

AUSTERLITZ 1805
(CCS)
by Ken Wright

AUSTERLITZ 1805

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1. Introduction

In Austerlitz - 1805 the player can command either Napoleon's French army or the Austro-Russian army under the command of Kutusov. The Battle of Austerlitz was fought on 2nd of December 1805, and was Napoleon's greatest victory.

2. Getting Started

The game is controlled via a set of menus from which the appropriate actions may be selected. A section of the battle-field will be displayed at all times. The area displayed may be scrolled by using the arrow keys.

2.1 Loading

To load the game follow the instructions in the Spectrum manual. The game will load in three sections. Two games are available. The game on side one allows the player to take command of the French armies, while the game on side two allows the player to control the Austro-Russian forces.

2.2 Game Levels

Once the game has loaded the option is provided to select the game level. Level 1 is for beginners, level 3 for 'experts'.

2.3 Loading Saved Game

Having selected the game level the option to load a previously saved game is given. To select this option press 'L' when requested and follow the on-screen prompts. If starting a new game then press any other key to continue to the save game prompt.

3. Saving a Game

The player is given the option of saving the game by pressing the 'S' key. This option is available at the start of each game turn allowing the battle to be saved for another session. If save is not required then press any other key.

3.1 Ending a Game Turn

If there are orders still to be issued, press 'A' to access the Army Orders menu. To signify that the player has issued all required orders press the '0' (zero) key, the computer will then instigate the End Turn phase.

4. Army Orders

On selecting the Army Orders option access is gained to the player's main menu. From this menu it is possible to issue orders to armies under the player's command, obtain details of corp's effectiveness, examine the terrain on which each unit is located, re-organise individual units or exit to the previous menu.

4.1 Orders (press key 0)

On selecting the 'orders' option a list of your forces will be displayed. Each corps may be selected by pressing the number key associated with it as prompted on the display.

Pressing 'E' will return control to the Army Orders menu.

4.2 Unit Order

After access to a corps the 'I' cursor will appear on that corps' HQ

symbol. At the same time a I, II and III will appear on three units of that corps.

Use the arrow keys to move the cursor to the position you want the corresponding unit to move to. Press the 'T' key to set this unit's target position. The unit will move towards this target position during the following movement phase. It will continue to do so during subsequent movement phases until the movement order for that unit is changed or it is subject to certain rules of movement or combat. See 6.3 Command Radius, and 7.5 Advance and Retreat During Combat. Should you wish to retain a previously issued order to a unit then press the 'E' key, not the 'T' key. This allows the player to change one unit order without the need to reset all the others.

If a unit is currently covering the HQ symbol, then the first cursor will obscure this unit. Move the cursor before setting or exiting, as the obscured unit may be one that will correspond to a later cursor symbol.

If an infantry unit is being issued with a movement order, the computer will request the formation required.

The possible formations for infantry are:-

LINE (press L)
COLUMN (press C)
SQUARE (press S)

To leave the current formation press 'E'. If the infantry unit is adjacent to an enemy unit then this menu is skipped. You cannot change formation when adjacent to the enemy.

For details of infantry formation see 7. Rules of Combat. Repeat this procedure for all units in the corps. Control returns to the Army Orders menu.

4.3 Details Access (press D)

If the Details option is selected the arrow keys control the position of an on-screen cursor. When this cursor is positioned over a friendly unit its current status will be displayed:-

NAME STRENGTH MORALE

When positioned over an opposing unit the details given are name and strength only. Pressing 'E' returns control to the Army Orders menu.

4.4 Terrain Access (press T)

On selecting the terrain option the computer asks whether it is required to view the terrain beneath the Russian (press 'R') or French (press 'F') units. The computer will then request the corps number required from the displayed list.

The selected units will now be temporarily removed from the display allowing the player to view the terrain beneath them. Pressing 'E'

returns to the select Russian/French option, pressing 'E' a second time returns to the Army Orders menu.

