

Great Napoleonic Battles



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Great Napoleonic Battles

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Credits

Programming	Edward Grabowski
Graphics	Erik Casey
Sounds	Tchaikovsky, arranged by Chris Denman
Background Manual	Mark Saunders
Illustration	Steve Noon

Designers' Aims

Our main aim in developing Great Napoleonic Battles (GNB) was to create an easy to use, visually exciting computer recreation of a hex wargame. As in all projects, things get a little carried away- and we ended up producing a construction kit which enables you the player to recreate virtually any land based battle of the Napoleonic period (and with a little thought some that took place earlier!). With GNB you get maps,

pieces and rules to fight Waterloo, Marengo and Quatre Bras, but with research you'll be able to create most of the other great conflicts.

So- good luck in your battles.

INTRODUCTION

Great Napoleonic Battles gives you three tremendous Napoleonic battles to play- but it also allows you to customise these battles (you can make it easy to win- or virtually impossible, or simply try to see what might have happened if the armies had been slightly differently balanced, for example). The customisation programs included with this package also allow you to create entirely new battles of the same era, if you wish!

There are FOUR programs to use. Three of them (MAPMAKER, MENMAKER and WARMAKER) enable you to customize or create new maps, army units or rules. The last program, BATTLES, is used to actually play the game.

For convenience, this manual uses the initials GNB to refer to this product.

Because of these extra customisation features, getting started is very slightly more complicated than for many games: as well as loading the game, you must also select which rules, which map, and which armies to use. Each of the battles we provide comes with its own data- just follow the instructions below for how to get started.

Game Control

GNB uses a mixture of mouse and keyboard commands. Where the mouse is referred to, just move the pointer and click with the left mouse button. On all four programs, pressing 7 on the main screen will produce a help screen, which lists the keyboard commands available. Where possible we have tried to keep the keyboard commands consistent throughout the four programs.

Master Disks

As GNB allows a great deal of customization it would be a pity if you overwrote some of the data files we provide for you. For this reason we recommend write-protecting all of the disks provided with GNB and, before play, formatting a new disk to save the data to.

Loading - Amiga

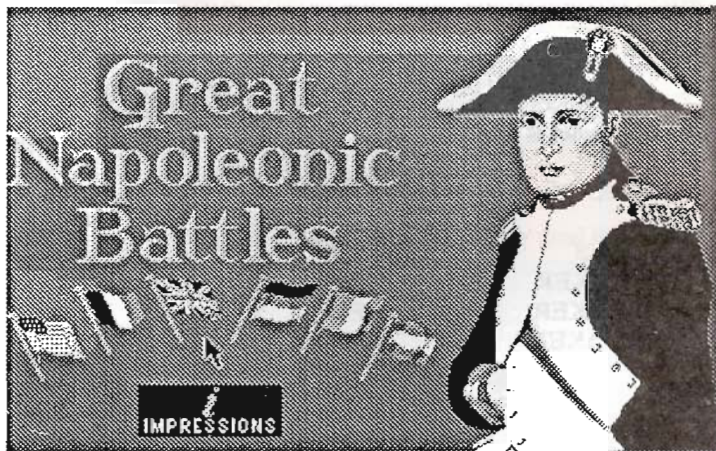
Insert disk in your computer's disk drive, and switch on. Enter the following text to run the program you wish to use:

TEXT

BATTLES.AMI
MAPMAKER.AMI
MENMAKER.AMI
WARMAKER.AMI

PURPOSE

the actual game
create and modify maps
create and modify pieces on the battlefield
modify the rules



Loading - Atari ST

Insert disk in drive A: and switch on. Click on the following to run the program:

TEXT	PURPOSE
BATTLES.PRG	the actual game
MAPMAKER.PRG	create and modify maps
MENMAKER.PRG	create and modify pieces on the battlefield
WARMAKER.PRG	modify the rules

File Names

GNB produces different types of files for the different bits of information required to run the game. The convention used for file names is that they can be up to 8 characters followed by a GNB recognized file extension.

