

# Marshal Enterprises



825 West Washington Street El Cajon, California 92020

15 February 1981

Dear Citizen-Wargamer;

Greetings for 1981 (the year LCXXXIX) from the Marshall Enterprises Household. 1980 has been a very good year for us and we hope that your virtue was equally rewarded.

I trust you shall read the enclosed advertisement for the new fifth volume of our series "La Bataille de Deutsch-Wagram". The battle is fought across the Danube from Vienna in 1809, and features a very large Austrian Army. The game itself is the largest and most colorful yet produced by our group, yet you will find all of the historical richness and detail you have come to expect from a Marshall Enterprises product.

Please note the addendum and list of questions we have also placed into this flyer, it is designed to be put into the back of your general rules booklet, for easy reference. These are a list of the most common questions and basic new rules, we hope they will assist you.

We are able at this time to place three ads in the flyer, but there are a very limited number of Austerlitz and Talaveras remaining. Basicly less than 100 copies of each of these two games remain, and with over 750 flyer being put into the mails, we can not guarantee delivery to all. I can only say we will send out as many games as we have, and once they are gone the orders will be returned.

Remember if you have questions or any type of comments for us be sure and write, we are always pleased to hear from you.

Your Servant,

Dennis A. Spors  
Maitre de la Palais

# La Bataille d'Espagnol-Talavera



**Soldiers! The sovereignty of a docile Iberian Peninsula has been upset by a rampaging mob of mercenaries, shopkeepers and despotic criminals. This venture from a debased and subservient Portugal, seeks to erode our continental system and depose Spain's beloved ruler King Joseph. As freemen of Europe, it is your duty to rid the continent of these Hanovarian shackled hirelings.**

**The ceaseless fleeing of our cowardly enemy has ended before the gates of Hispanic-Talavera, where we shall deal these looting vermin the resounding defeat your glory demands.**

**La Bataille d'Espagnol-Talavera is another title of the Marshal Enterprise games series; Les Batailles dans l'age l'Empereur Napoleon Ier. This masterfully done grand-tactical battle board-game, features a three color 34x44 inch period map, over 300 multi-colored unit counters, and complete rules of play.**

**As tradition demands, Marshal Enterprises continually strives to provide the elite with all the color, glory, and excitement of the Napoleonic Battle.**

***By design, games as grand as the age they portray.***

U.P.S. \$17.00 / Special Delivery \$21.00 / Overseas \$24

MARSHAL ENTERPRISES  
825 West Washington Street, Dept. A • El Cajon, CA 92020

# LA BATAILLE D'AUSTERLITZ



**SOLDIERS!** As the sun rises upon a free Vienna the battered forces of Hapsburg oppression are fleeing to join the plague of Romanov serfdom. This third coalition, financed by a cowardly island of merchants, and inspired by a hatred of our nation, is forming against us to avenge the capitulated Army of Ulm.

We must not permit these german led slavs to reverse the inertia of freedom, and eclipse Europe into yet another Dark Age.

La Bataille D'Austerlitz is the newest of Marshal Enterprises limited edition series of Napoleonic battle boardgames. A complete recreation of the Grand-Tactical scenario in Moravia is provided, featuring over 1200 multi-colored unit counters, a 44 x 51 inch, three color period map, and complete rules of play.

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El Cajon, CA 92020**

# La Bataille de Deutsch-Wagram



Soldiers! The victory which you have sought so bravely, is finally within our grasp. From your bivouacs on the lawns of the Hapsburg Palace, we can see another feudal army assemble on the far shore of the Danube.

You, the ever courageous veterans of Austerlitz, Jena, and Eylau have another field upon which destiny shall shine, Deutsch-Wagram. This is where we must bleed this Hapsburg tyrant, so he never again contemplates war with the Empereur of the French.

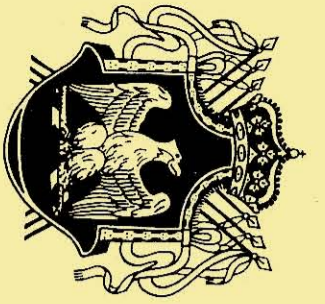
La Bataille de Deutsch-Wagram, is the fifth volume of the limited edition collector series of Les Batailles dans l'age l'Empereur Napoleon 1er. This grand-tactical game features 1600 multi-colored counters, a 34 x 88 inch period map, and all playing aids needed to win your baton on the field of honour.

