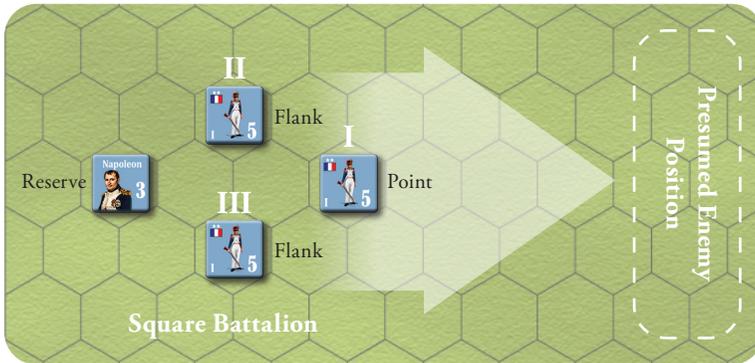


The Sequel to War and Peace

Operational Methods

I. LE BATAILLON CARRÉ — (APPROACH)

Using the Standard Game Rules it is possible to perform the same actions Napoléon himself undertook during his campaigns. Perhaps most famous of all is the Square Battalion. This flexible formation enables each Corps to move independently (and thus more rapidly) while sustaining a mutually supporting shape. Using the game's combat reinforcement rules this formation duplicates that method.

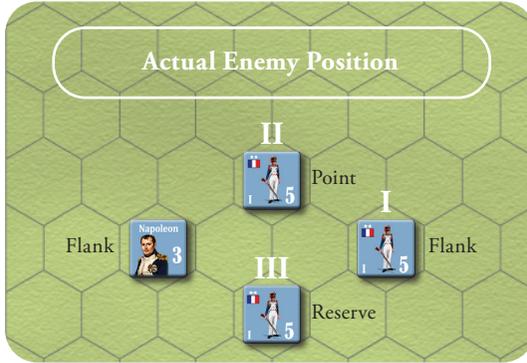


Create 2–5 Corps of about 5 strength points. Napoléon will be at the rearward formation, with any available Guard. Using the map's hexes lay out the formation as you see here. In this case 1st Corps is leading the way in the advance towards the presumed enemy positions. This formation enables both attack and defense. On the attack advance adjacent to the enemy with 1st Corps and move 2nd and 3rd Corps as close as possible to this action. Move Napoléon either in to the hex combat will be initiated from or just behind to act as reinforcement. Then initiate combat. On defense the enemy, in his presumed position, will be able to strike at either 1st and 2nd Corps or 1st and 3rd Corps. This leaves two Corps for reinforcement. Since Napoléon is one of the available reinforcing Corps his leadership bonus means he will succeed in reinforcing 84% of the time following the first round of combat.

This formation also serves to reduce Attrition as each hex contains fewer than 6 strength points. However, the total strength of this moving force is roughly 20 strength points, or about 100,000 men. That is quite substantial.

II. LE BATAILLON CARRÉ — (SHIFT)

Due to Hidden Movement and/or the IGUG system of this game it is quite possible your enemy's position will shift relative to your own. Notice the situation has actually changed very little for the French force. The mutually supporting nature of this formation means it is possible to retain flexibility while addressing whatever threat advances.



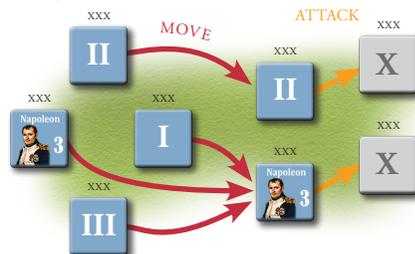
In this case 2nd Corps becomes the point, 1st Corps and Napoléon become the flanking Corps, and 3rd Corps becomes the reserve.

Once again, formational integrity is retained, the Corps are mutually supporting, and Attrition is kept low.

III. LE BATAILLON CARRÉ (STRATEGY OF THE CENTRAL POSITION)

Using the Square Battalion system, above, you identify two enemy positions (marked with the 'X' in the two Corps) and you wish to attack. The Strategy of the Central Position dictates you hold off one portion of the enemy force with a small portion of your own, and then gather all possible power against the remaining enemy force. In this case we will use 2nd Corps on the French left and hope we get roughly 1:1 odds. 1st and 3rd Corps will join with Napoléon for what we hope will be a crushing attack and a speedy victory.

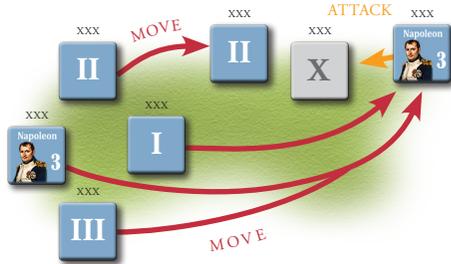
Following a couple rounds of combat, our 2nd Corps is likely to be in trouble but hopefully Napoléon has finished the enemy forces opposing him and can then use his excellent leadership modifier to join the combat. 2nd Corps, reinforced by 1st and



3rd Corps plus Napoléon will then regain demoralization and be in a position to deal a crushing blow to the enemy.

IV. LE BATAILLON CARRÉ (MANEUVER AROUND AND BEHIND THE ENEMY)

Using the Square Battalion system, once more, and the new “MANOEUVRE SUR LES DERRIÈRES” rule we hope to decisively cutoff and defeat an inferior enemy. This can be performed one of two ways: (1) the larger force moves to the rear of the enemy and initiates the attack with a smaller force closer to friendly supply, or (2) the larger force initiates the attack from closer to friendly supply and a smaller force moves to the rear of the enemy. In the example on the right we are seeing #1 performed.

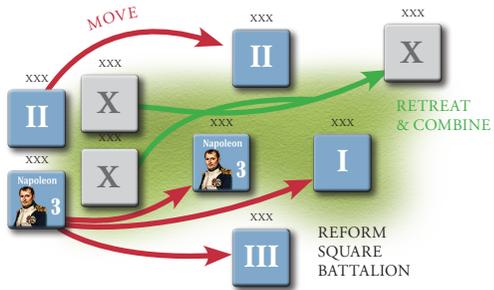


The essence of the maneuver is simple: hold the enemy in place with a direct attack and hit their forces from the rear of their lines as well for additional shock value. Using the Square Battalion concept 2nd Corps will be the surrounding force while Napoléon gathers 1st and 3rd Corps for the maneuver to the rear of the enemy. If all goes well, 2nd Corps will succeed in the maneuver and join Napoléon with the other 2 Corps in the rear area of the enemy formation.

V. LE BATAILLON CARRÉ (REFORMING THE SQUARE)

Using the Square Battalion system is fine for attack and defense but it would not be much use if you lost the formation following every battle.

Following combat, with whatever positions your Corps find themselves, using the varying Withdrawal and Advance rules to reform your Square Battalion. Advance with one, Withdrawal with some others, and you'll quickly find yourself back in the mutually supporting formation that is so beneficial to your efforts.



VI. CONCLUSION

The Standard Game Rules for War and Peace are quite powerful and encourage a historic approach to the action if the player is aware of its potential. Merely being mindful of history is not enough. The player must be fluent in the rules and how those can be used to emulate history. If this approach is taught to players of the new War and Peace their enjoyment should rise commensurately with the time put in to learn.



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