

Napoleon's Triumph

Rules of Play (draft)



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1. Parts List.

The game includes:

- 150 wooden playing pieces.
- Two game boards.
- Two copies of the rules booklet.
- Two copies of a sheet of stickers.
- 19 wooden markers.

2. Introduction.

Napoleon's Triumph is a two player game based on the battle of Austerlitz. One player controls the Allied army and the other the French. In the game, the two 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 French and Allied armies in the game are made up of **pieces**. Blue pieces are French. Red pieces are Allied.

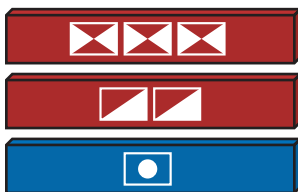
There are two classes of pieces: **commanders** and **units**. Commanders represent individual leaders and their staffs. Units represent bodies of infantry, cavalry, and artillery.

A sample commander is shown below:



Commanders are identified by name. Before starting play for the first time, stickers have to be applied to the commanders. An extra sticker sheet is provided to replace lost, damaged, or mis-applied stickers.

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: one symbol for each strength point. 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.

In some situations, the opposing player has a right to see a unit's face, and in those situations the face is turned upwards. This is called **face-up**.

Commanders are always considered face-up in that the opposing player always has a right to see their names.

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. For this reason, the game includes reduced strength replacement pieces. As a convenience, a few spare full strength pieces are provided as well.

This should not happen in normal play, but if there is no available reduced strength piece of a type and strength needed, use a lower-strength unit than called for, or even eliminate the unit if a one-strength unit can't be found. It is never permitted to reduce a unit with a replacement of a different type.

At full strength, an infantry unit represents about 2000 men, a cavalry unit represents about 1400 troopers, and an artillery unit represents about 50 guns and their crews.

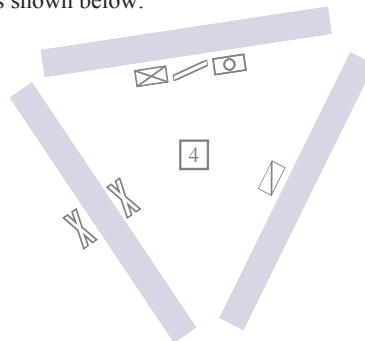
4. The Game Board.

The game board consists of two parts, which are joined together. Most of the game board consists of 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**.

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 printed on either side of an approach to show the effects of terrain on movement and attacks across it. **Penalties are directional: the symbols inside a locale show the penalties for attacking into, not out of, the locale.**

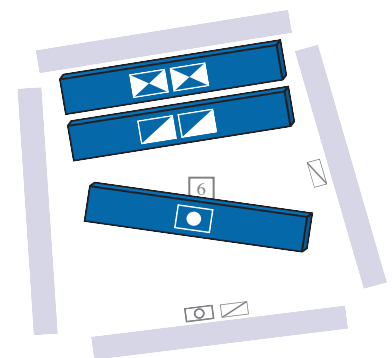
- ☒ is an infantry attack penalty.
- ☒ is a cavalry attack penalty.
- is an artillery attack penalty.
- ☒ is an obstructed penalty.
- ☒ is impassable.
- 4 is the capacity limit.

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

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

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

Pieces in play must be in locales. They can be either in the middle of the locale, which is called being **in reserve**, or they can be next to an approach, which is called **blocking** that approach. The example below shows how this is physically represented:



(Pieces are face-up for illustration only.)

In the example above, the infantry and the cavalry pieces are blocking the top approach into the locale, while the artillery piece is in reserve in the center. 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 place** when they are in the same locale **and** either in reserve together or blocking the same approach together. Being in the same place does **not** mean merely in the same locale.

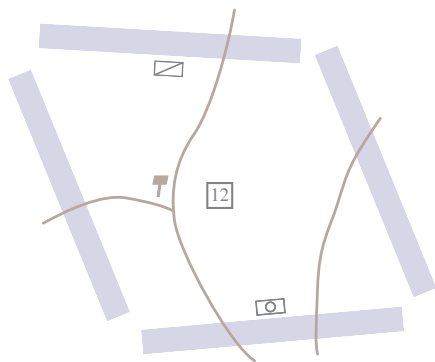
The capacity limit is for the entire locale. There are no sub-limits for reserve or blocking.

A player may not put more units (not counting commanders or any enemy units) into a locale than the locale's capacity limit. Note: there are two special case related to this limit in the corps rules (section 8).

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 marker**. An example of a locale with road segments is shown below:



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

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

5. Scenarios.



Napoleon's Triumph has four scenarios, which are identified by their start time. Set-up, the Corps Limit, and the Command Limit are explained in subsequent rules sections. The scenarios are as follows:

7:00AM 2 December Scenario

- *Description:* historical day of battle. This is the game's main scenario.

