

1 Example of Play

Here are the first two turns of the game played out. This allows most, but not all, rules to be run through.

Caveat: This example of play illustrates one of the opening gambits open to the Allies (akin to the historical); there is no suggestion that this is the best opening gambit. Likewise, the specific moves have been selected to illustrate rules and game-play and do not necessarily represent good play.

1.1 Starting Positions



The start of the game sees Toulon occupied by the Toulonnais, with the Spanish waiting to disembark near Fort La Malue and, with the British, at Fort St. Marguerite. The Rades are both Allied controlled and the Republicans have just arrived on the scene at Ollioules.

1.2 Turn 1

1.2.1 Joint Operations Points

Initial OPs are allocated as per the schedule (rule 7.2 – 7.3) and then adjustments are rolled for and applied (rule 7.4) with the following nett result:

9	OPs	9	OPs
8		8	
7		7	<div>Spanish OPs +10</div>
6		6	
5		5	
4	<div>Vanderm OPs</div>	4	
3		3	<div>British OPs +10</div>
2		2	<div>Swiss/German OPs</div>
1		1	
<div><div><div>London</div><div>OPs</div></div></div>		<div><div>Napoleonic</div><div>OPs</div></div> <div><div><div>University of Oxford</div><div>University of Cambridge</div></div></div>	

1.2.2 Joint Reinforcement Placement

Whilst the Turn 1 reinforcements are already on the board, both sides have the option of delaying some to generate additional OPs or spending OPs to bring in additional reinforcements early (rule 9.5). The Republicans choose to leave things as they are. The Allies spend 1 OP to bring Mulgrave in one turn early.

1.3 Joint Initiative Phase

Being Turn 1, the Allies automatically have the initiative (rule 10.6) – they choose to move first (rule 10.4).

1.3.1 First Side Turn - Allies

1.3.1.1 Rade Control Phase

No possibility of change as yet, so disregard

1.3.1.2 Spying Phase

Not in effect until Turn 2, so disregard

1.3.1.3 Supply Determination

Allies are automatically in supply on turn of landing (rule 15.22)

Since Rades are Allied controlled, Toulonnais in Toulon are also in supply (rule 15.19)

1.3.1.4 Movement Phase

The Spanish initially attempt to land a small force near Fort La Malgue to establish a hold on the beach. This costs an OP to debark and another for entering No Man's Land (NML); it also requires a Quality Check (rule 17.3). The Marines are a 'C' quality unit so, with no applicable DRMs, require a 1-3 to pass. They roll a 4 and therefore fail. The OPs are forfeited but the same unit can try again (rule 16.7) (or another could). The Spanish player repeats the attempt; this time expending an additional OP to enhance the chance of success with a +1 DRM (see Quality Check table). He again rolls a 4 – but the investment of an additional OP means he has succeeded – but at the overall cost of 5 valuable OPs! As the first unit into an NML area, the single unit constituting the force is marked with an attrition marker (rule 16.14). Provided they Allies keep this beachhead occupied, the other units will be able to land without the risk of attrition and, perhaps more importantly, at a cost of 1 OP only (for debarking) as the beach is now classed as friendly.

Another Marine force of 5 SPs (the maximum the beach allows (rule 6.2) forms up and lands at a cost of 1 OP. This Force now holds the beach whilst the original detachment (passing its Quality Check) moves onto the road (that forms one of the area boundaries) and starts reconnoitring the road to Toulon (rule 18.10). There are a total of two road sections to traverse before the unit can enter Toulon (thus allowing landings west of the town (rule 17.5) on future turns). Each require the expenditure of 1 OP and each require a Quality Check – both of which are passed successfully. The Spanish Marines then exit the road into Toulon – a friendly area and therefore free of OPs costs (See OPs Cost Chart) quality checks (rule 16.8) or attrition increments (rule 22.2). The two roads sections are marked as friendly (having been successfully reconnoitred (rule 18.10)), but each has cost the Marine unit an attrition increment (rules 22.1 & 22.2)).

