Napoleon's Triumph

Combat Summary

1. Attack Threat
Attacker: Names Attack Approach

AA: Attack Approach
DA: Defence Approach
AR: Attack Reserve
DR: Defence Reserve
ALU: Attack Lead Unit
DLU: Defence Lead Unit

2. Retreat Option
Defender: Defend or Retreat

Defend
Defender: Names 1 or more Defending Pieces
- Approach is defended
  - Pieces blocking defence approach must be named
  - Pieces in reserve may not be named
- Approach is not defended
  - Pieces in reserve may be named
  - No more than 1 detached unit can be named
  - Pieces may not have
    - Defended against attack from another approach
    - Retreated <u>after</u> combat earlier in the turn

Retreat
Defender: Retreats and takes losses
Attacker: Moves into defence locale

Combat Ends

3. Feint Option
Attack: May declare feint
(Cavalry attack by roads must feint)

No Feint

Feint
Attacker: Names Attacking Pieces
- If in Attack Approach, stay there
- If in Attack Reserve may stay or move to Attack Approach

Defender:
- If in Defence Approach, stay there
- If in Defence Reserve, at least one unit to Defence Approach

Combat Ends

4. Defence Declaration
Defender: Names Leading Units from Defending Pieces
- (0-2 if wide) (0-1 if narrow)
- Units in Reserve
  - May not pair unless same type and corps
  - 1-strength unit may not lead

5. Attack Declaration
Attacker: Names Attack Command, Attack Width, Lead Units
- All units moved in attack are turned face up
- If approach is wide, can choose narrow and which Lead Defender to attack

Lead Units (Wide 0-2) (Narrow: 0-1)
  - Units can be paired only if same type
  - May not be 1-strength inf/cav units

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6. Initial Result

Strength of ALU – DLU*
If Defence Approach is defended:
- -1 Attack Lead Units are infantry
- -1 Penalty symbol (in DA) match ALU

Strength of DLU = 0 if defending against arty

Determine Initial Result

Result:
>0, Attacker wins
<0, Defender wins

=0
DA defended, Defender wins
DA undefended, Most Units wins
DA undefended, same Units, French wins

7. Counterattack

(Only if attack is non-arty)
Declare Counterattacking Units
From Defending Units (excl DLUs)
1-2 units (same type, same corps)
- Inf: Only of Attacker won Initial Result
- Cav: Always
- Arty: Never

each Counterattacking Unit lose1 step immediately

8. Final Result

Subtract the *reduced* strength of Counter-attacking units from Initial Result.

Recalculate Result

9. Attacker Losses

If Arty attack, Attacker loses 0 points.

Else,
Final Result below 0 (0 if positive)
+1 each DLU

Apply losses evenly between ALU. (Defender selects odd loss)
Excess losses to units in Attack Declaration

10. Defender Losses

Final Result above 0 (0 if negati*ve*)
+1 each Inf/Cav ALU
-1 each Arty DLU (if attacked by Inf/Cav)

Apply losses evenly between DLU (except Arty; Attacker selects odd loss).
⇒Excess losses to Counterattacking units
⇒Excess losses to Retreat Options (Defender selects odd loss)

11. Completion

ALU = Arty, both sides remain in place

ALU not Arty, Attacker wins.
All defender's units in Defence Locale to Retreat
Attacking units must move into reserve of Defence Locale

ALU not Arty, Defender wins.
1 or more Defending pieces in Reserve must move into Defence Approach
Attacking units in Corps detached except for 1 per corps

Retreat

Arty units: Eliminated

Non-Defence Approach:
Cav/Inf Loss: Wide= 2, Narrow= 1

Reserve:
Cav: No loss
Inf: (DA Wide= 2, DA Narrow= 1)
– Only if not declared as defending pieces

May not retreat:
To enemy occupied locale
To overstacked locale
Across prohibited approach

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