PROGRAM	FILE EXTENSION	DATA HELD
BATTLES	.GAM	Game in progress
MAPMAKER	.MAP	Maps
MENMAKER	.MEN	Unit data
WARMAKER	.WAR	Game Rules

HOW THE GAME PLAYS & WORKS

Game Objectives & Victory Conditions

Your objectives in GNB will vary depending upon on the conflict that you play. In setting your own objectives, typically they will consist of holding ground, perhaps a vital city or cross-roads, taking opposing positions; or defeating numerically enemy armies. Quite often you may wish to impose a time limit (set number of turns).

Once the preset number of turns have expired, you will be presented with an end of game message. You can then see whether or not each side has achieved its objectives- and won! At this stage, you can still the remaining army details if you wish to.

For the three battles we provide, you can either set your own objectives or use those of the real battles (see the historical background section for more details about the three battles).

Armies Representation

You are provided with three unit types in two colours, blue and green. The blue pieces are normally used for the French, the green for their opposition. The three unit types are:

INFANTRY - Cross in a box

CAVALRY - Diagonal line in a box

ARTILLERY- Dot in a box



Each unit has its own attack (how good at attacking), defence (how good at defending) and movement (how fast it moves per turn) rating. The higher the rating the better! They also have a text description so you can name each individual piece - for example '1st Hussars'.

Game Cycle

GNB is a turn based game. After setting up the game, by selecting the map, the pieces and the rules that you will play by, the game flows as follows until it has played the number of turns specified in the rules:

Phases

- | | |
|--------------|--|
| Blue Move | - Blue Commander moves some, none or all of his pieces |
| Blue Combat | - Blue Commander resolves fights as a result of either artillery bombardment or pieces being in contact |
| Green Move | - Green Commander moves some, none or all of his pieces |
| Green Combat | - Green Commander resolves fights as a result of either artillery bombardment or pieces being in contact |

At Turn Ends

- Reinforcements - Any reinforcements that have arrived are added onto the map

Assuming the game has not ended, these phases are then repeated until you've played the preset number of turns.

Maps

Maps are made up of hexagons (six sided shapes). Maps can vary in size, up to a maximum of 100 hexagons wide by 100 hexagons high. Throughout GNB we use 'x' to signify the horizontal co-ordinate (with 0 being the far left) and 'y' the vertical (with 0 being at the top). So an x of 0 and a y of 0 is the top left corner of the map, while an x of 99 and a y of 99 is the bottom right corner.

There are over 150 different hex pieces which can be arranged together to recreate most types of terrain. They are grouped together into the following types:

Clear grassy field

Forest
Mountains
Rough/Broken ground
Rivers
Bridges
Marsh/Lake
Major Roads (Black)
Minor Roads (Yellow)
Towns/Cities
Map border (Black)

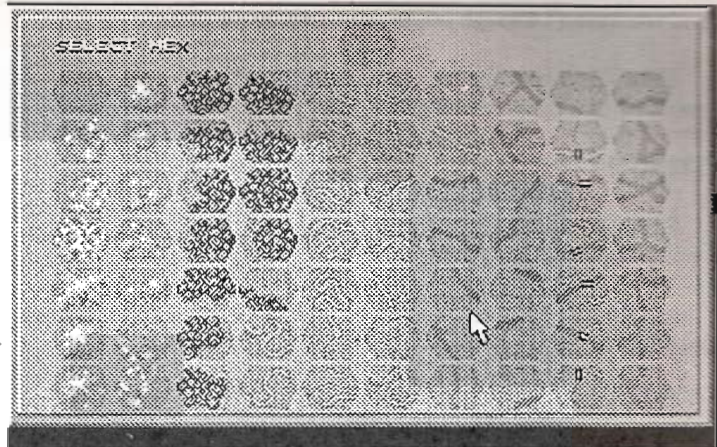
Strategic Map

There is a small, computer-generated strategic map which shows the position of both your and the opposition forces. On this map, dark blue dots represent French units, while red dots represent the opposition units.

Terrain Effect

Using WARMAKER you can decide how each hex affects play for each of the different piece types (infantry, cavalry and artillery). The Terrain Effect Table holds for each unit type the effect that that hex type has on the units attacking, defending and on their movement. The possible effects on a unit's attack and defence ratings are to:

- do nothing
- *2 double rating (good)
- *3 treble rating (brilliant)
- /3 reduce rating by a third (terrible!)
- /2 halve rating (not good!)



