

Napoleon's Triumph

Rules of Play (draft)



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1. Parts List

The game includes:

- 140 wooden playing pieces.
- 18 metal leader pieces.
- Two copies of a sheet of stickers.
- 15 wooden markers.
- Two game boards.
- Two copies of this rules booklet.

Note: Extra pieces and stickers are provided to replace any lost or damaged components.

2. Introduction

Napoleon's Triumph is a game based on the battle of Austerlitz. It is a game for two players: one player controls the French army and the other the Allied army. In the game, the players take turns moving their pieces and attacking enemy pieces. A player wins by either inflicting losses on the enemy army or by controlling territory.

3. Playing Pieces

The **pieces** in the game represent the opposing French and Allied armies. Blue pieces are French, red are Allied.

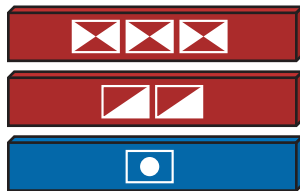
There are two classes of pieces: **commanders** and **units**. Commanders represent individual leaders and their staffs. Units represent bodies of infantry, cavalry, and artillery.

A sample commander is shown below:



Before starting play for the first time, stickers must be applied to the commanders. Commanders are identified by name.

Three sample units are shown below:



One side of each unit is marked with symbols. That side is called the **face**.

The type of symbol indicates the type of unit. There are four types of symbols:

- guard infantry
- infantry
- cavalry
- artillery

The number of symbols on a unit indicates its strength. The sample units above are a three-strength infantry unit, a two-strength cavalry unit, and a one-strength artillery unit.

Usually, a player keeps his units turned so that his opponent cannot see their faces. This normal state is called **face-down**. Note: in general, this is not literally face down – players who sit on opposite sides of the board will usually prefer to keep their units' faces towards themselves, which is convenient and suffices to hide them from their opponent.

Sometimes a player must show the face of one of his units to his opponent. In those situations the face is turned upwards. This is called **face-up**.

A commander does not have a face-down state. The identity of a commander is always visible to both sides.

When a unit has to be reduced in strength as a result of an attack or retreat, it is removed and another unit of the same type – but a lower strength – is put in its place. Extra units are provided with the game for this purpose.

At full strength, an infantry unit represents about 2000 men, a cavalry unit represents about 1400 troopers, and an artillery unit represents about 30 massed guns and their crews.

Commanders in the game represent the historical commanders of corps or their functional equivalents.

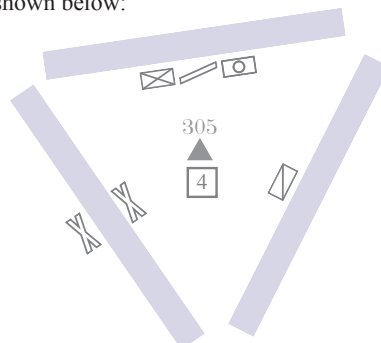
4. The Game Board

The game board consists of two sections, which are joined together. Most of the game board depicts a map of the battlefield. Some space on the edges is devoted to play aids.

The play aids are explained in the rules sections appropriate to them. The rest of this section explains how to read the map.

The map is divided into polygons. These polygons are called **locales**. The sides of the polygons are called **approaches**, and the middle is called the **reserve area**.

An example of a locale with three approaches is shown below:



The symbols that define locales are as follows:

is an approach. Approaches can be either **narrow** (as wide as one piece) or **wide** (as wide as two pieces). Penalty symbols can be on either side of an approach to show the effects of terrain on movement and attacks across it. **Penalties are directional: the penalties inside a locale show the penalties for moving and attacking into (not out of) the locale.**

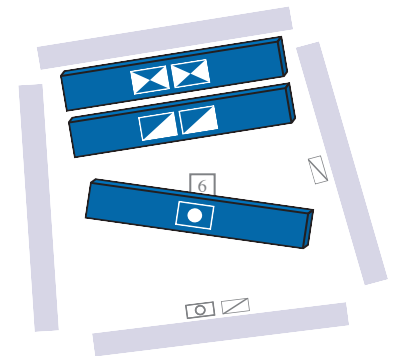
- is an infantry penalty.
- is a cavalry penalty.
- is an artillery penalty.
- is obstructed.
- is impassable.
- is the locale capacity.
- is a hill (the elevation number is cosmetic: it has no effect on play).

The example locale above is a hill, has a capacity limit of four and has three approaches. The top approach has penalties for infantry and artillery attacks into the locale, as well as an obstructed penalty. The right approach has a penalty for cavalry attacks into the locale. The left approach is impassable.

In some locales, a few special symbols are present. These are as follows:

- set-up locale.
- game objective locale.
- reinforcement entry locale.

A piece in play must be in a **position** within a locale. A piece can be in position next to an approach (which is called **blocking** that approach) or it can be in position in the reserve area (which is called being **in reserve**). The example below shows how this is physically represented:



(Pieces are face-up for illustration only.)

In the example above, the infantry and cavalry piece are blocking the top approach together, while the artillery piece in the middle is in reserve by itself. Pieces blocking approaches should be oriented the same way as

the approach. Pieces in reserve may be oriented any way that is convenient – their orientation has no effect on play.

Important: pieces are defined as being in the same position when they are in the same locale *and* in the same position in that locale. A piece blocking an approach in a locale is *not* in the same position as a piece blocking a different approach in that locale, nor is it in the same position as a piece in reserve in that locale.

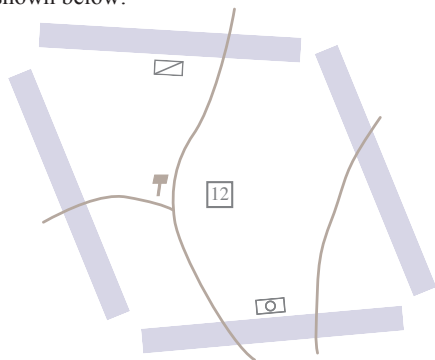
A player may not put more of his units (not counting commanders) into a locale than the locale's capacity limit. Note: there is a special case related to this limit in the corps rules (see section 8).

The capacity limit is for the entire locale. There are no sub-limits for the reserve area or individual approaches.

Locales are **adjacent** if they are on opposite sides of the same approach. Locales that share only a corner are not adjacent.

The red lines on the map are **main roads**. The brown lines are **local roads**. Roads affect movement: pieces can be moved farther in a turn if they are moving along a road.

Roads are divided into **segments**. A segment is a continuous stretch of road within a single locale that does not cross a **segment mark**. An example of a locale with road segments is shown below:



In the example locale above, there are four road segments. The segment mark at the intersection divides one road into three segments. These three segments are connected to each other. The other road is a single segment that is not connected to the other three.

Other markings on the map show elevation, woods, marshes, rivers, streams and towns. These are cosmetic and do not affect play. (Their effects are indicated by approach penalties and the sizes and shapes of the locales.)

