

Reille

II CORPS

HOUGOUMONT CAPTURED

ACTION
Target: II Corps (*Hill*)


Roll a die:

1	1 FC	4	1 AC
2	1 AC	5	2 AC
3	1 AC	6+ ..	2 AC

+1 modifier for the die roll if II Corps (*Hill*) in squares.

COUNTER ATTACKS:
-

ENEMY COUNTER ATTACKS:
-



Kellerman

III CAVALRY CORPS

Infantry: - Cavalry: 5100 Artillery: 12

ACTION
Target: II Corps (*Hill*)

Roll a die:


1	1 FC
2	1 AM
3	1 AM
4	1 AM
5	1 AM
6+	Ney's cavalry charge

(turn the card)

At the end of the action II Corps must form squares (turn *Hill's* card).
+1 FC for all results if II Corps (*Hill*) in squares before the action.

COUNTER ATTACKS:
Hill
Make the action against II Corps (*Hill*) with +1 modifier for the die roll.

ENEMY COUNTER ATTACKS:
-



Milhaud

IV CAVALRY CORPS

Infantry: - Cavalry: 5100 Artillery: 12

ACTION
Target: I Corps (*Orange*)

Roll a die:

1	1 FC
2	1 AM
3	1 AM
4	1 AM
5	1 AM
6+	Ney's cavalry charge

(turn the card)


At the end of the action I Corps must form squares (turn *Oranges's* card).
+1 FC for all results if I Corps (*Orange*) in squares before the action.

COUNTER ATTACKS:
Uxbridge

Roll a die:

1	1 FC
2	1 AM
3	1 AM
4	1 AC
5	1 AC
6	1 AC

ENEMY COUNTER ATTACKS:
-



Milhaud

IV CAVALRY CORPS


NEY'S CAVALRY CHARGE
French player must choose to play this action until rallied
(unless all *Kellerman's* and *Milhaud's* divisions are lost.)

ACTION
Target: II Corps (*Orange*)

Roll a die:

1:	1 AM	cavalry rallied
2:	1 AM	cavalry rallied
3:	1 AM	1 FM
4:	1 AM	
5:	1 AM	1 AC
6:	1 AM	1 AC

-x modifier for the die roll.
x = the number of the lost cavalry divisions (*Kellerman + Milhaud*)
+1 FC for all results if I Corps (*Orange*) in squares before the action.



Reille

II CORPS

LA HAYE SAINTE
CAPTURED

ACTION

Target: II Corps (*Hill*)

Roll a die:

1 1 FC

2 1 AC 1 FC

3 1 AC 1 FC

4 1 AC

5 2 AC 1 FC

6+ .. 2 AC 1 AM


+1 modifier for the die roll if II Corps (*Hill*) in squares.

COUNTER
ATTACKS:

-

ENEMY
COUNTER
ATTACKS:

-



Kellerman

III CAVALRY CORPS

Infantry: -

Cavalry: 5100

Artillery: 12

ACTION

Target: II Corps (*Hill*)

Roll a die:

1 1 FC

2 1 AM 1 FC

3 1 AM 1 FC

4 1 AM

5 1 AM 1 FC 1AM

6+ Ney's cavalry charge
(turn the card)

At the end of the action II Corps must form squares (turn *Hill's* card).
+1 FC for all results if II Corps (*Hill*) in squares before the action.

COUNTER
ATTACKS:

Hill


Make the action against
II Corps (*Hill*) with +1 modifier
for the die roll.

ENEMY
COUNTER
ATTACKS:

-

HOUGOUMONT
CAPTURED

5 1 AM 1 FC 1AC



Milhaud

IV CAVALRY CORPS

Infantry: -

Cavalry: 5100

Artillery: 12

ACTION

Target: I Corps (*Orange*)

Roll a die:

1 1 FC

2 1 AM 1 FC

3 1 AM 1 FC

4 1 AM

5 1 AM 1 FC 1AM

6+ Ney's cavalry charge
(turn the card)

At the end of the action I Corps must form squares (turn *Oranges's* card).
+1 FC for all results if I Corps (*Orange*) in squares before the action.

COUNTER ATTACKS:

Uxbridge

Roll a die:

1 1 FC

2 1 AM 1 FM

3 1 AM

4 1 AC 1 FM


5 1 AC

6 1 AC 1 AM

ENEMY COUNTER
ATTACKS:

-

5 1 AM 1 FC 1AC



Milhaud

IV CAVALRY CORPS

NEY'S CAVALRY CHARGE

French player must choose to play this action until rallied
(unless all *Kellerman's* and *Milhaud's* divisions are lost.)

ACTION

Target: II Corps (*Orange*)

Roll a die:

1: 1 AM.... cavalry rallied (turn the card)

2: 1 AM.... cavalry rallied (turn the card)

3: 1 AM ... 1 FM

4: 1 AM

5: 1 AM.... 1 AC

-x modifier for the die roll.
x = the number of
the lost cavalry divisions
(*Kellerman* + *Milhaud*)

+1 FC for all results if
I Corps (*Orange*) in
squares before the action.

6: 1 AM.... 1 AC

HOUGOUMONT CAPTURED

5 1 AM 1 FC 1AC

5 1 AM 1 FC 1AC

6: 1 AM.... 1 AC