- *Allied Set-up:* Allied pieces are in play at start.
- *Allied Corps Limit:* 8.
- *Allied Command Limit:* 5.
- *Estimated playing time:* 2 hours.

11:00AM 1 December Scenario

- *Description:* historical Allied advance. More lines of play, longer playing time.
- *Allied Set-up:* Allied pieces enter play as reinforcements.
- *Allied Corps Limit:* 8.
- *Allied Command Limit:* 5.
- *Estimated playing time:* 3 hours.

7:00AM 1 December Scenario

- *Description:* hypothetical earlier, but less organized, Allied advance.
- *Allied Set-up:* Allied pieces enter play as reinforcements.
- *Allied Corps Limit:* 7.
- *Allied Command Limit:* 4.
- *Estimated playing time:* 4 hours.

7:00AM 30 November Scenario

- *Description:* hypothetical earliest, but least organized, Allied advance.
- *Allied Set-up:* Allied pieces enter play as reinforcements.
- *Allied Corps Limit:* 6.
- *Allied Command Limit:* 3.
- *Estimated playing time:* 5 hours.

Each scenario can be played in two different variants: **Allied Attack** or **French Attack**. The two variants differ in what each side has to do to win: see the rules for winning the game (section 16).

6. Setting up the Game



Game set-up is as follows:

- (1) Select a scenario and variant to play.
- (2) Get out the game board.
- (3) Set up the markers. The black marker is for the Time Track. One red and one blue marker are for the morale tracks. The other markers go in the Command Markers area. Stickers have to be applied to the markers before the start of the first game.
- (4) Inventory the pieces that initially make up the armies by putting them on the French and Allied Forces displays.
- (5) Set up the Allied commanders. For the 7:00AM 2 December scenario, the Allied player puts his commanders on the map in their designated set-up locales. He may put them in reserve or blocking an approach. For other scenarios, the Allied commanders will enter as reinforce-

ments and for now are placed on the edge of the board.

(6) Set up the French commanders. The French player puts the French reinforcement commanders (Bernadotte and Davout) on the edge of the board. He puts the other commanders placed on the map in their designated set-up locales. He may put them in reserve or blocking an approach.

(7) The French player takes one artillery unit and deploys it on the map face-up as his **fixed battery**. He places it where he likes, provided that it is no closer to an Allied commander (if any are in play) than it is to a French commander, and is neither in nor adjacent to an Allied reinforcement entry locale. The fixed battery must be deployed blocking an approach. It may bombard attack (see section 11) but otherwise may not move during the game. In all other respects it is a normal artillery unit.

(8) Allied unit set-up. The Allied player turns his units face-down and secretly assigns them as he likes to his commanders. He must, however, observe minimum and maximum set-up limits for each commander. The minimum set-up number for a commander is printed in the Forces Display next to its name. The maximum set-up number for a commander is the Allied Corps Limit for the scenario. If a commander is on the map, its units are placed on the map in the same place that it is in. If a commander is not in-play at start, its units are placed with it on the edge of the map.

(9) French unit set-up. The French player sets up his units (other than his fixed battery, which is already set-up) as the Allied player did in the previous step, with the following differences:

- The French Corps Limit is 8 for all scenarios.
- No more than three of the units initially assigned to each of the French reinforcement commanders can be two-strength infantry. This restriction no longer applies once the units enter play.

(10) The French player may detach up to 6 units from any on-map commanders and position them up to two locales distant from their former commanders. He may put them where he likes, but they may not be closer to an Allied unit after they were re-positioned than they were before. The detached units may be placed either in reserve or blocking an approach.

7. Sequence of Play

The game is played as a series of **rounds**. The Time Track marker is used to keep track of the current round.

A round is divided into two **turns**. The first turn is the Allied player's turn, and the second is the French player's. The time marker can be flipped to show the current turn.

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

8. Corps

A **corps** consists of one commander and one or more units. Corps are initially formed during set-up when units are assigned to commanders.

A corps' composition can change during play: units can leave it by being **detached** from it, and units can join it by being **attached** to it.

The number of units in a corps can never exceed the army's Corps Limit.

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

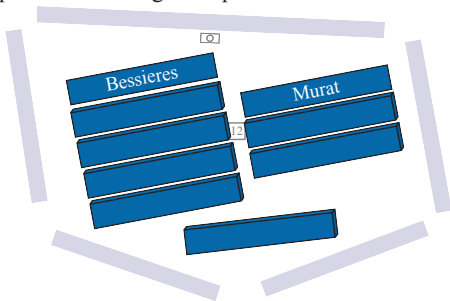
A player can voluntarily detach units from a corps as often as he likes any time he likes (even during an enemy attack or part way through a road move). Involuntary detachments occur whenever the rules require it.

A unit is automatically detached from a corps if at any time for any reason it ends up in a different place than the corps commander. The pieces in a corps must always be in the same place at all times.

