

Napoleon's Triumph

Rules of Play



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1. Parts List

The game includes:

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

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

2. Introduction

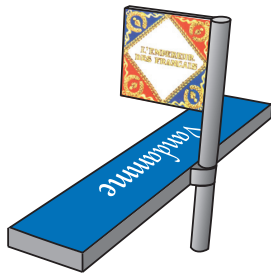
Napoleon's Triumph is a game based on the battle of Austerlitz. It is a game for two players: one player controls the French army and the other the Allied army. In the game, the players take turns moving their pieces and attacking enemy pieces. A player wins by either inflicting losses on the enemy army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

3. Playing Pieces

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

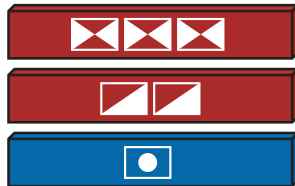
There are two classes of pieces: **commanders** and **units**. Commanders represent individual leaders and their staffs. Units represent bodies of infantry, cavalry, and artillery.

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.

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.

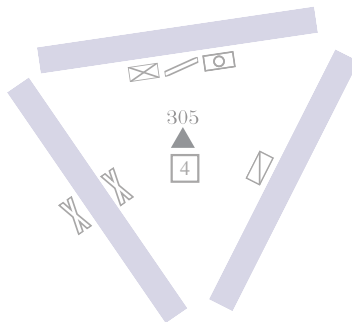
4. The Game Board

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:



The symbols that define locales are as follows:

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

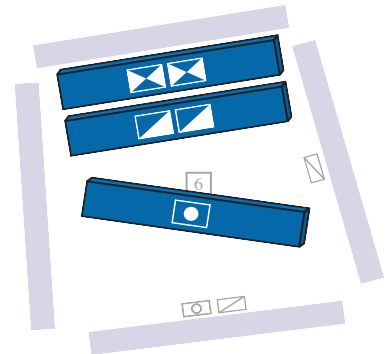
- is an infantry penalty.
- is a cavalry penalty.
- is an artillery penalty.
- is obstructed.
- is impassable.
- is the locale capacity.
- is a hill (the elevation number is cosmetic: it has no effect on play).

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

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

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

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



(Pieces are face-up for illustration only.)

In 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.

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 of the Allied corps begin the game in play. In the 1 December scenario, the Allied player selects any two corps to start the game in play, and the others start the game off-map and will enter as reinforcements (see the reinforcement rules in section 10). The corps that start the game in-play must be placed in the set-up locale bearing the commander's name. The pieces in a given corps may be in reserve or blocking any approach in that locale, but all the pieces in each corps must be together in the same position.

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

(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.

7. Order of Play

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

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

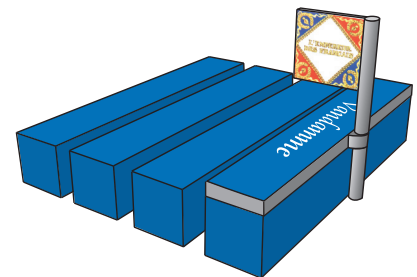
In a player's turn, he may move his pieces and use them to attack enemy pieces.

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

8. Corps

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

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



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

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

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

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

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.

9. Commands

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

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

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

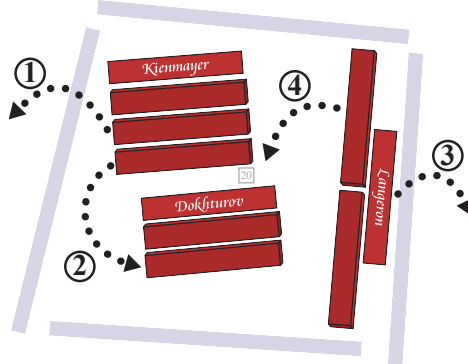
An independent command is a command given to a single detached unit. The Allied player is limited to three independent commands per turn and the French player is limited to four independent commands per turn.

The types of commands are as follows:

- **Corps Move** (corps command). The commander and all of the units in its corps move together. Immediately prior to the move, a player is permitted to detach units from the corps: the detached units are not moved by the command.
- **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 by the command. Units moved by this type of command cannot move by road.
- **Attach** (corps command). A commander can attach a single unit to its corps. The commander and the unit must both be in the same position at the time the command is given. The command may be given to a detached unit or a unit in a different corps; if given to a unit in a different corps, the command detaches the unit from its old corps as part of attaching it to its new corps.
- **Unit Move** (independent command). A *single* detached unit is moved. If the unit is not already detached, it can be detached as part of this command.