The rest of the Spanish Marines now land on the still friendly beach in 2 increments of 5 SPs (total cost 2 OPs) and then move for free, along the friendly road sections, to Toulon (infinite 'stacking capacity' (rule 3)). The second force that landed leaves a nominal force in the area to ensure it remains friendly but otherwise moves (again (rule 16.7)) to join its comrades in Toulon.



At this point, there are 7 Spanish OPs remaining but the Allied player now decides to turn his attention to those units coming ashore at Fort St Margueritte.

With the better infantry units, the Spanish come ashore first. They have 'B' quality units so one of those, accompanied by Gravina (a 'B' leader) land first. They will pass on a Quality Check of 1-4 with a DRM of +1 for Gravina and, as there are other 'B' units with them, they get another +1 DRM; so they automatically pass the Quality Check. The cost is, again, 2 OPs for the first unit ashore and the unit gets an Attrition marker. Because the point of origin is shared between British and Spanish units, a multi-national force, the Allied Player chooses to use British OPs to fund the landing (rule 7.8).

The rest of the Spanish land in groups of 5 SPs (to comply with the capacity of the landing area). Meanwhile, whilst never leaving the beach unoccupied (and hence preserving its now ‘friendly’ status), the original Spanish unit, accompanied by Gravina, reconnoitres the road section that allows it to join up with the already friendly road sections; providing it and other Allied units with a highway to Toulon – which the Spanish take as soon as the first British unit comes ashore to secure the beach.

Rather than initially take the road, the British move to Toulon along the coast, so occupying the fort at Cap Brun. They also occupy the area between that fort and Fort La Mague, and the area immediately east of Toulon, to ensure the contiguous friendly areas that will prove important for both movement and supply. Each of these areas is NML until first entered therefore requiring OP expenditure (one of which failed) and Quality Checks and earning attrition increments. As they advance they garrison each fort with Activated Static Guns (rule 32.16).

At this point the situation looks like so (Activated Guns are face down just for illustration).

9	OPs	9	OPs
8		8	
7		7	
6		6	<div>Spanish</div> <div>OPs</div> <div>Italian</div> <div>OPs</div>
5		5	
4	<div>Vietnam</div> <div>OPs</div>	4	
3		3	
2		2	<div>Malaysia</div> <div>OPs</div>
1		1	
<div>Germany</div> <div>Stockpile</div> <div>OPs</div>	<div>France</div> <div>OPs</div>	<div>Netherlands</div> <div>OPs</div>	<div>Spain</div> <div>OPs</div>
			<div>United Kingdom</div> <div>OPs</div>



As can be seen, all three Allied contingents have retained OPs. Having completed the first part of the plan, the Allied player can now progress to the second knowing exactly how many OPs he has remaining. There are a number of important things to remember at this stage including:

1. Units that have already moved **can** move again (rule 16.7)
2. Movement through friendly areas is free (OP Cost Chart)
3. Where mixed nationalities share an area, the OPs purse of any of those nationalities can be used regardless of the nationality actually spending the OPs (rule 7.8)

