

Here is a new version of rules whose stated purpose is to reconstruct the great battles of the Napoleonic Wars. Let us discover its mechanics, as well as the content of its first supplement, devoted to the campaign of Russia.

The rules consists of more than one hundred and seventy pages, all in color. The game mechanics occupy only a small fraction of this set: you will find in fact many examples of game play and nearly eighty pages of national characteristics. The first thing to be determined is the scale of play: five are proposed, with a thumb on the gambling table for 50, 75, 100, 150 or 200 yards. The choice of this scale is made according to the dimensions of the real battlefield and the available game table. For example, the median scale - one inch per 100 yards - will have a direct impact on the number of figures. One kilometer will be equivalent to 27 cm on the table a medium sized battalion - 300 to 500 bayonets - or a squadron group of about 250 sabers will have a frontage of about 4 cm, while a "classic" battery will be satisfied with 2.5 cm, etc. The number of figures on the bases does not matter. Besides, the beginners will certainly be confused, because they will not find any precision to constitute their units and no photo of figures in the rule: how much must be put of figures on a stand? Are they in a row? In two? As for the veterans, they will benefit from this freedom to use their figures and the base they are accustomed to. Once the scale has been chosen for a specific battle, please download the corresponding summary sheet

from the rule website (www.thewargamingcompany.com). This scale, with all the distances given directly in inches (or in centimeters, to the choice).

Characterizing and organizing ...

The armies are organized in a historical way: the units are grouped into Formations (normally equivalent to divisions), several Formations form a Force (more or less a corps) and the Forces are assembled into an Army. A Unit is mainly characterized by its combat rating.

From "1" to "7" for the Old Guard. It can also be a shock troop (+1 to +3 in the first round of combat), light infantry, etc. There are also characteristics at the level of Formations: stoic troops, enthusiastic, effectiveness skirmish doctrine or not, and so on. As for the generals, they benefit from an tactical factor (four levels, from 0 to 3) and an administrative factor (three notches, from A to C). They may also be specialized in the of mass cavalry, grand batteries, etc. Each player normally incarnates a superior officer at the head of a Force, typically a marshal in charge of a corps, which therefore has at its disposal several divisions of infantry, a brigade of light cavalry, and a reserve of artillery, and a few engineers.

Four major phases

The turn of the game (twenty real minutes) is separated into four main phases, which allow for the control of the troops, their movements, the skirmishing and artillery fire and, finally, the fighting. Orders - attack, defend,

support, move or remain in reserve - are given at the Formation level, while each Force receives an objective (a ridge line, a village, a specific enemy formation, etc.). Commands are activated by running 2d6 and adding a series of modifiers to the result: +2 if the command value of the transmitting general is B, +1 if that of the receiver is C, -1 per distance of 40 cm between these two generals, -3 if the formation receiving the order is less than 10 cm from the enemy, +3 if the formation is in reserve, and so on. If the total is at least 7, the order passes; Between 3 and 6, it is deferred by d3 turns; Less than 3, it is lost. A general can also carry out a whole series of actions: take the lead of a Formation, dispatch a battery of artillery or an engineering company at a given point, create a grand battery, rally a unit, etc. . Some of these actions require a preliminary test, which again takes place with 2d6, modifiers and a score of at least 7 for success. During movement, an important notion is the deployment of Formations. Of course, in a pitched battle, most are already deployed, but the reinforcements often arrive in a road column (with the Units one behind the other) and must deploy to fight effectively. To do this, the player rolls 2d6 and applies a series of modifiers: -1 per fatigue marker, +3 for the Guard, -5 if the terrain is dense, +3 for deploying cavalry, etc. A table gives, according to the net result, the number of Units (from two to five) that can deploy this turn. The deployment is therefore a "long" process, which continues on several turns, during which training is extremely vulnerable. The movements are

simultaneous: a source of friction in general, but in this case, as the formations are reduced in number per player and often one of them is on defense, the cases requiring prorated movements are limited. In turn, a deployed infantry division moves in clear terrain of 30 cm; One of cavalry of 45 cm.

Always 2d6 ...

For example, +2 per infantry battalion deployed if its Formation uses an effective skirmish doctrine (i.e. skirmishers know their craft), +1 otherwise, -3 per fatigue marker, Etc. For artillery, mods are +1 per section of two 6-pound pieces, +4 for 12 pounds (+2 for Russian only), etc. If the total is at least 10, the target formation of the shot must pass a test, always with 2d6 and particular factors. The result may be an accumulation of fatigue, a retirement, a retreat, or even a rout. The combat is between Units (and not enter Formation, as for the shots), but the principle is similar.

With 2d6 per Unit, the addition of the Unit's Combat Rating and tactical factors. The success of a Unit is all the more striking because the difference with the adverse result is important. Thus, as the battle progresses, the front of a formation, initially made up of side-by-side Units, can end up with units that remain in place, while others advance, retreat Or even flee. If, at the end of a combat, the fatigue of a Formation is at least equal to the number of units deployed, the Formation retreats by 20 cm. If it is half more important, the Formation "breaks" and recedes

of 45cm: a beautiful "hole" in a line! The generals can, of course, undergo a futile spell and this is tested ... with 2d6! Remember that the mechanics, while not among the simplest on the market, are nevertheless fairly easy to implement. Moreover, since the structuring of the rule follows that of the game turn, finding a rule point is easy. However, in my opinion, at least one synthesis on fatigue is missing, whose implementation details are "scattered" in different places of the rule.

Battles in sight!

The rules conclude with a scenario of introducing the system, with a "small" body on both sides. For more sophisticated scenarios, we must go on to the supplement of 180 pages, which deals with the first phase of the Russian campaign, and proposes a dozen of them, from Mir to Moskova. At the opening, a precise table, for each battle, the number of players recommended, the level of difficulty of the re-enactment, the (real) size of the battlefield and the corresponding game table according to the terrain scale. Thus, the Moskova is planned for fifteen to twenty-five players, on a table more than three meters long by 135 cm deep, on a scale of 100 yards for an inch. If you take 75 yards per inch, the table will grow to 420x180 cm: it's up to you to choose according to the place and figurines available. Note that the maps for the initial deployments offer only partial knowledge of the opponent device. The whole is complemented by about fifty pages of uniform silhouettes

provided for each regiment (on the other hand, no information on flags).

The marshal's baton?

These new rules are clearly intended for those who wish to replay the great battles of the imperial epic. Moreover, there is no budget for the figures: the real battle orders will serve you as a military base. "Old mustaches" raised at the udders of Empire V or Legacy of Glory will find a fairly similar system that allows to manage divisions and other masses of troops, with accurate and precise tracking of orders and their transmission, all quite quickly and especially without the "tactical slag" that slowed down the parties in these rules. Here, the mechanisms are simple and, moreover, the summary sheet is only one page on both sides. Of course, the level of abstraction is higher than tactical rules and, as a result, the Units do not change formation: if for you, a "Napoleonic" game should offer battalions in line, column, square, etc., go your way. On the other hand, if you really want to find yourself in the shoes of a marshal, make decisions like a general rather than a colonel, then *Et sans résultat!* deserves your full attention. Note that a preview of the game mechanics, about thirty pages long, is available as a free download on the website dedicated to the rule. As for the supplement on the beginning of the Russian campaign, it is very well done and complete.

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