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

The 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.

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.

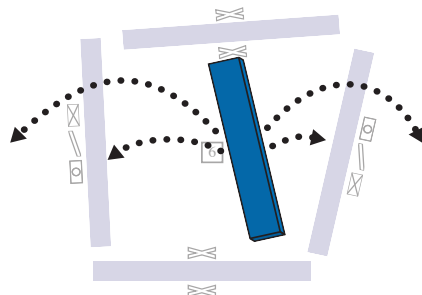
Pieces may not cross or block an impassable approach.

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:

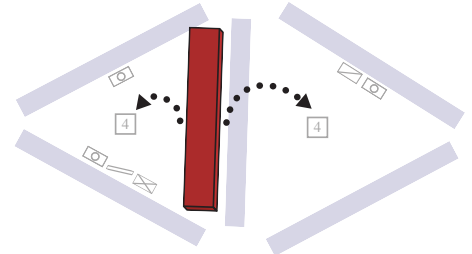


In this example, the unit can move to block the approaches to the left or the right in the locale it occupies, or could move into reserve in the locales to the left or the right. It cannot move to the top or bottom because the approaches on those sides are impassable.

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

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

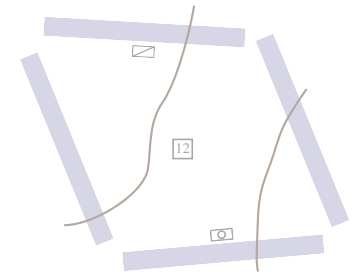
The following example demonstrates these choices:



In 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. 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.

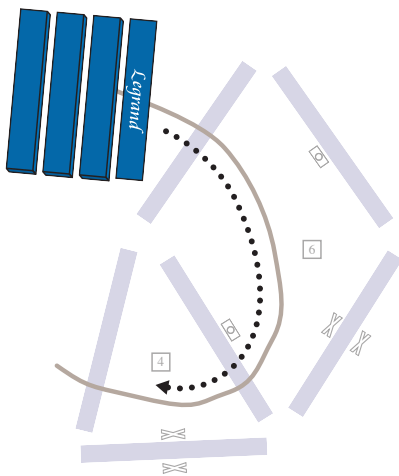
Pieces moving by road must start their move in reserve. They must also end their move in reserve, unless all of them are cavalry (the move can include a commander). Cavalry moving by road can end their move blocking an approach, but the approach must be crossed by a road that is connected to the road on which they moved. The units must be briefly turned face-up to confirm that they are cavalry.

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, the following rules apply:

- The corps cannot enter a locale if the reserve area of that locale contains units that moved into it earlier in that same turn.
- 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.
- 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.

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 enters 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. 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 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.

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**.

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.
- Two Unit Moves may be combined if both units are artillery and block the same attack approach. The units must be briefly turned face-up to confirm that they are artillery.

Each command in a combined move still counts separately against applicable command limits.

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.

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.)

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 and is called the **attack declaration**.

(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.

Pieces blocking the defense approach *must all* be named as defending pieces. 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: the remaining steps in the attack procedure are ignored.**

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

- The attacking player 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.
- 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.

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.

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.

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.

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.

(7) Counter-Attack. If the attack leading units are not artillery, the defending player has the option to name units 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 face-down in step 5 is no longer considered a leading unit and can counter-attack if it is otherwise eligible).

- One or two units can be named, but two can be named only if both are of the same type and from the same corps. Note that two units can be named even if the attack is narrow.
- Infantry units may counter-attack only if the attacker won in the initial result calculation. Cavalry units can counter-attack regardless of the initial result. Artillery units cannot counter-attack.

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

(8) Final Result. The (reduced) strengths of the counter-attacking units are subtracted from the initial result calculated in step 6 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. 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 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.
- 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 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.
- 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.

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).