For movement, the table shows you the minimum number of movement points you must have to be able to enter that hex. If you haven't enough points, you can't move there!

With this flexibility you can recreate many terrain effects, such as Cavalry being useless in Forests compared to Infantry. If you don't like the rules we've set, you can alter them!

SETTING UP THE GAME

Each of the battles we provide comes in the form of Map, Army and Rules data files- which you should load in in just the same way as you would for your own battle designs.

Load in the BATTLE program. The first thing you should do is access the DISK menu. Load/Save/Save As enables you to load and save the game currently in progress or to reload an incompletd battle.

For a NEW game, select SETUP. Then use LOAD MAP to load in a map, LOAD MEN to load in some armies and LOAD RULES to load in some rules! The file names to use for the battles provided are below (note that the same set of rules is used for all three battles). You can now play the game!

Quatre	.MAP	.MEN
Waterloo	.MAP	.MEN
Marengo	.MAP	.MEN
GNBRULES	.WAR	

All of our included battles are set up as one human player (French- Blue Army) against the computer (varying nationalities- Green army). Use WARMAKER to change this if you wish to.

Once you've completed the setup, click on END PHASE.

PLAYING THE GAME

BLUE MOVEMENT

Because in our supplied rules the blue is the human player, it's your turn to move. Movement is straight forward:

Click on the unit you wish to move;

Press SPACE BAR.

Numbered arrows appear showing the direction you can attempt to go to.

Press a number (or SPACE to exit) and the white hex marker will move into the new location if:

- a) you have enough movement points left AND
- b) the new hex is not occupied by another unit

The movement for that piece stops automatically once a unit has entered an enemy Zone of Control. (The six hexes immediately surrounding a unit represent that unit's ZONE OF CONTROL.)

Repeat this operation of pressing the numbered keys to move the hex marker. When you have finished press M to exit and move the unit to its new location! Pressing SPACE at any time aborts the whole move.

Each unit is allocated a certain number of movement points that it can use each go (set by MENMAKER). You can see this allocation by pressing 3 when you are not in movement mode- the movement points per turn will then appear on the bottom right corner of each hexagon.

Pressing 4 shows, at the middle top, the number of movement points left this turn. (Each new turn this figure is set back to your movement allowance). To remove these figures on the units, while not in movement mode, just press '3' or '4' to toggle the information on or off.

You can now move your entire army. When complete, click on END PHASE.

BLUE COMBAT

Now you are in Combat Phase. There are two parts to it: artillery fire, and close range combat (where pieces are adjacent to one another).

Designate Artillery Fire

Click on the artillery piece and press the SPACE BAR. If the Artillery piece is not adjacent to an enemy piece (when the unit would have to fight using close range tactics) you can use the movement arrows to move the white clear hex up to TWO hexes away and designate an enemy target for bombardment. Press M to confirm the target, or SPACE to select another.

Designate Close Range Combat

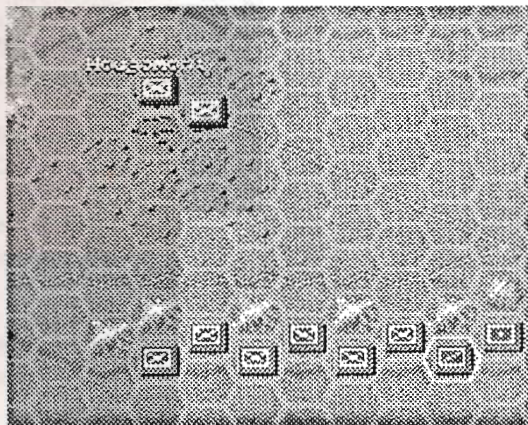
Click on one of your units which is next to an enemy piece and press the SPACE BAR. Press the direction arrows to select your target for this turn. A piece can only attack ONE hex PER turn. Press M to confirm target, or SPACE to select another.

Viewing Combat Chance

To see what your chances of victory are, place the white clear hex over the enemy unit- and press the space bar.

Resolving Combat

Having designated your targets click on END PHASE. Before entry to the next phase you will be told the results of the combat for each unit.



Calculating Combat Results

The computer does the following:

For each piece attacking a single target it will adjust the unit's **ATTACK RATING** by the effect of the terrain hex the piece is currently on; then add to this an artillery support (its attack factor), to produce the attack force rating.