4.5 Re-organisation (press R)

During the battle any unit may become weakened or morale lost to such an extent that they are no longer an efficient fighting force. At this stage it is possible to re-organise the corps provided that:-

- (a) The corps HQ is more than three positions from the enemy.
- (b) All units of the corps are within four positions of the corps HQ.
- (c) No unit of the corps is adjacent to an enemy unit.

Providing these conditions are met then the player may Amalgamate or Disband a selected unit. Pressing 'R' will produce a list of the available corps. The required corps must be selected by pressing the appropriate number key from the list provided. Having selected the corps then the player may opt to Amalgamate (press 'A') or Disband (press 'D'). Pressing 'E' will return to the Army Orders menu.

4.6 Unit Amalgamation

If two units of the same type each have a strength of 2,000 or less, then they may be amalgamated into one unit. The unit formed will have the combined strength and average morale of both units. If the average morale is less than good it will be set at good.

To amalgamate two units, move the pointer to the first unit using the arrow keys and select by pressing 'U'. Next move the pointer to the second unit and press 'U' again. Providing the conditions allow, the units will be amalgamated. Pressing 'E' will return to the Re-organisation menu.

4.7 Unit Disbandment

If there is more than one unit of the same type within the corps and an individual unit has a strength of 2,500 or less then its strength may be shared between the other units of the same type, provided that no individual unit has a resultant strength greater than 4,000. This evenly distributes the disbanded unit's strength.

To disband a unit move the pointer to the required unit using the arrow keys and then press the 'U' key to select.

5. End Turn

When all orders have been issued pressing 'E' from the Army Orders menu will return to End Turn selection menu. By pressing the '0' (zero) key the computer will begin the player's army movement phase. Each unit will be moved a distance determined by its type, formation and terrain (see Rules of Movement for details).

Once movement has been completed the computer moves into the player's army combat phase (see Rules of Combat for details). Where combat is possible the computer acts as referee, deducting strength and modifying morale for both attacking and defending units. The player has no direct control over combat. If opposing units

are within range then local commanders take over. Thus if two or more enemy units are in range of an artillery unit, the local commander will select the target.

During combat the strength lost by each unit will be displayed on the map. The map will automatically scroll to display the current combat area.

5.1 Enemy Phase

When all the player's army combat is complete the computer will make the move orders and combat decisions for the enemy units. During this phase the map will again scroll automatically to display the actions carried out. Combat will be judged on the same basis as allied combat.

5.2 New Turn

When both army's turns are complete the computer returns to the Save Game option. The whole cycle is then repeated until one of the armies is reduced to less than 40,000 men. When this occurs the victory sequence is initiated.

5.3 Victory

Victory is determined by comparing losses between the two armies. There are no geographical objectives.

It is possible to continue play after victory has been declared by pressing the 'Y' key. To play again the game must be reloaded from cassette since the initial unit data will have been lost.

If you inadvertently press a key other than the 'Y' key, and you wish to continue the game, press Break and Enter/Return.

6. Rules of Movement

During the movement phases units of both armies will obey the following rules:-

6.1 Movement Points

Each unit has a specific number of movement points allotted to it depending on its type. These points are used to determine the distance moved on each game turn. The basic number of points allotted for each unit type is:-

Infantry 6 points
Artillery 4 points
Cavalry 10 points

The number of movement points required to move one map block (distance covered by one icon) depends on the terrain over which the unit is moving. The following table gives the details.

Artillery cannot move adjacent to an enemy unit. Movement is restricted to a maximum of four positions per turn. Each unit exerts a degree of control of adjacent positions. As a result, no unit next to an

enemy unit can move directly to a position that is also adjacent to an enemy unit.

[see AUST_MOV.GIF]

Note: Infantry are not permitted to travel through woods in line formation and infantry in square formation are not permitted to move at all.

6.2 Movement Rule

When a unit is required to move along a straight line, column or diagonal then movement will take place along that straight line. If not then a unit will move diagonally until it reaches one line or column from its destination. It will then move left/right or up/down with the last move along the diagonal.

[see AUST_MOV.GIF]

The same method is used to determine "line of sight" for combat purposes.