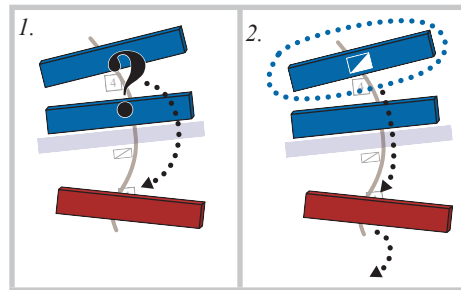
Attacking pieces moving by road may continue their move (and make additional attacks) if the defender retreated, but may not continue their move if the defender did not retreat.

If an attack was led by artillery, a second attack move 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.

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.

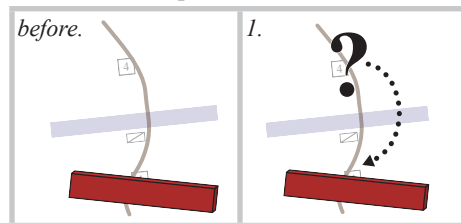
If an attack was won by the attacker (excluding retreats before combat and attacks where the attack leading units were artillery), no pieces other than the attacking pieces may enter the defense locale that turn.

Attack Example 1:



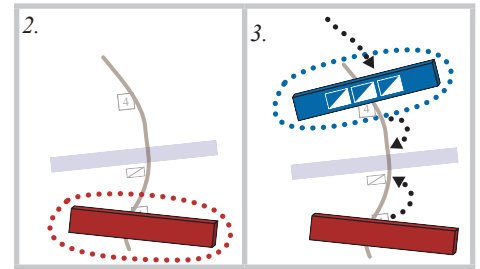
In this example, the top locale is occupied by a French unit in reserve and another blocking the approach. The bottom locale is occupied by an Allied unit in reserve. In step 1, the French player declares the attack threat. In step 2, the Allied player opts not to declare any defending pieces and retreats (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:



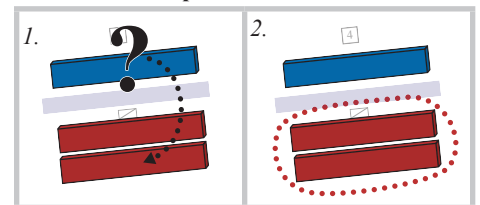
In this example, before the attack the top locale is empty and the bottom locale is occu-

ped by an Allied unit in reserve. In step 1, the French player declares the attack threat.

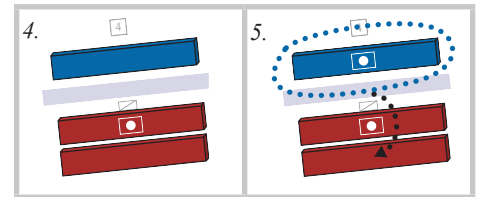


In step 2, the Allied player opts to defend, and declares the piece in reserve as the defending piece. In step 3, the French player declares his attack a feint and makes his attack move: a Unit Move attack by road, and moves his attacking piece into the attack locale, opting to end his move blocking 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.

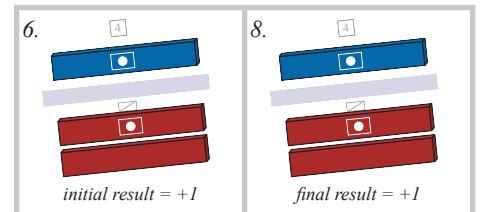
Attack Example 3:



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.

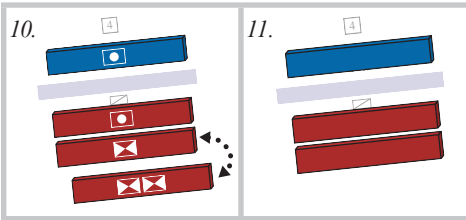


In step 3 (not shown), the attacker declares that the attack is not a feint. In step 4, the Allied player declares his leading unit and turns it face-up, revealing it to be an artillery unit. In step 5, the French player declares his leading unit and turns it face-up, revealing it as an artillery unit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



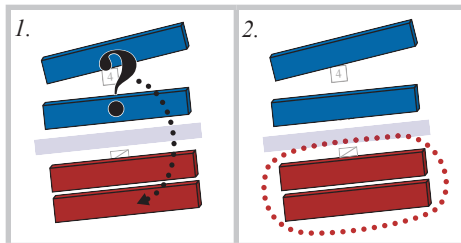
In step 6, the initial result is calculated as +1, which is the unmodified strength of the attack leading unit, as there is no artillery terrain penalty, and the strength of the defense leading unit is not subtracted from the result

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.