5. Scenarios



Napoleon's Triumph has two scenarios, identified by their start date:

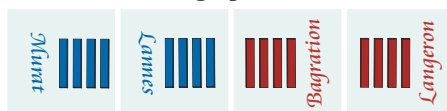
2 December Scenario

- *Description:* Historical day of battle. This is the game's main scenario.
- *Allied Set-up:* All Allied pieces are in play at start.
- *Estimated playing time:* 2 hours.

1 December Scenario

- *Description:* Historical Allied advance. More lines of play, longer playing time.
- *Allied Set-up:* Two Allied corps (Allied player's choice) start in play. All others enter as reinforcements.
- *Estimated playing time:* 3 hours.

6. Setting up the Game



Game set-up is as follows:

- (1) Select a scenario to play.
- (2) Agree on who will play which side.
- (3) Get out the game board.
- (4) Get out the markers. One black marker is for the Time Track. The red and blue markers are for the morale tracks. The other black markers are for the Command Track.

(5) Inventory the armies. The pieces that make up the armies' initial strength should be placed face-up on the French and Allied forces displays.

(6) The Allies set up. The Allied player organizes his army into **corps** by secretly assigning units (face-down) to commanders. The minimum number of units that must be initially assigned to each commander is printed next to the commander's name of the Forces display; the maximum number of units for all commanders is eight. In the 2 December scenario, all of the Allied corps begin the game in play. In the 1 December scenario, the Allied player selects any two corps to start the game in play, and the others start the game off-map and will enter as reinforcements (see the reinforcement rules in section 10). The corps that start the game in-play must be placed in the set-up locale bearing the commander's name. The pieces in a given corps may be in reserve or blocking any approach in that locale, but all the pieces in each corps must be together in the same position.

(7) The French set up. The French player organizes and sets up his army as the Allied player did in the previous step. The French corps (except Bernadotte's and Davout's) start on the map in both scenarios. Bernadotte's and Davout's corps start off-map and enter as reinforcements. Bernadotte and Davout must each be initially assigned at least one unit that is not a two-strength infantry unit. Suggestion: set-up goes faster if the French player begins to organize his pieces while the Allied player is orga-

nizing his. Doing so does not commit the French player to anything: he can still make changes after the Allied player finishes.

(8) The French player may detach up to six units from any of his on-map commanders and re-position them. They may not be more than two locales distant from their former commanders and may not be positioned in or adjacent to a red, green or black objective locale. The detached units may be placed either in reserve or blocking an approach.

(9) The French player turns one of his artillery batteries face-up and names it as his **fixed battery**. If it is in reserve, he should immediately reposition it to block an approach in its set-up locale. It may not move during the game. In all other respects it is a normal artillery unit, and may lead and support attacks and defenses.

7. Order of Play

The game is played as a series of **rounds**. Each space in the Time Track represents a round. The marker location tracks the current round.

A round is divided into two **turns**. The first turn is the Allied player's, and the second is the French player's.

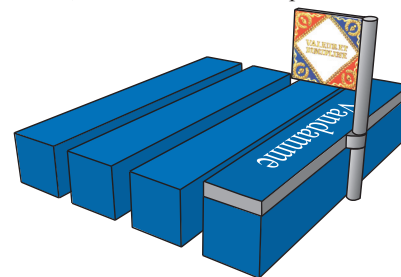
In a player's turn, he may move his pieces and use them to attack enemy pieces.

At the end of each turn, to restore secrecy for any units that may have been revealed during that turn, both players are permitted to do out-of-sight "shuffles" of their units. Units shuffled together must be in the same position. Units in a corps may not be shuffled together with units that are not in that corps.

8. Corps

A corps consists of one commander and one or more units. Corps are created during set-up.

Corps membership **can be** indicated by placing the commander on top of one of the units in its corps and arranging the others **next to it or behind it**, as shown in the example below:



Note: this is just a convention to help players keep track of which units belong to which corps. Apart from this use, the physical arrangement of the pieces in a corps has no effect on play.

A unit can leave a corps by being **detached** from it. Once detached, a unit can remain detached indefinitely, or it can be later re-attached to a corps (either the corps it left or a different corps) by means of an Attach command (see section 9 for details).

Players can voluntarily detach units from corps when specifically allowed to do so by the rules. Also, units can be involuntarily detached from their corps during attacks (see section 11) and retreats (see section 12).

The maximum number of units in a corps is eight. The minimum number of units is one. (The minimum number of units that must be assigned to a corps during set-up applies only during set-up; it does not apply once play begins.)

If all of the units in a corps are eliminated, the corps commander is eliminated: a corps can never be just a commander.

The pieces in a corps must always be in the same position at all times.

When multiple corps or detached units are in the same position, the pieces should be grouped and arranged to make it clear which pieces are in which corps and which pieces are detached.

Normally, the number of units allowed in a locale is limited by its capacity. However, a corps may move by road through a locale with a capacity that is less than the number of units in the corps, provided it does not end its move there.

9. Commands

A player takes his turn by executing **commands**. Commands are carried out in any order the player chooses, but one command must be completed before another can be begun.

There are two classes of commands: **corps commands** and **independent commands**.

A corps command is a command given by a commander to some or all of the units in its corps. Each commander can give only one corps command per turn. In addition, the Allied player is limited to a total of five corps commands per turn (note: the French player has no corresponding limit).

An independent command is a command given to a single detached unit. The Allied player is limited to three independent commands per turn and the French player is limited to four independent commands per turn.

The types of commands are as follows:

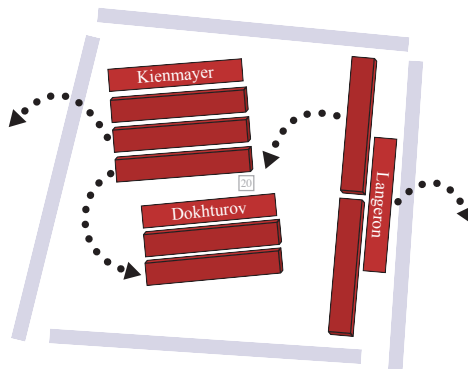
- **Corps Move** (corps command). The commander and all of the units in its corps move together. Immediately prior to the move, a player is permitted to detach units from the corps: the detached units remain in place.
- **Detach Move** (corps command). A commander detaches one or more units from its corps and moves them together. The commander and the rest of the units in the corps remain in place. Units moved by this type of command cannot move by road.
- **Attach** (corps command). A commander can attach a single unit to its corps. The commander and the unit must both be in

the same position at the time the command is given. The command may be given to a detached unit or a unit in a different corps; if given to a unit in a different corps, the command detaches the unit from its old corps as part of attaching it to its new corps.

- **Unit Move** (independent command). A *single* detached unit is moved. If the unit is not already detached, it can be detached as part of this command.

A unit cannot be moved by two commands in the same turn. Players should note, however, that an Attach command does not move a unit, so a unit can be given a move command and then an Attach command in the same turn.

The example shown below shows some commands in action:



In the example shown above, Kienmayer (top-left) uses a Detach Move command to detach a unit and move it out of the locale to the left. Dokhturov (bottom-left) uses an Attach command to detach a unit from Kienmayer's corps and attach it to its own corps. Langeron (right) uses a Corps Move command to move its entire corps out of the locale to the right, but before it does, it detaches the top-rear unit in the corps. A Unit Move command is then used to move that detached unit back into reserve.

