Napoleon's Triumph
Rules of Play (draft)

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1. Game Equipment

The game equipment consists of:
- 150 wooden playing pieces.
- Two sheets of stickers.
- Two game boards.
- Two copies of the rules booklet.
- Three plastic markers.

2. Introduction to Play

Napoleon's Triumph is a two player game. One player plays the Allies 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 are represented in the game by **pieces**. There are two classes of pieces: **commanders** and **units**. Commanders represent individual leaders and their staffs. Units represent bodies of infantry, cavalry, or artillery.

French pieces are blue. Allied pieces are red.

A sample commander is shown below:

Bessieres

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

Three sample units are shown below:
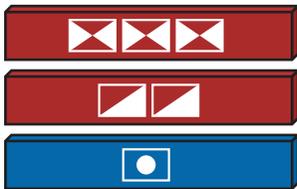
One side of each unit is marked with symbols. That side is called the unit's **face**.

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, players keep their units turned so that their opponent cannot see their faces. This normal state is called **face-down**. (Note: in gen-eral, 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 the face side, and in those situations the face side is turned towards the ceiling. This is called **face-up**.

Commanders are always considered face-up in that their names are never concealed from the opposing player.

When a unit has to be reduced in strength as a result of an attack, 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 are no available reduced strength pieces of the type and strength needed, use a lower-strength unit than called for as a replacement, 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.

A full-strength infantry unit represents about 2000 men and any battalion guns attached to them. A full-strength cavalry unit represents about 1400 troopers. A full-strength artillery unit represents about 50 guns and their crews.

4. The Game Board

The game board consists of two parts, which are abutted together to form a single playing surface. Most of the game board consists of a map of the battlefield. Some space on the edges is devoted to play aids.

The map portion of the game board is divided into polygons to regulate movement and combat. These polygons are called **locales**. The borders between the polygons are called **approaches**.

An example of a locale with three approaches is shown below:
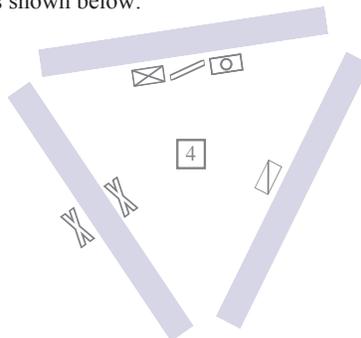
The symbols used that define locales are as follows:

is an approach. Approaches can be either **narrow** (as wide as one piece) or **wide** (as wide as two pieces). Symbols can be printed on either side of an approach to show the effects of terrain on movement and attacks across that approach. *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 obstructed.
- 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 that prohibits cavalry attacks into it. The right approach has a penalty for cavalry attacks into the locale. The left approach is impassable: no movement or attacks can be made across it.

In addition to the symbols representing terrain effects, a few special symbols are present in some locales. These are as follows:

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

Locales define the positions of pieces. A piece in play can be in one and only one locale at any one time.

Within a locale, pieces can be either in the middle of the locale, which is referred to as being **in reserve**, or they can be along one of the approaches, which is referred to as **blocking** that approach.

An example of how pieces can be positioned in a locale is shown below:
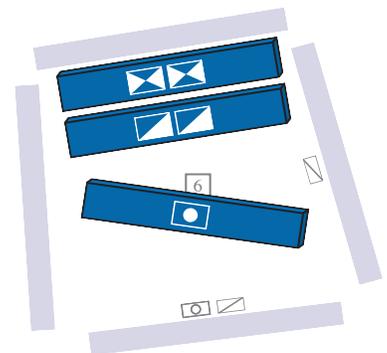
(Pieces are face-up for illustration only.)

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. For clarity, pieces blocking approaches should be oriented the same way as the approach. Pieces in reserve may be oriented any way the player owning the piece desires (the orientation of reserve pieces is strictly a matter of convenience – it has no effect on play).

A player may not put units into a locale if that would cause the number of units he has in that locale (not counting commanders or any enemy units) to exceed the locale's capacity limit. Note: there are two special case related to this rule in the corps rules (section 8).

 The capacity limit is for the entire locale. There are no sub-limits for reserve or blocking. Any or all of the pieces in a particular locale can be in reserve or blocking a particular approach.

Approaches are the boundaries between adjacent locales. Pieces can only move from one locale to another by crossing an approach. Locales on either side of an approach are referred to as **adjacent locales**.

