

Napoleon's Triumph

(Simmons Games)

Battle Cards Variant

Napoleon's Triumph from Simmon's Games is truly a masterpiece game, both in artwork, presentation and game concepts. The battle mechanics, with the no luck combat system is excellent and works extremely well. This variant adds an additional element of uncertainty to the combat system without compromising the basic "no-luck"/"non-randomness" mechanics of the game. Battle Cards also add an extra amount of historical constraint to the system, which serves to provide some flavour to the Corps Commanders provided in the game.

The Battle Cards



**RUSSIAN
Imperial Guard**



**AUSTRIAN
Cavalry**



**RUSSIAN
Regular**



**FRENCH
Imperial Guard**



**FRENCH
Reinforcement Card**



**FRENCH
Regular**

Start

At the start of the game, the cards are divided into two decks; Allied cards and French cards. Each player is dealt 5 cards each from their own decks. A player may hold no more than 5 cards in his hand at any one time.

Players keep a draw deck and a discard deck, both of which are always face down. Indicate the draw deck by placing a spare marker on its top card. Neither player may ever examine the contents of their own nor their opponent's draw deck nor discard deck. (You must remember your own discards).

The French deck has the 6 reinforcement cards (Davout and Bernadotte) removed from the deck before being dealt his 5 cards. These cards remain out of play until and if the French reinforcements are brought into play. At the start of the turn in which French reinforcements arrive, these cards are shuffled back into the French draw deck.

The Allied player is allowed to discard one card at a time and keep drawing cards until he holds at least one Austrian card (gray background). All such discards are played face down and reshuffled into the deck.

Play

The play of Battle Cards is always optional for both players.

At the start of a player's turn he may draw as many cards from his draw pile to replenish his hand back to his 5 card limit. At the conclusion of a player's turn, he may optionally discard 1 card from his hand into his discard pile. This card may not be replaced until the beginning of his next turn.

Battle Cards are played during combat and add to the overall combat strength of the side playing the card. Cards are played for individual battles and only effect the outcome of that one battle. Only one card may be played by each side for a single battle. A card played prior to the initial combat strengths being calculated affects both the initial and final combat strength for that side. A card played in a counter-attack only effects the final combat strength.

The procedure for playing cards is as follows:

- 1) The attacker selects a card and plays it face down in front of him when he declares an attack threat.
- 2) The defender may play a card after the attacker declares a threat, whether or not the attacker played a card. The defender's card is not played if the defender chooses to retreat before combat. If the defender does retreat before combat, the attacker may return his played card to his hand (or discard it).
- 3) If the attacker feints, both attacker and defender cards are returned to the player's hand (or optionally discarded by the owner). If the attack is not a feint then both cards are revealed when the lead unit for each is identified. The attacker's played card is added into the attacker's initial and final combat strength, and the defender's played card is added into the defender's initial and final combat strength.

There are restrictions on what kind of cards can be played in a given battle situation - see below.

- 4) If either side does not play a card for the initial combat strength calculation, they may play a

card if the defender elects to counter-attack. Such played cards are added into the corresponding side's final combat strength calculation. For a counter-attack the defender declares the counter-attack but before revealing the strength of the units counter-attacking plays a card face down (or states that he is not playing a battle card).

- 5) The attacker has the option to play a card (assuming he did not initially play one), after the defender exercises his counter-attack card option. Once both player have the played their cards (or not), the counter-attack is resolved normally with battle card values being added into the corresponding side's final combat strength.

At the conclusion of a battle, all cards played are discarded to the discard pile. Optionally, any zero strength battle cards played may be returned to the owning player's hand.

Battle cards never augment the combat strength for a side if the lead unit (attack or defense) is an artillery unit. A card may be played in such a case but is returned to the owner's hand (not discarded, nor optionally discarded), without being revealed.

For either attack or defense, and whether played initially or as part of a counter-attack, the side playing a card must have and declare a lead unit.

Battle cards are NOT figured into the final combat strength of either side, IF the battle victor is independent of the cards value. That is, battle cards cannot be added in simply to inflict more casualties on the defeated side. When this rule is invoked, both the attacker and defender's cards are affected, however all cards played are still discarded at the conclusion of the battle (exc: zero value cards - owner's option).

The following additional restrictions apply to playing battle cards.

- 1) The Corps Commander listed on the card played must be in the battle locale; attacker locale for attack commander, defense locale for the defending commander. The commander does not necessarily have to take part in the attack or defense, nor does the lead unit need to be attached to that commander's corps, however the lead unit may **NOT** be attached to some other commander's corps. (i.e. the lead unit may either be a detached unit or attached to the corps commander named on the played battle card).
- 2) When more then 1 corps is involved in an attack or defense, the same restriction applies; namely that the lead unit must be attached to the corps commander named on the battle card or be a detached unit.
- 3) Imperial Guard commander cards (Russian, French) may only be used for units attached to the Imperial Guard Corps commanders (Constantine, Bessiers). These units do not necessarily have to be guard units. These cards cannot be played on detached units as the lead unit.
- 4) Cavalry commanders (Murat, Liechtenstein) may only be used when the lead unit is a cavalry unit AND attached to the commander's corps or a detached cavalry unit. Cavalry units may be commanded by other commanders, but the cavalry battle cards may only be played as restricted by this rule.

Battle cards played that are ineligible for the given situation (e.g. a cavalry card played with an infantry unit designated as the lead unit), is disqualified for the remainder of the current player's turn (attacker or defender). Set the illegally played card aside until the end of the player's turn after which time it is returned to the owning player's hand (prior to making his end of turn discard if it is the attacking player's card).