combat leader Jerome Bonaparte. All French units on the board (including artillery) are, for the sake of simplicity, under his command. Due to Jerome's limited command radius, some French units will begin the game out of command.

Cooke Command

Byne	2/1/I
Maitland	1/1/I
Adye	1/I
MacDonald	CvCP/a
MacDonald	CvCP/b
3 Bn/Nas	2/2DB/I

Clinton Command

Mitchell	4/4/II
duPlatt	1KG/2/II
Gold	2/II

The Anglo-Allied player has two commands, led, respectively, by Cooke and Clinton.

Note that because of the initial placement of Clinton, the units duPlatt and Gold begin the scenario out of command.

Detachment Leaders
Each player may use only one Detachment Leader during the scenario. However, as an exception to 4.52, a player may remove the Detachment Leader at the beginning of the Out of Command Phase and reassign it in the same phase to a different unit(s). A player may do this only once during each Out of Command Phase.

Hougoumont
The special *Le Chateau Hougoumont* rules on page 12 of the Scenario Book apply to this scenario as well.

Mud
The first two turns of the game - 1130 and 1200 - are Mud turns.

Winning the Game

Decisive French Victory
The French must control all three hexes of Hougoumont. At the moment this occurs, the game immediately ends with an automatic French Decisive Victory.

Marginal French Victory
The French control both hex 2211 and hex 2310 at the end of the 1630 game turn.

Marginal Allied Victory
The Allies control both hex 2411 and hex 2310 at the end of the 1630 game turn.

Decisive Allied Victory
The Allies control all three hexes of Hougoumont at the end of the 1630 game turn -*or*- immediately upon Jm Bnpte's command being shattered. At the moment this command is shattered, the game immediately ends with an automatic Allied Decisive Victory.

Draw
Any other combination of French/Allied control of the Hougoumont hexes at the end of the 1630 game turn is considered a draw. If any Hougoumont hex is uncontrolled at the end of the 1630 game turn, the game is also considered a draw.

Note: This scenario first appeared in the Quake Coast Game Club's Numquam 'zine, and is reprinted herein with their permission.