Some locales are connected by roads. Roads are depicted on the map as thin red or brown lines. Red lines denote **main roads**. Brown lines denote **local roads**. Roads affect the movement of pieces: pieces can be moved farther in a turn if they are moving along a road.

For purposes of counting road movement distances, 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 locale with road segments is shown below:
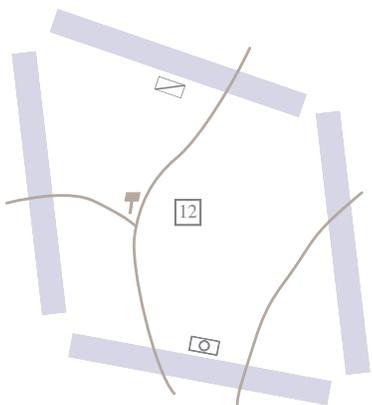
In the example above, there are four road segments. The segment marker at the intersection divides one road into three segments. These three segments are continuous with each other. The other road is a single segment that is not continuous with the other three.

There are other markings on the map showing elevation, woods, marshes, rivers, streams and towns. These are cosmetic and do not affect play. (Terrain effects are incorporated into the sizes and shapes of the locales and the penalties on the approaches.)

On the edges of the game board are the following play aids:

- Map Legend. This identifies the different map symbols.
- Time Track. This is for keeping track of time.
- Morale Track. This is for keeping track of morale – see the morale rules (section 13) for details.
- French and Allied Forces displays. These show the pieces that make up the opposing armies at their full initial strength.

Note: Players accustomed to traditional war games may be surprised by the absence of dice, combat results tables or terrain effects tables. Combat is resolved by a comparison of strength, and terrain effects are designed into the map itself.

5. Scenarios

Napoleon's Triumph has four scenarios, which are identified by their start time. Scenario set-up is explained in the set-up rules (section 6). Each scenario has two special properties: the Allied Corps Limit, which is explained in the corps rules (section 8), and the Allied Command Limit, which is explained in the command rules (section 9). The scenarios are as follows:

7:00AM 30 November Scenario

- *Start Time*: 7:00AM, 30 November.
- *Allied Set-up*: Allied pieces enter play as reinforcements.
- *Allied Corps Limit*: 6.
- *Allied Command Limit*: 3.

7:00AM 1 December Scenario

- *Start Time*: 7:00AM, 1 December.
- *Allied Set-up*: Allied pieces enter play as reinforcements.
- *Allied Corps Limit*: 7.
- *Allied Command Limit*: 4.

11:00AM 1 December Scenario

- *Start Time*: 11:00AM, 1 December.
- *Allied Set-up*: Allied pieces enter play as reinforcements.
- *Allied Corps Limit*: 8.
- *Allied Command Limit*: 5.

7:00AM 2 December Scenario

- *Start Time*: 7:00AM, 2 December.
- *Allied Set-up*. Allied pieces are in play at start.
- *Allied Corps Limit*: 8.
- *Allied Command Limit*: 5.

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) The players should select a scenario and variant to play.

(2) Get out the game board.

(3) Set up the Time Track by putting the black marker on the starting turn of the scenario.

(4) Set up the Morale Track by putting the blue and red markers on the starting morale levels of the opposing armies.

(5) Inventory the pieces that make up the armies at the start of the game by putting them on the French and Allied Forces displays.

(6) 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. They may be placed in reserve or blocking an approach. For other scenarios, the Allied commanders are placed on the edge of the board.

(7) Set up the French commanders. The French player puts his commanders that start in-play should be put on the map in their designated set-up locales. They may be placed in reserver or blocking an approach. French reinforcement commanders (the French commanders Bernadotte and Davout), are placed on the edge of the board.

(8) The French player takes one artillery unit and deploys it on the map face-up as his **fixed battery**. If there are Allied pieces in play, then it may be placed in any locale that is as close or closer to a French commander than to the nearest Allied commander. If there are no Allied pieces in play, then it may be placed in any locale that is not an Allied reinforcement entry locale or adjacent to one. The fixed battery must be deployed blocking an approach; it may bombard attack (see section 11) but otherwise may not move during the game.

