

La Bataille de la Moscowa - September 1812



GAME SUBJECT: The battle of Borodino

EXPECTED PUBLISH DATE: 2009

EXPECTED PRE ORDER DATE: 4Q 2008

DESIGNER: Terry Doherty

AIDE DE CAMP: Frank Chadwick

TYPE: La Bataille dans l'age du Napoléon Ier Series

SCALE: Tactical - 100 yds per hex. 20 minute turns. Infantry battalions, cavalry regiments and artillery batteries

“The Grande Armée before the gates of Moscow”

DESCRIPTION:

In the summer of 1812, after eleven weeks of fruitlessly seeking the decisive battle which would bring this grandest of campaigns to an end, The Grande Armée arrived on the banks of the Kalocha river. It was here that Kutuzov, the newly appointed commander of the Russian Western Armies, decided to make a stand before Moscow. A situation to which he was opposed, but found politically necessary. Napoléon surveying the battlefield ascertained, by the numerous earthworks the Russians were preparing, that his foe would fight here instead of withdrawing as they had done numerous time before. He hurried his army forward for battle. As the armies gathered, soldiers of both sides were restless, yearning for battle. Here, perhaps, in this forsaken place at the far end of Europe, was an end to their misery, either through victory or death. It was here, the scene of the bloodiest day of battle until the Somme, one hundred years later, that Napoléon would launch his battle for nothing less than the supremacy of Europe.

After 35 years, Frank Chadwick, the publisher of the original *La Bataille de la Moscowa*, has joined forces with Clash of Arms to bring this classic of Napoleonic wargames home to the venerated *La Bataille dans l'age du Napoléon Ier* series. Now the game is being brought up to date with the latest research from French, German, Italian, Polish and Russian sources, combined with the fantastic artwork wargamers have come to expect and a new set of simple rules that maintain the flavor of the La Bataille series.

PROBABLE COMPONENTS:

- 20 pages of rules with 4 pages of charts
- 35+ pages of scenario rules with 4 more pages of charts, setup and historical commentary
- 4 22" x 34" full color period style maps
- Possibly 5 sheets of color counters
- 2 Organizational Displays
- Two six-sided dice

UPDATE:

June 2008 - Currently being play tested.