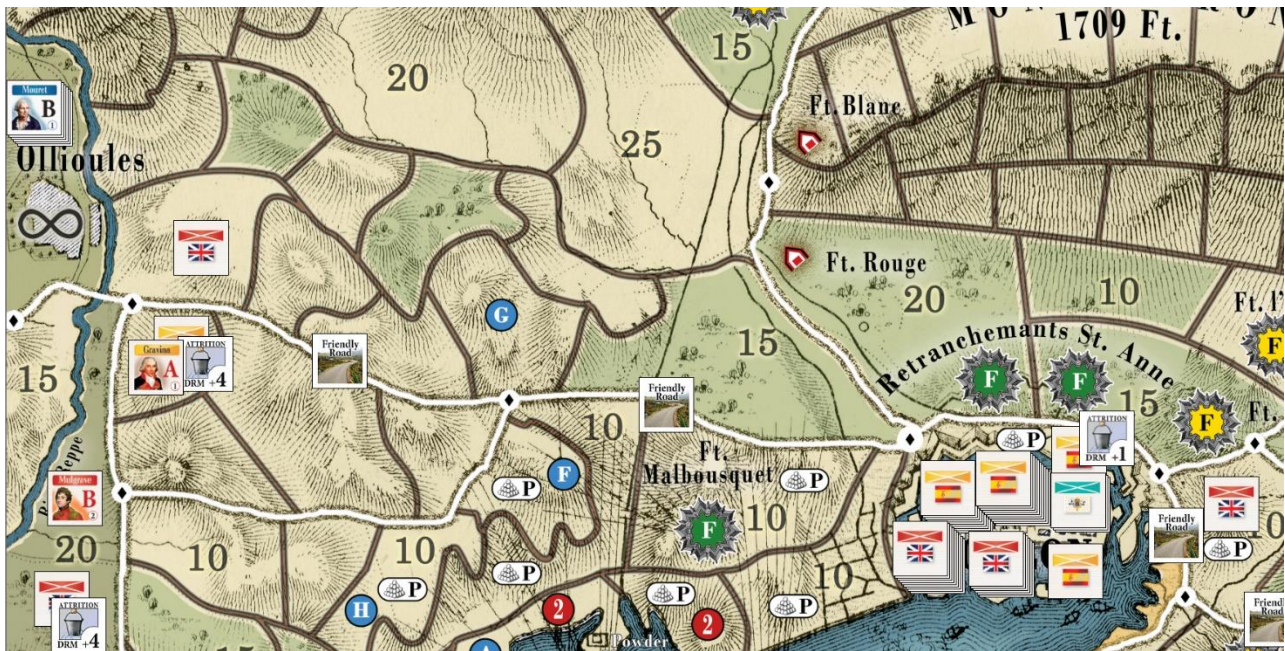
In an endeavour to repeat history, the Allies send a force towards Ollioules to delay the Republicans.

The Spanish Marines are sent to recon the road, earning them a +5 (was +2) attrition marker to cover the two sections and the final NML area. They are accompanied by Gravina to improve their motivation. This, with an expenditure of an additional OP per road section gives them success on a 1-5 – both attempts succeed. They choose to exit in an NML '5' area near Ollioules. They do NOT need to make a Quality Check to enter the NML (see rule 18.17) but do require an OP be spent (rule 18.16).

With the Spanish having established the friendly road, the British now reconnoitre additional NML areas outside of Ollioules. The British relieve the sailors to the east of Toulon (movement though/into friendly areas costs no OPs (rule 16.8)) to allow that area to remain friendly and freeing up the sailors to undertake the reconnaissance. The sailors are accompanied by Mulgrave and, being 'B' class, now pass on a 1-5. They recon two areas (backfilling the first with other British units to retain the friendly status of that area). They roll a 6 on one attempt but repeat it successfully; the total OP cost is therefore 3 and the Attrition DRM now stand at +4.

At the end of these manoeuvres, the OPs purses and the situation around Toulon and Ollioules look like this:

9 OPs	9 OPs
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
OPs OPs OPs	OPs OPs OPs



The Allies are running out of OPs but have established a good set of contiguous friendly road sections and areas. Friendly roads are transient in nature so now they need to secure a supply path to the troops outside Ollioules by occupying the areas between them and Toulon. They need to occupy at least 4 areas but the British only have 3 OPs left. The answer, hopefully, is to form multi-national forces with the Toulonnais to allow access to their OPs purse too.

First the British relieve the unit that has done all the recon to date by moving another unit through friendly roads and into the friendly area. A Toulonnais unit then joins up with Mulgrave, giving his force access to a total of 5 OPs and the recon force then starts heading back to Toulon along NML areas to the north of the road (slightly easier terrain than to the south). Again, Mulgrave accompanies them for motivation. With Mulgrave their Quality Checks require a 1-5 to pass. They roll successfully for the first three areas, and are backfilled by units from Toulon. But they fail the Quality Check for the 4th area. Luckily they have 1 OP left and so can try one more time. Unfortunately, they fail this roll too.