(9) Allied unit set-up. The Allied player secrtly assigns his units to the control of his commanders (in the process he turns his units facedown). The choice of which units get assigned to which commanders is his. The minimum number of units assigned to a commander is as per the number shown on the map (note: this is the minimum even when the Allied pieces enter as reinforcements). The maximum number of units is the Allied Corps Limit for the scenario. If a commander is in-play at start, its units are placed on the map with it (same locale, and either in reserve with it or blocking the same approach). If a commander is not in-play at start,

its units are placed with it on the edge of the map.

(10) French unit set-up. The French player sets up his units as the Allied player did in the previous step, with the following special conditions:

- The French fixed battery is not assigned to a commander and is left where it is.
- The French Corps Limit is 8 for all scenarios.
- The French reinforcement commanders Davout and Bernadotte are special cases. Each is assigned at least four units. At set-up, no more than three of each corps' units can be two-strength infantry. This limit does not apply after the corps enter play.

(11) At his discretion, the French player may detach up to 6 units from their commanders and position them in any locale up to two locales distant from their commanders. The detached units may be placed either in reserve or blocking an approach. If there are any Allied pieces in play, the French pieces may not be placed such that the nearest Allied piece to them is closer than the nearest Allied piece is to the commander from which they were detached.

7. Sequence of Play

The game is played as a series of **rounds**. Rounds are tracked by a marker on the Time Track, which is advanced after each round is completed.

A round is divided into two **turns**. In each round, the first turn is the Allied player's turn, and the second turn is the French player's 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 or more units under the control of one commander. Corps are initially formed as part of setting up the game when units are assigned to commanders.

An army's Corps Limit is the maximum number of units that can be in a corps of that army at any time.

In play, the units in a corps must always be in the same place (in the same locale, and either in reserve together or blocking the same approach together).

Units in a corps can be **detached** from it by its commander. Once detached, the units are no longer part of the corps. Detached units can remain detached indefinitely, or they can later rejoin a corps (either the one they originally left, or a different one) by becoming **attached** to the corps.

A player can detach units from his corps any time he likes (even during an enemy attack or part way through a road move), but units can be attached only during a player's own turn.

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

A commander can never be by itself. If all of the units in a corps are detached or are eliminated in combat, the commander is eliminated as well.

In general, it is convenient to indicate that units are in a corps together by keeping them physically behind the commander and aligned the same way. If there is more than one corps in the same place, or if there are detached units and corps in the same place, the pieces should be grouped and aligned to indicate which pieces are which. The following example shows how this works:
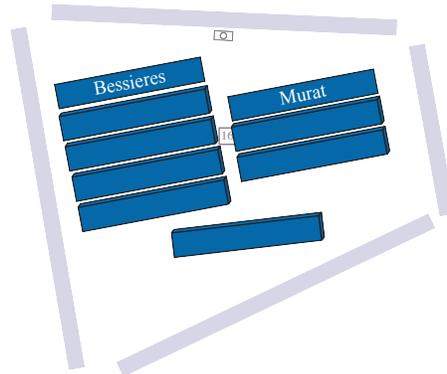
In the example shown above, all of the pieces are in reserve in the same locale. The four units of Bessieres' corps (left) are lined up behind their commander, as are the two units of Murat's corps (right). Also present is a detached unit (bottom) that belongs to neither corps.

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 general, units may only move and attack in response to **commands**. 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 own corps. Each commander can give only one corps command per turn. Additionally, the Allies are limited in the total number of corps commands they can issue in a turn by their scenario Command Limit.

An independent command is a command given to a single detached unit. Each player is limited to three independent commands per turn. An independent command cannot be given

to "groups" of multiple units, nor can it be given to a unit in a corps.

No unit can be moved by more than one command in a 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. It is permitted for the detached unit to have been moved in the same turn it is attached.
- Unit Move (independent command). A unit moves within a locale or to a different locale.

The example shown below demonstrates some of the ways commands can be used:
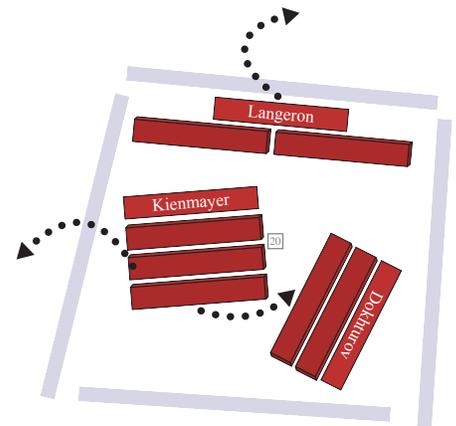
In the example shown above, Langeron (top) uses a Corps Move command to move its entire corps out of the locale to the top. Kienmayer (left) then uses a Detach and Move command to detach a unit and move it out of the locale to the left. Kienmayer also detaches a second unit without moving it (at no command cost), which is then attached by Dokhturov (right) using an Attach command.

