

TRUCKFISH GAMES

BATTLESCOPE

NAPOLEON

THE ART OF COMMAND



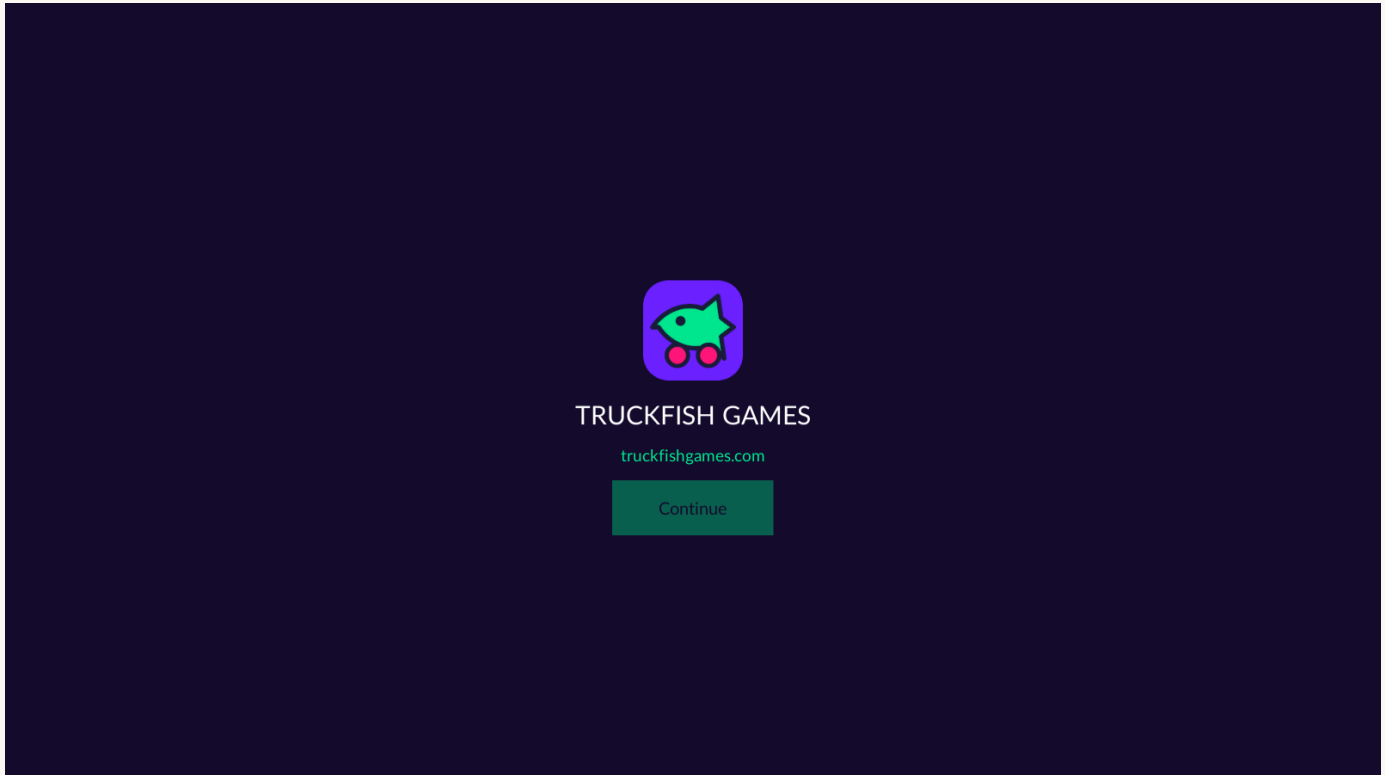
Actual Windows 1.0.1 scene rendered offscreen; interface omitted for capture.

Command the French or Coalition army in an offline, turn-based strategy game. Fight across twenty historical-inspired fields, or carry your force from Quatre Bras to Waterloo in a two-battle Hundred Days campaign.

FREE FIELD GUIDE

Installation, controls, tactics and campaign essentials.
Keep this booklet beside you for your first command.

Take command



The actual publisher screen rendered from this release. Continue opens the game; it also proceeds automatically.