With all Allied OPs spent, the situation is like so:



Despite all OPs being spent, this is not the end of Allied movement. Remember, movement through friendly areas and along friendly road sections is free (rule 16.8 & 18.5). Therefore, the Allies now move troops out of Toulon to consolidate their gains (and, in the case of the Spanish, send their recon unit back to Toulon to recoup – the real reason being to free up the space to move 2 SPs of artillery to the front line). As they move they need to be sure not to exceed each area's capacity (3 x the number printed on the map or 3 x 5 if there is no number (rule 6.2)). At the end of the Allies' movement phase the situation is thus (counters are face down simply for illustration; they would be face up in play).



Notice that the rather small British contingents have been strengthened by Spanish troops.

1.3.1.5 Movement Attrition Phase

Following Movement, the active side check for Movement Attrition. Those marked with Attrition Markers are at risk and that risk is based, amongst other factors, on a combination of their quality and the size of the indicated DRM (rule 22.3). The better quality Spanish unit in Toulon makes its roll (they are good quality and have a modest marker DRM). The other two units fail and, as a result, each take a temporary loss (rule 22.5). Despite being reduced to 0 SP, the British sailors (Activated Static Guns) are not removed from play (rule 23.6 & 23.7). The Attrition Markers are now removed.

1.3.1.6 Combat Phase

With no attack initiated and no Republican units in the Allied Bombardment Zone (rules 27.35 & 27.48), there is no combat to be resolved.

1.3.1.7 Rally Phase

Units can now attempt to recover their temporary losses; this primarily relies on quality. The sailors rally but the Spanish Marines fail to do so.

1.3.1.8 Final Attrition Phase

This is fundamentally based on total force size. All Allied contingents are small enough for there to be no automatic final attrition but there is a chance of British and/or Spanish losses. The Allied player rolls for each. The Spanish take a loss – which the Allied player is obliged to apply to the area with mixed nationalities (rule 30). The Allied player now remove the (transient) Friendly Road makers.

The situation at the end of the Allied Player Turn looks like this:



1.3.2 Second Side Turn - Republicans

1.3.2.1 Spying Phase

Not in effect until Turn 2 so disregard

1.3.2.2 Supply Determination

Unlike the Allies, the Republican supply is not automatic. If they wish to launch an attack from Ollioules (and they do), they need to secure Attack Supply. Unfortunately they'll need 3 OPs to make the attack plus another 3 OPs as it will need to be across the River Reppe (rule 3) – they can't use the road as it is classed as enemy controlled (rules 18.3 & 18.13). With only 4 Ops available and the Allies successfully interdicting the route out of the town, the Republican options are... non-existent. There is no point rolling for Attack Supply, so they don't.

1.3.2.3 Movement Phase

The Republicans could move from Ollioules into NML areas across the river – but to no real purpose and with the consequence of potentially putting the Western Depot at risk. They therefore choose to stay put this turn in anticipation that the arrival of Lapoye in the east and of western reinforcements will make the Allies realise they are over-extended.

1.3.2.4 Movement Attrition

Since the Republicans did not move, there is no Movement Attrition.

1.3.2.5 Combat Resolution

There were no attacks initiated and so no combat to be resolved.

1.3.2.6 Rally Phase

There have been no temporary losses, therefore there is nothing to rally.

1.3.2.7 Final Attrition

On a roll of a '6' the Republican West Wing will take a loss; they roll a '2'.

At the end of the Republican Player Turn there is no change to the game situation.

1.3.2.8 Joint Admin Phase

All OPs are zeroed on the track and there is a check to see if anyone has achieved victory – they haven't.

1.4 Turn 2

1.4.1 Joint Operations Points

OPs are assigned as per the OP Schedule and the adjustments are rolled.

The Republican Western Wing are clearly going to sit on their hands – though there is more hope of Eastern Wing activity.

