
En Avant!

Tactical Warfare in the Age of Napoleon

Player's Briefing

What Do I Do in this Game?

Each player commands a unit and players co-operate to try and solve a military problem using the forces under their command. One player will be in overall command, and they can direct the players under their command, and assist them by lending personal support to their unit (for example by turning up and helping to lead them personally).

What Sort of Units are there?

In this game, there are

- **Battalions** of infantry - 18 figures representing 400-600 men armed with muskets and bayonets and fighting as a well-drilled unit.
- **Regiments** of cavalry - 12 figures representing 400 or so mounted soldiers armed with sabres or lances.
- **Batteries** of artillery - representing 6-8 guns firing solid round cannon balls at long range, and 'canister' - special shots made up of hundreds of musket balls at close range.

How do I command my troops?

We have simplified the game so that all you have to do is place a card face down behind your unit with the orders you are issuing for that turn.

The Game Controller will move your unit in accordance with that order and tell you what happened (any losses, whether the soldiers are becoming frightened and so on).

The choices you have depend on the type of unit you have - and a description of what each one means is written on the card.

How Do I know the best thing to do?

We could start each game with a long lecture on Napoleonic Tactics, but we think that would be a bit dull - so the purpose of this game is to learn through trying.

Look at the advice on your order cards carefully - that will give you many clues as to what you might do. If you are really stuck, ask the Game Controller who will always help you out.

How will I know who won?

In each game you will be given an objective - something you have to try and achieve which is a task that will have been given you by your High Command.

This might be to capture a hill, or move to a particular place or hold somewhere until reinforcements come. Obviously if you achieve your objectives, you can safely regard yourself as having won.