

# Napoleon's Triumph

*Annotated Rules of Play*

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*From an original concept by David Ells*

*Version 1.2*

This rules set contains the text of the original rules of Napoleon's Triumph verbatim (minus Design Notes), along with annotations. It is being presented to the player community as an aid to facilitate learning the original rules, not to change them in any way. Therefore, if there is a conflict between this annotated rules set and the original rules, the original rules must always take precedence. David Ells originated the idea of annotated rules and provided many initial annotations. These were edited, expanded, and reformatted by Rick Mathews, so he must bear sole responsibility for any errors! A helpful flow chart of the combat sequence, created by Bruce Allen, is included with his permission. Annotations are presented as [blue text in brackets] to distinguish them from the text of the original rules. This should allow the annotations to be distinguishable even if printed on a non-color printer, although color printing is recommended.

## 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.

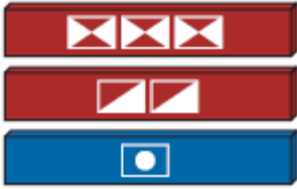
There are two classes of pieces: **commanders** and **units**. Commanders represent individual leaders and their staffs. Units represent bodies of infantry, cavalry, and artillery.

Commanders are identified by name. A sample commander is shown below:



Before starting play for the first time, stickers must be applied to the commanders.

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 name 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. [Note: there are no 2 & 1 step Guard infantry Units – they are replaced with 2 & 1 step (normal) infantry units and thus lose any special Guard infantry unit capabilities when so reduced. See section 15—Elite Units.]

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.

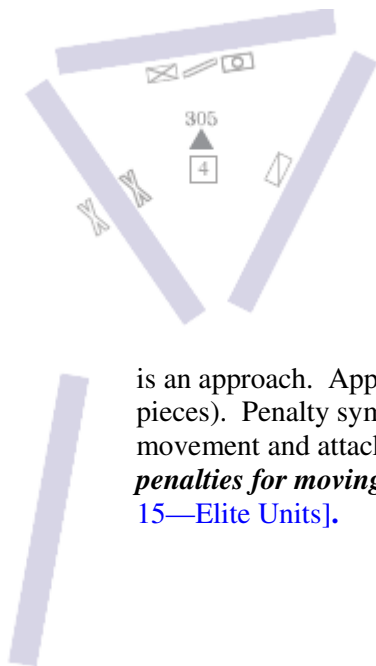
#### 4. The Game Board

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. 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:






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 symbols inside a locale show the penalties for moving and attacking into (not out of) the locale** [Exception: Guard attacks, section 15—Elite Units].

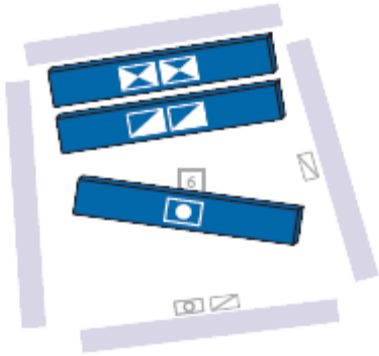
-  is an infantry penalty.
-  is a cavalry penalty.
-  is an artillery penalty.
-  is obstructed.
-  is impassable.
-  is the locale capacity [in pieces (blocks), not strength points].
-  is a hill (the elevation number is cosmetic: it has no effect on play) [though it does label a hill that would otherwise have no name].

*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 [for Corps Commanders and their units]
-  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:



*In this example, 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.*

*(Pieces are face-up for illustration only)*

**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.

Other markings on the map show elevation, woods, marshes, rivers, streams and towns. These are cosmetic and do not affect play. (Their effects are simulated 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 Track. The other black markers are for the Command Tracks.
- (5) Inventory the armies. The pieces that make up the armies' initial strength should be placed face-up on the French and Allied Army 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 in the Allied Army display; the maximum number of units that can be assigned to each commander is eight. In the 2 December scenario, all [nine] 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). [No double move is allowed for Allied Corps reinforcements, only French reinforcements, on their round of entry.] 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 [six] 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 organizing 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. Note: a corps can be assigned more units than the capacity of the setup locale, provided that after detachments the capacity limits are not violated. [This detachment of up to 6 units is purely optional for the French player; he may elect to have none at all.]

(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 attacks and defenses. [Exception: see Santon, (Optional) Rule 18.]

## 7. Order of Play

The game is played as a series of **rounds** [or hours]. Each space in the Time Track represents a round [hour]. 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.

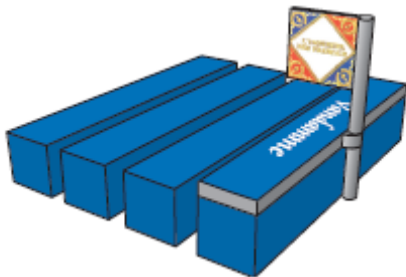
In a player's turn, he may move his pieces and use them to attack enemy pieces.

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 to eight units. Corps are created during set-up. [Corps with 2 – 8 units have special properties regarding influencing road movement – see 10 (Movement), specifically road movement section.]

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. [You may wish to take the aft-most unit in a corps and turn it ‘face down,’ with its strength and unit type toward the map so that it cannot be seen; this is an easy security measure.]

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 setup; it does not apply once play begins.)

A commander cannot detach its last unit. 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. [Note: this does not apply to units *not* in a corps. Such single units are not allowed to move through a locale that is at capacity.]

## 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 [There are three corps commands and one independent command]:

- **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 are not moved by this command. [A unit detached in this way as part of a Corps Move is subsequently eligible to be moved via a Unit Move as described below, since the detached unit itself has not received a command via the Corps Move that “left it behind.”]

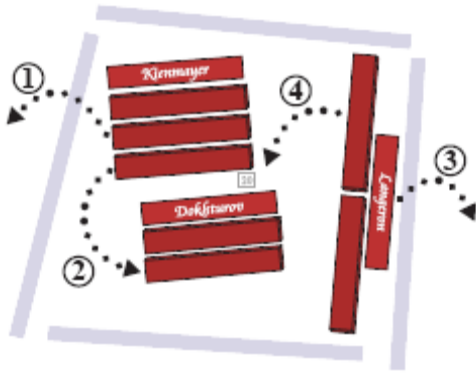
- **Detach Move** (corps command). A commander detaches one or more units from its corps and moves them together. The commander and the remaining units in the corps are not moved [in fact, cannot be moved] by the command. Units moved by this type of command cannot move by road. [This last sentence is important; if a unit is currently part of a corps, it may instead use a Unit Move (see below) to move by road (before the corps moves by Corps Move). See the example below of Dokhturov’s Corps and 2 Cavalry units moving by road. Also, note that a corps cannot move *after* it issues a Detach command, since each commander can give only one corps command per turn. If a corps wants to move *after* detaching a unit, a Unit Move must be expended to detach the unit, because a Unit Move is an *independent* command, not a *corps* command.]

- **Attach** (corps command). [Note that the word Move is not part of the name. An Attach command is not a move 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. [The last sentence means that the source corps is free to issue some other command, since the Attach command does not require a prior Detach Move command from that 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 using a Unit Move may move by road, unlike the Detach Move, which does not allow road movement.]