Detached units are no longer part of the corps. Detached units can remain detached indefinitely. A detached unit can later re-join a corps by becoming attached to the corps.

A unit may be attached in the same turn it was detached, but a commander may not attach and detach in the same turn.

Corps membership is indicated by physically aligning the units in the corps together behind the corps commander. When multiple corps or detached units are in the same place, they should be grouped to keep it clear which is which, as per the following example:



In the example shown above, all of the pieces are in reserve in the same locale. The four units of Bessieres' corps (left) are lined up behind their commander, as are the two units of Murat's corps (right). Also present is a detached unit (bottom) that belongs to neither corps.

Normally, the number of units allowed in a locale depends on the capacity of the locale. There are, however, two important exceptions related to corps:

- A corps may never enter a locale with a capacity of three or less, regardless of the number of units in the corps.

- A corps may move by road through a locale that has a capacity that is less than the number of units in the corps, but it may not end its move there.

9. Commands

In his turn, a player carries out **commands**. Commands are executed in any order the player chooses, but only one at a time.

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

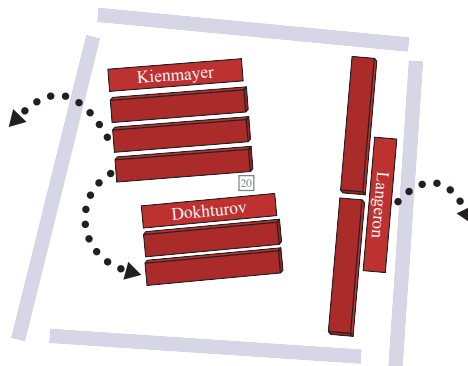
A corps command is a command given by a commander to the units in its corps. Each commander can give only one corps command per turn. Additionally, the Allies cannot issue more corps commands in a turn than their scenario-specific Command Limit.

An independent command is a command given to a single detached unit. Each player is limited to three independent commands per turn.

The types of commands are as follows:

- Corps Move (corps command). The commander and all of the units in the corps move together.
- Detach and Move (corps command). A commander detaches one or more units from the corps and moves them together. Units moved by this type of command cannot move by road. Note that there is no command cost for detaching units without moving them: this command isn't used to detach units, but to move units as they are being detached.
- Attach (corps command). If a commander and a detached unit are in the same place, the commander may attach the unit to its corps (only one unit can be attached per command). An attach command does not itself move a unit. A unit may have been moved earlier in the turn by a different command prior to being attached.
- Unit Move (independent command). A unit moves within a locale or to a different locale.

The example shown below shows some commands in use:



In the example shown above, Langeron (right) uses a Corps Move command to move

its entire corps out of the locale to the right. Kienmayer (top-left) then uses a Detach and Move command to detach a unit and move it out of the locale to the left. Kienmayer also detaches a second unit without moving it (no command is needed to do this), which Dokhturov (bottom-left) then attaches to its corps by using an Attach command.

Command markers are used to help players keep track of their commands. At the start of a player's turn, his markers are put face-up in the Command Marker area. As he carries out commands, his opponent tracks them by either putting the markers on the map near the commanded units or just turning them face-down in place. Players may use whichever method they prefer. Markers placed on the map should be picked up after the player's turn is over.

Players do not usually need to state their commands aloud as their actions generally make their intentions clear. In some situations, however, it is helpful to do so to ensure that a command is being correctly tracked.

10. Movement

Pieces are moved by command. If a single command moves multiple pieces, they move together: at the same time and from the same place to the same place.

No unit can move more than once a turn.

At the start of his turn, a player is permitted to do an out of sight "shuffle" of any of his units which are together in the same place and which are either all in the same corps or are all detached; this allows the player a way to restore secrecy for any units that had earlier been face-up.

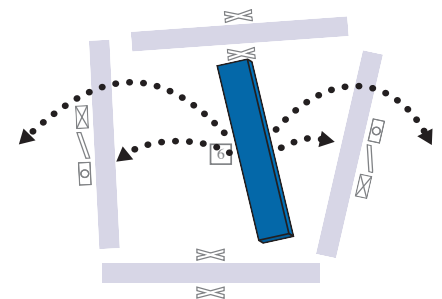
A piece may not cross an impassable approach.

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:

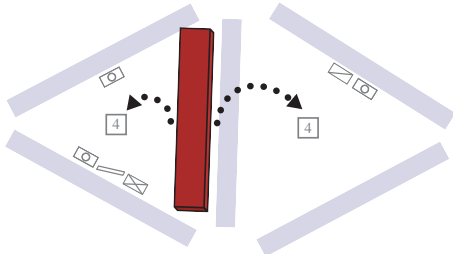


In the example shown above, the unit can move to block the approaches to the left or the right in the locale it occupies, or could move into reserve in the locales to the left or the right. It cannot move to the top or bottom because the approaches on those sides are impassible.

