Moravian Sun

LIVING

December 2nd, 1805
Battle of Austerlitz

Index

Moravian Sun

Vive la France – Empire

1.0 INTRODUCTION

Moravian Sun is a two player napoleonic-era wargame at brigade level.

1.1 GAME COMPONENTS

Each game includes:
- One game-map 85x60 cm.
- 216 5/8" counters and 280 1/2" counters
- Five Player Aid Cards
- One Rules and Scenarios Manual
- Two six side die (d6)

1.11 Tables

The game refers to the following tables:
- TEC or Terrain Effects Chart
- CRT or Combat Results Table
- Turn Record Track (TRC, on map)
- Terrain chart (on map)

1.12 Rules

The booklet contains the rules, scenarios, and historical background.

Rules are divided in major sections (from 1.0 to 18.0) and subsections and follow the game sequence of Command, Movement and Combat phases.

The blue background is used for exceptions, clarifications and general notes.

1.2 GAME SCALE

The scale for Empire rules is roughly 1:30.000. Each hex covers approximately 450-500 meters. Each turn represents 1 hour of real time.

1.3 1.3 COUNTERS

The counter types are combat units, leaders, and markers.

1.31 Combat Units

These are color coded to represent the troops of the nations involved. The color patterns follow the uniform's colors of the period. Most units have Full strength and Reduced strength (backside) with different color patterns.

The numbers and symbols printed on the units indicate their Combat strength, Efficiency, Movement allowance, Unit Type and Unit I.D.

Sample Combat Units:

Unit ID

Efficiency

Command Designation

Combat Strength **Movement Allowance**

1.32 Leaders

Leaders' counters show the Leader's name, Initiative value and Command Range. In the Empire series leaders are Army or Corps commanders and Generals.

1.32.1 Leaders' movement allowance is six movement points (MP).

1.32.2 The "A" letter on the back side of a leader counter shows that the leader has already been activated.

1.32.3 Each commander (exception: the Army leader) has a marker used in the game representing his formation.

1.32.4 General's counters and markers are placed on the orders display only when Detachments are created.

1.33 Markers

Markers are placed on the map to show unit's statuses and functions in the game.

1.4 GLOSSARY

Rounding up: if not advised otherwise in the rules you always round up to the next higher number.

Strength Points (SP): the strength of a combat unit is expressed in strength points (SP). One SP is roughly 500-600 infantry men, 75-150 cavalry troopers or 5-7 guns.

Detachment: a Division, Brigade or any other mixed unit commanded by a General, with special orders and created for actions beyond the Corps' or Army's command range.

Command Range: it's the range that an Army or Corps commander can exert its influence and orders over. Beyond that range, troops are "out of command".

Efficiency test: it's a tests made by a die roll to verify the efficiency of a combat unit. Roll 1d6, and if the dieroll (DR) is the same as or lower than the unit's efficiency value (as found on the unit's counter) the test is passed. The unit efficiency can be modified by its leader's Initiative value, if in command.

eZOC: enemy zone of control.

Initiative value: it's used to test if an out of command leader can act on his own. It can also be used as a die roll modifier (DRM).

Initiative test: roll 1d6, and if the dieroll (DR) is the same as or lower than the leader's initiative value he can be activated even if out of command. Initiative tests are conducted by Leaders. Combat units perform Efficiency tests.

March order: a special order used for quick or forced marches.

Movement points (MP): the unit's movement allowance is expressed in movement points (MP). For instance, 1 hex of clear terrain costs 1 MP.

1.5 INITIAL SET-UP

Players choose a scenario and follow the set-up instructions to place units on the map in their initial positions.

1.51 Reinforcements

Place on the relevant turn track boxes the units that enter the game after the first turn.

2.0 SEQUENCE OF PLAY

Each game turn is divided in three phases. Each phase is divided in sub-phases.

2.1 PHASES

Each of the following phases must be played in the order stated below:

A. Command Phase

This phase is divided into three sub-phases.

1. Weather. The French player rolls a weather change test.

Note: For Austerlitz test the scenario rule 16.4.