Players do not usually need to state their commands aloud as their actions generally make their intentions clear. Sometimes, however, it is helpful for a player to explain what he is doing (an example might be attaching a unit to a corps in a crowded locale).

10. Movement

In a player's turn, he may move his pieces that are already on the map and may move onto the map eligible reinforcement pieces.

Pieces moving as the result of a single command move together. Pieces moving as the result of separate commands move separately.

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 on the map (in reserve together or blocking the same approach) 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 player may make his moves in any order he pleases.

A piece is prohibited from moving across impassable approaches.

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

The legal movement options for a piece depend on which of the following cases apply:
- The piece starts the turn in reserve (and is not moving by road).
- The piece starts the turn blocking an approach.
- The piece is moving by road.
- The piece is entering the map as a reinforcement.

The rest of the rules in this section will examine each of these cases in turn.

A piece in reserve at the start of the turn (and which is not moving by road) has the following movement choices:
- into reserve in an adjacent locale.
- to block an approach of the locale it occupies.

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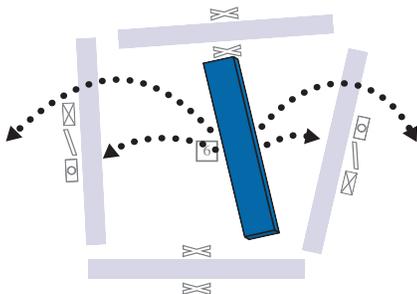
In the example shown above, the unit can move to block the approaches to the left or the right in the locale it occupies, or could move into reserve in the locales to the left or the right. It cannot move to the top or bottom because the approaches on those sides are impassable.

A piece blocking an approach at the start of a turn has the following movement choices:
- into reserve in the locale it occupies.
- into reserve in the locale on the other side of the approach it it is blocking.

The following example demonstrates these choices:
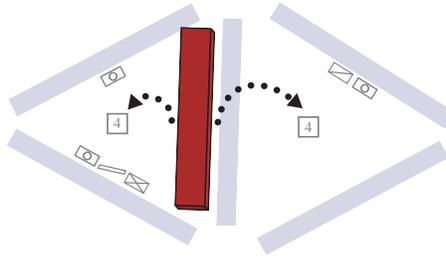
In the example shown above, the unit can move to the right, into reserve in the locale it occupies, or it can move to the left, into reserve in the adjacent locale.

A piece moving by road can move farther than it could otherwise. A unit moving by road along a main road can move up to four road segments. A unit 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.
- The locale where it starts its move must contain a road.
- It must follow a continuous road through every approach it crosses and locale it enters.
- It must stop on entering a locale containing another friendly piece which entered that locale by road.

A piece that begins road movement in a locale containing multiple road segments can start its move from whichever segment desired: 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 restricted by **traffic flow**, which reduces the road distance a unit may move by one for each unit that earlier that same turn moved by road from or through the locale in which it starts its move (note: units that move together simultaneously in 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:
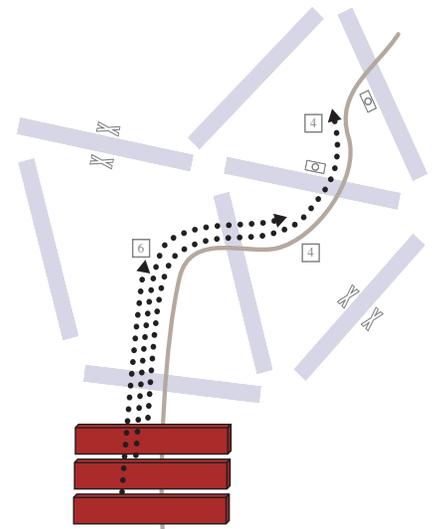

In the example shown above, the first unit can move a full three segments on the local road, but the second unit can only move two because of the traffic flow penalty caused by the move of the first unit. The third unit can only move one because of traffic flow penalties caused by the moves of the first and second units.

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.

