

ET SANS RÉSULTAT! The Wargaming Company, LLC.

Incredibly clearly explained, colour coded, with copious examples and a whole host of supportive options, this grand tactical set of rules is also lavishly illustrated with works of art from the Napoleonic period. In many ways, it is an example to others of what can be achieved in a rulebook of this type. Although there are a fair few rules to learn, the level of explanation and the use of introductory scenarios, army creation points, army lists, in fact the whole package soon coalesces into a usable, enjoyable ruleset. Where the author really 'ices the gâteau' is in the level of research into the period, especially the range of Campaign Guides which are also published by the company. What I really like about these Guides is the fact that not only are they as clearly laid out as the main rulebook, they also contain all the information that you could ever need to re-create the battles and campaigns and you are actively encouraged to use them with other rulesets. Need some help with re-creating the invasion of Russia? Take a look at the Guide. Struggling with aspects of the Ulm and Austerlitz Campaign? Take a look at the maps in the Guide. What were the 4th Hessen-Homburg Hussars wearing during the 1813 Spring Campaign? Have a look at the Guide! Now, I know that many wargamers like to use a whole range of sources before they commit to anything, especially those who enjoy the Napoleonic period, but for those gamers that are 'time poor', these publications are almost Heaven sent. I would thoroughly recommend both the Guides and the rules to anyone considering starting out in the period and would hope that 'The Old Guard' would also find some useful, 'one stop' support for their gaming.