2. Orders. In this sub-phase Orders can be changed (see 4.2). Test also the command range of the leaders and place "out of command" markers on unit(s) beyond that range.

In this sub-phase "Detachment(s)" can be created. To do so, place the corresponding division or brigade marker on the command track on the map. Their leader should already be on the map.

Note: In some games of the series (like Moravian Sun) all Corps Commanders are automatically in command

even if out of the command range of their Army Commanders.

3. Initiative and Priority. Each player rolls 1d6 to test initiative (see 5.0). The initiative player will start the Action phase first.

Each player places in his own numbered Priority Track on the map the marker(s) representing the formations on the map, one per box, upside down. Place an order marker under each formation marker to assign orders.

The number on the boxes dictates the sequence (alternated between players) of each formation's activation.

3.1 In this phase a Leader or a detached General can try to change their orders performing an **initiative test**. Roll 1d6 and if the dieroll is the same as or lower than the leader's initiative value the order can be changed.

B. Action phase

In this phase players activate one formation, following the priority list created on the Priority track, reveal the order chit under the formation's marker and perform all the sub-phases listed below before the next activation.

1. Rally. Players can try to rally Routed or Disordered units in the activated formation, if the formation order allows.

2. Reinforcements and reconstituted units. The reinforcements of the active formation enter the map during this phase (15.4). The players return to play combat units that were previously eliminated.

3. Movement: Units move following their formation's orders. Artillery that moves must be flipped on its Moved backside and does cannot perform Bombardment and support. **After the movement of "in command" unit(s), players can try to change Orders for out of command units in that formation (see 4.3.1)**.

4. Bombardment: The player may perform artillery bombardment (using the activated formation's artillery units) using the Bombardment table.

5. Combat. After movement, the unit(s) in the activated formation that are able to can perform combat, following the procedure below.

5a. Attack declaration: the active player declares his attack(s) and places the markers "Assault" or "Assault?" on his attacking units as per the activated formation's orders.

5b. Retreat before combat: Defending cavalry can retreat before combat.

5c.Defensive Bombardment: The defensive player may bombard with artillery units present in hexes that are under attack.

5d. Assault: All Efficiency tests are performed and the attacks are resolved on the Combat Table.

6. End of phase. The activated Commander or General counter is turned upside down, showing the side with an "A", and return to phase "B", and the opposing player now activates the first available formation in his Priority Track.

C. End of turn phase

When all the formations of both sides have been activated the Game Turn marker is moved to the next space on the Turn record track, all Leaders on their "A" side and all artillery with a MOVE marker are turned face up. Then a new turn begins with phase A.

3.0 LEADERS

Each leader represents the named person as well as his accompanying staff and escort.

There are THREE types of Leaders:

- Army Commanders (Napoleon, Kutusov, the Tsar and the Emperor Franz);
- Corps Commanders (for the French, like Davout) and Column Commanders for the Allies (like Bagration);
- Divisional General.

| Army Commanders | Corps / Column Commanders | Divisional General |

3.1 GENERALS

A General commands a group of combat units belonging to a single formation, as indicated in the scenario rules.

3.1.1 Generals have some important functions:

1 - they extend the Orders and command ranges of superior leaders and keep their combat units in command (if in range) enabling them to execute Orders

2 - **they facilitate Advance** after combat of the victorious combat units (12.7.3).

3 - they give an Efficiency Test modifier (DRM-1) (13.2).

4 - they give a combat modifier (DRM+/-1) (12.4.4).

5 - if a disordered combat unit receives another disorder effect as a result of combat, and is

stacked with its General/Corps or Column Commander, it stays in its hex avoiding rout (it remains disordered). **Add 1 point to the Demoralization track**.

3.1.2 Units belonging to a formation can receive the modifiers above only from their formation's Leaders/Generals.

3.1.3 The initiative value of a General is used when he tries to change his Orders (see 4.2.2 if out of command).

3.1.4 Generals move after the movement of the units under their command (see 1.32.1).

3.11   Aides de Camp

Those leaders are used as replacements when a General or Corps Commander dies and is removed from map.

