



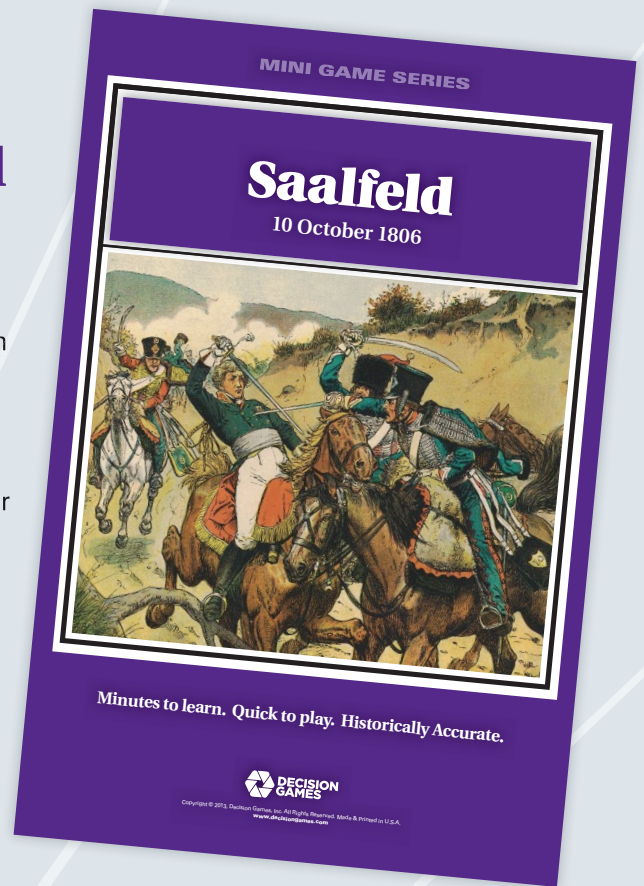
Napoleonic Battles : Saalfeld

10 October 1806

In October 1806, Napoleon's *Grande Armee* descended on western Saxony in multiple columns. The Saxons and their more powerful Prussian cousins gathered to give battle. On 10 October, the advance guard of one French column crashed into the advance guard for one wing of the allied armies. A French victory will open the possibility of splitting the allies; an allied victory will threaten the flank of the other French columns. Time presses both. The forces are equal in strength; victory will go to the player who best understands the strengths and weaknesses of each side.

Saalfeld uses the QuickPlay version of the *Musket & Saber* system to simply yet accurately portray warfare during the muzzle-loading era. Combat is based on unit quality rather than raw numbers, and rewards use of historical tactics. Infantry, tough and resilient, bears the brunt of battle. Artillery can smash attacks or open holes in enemy lines, but is vulnerable and brittle. Cavalry is weak in stand-up combat, but crucial for pursuit and the occasional charge against a broken foe. All units are susceptible to rout when weakened, so players must maintain reserves. Leaders enhance unit capabilities.

Winning the battle depends on deployment, thoughtful maneuver to concentrate at the key points, the proper coordination of arms, careful use of leaders and special units, and an understanding of the strengths and weaknesses of each army.



Target Market

- Napoleon history buffs

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- Mini-game/low price
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Stock no

- 1709

MSRP

- \$9.95

UPC Code

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Contents

- One 11x17 inch map
- 40 die-cut counters
- Four page rule booklet plus scenario sheet

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