6.3 Command Radius

A unit more than four positions from its HQ at the start of a movement phase will move towards its HQ. The position of an HQ is the centre of each corps, calculated on the average line and column numbers of all units in each corps.

6.4 Corps HQ

The player's HQs are for the purposes of access and control. It must be stressed that an HQ is not a physical unit. Units may move freely through an HQ without effect.

7. Rules of Combat

After each army's movement the units of that army are considered attacking units during the following combat phase and the opposing units as the defenders.

There are two kinds of combat - firing, followed by adjacent combat.

7.1 Firing

Infantry in line formation and artillery will indulge in ranged fire against the enemy provided that the enemy is in line of sight and in range. Line of Sight is blocked by woods, villages, ridge, castle/abbey and friendly units.

Infantry units have a range of two unit positions, artillery have a range of five unit positions.

The effectiveness of the fire will depend on the formation of the opposition and its type according to the following tables.

Artillery unit strengths are in numbers of men not cannon in order to allow for easier comparisons of strengths with other types of unit.

LINE INFANTRY ATTACKING
 Infantry in column losses +20%
 Infantry in square losses +20%
 Cavalry losses +30%

ARTILLERY ATTACKING

| | Range in Unit Squares | | | |
|--------------------|-----------------------|------|------|------|
| | -2- | -3- | -4- | -5- |
| Infantry in line | +10% | +5% | --- | --- |
| Infantry in column | +15% | +10% | +5% | --- |
| Infantry in square | +25% | +20% | +15% | +10% |
| Cavalry | +20% | +15% | +10% | +5% |
| Artillery | +25% | +20% | +15% | +10% |

Where firing is possible each local commander will determine the target. The player has no direct control unless units are positioned in such a way that only one target is within range and line of sight.

7.2 Adjacent Combat

All adjacent opposing units will engage in combat. The losses resulting from combat are determined by each unit's strength, morale, unit type, the terrain on which the unit stands and a random factor. Additional losses will be incurred depending on attacking versus defending unit type. Both the attacking and defending units will suffer additional losses as shown on the following tables.

The tables show the extra losses suffered by the unit type in the left hand column when fighting a unit of the type along the top of the table.

| | Defending Unit | | | | |
|--------------------|----------------|-----|--------|-----|-----|
| | --Infantry-- | | | | |
| | Line | Col | Square | Cav | Art |
| Infantry in line | --- | 100 | --- | 100 | 150 |
| Infantry in column | --- | --- | --- | 100 | 200 |
| Infantry in square | 100 | 100 | --- | --- | --- |
| Cavalry | --- | --- | 150 | --- | 250 |
| Artillery | 150 | 250 | --- | 250 | --- |

| | Attacking Unit | | | | |
|--------------------|----------------|-----|--------|-----|-----|
| | --Infantry-- | | | | |
| | Line | Col | Square | Cav | Art |
| Infantry in line | --- | 100 | --- | 100 | 200 |
| Infantry in column | --- | --- | --- | 50 | 200 |
| Infantry in square | 50 | 100 | --- | --- | --- |
| Cavalry | --- | --- | 150 | --- | 250 |
| Artillery | 200 | 250 | --- | 300 | --- |

In reading these tables remember that the figures refer to extra losses suffered by the unit types in the left hand column.

For example, infantry in column attacking a cavalry unit will suffer 100 extra losses, but when defending against a cavalry attack will

suffer 50 extra losses.

This does not mean that the infantry unit will suffer 100 or 50 losses more than the cavalry unit, but more than it otherwise would have done if it had been fighting another column of infantry, for example.

The losses are further modified by the effects of terrain as shown on the following table.

| Terrain Type | Terrain Effects Table | |
|-------------------|-----------------------------------|--------------------------------|
| | Additional Attacking Losses | Reduced Defending Losses |
| Stream | 100 | --- |
| Woods | --- | 100 |
| Village | --- | 100 |
| Ridge | --- | 100 |
| Swamp | 100 | --- |
| Castle (Infantry) | --- | 200 |
| Frozen Lake | --- | --- |

Finally, each unit involved in more than one attack/defence during a single combat phase will have its strength reduced by one quarter for the second and subsequent combat in that phase. Normal strength will be restored at the end of the combat phase.