A unit cannot be moved by two commands in the same turn. Players should note, however, that 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 following example shows some commands in action:



*In this example, Kienmayer uses a Detach Move command (1) to detach a unit and move it out of the locale to the left. Dokhturov uses an Attach command (2) to detach a unit from Kienmayer’s corps and attach it to its own corps. Langeron uses a Corps Move command (3) 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 (4) is then used to move that detached unit back into reserve.*

[Thus the sequence of commands for units and corps is important. A corps may not issue a Detach Move or Attach command and *subsequently* move itself, since that would require more than one corps command for that corps. The corps *could* move, however, after units in the corps are issued Unit Move commands, since Unit Move commands are independent commands, not corps commands.

**For example:** Dokhturov’s Corps begins the game in locale 121 (see the reference map at the end of these rules). The corps has two Cavalry units the player wishes to move via road movement through locale 120 and then into approaches in locale 119 (say those bordering locales 134 & 135). He also wishes to move the corps into the reserve in 119. The Allied player uses two (independent) Unit Moves to detach the cavalry units from Dokhturov’s Corps and moves them as previously discussed. He then activates Dokhturov’s Corps with a Corps Move command and moves the corps, via road movement, from 121 through 120 into the reserve in 119. The Allied player would have to perform the moves in this exact order to achieve the desired end.

A Unit Move is the method used by Artillery units *that are already blocking an attack approach* to conduct an artillery bombardment. They do this as a Unit Move “into” the enemy locale, although they do not physically move into that locale. They must be detached from a corps because “a Corps Move cannot be led by artillery”—Rule 11 (Attacks), Step 5 (Attack Declaration).

Finally, single units & corps are normally moved one at a time, but two artillery units that are part of an attack may move together (still costing 2 unit moves) so that they may attack and combine their strength. Also, two or more corps may move together in the same attack. See Rule 11 (Attacks), introductory section.]

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.

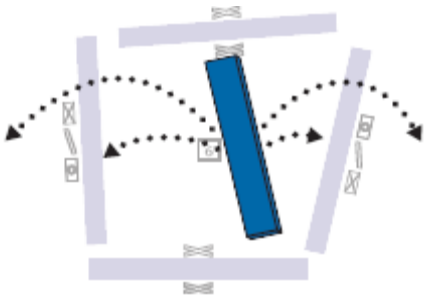
**A piece in reserve** at the start of the turn (and which is not moving by road) has the following movement choices:

- into reserve in an adjacent locale.



- to block an approach of the locale it occupies.

The following example demonstrates these choices:

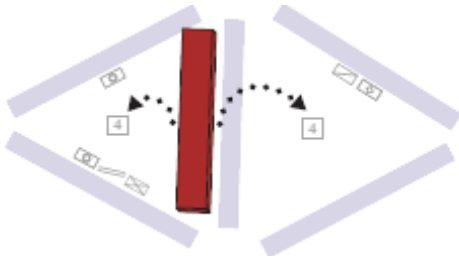


*In this example, the unit can move to block the approaches to the left or to the right in the locale it occupies, or could move into reserve in the locales to the left or the right. It cannot move to the top or bottom because the approaches on those sides are impassible.*

**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 this example, 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 [i.e. only one locale normally]. Along a main road a piece can move up to three locales. Along a local road or a combination of main and local roads a piece can move up to two locales.

In a single turn, a piece can only move along connected roads. Roads in the same locale are not necessarily connected, as shown below:



*There are two unconnected roads in this locale. A piece moving by road could not switch from one road to the other in a single turn.*

A piece that begins the turn in a locale containing multiple unconnected roads can leave the locale by any of those roads.

Pieces moving by road must start their move in reserve. They must also end their move in [the new locale's] reserve, **unless all of them** are cavalry (the move can include a commander). Cavalry moving by road can end their move blocking an approach, but the approach must be crossed by a road that is connected to the road on which they moved. The units must be briefly turned face-up to confirm that they are cavalry. [Thus cavalry units within a corps of mixed unit types cannot split off from a *moving* corps into an approach to block it – they must use a Unit Move to do this. A corps cannot move and then detach units that would move further. See the previous example of Dokhturov's Corps and 2 Cavalry units.]

Historically, moving large formations of men by road was complex and difficult if there were other friendly units moving in the same area at the same time, or if there were large numbers of the enemy nearby. To simulate this, when a corps with two or more units moves by road [into a given locale], the following rules apply [immediately to all units or corps for this locale, whether they move by road or not]:

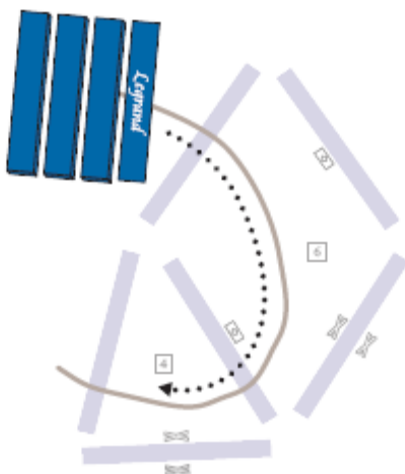
- The corps cannot enter a locale if the reserve area of that locale contains [a unit or] units that moved into it [via any route] earlier in that same turn. [The corps may enter if the unit or units *passed through* the locale, or moved to an *approach* within the locale. Remember, however, that movement to an approach (from outside the current locale) is possible only for cavalry units using road movement, and then only to an approach crossed by the same road used to enter the locale.]
- After the corps enters a locale (even if just to pass through it), no other units can move into or through the reserve area of the locale for the rest of the turn [even if those other units are not moving via a road].
- The corps must stop its move on entering a locale if there is an adjacent locale that contains an enemy corps of two or more units.

[Note that these three rules apply only to friendly *corps* containing *two or more* units that move, or have moved, along a *road* during the current turn. Corps that lost a battle, having therefore only one unit, and not having yet spent an Attach Command to add at least a second unit, do not invoke these rules. A corps withdrawing from an attack approach due to a lost attack does not prevent another corps from entering the same locale, even via a road, since a withdrawal is not considered movement. See the Attack Completion rules in section 11 for details.

The previous three rules for road movement are critical and must be thoroughly understood to make coordinated corps moves along roads without congestion or confusion. For example, where two corps are strung out along the same road in two adjacent locales, these rules effectively prohibit the second corps from following the first “down the road” to other locales in the same turn.

See also rule 11 (Attacks) – Step 11 (Completion) to see how combat relates to restricting movement into given locales.]

The example below illustrates road movement:



*In this example, Legrand's corps of four units moves two locales by road. It begins its move in the top locale, enters and passes through the middle locale, and ends its move in the bottom locale.*

**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 [\[i.e. on round one and any round thereafter\]](#). In the 1 December scenario, Allied reinforcements are eligible to enter on the scenario's first round.