They are placed on map in the turn following the Leader's death.

If they replace a General, they start out of command. If they replace a Corps Commander, they are in command of the Army Commander. As no marker was provided for them to place in the Priority Track on the map, continue the game using the marker of the deceased Leader.

3.2   ARMY AND CORPS COMMANDERS

Commanders can automatically change the Orders of their subordinates if they are in command range (see also 4.3.1).

If an Army Commander changes the Orders of any subordinate Commander or out of command units, it is turned over to its "A" side. New Orders are valid for that Turn.

3.2.1 Army Commanders can move, **once in a turn**, at the end of the movement sub-phase of any friendly activated formation. Corps Commanders can move at the end of the movement sub-phase of their own activation.

3.2.2 Army Commanders **cannot** participate in Rally or Attack. If they are in a stack with units that perform any of the above actions, the Commander must be placed on the nearest friendly stack (owner's choice).

3.2.3 Army Commanders stacked with unit(s) that are under attack **add their Initiative value** to the stack's total force. Corps Commanders add the same value even if the stack is attacking.

3.2.4 Army and Corps Commanders can automatically change Orders of any friendly out of command units in their command range, without an Initiative test.

3.3   COMMAND RANGE

Command range is a value on the Commander/General counters. It represents the number of hexes, of **terrain types that are not impassable** free of enemy units, where the leader exerts his influence over combat units. Each Commander/General keeps "in command" all the units of his own formation inside the command range.

3.3.0 All "in command" units gain a -1 DRM if performing an efficiency test.

3.3.1 Units outside the command range are "out of command" and receive an appropriate marker. See also 3.2.4 and 4.3.

3.3.2 Battle line. Units of the same formation that occupy a line of contiguous hexes are all considered "in command".

3.3.3 Limits. A command range cannot pass over impassable hexes or enemy units, but ignores EZOC.

3.4   LEADERS AND ACTIONS

3.4.1 Movement. Commanders and Generals have six movement points (MP).

3.4.2 All leaders can move once per turn at the end of their formation's movement sub-phase.

3.4.3 A leader cannot enter an EZOC alone but can freely leave it before or after a combat if stacked with a combat unit.

3.4.4 A leader must always stay with a unit or stack that retires before or advances after a combat.

3.4.5 Any leader (exception: the Army Commander or overall leader) can participate in Rally (B.1) or Attacks (B.5).

3.4.6 Generals (but not Commanders) help the advance after combat (12.7.3) and add positive DRMs to efficiency tests (13.2) and combat (12.4.4).

3.4.7 Army Commanders stacked with unit(s) that are under attack **add their Initiative value** to the stack's total force. Corps Commanders add the same value even if the stack is attacking.

3.5   LEADER LOSS

A Commander or General, if attacked, sometimes must perform a test to see if he's killed or captured.

3.5.1 An assault or bombardment against a hex containing a leader that rolls an unmodified six triggers a leader loss test.

3.5.2 If a General (12.4.4) participates in an assault and uses his DRM, and the attacking player rolls an unmodified **one**, the General must undergo a leader loss test.

3.5.3 Leader loss test. The owning player rolls a die and if the result is greater than the leader's initiative value, the leader is safe. Otherwise he is eliminated from play.

3.5.4 If all units in the leader's stack are eliminated, the leader must pass a leader loss test. If successful, the leader must be moved to the

nearest friendly stack within his movement allowance. If there is no such possibility, move the leader to the nearest empty hex within his MA. **3.5.5** If a leader is removed from play, his formation's unit(s) are out of command (see 3.11).

4.0 ORDERS

Every formation in the game is always under an order.

