Napoleon Senki (Import) FAQ/Strategy Guide

by VinnyVideo   Updated to v1.0 on Mar 5, 2012

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Navigation tip: Press Ctrl and F to bring down a search bar. Then type in the
name of the section you're looking for - for example, [CONTC] for the Contact
Information.

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================================================================================
Introduction                                                           [INTRO]
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Hero. Liberator. Genius. Adulterer. War criminal. Common lunatic. Those are
just a few of the words historians have bestowed on the man that almost
conquered the world, the man the world knows as Napoleon. Whether you view him
as one of history's greatest leaders or as a demented tyrant, few people in the
annals of history fascinate the way Napoleon Bonaparte does.

In Napoleon Senki, you get to take control of Napoleon and his armies, reliving
his most famous battles in a primitive but surprisingly well-executed strategy

game. Also translated as "Battles of Napoleon" or "Napoleonic Wars," Napoleon
Senki suffers some from being released on the NES. However, it's actually
pretty fun, if a bit difficult. Graphics are OK by NES standards, and the pixel
art in the opening sequence is pretty detailed by 1988 standards. While sound
effects are kind of limited, the music is great - I never fail to get a kick
out of hearing the French national anthem in chiptune form on the title screen.
Other songs in the game consistently fit with the feel of the game. The actual
gameplay takes a little while to get the hang of, especially since the text is
mostly in Japanese. However, once you know what you're doing, I found it to be
a fun (and sometimes quite challenging) experience, even if this isn't the kind
of game I'd normally play. To be honest, the only reason I found this game is
because it was one of the few NES games lacking guides on GameFAQs, and since
it sounded interesting and I'd always wanted to contribute something to the NES
Completion Project, you've now got a guide for this title.

One caveat: While this guide is basically complete, there may be glaring
inaccuracies in it because I'm unable to understand Japanese. If anything is
wrong or incomplete, please shoot me an e-mail.

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===============================================================================
Controls and Basics                                                    [BASIC]
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A quick recap of the controls and the other basics:

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Controls
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```

--- World Map ---

```
Control Pad         - Move cursor
A Button            - Toggle between movement types (stationary, advance,
                        retreat, sideways)
SELECT              - View information on friendly, enemy, or neutral forces
START               - Pause game
```

--- Battles ---

```
Control Pad         - Move cursor
A Button            - Toggle between movement types (stationary, advance,
                        retreat, sideways)
SELECT              - Toggle between small cursor (which affects only one unit
                        at a time) and large cursor (which controls up to four
                        units at a time)
START               - Pause game
```

When the cursor touches one of your own units, whether on the overworld or in
battle, that unit will continue moving in the direction of the cursor until you
tell it otherwise. For that reason, it's a good idea to keep track of what all
your units are doing.

On the battle screen, press A or B to cycle through the twelve different battle
formations available. Battle strategy shall be discussed in greater detail
later in the guide.

Object of the Game

In each scenario, the goal is to conquer your enemy's base without having your
own stronghold defeated. You win a scenario if you defeat the army protecting
the enemy's base. You lose if your own base is conquered by the enemy forces,
or if all regiments of your army (excluding the regiment protecting your own
base, since it's incapable of moving from its post) are defeated in battle.

Items on the Map

Here's an overview of the various icons that appear on the overworld map
screen:

Blue men - It goes without saying that the soldiers dressed in blue represent
regiments of the French army - the troops that you command using your mouse,
er, Control Pad.

Gray men - Usually dressed in gray, these are the soldiers you're fighting
against. If one of your regiments moves into a space occupied by an opposing
regiment, you'll trigger a battle. Different opposing regiments follow
different patterns. Some will hover around the enemy's base, never straying
very far from the area they're defending. Others will randomly wander around
the countryside. These are the least dangerous enemies, but some of these will
scoop up the "items" you're trying to attain. The most dangerous battalions
will head directly to your own base. Leave a regiment or two near your
stronghold to discourage that sort of attack.

White men - The white soldiers on the world map are neutral forces. These
defectors or mercenaries, which always remain stationary, can be recruited to
join your army simply by touching them in any direction. While these guys will
give your regiment a very nice boost, you want to meet up with them as quickly
as possible - because they're just as happy joining up with the enemy army!