A player may voluntarily delay reinforcement entry. **Important note:** the French army's [\[minor/territorial\]](#) 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 will be used by which pieces 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. [\[The aforementioned rules \(“... when a corps with two or more units moves by road, the following rules apply: ...”\)\]](#) will also apply to the double-move, including double road (main or local) move, so that up to 4 locales (local road) or 6 locales (main road) will be affected by these rules.]

## 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**. 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**. The reserve area of the defense locale is the **defense reserve**. The reserve area of the attack locale is the **attack reserve**.

[It may be helpful to think of the Attack rules as a toolbox, or as a set of building blocks from which you can build various kinds of attacks. This "toolbox" of rules affords considerable flexibility, but this very flexibility can make the rules difficult to learn. The fact that attacks are moves adds another layer of complexity, because the player must also consider the limitations the movement rules place upon his attacks. Hence, there are far more annotations in this section than in any other part of this rules set. Let's begin with a few concepts to keep in mind:

- Unlike most wargames, attacks in Napoleon's Triumph are rarely cases of throwing all the units in one locale against all the units in another. The attacker can try that, but will usually end up wondering why all those units from his once-powerful corps are now scattered over the attack locale like so many lost sheep. Instead, an individual attack will usually involve only a subset of the units in an attack locale.
- Time must usually be taken to maneuver in such a way as to launch sequential attacks via more than one approach to cause defender casualties and pull defending units away from the "main effort" vs. a particular defense locale.
- Units can fulfill various roles and occupy various positions *within* a single locale. This is very different from most wargames, and requires some getting used to. Additionally, you will find that units can conduct quite a few activities, such as feints, attacks from reserve, becoming "leading units", and even counter-attacking, without physically moving at all!

The rules describe what units can and cannot do in attack and defense, but do not particularly describe how these capabilities interact. The attack rules are intricate, so that most newcomers find a playing aid or flowchart helpful, thus an attack flowchart is included with this rules set. To help the player understand how the attack rules can interact to produce certain attack scenarios, the following examples are provided to describe some of the kinds of attacks that can be built using the toolbox provided by the attack rules. These are not exhaustive, and you will not find them mentioned by name in the original rules at all, but hopefully they will provide a frame of reference to help the reader get a handle on the possibilities. Some of the attacks you can construct are:

- **Maneuver Attack:** This is an attack where the attacking unit or units, originating from the reserve, attack defending units in an adjacent locale. Maneuver attacks offer flexibility and possible surprise, but no artillery units may be part of attacks from reserve.
- **Prepared Attack:** The attacker moves into an attack approach during one round to prepare for an attack the next round, allowing artillery to participate. However, this also allows the defender to move to the defense approach in his turn, which offers certain advantages to the defender, such as the ability to use artillery, employ terrain advantages, and lower the strength of attacking infantry.
- **Artillery Bombardment:** Unit Moves are used by artillery units that are already located on an attack approach to conduct an artillery bombardment. The bombardment inflicts casualties on the defender, and no casualties are incurred by the attacker, but artillery bombardments cannot force the defender to retreat.

- Artillery Bombardment Followed by Attack: The attacker uses Unit Moves to have his artillery bombard the defender. Next, *in the same turn*, the attacker may make a second (follow-on) attack across the same approach as the bombardment with non-artillery units, using Corps or Unit Moves. This is the only instance in which two attacks are allowed across the same approach in the same turn.

- Feint Attack: No “real” attack is made at all, but you make enough noise to compel the defender to move at least one unit into the approach across which the feint is made. This may weaken him against attacks from another approach.

Hopefully these examples of some ways the rules interact will provide a framework that will aid understanding of the rules. You will find annotations that refer to subsequent rules. It is suggested that the entire attack rules be first read without worrying too much about such references. In a second reading, or when referencing the rules during a game, the reader will see how these references clarify and tie together the various parts of the attack rules.]

Normally pieces are moved one command at a time. In the following cases, however, multiple commands can be carried out at the same time to make a single combined attack move:

- Two or more Corps Moves may be combined if the corps start their move in the same position and are attacking across the same attack approach. [You still pay for both activations separately – this rule only states that you may move “two or more corps” together, which you normally cannot do. Normally, each command (Corps Move, Detach Move, Attach, and Unit Move) is done independently and a new command cannot be issued until the previous one is complete.]

- Two Unit Moves may be combined if both units are artillery and block the same attack approach [for purposes of making an attack across the approach into the enemy locale. This is done so the two artillery units can combine their strengths in such an attack. See Step 5 (Attack Declaration): *A Corps Move attack cannot be led by artillery*. Also, see Step 11 (Completion): *After an attack, the following rules apply: If an attack was led by artillery, a second attack move may be made across that same attack approach that same turn, but the second attack move may not be led by artillery*.]

Each command in a combined move still counts separately against applicable command limits [of no more than 5 corps commands and 3 independent commands for the Allied player, for example. Thus such units move together but still pay the command activations.]

The defender does not 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). The units must be briefly turned face-up after their move is over to confirm that they are cavalry. [These must be feint attacks by road (see Step 3 below) and may involve 1 cavalry unit or a corps that has 2 – 8 cavalry units attached to it.]

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.) [Cavalry units can still feint (because in feints there are no leading units), and attack into obstructed defense approaches as long as they are not selected as leading units. See Step 5.]

An attack is resolved according to the following procedure:

**(1) Attack Threat.** The attacker names the attack approach. He does not yet announce the command and pieces he will use to make the attack. That announcement comes later in this procedure [**in Step 5**] and is called the **attack declaration**. [If the attack will be a *Guard Attack*, (employing Guard Infantry units) it must be declared now—see Rule 15 (Elite Units).]

[Important: The attacker does *not* announce which command and/or pieces will be involved in the attack, only the approach across which the attack will come. He does not need to reveal any more information in this step or commit any given units.]

**(2) Retreat Option.** The defender may defend or retreat. He defends if he names one or more **defending pieces** for the locale. If he has no defending pieces, he retreats. [Thus units named here as Defending Pieces (see below) cannot retreat.] Pieces blocking the defense approach *must all* be named as defending pieces. [Thus if there are any units in the approach, they must all be named as defenders and choosing to retreat is not an option.] Pieces blocking approaches other than the defense approach *cannot* be named as defending pieces. Any or all of the pieces in defense reserve *may* be named as defending pieces by the defending player, within the following restrictions:

- Pieces in reserve cannot be named as defending pieces if there are any pieces blocking the defense approach.
- Defending pieces in reserve can include any number of pieces from any number of corps, but can include no more than one detached unit.
- A commander cannot be a defending piece by itself; it can only be named along with at least one unit in its corps.
- Pieces cannot be named as defending pieces if they were previously named as defending pieces against an attack from a different approach earlier that same turn.
- Pieces cannot be named as defending pieces if they retreated after combat earlier that same turn (they may be named if they retreated before combat earlier that same turn).

The act of declaring pieces as defending pieces neither changes their position nor turns them face-up.

If no defending pieces are named, then the defender must retreat (see section 12). The attacking player then makes his attack declaration, and moves his pieces into the defense locale. (Exception: if the attacker reveals that the attack is by an artillery unit that could have led the attack as per step 5 of this procedure had the defender not retreated, the artillery unit does not have to move.) *A retreat before combat ends the attack [but not the movement – see Step 11 (Completion), “After an attack”]: the remaining steps in the attack procedure are ignored.*

[Note that Defending Pieces are not synonymous with Defense Leading Units – see Step 4 (Defense Declaration).]