1.4.2 Joint Reinforcement Placement

There are no Allied reinforcements scheduled and the Allied player decides not to spend OPs to bring units in early. Carteaux and a large force of combat units (over 140,000 men) and leaders arrive at Ollioules whilst the Vanguard of the Eastern wing arrive in Solies under the command of Lapoye and Delaborde. Despite the large Western contingent Carteaux's uncertainty (reflected in the lack of available OPs) will see them ineffective this turn. With such a large Western force arriving, the Republican player would be remiss not to consider delaying some of them to generate OPs for that wing, but the most OPs that can be generated this way are 5 and so they conclude there is little point.



1.5 Joint Initiative Phase

Initiative will need to be rolled for this turn. The Allies have the advantage of the previous turn's initiative and a superior overall commander. Either side could use OPs to influence the roll. The Allies choose to increase their chances by spending 1 OP. The Republicans decide their OPs are too valuable this turn. The Allies roll 5 with and the Republicans a 2. Even without the DRMs, the Allies have secured the initiative. They elect to go first.

1.5.1 First Side Turn - Allies

1.5.1.1 Rade Control Phase

Nothing has occurred to threaten Allied control of the Rade (rule 12.2)

1.5.1.2 Spying Phase

Whilst the Allies could spy (rule 14.2) they prefer to conserve their OPs.

1.5.1.3 Supply Determination

The Allies no longer benefit from being automatically in supply on turn of landing (rule 15.22). Toulon itself is in Attack Supply as the Rades are Allied controlled (rule 15.3), but you may remember that in Turn 1, the Allies failed to establish a complete supply line to their troops. As a result there is a chance that the Allied forces outside Ollioules could be Out of Supply (rule 15.16). However, this time, the Allied supply wagons make it through on a roll of a 3 (rule 15.16).


1.5.1.4 Movement phase

The Allied player has recognised how exposed he is outside Ollioules – especially now he is faced by such a large enemy force. He therefore decides to leave a delaying force in place but to otherwise withdraw towards Toulon. He will also seek to secure the Balagnier peninsula. Using road and area movement along with the appropriate reconnaissance, expenditure of OPs and taking of Quality checks (as per Allied movement in Turn 1), the Allies spend all their OPs, establishing their new perimeter shown below:



Points to note include:

- The Spanish have occupied the Balagnier peninsula and have therefore secured 4 VPs.
- One of the Spanish units now occupying the Balagnier peninsula has done most of the recon and as such has a hefty Attrition Check DRM.
- Two British units have repeated history by building a redoubt on the site of Little Gibraltar/Ft. Mulgrave – incurring attrition checks (rule 13.11).
- Whilst the Line of Communication/Supply to Toulon and the troops outside Ollioules was secured during the movement phase, so expediting movement through friendly areas, it was abandoned later in the phase. This has allowed the Allies to consolidate around Toulon, but has left the units near Ollioules isolated (deemed expendable to delay the Republicans). Note. This is probably a mistake. The delaying tactic itself has merit but the size of the Republican force means they will almost certainly simply overrun the Allies there (rule 20.1)
- A LoC/LoS to the units on the Balagnier peninsula is by sea (rule 15.19) and therefore no overland LoC/LoS is required.
- The Allies take the two VP areas on Mont Faron, and the areas around the powder magazine to the east of Toulon for another 8 VPs.
- The British occupy the Cepet peninsula; taking the last victory point area on the map and also closing the neck of the peninsula. That means a total of 18 VPs! One more VP and they have won the game!! But they are extremely thinly spread out!!!

Loss & Victory Differential Track									
	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17		Victor

1.5.1.5 Movement Attrition Phase

A couple of the Allied units suffer temp losses as a result of the attrition checks.

1.5.1.6 Combat Phase

With no attack initiated and no Republican units in the Allied Bombardment Zone (rule 27.35 & 27.48), there is no combat to be resolved.

1.5.1.7 Rally Phase

Units can now attempt to recover their temporary losses; this primarily relies on quality. Gravina helps rally a single Spanish loss.

