

HOUGOUMONT CAPTURED

ACTION

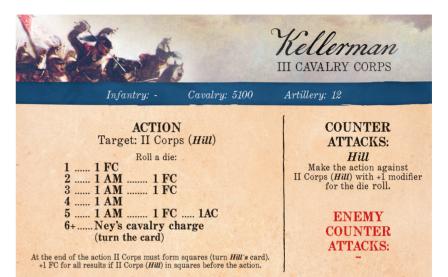
Target: II Corps (Hill)

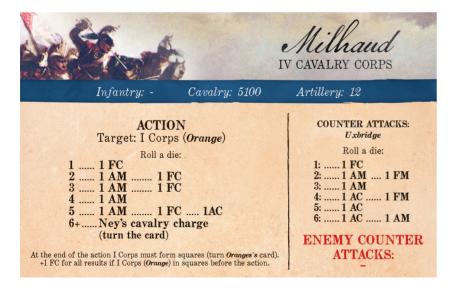
Roll a die:

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

COUNTER ATTACKS:

ENEMY COUNTER ATTACKS:





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) (Kellerman + Milhaud)

+1 FC for all results if

I Corps (Orange) in

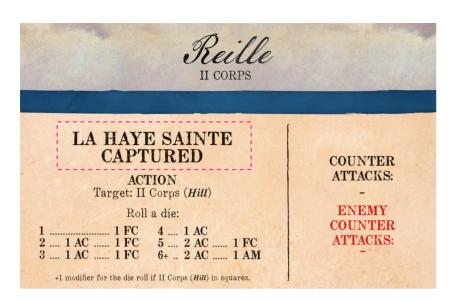
squares before the action.

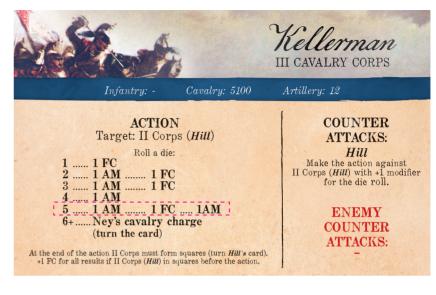
3:1 AM ... 1 FM

5: 1 AM 1 AC

6: 1 AM 1 AC

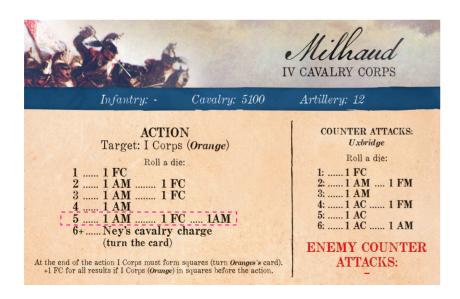
4:1 AM

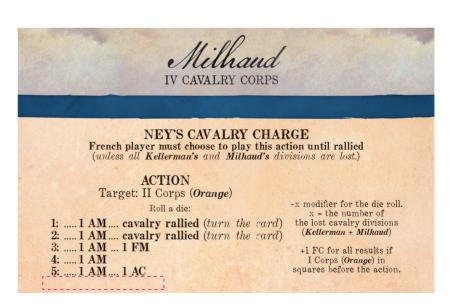




5 1 AM 1 FC 1AC







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6: 1 AM 1 AC