**(3) Feint Option.** If he so chooses, the attacker may declare his attack a feint. (Note: if the attack is by road move [by cavalry units only, starting in reserve], it *must* be declared a feint). If a feint is declared:

- The attacking player makes his attack declaration, but the attacking pieces do not enter the defense locale and will end their move in the attack locale instead. If the attacking pieces start their move blocking the attack approach, they must end it in place. If the attacking pieces start their move in reserve (or, in the case of pieces moving by road, in a different locale), they may end it either in the attack reserve or blocking the attack approach. It is not permitted to split the pieces making the attack move and have some blocking while others are in reserve.

[Note: Attacks made by cavalry units moving by road (which by definition must be from reserve and intended as feints) *do not* halt their movement (as above) if the opposing player retreats from the threatened locale. Instead, they enter the vacated defense locale. Such attacking units may then continue to move along the road and conduct attacks until they have moved a second (minor road) or third (major road) locale, if the defender continues to retreat from each locale. This is per Step 11 (Completion—After an Attack): *Attacking pieces*

*moving by road may continue their move (and make additional attacks) if the defender retreated, but may not continue their move if the defender did not retreat.]*

- If the defending pieces are in reserve, the defending player may choose to advance any or all of them to block the defense approach, but must advance at least one unit. If a corps is split up by the advance, the units that are not with their corps commander are detached. [Note: The declared defending pieces (not just the advancing ones) cannot be used again to defend against a subsequent attack from a different approach.]

***Declaring an attack a feint ends the attack: the remaining steps in the attack procedure are ignored.***

**(4) Defense Declaration.** The defending player names the **defense leading 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 cannot be paired as leading units unless they are of the same type and in the same corps.
- A unit in reserve with a strength of one cannot be named a leading unit.

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

**(5) Attack Declaration.** The attacking player must name the attack command, the **attack width** and the **attack leading units**. The attacking player declares the attack command (or commands, where permitted). The **attacking pieces** are the pieces moved by these commands. The attacking pieces remain in place until the attack is resolved. [Note: The attacker does not have to decide the composition of his attacking force until this point!]

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 attacking player can choose to declare the attack as wide or 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 [and can be used for counter-attacks in Step 7 (Counter-Attack)].

[Clarification: if the attacker has units in the attack approach opposite the defender's locale and also has units in the reserve, he may use either set of units, but not both.]

The choice of leading 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 cannot be paired unless they are of the same type.
- A one-strength infantry or cavalry unit cannot be named a leading unit.
- A Corps Move attack cannot be led by artillery.
- An artillery unit cannot lead an attack if it is in reserve; it must be blocking the attack approach.
- Attacks resolved as feints or retreats before combat excepted (which don't count because there are no leading units in such attacks), artillery-led attacks cannot be made from the same attack approach on consecutive rounds unless the attack locale is a **hill** and the defense locale is not.

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

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

- Add together the strengths of the attack leading units.
- If the attack leading units are infantry and the defending pieces 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 and the defending pieces are blocking the defense approach, subtract one.
- Unless the attack leading units are artillery, subtract the total strength of the defense leading units. [Thus if the attack leading units *are* artillery, then only subtract any artillery penalty in the defense approach (only if the defense approach is occupied), and proceed to Step 8 (Final Result).]

The initial winner is determined as follows:

- If the result is greater than zero, the attacker wins.
- If the result is less than zero, the defender wins.
- If the result is zero and the defending pieces are blocking the defense approach, the defender wins.
- If the result is zero and the defending pieces are in reserve, the side with more units in the attack (attacking pieces vs. defending pieces) wins. If both sides have the same number of units, the French win.

[This last situation is important for any attacker – it allows him to win by bringing more units to the fight than the defender (if he can hit the “magic zero” after leading unit strength comparison), whereas the defense is usually favored in combat due to the ability to counter-attack and/or defend in favorable terrain.]

Since the outcome of an attack is determined primarily by the fortunes of the attack leading units, it is unlikely that a position will be overcome by strength of numbers alone in a single attack. This is by design, given the dense troop formations of the time. Superior numbers do allow the attacker to thin out the defenders by threatening attacks from multiple approaches, and also allow repeated attacks over multiple turns to slowly wear down the defense until an attack finally achieves a breakthrough.]

**(7) Counter-Attack.** If the attack leading units are **not artillery**, the defending player has the option to name units to counter-attack. [Thus an artillery attack does not allow the defender to counter-attack.] 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 and cannot be any of the leading units (note that a leading unit turned facedown in step 5 is no longer considered a leading unit and can counter-attack if it is otherwise eligible). [Defending *Pieces* here is the important term that governs who can be named for counter-attacks; see Step 2 (Retreat Option).]
- 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 multiple corps can be named as Defending Units in Step 2 (Retreat Option); this rule restricts the counter-attacking units to the “same corps”, and this may be the same corps whose units are declared Leading Units (if any), or it may be an entirely different corps. Read Step 2 (Retreat Option) carefully.]

Note that two units can be named even if the attack is narrow. [This is because narrow defending approaches naturally favor the defender and thus allow up to 2 units to counter-attack as per wide defending approaches.]



- 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**. [Important: Counter-attacking units (each) take this 1 point strength loss before the final strength calculation in step 8 below.]

**(8) Final Result.** The (reduced) strengths of the counter-attacking units are subtracted from the initial result calculated in step 6 to produce the final result, and then the **same tests** that were applied to the initial result to determine the initial winner are re-applied to the final result to determine the final winner.

**(9) Attacker Losses.** [Note: Losses can only come from *declared* attacking units. No other units in the attack locale are affected in any way, even if they are in the attack approach. The designer states, “If units aren't attacking, they aren't affected by the result.”] If the attack leading units are artillery, the attacker does not take losses. Otherwise, the attacker losses are calculated as follows:

- Add one point for each defense leading unit.
- Add the number of points if the final result is below zero (i.e. - if the final result is -2, then add two). Do not subtract anything if the result is above zero.

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 named in step 5, with the choice going to the attacking player.
- If all the attacking units named in step 5 are eliminated, any other excess losses are ignored.

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

- Add one point for each cavalry or infantry (but not artillery) attack leading unit named in step 5. (Note: this applies even if the units were eliminated in step 9.)
- Add the number of points the final result is above zero (i.e. - if the final result is +2, then add two). Do not subtract anything if the result is below zero.
- If the attack leading units are cavalry or infantry, **subtract** one point for each **defense** leading artillery unit.

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

- Losses are first applied as evenly as possible to leading infantry and cavalry (but not artillery) units. The attacking player chooses how to apply odd losses. [Leading artillery units will not take losses unless there are no other units in their position (on the defense approach or in the reserve of the defender's locale).]
- If the leading infantry and cavalry 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 infantry and cavalry and counter-attacking units are eliminated, any excess losses are applied to other defending units named in step 2, with the choice going to the defending player. [If defending artillery units are the only units left to take losses, then they must do so because of this rule.]