Then for the defending piece, take its defence rating and adjust it by the effect of the terrain that piece is on. This is the defence force rating.

The two force ratings are then divided into each other and rounded, to give a 'ratio'. The 'ratio' can be as bad as 1-5 (i.e. the defender is FIVE TIMES stronger than the attacker) or as good as 5-1 (i.e. the attacker is FIVE TIMES stronger than the defender). A ratio of 1-1 means the strengths are about even!

The computer then 'rolls a die' and looks up the result on the **COMBAT RESULTS TABLE**. The results can be:

- nothing happens
- Ex Exchange: the defender is removed along with a single attacking unit
- Dr a defending unit retreats into an adjacent, friendly hex; if it cannot, it is removed from the game and the attacker advances
- De defender eliminated (removed from game)
- Ar an attacking unit retreats into an adjacent, friendly, hex (if it cannot, it is removed from the game)
- Ae attacker eliminated (removed from game)
- Rd Reduction: halve all combat factors of pieces involved

The image shows a grid-based table titled "COMBAT RESULTS TABLE". The table has 10 columns and 10 rows. Each cell contains a symbol representing a combat result. The symbols are arranged in a grid that is roughly 10 columns wide and 10 rows high. The symbols include various combinations of letters and numbers, such as "1-1", "1-2", "1-3", "1-4", "1-5", "2-1", "2-2", "2-3", "2-4", "2-5", "3-1", "3-2", "3-3", "3-4", "3-5", "4-1", "4-2", "4-3", "4-4", "4-5", "5-1", "5-2", "5-3", "5-4", "5-5", and "A", "B", "C", "D", "E", "F", "G", "H", "I", "J". The symbols are arranged in a grid that is roughly 10 columns wide and 10 rows high.

Of course you can alter the **COMBAT RESULTS TABLE** using **WARMAKER** if you wish to.

You can see your pieces' attack and defence ratings by toggling them on (or off) by pressing 1 (for attack to show on the bottom left) or 2 (defence appears in the middle).

Green Phases

The same phases are then repeated by the Green player. In the three battles provided that means it's the computers turn, so watch and see what it's up to!

Turn End

When the Green player's finished, the turn ends and reinforcements may arrive at the edge of the map, assuming their entry hex is clear - if not they'll wait until next time. A list of forces on their way can be seen by accessing the REINFORCE option which sits behind the STATS option on the main panel.

The phase then switches back to BLUE MOVE, assuming the game hasn't ended (run out of turns), and the cycle continues.

Moving Around The Map

You can scroll the map around by using the following keys:

- q -left and up
- w -up
- e -right and up
- a -left
- d -right
- z -left and down
- x -down
- c -down and right

In addition 's' will adjust the scroll speed (the number of hexs the screen scrolls per keypress).

You can also move the white hex marker by:

- i -left a hex
- p -right a hex
- o -up a hex
- l -down a hex
- 9 -centre hex

Hex Grid

By pressing 'G' a hex grid will be superimposed over the map area to aid moving pieces. Pressing 'G' again will toggle the grid off.

Full Screen Display/Unit Details

By pressing "V" you can remove the panels and view the map over the full screen; if you move the clear white hex marker over any of your units and press space bar, an information panel will appear showing the unit's name, attack, defence & movement ratings. Press "V" to toggle back to the previous mode. You can still scroll the map when in this full-screen mode.

Stats

This brings up a further menu:

- Stats - shows statistics on how the battle is progressing, including number of pieces left and their strength
- Reinforce - shows when other pieces will be available to the player whose turn it is, and where they will appear
- Terrain - allows you to check on current terrain effects (the terrain under the white hex marker will appear)
- Combat - Displays Combat Results Table in use

- Rules - Shows play options currently in effect
- Map - Shows strategic map of all play area

Quit

When you have finished a game, select this option. It will take you back to the operating system from where you can run the other GNB programs.

Campaigns

Because of the flexibility of GNB, it is possible to have the same army fight different opponents over differing battlefields, with the results of the earlier conflicts affecting the makeup of your force. In effect, you can not only fight individual battles- but you can also take one army through entire campaigns!