Towns - The small towns on the map don't grant you any direct reward for
occupying them, although the townspeople will never fight or resist your visit.
However, if you park a regiment there for a while, you'll gradually recruit
(conscript?) new soldiers for your army. These men will always play the role of
standard foot soldiers instead of a stronger unit, but this strategy can still
be very useful for replenishing a regiment that's been decimated by previous
battles, or to build up your strength before attacking an enemy base. This is
especially important in scenarios like the Spanish Peninsular War where there
are many towns but few opportunities for recruiting neutral fighters.

Strongholds - These large cities are the bases for each army. It's easy to tell
which stronghold is controlled by each army - your headquarters is manned by a
blue-clad officer, while the enemy base is represented by an officer wearing
the apparel of the enemy (usually, gray). The strongholds are usually protected

by large armies - often numbering over 100 units. That said, try not to allow the enemy to attack your base, because if they win the ensuing battle, it's all over. On the other hand, invading the enemy's base is tricky, because there are usually several regiments patrolling it. Send at least two regiments to distract them or wipe out one of the battalions shielding it, although if you're lucky, you might be able to sneak through the blockades on the world map. Stay alert and make your move when one of the guards moves away.

Horses, cannons - These icons will increase the cavalry or artillery forces of the regiment that touches them. These can be helpful, but it's not necessarily wise to go well out of your way to obtain these. This is especially true with the War of the Fifth Coalition, where many of these can only be collected by crossing steep mountains.

Traversing Tough Terrain

It's possible to cross any type of terrain in this game. However, traveling over forests and gentle mountains (which are light brown) will slow your progress slightly, and steep mountains (which have a darker brown hue) and water are quite difficult to cross. Worse, if you spend too much time traversing difficult terrain, you run the risk of losing soldiers because of defection, injury, or illness.

The same goes for the battle screen - you can get past any obstacle if you're patient enough, but if you're in a hurry, steer clear of trees, rocks, and so forth, unless you can blast them away with a cannon.

Game Options

You know that options screen that appears before each scenario? Enigmaopoeia helped translate this, shining some light onto what these options mean. The default option is always listed first.

Enemy Tactics   - Normal, Easy, Hard

Bombardment Distance   - Normal, Moderate, Far, Near

Units   - Plenty, Scarce

Replenishments   - Normal, Plenty, None, Scarce

Supply Cards   - On, Off

Supply Convoy   - On, Off

Combat Speed   - Slow, Fast, Normal, Moderate

Marksmanship Speed   - Slow, Fast

Cannonry Speed   - Slow, Fast

BGM   - On, Off

===
Unit Descriptions   [UNITS]
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This section describes the strengths and weaknesses of each rank of your army,
along with tips for getting the most out of each fighter's abilities. I'm not
sure what the distinction between the "Power" and "Attack" ratings is. If
anyone knows more about that, please let me know.

Infantry

Power: **
Attack: ***
Speed: **

These are your common, entry-level foot soldiers. They aren't particularly
powerful in any area, but they're great for defending your cannons and your
general, and they're potent attackers when used in a large group. Unlike other
types of units, you can recruit new infantry units for an individual regiment
by staying in a town for a while.

Grenadier

Power: **
Attack: **
Speed: ***

These guys carry rifles, allowing them to attack enemies with a much greater
range than any unit except artillery. They're not very useful in hand-to-hand
combat, however, so to capitalize on their strengths, keep them a few squares
from the front of enemy lines, or let them advance up the side and move inwards
on the enemy army, wreaking havoc from afar.

Artillery

Power: ***
Attack: **
Speed: **

One of the most important developments in military strategy that Napoleon

helped usher in was the increased reliance on heavy artillery to decimate enemy defenses. Napoleon's use of artillery greatly affected strategies used in wars throughout the 19th century, including the American Civil War, and you'll find that mastering the use of cannons is perhaps the biggest key to success - or failure - in this game.

Cannons have many nice points in this game. For one thing, they have tremendous range, and each cannonball does damage on a large area (a 3 x 3 block). Cannons are also useful for destroying boulders and other obstacles in front of the enemy lines, giving you an easier route into the belly of the enemy. The downside is that artillery fire can hurt your own men as well as those of the enemy. Cannons can only remain stationary or move slowly forward, so be careful not to overpursue. Still, cannons are the most potent offensive units in the game, so it's wise to guard each artillery unit with a few foot soldiers (although you need to keep them away from the actual landing area of cannonballs).

