

BATTLES OF NAPOLEON™

A CONSTRUCTION SET

 C-64/128

5 1/4" disk

• Disk for the Commodore 64/128
with 64K minimum.



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Reconstruct *any* Napoleonic battle from the pages of history ...or your imagination!



Tactical view of the Battle of Borodino in progress.



Strategic-map view of the Battle of Auerstaedt.



Unit statistics of a French battalion in the Battle of Auerstaedt.

BATTLES OF NAPOLEON allows you to simulate practically any Napoleonic engagement on a detailed, tactical level. How? By giving you all the tools to create any battle of that historic era.

BATTLES OF NAPOLEON is a superb advanced wargame — and a full-blown construction set.

Use the computer to generate random maps, then modify them as you choose. Or start from scratch by building your own maps, square-by-square (each representing 100 yards). Your terrain options include five levels of elevation, woods, roads, fields, swamps, water, towns and redoubts. Create your own armies or adjust the armies provided to suit your exact specifications: number of men, type of units, weapons and nationality. Rate your units for melee strength, leadership and morale.

The construction-set features enable you to change game parameters such as the weapons tables, fire/terrain modifiers, and other important values. You can literally make any game you can imagine!

Want to bypass the design phase and jump right into action? Simply choose from the many pre-made scenarios, such as Waterloo, Quatre Bras, Auerstaedt and Borodino.

If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than BATTLES OF NAPOLEON!

Screen displays shown are from the APPLE. Displays from other computer(s) may vary.

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