As tradition demands, Marshal Enterprises, continually strives to provide you with all the colour, excitement and glory of the Napoleonic Battle.

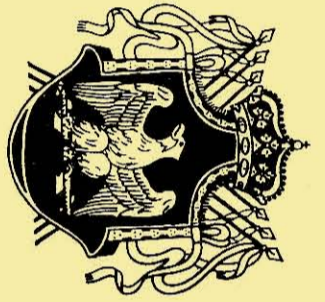
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U.P.S. \$41.00 Special Delivery \$47.00 Overseas \$52.00

Marshal Enterprises ★ 825 W. Washington ★ El Cajon, Ca. 92020



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PLEASE CIRCLE TITLE AND INDICATE QUANTITY

LA BATAILLE D'ESPAGNOL-TALAVERA	_____	\$17	\$21	\$24
LA BATAILLE D'AUSTERLITZ	_____	\$29	\$35	\$40
LA BATAILLE DE DEUTSCH-WAGRAM	_____	\$41	\$47	\$52

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ALL ORDERS ARE PROCESSED AND MAILED, FIRST COME, FIRST SERVED.

# Les Batailles Dans L'Age L'Empereur Napoleon 1er

This is a general addendum to the rule booklet. We have designed it to be placed in the rear of the general rules booklet. All rules herein modified or added can be applied to all prior releases.

## VOLTIGEURS AND JAGERS

All combat formations which are given a fire multiple on the fire effects chart, are permitted to enter tirailleur order. When a combat formation is in tirailleur order the melee value of the combat formation is  $\frac{1}{2}$  of the printed melee value, after adjustment for losses.

## COMBAT A LA FEU

Anytime a target hex of a fire attack has more than nine increments, there is an addition to the fire attack die roll of the number of increments over nine. Thusly a hex with fifteen increments would have a plus six to the die roll.

The fire defense of a line formation is five when the fire attack is made thru the flank hexside of the defending combat formation.

## ASSAULT A MELEE

All infantry combat formations which have a basic printed morale value of 11-16 never have a modification to their moral for odds during the pre-melee morale check.

## AIDE DE CAMP

The aide de camp counters provided in the game are to be treated as leaders in every respect. They may rally troops, lead assaults, etc.

In a multi-commander game the aides should be used basicly to carry notes between players of the common side. This should be the only connection permitted between players of a tactical or grand tactical nature. No verbal discussion of the general progress of the game is to be allowed.

To pass a note from one player to another, simply write the note during your movement sequence, and move an aide from the location of your personality counter to the personality counter of the second player. If this is over a long distance a number of turns may be required. When the note is received the player rolls one die, if a six is rolled the message is considered to have been lost in transit, and may not be read. If the aide is captured in route the message may be read by the leader of the capturing troops, if the die roll is successful.

Here are a few selected questions which have been sent to us, we hope the answers provided will assist you.

1. Do infantry combat formations pay a movement point cost to change facing? No.

2. Can a combat formation only melee an enemy combat formation which it fired upon? Yes, if an attacker fires on an enemy combat formation, the attacker may only attempt to melee the enemy fired upon.

3. If a cavalry combat formation charges, must it melee an enemy formation? No, the cavalry may just ride away from the enemy as it sees fit.

4. Do skirmishers melee at full strength? No, infantry in skirmish formation has it's melee value x.50

5. Are morale checks for losses cumulative? No, if a single combat loses more than say three increments in a single fire attack there is only one check.

6. May a combat formation with only four increments form line into two hexs? Yes, a combat formation may form line with up to eighteen increments in a hex or as little as one increment in a hex.

7. What is the ground scale of the maps? Approx. 120 meters per hex.

8. Is line of sight blocked by combat formations? Yes, except when the combat formation is routed (plus grand disordre.)

9. What is the rational used to design and color the unit counters? Basicly the general color of the unit's coat, pants, and facings are used. Sometimes due to various reasons we must adjust one or the other.

10. Am I correct in assuming when a combat formation is in line, the fire value of the unit is equal to; the number of increments times the line fire multiple? Yes, that is correct. But remember only four increments may ever fire from a single hex, while in line.

Remember the rules are a guideline which you are to follow. They will provide you with a perimeter of play but not an answer to every possible action which may come up.



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