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.

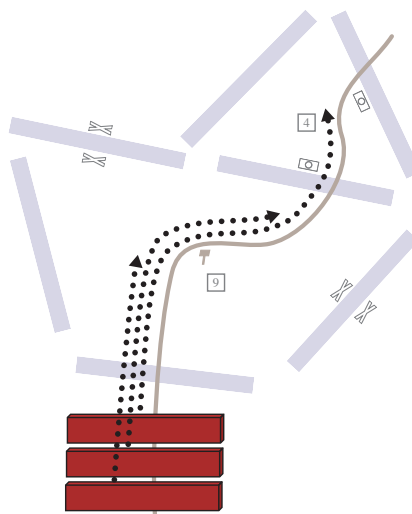
A piece moving by road can move farther than it could otherwise. A piece moving by road along a main road can move up to four road segments. A piece moving by road along a local road or a combination of main and local roads can move up to three road segments.

In order for a piece to move by road, all of the following conditions must be met:

- It must start and end its move in reserve.
- It must follow a continuous road from the locale where it starts through every approach it crosses and locale it enters.
- It must stop on entering a locale containing another friendly piece which moved there by road earlier that turn.

A piece that begins road movement in a locale containing multiple road segments can start its move from any desired segment: there is no “carry-over” from previous turns requiring that it start from the segment where a previous road move ended.

Units moving by road are subject to the **traffic flow** penalty. This penalty reduces the distance a unit can move by road by one segment for each unit that earlier that turn moved by road from or through the locale it occupies (Note: units that move together simultaneously as a corps do not affect each other in this way, but they affect and are affected by other units that move before and after them.) Traffic flow is illustrated by the example below:



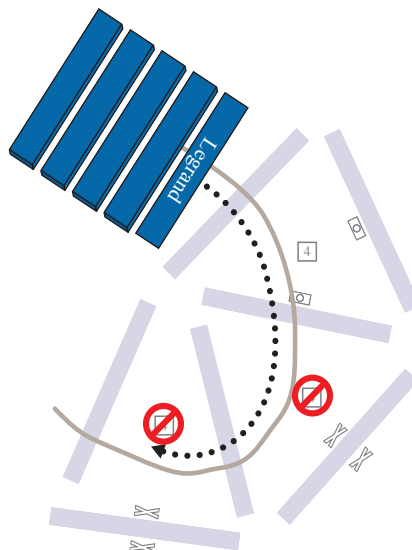
In the example shown above, the first unit can move a full three segments on the local road, but the second unit can only move two because of the traffic flow penalty caused by the move of the first unit. The third unit can only move one because of traffic flow penalties caused by the moves of the first and second units. Note the segment marker and that because of it the first and second units end up in the same locale.

A corps of more than one unit moving by road must stop on entering a locale adjacent to a locale containing an enemy corps of more than one unit.

When a corps of more than one unit moves by road, it causes an **exclusion** penalty in the locale in which it ends its move and the immediately preceding locale (if any) in its move. This means:

- 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 to just pass through them) later that same turn.

The example below illustrates exclusion:



In the example shown above, Legrand's corps moves by road. The red “prohibited” symbols indicate the locales subject to the exclusion penalty.

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

A player may voluntarily delay reinforcement entry. **Important note:** in the Allied Attack variants, 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).

When a player chooses to bring a reinforcement into play, he also chooses a reinforcement entry locale to bring it in on (different reinforcements may use different locales). Blue entry locales are French, Red are Allied.

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

Reinforcements require commands to enter play. They can enter either as corps (using a Corps Move command) or detached (using a Unit Move command), but they must use road movement to enter. For traffic flow calculation, units entering on the same turn from a single entry point are considered to have started their move in a locale just off-map (i.e. – the first unit on can move the full distance, the second pays a traffic flow penalty of one, etc.)

The Allies were historically surprised by the French reinforcements. To simulate this, French reinforcement commanders get to give two corps commands on their turn of entry (which can be used to move the same units twice). The first command must be a corps move command to bring the corps on map, but the second command can be of any type.

In scenarios in which the Allies enter as reinforcements, French units may not enter or move adjacent to an Allied entry locale for the first two turns of the scenario.

11. Attacks

An **attack** is a move by friendly pieces into an enemy-occupied locale. Attacks occur during movement and are part of movement.

The **defense locale** is the locale into which the attack is being made. The **attack locale** is the adjacent locale from which the attack is being made. The **defense approach** is the defender's side of the approach between the two locales, and the **attack approach** is the attacker's

side of that same approach. The **defense reserve** is the reserve area of the defense locale. The **attack reserve** is the reserve area of the attack locale.

Normally pieces are moved one command at a time, however, for an attack move two or more corps that start in the same place and which are all moving by Corps Move commands may make their move at the same time (each still requires a separate command, however). This option cannot be combined with road movement.

