INTRODUCTION

The Napoleonic Wars are described as a series of wars that occurred in Europe, North Africa, and the Middle East from 1792 to 1815. The wars were fought between France, Britain, and various other European nations. They were characterized by large-scale armies, advanced tactics, and innovative use of technology. The Napoleonic Wars had a significant impact on European history, leading to the rise of nationalism and the spread of revolutionary ideals. This game is designed to simulate the tactics and strategies used during these wars.

RULES OF PLAY

THE MOVEMENT

The game is played on a map that represents the area affected by the military actions during the Napoleonic Wars. The map includes rivers, roads, cities, and other important locations. The movement is divided into three phases:

1. The Player Phase
2. The Movement Phase
3. The Action Phase

MOVEMENT

General Rule

Units can move one hex or less in any straight line on the map, except as limited by the terrain. Units can move from one hex to another if the path is clear of enemy units. Units cannot move through enemy units or into enemy units. Units cannot move through hexes that are occupied by friendly forces.

ZONES OF CONTROL

Zones of Control

Each player controls an area on the map that is determined by their units' positions and movement. Units can move into and out of zones of control as long as they follow the rules of movement.

ATTACKING

The Attacking Player

The Attacking Player has the option of choosing a point of attack on the map. The chosen point must be within 10 hexes of the enemy's starting position. The Attacking Player can move units into this hex as long as they follow the rules of movement.

DEFENDING

The Defending Player

The Defending Player can move units into the hex to defend against the attack. The Defending Player can also choose not to move units and defend with the units already in the hex.

ATTACKING:

The Attacking Player can attack the enemy units in the hex, if they are present. The attack is resolved according to the rules of combat.

DEFENDING:

The Defending Player can defend against the attack with the units already in the hex. The attack is resolved according to the rules of combat.
EXAMPLES OF ATTACKS

In the following examples, the Grey units are the Attackers and the untinted units are the Defenders. A circle is drawn around those units (Attacker and Defender) which are involved in combat with each other. Each circled Battle-situation constitutes an attack and would require the rolling of the die. Note that when several attacking and defending units are adjacent to each other the attacks may be constituted in more than one way. Artillery attacks are indicated with an arrow when the defending unit being bombarded is not directly adjacent. The odds of each attack are given next to each situation. Anything which can logically be inferred from these examples is tantamount to a rule unless it is explicitly covered in the written rules.
Well game-simulations are something like this...  

Basically they are attempts to simulate (but not duplicate) past or future events using quantification (reducing everything to numbers) and the laws of probability (which hold that, while a certain range of outcomes is possible in a conflict situation, the order in which they occur is subject to chance). Game simulations do not predict with unerring accuracy; rather, they instruct you about the situation. The game simulation serves as a mutable framework within which you can see different parts of a simulated situation interact. A book can have but one ending, a game can end any number of ways... and in every game you can clearly see why the game evolves and ends the way it does. You and the other players control the decisions made in the game framework. Thus you can control and experiment with the situations. While the games are, on the surface, competitive interactions between individuals, they are more frequently "played with" than played. People can't resist pulling out the games and seeing for themselves (and often just by themselves) "what might have happened if...?"

The enclosed NAPOLEON AT WATERLOO game is intended to introduce the "uninitiated" to what game simulations are all about. NAPOLEON AT WATERLOO contains many of the basic elements found in our other games. These elements have been simplified to the point where they can be easily understood by someone with no other experience of this type of game. Once you understand the basic elements of game-simulations, it is relatively easy to grasp and play any of the other games we publish. It's like learning to read: once you associate the symbols to reality, you're on your way.

We're sending a free copy of NAPOLEON AT WATERLOO to each new reader not only to introduce you to game-simulations, but also to thank you for your subscription and "to pave the way" for your enjoyment of STRATEGY & TACTICS magazine. Each issue of S&T will contain a new game-simulation, more complex than, but basically similar to, NAPOLEON AT WATERLOO. Just because we have been prompt in sending your introductory game, we request that you do not expect your first issue of the magazine as quickly. To illustrate: if we receive your order for a subscription after 1 March, 1972, you missed our deadline for new subscribers to receive the March April issue Nr. 31. The first issue that you will receive will be the May June issue Nr. 32 (expected shipping date 15 May, 1972). So please be patient: S&T is coming, soon enough. Thank you for your patience in advance.

Each S&T magazine, in addition to enclosing a complete game-simulation, supplies additional material on the same subject as the game, and provides other hard data from which games are (or could be) constructed. Other articles review games and examine other game-simulation aspects. The subject is always history, but the method and treatment of this material is game-simulation oriented. Readers may also be interested in S&T's companion magazine, MOVES, which deals with the more nuts-and-bolts aspects of game-simulation theory and technique.

We hope that this is what you were looking for. It is a new approach, and certainly not perfect. Game-simulations sometimes seem to people as either a "finite" solution or else something that wrongly pretends to being the "last word". We believe neither of these views.

Game-simulations are merely another tool. How you use them is up to you. They present an alternative approach to the study of history, the human condition, and the world we inhabit. It is true that this method adopts much from the "systems" approach. The validity of considering human activities as a system is not yet proven. The idea that so much can be reduced to numbers (part of the "systems" approach) is not yet widely accepted. This approach, and the material we have published using it, should be used with a good deal of care and circumspection. This is our attitude; we suggest it be yours also.

We try to be open-minded and fair with any situation we approach. Our conclusions are only as good as the material we have available to us while reaching them. If you ever disagree with us and have something concrete to back you up, let us know. We'll never be perfect, but we keep on trying. In every issue of S&T there is a regular feature called OUTGOING MAIL, through which we editorialize and keep our readers in touch. This letter was written in the same spirit, so you will be hearing from us again.

Once more thank you for your subscription and support

Yours,

[Signature]

James F. Dunnigan, Editor, STRATEGY & TACTICS
EXPLAINED BY ADVANCE

A RESULT OF COMBAT

A FRENCH PLAYER

B RUSSEIA PRAVER

TIME RECORD

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

COMBAT RESOLUTION TABLE

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ATTACKS RECEIVED AT MORE THAN "5 to 5" ARE TREATED AS "5 to 5", ATTACKS RECEIVED AT MORE THAN "6 to 6" ARE TREATED AS "6 to 6".

EXPLANATION OF RESULTS

AE: Attackr Elimated: The attacking unit is eliminated (eliminated) and is
immediately moved to the next position.

Ar: Attackr Retracts: The attacking unit is eliminated (eliminated) and is
immediately moved to the next position.

AX: Exchange: The defending unit is eliminated (eliminated) and the attacking unit suffers loss (loss) at the normal rate.

BE: Break: The defending unit is eliminated (eliminated) and the attacking unit suffers loss (loss) at the normal rate.

EX: Enveloped: The defending unit is eliminated (eliminated) and the attacking unit suffers loss (loss) at the normal rate.

DC: Defensive Count: The defending unit is eliminated (eliminated) and is
immediately moved back to the next position.

DE: Defending Eliminated: The defending unit is eliminated (eliminated) and is
immediately moved to the next position.

ED: Eliminate by DROOKOS: The defending unit is eliminated (eliminated) and is
immediately moved to the next position.

FRENCH PLAYER

TERRAIN EFFECTS CHART

Type of Terrain Effect on Movement Effect on Combat

Wood: Movement Reduced 30% Reduced

Entry PROHIBITED:

A line is crossed by a French unit if all or any part of it contains the symbol of that terrain.