To do this, save the unit data (Save Men) at the conclusion of the battle, or when you decide to retreat. Load them back into MENMAKER, alter their startup positions, alter the enemy and you've got a complete new battle where your original army can continue its struggle for world domination on a new battlefield.

Construction Kit Controls

The three programs MAPMAKER, MENMAKER and WARMAKER use many of the same keyboard commands as BATTLE. Just look at the help screen (7 on the keyboard) to be reminded of any of them.

MAPMAKER

This program is used to create the Maps.

To create a new map, the first thing to do once you have loaded the program is to set the size of the play area:

Click on clear to clear the whole map (be careful- unless you've saved it to disk, the changes will have gone forever!) or

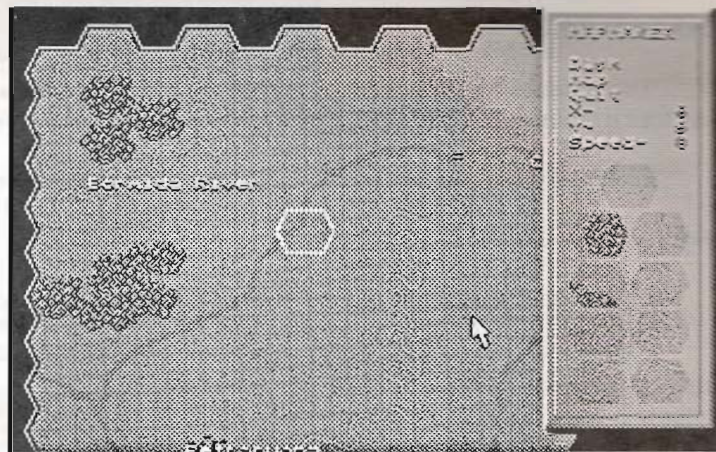
RESHAPE to alter the size of the map. The x and y co-ordinates tell you the map's current size.

Reshape

Having clicked on Reshape, press X to alter the X length or Y to alter the Y height. H increases the value, while N decreases it. Press SPACE when you have finished. Having accepted the shape size, the map will be cleared and a fresh black border will be created around the play area.

NB: You must set the map size first, before creating the detail.

The maximum size for a map, including the border, is 100 by 100 hexagons, equivalent to roughly 6 screens wide by nine down.



Adding Terrain

Scroll the map and move the white hex marker to the hex space which you wish to change. Then select the new hex you want from the panel on the right, by moving your mouse and clicking on the terrain piece you would like.

The current hex terrain selected appears at the top of the other hexes on the right hand side panel. If you do not see the one you want, you can press 'H' or 'N' to scroll the hexs up and down.

To make things easier, similar types of terrain are grouped together- however as there are over 150 different pieces, you can also click on the selected hex (or press f) to display an entire screen full of possible hexes. (Once again use 'h' and 'n' to move through the hexes). Either way, click on your selected hex when you are ready.

To transfer your selected hex to the map, press the SPACE BAR or click for a second time on your selected hex. Press

Commander

Both sides can be controlled by a human or the computer. Use this option to decide which army you'll control, and whether it's a one or two player head to head game.

Turns

These can be either unlimited or a set number. If time is short, set yourself a target in a short number of turns- and go for it!

Fog Of War

Here, "Off" means that all pieces are shown all of the time. "On" means that enemy troops are only shown if they are within approximately three hexes of their opposition (i.e. Your forces!).

Morale & Routing

If this setting is on, units having survived an attack will be subject to a morale check. If found to be 'lacking', they will automatically rout off the board in the direction of the nearest map edge. Morale is calculated based on the number of friendly units in adjacent hexes compared to unfriendly units. Units routing may rally if their circumstances change (e.g. they become surrounded by lots of friendlies). If the setting is off, no such calculation takes place.

Disarray

If this setting is on, any unit forced to retreat has a chance of falling into disarray (when all combat factors are halved). The calculation used is similar to that used for morale. If off, no such calculation will take place.

Sound

Sound effects are turned either on or off!

Terrain Effects Chart

To set up the effect of terrain, click on Terrain. To alter the values, click on the yellow entry to step through the possible values discussed earlier in the BATTLES section. 'H' and 'N' move you up and down through the hex types. Use 'C' to COPY the hex data to a buffer and 'P' to PASTE it back. Using copy and paste saves a long time in setting up this data.