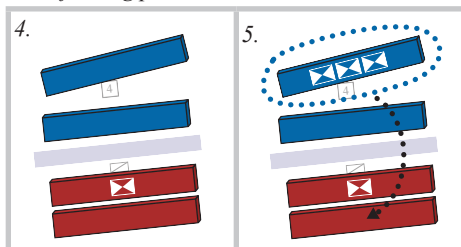


In step 9 (not shown) the attacker takes no losses because the attack is led by artillery. In step 10, the defender losses are calculated: the defender takes a loss of one for the amount the attack result is above zero, and chooses to assess the loss against the non-leading unit (he does not have to 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.

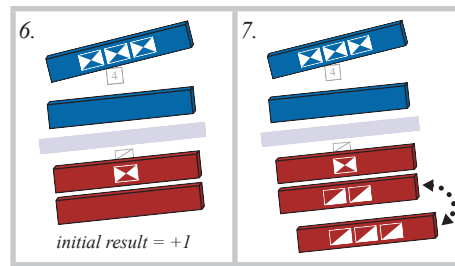
Attack Example 4:



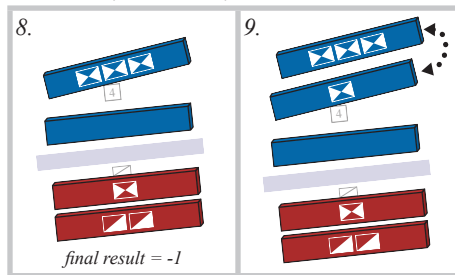
In this example, the top locale is occupied by one French unit blocking the approach and another in reserve, and the bottom locale is occupied by two Allied units blocking the approach. In step 1, the French player declares the attack threat. In step 2, the Allied player must defend with the units blocking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



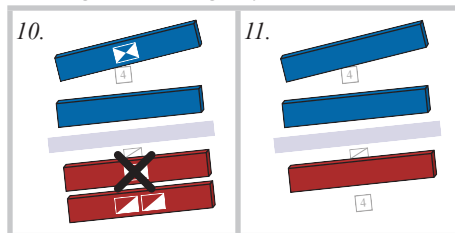
In step 3 (not shown) the French player declares that the attack will not be a feint. In step 4, the Allied player declares his leading unit and turns it face-up, revealing it to be a one-strength infantry unit. In step 5, the French player declares that his attack will be a Unit Move command by his 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 is assessed if the defense approach was narrow, and two if wide. The retreating player chooses the reserve infantry unit or units that will take the loss. **Important note:** cavalry units in reserve do not take a loss when they retreat.

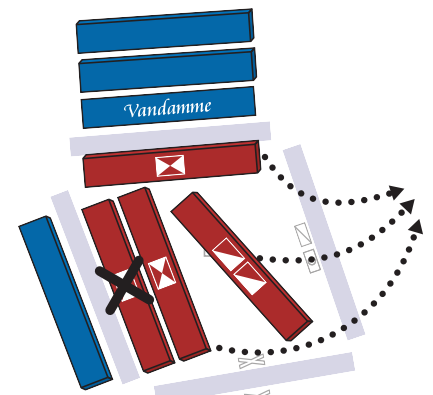
Pieces forced to retreat go into reserve in one or more adjacent locales. The retreating player gets to choose which of his pieces will retreat to which locales, with the following restrictions:

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

Pieces unable to retreat within the above restrictions are eliminated.

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

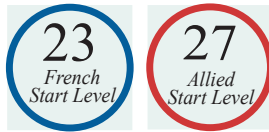
An example of a retreat is shown below:



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**.



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.

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

If an attack includes Guard infantry, in step 1 of the attack procedure the attacking player may declare an attack a **Guard Attack**. At that time, the attacking player must 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).

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

In a Guard Attack, one is subtracted from the strength of each one or two-strength defense leading 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 demoralized army wins a **decisive victory**.

If neither army wins a decisive victory, an **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.

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

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

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

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

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

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

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

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

ence, 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 Pratzte, Pratzteberg, 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.

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Design Notes

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