Although the attacker must expend a command to make an attack move, nothing 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 (this does not exclude commanders) and the defense approach is not blocked by enemy units. All of the units must be turned face-up at the end of the attack to verify that they are cavalry.

If the attack made by road movement succeeds, then the attacking pieces can continue their road move, but if the attack fails they cannot continue their move.

Cavalry units cannot make a road move attack, feint, lead an attack, lead a defense, or counter-attack if the defense approach is obstructed.

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.

If an attack succeeds (excluding defense retreats before combat), ***no other friendly pieces may enter the defense locale that turn other than those that participated in the attack.***

An attack is resolved according to the following procedure:

(1) **Attack Declaration.** The attacker names the defense and attack locales. He does not yet name the pieces that will make the attack.

(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 not blocking the defense approach, he may choose to defend or retreat.

If the defender retreats, the attacker wins immediately. He must declare his attack units as per step 4 in this procedure, and then the attack is completed as per steps 19 and 20. If the defender does not retreat, continue with the next step.

(3) **Defense Leading Units Declaration.** The defender selects which of his units (if any) will lead the defense. These units are turned face-up as they are named. The choice of units is restricted as follows:

- Zero, one or two leading units can be named if the defense approach is wide, zero or one if it is narrow.
- Priority is given to units blocking the defense approach. Units in reserve may be named only if there are **no** defending units blocking the defense approach. Units blocking other approaches can never be named the leading units.
- 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 (infantry, cavalry, or artillery).
- An non-artillery unit in reserve with a strength of one cannot be named a leading unit.

(4) **Attack Move Declaration.** The attacking player names the pieces that will be making the attack and expends the command(s) to make it. If the attacking pieces are moving by road, the attacker now moves them from where they begin their move to the attack locale.

(5) **Feint Option.** An attack by road is always a feint. Otherwise, the attacking player can declare an attack a feint if the defense leading units are in reserve. A normal attack will continue with the next step in this procedure, but a feint does not. Instead, a feint is resolved as follows:

- First, the defender advances his leading units to block the defense approach. He also has the option of advancing any or all of his other pieces in reserve to block the defense approach as well.
- Next, the attacker decides whether to have all the attacking pieces block the attack approach or all go in the attack reserve. He then moves the pieces as needed.
- Finally, if the defense approach is obstructed, at least one attacking unit must be turned face-up to verify that not all of the attacking units were cavalry.

(6) **Attack Width Declaration.** If the attack approach is narrow, the attack width 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 attacker chooses which one will be attacked: the other defense leading unit is no longer considered a leading unit and is turned face-down again.

(7) **Attack Leading Units Declaration.** The attacking player selects which attacking units are the leading units. These units are turned

face-up as they are declared. The choice of units is restricted as follows:

- Zero, one, or two leading units can be named if the attack width is wide, zero or one if it is narrow.
- Leading units must be of the same type (infantry, cavalry, or artillery).
- A non-artillery unit with a strength of one 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 attacked approach.
- An artillery unit cannot lead an attack unless it is blocking the attack approach and there is an artillery penalty on the **attack** side of the approach.

(8) **Attack Artillery Support Declaration.** If the leading units are not themselves artillery, the attacking player may name artillery units to support the attack. Supporting artillery units contribute strength to the attack, but they are not affected by it: they do not take losses, they do not withdraw after a loss, and they do not advance after a win. These units are turned face-up as they are named. The choice of units is restricted as follows:

- They cannot be any of the attacking pieces.
- They must be blocking the attack approach.
- Up to two supporting artillery units may be named for a wide attack, only one for a narrow attack.

(9) **Attack Strength Calculation.** This is done 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 approach is blocked by the enemy, 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.

(10) **Artillery Bombardment.** If the attack leading units were artillery, the defending units lose one strength point for each point of the attack strength. Defending losses are applied as per step 18 of this procedure. Other remaining steps of this procedure are ignored.

(11) **Defense Artillery Support Declaration.** If the leading units are not themselves artillery, the defending player may name artillery units to support the defense. These units are turned face-up as they are named. The choice of units is restricted as follows:

- They cannot be the leading units.

- Only artillery units in the same place (in reserve together or blocking the same approach together) as the leading defending units can support.
- Up to two supporting artillery units can be declared for a wide attack, one for a narrow attack.

(12) Initial Result Calculation. The strengths of the defense leading and supporting artillery units are subtracted from the attack strength. If the result is greater than zero, the attacking units win. If the result is less than zero, the defending units win. If the result is zero, the tie is broken as follows:

- The defending units win a tie if they are all blocking the defense approach (including counter-attacking units named later) or if the defense leading units are cavalry.
- In all other situations, the French units win (this is a fundamental asymmetry between the two sides).