The Command Track helps players keep track of commands. When a player carries out a command, his opponent puts a marker on the corresponding space on the track. Players should state their commands aloud as needed to ensure that they are correctly tracked.

10. Movement

Pieces only move by command. Multiple pieces moving by a single command must move together: at the same time and from the same position to the same position.

Pieces may not cross or block an impassable approach.

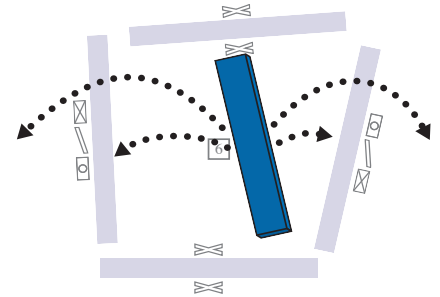
Pieces may attempt to move into an enemy-occupied locale during their move; such a move is an attack: see section 11 for details.

A piece in reserve at the start of the turn (and which is not moving by road) has the following movement choices:

- into reserve in an adjacent locale.

- to block an approach of the locale it occupies.

The following example demonstrates these choices:

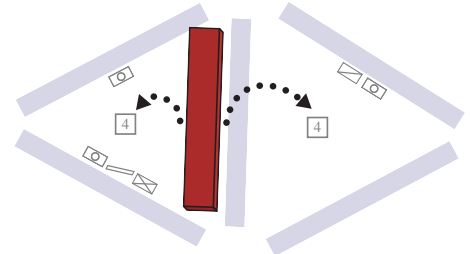


In the example shown above, the unit can move to block the approaches to the left or the right in the locale it occupies, or could move into reserve in the locales to the left or the right. It cannot move to the top or bottom because the approaches on those sides are impassable.

A piece blocking an approach at the start of a turn has the following movement choices:

- into reserve in the locale it occupies.
- into reserve in the locale on the other side of the approach it is blocking.

The following example demonstrates these choices:



In the example shown above, the unit can move to the left, into reserve in the locale it occupies, or it can move to the right, into reserve in the adjacent locale.

A piece moving by road can move farther than it could otherwise. Along a main road a piece can move up to four road segments. Along a local road or a combination of main and local roads a piece can move up to three road segments.

In order for a piece to move by road, it must start and end its move in reserve.

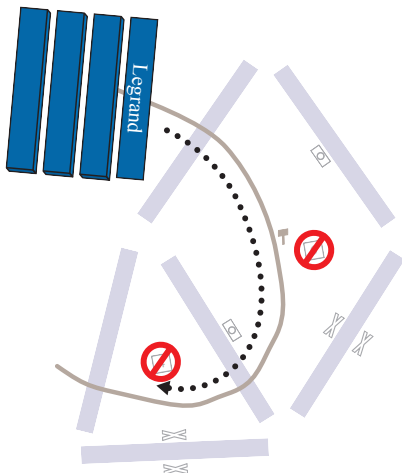
A piece moving by road must follow an unbroken road that connects the locale where it starts with every approach it crosses and every locale it enters.

A piece that begins its move in a locale containing multiple road segments can start from any desired segment.

When a corps with two or more units moves by road, it causes an **exclusion penalty** in the locale in which it ends its move as well as the immediately preceding locale along its movement path. The effects of this penalty are as follows:

- No units occupying the reserve areas of those locales can have moved there earlier in that turn.
- No other units can enter the reserve area of the locales (even if only to pass through them) later that same turn.

The example below illustrates road movement and exclusion:



In the example shown above, Legrand's corps of four units moves three segments by road. Note the segment marker in the first locale: even though the corps moved three segments, it only was able to move two locales. The red "prohibited" symbols indicate the locales subject to the exclusion penalty.

A corps of two or more units moving by road must stop on entering a locale if there is an adjacent locale containing an enemy corps of two or more units.

Units moving ... by road by a Corps Move command can detach and "drop off" units...

Reinforcements are pieces that start the game off-map and enter the map during play. The rules in this section govern when, where, and how they enter. Once in play, they behave like other pieces.

French reinforcements are eligible to enter as shown on the Time Track; if that time is prior to the start of the scenario, the reinforcements are eligible to enter from the scenario's first round on. In scenarios in which the Allies enter as reinforcements, they are eligible to enter on the scenario's first round.

A player may voluntarily delay reinforcement entry. **Important note:** the French army's victory conditions are *much* easier to achieve if they can avoid bringing on any reinforcements during the game (see section 16).

Reinforcements enter play on reinforcement entry locales (blue for French, red for Allied). A player chooses which entry locales which pieces will use at the time he brings them on. Different pieces may use different locales.

Reinforcements may not use an entry locale if it is enemy-occupied.

Reinforcements must use road movement to enter play.

Reinforcements require commands to enter play. They may be detached prior to entry and enter by Unit Move commands, or they can enter as corps by Corps Move commands. Pieces entering as a corps must come on together at the same entry locale by the same road.

The Allies were historically deceived about the French reinforcements. To simulate this, French reinforcement units may be given two move commands in their turn of entry, and French reinforcement commanders can give two commands in their turn of entry. The second command cannot be issued until after the first has been completed, but it need not be consecutive with it (i.e. – Davout could enter by a Corps Move command, then other French commands could be executed, and then Davout's corps could move again by a second Corps Move command). Note: French reinforcements have to move by road on the first command, but not the second.

11. Attacks

An **attack** is when pieces attempt to move into an enemy-occupied locale. Attacks occur during movement and are part of movement.

The move command which causes the attack is called the **attack command** (it can be either a Corps Move, Detach Move, or Unit Move command). The locale into which the attack is made is the **defense locale**. The adjacent locale from which the attack is being made is the **attack locale**. The defender's side of the approach between the two locales is called the **defense approach**, and the attacker's side of that same approach is the **attack approach**.

Normally pieces are moved one command at a time, however, two or more corps may combine for an attack move. In order to do so, they must be moving by Corps Move commands from the same position across the same attack approach. The corps each still require a separate command to move. This option cannot be combined with road movement.

Although the attacker must expend a command to make an attack move, none of the steps in the attack procedure requires the attacker to expend additional commands. The defender is never required to expend commands in an attack.

An attack can be made by road movement if all the attacking units are cavalry (the attack can include a commander). When the move is declared, the units must be turned face-up to confirm that they are cavalry. **Pieces moving by road can continue their move after the attack if the defender retreats before combat.**

Cavalry units cannot lead an attack, lead a defense, or counter-attack if the defense approach is obstructed. (Leading units and

counter-attacks are explained in the attack procedure below.)

Once an attack (including feints, but excluding defender retreats before combat) is made across an approach, no other attacks *or moves* can be made across that approach that turn, even if all the defending side's pieces in the locale are eliminated.

