NAPOLEON AT WAR QuadriGame

Four complete Napoleonic Battle games in one package!
Based upon the Borodino-NAW System ● Separate 17"x22" Maps and Counter Sheets

The Napoleon at War QuadriGame consists of four games, completely new and individual, and sold both separately and as a complete set. The battles depicted are among the most important of the Napoleonic wars; *Marengo, Jena-Auerstadt, Wagram,* and the *Battle of Nations* at Leipzig.

The game mechanics used in this series are based on the popular *Borodino-Napoleon at Waterloo* game system. The scale of the games ranges from 400 to 800 meters per hex, while each Game-Turn represents between one and two hours of real time. Units range in size from demi-brigades

through divisions, with each Strength Point representing between 250 and 350 men or an equivalent amount of artillery.

Movement is sequential and single-phased. Zones of Control are rigid and combat is mandatory between adjacent opposing units. Stacking is limited to one unit per hex. The Combat Results Table is relatively uncertain, with odds of 4 to 1, or better, necessary to insure at least a "Defender Retreat" result. Terrain ranges from the Austrian parade grounds south of *Wagram* to the rough and forested battlegrounds of *Jena-Auerstadt*. Game length varies from the five-Turn First Day Scenario of the

Battle of Nations to the twenty Game-Turn Grand Battle Scenario of that same game which simulates the entire three and one-half day Battle of Leipzig, the largest battle of the Napoleonic Wars.

The basic rules to all four games in the *Napoleon at War* series are standardized and interchangeable and are presented in one four-page rules folder. In addition, each game also has its own Exclusive Rules folder, which includes historical set-up and reinforcements, special rules, Player's Notes and commentary by the game's designer.

Marengo Napoleon in Italy, 14 June 1800

June, 1800 Napoleon Bonaparte's campaign to drive the Austrians out of the strategic Piedmont area of north Italy has centered around the fortress city of Alessandria. Bonaparte held the initiative until General Melas' Austrians launched a surprise attack on the French. Standing in the path of the whitecoated battalions are a

few French demi-brigades clustered around the small town of Marengo.

Marengo is a truly see-saw battle, for both the French and the Austrians must succeed both on the offensive and on the defensive to gain victory. The Austrians have to use their initial superiority to break through

French resistance, seize their objectives, and then hold them against the French counterattack. To accomplish their objectives, both Players must be adept at both offensive and defensive tactics, using infantry, cavalry and artillery in coordination.

Jena-Auerstadt The Battle for Prussia, 14 October 1806

At Jena, Napoleon prepares to assault what he believes to be the entire Prussian Army of Frederick William III. But for once Napoleon's instincts have failed him; it is only a rearguard of a few divisions. The main Prussian Army is miles away, marching through Auerstadt and on a collision course with the isolated and outnumbered French III Corps of Davout.

Jena-Auerstadt is a simulation of these two battles, which decided the fate of Prussia in a single day. It is a game designed to reproduce the strategies as well as tactical options open to both sides.

The game includes a separate map for each battle, as well as exclusive rules for night, fog, separate demoralization levels and

victory conditions — it is possible to lose one battle and still win the game! Also provided for are units leaving the map and transfering between battlefields, and the introduction of optional reinforcements.

Wagram The Peace of Vienna, 5-6 July 1809

For a century or more the fields and villages between the east bank of the Danube and the little market town of Deutsch-Wagram had echoed with the cadence of drilling soldiers. This was the Marchfield, the autumn maneuver ground for the Austrian Army stationed nearby in Vienna. Now the maneuvers are for real.

Napoleon is across the Danube determined to defeat the Austrian Army under Archduke Charles and end the war. His crossing is unopposed, and it is soon apparent that the Austrian plan is to allow the entire French Army to cross, the better to defeat it all in one place.

Wagram is a two-day "hammer and tongs" situation. On the second day, Austrian attacks may push the French to the brink of disaster. But with the superior numbers and leadership of the French the outcome remains in doubt until the climactic assault on the Austrian position.

The Battle of Nations The Encirclement at Leipzig, 16-19 October 1813

Napoleon's favorite tactic of maneuvering against the enemy's lines of communications and threatening their capitals had failed, and he felt he must resort to combat to decide the issue. With this in mind, he concentrated the Grande Armee at Leipzig

in Saxony. The Allies gathered from every direction toward the final showdown battle against the French Emperor.
The Battle of Nations is a simulation, on a divisional level, of the largest of Napoleon's battles, including five distinct armies (the

French versus four hostile Allied armies). Scenarios allow the Player to start the action at the most crucial points in the course of the battle. The Grand Battle scenario of 20 Game-Turns recreates the entire battle.

The *Napoleon at War* QuadriGame will sell for $12. Available 31 August 1975.
Each Individual Folio Game will sell for $5. Available 15 September 1975.