4.1 ORDERS TYPES

There are **four** Main orders:

- Advance
- Attack
- Defense
- March or Maneuver

And there are **three** Support Orders:

- Pursue
- Probe
- Reactive or Elastic Defense (React)

4.11 Advance

Under this Order:

1 - At least **THREE** units (this number is **mandatory**) in the formation must move towards the enemy and end the activation at least one hex nearer the enemy than their starting position. Units out of command, disordered, in a village or fortress and artillery can be exempted, if the three unit condition is already fulfilled. Disordered units can be moved **away** from the enemy.
2 - Units can enter EZOC but cannot leave it, they can declare assaults (12.1). A unit is not obliged to attack all enemy units that exert an EZOC on it.
3 - March column is allowed (9.3),
4 - Squares are allowed (14.3).
5 - Rally is allowed (15.3) only if the routed/disordered unit is stacked or adjacent to

the leader of its own formation and at least four hexes away from the nearest enemy.

4.12 Pursuit

Under this Order:

1 - React immediately after an enemy unit's retreat after combat if in range of a unit that has not been activated/moved before in this turn. The player reveals the formation order and then executes the pursuit and declares attacks if possible.
2 - A pursuing unit can enter an EZOC, but if it does so, it must attack.

Remember: if a player activates a formation with a Pursuit order and chooses to use only a fraction of the combat units of that formation, he can always use the others in subsequent phases of the same game turn.

4.13 Attack

Under this order:

1 - ALL the formation's units must move at least one hex toward the enemy, as per the Advance order. The only exception to this rule are units out of command, in rout, in village/town and fortress, and artillery.
2 - All units that start the activation in or move into an EZOC **must** attack all the enemy units that exert an EZOC on their hex. Units that start the activation in an EZOC cannot leave it.

4.14 Probe

Under this order:

1 - All the formation's units move as per the Attack order, but they are **not** forced to attack.
2 - If they attack, apply the attack results normally. Whatever the attack's outcome, they retire two hexes (player's choice) and become disordered. If already disordered, ignore it.

4.15 Defense

Under this order:

1 - Units cannot move more than one hex
2 - Units can enter an EZOC only if there's already a friendly unit in the hex.
3 - Units can exit an EZOC, but cannot move directly from one EZOC to another EZOC.
4 - Units cannot declare attacks but they can bombard.
5 - Units under this Order can Rally near the enemy (15.3).

Remember: if a Rally fails a unit retires 4 hexes, in exception from point 1 above.

6 - Units can form Squares (14.3).

4.16 Reactive Defense

This Order can be chosen only by formations that contain at least some light infantry units (recognizable by a yellow dot) and/or cossacks.

Under this order:

1 - Units have their movement allowance halved
2 - Units can leave EZOCs, move directly from an EZOC to another, and finish their movement in EZOCs.
3 - Units can declare assaults like in Probe Orders (4.1.4.2).
4 - Squares are **not** allowed.
5 - If attacked, they can retreat before combat (2 hexes) and perform an efficiency test. If failed, they become disordered. In this case the Players must reveal the React order marker to retreat before combat o may defend normally without revealing the support order.

4.17   March or Maneuver
Under this order:

1 - Units can move freely, but cannot enter EZOCs. They can leave them, but cannot enter another EZOC.
2 - Units can use March Column formation (9.3).
3 - Squares are allowed (14.2).
4 - Rally is allowed (15.3) only if the routed/disordered unit is stacked with or adjacent to the leader of its formation and at least four hexes away from the nearest enemy.

Beware: Orders markers are fixed, if you use them all you cannot create any more detachments.

4.2   ORDERS CHANGE
Army commanders can change the Orders of Corps Commanders and Generals during the Command Phase. Only Generals within the command range of their superior leader can receive new Orders automatically.

4.2.1 Out of command Generals. An out of command General can change his Orders only by performing (and passing) an Initiative test. See below.

4.2.2 Generals' initiative test. When the out of command general's formation is activated, he must perform a test. If the dieroll is the same as or lower than his initiative value, he can choose a new Order. If he fails the test, the formation keeps the old Order for the rest of the turn.

4.2.3 Command confusion. Allied leaders commanding units of different nationalities add a +1 DRM to the test above.

Note: for example, in Austerlitz there are only three nationalities: French, Austrian and Russian.