If the defender loses an attack (excluding retreats before combat) and is forced to retreat from a locale, **the attacking player may not move any pieces into that locale that turn other than the pieces that participated in the attack.**

An attack is resolved according to the following procedure:

(1) Attack Threat. The attacker names the attack approach. If the attack is by road and the attacking pieces do not yet occupy the attack locale, the command must be declared and the pieces must now be moved to that locale.

(2) Retreat Option. The defender either retreats before combat or defends, as per the following:

- If the defender has units blocking the defense approach, he must defend.
- If the defender has no units blocking the defense approach and no units in reserve, he must retreat.
- If the defender has units in reserve but none blocking the defense approach, he may choose to defend or retreat.

If the result is retreat, the defending player executes that retreat (see section 12). The attacking player declares his attack command (if he has not already done so), and then may either execute the command and move his pieces into the defense locale, or leave his pieces in place (if left in place, a command must still be expended). **A retreat before combat ends the attack: the remaining steps in the attack procedure are ignored.**

If the result is defense, then the defending player must name the **defending pieces**. These pieces must include any pieces blocking the defense approach, and may include additional pieces from those in reserve. Pieces blocking other approaches may not be named as defending pieces. Pieces may not be named as defending pieces if they were named as defending pieces in a previous attack against that locale that same turn. **Similarly, pieces may not be named as defending pieces if they had retreated after combat earlier that same turn (they are not prevented from being named as defending pieces if they retreated before combat earlier that turn).** Note: the act of declaring pieces as defending pieces neither changes their position nor turns them face-up.

(3) Feint Option. If he so chooses, the attacker may declare his attack a feint. (Note: if the attack is by road move, it *must* be declared a feint). If a feint is declared:

- The attacking player declares the attack command. If the attacking pieces are blocking the attack approach, they must remain in place. If they are in reserve, they may either all remain in place or all move up to block the attack approach. A command is expended, even if the attacking pieces remain in place. Cavalry moving by road *may* move up to block the attack approach, even though pieces moving by road normally must end their move in reserve.
- If all of the defending pieces are in reserve, the defending player must move one or more of them up to block the defense approach. It is the defending player's choice how many and which defending pieces will move up, providing that the one unit minimum is met. Corps may be partly moved up and partly held back, but any units in a corps that do not do what their commander does are detached from the corps.

A feint ends an attack: the remaining steps in the attack procedure are ignored.

(4) Defense Declaration. The defending player names the defense **leading units** and **supporting artillery units**.

The choice of leading units is restricted as follows:

- The units must come from the defending pieces named in step 2 of this procedure.
- Zero, one, or two units can be named if the defense approach is wide; zero or one if it is narrow.
- Units in reserve may be named only if there are no defending pieces blocking that approach (excluding units declared as supporting artillery).
- Two units in reserve cannot be paired as leading units unless they are both in the same corps.
- Leading units must be of the same type (either infantry, cavalry, or artillery).
- A unit in reserve with a strength of one cannot be named a leading unit.

If the defense leading units are not themselves artillery, then supporting artillery units may be named. The choice of supporting artillery is restricted as follows:

- The units must come from the defending pieces named in step 2 of this procedure.
- Zero, one, or two units can be named if the defense approach is wide; zero or one if it is narrow.
- Artillery units in reserve cannot be named supporting artillery if the leading units are blocking the approach.
- Two artillery units cannot be named unless they occupy the same position.

As they are named, the leading units and supporting artillery units are turned face-up.

(5) Attack Declaration. The attacking player must name the attack command, the **attack width**, the attack **leading units**, and the attack **supporting artillery units**.

The attacking player declares the attack command. The **attacking pieces** are the pieces subject to this command. The attacking pieces remain in place until the attack is resolved. Note: in an attack by two or more corps moving together, the attacking pieces are the pieces in all of the corps.

The attack width determines the number of leading units that can be named (for both sides). If the attack approach is narrow, the attack is narrow. If the attack approach is wide, the attack is wide by default, but the attacking player can choose to declare it narrow. If the attacking player declares it narrow and there are two defense leading units, the attacking player chooses which one will be attacked: the other defense leading unit is no longer considered a leading unit and is turned face-down again. Note that the maximum number of artillery support units for both sides is determined by the width of the approach and is not affected by this declaration.

The choice of units is restricted as follows:

- The units must come from the attacking pieces named earlier.
- Zero, one, or two units can be named if the attack is wide; zero or one if it is narrow.
- Units must be of the same type (infantry, cavalry, or artillery).
- A one-strength infantry or cavalry unit cannot be named a leading unit.
- An infantry unit with a strength of two cannot lead an attack if there is an infantry attack penalty in the defense approach.
- An artillery unit cannot lead an attack unless it is blocking the attack approach. In addition, one or both of the following must be the case: (1) the attack locale is a **hill** and the defense locale is not, or (2) artillery neither led nor supported an attack from that same attack approach in the previous turn (it is permitted for it to have led or supported a defense).

If the attack leading units are not themselves artillery, then supporting artillery units may be named. The choice of supporting artillery units is restricted as follows:

- **The units must be detached.**
- Zero, one, or two units can be named if the attack approach is wide, zero or one if it is narrow.
- They must be blocking the attack approach.

Declaring a unit as supporting artillery does not move the artillery and does not require an additional command. An artillery unit may have moved earlier in a turn (to reach the attack approach) from which it supports an attack, but it may not move later in a turn after supporting an attack.

As they are named, the leading units and supporting artillery units are turned face-up.

(6) Initial Result. The initial result is calculated as follows:

- Add together the strengths of the attack leading units and attack supporting artillery units.
- If the attack leading units are infantry, and the defense leading units are blocking the defense approach, subtract one.
- If there is a penalty in the defense approach that matches the type of the attack leading units, subtract one.
- If there is attack supporting artillery, and there is an artillery attack penalty in the defense approach, subtract one.
- If the attack leading units are infantry or cavalry (but *not* if they are artillery), subtract the total strength of the defense leading units and defense supporting artillery units.

The attacker initially wins if the result is greater than zero. The defender initially wins if the result is less than or equal to zero. **Important exception: on a zero result, French attackers initially win if the Allied leading units are in reserve.**

(7) Counter-Attack. If the attack leading units are not artillery, the defending player has the option to name units to counter-attack. If the defending player does not counter-attack, then the initial result is final and the players can skip ahead directly to step 9. The choice of units for a counter-attack is restricted as follows:

- The units must come from the defending pieces named in step 2 of this procedure.
- The units must not be any of the leading units (note that a leading unit turned face-down in step 5 is no longer considered a leading unit and can counter-attack if it is otherwise eligible).
- One or two units can be named, but two can be named only if both are of the same type and from the same corps. Note that two units can be named even if the attack is narrow.
- Infantry units may counter-attack only if the attacker won in the initial result calculation. Cavalry units can counter-attack regardless of the initial result. Artillery units cannot counter-attack.

As they are named, the counter-attacking units are turned face-up. Each counter-attacking unit takes an immediate one-strength point loss.

