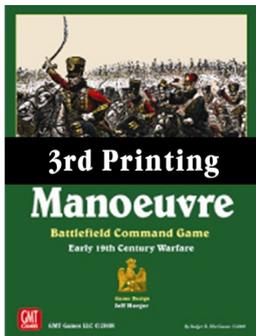


Manoeuvre, 3rd Printing



Available for Pre-Order. A fast-playing game of battlefield command, set in the early 19th century.

Rating: Not Rated Yet

Price

Price £45.95

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Manufacturer [GMT GAMES](#)

Description

Available for Pre-Order. Nearing Art Dept. Readiness (some have components with an artist now, but the whole project isn't yet in the art department)

Note on 3rd Printing: This printing will be the same as the previous printing, except for the following:

- The terrain tiles will be printed on thicker material (the same material as the Tank Duel tank display cards).
- This printing will feature thick counters.
- Any known errata will be corrected.

The battlefield is unfamiliar, a clear valley dotted by copses of trees and cultivated fields. The town at the valley's center is the strongpoint of your army's defense, held by stout infantrymen against two massed enemy assaults already this morning. Now, having fought off the enemy, you prepare the counterattack. Your lines, populated by more hearty infantrymen, extend away from the village on both sides to the foothills on the flanks, where your elite cavalry brigades await your word to attack. Your plan is "feint in the center, envelope the flanks, then, as the enemy's resolve begins to weaken, crush the enemy with a massed infantry assault by your Elite Guard reserves..."

...And you have the cards in your hand to make the plan work! But what cards is your enemy still holding? Will he play REGROUP to rally his center and hit you again? Or a SUPPLY card or a LEADER to coordinate a spoiling attack on your cavalry wings? Or will his GUERRILLAS harass your advance and impede your flow of reinforcements? What if he has his cavalry positioned to WITHDRAW and then turn on you with a COMMITTED ATTACK? Or has he prepared a nasty AMBUSH on your route of march? So many "what if's..." but time is fleeting—the time to Manoeuvre is now!

Manoeuvre is a fast-playing game of battlefield command, set in the early 19th century. Multiple geomorphic game maps provide the chessboard-sized battlefields over which eight different armies of the period move and fight in one-on-one battles. As the commanding General of a nation's army, you have at your command units and a 60-card national deck which represents your army's specific troops and unique strengths. Your job is to utilize those assets and manoeuvre your forces to achieve battlefield supremacy.

How Different Armies Match Up (Sample-From the Designer)

Russians : The Russian units have excellent staying power, most reduced sides are only slightly weaker than their full-strength sides. This means that Russian units are harder to kill....

British : The British are every bit the equal of the French. The British defensive values are slightly higher than the French, and they lack just a little of the firepower of the French. The British are an excellent side for novice players....

Americans : This is my favorite side. Ambushes, five solid leaders, volley fire, and many units have an opportunity to withdraw from undesired combat...

What testers are saying:

It's a clever game... Some kind of a mix between Stratego and any area wargame... There is a great mix of nationalities... Will appeal to blocklovers... This is a great mix of Euro vs Wargame...

COMPONENTS:

- One full-color countersheet
- 12 geomorphic cardboard map sections
- 8 nationality card decks (60 per deck) [France, Britain, Russia, Spain, Austria, Ottoman, Prussian, and United States]
- 2 Player Aid Cards
- Rules
- 4 6-sided dice, 4 8-sided dice, 4 10-sided dice