- If all the defending units named in step 2 are eliminated, any other excess losses are ignored.

**(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. [Thus an attacker's artillery 'bombardment' cannot by itself force the defender to retreat. It may only weaken the defense and prepare for a second attack across the same approach with non-artillery units.]
- 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).
- If the defender wins, any attacking pieces blocking the attack approach must withdraw into reserve in the attack locale (this is not technically considered either a move or a retreat and is not governed by the movement or retreat rules). All attacking 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 do not withdraw and are not affected by this result. If the defending pieces are in reserve, the defending player may choose to advance any or all of them to block the defense approach, but must advance at least one unit. If a corps is split up by the advance, the units that are not with their corps commander are detached. [If the (victorious) defending units are located on the defense approach, then they stay there without moving to their reserve.]

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

*This completes the attack procedure.*

**After an attack**, the following rules apply:

If an attack ended with the attacking pieces still in the attack locale, the command(s) are still expended for the attack, and the pieces are considered to have moved during the turn (i.e. – the pieces are not eligible to receive another move command that turn).

Attacking pieces moving by road may continue their move (and make additional attacks) if the defender retreated, but may not continue their move if the defender did not retreat.

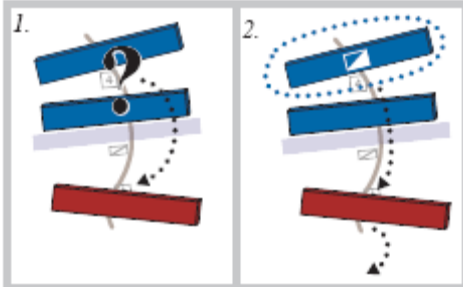
If an attack was led by **artillery**, a **second attack move** [Corps or Unit Move] may be made across that same attack approach that same turn, but the second attack move may not be led by artillery. Note: The attacker *cannot* use any of the same pieces in both attacks. This is because the same pieces cannot be moved by two different commands in the same turn. The defender *can* use the same pieces in both attacks: the rule prohibiting the same pieces from defending different approaches in the same turn does not apply here because both attacks are against the same approach. [This is how to attack a locale with an artillery bombardment as a first attack, and then follow it by a second non-artillery attack across the same approach. The defender may choose different Leading Units for each of the two attacks.]

If an attack was resolved as a feint or as a loss for the attacker, no other attack move may be made across **that same approach** that same turn [but attacks across *other* approaches to the same defending locale are allowed, and may be advantageous for the attacker].

If an attack was won by the attacker (excluding retreats before combat and attacks where the attack leading units were artillery), no pieces other than the attacking pieces may enter the defense locale that turn.

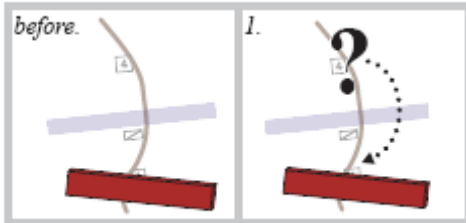
[For the sake of completeness, The Attack Examples from the original rules are reproduced as graphics on the next two pages. However, the reader may find referring to the original rulebook for these to be easier on the eyes!]

**Attack Example 1:**

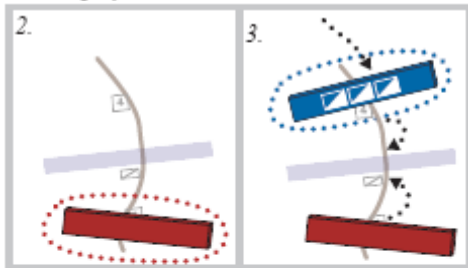


In this example, the top locale is occupied by a French unit in reserve and another blocking the approach. The bottom locale is occupied by an Allied unit in reserve. In step 1, the French player declares the attack threat. In step 2, the Allied player opts not to declare any defending pieces and retreats (see section 12 for the rules governing retreats). The French player then makes his attack declaration: to move the reserve unit by road using a Unit Move command. The unit is briefly turned face-up to confirm that it is cavalry, and is moved into the defense reserve. Because the defender retreated before combat, the attacking unit can continue moving by road after the attack.

**Attack Example 2:**

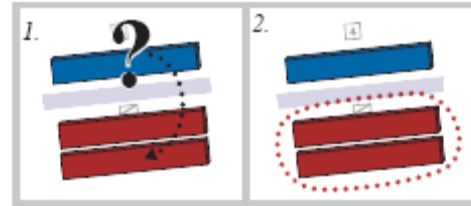


In this example, before the attack the top locale is empty and the bottom locale is occupied by an Allied unit in reserve. In step 1, the French player declares the attack threat.

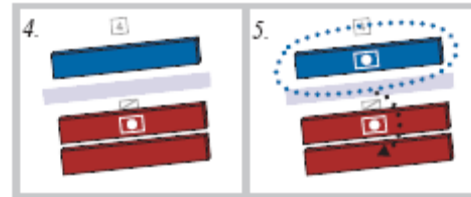


In step 2, the Allied player opts to defend, and declares the piece in reserve as the defending piece. In step 3, the French player declares his attack a feint and makes his attack move: a Unit Move attack by road, and moves his attacking piece into the attack locale, opting to end his move blocking the attack approach. His unit is briefly turned face-up to confirm that it is cavalry before being turned face-down again. The defender then must move a unit up to block the defense approach and does so.

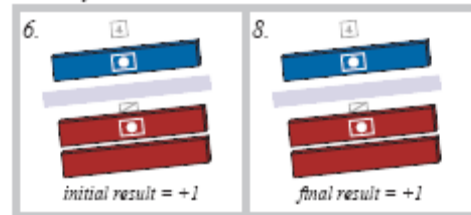
**Attack Example 3:**



In this example, the top locale is occupied by one French unit blocking the approach, and the bottom locale is occupied by two Allied units blocking the opposite approach. In step 1, the French player declares the attack threat. In step 2, the Allied player must defend with the units blocking the approach as his defending pieces.



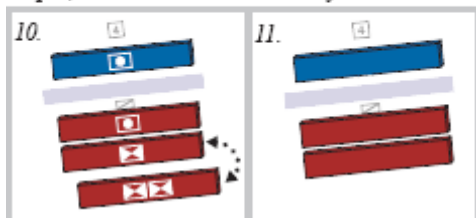
In step 3 (not shown), the attacker declares that the attack is not a feint. In step 4, the Allied player declares his leading unit and turns it face-up, revealing it to be an artillery unit. In step 5, the French player declares his leading unit and turns it face-up, revealing it as an artillery unit as well.



In step 6, the initial result is calculated as +1, which is the unmodified strength of the attack leading unit, as there is no artillery terrain penalty, and the strength of the defense leading unit is not subtracted from the result

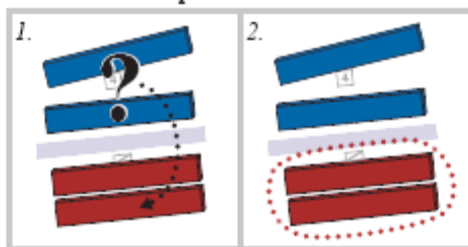
(example 3 is continued on the next page)

because the attack leading unit is artillery. In step 7 (not shown), the defender cannot counter-attack because the attack is led by artillery. In step 8, the initial result becomes final.