(13) Counter-Attack Declaration. The defending player may name units to counter-attack. These units are turned face-up as they are named. The choice of units is restricted as follows:

- They cannot be the leading units (note that a unit turned face-down in step 6 can counter-attack if it is otherwise eligible).
- Counter-attacking units may come from the defense approach or from reserve.
- 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.
- Reserve units cannot counter-attack if they are detached. They must be part of a corps.
- 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.

(14) Counter-Attack Losses. Each counter-attacking unit takes an immediate one-strength point loss.

(15) Final Result Calculation. The (reduced) strengths of the counter-attacking units are added to the initial result calculated earlier. The same criteria for winning and losing are applied.

(16) Loss Calculation. The formula for calculating losses is as follows:

- Each side loses one strength point for each enemy leading unit in the attack.
- The attacker loses one additional strength point for each strength point of defending artillery support.
- The losing side loses one additional strength point for each point of superiority the winner has over the loser.

(17) Attacker Loss Application. The calculated losses should be applied to the attacking units in the following order:

- Losses are first applied to leading units, as evenly as possible with the final choice of an odd loss going to the defending player.
- If the leading units are eliminated, any excess losses are applied to other units making the attack move, with the choice going to the attacking player.
- Any other excess losses are ignored (reminder: attack supporting artillery never takes losses).

(18) Defender Loss Application. The calculated losses should be applied to the defending units in the following order:

- Losses are first applied to leading units, as evenly as possible with the final choice of an odd loss going to the attacking player.
- If the leading units are eliminated, any excess losses are applied to counter-attacking units, as evenly as possible with the final choice of an odd loss going to the attacking player.
- If the leading and counter-attacking units are eliminated, any excess losses are applied to other units blocking the attacked approach, with the choice going to the defending player.
- Any other excess losses are ignored.

(19) Attack Resolution.

If the attacker wins:

- Any defense supporting artillery is eliminated, and the defending units retreat (see section 12). The attacking units then complete their move into reserve in the defense locale.

If the defender wins:

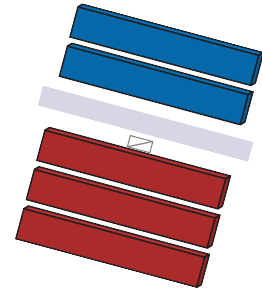
- The attacking pieces withdraw into the attack reserve. All attacking pieces in corps are detached, except for one unit in each corps (selected by the attacking player), which remains in the corps. This withdrawal is not technically considered a retreat and is not governed by the retreat rules.
- The defending leading, support, and counter-attacking units are advanced to block the attacked approach. If the defending player wishes, he may also move up any other pieces in reserve in that locale to block that same approach. Any corps units which separate from their commanders in this process become detached.

(20) Post-Attack Clean-up.

- Any corps units that are now separated from their commander (not blocking the same approach with it nor in reserve with it) are detached.

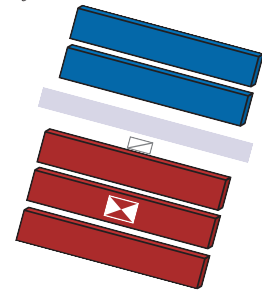
- Any units turned face-up during the course of the attack are turned face-down again.

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

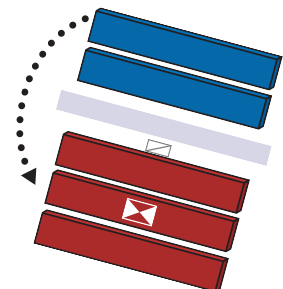


(1) *Attack Declaration:* the French player declares an attack from the locale occupied by the French pieces into the locale occupied by the Allied pieces. The pieces shown are blocking opposite sides of the same approach.

(2) *Retreat Option (no illustration):* The defending units are blocking the defense approach and must defend.



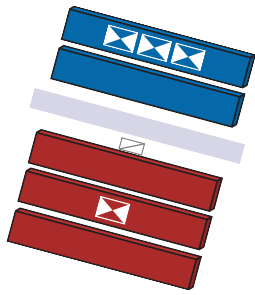
(3) *Defense Leading Units Declaration:* The Allied player names a one-strength infantry unit as his leading unit and turns it face-up.



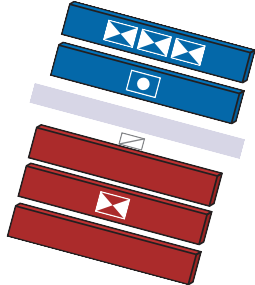
(4) *Attack Move Declaration:* The French player states that his rear unit (top) will be making the attack move by an independent command.

(5) *Feint Option (no illustration):* The defending units are blocking the defense approach so the attack cannot be a feint.

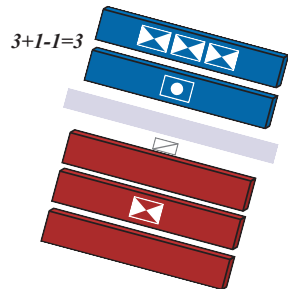
(6) *Attack Width Declaration (no illustration):* The attacked approach is narrow, so the attack width is narrow.