(8) Final Result. The (reduced) strengths of the counter-attacking units are subtracted from the initial result calculated in step 6. As is the case in the initial result, the attacker wins on a result greater than zero while the defender wins on a result of zero or less. However, the exception that allows the French to win an attack on a result of zero if any of the Allied leading units are in reserve is extended so that the French also win if any of the Allied counter-attacking units are in reserve.

(9) Attacker Losses. If the attack leading units are artillery, the attacker does not take losses. Otherwise, the attacker losses are calculated as follows:

- One strength point for each defense leading unit and defense supporting artillery unit.
- As many additional strength points as the final result is below zero (i.e. - if the final result is -2, then the attacker loses two additional strength points).

The calculated losses should be applied to the attacking units in the following order:

- Losses are first applied as evenly as possible to the leading units. The defending player chooses how to apply odd losses.
- If the leading units are eliminated, any excess losses are applied to other attacking units, with the choice going to the attacking player.
- If all the attacking units are eliminated, any other excess losses are ignored. (Note: only units named as attacking units in step 5 take losses, which excludes attack artillery support units.)

(10) Defender Losses. The defender losses are calculated as follows:

- One strength point for each cavalry or infantry attack leading unit declared in step 5. (Note: this applies even if the units were eliminated in step 9. It does not apply if the leading units are artillery.)
- As many additional strength points as the final result is above zero (i.e. - if the final result is +2, then the defender loses two additional strength points).

The calculated losses should be applied to the defending units in the following order:

- Losses are first applied as evenly as possible to the leading units. The attacking player chooses how to apply odd losses.
- If the leading units are eliminated, any excess losses are applied as evenly as possible to counter-attacking units. The attacking player chooses how to apply odd losses.
- If the leading and counter-attacking units are eliminated, any excess losses are applied to other defending units,

with the choice going to the defending player.

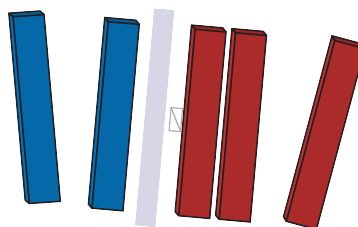
- If all the defending units are eliminated, any other excess losses are ignored. (Note: only units named as defending units in step 2 take losses.)

(11) Completion. How the attack is completed depends on the final result:

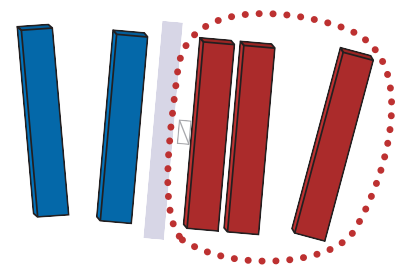
- If the attack leading units are artillery, then all pieces for both sides remain in place. The attacking pieces do not move and the defending pieces do not retreat.
- If the attacker wins and the attack leading units are not artillery, then **all** the defending player's pieces in the defense locale must retreat (see section 12) and the attacking pieces complete their move into the reserve position in the defense locale (the attacking pieces do not have the option to remain in place). Note again that supporting artillery are not considered attacking units and do not participate in this move.
- If the defender wins, the defending pieces remain in place. Any attacking pieces blocking the attack approach must withdraw into reserve in the attack locale (this is not technically considered a retreat and is not governed by the retreat rules). All attack units are detached from their corps, except for one unit per corps named by the attacking player. Other units in the attack locale belonging to the attacking player, included supporting artillery, do not withdraw and are not affected by this result.

Finally, any units turned face-up during the course of the attack are turned face-down again.

Attack Example: Shown below is a step-by-step example of an attack:

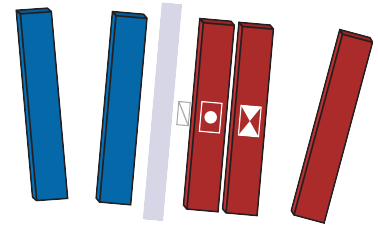


(1) Attack Threat. The French player declares an attack from the locale occupied by the French pieces into the locale occupied by the Allied pieces. The left-most French piece is in reserve, as is the right-most Allied piece. The other pieces are blocking opposite sides of the same approach.

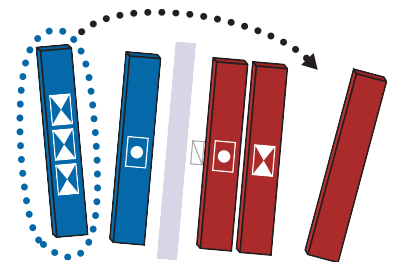


(2) Retreat Option. The defending player has pieces blocking the defense approach: he must defend. The defending player names all three of his pieces as defending pieces. All pieces remain in place and face-down.

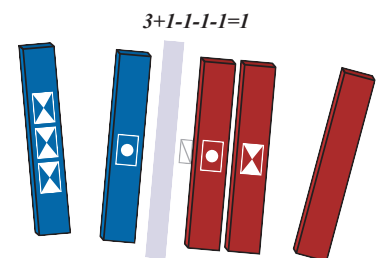
(3) Feint Option (no illustration). The attacking player declares that the attack is not a feint.



(4) Defense Declaration. The Allied player names a one-strength infantry unit as his leading unit. He names a one-strength artillery unit as his artillery support. Both units are turned face-up.

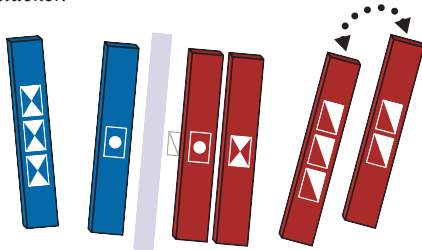


(5) Attack Declaration. The French player states his attack command: it is to move with his reserve piece by a Unit Move command, which makes that unit the (only) attacking piece. The approach is narrow so the attack width is narrow. The French player declares the three-strength infantry unit as his leading unit. He also declares the one-strength artillery unit as his artillery support. Note that the artillery support unit is not itself making the attack move. Both units are turned face-up.

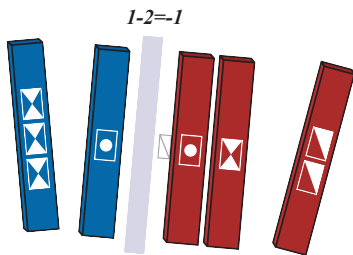


(6) Initial Result. First, the strengths of the attack leading units (3) and attack supporting artillery units (1) are added together (3+1). Next, one is subtracted because the attack lead-

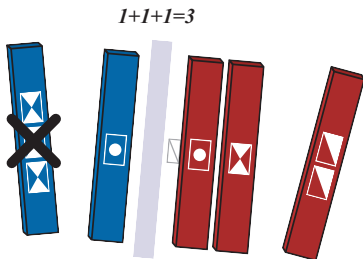
ing unit is infantry and the defense leading unit is blocking the defense approach (3+1-1). The only terrain penalty in the defense approach is cavalry, which does not apply, so there is no terrain penalty to subtract. Next, the strengths of the defense leading units (1) and defense supporting artillery units (1) are subtracted (3+1-1-1-1). The initial result is 1 (3+1-1-1-1=1), which is an initial (but not final) win for the attacker.