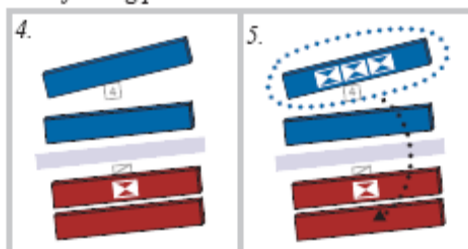


In step 9 (not shown) the attacker takes no losses because the attack is led by artillery. In step 10, the defender losses are calculated: the defender takes a loss of one for the amount the attack result is above zero, and chooses to assess the loss against the non-leading unit (he does not have to assess it against the leading unit because that unit is artillery), which is revealed as a two-strength infantry unit and then reduced by one. In step 11, all units remain in place because the attack was led by artillery, and all units turned face-up are turned face-down again.

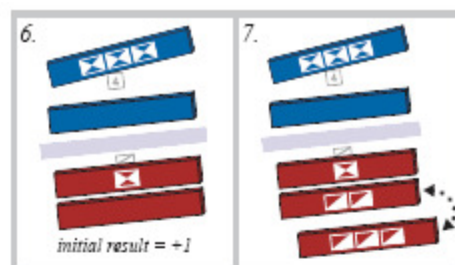
#### Attack Example 4:



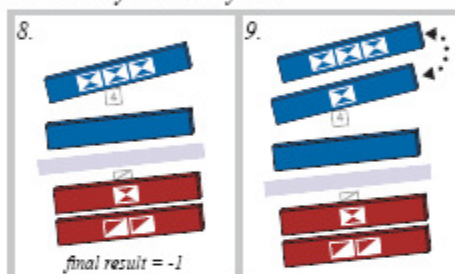
In this example, the top locale is occupied by one French unit blocking the approach and another in reserve, and the bottom locale is occupied by two Allied units blocking the approach. In step 1, the French player declares the attack threat. In step 2, the Allied player must defend with the units blocking the approach as his defending pieces.



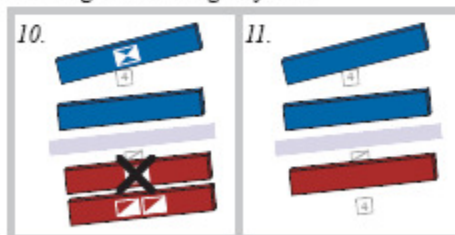
In step 3 (not shown) the French player declares that the attack will not be a feint. In step 4, the Allied player declares his leading unit and turns it face-up, revealing it to be a one-strength infantry unit. In step 5, the French player declares that his attack will be a Unit Move command by his reserve unit. He declares the leading unit in the attack and turns it face-up, revealing it to be a three-strength infantry unit.



In step 6, the initial result is calculated: the strength of the leading unit (3), minus a penalty for infantry attacking an approach blocked by the enemy (-1), and minus the strength of the defense leading unit (-1), yields a result of +1, which is a win for the attacker. In step 7, the Allied player declares a counter-attack by his non-leading unit, which is turned face-up, revealing a three-strength cavalry unit, which is immediately reduced by one.



In step 8, the final result is calculated: the initial result (+1) is reduced by the strength of the counter-attacking unit (2), for a final result of -1, which is a win for the defender. In step 9, the attacker loss is calculated: the number of defense leading units (1) plus the amount the result is below zero (1) yields a total loss of two. The loss is applied to the attack leading unit, reducing it to a strength of one.



In step 10, the defender loss is calculated as the number of attack leading units (1). No other modifiers apply. The loss is applied to the defense leading unit, eliminating it. In step 11, all units remain in place (the attacking unit does not withdraw to reserve because it already is in reserve), and all units turned face-up during the attack are turned face-down again.

## 12. Retreats

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

A retreat is technically not a move; it does not require the expenditure of commands.

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:

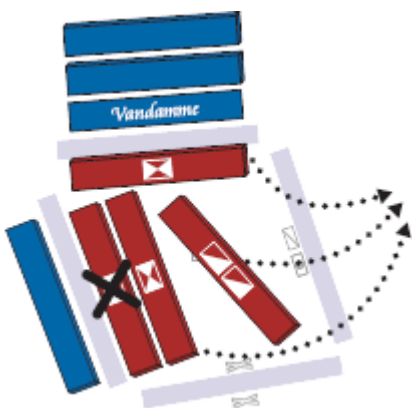
- Artillery units are eliminated.
- For each approach (*other than the defense approach*) occupied by infantry or cavalry units, a one-strength point loss is assessed if the approach is narrow, or two if it is wide. The retreating player chooses which infantry and/or cavalry units from the approach will take the losses.
- If there are infantry units in reserve that were *not* declared as defending pieces, a one-point loss [for the group, not per unit] is assessed if the defense approach was narrow, and two if wide [regardless of the width of the actual attack]. 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.

[Clarification: Only defenders are affected by retreats, never attackers. Stated another way, only defense locales are affected by retreats, never attack locales. All artillery in a defense locale is eliminated in a retreat regardless of position, but none of the *declared* defending infantry or cavalry pieces take retreat losses. Only units in the same locale that were *not* involved in the battle (but must now retreat due to the defender's defeat) must take retreat losses. The defender's units that lost the battle have already taken losses and are not penalized a second time during the subsequent 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 [one] unit that remains in the corps.

An example of a retreat is shown below:

*In this example, the infantry piece at top was defeated in an attack by Vandamme's corps opposite it, which forces 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 takes no losses. The retreating pieces retreat to the right, which is the only direction legally available to them. 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.

The losing army in an attack (as either the attacker or defender) loses one morale point for each strength point it lost in that attack. An army also loses one morale point for each strength point it loses in a retreat.

*Example: If the attacking army wins in an attack, and loses two strength points while the defending army loses three, the attacking army's morale would be unchanged and the defending army's morale would be reduced by three. If the defending army lost an additional strength point in the subsequent retreat, it would lose an additional morale point as well.*

When an army's morale is at one, the next morale loss will result in **demoralization**, unless that loss is from an attack in which the attack leading units were artillery. (The final demoralizing loss cannot come from an artillery attack.)

The French army gets four (4) morale points added to its current morale level when its first reinforcement unit enters play.

### 14. Night



There is a **Night** round between 1 and 2 December.

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 four points regained.

## 15. Elite Units

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



[Note: there are no 2 & 1 step Guard infantry Units – they are replaced with 2 & 1 step (normal) infantry units and thus lose any special Guard infantry unit capabilities when so reduced.]

Heavy cavalry are three-strength cavalry units.

An army takes a two-point morale penalty the first time in the game it commits its heavy cavalry. Heavy cavalry is committed if: it is used to lead an attack or defense, counter-attack, retreat, or take a loss. This penalty is applied before and in addition to any normal morale reduction for losses. The penalty can reduce an army's morale to one but cannot demoralize it.



