

NAPOLEON'S LEGACY



These rules have arisen from the collective fascination for the variety of conflicts between 1800 and 1865 shared by the writing and testing team. We also felt that there was a need for a faster playing set of rules for the period that kept charts and calculations to a bare minimum. Legacy is a flowing game, with the element of surprise and frustration built in to simulate the Fog-Of-War using commands issued by dice rolls.

The core rules apply to all the conflicts during the period 1800 to 1865. You will find that the battle tactics used by the warring nations throughout the period covered by these rules were taught to all officers under the huge shadow cast by Napoleon. With the army lists provided towards the back of the book there are additional rules which are described for the conflicts in which these armies took part.

Napoleonic doctrine would be present at every battle to 1865 and the end of the American Civil War; Johnny Reb and Billy Yank were part of Napoleon's Legacy.....as are we, as we play this game.

The crucial feature of this set of rules is simplicity of play requiring guile and cunning from the players to win!

Many of you, like us, will have armies already based; do not despair, it is not necessary to change anything; all we suggest is that your army is compatible with your opponents for ease of game play.

You will need suitable miniatures to play the game and they can be any scale but we would recommend the use of 10mm or 15mm. 20/25mm (1/72nd) will play well and lovers of 28mm can also enjoy these rules. Your miniatures will need to be glued to a base, as each base will represent approximately a single Platoon, Company, Regiment or other such military grouping in the game.

The rules use a simple method to issue orders to units by rolling two dice to match or come under a value given to each officer in the game. By the lack of certainty that arises the fog of war so prevalent during the period is replicated.

All the main formations used on the battlefield are followed; Columns of Attack, Skirmish Order, Lines of Battle and, of course, the Square!

The book comes complete with army lists and statistics for all the main belligerents of the Napoleonic Wars - France, Britain, Russia, Austria and Prussia plus others - as well as the War of 1812, the Mexican-American War, the Crimean War and the American Civil War.

The game includes:

- A simple command system replicating the fog of war
- Casualty resolution remains the same throughout
- Flexible unit composition; platoon to brigade.
- No rebasing of your existing models necessary.
- Minimal start up time; set up your armies and go!
- Comprehensive Army Lists for The Napoleonic Wars, War of 1812, The Mexican-American War, The Crimean War and The American Civil War.
- Includes a simple double sided 'at a glance' reference sheet.