7.3 Morale

The morale level of a unit adds to its effectiveness in combat. This effectiveness may be measured in the equivalent number of extra men produced by the morale level.

| Morale Level | Equivalent Extra Men |
|--------------|----------------------|
| Excellent | 600 |
| Very good | 500 |
| Good | 400 |
| Fair | 300 |
| Low | 200 |
| Poor | 100 |
| Abysmal | 0 |

Morale is affected by the results of combat. Units will suffer a loss of morale of one step if either of the following conditions apply:-

- (1) A unit suffers losses of 400 or more as a result of artillery fire.
- (2) A unit suffers losses equivalent to, or greater than, its current morale level as a result of line infantry fire or adjacent combat.

7.4 Domino Effect

A unit with abysmal morale will rout during the course of the game turn. All other units of the same corps will suffer a morale loss of one level. Any unit whose morale is so reduced to abysmal will rout on the same game turn. Under the right circumstances this can produce a domino effect in which all the units of a corps rout on the same game turn.

7.5 Advance and Retreat During Combat

Defending units may retreat and attacking units may advance, depending on the results of combat. A retreating unit will move in a direction determined by the relative positions of the two units. An advancing unit will move towards the position set by its current movement order.

A unit of the player's army subject to retreat will move to, and remain at the retreat position until another order is issued to that unit. A retreat move may take place in the following movement phase if the unit did not possess enough movement points in the combat phase.

An attacking unit advancing after combat will still resolve combat with all enemy units it was adjacent to before the advance took place.

7.6 Artillery Rout

If an artillery unit suffers 1,000 or more losses in a complete game turn (two combat phases), then it will rout at the end of that game turn.

8. Limited Intelligence

Computer units whose exact positions are known are displayed on the screen. Units whose position but not type are known are displayed by an HQ symbol. Corps whose general whereabouts are known have their HQ displayed.

9. Abbreviations

| | | | |
|------|-----------|----|---------------|
| DIV | Division | GD | Guard |
| CAV | Cavalry | AG | Advance Guard |
| ART | Artillery | I | 1st Corp etc |
| BGDE | Brigade | L | Legrand |
| M | Murat | | |

10. Beginner's Notes

Players new to battle simulations of this type may appreciate a few tips on how to get to know the game and improve their skills.

Having selected Level 1, scroll around the map. Examine your own army.

You will see:-

French Army

1st corps (Bernadotte) - 3 infantry, 1 artillery
Guard (Bessieres/Oudinot) - 3 infantry, 1 cavalry, 1 artillery
3rd corps (Davout) - 2 infantry, 1 cavalry, 1 artillery
4th corps (Sault) - 4 infantry, 1 cavalry, 1 artillery
5th corps (Lanne) - 3 infantry, 1 cavalry, 1 artillery
Division Legrand - 2 infantry, 1 cavalry, 1 artillery
Cavalry Reserve (Murat) - 3 cavalry

Russian Army

1st corps (Dokhturov) - 4 infantry, 1 cavalry, 1 artillery

2nd corps (Langeron) - 3 infantry, 1 artillery

3rd corps (Prebyshevsky) - 2 infantry, 1 artillery

4th corps (Kollowrat) - 4 infantry, 1 artillery

Advance Guard (Bagration) - 3 infantry, 1 cavalry, 2 artillery

Guard (Constantine) - 2 infantry, 1 cavalry, 1 artillery

5th corps (Lichtenstein) - 3 cavalry

Remember that once the game starts you will lose sight of all the units not close to your own, but the HQ flags will give you an idea as to where they are.

Scroll the map to the right and left and see how much room you have for manoeuvre. Note, the ridges and the woods provide good defensive terrain and cover from artillery. Decide on a simple, basic plan and see how the computer reacts to it. When giving orders remember that units can get in each others way. A good commander will give orders that avoid this.

Try not to pack the different corps close together. This is likely to produce confusion in your own units, and provides the computer with a simple target. Stretching out your front-line will give you room to manoeuvre and create more problems for the computer to solve. It may produce weaknesses which you can then exploit.

