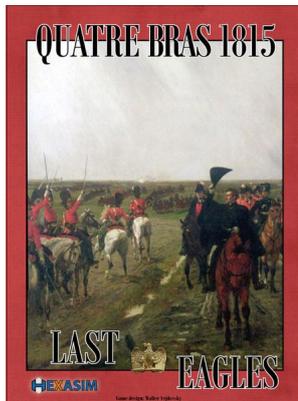


Quatre-Bras 1815: Last Eagles



Quatre-Bras 1815: Last Eagles is the fourth game in the Eagles of France series to be released. More simulation of a Napoleonic battle rather than just a re-creation.

Rating: Not Rated Yet

Price

Price £47.95

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Manufacturer [HEXASIM](#)

Description

Quatre Bras 1815, Last Eagles is the 4th volume in Eagles of France series, after Waterloo 1815, Austerlitz 1805 and Ligny 1815. Rules have not evolved since Austerlitz, only including a few precisions. The focus is on morale, attrition and commitment of formation (division & corps) at the right time, rather than tactical chrome. The detailed order of battle and the scale of the game allow players to really see the action and the game system provides a quick but realistic resolution.

This system is a mix of well-known concepts and new features to maximize playability and realism of outcomes. Formation are given simple orders than limit their ability to freely react to any sudden change of priority. Orders take some time a while before being changed. Units are classically rated for size, quality and movement. Formations activate one after the other at player's choice but have to follow the order they received at the beginning of the turn or even before. Game features offensive fire, defensive fire, opportunity fire, charge and counter charge, retreat before combat and melee. A lot of classical "prohibitions" are transformed into options: for example, cavalry can move from ZOC to ZOC but risk counter charges or more opportunity fire. A ZOC of a strong unit is therefore not the same as the ZOC of a weaker one.

Scenarios

Historical battle. In this scenario, the initial deployment and reinforcement arrivals will replicate what occurred on June 16th, 1815. This is the re-creation of the historical battle.

Historical battle with variable reinforcements. Previous scenario was about replicating the historical battle but not the actual mindset of the commanders who had no clue when exactly their reinforcements would arrive, and even less of an idea as to what was in front of them. With Scenario 2, while deviating from the written history, players will be able to better simulate the strategic uncertainty of the Napoleonic battlefield, for which Quatre-Bras is a very good example. Here, instead of optimizing a sequence which both players know in advance, the uncertainty about reinforcements will put players closer to the real thing than before.

Ney's early attack. This is a "what if" scenario. What if Ney had immediately attacked on the morning of the 16th ? Assuming a better concentration of the II corps and immediate action from Ney, this earlier move could have happened. This short scenario can be used for tournaments and as an introduction to the game.

Wellington attacks Ney. This is another "what if" scenario for Quatre-Bras. In this scenario, we assume that Wellington would have been able to concentrate much quicker against the French left. He would be then able to reinforce Blucher and/or attack Ney.

16th June 1815 : Quatre Bras and Ligny

Last Eagles Quatre Bras 1815 et Last Eagles Ligny 1815 can combine to offer a unique gaming experience on this scale of June 16th that could have completely changed the Belgian campaign. Thus two to six players can compete in 3 campaigns.

Napoléon's lost opportunity

This is the short campaign version starting in the early afternoon with the bulk of the French army deployed against Blucher. In this campaign scenario, all units are deployed or appear as reinforcements according to history. D'Erlon's I corps will not take part in any battles.

Is that dust cloud D'Erlon's column?

This variant of the previous campaign game includes variable reinforcements.

Grand Campaign game: Napoléon's Last Eagles

This is the ultimate June 16th, 1815 experience (and the main reason to have developed Ligny and Quatre-Bras in this format). This campaign starts at 9am with few troops deployed on the battlefield. Reinforcements from each side will gradually come into play throughout the day. The strategic situation is completely open. Now the French can decide to push in priority against Wellington, Blucher can counter attack the French right or implement a fighting withdrawal. Also, Wellington might be quicker to concentrate around Quatre-Bras. The fog of war here and the strategic experience is closest to the reality that the opposing commanders experienced at that time.

Components

- 4 countersheets
- 2 backprinted maps (84x61cm + 84x22.5cm)
- a series rules booklet (32 pages)
- one playbook (16 pages)
- 18 play cards
- 16 full color play aids
- 2 dice
- a box