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

An army takes a four-point morale penalty the first time in the game it commits its Guard infantry. Guard infantry is committed if: it is used to lead an attack or defense, counter-attack, retreat, or take a loss. This penalty is applied before and in addition to any normal morale reduction for losses. The penalty can reduce an army's morale to one but cannot demoralize it [i.e. reduce it to 0 (zero); instead it stops at 1 (one)].

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

[If Guard infantry units are used in a counter-attack, they will of course take the 1 step loss per unit and thus not be Guard infantry units (which otherwise have the special offensive capability against 1 & 2 strength defending units) during Step 8.]

If an attack includes Guard infantry, in **Step 1** of the attack procedure the attacking player may declare an attack a **Guard Attack** [if he wants to use said Guard Infantry units in this attack]. At that time, the attacking player must demonstrate that there is at least one Guard infantry unit among the potential attacking pieces by turning it face-up (the unit is turned face-down again immediately afterwards).

[Note: declaring a Guard Attack in Step 1 does not technically cause the Guards to be “committed” and thus cause the initial 4 point morale penalty for the attacker; if the defender decides to retreat in Step 2, then the attacker's Guards are not considered committed. However, if the attacker does declare a Guard Attack in Step 1 and the defender does not retreat in Step 2, the attacker must choose Guard infantry units for his leading units, even if/when he has other units available and capable of being leading units.]

A Guard Attack cannot be declared if the **attack** [not the defense] 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 units. Guard infantry units may lead attacks that were not declared as Guard Attacks (and may also lead a defense and counter-attack), but there is no penalty for enemy units in those situations.

If a Guard Attack is defeated, the attacking army loses three additional 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, and 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. [Important: Capture of such a space is not sufficient for victory; you must also capture a space with a red, green or black (or any combination thereof) star in it to win the marginal victory (as well as being able to trace a supply line – see below.)]

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 [red] 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 objective.

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 by reducing the initial morale level of one side. This can be done arbitrarily by mutual agreement between the players, or it can be done by a **morale auction**. A morale auction works as follows:

- The auction is held during step 2 of setup.
- The players take turns bidding. A valid bid is a number greater than or equal to zero, and greater than any previous bid. The number bid is the morale penalty the player is willing to accept in exchange for the right to choose which side he will play. Who bids first is randomly determined.



- When it is his turn to bid, a player may choose to pass, in which case his opponent wins and the auction ends. The auction winner then chooses the side he wants to play and reduces its initial morale by his final bid. The auction loser takes the other side at its normal initial morale.

## 18. The Santon (optional)



The Santon was a tall hill on the left flank of the French army. Historically, the French fixed battery was deployed there. The sides of the hill were so steep that work crews had to haul the guns to the top with ropes. The rules in this section permit a better simulation of this unique terrain feature.

Other than the French fixed battery, artillery units occupying the Santon locale cannot lead an attack or defense.

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 or defense from reserve. It can do this across any of the three approaches in the locale.
- Approach penalties apply to attacks into the locale even when the defending pieces are in reserve.

## 19. Team Play (optional)

Although **Napoleon's Triumph** is normally a two player game, it is possible to play with teams of two to four players per side.

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 for one side to be played by an individual while the other is played by a team.

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

- Mutually agree on a **rank order**: the players on a team are ranked from most senior to most junior. The most senior player on a team is its **commander-in-chief**.
- Make plans. Players may freely discuss what they intend to do.
- Make corps assignments. The commander-in-chief assigns each player, including himself, one or more corps.

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

In the 1 December scenario, players may hold a second conference prior to the start of their own turn in the Night round. In that conference, the rank order may not be changed, but plans can be freely discussed and corps assignments can be changed. Any corps assignment changes must be revealed to the other side after the conference. While conferring, players are away from the board.

Players from both teams should mutually agree whether or not to permit note-taking during conferences.

While not in conference, the only game-related communication players are permitted is **order-passing**. (Note: this should not be construed as preventing players from making the various declarations required to play the game.)

Order-passing is done at the start of each turn before any moves are made. 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 their team’s *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 agreed upon in conference.

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

Players on a team should take care not to inadvertently give signals to each other through facial expressions, body language, etc.

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 be in-play at start.
- Each player puts his own corps on the map. The player order is based on seniority: the most-senior player first, the most-junior last.
- For French unit detachments, players may only detach units from their own corps. The player order is based on seniority: the most senior-first, the most junior last. The detachment limit is for the team as a whole: each detachment made by a player reduces the number of detachments available for his more junior teammates to use.
- The French fixed battery is selected by the French commander-in-chief.

In a friendly turn, play is in order of seniority: the most senior player goes first, the most junior player goes last. Each player must make all of his moves before the next player can make any of his. The independent command limit and Allied corps command limit are for the team as a whole: each command given by a player against these limits reduces the number of these commands available for his more junior teammates, even to the point of leaving them with none at all.

A player may issue a corps command only for his own corps. A player can give an independent command to a unit only if, at the moment the command is given, he has the corps commander closest to that unit (in the event of a tie, the more senior player wins).

For command purposes, distance between pieces is determined by finding the path between them that passes through the fewest locales. This path may cross enemy-occupied locales but may not cross impassable approaches. If pieces are in the same locale, the distance is zero; if they are in adjacent locales (not separated by an impassable approach) the distance is one, and so on.

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.

In an attack, the player for defending side who gets to make the retreat option decision is the player with the corps commander nearest to the defense locale (in the event of a tie, the more senior player gets control). If the decision is to defend, that player also decides which pieces will be the defending pieces. After the defending pieces are declared, control may change hands, as per the following:

- If there are no corps commanders among the defending pieces, control does not change hands.
- If there are corps commanders among the defending pieces, control passes to the senior player with a corps commander among those pieces.

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

There are no individual victory conditions for members of a team. A team wins or loses together.

If the morale auction and team play options are both in use, 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](mailto:support@simmonsgames.com)

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### **Napoleon's Triumph Resources**

**Rules in PDF format:** <http://www.simmonsgames.com/products/Austerlitz/AusterlitzRules.pdf>

**Reference Map:** <http://www.simmonsgames.com/products/Austerlitz/ReferenceFrame.html>

**Sample Game:** <http://www.simmonsgames.com/strategy/AusterlitzGame.html>

**NT on Boardgamegeek.com:** <http://www.boardgamegeek.com/boardgame/18098>

# NAPOLEON'S TRIUMPH

THE BATTLE OF AUSTERLITZ, 2 DECEMBER 1805

French Position, 7:00AM | Allied Position, 7:00AM

Scale in Kilometers: 0, 5, 10

Scale in Kilometers: 0, 10, 20

The main map shows a grid of hexes numbered from 1 to 170. It features various terrain types: Forest (green), Field (yellow), Marsh (light green), Woods (dark green), and Hills (grey). Roads (grey lines) and rivers (blue lines) are also shown. Unit positions are marked with icons representing different military units. The map includes several locations such as Vienna, Brno, and Austerlitz.