1.5.1.8 Final Attrition Phase

Again all Allied contingents are small enough for there to be no automatic final attrition but there is a chance of British and/or Spanish losses. The Allied player rolls for each – no losses are generated.

1.5.2 Second Side Turn - Republicans

1.5.2.1 Spying Phase

The Republican decide they will spy (rule 14.2). They spend 1 OP to influence the result. They roll a '2' which allows them to spy on two (2) areas. They elect to treat the 1 OP DRM as a positive DRM (they can apply it as positive or negative (rule 14.4)) and so can now spy on three (3) areas. They inspect the area on Mont Faron with a fort and the two adjacent areas – the thinness of the Allied defence starts to become apparent. (Units flipped for illustration only).

1.5.2.2 Supply Determination

As we know, the Western wing are hamstrung as far as OPs and options go this turn. Over in the East however, they are determined to make an attack whilst Fort Faron is so weak. They will need 3 OPs to launch the attack. They will need (at least) 4 OPs to get into position to launch the attack. They have 10 left after the spying. They spend 3 OPs to try to secure Attack supply – they roll a '1'; success.

1.5.2.3 Movement Phase

The Republican Eastern Wing has the only 'A' class unit in the game – Pioneers. Match these up with an 'A' or 'B' class leader and they automatically pass their Quality Checks. This unit will perform the Recon; guaranteeing that the Republicans have to spend no more than the minimum OPs to move and, as a result, are well placed for the assault. As they advance they leave a breadcrumb trail of units to secure the supply line. The maximum capacity of the area the attack will be launched from is 3 x 5 = 15. They muster that many troops there, accompanied by both Lapoype and Labarre to maximise the chance of success.



1.5.2.4 The final stage of the Republican movement phase is to spend their last 3 OPs to launch the attack. Each force entering will cost 3 OPs (see Charts and Tables) and can contain no more than 5 SPs (rule 6.2). Had the Republicans got 9 OPs left then they would be able to send in 3 forces of 5 SPs to the maximum capacity of 15 SPs (rule 16.2). With only 3 OPs at their disposal, a single 5 SP force can go in. However, a single oversized unit may always enter an area regardless of 'stacking' limits (rule 16.2). The Republicans therefore send in their 9-C unit. It must first pass a Quality Check. As a 'C' unit it must roll 1-3. However the presence of the Pioneers ('A' class) and Leaders ('B' Class) provide DRMs that mean success on a 1-5 – a '5' is rolled and they (just) go in. Neither of the leaders choose to accompany them (rule 16.10). As it moves into the area, both sides reveal their occupying units.

1.5.2.5 Movement Attrition

The Pioneers are the only Republican unit at risk of Movement Attrition and the leaders reduce that risk – they must avoid rolling a '6'; they roll a '3'.

1.5.2.6 Combat Resolution

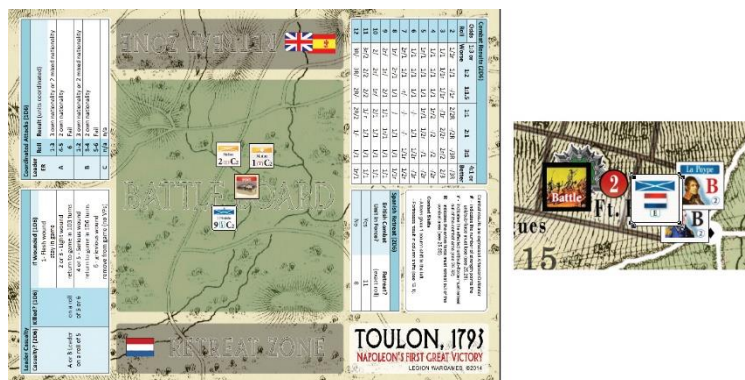
We have the one combat to resolve; the attack on Fort Faron.

The units involved are moved to the Battle Board and the 'Battle' marker is placed in the originating area as a reminder of where it's all happening.