Install and start

1. Download the game's Windows ZIP and extract the entire archive into a folder.
2. Run BattleScopeNapoleon.exe from the extracted folder. Keep the executable, its Data folder, MonoBleedingEdge and all supplied DLLs together.
3. Create or select a local commander profile, then choose Battles or Battle campaign. The packaged game needs neither the Unity editor nor an online account.

Choose your first game

Choose Battles for an independent field, or Battle campaign for Quatre Bras followed by Waterloo. Select either army and an opposition level. Relaxed is a useful place to learn.

Begin with Quatre Bras or Waterloo on Relaxed difficulty and read the briefing before moving.

Controls at a glance

INPUT	ACTION
Left-click	Select a friendly unit, inspect a unit, or move the selected unit to highlighted ground.
Right-click a visible enemy	Attack with the selected unit; artillery fires at legal ranged targets.
Space	End the turn.
F	Change formation; deploy guns or pack them up.
D	Dig in when the selected unit can do so.
R / Shift+R	Rest the selected unit / rest eligible units and end the turn.
Y	Rally the selected unit.
C / M	Arm Charge / arm Mass fire for an eligible selected unit.
Tab	Select the next idle unit.
Mouse wheel or + / -	Zoom the map.
Arrow keys or middle-mouse drag	Pan the map.
F1 / F2	Open the field guide / hide or restore battlefield panels.
F5 / F9	Save / load the current profile's battle.
Esc / Ctrl+Q	Pause or close an open report / request quit.

A useful habit

Use column to approach, then choose line or square according to the threat. Remaining in square exposes dense ranks to enemy fire.

Read the battlefield



Actual live battlefield; the interface is omitted in this offscreen capture. Objectives and terrain shape the fight.

Infantry formations

Column covers ground quickly. Line brings more muskets to bear. A steady square resists cavalry but cannot move, and its dense ranks are vulnerable to fire.

Cavalry

Charge exposed infantry and avoid steady squares. Charges tire the horses; exhausted cavalry needs rest before charging again.

Artillery

Limbered batteries travel as horse-drawn gun trains and cannot fire. Unlimbered batteries deploy as rows of guns. Changing formation prevents firing until the next turn. Guns also need ammunition and an available action. A crosshair badge means a legal shot is available; an hourglass means setup or spent actions; X means another firing condition is unmet.

Coordinated fire

Arm Mass fire, then right-click a target shared with an adjacent ready battery. Each participating battery spends its shot.

Command and condition

Organisation, health, morale and command support affect a formation's fighting ability. Rest tired units and rally routed ones before returning them to action.

Ground and observation

Inspect terrain, objectives and reinforcement notices before committing. Attacks require a visible target; the enemy follows the same movement and combat rules.

The campaign continues



The live battlefield after automated play in this release. The interface is omitted from this offscreen capture.

What decides the result

Hold named objectives while keeping your force effective. Ground, casualties, morale, army condition and other scenario scoring terms contribute to the result.

A battle ends at its turn limit, or when an army has no units left on the field and no reinforcements waiting. The final score produces a major victory, minor victory or draw.

The campaign advances to Waterloo after either result at Quatre Bras. Recover and rearm between battles. After Waterloo, the campaign record reports the battles fought and won.

Keep your command

Save, return and back up

Profiles, preferences, battle saves and campaign progress stay on this computer. Use F5 or the visible Save command before leaving an unfinished battle, and check the save message.

Continue on the title screen or F9 loads the profile's battle. Battle campaign resumes its campaign muster. Completed campaign battles are recorded automatically.

Save folder: %USERPROFILE%\AppData\LocalLow\Charging Bull\BattleScope Napoleon

About this game

Offline single player against AI; no multiplayer or strategic Europe war map.

Tactical forces, terrain, deployments and turn schedules are designed interpretations, not verified reconstructions of every historical soldier or battlefield contour.

Historical debrief figures are separate from game casualties. Eylau has no reliable casualty figure in the source record; Jena and Auerstedt share a combined record; Wagram and Leipzig retain full-battle versus sector caveats.

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