1. **Attack Threat**
   Attacker: Names Attack Approach

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 after combat earlier in the turn
   - **Retreat**
     Defender: Retreats and takes losses
     Attacker: Moves into defence locale

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

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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**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

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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

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

10. Defender Losses
Final Result above 0 (0 if negative)
+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 units in Attack Declaration

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

Result:
>0, Attacker wins
<0, Defender wins
=0 DA defended, Defender wins
DA undefended, Most Units wins
DA undefended, same Units, French wins

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