(7) Attack Leading Units Declaration. The French player names a three-strength infantry unit as his leading unit and turns it face-up.

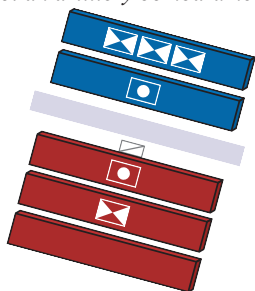


(8) Attack Artillery Support Declaration. The French player names a one-strength artillery unit as his artillery support and turns it face-up.

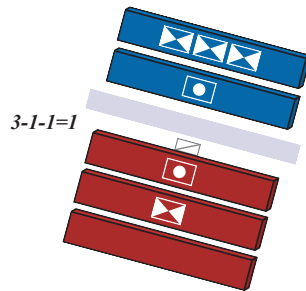


(9) Attack Strength Calculation. The strengths of the leading units (3) and supporting artillery units (1) are added together (3+1). Next, one is subtracted because the leading unit is infantry and the defending units are blocking the approach (3+1-1). The only terrain penalty in the defense approach is cavalry, which does not apply, so there is no terrain penalty to subtract. The resulting attack strength is three (3+1-1=3).

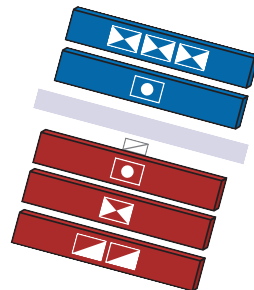
(10) Artillery Bombardment (no illustration). The attack leading units are not artillery, so the attack is not an artillery bombardment.



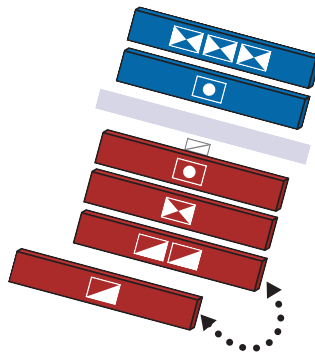
(11) Defense Artillery Support Declaration. The Allied player names a one-strength artillery unit as his artillery support and turns it face-up.



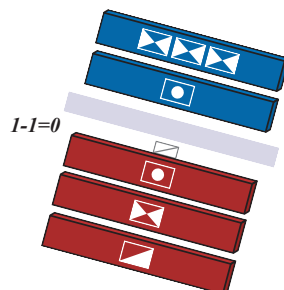
(12) Initial Result Calculation. The strengths of the defense leading units (1) and supporting artillery units (1) are subtracted from the attack strength (3) to yield the initial result of one (3-1-1=1). The result is greater than zero, so the attacker wins the initial result.



(13) Counter-Attack Declaration. The Allied player states that a two-strength cavalry unit will counter-attack and turns it face-up.

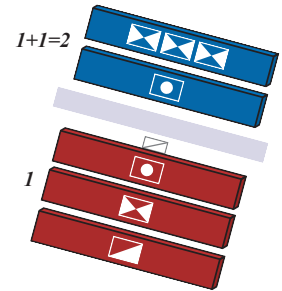


(14) Counter-Attack Losses. The counter-attacking cavalry unit immediately takes a one step loss, reducing it from a two-strength to a one-strength cavalry unit.

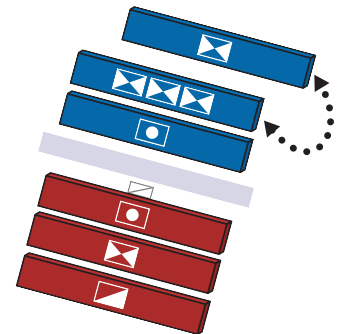


(15) Final Result Calculation. The strengths of the counter-attacking units (1) are added to the initial result calculated earlier (1). The new

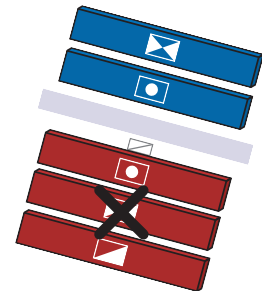
result is zero (1-1=0). The defending units are blocking an approach, so they win the tie.



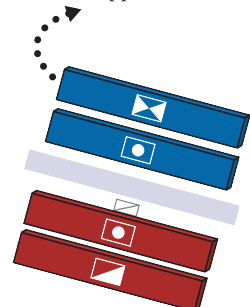
(16) Loss Calculation. The attackers lose one point for each defense leading unit (1) plus one point for each defense supporting artillery unit (1) for a total loss of two (1+1=2). The defenders lose one point for each attack leading unit (1).