Cuirassier

Power: ***
Attack: **
Speed: ***

Cuirassiers are the big guys wielding medieval-looking axes. They're not that different from infantry in terms of attack style, but they're more powerful and thus more useful.

Cavalry

Power: ***
Attack: **
Speed: *****

As you can probably guess, these units attack from horseback. Their primary strength is their outstanding speed. This speed has a drawback, however, in that cavalry units are only able to advance and retreat - they can't move sideways. Even with that downside, cavalry fighters are great for opening holes in the enemy defenses at the beginning of a battle. They tend to become less useful as fights wear on, however, as their lack of lateral movement makes them easy to avoid. Avoid positioning cavalry units on the same line as your artillery, since this arrangement cannabalizes the effectiveness of both units and can impede your horses' path.

NCO

Power: ***
Attack: ****
Speed: ***

Non-commissioned officers are expert swordsmen who look a lot like regular
soldiers, but they wear taller hats and are stronger in every way.

Officer

Power: *****
Attack: ****
Speed: ***

Officers are elite versions of regular soldiers - they attack hand-to-hand, but
they wear big funny hats. They're also faster and significantly stronger than
the guys that just got out of boot camp. You might use these as bodyguards for
your general, or in certain battle formations, to take out enemy artillery.

General

Power: ***
Attack: ****
Speed: ***

The most important man on the battlefield, the general boasts decent fighting
abilities, but you're wise to keep them well out of harm's way, because
Napoleon Senki is like chess in that if you lose your leader, the battle's
over, no matter how many other units you have left. Be careful, because
generals and lower officers, especially for enemy armies, look rather similar
to each other (generals have a white stripe on their hats).

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Battle Strategies   [FIGHT]
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Whenever two opposing forces collide on the world map, a battle will commence.
At the start of the battle, you'll be shown the number of forces you and your
opponents have (listed in the same order as used in the preceding section), and
you'll have the option of fighting the battle manually (the first option) or
having the computer command all forces (the second option). Never choose the
auto-battle option, because doing so will almost always result in more
casualties for your side than for the opponents, and you'll never be able to
win when outnumbered.

Assuming you fight the battle yourself, you'll have to decide how you want your
army to align. The proper setup depends largely on what kind of forces the
opponents have - in particular, the number of cannons available for each side.
However, it's useful to know that the enemy always lines up in about the same
way, with cannons positioned near the middle.

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When your army is stronger than the enemy's:
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In this situation, the best strategy, attack all-out while trying to avoid
sacrificing any more troops than necessary. If there's an enemy cannon, be sure
to charge forward and take it out quickly, since cannon fire can quickly wipe
out the central forces that you'll need to have in order to strike the heart of
enemy ranks. Make optimal use of your artillery and cavalry, and try to leave a
few foot soldiers around your cannons to reduce the chances of enemy troops
destroying your artillery - after all, you want to be able to get as much use
out of your cannons as possible. Get a few troops on the flank if the enemy
general decides to evacuate there, but that won't be a concern if you can get a
quick surge through the enemy defenses.

When you're much stronger than the enemy, you might find it preferable to avoid
damaging enemy artillery and cavalry units, especially if those enemy units
overpursue. That's because you can confiscate leftover cannons and horses at
the end of the battle and use them yourself in future fights!

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When your army is roughly the same strength as the enemy's:
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Probably the most conventional approach is to position your cannons in the
center and hope that your big guns will outlast your opponent's artillery and
allow you to blast your way through the enemy defenses. There's a degree of
risk to this approach, however, because if the enemy cannons get the first
shot (which happens a lot), you might lose your own cannons and be forced to
flee to the flank and/or lose any troops positioned near the middle of the
battlefield.

Flank attacks can work well against a foe of similar strength, since this
strategy will keep your men away from enemy cannon fire. The downside is that
battles fought in this way - especially with the extreme two-flank formation
will often take a much longer time to develop, increasing the risk of your
opponents being able to earn enough time to launch an offensive on your own
general.

Either way, don't completely abandon any part of the battlefield. The enemy
general is faster than most of your troops, so you'll lose in the event of a
footrace. If you can surround the enemy leader on multiple sides, however,
he'll have nowhere to run and nowhere to hide.