Keep part of your army in reserve so that it can be used later when and where reinforcements are needed.

Cavalry is most effective against units already weakened by combat. Do not launch them early in dashing attacks.

Make sure artillery units have an unobstructed field of fire. To keep them protected from attack, you will need to deploy infantry units slightly forward and to the side.

Have definite objectives for each corps. If far-sighted, sensible orders have been given, you will not need to give new orders to every corps each turn, and the game can move quickly, especially early on.

Don't get bogged down in tactical complexities until you know the game. Use the column formation if you want to get somewhere fast, otherwise use the line formation. Ignore the square formation at first. Withdraw badly battered corps for re-organisation while they are still of some use.

As you become more skilled, you can learn to exploit the various infantry formations more expertly and to use re-organisation to maximum effect. This will be needed at Levels 2 and 3, but at Level 1 an effective game is possible without these complexities.

Avoid creating a static front-line, locked in combat. Maintain maneuverability, retreating if necessary, to give the computer maximum problems. You will have the chance of creating confusion

and weak targets for attack.

Important: Your units will try to go where you direct them, but if other units are in their way, they will try to find a way round, which may not always produce sensible results. This may be annoying, but it is also realistic. If they have to retreat after combat their movement is likely to be unpredictable.

11. Historical Notes

In September 1805 Napoleon finally turned his back on the planned invasion of Britain. Villeneuve had failed to establish temporary naval supremacy in the English Channel, essential for the invasion. A few weeks later his entire fleet was destroyed at Trafalgar, removing, for ever, the threat to Britain.

In the meantime Britain had persuaded both Austria and Russia to mobilise against France. As the Austrian army advanced into Bavaria, Napoleon's 'Grande Armee' broke camp along the channel coast and turned eastwards.

The French army moved with lightning speed. Surrounded and overwhelmed, the Austrian army under General Mack surrendered at Ulm on October 20th. A series of corps level actions against the Austrian and Russian armies followed, during the course of which the French occupied Vienna. The Russian army, under Kutusov, and the remnants of the Austrian army, withdrew north of the Danube into Moravia.

With the Prussian army likely to mobilise and move against Napoleon at any moment, a quick and decisive victory over the Russians was needed. In order to induce the Russians into a pitched battle, Napoleon began to feign weakness by allowing his forward units to be pushed back by the Russian army, which had concentrated in the area around Olmutz, towards Brunn.

Kutusov was not fooled and recommended a withdrawal eastwards to await developments in Prussia. Czar Alexander and Emperor Francis however, felt that Napoleon had overstretched his forces and presented them with an opportunity to defeat him - precisely what Napoleon wanted them to think - and so overruled Kutusov.

The Allied army, mainly Russian, advanced in a southerly direction, hoping to cut Napoleon's line of communication with Vienna and then to turn northwest and drive the French onto the mountains of Bohemia.

Napoleon withdrew his troops from the Pratzen Heights, tempting the Russians to turn due west and occupy this dominating plateau; they duly obliged. The two armies were now committed to fighting a full scale pitched battle.

Napoleon had made few mistakes up to now, had induced the Allied army to fight on ground of his own choosing and rapid concentration had left his army only slightly inferior in numbers. However, he now

totally misjudged the line of attack of the Allied army, believing that its centre would be the Olmutz-Brunn road and that his own right flank needed to extend no further than Kobelnitz.

In reality the Russians had moved further south so that the Olmutz-Brunn road was covered by its right flank, with its left flank extending all the way to Tellnitz. This meant that the French right flank was considerably overstretched and vulnerable.

In an attempt to correct this mistake, Davout's 3rd corps, still rushing to reach the battlefield in time, was re-directed towards Sokolnitz to support Legrand's division of Soult's 4th corps. Marshal Davout would ultimately face four times his own numbers in and around Sokolnitz.

The Russians had noted the concentrated French strength and the weakly defended flank.