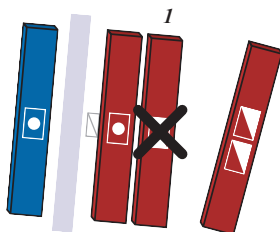
(7) Counter-Attack. The Allied player states that the reserve unit will counter-attack and it is revealed to be a three-strength cavalry unit. A loss of one is assessed immediately and the unit is reduced to a two-strength cavalry unit.



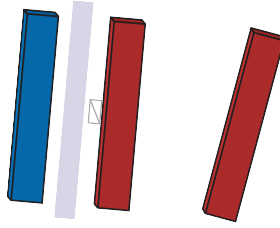
(8) Final Result. The strengths of the counter-attacking units (2) are subtracted from the initial result calculated earlier (1). The new result is negative one (1-2=-1). The result is less than zero, so the defender wins the attack.



(9) Attacker Losses. The attacker losses are one for each defense leading unit (1) and one for each defense artillery support unit (1+1) and one for each point the result is below zero (1+1+1) for a total loss of three (1+1+1=3). The attacker loss of three points is applied to the attack leading unit, eliminating it. There are no remaining losses to be applied.



(10) Defender Losses. The defender losses are one for each attack leading unit (1). The defender loss of one point is applied to the defense leading unit, eliminating it. There are no remaining losses to be applied.



(11) Completion. The defender wins, so all defending pieces remain in place. The only attacking unit was eliminated, and so there are no attacking units left to withdraw. (Reminder: the attack supporting artillery unit is not affected by the result and does not withdraw.) All units are then turned face-down.

12. Retreats

A **retreat** occurs when defending pieces are forced out of the locale they occupy by an enemy attack.

A retreat is not technically a move and the rules governing movement do not apply to it.

When a player's pieces in a locale retreat, **all** of that player's pieces in the locale must retreat: none can remain behind.

Retreating units are turned face-up at the start of a retreat and face-down at the end.

Retreating units take losses as follows:

- Artillery units are eliminated.
- For each approach occupied by infantry or cavalry units, a one-strength point loss is assessed if the approach is narrow, or two if it is wide. The retreating player chooses which infantry and/or cavalry units from the approach will take the losses. This penalty is not applied to the pieces blocking the defense approach.
- If there are infantry units in reserve that were not declared as defending pieces, a one-point loss is assessed if the defense approach was narrow, and two if wide. The retreating player chooses the reserve infantry unit or units that will take the loss. **Important note:** cavalry units in reserve do not take a loss when they retreat.

Pieces forced to retreat go into reserve in one or more adjacent locales. The retreating player gets to choose which of his pieces will retreat to which locales, with the following restrictions:

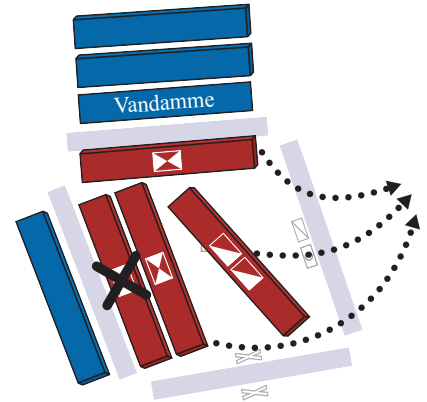
- The retreat may not be into the attack locale.
- The retreat may not be across an impassable approach.
- The retreat may not be into an enemy-occupied locale.

- The retreat may not cause the total number of the player's units in a locale to exceed the locale's capacity. If the available retreat locales can hold some, but not all of the retreating units, the retreating player may put as many units into them (his choice of units) as will fit.

Pieces unable to retreat within the above restrictions are eliminated.

When a corps retreats, all units except one are detached from the corps. The retreating player may choose the unit that remains in the corps.

An example of a retreat is shown below:



The infantry piece at top was defeated in an attack by Vandamme's corps opposite it, which forced all the defender's pieces in the locale to retreat. No losses are taken from the unit blocking the top approach because it is the defense approach. A one-point loss is taken from the left approach, eliminating one of the two infantry units there. The piece in reserve was cavalry and therefore took no loss. The retreating pieces cannot retreat to the top because that is where the attack is coming from, and cannot retreat to the left because the locale to the left is enemy-occupied, and cannot retreat to the bottom because the approach is impassable, so the only available retreat direction is taken: to the right. The retreating pieces are turned face-up at the start of the retreat and face-down at the end.

13. Morale



Each army has a morale level which is indicated by a marker on the Morale Track. For each strength point lost in attacks and retreats, the marker is moved down by one. Once morale is at one (1) it remains at one until and unless the army is **demoralized**. The demoralization of either army ends the game immediately.

An army with a morale level of one is demoralized the next time it loses a strength point, **unless that loss occurs in an attack won by that army, as either the attacker or defender.**

The strength point loss which demoralizes an army with a morale of one can occur during the same attack or retreat which reduced its morale to one, or it can occur during some subsequent attack or retreat.

14. Night



There is a **Night** round between 1 and 2 December. It is marked as such on the Time Track.

In the night round, pieces cannot attack.

At the start of the night round, each side regains half (fractions rounded down) of its morale losses, up to a maximum of five points.

15. Elite Units

There are two kinds of elite units: **heavy cavalry** and **Guard infantry**.



Heavy cavalry are three-strength cavalry units.

The first step loss for each heavy cavalry unit reduces army morale by two points instead of one.



Guard infantry are three-strength infantry units marked with the guard infantry symbol. Guard infantry are infantry units and all rules that apply to infantry units apply to Guard infantry units, except where specifically noted otherwise.

If an attack includes Guard infantry, in step 1 of the attack procedure the attacking player may declare an attack a **Guard Attack**. At that time, the attacking player must declare the attack command, and demonstrate that there is at least one Guard infantry unit among the attacking pieces by turning it face-up (the unit is turned face-down again immediately afterwards).

A Guard Attack cannot be declared if the **attack** approach is obstructed, it cannot be declared a feint, and the attack leading units must be Guard infantry units.

In a Guard Attack, one is subtracted from the strength of each one or two-strength defense leading unit. Guard infantry units may lead attacks that were not declared as Guard Attacks (and may also lead defenses and counter-attack), but there is no penalty for enemy leading units in those situations.

Guard infantry units cannot be paired with non-Guard infantry units in leading an attack, defense, or counter-attack.

The first step loss for each guard infantry unit reduces army morale by three points instead of one. When reduced, a Guard infantry unit is replaced by an ordinary infantry unit and is no longer Guard infantry.

If the leading units in an attack or defense are Guard infantry and their side loses in the attack, their army loses an additional three morale points, above and beyond any morale reductions for losses, and cannot declare any more Guard attacks for the rest of the game.

16. Winning the Game



If either army becomes demoralized, the game ends immediately. The undemoralized army wins a **decisive victory**.