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When your army is weaker than the enemy's:
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Just because your forces are outmanned by the enemy doesn't mean you can't
fight valiantly and put a serious dent in your enemy's most critical defenses.
In fact, it's even possible to win in such situations, even as a heavy
underdog, if you use good strategy and get a bit of luck on your side. Flank
attacks are usually the way to go when outmanned, especially if the enemy has
ample artillery forces. Be patient, and position some grenadiers a reasonable
distance from the enemy troops so you can knock out a bunch of enemies from
afar without much risk. Watch for any opportunity to strike at the enemy

general, even if it's from an unusual angle, like the back or flank. Fight to
the last man, and if you lose your last regular troop, take control of your
general and launch one last swipe at the enemy's artillery or general.

If you don't have any chance of winning, organize your regiment into two
flanks, then send as many troops as possible to the enemy's center and take out
as many cannons as possible. This way, if you have to fight this same regiment
again, you'll have a much, much easier time winning.

Safety First

At the start of the battle, your first action should be to locate your general
and move him away from the back center of the battlefield, where your general
could be exposed if the enemy's artillery breaks through. I've won several
battles against a stronger force by breaking through the ranks and blasting the
enemy general with a couple of cannonballs. Generally the safest place for the
general is in either back corner of the field. Keep a couple of officers and a
few foot soldiers nearby to help protect your general, and if a group of enemy
soldiers starts getting too close for comfort, be ready to flee to the opposite
side of the battlefield.

==
Frequently Asked Questions   [QUEST]
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Q: What actual battles do the scenarios in this game re-enact?
A: I haven't played the last two scenarios, but I'm pretty confident about the
accuracy of this list. Later battles include tougher terrain and larger enemy
armies.

1796 Italy   - First Italian campaign
1798 Egypt   - Egyptian expedition
1805 Austria   - War of the Third Coalition
1806-07 Spain   - Peninsular War
1809 Austria   - War of the Fifth Coalition
1812 Russia   - Invasion of Russia
1813 Germany   - War of the Sixth Coalition
1815 France   - Battle of Waterloo

Q: Can cannons or riflemen run out of ammunition?
A: No. All units in this game have unlimited ammo.

Q: How do I access the sound/music test screen?
A: Press A, B, and Left simultaneously on Controller 2 at the beginning of the
game. As far as I know, this is the only secret code in the game.

Q: What are some of the passwords in this game?
A: I haven't beaten all the scenarios, but the passwords I received after

finishing the first five campaigns were 2411, 3065, 4697, 4762, and 4737.

Q: Did anyone help with the production of this guide?
A: I'd like to extend a hand to Enigmaopoeia from the GameFAQs Contributors
Board and Fujiko for helping with the translation, which was helpful since I'm
not exactly fluent in the tongue of the Land of the Rising Sun.

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Version History   [VERSN]
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The moment we've all been a-waiting for.

Date | Version | Size |
---------|---------|------|--
3- 1-12 | 0.1 | 1KB | Started guide.
3- 2-12 | 0.2 | 6KB | Finished basic formatting.
3- 3-12 | 0.4 | 11KB | Worked on descriptions of stuff on the map, and some
         | | | other things as well.
3- 4-12 | 0.8 | 24KB | Wrote the majority of the text in this guide.
3- 5-12 | 1.0 | 26KB | Finished things up.

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Contact Information                                                      [CONTC]
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If you have any questions or comments about this guide, please send an e-mail
to VHamilton002@gmail.com. That's zero-zero-two, by the way. Remember that not
all e-mail messages will be read. Please follow these guidelines:

Do include "Napoleon" in the subject line.
Do send polite suggestions for ways to make this walkthrough better.
Do tell me about any errors or omissions you find in this guide.
Do send information about any glitches, tricks, or codes you discover.
Do ask any questions you have about gameplay. I will respond eventually if you
  follow all of these rules.
Do make a reasonable effort to use decent spelling, grammar, usage,
  punctuation, and capitalization so I can understand what you're trying to
  say.
Do use patience. I respond to my e-mail quite sporadically.
Do not send spam, pornography, flaming, chain letters, or anything that
  contains profanity or vulgarity. Junk like that gets deleted on sight.

And lastly, a public service message: Don't poach endangered species. Not that
anyone's going to read this.
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