Their plan was for Bagration and Kollowrat to pin the French left and centre, with Lichtenstein forming a link between them. Constantine's guards would form the reserve. Meanwhile, Dokhturov, Langeron and Prebyshevsky would attack the French right flank, take the Sokolnitz-Tellnitz area and then swing right and roll up the French position.

The Allied plan was sound, made more so by Napoleon's mistake, but required speed of action and a decisiveness that the Allied army had not shown so far. The staff work of the Allied army had not been good throughout the campaign and, on the eve of the battle, it did not improve. The battle orders were written by an Austrian staff officer, translation of which only reached some of the Russian commanders as the battle started. It is quite possible that many Russian officers never saw any written orders of battle. This may well explain the hesitation that was to occur at Sokolnitz.

Dawn broke on the 2nd of December with a thick mist covering the battlefield, as the forces of Dokhturov, Langeron and Prebyshevsky moved forward to attack Legrand's position around Sokolnitz. They were initially checked by stout French resistance but sheer weight of numbers carried the position by 09:00. A good deal of hesitation and confusion, partly caused by the massive number of troops in a confined area, now dogged the Russian commanders. Instead of instantly wheeling right and putting pressure on Marshal Soult's 4th corps, they delayed and allowed time for Davout's 3rd corps to reach the area and oppose them.

Davout was undoubtedly Napoleon's ablest Marshal. A strict disciplinarian, nicknamed 'The Just' by his men, Davout had forged the 3rd corps into the finest corps in the French army. Only part of his corps reached the battlefield of Austerlitz but, with support from most of Soult's cavalry, it outfought four times its number all day. This allowed the French to achieve equality of numbers and even local superiority elsewhere in the battle.

On the French left flank, Lanne's 5th corps engaged Bagration's

forces with neither side able to gain the upper hand. Murat's cavalry and Bernadotte's 1st corps came into the line to support Lanne and, because Lichtenstein had been slow to get his cavalry into position, a gap began to develop between Bagration and Kollowrat. On seeing the danger, Constantine immediately committed the Guard, in the area around Blasowitz, to oppose Bernadotte. A charge from Murat's cavalry sent part of Bagration's forces reeling and a co-ordinated attack by Lanne shattered the rest. The Russian nerve broke and Bagration's troops fled.

Constantine's Guard's showed themselves to be little more than parade ground troops and the French 1st corps quickly persuaded them to follow Bagration.

In the centre, meanwhile, Soult's two divisions had slammed into Kollowrat's columns and despite initial resistance, they soon joined the rout of Russian troops pouring through Austerlitz. The French Guard and Oudinot's Grenadiers now joined Soult in a move south, to envelop the Russians still pinned down by Davout.

Their arrival soon caused a complete collapse of the Russian position around Tellnitz and while the withdrawal was initially orderly, it quickly turned to panic. Russian troops dashing across the Menitz Pond, to escape the encircling net, went through the ice and many were lost.

Snow, intense cold and early darkness brought the battle to a close. The wide dispersal of the Allied army, the weather and French exhaustion made pursuit impossible. Nevertheless, the French victory was overwhelming.

12. Designer's Notes

This simulation of the Battle of Austerlitz is designed to allow the player to fully explore the strategic and tactical options that were available to the army commanders historically.

The computer opponent is capable of complex decision making and will challenge the most experienced wargamer. Newcomers to wargaming should start at level 1 (see Beginner's Notes), and more experienced players at level 2 or 3.

My objective is to set the player thinking at every stage. As the player's ability to command an army increases, so the game will give greater reward. The game is designed to create as many critical considerations as possible on each turn and to avoid any sense of 'waiting for something to happen'.

The computer is not pre-programmed. It will respond to the player's moves in an intelligent and varied manner. There is no particular method of winning which, once identified, wins every game. Throughout the game identify the opportunities available to you and equally as important, those available to your opponent and guard against them.

There are many different strategies that can be employed. Some of the more obvious ones are as follows:-

- (1) Maintain a concentrated and co-ordinated army, fighting the battle on a relatively short front line. This affords greater opportunity for replacing a corps in the front line that requires re-organisation.
- (2) Split the army into two and effectively create two separate battles. Try to create such superiority in one of the battles that it is won so decisively as to override the result of the other battle.
- (3) The battle of manoeuvre. Constantly try to out-manoeuver the enemy to create situations advantageous to local and short-term attacks.