(17) Attacker Loss Application. The attacker loss of two points is applied to the attack leading unit, causing it to be reduced from a three-strength to a one-strength infantry unit. There are no remaining losses to be applied to other units.

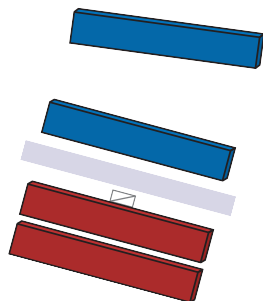


(18) Defender Loss Application. The defender loss of one point is applied to the defense leading unit, eliminating it. There are no remaining losses to be applied to other units.



(19) Attack Resolution. The defender wins, so the attacking units withdraw into the attack

reserve. Note that the attack artillery support unit is not affected by the result and does not have to withdraw. The surviving defense units remain blocking the locale.



(20) Attack Clean-up. All units turned face-up during the attack are turned face-down again. In this example there are no corps units that get detached.

12. Retreats

A **retreat** occurs when defending pieces are forced out of the locale they occupy as a result of an enemy attack. A retreat can result in losses to the retreating pieces.

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.

If units retreat from blocking an approach other than the one attacked (units in the attacked approach take no more losses above and beyond those they took in the attack itself), losses are applied as follows:

- Artillery units are eliminated.
- Infantry and cavalry units take a loss. This loss is one point for a narrow approach, two points for a wide approach (this loss is per-approach, not per-unit). Among multiple units, the retreating player chooses how losses are distributed. If the losses exceed the combined strength of the infantry and cavalry units blocking the approach, the excess losses are ignored.

If units retreat from reserve, losses are applied as follows:

- Artillery and infantry units take a loss. This loss is one point if the attacked approach was narrow, two if it was wide (this loss is per-locale, not per-unit). Among multiple units, the retreating player chooses how losses are distributed. If the losses exceed the combined strength of the artillery and infantry units in reserve, the excess losses are ignored.
- Cavalry units do not take any loss for retreating from reserve.

The retreating player gets to choose the adjacent locales into which his pieces retreat, 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 be into a locale that would cause the total number of the player's pieces there to exceed its capacity.

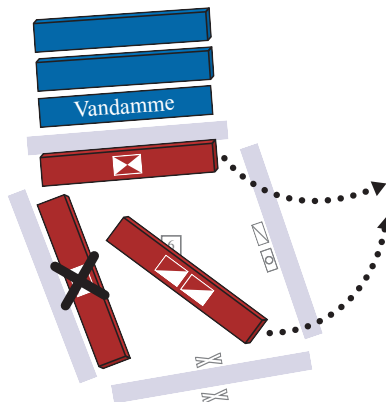
If there are multiple retreating pieces and multiple locales into which they may retreat, the pieces may retreat into different locales.

If there are no locales into which a retreating piece is permitted to retreat, the retreating piece is 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.

Retreating pieces are put in reserve in the locale into which they retreat.

An example of a retreat is shown below:



The infantry piece at top was defeated in an attack by Vandamme's corps opposite it and forced to retreat. Because of the defeat, the other infantry and cavalry piece in the locale had to retreat as well. The infantry piece at the left was blocking a narrow approach and therefore had to suffer a loss of one in the retreat, eliminating it. The piece in reserve was cavalry and therefore retreated without loss. The retreating pieces cannot retreat to the top because that is where the enemy 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. Every time an army loses a strength point, the marker

is moved down by one. If the morale level drops to zero, the army is **demoralized**.



14. Night

A **Night** round is marked as such on the Time Track.



In a night round, pieces cannot attack.

At the start of a 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: **guard infantry** and **heavy cavalry**.



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 specifically noted otherwise.

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.

The first corps revealed to have a guard infantry unit in it is designated the guard corps: guard units cannot lead a later attack, lead a defense or counter-attack except as part of that corps.

Guard infantry can only lead an attack if it is a Corps Move command. In calculating the strength of that attack, a bonus of one is applied for each guard infantry unit leading it (note that this does not apply to leading the defense or counter-attacking).

If an attack led by guard infantry fails, the attacking army loses an additional three morale points, above and beyond any morale reductions for losses.



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.

16. Winning the Game

If either army becomes demoralized, the game ends immediately, even if it is in the middle of an attack. 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 based on control of objective locales, which are the locales marked with red, black, green, or blue stars.

An army is considered to control an objective locale if it is occupied by a commander of that army and at least two infantry and/or artillery units (the units do not have to be part of that commander's corps). Units are turned face-up at the end of the game as needed for verification.

Marginal victories are awarded as follows:

French Attack Variant. In this variant, the French player wins a marginal victory if:

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

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

Allied Attack Variant (if the French player does not bring on any reinforcements). In this variant, the Allied player wins a marginal victory if:

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

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

Allied Attack Variant (if the French Player brings on any reinforcements). In this variant, the French player wins a marginal victory if:

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

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



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Design Notes
