

Napoleon's Last Battles QuadriGame

Four Complete battles of the Waterloo Campaign in one package

Based upon the Borodino-NAW system • Four Separate 17" x 22" map sections and counter sheets

Napoleon's Last Battles consists of four entirely new games, each covering one of the four major battles of the campaign. They are playable as separate games, and can be linked to form a campaign game.

The game mechanics used are based on the popular *Borodino-NAW* game system. The scale of the games is a constant 480 meters to the hex, while each Game-Turn represents one hour of real time. Units range in size from regiments to divisions, with each Strength Point representing 300 to 700 men or a battery of guns. Zones of

control are rigid and combat is mandatory between adjacent opposing units. Artillery has a range of two hexes. The Combat Results Table is identical to that used in the *Napoleon at War* QuadriGame. Rules deal with combined arms attacks, differing Movement Point costs for cavalry and infantry, and demoralization. When Players opt to pursue play of the entire campaign game, all of the Standard Rules apply, and additional rules are used. These deal with the all-important effects of command. Each army in the game is commanded by the historical leaders,

which have effects on the movement and combat capabilities of their units. Also included in the campaign game is the reorganization of units previously "destroyed" in combat. Demoralization is accomplished by Corps sized units for the Prussian and French armies and by nationality in the Anglo-Allied. No random "command control" is used, but Players are faced realistically with commanding units in the 19th Century environment. The campaign game is detailed but not overly complex, and large without being overwhelming.

Ligny The Incomplete Victory

June 1815 finds a triumphant, but beleaguered Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. To succeed against these overwhelming odds, Napoleon boldly decides on an offensive designed to destroy two of his opponents

and drive the English from the continent. At the field of Ligny, the Prussian I, II and III Corps concentrated to face the French invaders. The day is hot and Napoleon does not move decisively until 2:00 PM; he awaits the arrival of D'Erlon's Corps. The Prussian forces are ensconced in extremely strong positions along the Ligny Creek and in the several towns in the

area.

Napoleon waits until late in the afternoon to launch a concerted attack by the Imperial Guard and the IV Corps, which drives the Prussians back in disarray. The Prussians are badly hurt and Napoleon is convinced that they are out of the campaign; but it is not the decisive defeat that Napoleon had hoped for.

Quatre Bras Stalemate on the Brussels Road

At Quatre Bras, a wild battle occurred. Initially, the French II Corps and Cavalry Corps face a lone division of Dutch Belgian Infantry; but the cautious French advance is thwarted and British reinforcements begin to arrive. Throughout the day, Ney, who is conducting the French forces at the battle awaits the arrival of I Corps and

conducts piecemeal attacks against an increasingly strong British position. The First Corps never arrives and, although the vital crossroads at Quatre Bras are taken briefly by French Cavalry, it is the British who hold the ground at the end of the day.

Though the British have won the battle at

Quatre Bras, the Prussian retreat makes the British position untenable. Wellington elects to retreat towards Brussels and previously surveyed defensive positions along the Brussels-Charleroi road, where he will hold *if* he is assured of Prussian assistance.

Wavre The Lost Opportunity

The Prussians barely manage to keep the remnants of their shattered army together, but they fall back paralleled with the British rather than away from them as Napoleon had hoped they would. Blucher gives Wellington the assurance that he will indeed be available to assist Wellington if the need should arise.

Wavre, a town on the Dyle river in Belgium, formed the focal point of the Prussian retreat and served as the rallying ground for their defeated army. Grouchy, partly because of his late start on the 17th and partly because of a poorly conducted pursuit, is several miles away from the Prussians as the 18th dawns. By 12 P.M. he

has not yet begun to move his army, and despite the fact that the sounds of a heavy cannonade are coming from the west in the general vicinity of Waterloo he does not move towards them. The French forces under Grouchy never become decisively engaged until it is too late to affect the outcome of the major battle of the 18th.

La Belle Alliance The Battle of Waterloo

After pursuing Wellington's Anglo-Allies and being sure that they had indeed stopped and taken up positions, Napoleon bivouacs in front of the low ridge which cuts across the Brussels road near La Belle Alliance where he makes his headquarters. Dawn finds the ground too wet for operations and it is not until noon that

Napoleon launches his preliminary attack to clear the farm of Hougomont. Napoleon's plan is not elegant. He pushes directly up the road toward Waterloo and Brussels to break the back of Wellington's army. Again and again French infantry and cavalry combine in attacks against Wellington's extremely strong position. Now the battle

reaches a climactic pitch when the French Old Guard assault the wavering center of the British line. But the Guard is repulsed, sent reeling back by a blast of British musket and artillery fire. The French army breaks, and begins its long retreat to Paris. The most decisive campaign in European history has ended.

The *Napoleon's Last Battles* QuadriGame will sell for \$12. Available 31 August 1976.

Each individual Folio Game will sell for \$5. Available 15 September 1976.