If neither army wins a decisive victory, a **marginal victory** is awarded after the last round is completed. This is based on control of objective locales, which are the locales marked with red, black, green, or blue stars. Note that some locales have more than one star and control of one of these locales gives control of two different objective colors.

An army is considered to control an objective locale if both of the following requirements are met:

- It is occupied by a corps of that army with at least one infantry and/or artillery unit. Units are turned face-up after the game for verification purposes.
- A path by road can be traced from the locale to a main road reinforcement entry locale for that army (the Allies have two such locales, the French one). The entry locale cannot be enemy-occupied and the path cannot pass through an enemy-occupied locale.

The terms for a marginal victory depend on whether the French player brought any of his reinforcements into play. These are as follows:

Without French Reinforcements: the Allied player wins a marginal victory if:

- the Allies control at least one blue star objective, **and**
- the French do not control any green, red or black star objectives.

The French player wins a marginal victory if the Allied player does not.

With French Reinforcements: the French player wins a marginal victory if:

- the Allies do not control any blue star objectives, **and**
- the French control at least one green, one red, and one black star objectives.

The Allied player wins a marginal victory if the French player does not.

17. Game Balance (optional)

This option allows players to change the balance of the game.

Changing the game balance is done by reducing the initial morale level of one side. This can be done arbitrarily by mutual agreement between the players before or during set-up, or it can be done by a **morale auction**. A morale auction works as follows:

- The auction is held during step 2 of set-up.
- One player gets the first bid. By default, which player goes first is determined randomly, but it can be done by mutual agreement, tournament rules, or some other method.
- A bid consists of a side and an initial morale level (such as "French 31"). After a bid, the other player can either say "pass" or bid a lower morale for that side (top "French 31" with "French 30", for example). The first bid must be at or below the normal initial morale level for the bid side (i.e., a bid like "French 40" is not permitted).
- The morale auction ends when one player says "pass", in which case his opponent wins the auction. The player who won the auction takes the side and initial morale of his final bid. The player who lost the auction takes the opposing side at its normal initial morale level.

18. The Santon (optional)



The Santon was a small, very steep hill on the left flank of the French army. Historically, the French fixed battery was deployed on the Santon. The optional rules in this section allow for a better simulation of this unique terrain feature.

Other than the French fixed battery, artillery units occupying the Santon locale cannot lead or support an attack or defense. *Historical Note: the Santon was so steep that only way to get guns positioned on it was for work crews to haul them to the top with ropes.*

If the French fixed battery is set up in the Santon, the following special rules apply:

- The unit must set up in reserve.
- The unit is allowed to lead an attack, support a defense, or support an attack from reserve. It can do this across any of the three approaches in the locale.

- The unit is allowed to support an attack or defense from reserve even if the French leading units in the attack or defense are blocking an approach.

19. Team Play (optional)

Although *Napoleon's Triumph* is fundamentally a two-player game, either or both sides can be played by a team of two or more players (note: in theory there can be as many players in a team as there are corps, but more than four players per side is not recommended). The rules in this section describe how this is done.

Teams are formed prior to set-up by mutual agreement. Teams do not have to have the same number of players, and it is permitted to have one side played by a team while a single player plays the other side.

After step 2 of set-up, each team holds a conference. This conference is private: players on the other side may not listen in. In that conference, players should:

- Agree on their **rank order**: the players on a team must have a rank order, from most senior to most junior. The most senior player is the **commander-in-chief** for the team.
- Make corps assignments. The commander-in-chief assigns each player, including himself, one or more corps.
- Make plans. Players may freely discuss what they intend to do (note: the commander-in-chief can change corps assignments based on this discussion, but any changes must be made before ending the conference).

Rank order and corps assignments must be revealed to the other side after the conference is over, but plans do not.

In the December 1 scenario, players may hold a second conference immediately prior to the start of their own turn in the Night round between 1 and 2 December. At that time, the rank order may not be changed, but the commander-in-chief may change corps assignments (which must be made public after the conference), and the players can hold additional discussions.

Players on a team may freely discuss the game in the conferences described above, but the only game-related communication allowed at other times is **order-passing**. (Note: the communications ban should not be construed as preventing players from making the various declarations called for at certain times by the rules.)

Order-passing is done at the start of each turn before any commands are given or pieces moved. The commander-in-chief for the team may write one order for each of the other players on his team. An order consists of a verb and zero or more nouns. Permitted verbs are: **attack** and **defend**. Permitted nouns are any named terrain features on the map. Examples of valid orders would be “attack”, “attack Telnitz”, “defend”,

or “defend Pratz, Pratzberg, Aujezd”. The recipient of the order cannot read it until the start of the *next* turn. Other players cannot read the order at all.

The team play rules *do not* require the recipient of an order to obey it.

Orders must mean what they seem to mean: they may not be used to encode secret messages.

Orders should be saved until the end of the game so that their legality can be verified by the opposing side.

In general, players on a team should take care not to inadvertently give signals to each other through conversation, gestures, body language, facial expressions, exclamations, etc. There may be times when maintaining a poker face is difficult, but players should do their best.

The set-up procedure is altered for team play as follows:

- Assignment of units to corps is done by the commander-in-chief of the team.
- In the 1 December scenario, the Allied commander-in-chief decides which Allied corps will begin the game in play.
- Placement of corps on the map is done in order of seniority, with the most senior player going first and the most junior player going last. Each player sets up his own corps.
- Detachment (for the French) is also done in order of seniority, from the most senior player to the most junior. Each player can only detach units from his own corps. The detachment limit is for the entire team: when one player detaches a unit, that is one less unit the other players on the team can detach. Once the team limit is exhausted, no more units can be detached during set-up.
- The French fixed battery is selected by the French commander-in-chief.

During play, the only player who can give a corps command for a corps commander is the player assigned control of that corps.

A player can use an Attach Command to detach a unit from the corps of a different player and attach it to his own corps only if he is senior to that other player.

A detached unit can be given a command only by the player who has the closest corps commander to that unit at the moment the command is to be given. In the event that two or more players have corps commanders equidistant to it, the senior player among them is the only one allowed to give the unit a command.

For command purposes, distance between pieces is determined by finding the movement path from one to the other that passes through

the fewest locales, and count the number of locales through which it passes. This path may cross enemy-occupied locales but may not cross impassable approaches. (Example: if the pieces are in the same locale, the distance is zero; if they are in adjacent locales the distance is one, and so on).

In a team's turn, play is in order of seniority. The most senior player gives *all* his commands and makes *all* his moves first, then the next most senior does the same, and so on down to the most junior player, who goes last. For both sides, the limit on the number of independent commands in a turn is for the whole team, as is the limit on the number of corps commands for the Allies: each time a player gives a command, that is one less command available for use by the other players on the team. Once the team limits are exhausted, no additional commands can be given. Note: It is perfectly possible for the more senior members on a team to use all the commands themselves and in so doing starve the more junior members of the team of commands. It may not be advisable to do so, but it is not illegal.