A corps of more than one unit moving by road excludes movement (road or non-road) by other units into the reserve areas of the locale in which it ends its move and that of the immediately preceding locale. This means:
- No other units can have moved into the reserve area of the locales previously that turn.
- No other units can move into the reserve area of the locales later that same turn.

The example below illustrates exclusion:
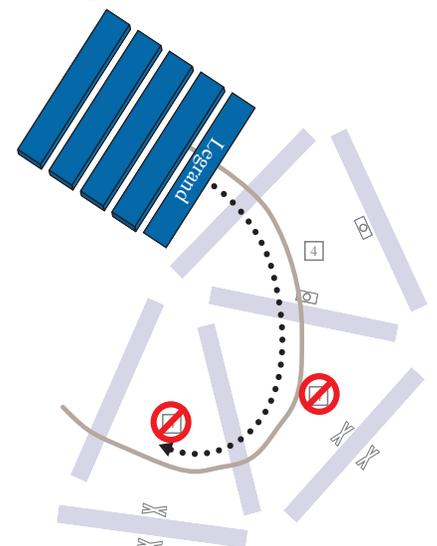
In the example shown above, Legrand's corps moves by road. The red "prohibited"

symbols indicate reserve areas into which other units cannot move that turn.

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

Reinforcements enter play through reinforcement entry locales, which are marked on the map (red for Allies, blue for French). The rules do not mandate that specific pieces enter at specific locales: a player decides which entry locales to use as he brings the reinforcements on.

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

French reinforcements are eligible to enter on the turn called for in the French Reinforcement schedule; if that time is prior to the start of the scenario, the reinforcements are eligible to enter from the first turn on. Allied reinforcements (in scenarios in which the Allies enter as reinforcements) are eligible to enter on the scenario's first turn.

Reinforcement entry is optional. Because a player is able to bring reinforcements into play in a given turn does not mean that he has to: he can wait until a later turn if he so chooses.

Reinforcements must use road movement to enter play. They can enter by corps or as detached units. Like other pieces, reinforcements do require that commands be expended in order for them to be able to move. For purposes of calculating traffic flow penalties, the units that enter at a particular entry point in a single turn are considered to have started their move in a locale just off-map.

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 may make their move together (each still requires a separate command, however). This option cannot be combined with road movement.

Although the attacker must expend a command to make a move that causes an attack, none of the other actions in the attack procedure require 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.

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 defender retreats before combat), ***no other friendly pieces may move into 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 attack is over: the defending units retreat and the attacking units advance as per the retreat rules (section 12). Otherwise, the attack continues 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 combined as leading units unless they are both in the same corps.
- Leading units must be of the same type (infantry, cavalry, or artillery).
- A 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. 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 attacking player can declare the attack to be wide or 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 in-

fantry 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. 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:

- Only artillery units in the same place as the leading defending units (blocking the approach with them or in reserve with them) 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:

- 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.
- Remaining losses are then applied to other units making the attack move, with the choice going to the attacking player.
- Any other remaining 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:

- First, losses are applied to leading units, as evenly as possible with the final

choice of an odd loss going to the attacking player.
- Second, remaining losses are applied to counter-attacking units, as evenly as possible with the final choice of an odd loss going to the attacking player.
- Third, remaining losses are applied to other units blocking the attacked approach, with the choice going to the defending player.
- Any other remaining losses are ignored.

(19) Attack Resolution.

If the attacker wins:

- The defending units retreat and the attacking units advance as per the retreat rules (section 12).

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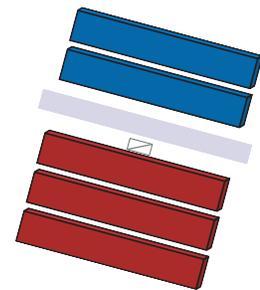
(1) The attack is declared: the French player declares an attack from the locale occupied by the French pieces into the locale occupied by the Allied pieces. The pieces shown are blocking opposite sides of the same approach.