Tactically there are varied options open to the player. Probably of greatest importance is the effective use of artillery. Correctly used it can dominate sectors of the battlefield. Its ability to inflict considerable losses, even at long range, means the player should be looking to use it in areas where the terrain presents a wide field of fire.

When artillery is subject to adjacent combat then losses on both sides will be high. The scale of the game does not allow for the number of times that artillery would be able to fire at advancing infantry or cavalry, so each combat involving artillery is adjusted accordingly.

If an artillery unit suffers 1,000 or more losses in a complete game turn then it will rout at the end of that game turn. In adjacent combat this represents an overrun of the artillery.

This means that the player should beware of charging artillery, particularly with cavalry. If the artillery unit is weak and likely to rout, then the choice to take out an artillery unit in this way should probably be taken. Otherwise use at least two units and take advantage of the rule of combat which reduces unit effectiveness on second and subsequent combats. This rule of combat means that it is always beneficial to achieve odds of two to one or greater in adjacent combat between units of all types.

Decisions regarding infantry formations are very much subject to circumstances. Study the tables regarding adjacent combat both for terrain effects and the varying adjustments of losses between units of different types.

The infantry square, whilst effective against cavalry, does have some distinct disadvantages. If subject to fire from artillery or line infantry, its losses are high.

The fact that an infantry square cannot move and that units cannot change formation when adjacent to an enemy unit, means that an infantry square can be tied down by a determined attack on the part of the computer. On the other hand line infantry are vulnerable to cavalry attack. Detailed tactical decisions regarding infantry formations are largely a case of trial and error.

Re-organisation is probably the single most important aspect of the game. Maintaining individually strong units with as high a morale as possible is critical. The player must always bear in mind the need for each corps to disengage and reach a position that complies with the conditions of re-organisation.

At all costs avoid the domino effect produced by abysmal morale. Remember that amalgamation of two units with very low morale will produce a resultant unit with good morale. Disbandment is better than amalgamation if all remaining units have a high morale.

With regard to the sequence of access, I would suggest that on each game turn you access Re-organisation to acquire a summary of the current state of your forces. Follow this by access to Details, which allows for direct comparisons of unit strengths of opposing units close to one another. You can then switch between Details and Orders identifying and issuing new orders to your corps in turn.

Remember, you are playing against a computer opponent that has access to information only on the same basis as yourself and therefore has no hidden advantages. It is important to bear in mind that the computer has the same problems as you have. It will play a game on a par with the player, but like the player, will not always make the best moves. This means that it will present opportunities that you should always be prepared to take advantage of.

The three game levels are not designed purely to create a challenge for players of different ability and experience of wargaming, though they fulfil this need. In addition, they allow the player to experiment with tactics and to use the different results that the game tactics produce when the relative effectiveness of the two armies is different. When commanding the French army, level 1 is most likely to produce results closest to the historical outcome. When commanding the Russian army, level 3 will more accurately reproduce the nature of the problems that were faced by the Russian commanders in reality.

Ken Wright

Bibliography

The Military History & Atlas of the Napoleonic Wars
by Esposito and Elting.

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Guarantee

This software is guaranteed against being faulty. If it is found to be so, return the tape to CCS at the address above for an immediate replacement. This guarantee is in addition to any statutory rights.

The following games by Ken Wright are available mail order from CCS at the above address.

| | | | |
|------------------------|----------|---------|--------|
| Blitzkrieg | Spectrum | 48/128K | #9.95 |
| Napoleon at War | Spectrum | 48/128K | #8.95 |
| Overlord | Spectrum | 48/128K | #9.95 |
| | Atari ST | | #19.95 |
| Stalingrad | Spectrum | 48/128K | #9.95 |
| Wellington at Waterloo | Spectrum | 48/128K | #12.95 |
| Yankee | Spectrum | 48/128K | #9.95 |