Combat Results Table

To adjust the chances of winning a fight, alter this table. Click on Combat to bring it up. Then just click on the yellow text to step through the possible values, discussed earlier in the BATTLES section.

Rules Finished

When you have finished adjusting the rules, SAVE THE RULES to a formatted disk using the save option on the disk menu.

You are now ready to create and fight your own conflicts- good luck!

Great Napoleonic Battles

IBM PC SUPPLEMENT



GREAT NAPOLEONIC BATTLES IBM PC SUPPLEMENT

Thank you for buying this game - we hope that you will gain many hours of enjoyment from it. This IBM PC version has been produced after the ST and Amiga games. It benefits from a number of adjustments and improvements to the original, many as a result of comments from players like you. We always welcome feedback on our products, so please fill in the enclosed registration card and tell us what you think of this one.

Installation

You can either play this game from floppy disk, or install it onto your hard drive, and play it from there. To run the installation program:

- 1 Turn on machine and insert floppy disk
- 2 Switch to that floppy drive by typing
a: or b:
- 3 Type **INSTALL C:\GNB**

The program will now install itself into a directory called GNB. In fact, you can specify any pathname you like in step 3, and the game will be stored in the directory you request.

Loading instructions

To run the game, ensure that you are in the correct drive (floppy drives are generally a: or b:, hard drives c: or d:). Then type:

GNB [options] for main game MAP [options] for Mapmaker
MEN [options] for Menmaker WAR [options] for Warmaker

Options If you just type GNB, the main game will load. It will determine whether your computer supports EGA or VGA, and it will run without sound. To change these assumptions, you can add one or two letters after the command (GNB, MAP etc) as follows:

A-Use AdLib sound E-Force EGA mode V-Force VGA mode
So, to run warmaker with sound, and insist on VGA mode, type
WAR AV

Keyboard Commands

For non-mouse users, several new keyboard commands have been added to the four programs, as follows.

General

Alt-X will quit out of all programs.

Where a general mouse click (ie not on a specific place, but anywhere) is required to proceed, space bar will also work. If there is no mouse driver installed, the cursor keys will move the mouse pointer, and ENTER will duplicate a mouse click, so it is always possible to simulate mouse control with the keyboard.

Disk Access, All Programs

There are some new loading and saving options.

Firstly, you can create men files which contain the units of only one army. You can then load two such files into a game, one representing each side. Files which contain information on a blue army only have the extension .BLU. Their green opponents are saved in .GRN files.

Also, you can load or save 'all'. You will be presented with a list of the maps available. Select one, and the computer will load it. It will then also try to load up a men file and a war file with the same name as the map you have specified.

So if you select Marengo.map, the computer will also load in Marengo.men and Marengo.war (if they are there). If there is no Marengo.men, the computer will instead try to load Marengo.grn and Marengo.blu. If there is no Marengo.war, the computer will look for the standard rules, Gnbrules.war. Save 'all' will save all of the current files, similarly.

Pressing J will always bring up the load/save menu. Then:

A-Load/Save all M-Load/Save map

N-Load/Save men R-Load/Save rules

B-Load/Save blue men G-Load/Save green men

For these setup options, the computer will load if you are in the setup phase, and save otherwise.

L-Load game (in main game) or current work (in editors) S-

Save, similarly V Save As..., similarly

Language selection, all programs

U US English F French

B British English G German

I Italian E Spanish

Main Game

B-Show Play menu H-Show strategic map

R-Show reinforcements T-Force turn to setup

U-End Phase

Mapmaker

B-Clear map R-Reshape map

Menmaker

B-Clear men R-Show men

When editing a unit in Menmaker

A-Alter Attack D-Alter Defence

M-Alter Movement S-Alter Status

N-Alter Name W-Delete

C-Copy P-Paste

E-Exit

Warmaker

B-Edit Combat Results table

R-Edit Terrain Effects chart

M-Edit Play menu

When editing the Play Menu

B-Toggle blue player G-Toggle green player

T-Change turns F Toggle-Fog of War

M-Toggle Morale D-Toggle Disarray

S-Toggle Sound E-Exit