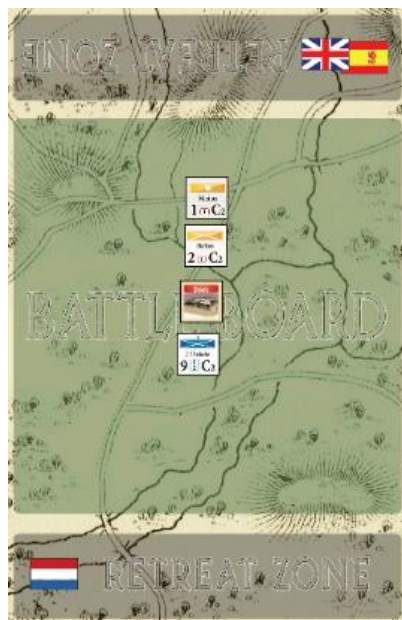
1.5.2.6.1 Round 1

The Allies declare that their defenders will all occupy the fort (rule 16.12) and organises their dispositions (see rule 25.20)

The Republican unit faces off against the left most Allied defender (Rule 25.22)



Since the Allies have more units than the Republicans they can now assign their excess unit (rule 25.24)

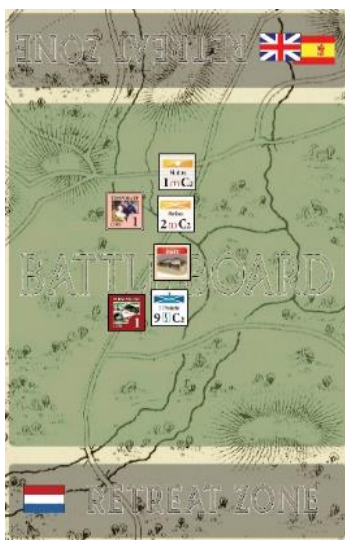


With only a single unit (and no leader), there is no need/opportunity for the Republicans to coordinate an attack.

The Allies declare that the neighbouring British 'Activated Guns' will participate in ranged fire (rule 27.34). However, the Republican player correctly points out that, since they do not occupy a fort, they are ineligible to do so (rule 32.18).

The odds are calculated. The Republicans have a '9' unit with a 'C2' quality, however, a unit may contribute a maximum of 5 SP to combat (rule 25.29) – so the combat value for the Republicans is $5 + 2 = 7$ (rule 25.29). The Allies have a 2+2 unit and a 1+2 unit for a total of 7. The odds are therefore 1:1. However, the Allies are in a 'Level 2' fort and so there is a 2 column shift to the left causing the combat to be resolved on the 1:2 column.

2d6 are rolled and result in a '6' which means both sides take a loss. The Allied loss is a Temporary Loss (rule 25.28) but, since the Allies have artillery directly involved in the battle, the Republican loss is a Permanent one (rule 25.28). The Allies assign their loss to the infantry.



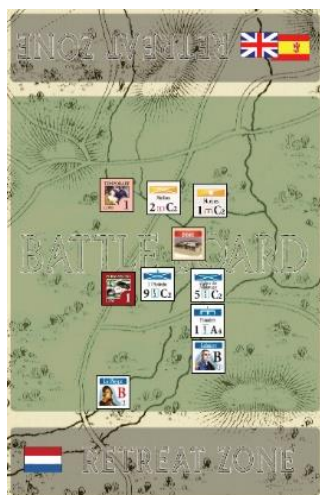
1.5.2.6.2 Round 2

There is a chance that the Spanish, having made a token resistance, will now 'bug out'. They roll to check but stay to continue the fight (rule 25.8 & 32.2). Both sides can now elect to retreat (rules 25.8 & 26). Neither choose to do so.

Adjacent units can now attempt to reinforce the battle (rule 25.8). The Allies nominate the 1C2 unit but it fails the necessary Quality Check (rule 8). Next the Republicans nominate both of their units. They benefit from the leaders' presence when making the Quality check and both go in; the leaders choose to accompany them (rule 16.10). These units are turned face down (rule 16.12) and transferred to the Battle Board.

The defender organises his units, left to right.