(2) Retreat Option (no illustration). The defending units are blocking the defense approach and must defend.
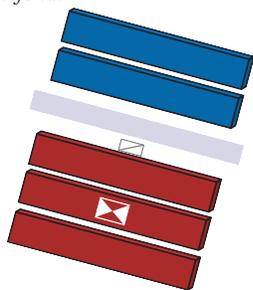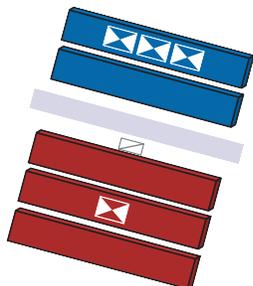
(3) Defense Leading Units Declaration. The Allied player names a one-strength infantry unit as his leading unit and turns it face-up.
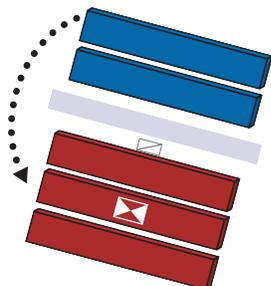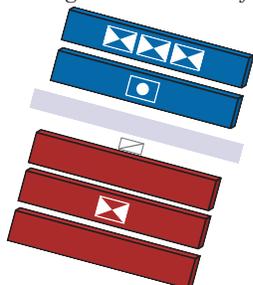
(4) Attack Move Declaration. The French player states that his rear unit (top) will be making the attack move by an independent command.

(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.
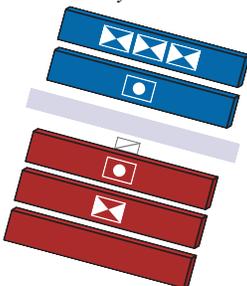
(8) Attack Artillery Support Declaration. The French player names a one-strength artillery unit as his artillery support and turns it face-up.
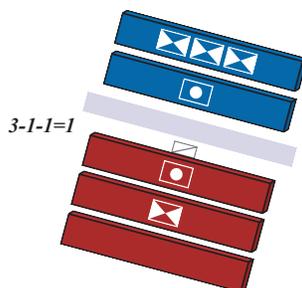
3+1-1=3
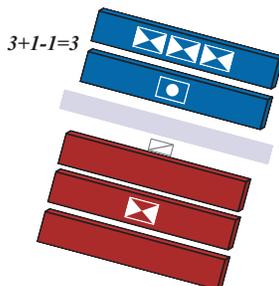
(9) Attack Strength Calculation. The strengths of the leading units (3) and supporting artillery units (1) are added together (3+1). Next, one is subtracted because the leading unit is infantry and the defending units are blocking the approach (3+1-1). The only terrain penalty in the defense approach 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.
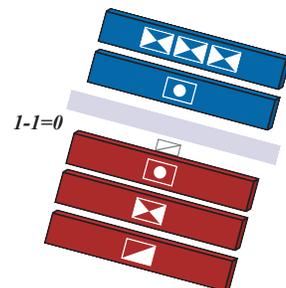
3-1-1=1

(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.
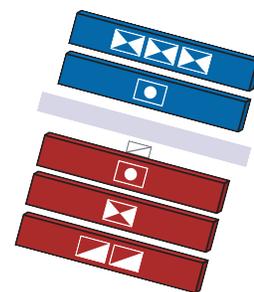
(13) Counter-Attack Declaration. The Allied player states that a two-strength cavalry unit will counter-attack and turns it face-up.
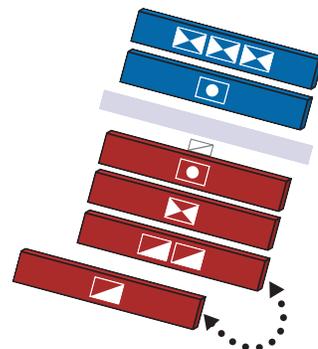
(14) Counter-Attack Losses. The counter-attacking cavalry unit immediately takes a one step loss, reducing it from a two-strength to a one-strength cavalry unit.

1-1=0

(15) Final Result Calculation. The strengths of the counter-attacking units (1) are added to the initial result calculated in earlier (1). The new result is zero (1-1=0). The defending units are blocking an approach, so they win the tie.