In the enemy turn, the player on a team who controls decision-making for the team's pieces in an attacked locale is the player with the corps commander nearest to it. If two or more players have corps commanders that are equidistant to it, then the senior player among them controls the decisions for the defense, at least up to the point at which the defending pieces are selected in step 2 of the attack procedure, which can result in a transfer of control:

- If there are no corps commanders among the defending pieces, the player who selected the defending pieces retains control.
- If there are any corps commanders among the defending pieces, control passes to the senior player with a participating corps commander.

Corps controlled by different players cannot combine and make their moves together in an attack.

Teams win or lose as a team: in team play the game still ends in a victory for either the Allied side or the French side; there are no victory conditions for individual team members.

If team play is combined with the morale auction option, the members of each team should agree on a representative to bid for them.

• Contact information:

web: <http://www.simmonsgames.com>
support: support@simmonsgames.com
sales: sales@simmonsgames.com

Design Notes

Napoleon's Triumph is a sequel to *Bonaparte at Marengo*. The basic design of the pieces, map, and the game mechanics all come from that earlier game.

Bonaparte at Marengo was a successful design, and a sequel was an obvious thing to do. The choice of Austerlitz as a subject was driven by the attraction of designing a wargame that was simple, large, and fast-playing, attributes that I didn't think had ever been successfully combined in a wargame. Austerlitz may have been a larger battle than Marengo, but it was also a shorter one. Even if the new game would need double the number of pieces, it would need only half the number of turns. These two differences seemed likely to cancel each other out, resulting in a game that was twice the size of its predecessor, but with roughly the same playing time.

While combining a large size and a short playing time was the main design goal, it was not the only one. Any craftsman hopes to improve on his previous work, and so did I here.

One particular area targeted for improvement was command and control. *Bonaparte at Marengo* had only very abstracted command rules; the goal for the new game was to make changes that would result in a richer simulation of this aspect of Napoleonic warfare. The initial plan was to put corps designations on the pieces and add a few corps integrity rules to the game. This idea was attractive from a complexity point of view, but unfortunately, it didn't work. The corps designations slowed down setting up the game, screwed up limited intelligence by giving away too much information when revealed, and most importantly didn't give any real sense that the armies were made of eight or nine corps instead of fifty or sixty brigades and regiments.

After a long period of deliberation and sulking, I finally decided to add command pieces to the game. This worked very well and gave the game a strong "two-level command" feel: when looking at the entire battlefield, players think like army commanders and make decisions about corps; when looking at local situations, players think like corps commanders and make decisions about regiments and brigades (which generally correspond to pieces).

Although this approach solved the problem it was supposed to solve (and I think that players of *Bonaparte at Marengo* will find it the most striking and pervasive difference in how the two games play), it was not a decision without cost. First, the amount of time it took to work out the command rules and do the physical design, prototyping, and costing of the command pieces blew the game's production schedule. Second, adding commanders required two full sections of rules and blew the game's complexity budget.

On top of this, command was not the only problem encountered in adapting the rules for

Bonaparte at Marengo to Austerlitz. A second major problem was the way combat worked. Marengo did not have the clashes of large forces that characterized Austerlitz, and the assault rules proved too lightweight. They resolved assaults quickly, but for high unit densities they worked poorly: they tilted the advantage too heavily to the defense, were not violent enough, and had too few decision points to be interesting.

The obvious solution was to beef up the assault rules, but the complexity budget was already under severe stress from the command problem, and it was clear that something had to give: I either needed to give up altogether on the complexity goals for the game or I needed to make deep cuts in complexity elsewhere.

As a general observation, it is easy to fix design problems by adding rules, but cutting rules is very hard work; the old comment "I'm sorry this letter is so long, but I did not have time to write a short one" applies even more strongly to rules writing than to writing in general. Game rules hang together as an interlocking system: cuts send ripples through the rest of the game, requiring changes elsewhere. Making a lot of cuts sends ripples everywhere and it becomes very hard to even see what you're doing anymore; cuts to reduce complexity can often create so many problems in other areas that the rules to fix them can actually add more complexity back than the original cuts saved.

It took a long time, but finally a new combat system was devised. The new system reduced complexity by collapsing the three forms of attack in *Bonaparte at Marengo* (maneuver, bombardment, and assault) together to form a unified combat system. While anyone who has played *Bonaparte at Marengo* will recognize the relatedness of the systems, the changes are too extensive to be considered a mere modification of the old system and amount to a whole new system of combat resolution.

While the new system does cut enough complexity from the game to bring the design as a whole back within its complexity budget, what particularly pleases me about it is that it adds a new quality that I really wanted for the game. An early design mantra for the new game was "Less Chess, more Poker." One thing I like about *Bonaparte at Marengo* is that it is an intensely cerebral game, but I really wanted *Napoleon's Triumph* to test players' nerves as well as their intellects. The new combat system has this character because it is extremely violent: defeat in a single attack can cripple an entire corps. To increase your chance of winning in combat, you can commit more forces, but the more you commit in order to win, the greater the disaster if you lose. In *Bonaparte at Marengo*, a careful and calculating approach could eliminate most risk, but in *Napoleon's Triumph*, players will often just have to steady their nerves and

commit, knowing full well that the results can be calamitous.

While the changes to the command and combat rules might have been made adapting the game system for any large Napoleonic battle, there was also a major design problem specific to the battle of Austerlitz.

The essential core of the historical battle of Austerlitz is that it was a trap sprung by Napoleon. He concealed his strength and intentions and lured the Allied army into attacking him. Simulating this in a game, however, is very difficult. While victory conditions can be made that force the Allies to attack, it is highly unlikely that such an attack will succeed and therefore highly unlikely that the Allied player will win. At the same time, if the victory conditions do not force the Allies to attack and allow them to win by standing on the defensive, the result just doesn't feel like Austerlitz.

This problem puzzled me for a long time. A seeming endless series of ideas (variable victory conditions, secret victory conditions, random victory conditions, etc.) were tried, but they all failed. It was only through the development of victory conditions that changed when the French reinforcements arrived that the problem was finally solved. This system forces the Allies to attempt an attack, but once the French bring on their reinforcements (thereby springing Napoleon's trap), the Allies get much easier victory conditions and just have to hang on to win.

Before closing there are two last things I want to discuss – the 1 December scenario and the team play option.

The 1 December scenario allows players to start the game on the day before the battle. Although it can take longer to play, I think the 1 December scenario is in many ways more interesting than the 2 December scenario: it has more maneuver and there are more lines of play available for both sides. In pre-publication feedback, I have seen a certain prejudice against the 1 December scenario on the grounds that it is "hypothetical" while the 2 December scenario is "historical", but I think this is unfounded: both are equally historical and equally hypothetical. They both take a historical situation as it existed at a particular time and let players explore the hypothetical might-have-beens from there.

The team play option was never a part of the original design conception, and was only added at the very end of the design process. Part of the motive was that while *Bonaparte at Marengo* had a good solitaire version, a solitaire solution for *Napoleon's Triumph* has been elusive. On the other hand, I think that *Napoleon's Triumph* adapts well to team play. While I know that many gamers have difficulty in finding even one opponent, I do hope that folks will be able at some point to give this entertaining option a try.

