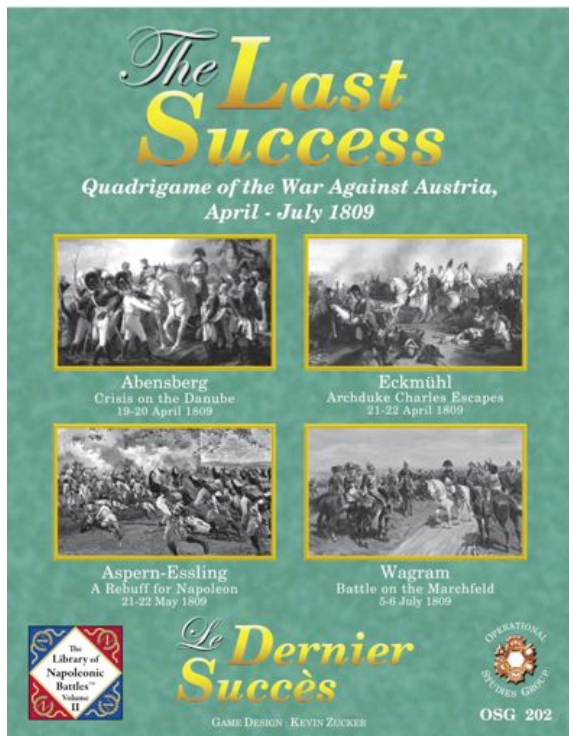


THE LAST SUCCESS from OSG

Highly Playable!



These four games explore the major battles of 1809, where the French Army encountered a modernized Austrian Army under the capable Archduke Charles. Each game shows the approach to the battlefield on the day before battle. Set at the scale of *Napoleon's Last Battles*—525 yards per hex and one hour turns—the game retains the Command System of Commanders and Corps Officers.

BATTLES SIMULATED

ABENSBERG 19-20 April Crisis on the Danube

ECKMÜHL 22-23 April Napoleon vs. the Archduke Charles

ASPERN-ESSLING 21-22 May Passage of the Danube

WAGRAM 5-6 July Battle on the Marchfeld

DESCRIPTION

Napoleon's Last Battles System: 525 yards (480 meters) per hex, 1 hour per turn, 400-800 men per strength point. Each game lasts about 40 turns. Suggested Retail Price **\$109.00**

- Three 22 x 34" full-color maps
- Two Rulebooks (32 pages and 28 pages)
- One 2" game box
- Two counter sheets = 560 units
- Two Four-page folders
- Four player aid cards
- Two decks of 50 playing cards = 100 cards

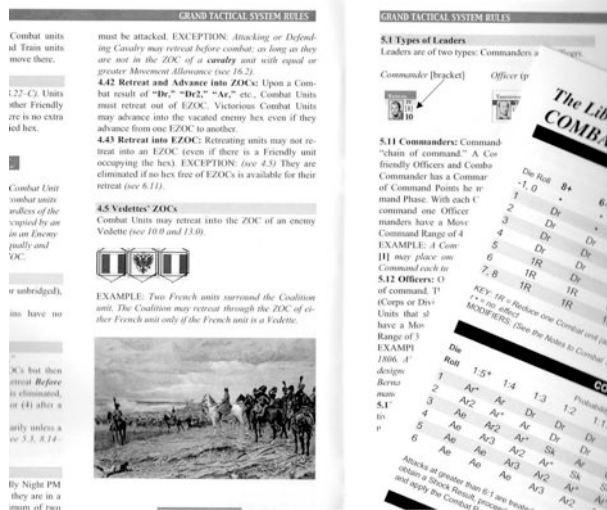


Each of the three full-sized game maps has a title (including stamp of the *Ministere de la Guerre*) and an identical terrain key. The Marchfeld map serves as the battlefield for Aspern-Essling and Wagram. For this map we used the (out of print) NES Danube map as a point of departure and kept the same orientation and scale (Thanks Mark Hinkle!). We added lots of details, such as the important Chateaux at Aspern and Essling, and the Brickworks which were Napoleon's HQ during Aspern. We also revised the road network and the hills north of Markgrafneusiedl, and of course the many channels of the Danube. We even included detail around Leopoldstadt and the Prater gardens near Vienna, even though there is no movement on that bank of the Danube.

Charlie Kibler made the maps highly functional; earthy and natural colors; high clarity and legibility. But there are a lot of great maps out there these days! Charlie's maps have a balance of elements, highlighting the importance of valleys, roads, rivers, hilltops; everything can be taken in at a glance.

I am very happy with Robert Tunstall's box designs. All the elements have a nice balance. I

really like the flag banner he made for the Library series, and the situation maps he creates for the back, gives an instant summary of the campaign and the place of the battles in the overall sweep of events.



The four new Leader cards, for Napoleon, Davout, Massena and Lannes, give each leader a characteristic one-time ability. There is also a Leader card for the Archduke Charles and a special card in the Austrian deck for wrecking the French bridges. We added an icon to each card in the upper left to show at a glance the card type.