1+1=2

1
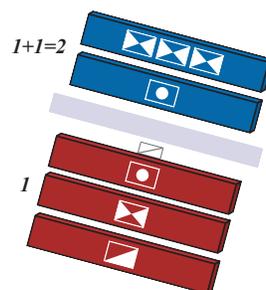
(16) Loss Calculation. The attackers lose one point for each defense leading unit (1) plus one point for each defense supporting artillery unit (1) for a total loss of two (1+1=2). The defenders lose one point for each attack leading unit (1).
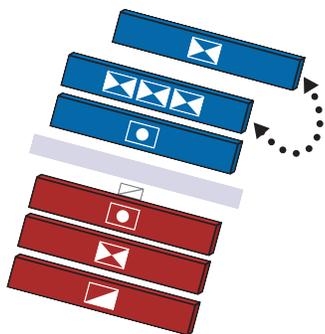
(17) Attacker Loss Application. The attacker loss of two points is applied to the attack leading unit, causing it to be reduced from a three-strength to a one-strength infantry unit. There are no remaining losses to be applied to other units.
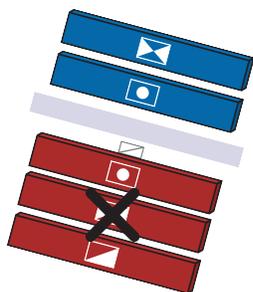
(18) Defender Loss Application. The defender loss of one point is applied to the defense leading unit, eliminating it. There are no remaining losses to be applied to other units.
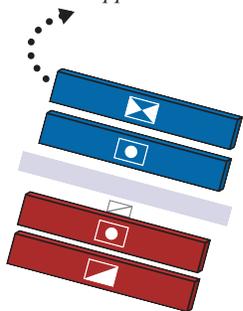
(19) Attack Resolution. The defender wins, so the attacking units withdraw into the attack reserve. Note that the attack artillery support unit is not affected by the result and does not have to withdraw. The surviving defense units remain blocking the locale.
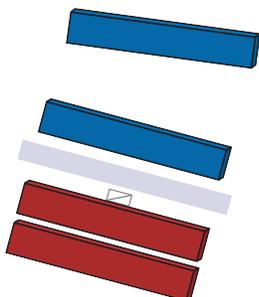
(20) Attack Clean-up. All units turned face-up during the attack are turned face-down

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 must 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 the retreat, and turned face-down again at the end.

If units retreat from blocking an approach other than the one attacked, 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 attack was narrow, two if the attack 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 locale 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.

Following a retreat, the attacking units advance into reserve in the attacked locale (this does not include supporting artillery). If they moved by road in their attack, they may continue to move within the normal constraints of the rules governing road movement.

An example of a retreat is shown below:
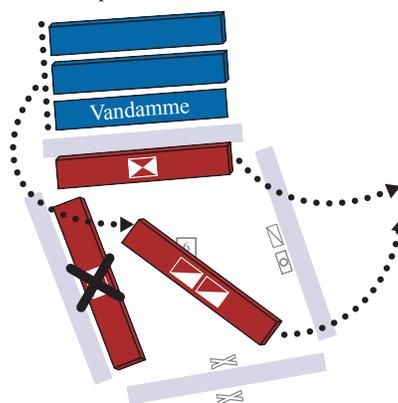
The infantry piece at top was defeated in an attack by Vandamme's corps opposite it and forced to retreat. Because of the defeat, the other infantry and cavalry piece in the locale had to retreat as well. The infantry piece at the left was blocking an approach and therefore had to suffer a loss of one 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. The attacking pieces move into the locale in reserve after the retreating pieces leave.

13. Morale

Printed on the game board is a morale track. Markers are placed on this track at the start of the game. Every time an army loses a strength point, the marker is moved down by one. If the marker ever reaches zero, the army is **demoralized**.

32 *French Start Level*　　**30** *Allied Start Level*　　**0** *Demoralization*

14. Night

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

Night	Night
30 November to 1 December	*1 December to 2 December*

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 (i.e. - if the French army had lost seven morale points from its initial level, its morale would be increased by three).

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 where a specific exception applies.

A guard infantry unit is only a guard infantry unit when it is full-strength. When it takes a loss, it is reduced to an ordinary infantry unit.

In calculating the strength of an attack, a bonus of one is applied for each guard infantry unit leading the attack (note that this does not apply to leading the defense or counter-attacking).

Guard infantry cannot lead an attack except through a Corps Move command.

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

The first step loss for each guard infantry unit reduces army morale by three points instead of one.

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 side becomes demoralized, that ends the game immediately, even if it occurs in the middle of resolving an attack. The undermoralized side wins a **decisive victory**.

If neither side ends the game by winning a decisive victory, a **marginal victory** is awarded after the last round is completed based on control of objective locales.

Objective locales are those marked with red, black, green, or blue stars.

An army is considered to control a particular 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.

The marginal victory conditions for the game depend on the variant (French Attack or Allied Attack). Additionally, in the Allied Attack variant, conditions vary again depending on whether or not the French player elected to bring any of his reinforcements into play.

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 (no French 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 (French 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.