12:00AM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM

12:00AM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
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12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM
12:00PM	11:30AM	11:00AM	10:30AM	10:00AM	9:30AM	9:00AM	8:30AM	8:00AM	7:30AM	7:00AM

French Command Track					
Bonaparte	Bessieres	Camille	Murat	Andremone	Independent
Bonaparte	Davout	Canard	St. Hilaire	Independent	Independent

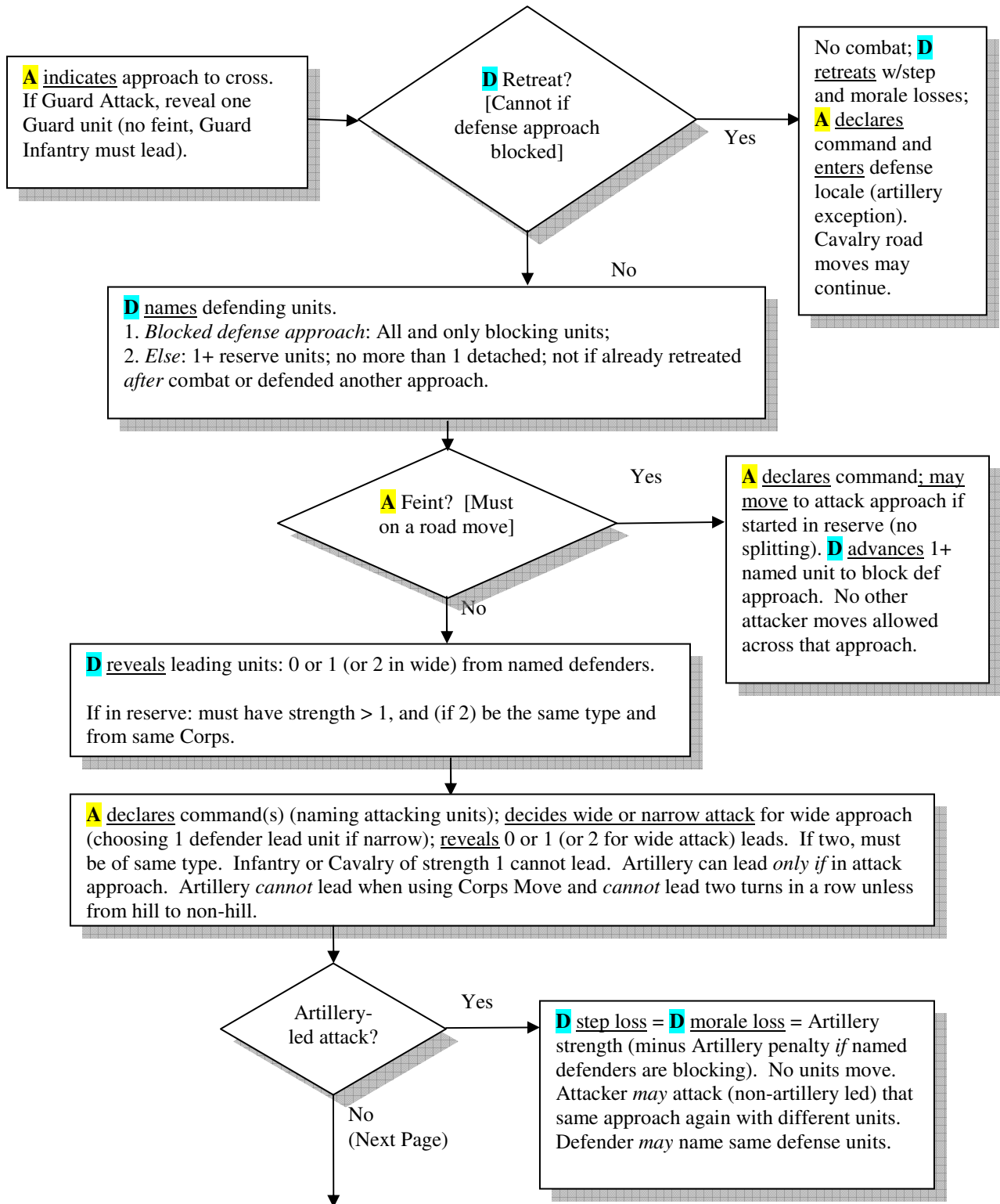
Morale Track									
9	18	17	16	15	14	13	12	11	10
26	25	24	23	22	21	20	19	18	17

Time Track									
7:00AM	7:30AM	8:00AM	8:30AM	9:00AM	9:30AM	10:00AM	10:30AM	11:00AM	11:30AM
12:00PM	12:30PM	1:00PM	1:30PM	2:00PM	2:30PM	3:00PM	3:30PM	4:00PM	4:30PM

Allied Command Track					
Strassburg	Napoleon	Camille	Independent	Independent	Independent
Strassburg	Napoleon	Camille	Independent	Independent	Independent

# Napoleon's Triumph Attack Procedure

By Bruce Allen



↓

**Calculate Initial Result:**  $IR = (\text{Attacker lead strength}) - (\text{Defender lead strength}) - (\text{penalties if defenders named are blocking}) - (1 \text{ if infantry attacking and defenders are blocking})$ .

$IR > 0$  Attacker wins.  $IR < 0$  Defender wins.

$IR = 0$ , Defender wins *if blocking, otherwise* side with most named units wins (French win ties).

↓

**D Counter-attack?**

No

Yes

**D reveals 1 or 2** non-lead, non-artillery, named units of same type and same Corps (infantry only if IR is Attacker win). Each loses 1 step. Subtract remaining steps from IR to obtain Final Result (FR).

Final Result =  
Initial Result

FR > 0 Attacker wins. FR < 0 Defender wins.

FR = 0, Defender wins *if blocking, otherwise* side with most named units wins (French win ties).

Attacker step loss = (# defender lead units) – (FR if FR < 0).

Defender step loss = (# attacker lead units) + (FR if FR > 0) – (1 per defender lead artillery).

**A** win => Defender retreats. Attacker moves all named into defense reserve.

Defender morale loss = Defender step losses + retreat step losses.

No other pieces may move into defense locale.

**D** win => Attacker withdraws named blocking units into reserve. All but 1 unit/Corp is detached.

Attacker morale loss = A step loss.

Defender advances 1 or more named units to block approach.

No other attack across that approach.

## NOTES:

### Combat loss priorities:

Attacker – Lead units (evenly, Defender choice on odd) then other named (Attacker choice).

Defender – Non-artillery lead units (Attacker choice on odd); counter-attacking units (Attacker choice on odd); other named (Defender choice).

**Retreat losses:** Artillery is eliminated.

From non-defense approach: 1 (or 2 if wide) loss from infantry or cavalry

From reserve: 1 from all non-named infantry (or 2 if def approach is wide)

Retreating Corps: all but 1 unit detached.

**Obstruction penalties:** Cavalry may not lead attack, lead defense, or counter-attack if defense approach is obstructed. No Guard attack if *attack* approach is obstructed.

**Guards:** Guard Infantry cannot be paired in attacker lead or counter-attack w/other infantry. Guard attack causes 1 to be subtracted from strength of defender's 1 and 2 step leading units.