The table is titled 'INITIAL SET-UP CARDS' and is divided into 'FRENCH' and 'AUSTRIAN' sections. It lists various units, their counts, and their set-up locations. The French section includes units like '1st Grenadiers', '2nd Grenadiers', '3rd Grenadiers', '4th Grenadiers', '5th Grenadiers', '6th Grenadiers', '7th Grenadiers', '8th Grenadiers', '9th Grenadiers', '10th Grenadiers', '11th Grenadiers', '12th Grenadiers', '13th Grenadiers', '14th Grenadiers', '15th Grenadiers', '16th Grenadiers', '17th Grenadiers', '18th Grenadiers', '19th Grenadiers', '20th Grenadiers', '21st Grenadiers', '22nd Grenadiers', '23rd Grenadiers', '24th Grenadiers', '25th Grenadiers', '26th Grenadiers', '27th Grenadiers', '28th Grenadiers', '29th Grenadiers', '30th Grenadiers'. The Austrian section includes units like '1st Grenadiers', '2nd Grenadiers', '3rd Grenadiers', '4th Grenadiers', '5th Grenadiers', '6th Grenadiers', '7th Grenadiers', '8th Grenadiers', '9th Grenadiers', '10th Grenadiers', '11th Grenadiers', '12th Grenadiers', '13th Grenadiers', '14th Grenadiers', '15th Grenadiers', '16th Grenadiers', '17th Grenadiers', '18th Grenadiers', '19th Grenadiers', '20th Grenadiers', '21st Grenadiers', '22nd Grenadiers', '23rd Grenadiers', '24th Grenadiers', '25th Grenadiers', '26th Grenadiers', '27th Grenadiers', '28th Grenadiers', '29th Grenadiers', '30th Grenadiers'. The table also includes columns for 'Command Rating', 'Movement Allowance', and 'Combat Odds'.

There is just one set of rules for the entire series, containing about 25 pages set in large type, with plenty of illustrations. The Study Folder is just 20 pages because we have taken all of the set-up information out of the book and re-formatted it into a columnar format.

You can download the complete rules for the series (.pdf format) at our website... <http://www.napoleongames.com/TCS.html#rules>

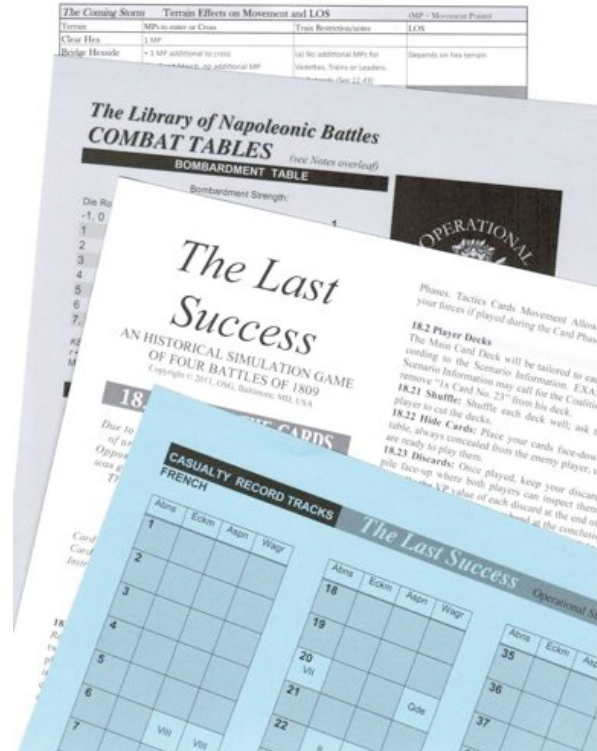
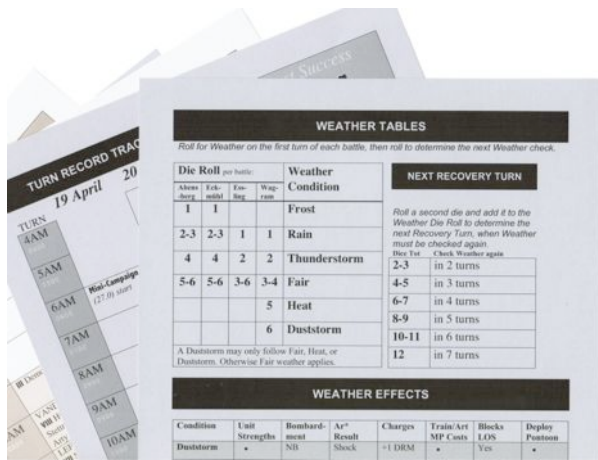
Initial Set-up cards: There are 5 of these for the French and six for the Austrians. Each unit and Leader in the game is listed with his set-up location for each of the four battles. In the far right-hand column the actual regiments that made up the brigade are also shown. This can be handy when reading accounts of the battle.

The layout of the Austrians is a little different, since they have a completely separate counter mix for Wagram (due to a reorganization of the army after Aspern-Essling). They have three cards for the first three battles and three more cards for Wagram only.



The counters. As mentioned, the Austrians have two complete and separate Orders for Battle: The "A" Mix on the left and the Wagram Mix on the right. The French also have an "A" Mix and Wagram Mix, but the difference is that, at Wagram, almost all the units from both mixes are used. (Davout's Corps was so massively reorganized that the III Corps alone, in the French Army, has a completely new mix for Wagram.) To avoid confusion, we gave the Wagram units a slightly different look to their Initiative Ratings.

Below, some more components: At top, the back of the 4-pages of charts & tables. It contains most of the tables needed for play. We also included a separate copy of the CRT on cardstock. All the rules pertaining to the two card decks are included on a separate folder (three pages). Almost all mention of cards is removed from the main rules folder. Finally you've got a Casualty Record for each player.



The Weather Table (with separate die-roll column for each battle) and the Turn Record Tracks. Each game has its own TRC listing all the reinforcements and their arrival hexes.