The Republicans attempt to have Lapoype co-ordinate an attack. His roll of a '6' means he fails. However, Labarre then also attempts it, rolls a '3' and is therefore able to coordinate 2 units. The final dispositions are shown below:



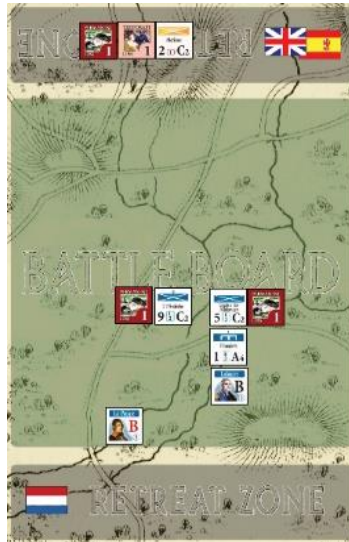
The attacks are resolved left to right.

The odds are calculated.

In the first sub-battle the Republicans have a 9-1 (reduced to 5 as per rule 25.29) $5+2 \text{ v } 2-1 + 2 = 7 \text{ v } 3 = 2:1$ (with the fort shift that is resolved as 1:1.5. The roll on 2D6 is a '2' giving a -/1r result. The Allies take a loss (this time it is a loss of the opposite type to that taken earlier in the sub-battle (rule 23.4)) – the defending unit is also forced to retreat.

The second sub-battle sees $5+2 + 1+4 \text{ v } 1+2 = 12 \text{ v } 3 = 4:1$ (2:1 when the fort is taken into account). A '6' is rolled on 2D6 giving a 1/2r result. The artillery inflicts a permanent loss whilst the in turn it takes a temporary and a permanent loss. Because the number of losses inflicted (2) exceeds the size of the unit (1), the Allied artillery unit is permanently removed from play (rule 23.8) The Republicans assign their loss to the infantry.

At the end of the battle the Republicans hold the field. They have also taken less losses (Allies 2 Permanent and 1 Temporary (the eliminated Artillery only contributes 1 Permanent losses). Republicans 2 Permanent and 1 Temporary).



As they hold the field and have taken less losses, the Republicans have achieved a victory (rule 28.1).

Because a side suffered more than 1 Permanent loss, the battle is a significant one and therefore a Significant Victory for the Republicans (rule 28.2). This result in the 'Last Significant Defeat' marker being repositioned which has consequences for Allied morale (rule 7.12 & 28.3) and earns the Republicans a VP (rule 35.1).

The VP effect is notable since the Republicans gain another 2 VP for taking the fort and 2 VP for taking the VP area (the Allies also lose the VPs associated with the VP area) (rule 35.1). The nett effect is a shift of 7 VPs in the Republican's favour.

Loss & Victory Differential Track									
0		2	3	4	5	6	7	8	9
10		12	13	14	15	16	17	18	Victor

Last Significant Defeat		
	None	Republican

Finally the Republican needs to roll for possible leader losses (rule 24) (Lapoype is at risk even though he didn't co-ordinate an attack as he was in the combat area). 2D6 are rolled for each leader. Lapoype rolls a '7' and is OK. Labarre rolls a '5' and therefore is a casualty. He's killed on a 5 or 6 on a 1D6 – fortunately he rolls a '1' and is therefore wounded. The wound type roll on 1D6 is a 3; a light wound which removes him from play for 1D3 turns. As no leader was killed, no VPs are generated.

The units are now moved from the battle Board back to the main map with the Allies retreating (rule 25.9 and 26.2).

1.5.2.7 Rally Phase

The Republicans attempt to recover the temporary loss taken in the battle but fail to do so.

1.5.2.8 Final Attrition

This turn the Republican Western Wing is obliged to take two (2) losses and the Eastern Wing also takes a loss due to rolling a '5'. The Republican player is free to distribute these losses to the relevant wing.

1.5.2.9 Joint Admin Phase

All OPs are zeroed on the track and there is a check to see if anyone has achieved victory – they haven't.