

WARGAMER.

PROGRAMMED BY:

STEVE GREEN.

DESIGNED BY:

BENEDICT WILKINS.

DISTRIBUTED TO:

MARK, SIMON, IAN.

FOR FURTHER INFORMATION & ASSISTANCE CONTACT:

BENEDICT WILKINS.

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THE 'WARGAMER¹' PROJECT.

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WHAT IS WARGAMER?

'Wargamer' is a flexible engine which is capable of simulating any major European style war between 1700 & 1900 (and possibly earlier). The engine covers both the strategic campaigns and tactical battles. The emphasis is on command, leadership and sound strategic planning rather than the 'micro management' of individual units. The first game in the series is 'NAPOLEON'².

- 'Napoleon' covers the campaigns of 1813 & 1814, starting with the aftermath of the French disaster in Russia and ending (historically) with the surrender of Paris to the Allies. Of course, the gamer will have the chance to change history when playing 'Wargamer'. The playing area for 'Napoleon' runs from Paris to Breslau (west to east) and from Hamburg to Vienna (north to south). A carefully constructed communication network system will elegantly portray the reality of Napoleonic maneuver without over burdening the player with a host of special rules.

- The second game in the series will be the American Civil War³. As yet the third game is undecided.

- It should be noted that the engine will be updated between titles to account both for special circumstances (i.e. the Civil War will include railways, increased small arms lethality etc.) and to improve earlier versions. Later titles are not just a straight 'port' with different graphics!

'NAPOLEON' (Wargamer 1) WILL BE READY FOR RELEASE IN EARLY SPRING 1998.

WARGAMER 1 FEATURES.

- Combines both a strategic and tactical level simulation in one game.
- Advanced AI which gives a challenging game and incorporates the ideas of the foremost military theorists of the age - Napoleon, Clausewitz and Jomini.
- This is a 'real time' wargame.
- Multiple scenarios, ranging from an all embracing campaign, to smaller scenarios and even single battles.
- A wide range of options for the player to choose from, allowing him to customize the game to suit his own style of play. The game can range from a simple strategy game to a highly sophisticated model of Napoleonic conflict. It aims to appeal to both the casual strategy gamer and the true Napoleonic 'grognard'.
- Emphasizes command control & leadership.
- The varying abilities of the historical commanders are accurately reflected in the game mechanics.
- The game includes over one hundred different troop types, all with unique characteristics. The units represented range from the elite Old Guard to hastily raised Freikorps.
- From the combat mechanics to the artwork care has been taken to ensure a true Napoleonic atmosphere is generated for the player.
- Factors such as supplies and resource management are included without turning the player into a mere quartermaster.
- Fog of War and limited intelligence is a feature of both the strategic campaign and tactical battles.
- Wargamer even includes effects such as changing weather conditions and generals falling ill.
- The player will be allowed to edit the names and even abilities of both his leaders and his troops.

¹'Wargamer' is currently only the provisional title for the series.

²'Napoleon' is very much simply a working title. Possible final titles could be 'Europe Against Napoleon', 'Napoleon Against Europe', 'Napoleon 1813' etc. Any/all suggestions gratefully accepted. A German title could possibly be 'Der Befreiungskrieg'.

³ There is no title as yet assigned to game 2 (the American Civil War).

- There will be an extensive 'On Line Historical Reference' facility which will allow the player to learn more about the period without interfering with the gameplay. This includes considerable original artwork portraying the personalities, uniforms, weapons & tactics of the era.
- Later titles will include an option for 'head to head' play. It will be possible to upgrade the first title to allow 'head to head'.

WHY 1813?

The Napoleonic Wars, despite a worldwide high level of interest, have never really been covered on the strategic level ... until now. The 1813 - 1814 campaign was chosen as it offers:

- The Napoleonic War worldwide are the most popular period for wargamers & 'casual' military historians alike. More books are published each year on Napoleon than anyone else.
- Great armies sweeping across a vast playing area.
- The largest pre 20th century battle fought in Europe - Leipzig (October 1813). The 1813 campaign is the epic conclusion to the Napoleonic Wars. *Note that Leipzig is considerably larger than any Civil War battles also.*
- It includes the majority of the famous Napoleonic personalities, including Napoleon himself, the dashing Ney, the romantic Poniatowski, the stubborn Blucher and hundreds more.
- Unlike many other Napoleonic campaigns, the war of 1813 offers both sides the opportunity to attack and defend with evenly matched forces. There is enormous strategic scope for both sides and a wide range of alternative options and plans for the player to experiment with.
- Historically the war concluded with the downfall of one of history's greatest generals ... can the player succeed where Napoleon failed?
- It should be popular in Germany as this was one of the Prussian armies 'finest hours'.
- It should be popular everywhere else as it includes Napoleon.
- It offers a wide range of possible scenarios, increasing the 'extended play value' of the product.
- It offers something new. Waterloo for example has been 'done to death' (and is a far smaller campaign than 1813).

THE OBJECT OF THE GAME.

The player will either take the role of the French or the Allies⁴.

- As the French (Napoleon) he must keep the Allies from overrunning western Germany whilst rebuilding his army (shattered the previous year in the retreat from Moscow). With his forces restored he must counterattack the disparate nations ranged against him and once more restore French hegemony over central Europe. Should this fail he must desperately defend France, attempting to fend off the approaching Allies until war weariness overtakes them, offering the chance of 'peace with honor'.

- As the Allies the player must consolidate his hold on eastern Germany and defend against the resurgent French. Building up his forces and organizing the various nations under his control into a coherent army he must then drive the French back across the Rhine and march on Paris (forcing 'the ogre' Napoleon into exile) before war weariness and the fragile nature of the Allied coalition combine to allow Napoleon to negotiate a peace with honor.

- The player is cast in the role of supreme commander. As such he must organize his forces and plan a coherent strategy for winning the war. He will have to manage a wide variety of different troops and leaders of varying ability and forge his armies into a war winning tool. It is a game of leadership, command and strategic planning.

⁴ The major powers in alliance against Napoleon were Prussia, Russia, Austria & Sweden. Also portrayed in the game are a host of minor nations which fought for one side or the other (or in some cases both!). These include Bavaria, Denmark, Italy, Westphalia and Wurttemberg.

INITIAL PUBLICITY, ADDED VALUE ETC.

Exactly what form this should take we would prefer to leave to 'Empire'. Leaflets, flyer, booklet, poster, whatever. Perhaps something along the initial 'Flying Corps' hand outs? Hopefully this could include artwork from the game and also historical paintings and prints (in addition to details of the game of course!). Cards could also be made up of some of the portraits/uniforms included in the game. Whatever really so long as it all looked in keeping with the period.

- Artwork in the game is based on the paintings by Detaille, Knotel, Lejeune, Meissonier (whose *1814, la campagne in France* might make an admirable box cover) and Vernet (amongst others).

ADDED VALUE:

We have thought of (would like) the following:

- A large 'poster' map⁵ (taken from/based on) the one in the game.
- A book of some kind. Unfortunately there is (currently) no Napoleonic equivalent to 'Battle in the Civil War' but the following would be suitable:

'Napoleon, The Last Campaigns' by James Lawford. Published by Sampson Low, Maidenhead, 1977.

This would be ideal as it covers the subject matter of the game perfectly and includes maps, background, illustrations (some in color) etc. In large format it is approx. 160p but we would not want the final chapters as these deal with the Waterloo campaign, reducing the length to 101p. *Currently this book is the one we (Wargamer team) would most like included as the 'giveaway'.*

'Leipzig 1813' by Peter Hofschroer. Osprey Campaign 25. Less good than the above as it doesn't go to the end of the war covered in the game but quite serviceable.

'The Military Maxims of Napoleon'. Greenhill recently published a new annotated edition of these but the originals (and some translations) will I suspect be out of copyright which should make them cheap! Barnes & Noble in the USA also recently published an edition.

Another book (i.e. various memoirs etc.)?

⁵ The slightly bad news with regard to the map is that it may have to be drawn from scratch as for various reasons it would be difficult to simply take the map used in the game and 'blow it up'. Obviously the poster map will have to be heavily based on the one used in the game however. On the plus side we could use a lot of the 'in game' art work to enhance the value/appearance of such a poster map - e.g. on one side the map could be bordered by leaders portraits, on the other by the flags of the various nations involved in the war and top & bottom by uniforms of the various troops.