4.2.4 All the tests for Out of Command leaders (Initiative test) **that wish to change Orders** must be performed during the Initiative and Priority Segment **(2.1.3)** while those for Out of Command units (Efficiency test) must be performed during the Formation's Activation Phase.

4.3   OUT OF COMMAND UNITS
Units that start their activation out of command are automatically under Defense orders. They can't use the -1 DRM to the efficiency test.

4.3.1 If an out of command unit wants to change its Orders, it must pass an Efficiency test (13.1): If passed the unit can change Orders (but see below, 4.3.3), if not it keeps the Defense order for that turn.

4.3.2 If there is more than one unit in the same hex, use the same dieroll for the whole stack.

4.3.3 No out of command unit can chose Support Orders.

5.0 INITIATIVE
During the Initiative sub-phase of every turn both players roll 1d6 adding the number of detachments created in the previous turns and actually in map, if any. The highest modified result has the initiative for that turn.

5.1   PRIORITY
There are two types of Orders, Main and Support. The player who won the initiative chooses which formation(s) will perform Main or Support Orders, placing in the appropriate box on the Priority track on the map the formation marker(s) and below it the order chit of the order he wants.

During the player's turn he will decide one at a time, which operations to activate following the priority number of the primary or secondary options.

Example: player A begins with a Main order and activates the formation whose marker is in the "1" box on his main Operations track. When he finishes his activation, play passes to player B who activates his first formation, in the same way as A did. Then play returns to A, who can choose the Main box "2" or the first Support box, and so on. A player must not perform all his Main operations before he can choose the Support ones, but he must follow the numerical order.

5.2   ACTIVATION
When a player chooses a formation he must perform all the phases and sub-phases before passing to a new activation. This passes from player A to B until there are no formations left to activate. Then the game goes to the End of Turn phase.

6.0 STACKING
Stacking occurs when a single hex is occupied by more than one unit.

Stacking is tested at the end of a formation's movement phase.

6.1 STACKING LIMITS

- Infantry: up to **8 strength points** and one artillery unit of the same formation **and** nationality.
- Cavalry: **2 units** and one horse artillery of the same formation **and** nationality.
- Artillery: up to **three** units, any formation or nationality.
- Markers and leaders do not count against stacking limits.

6.1.1 Routed units cannot stack with disordered or normal friendly units. If this happens, move the routed unit to the nearest empty hex, owning player's choice.

6.1.2 Units in March Column cannot stack or pass through other units.

7.0 EZOC

The six hexes that surround an enemy combat unit are its zone of control, (EZOC).

An EZOC cannot be negated by friendly ZOCs or units.

The EZOC is not be exerted into a fortress hex or into impassable terrain. Disordered or routed units do not have a ZOC.

7.1 LEAVING EZoCs

Units that are in an EZOC cannot leave it except if they are under a Defense order (4.1.5) or as the result of Bombardment or Assault.

7.1.1 Routed units ignore EZOCs.

7.2 ENGAGEMENT

The action of entering an EZOC is called "engagement".

7.2.1 Combat units can enter EZOCs (if under appropriate orders) but must stop.

7.2.2 Leaders cannot enter EZOCs if there are no friendly combat units in the hex. They can pass from EZOC to another EZOC only if both hexes contain friendly units.

7.2.3 An Army or overall Commanders cannot enter an EZOC.

7.2.4 If a leader is alone in a hex and that hex is entered by an enemy unit, the leader can be moved up to his movement allowance away from the enemy. If completely surrounded, or blocked by terrain, the leader is captured and removed from play.

8.0 REINFORCEMENTS

New units enter the map in the proper hex (see setup rules) in the turn indicated by the Reinforcement Schedule, during the activation of the formation they belong to. They pay the cost of the terrain in their entry hex.

8.0.1 If more units are scheduled to enter, the owning player decides the order of entrance.

8.0.2 Reinforcements enter the map under March orders, ignoring their formation's orders.

8.0.3 Reserve units (those with a "R" formation symbol) that enter the map as reinforcements can be assigned:

1 - to the Army Commander.
2 - to a Corps/Column Commander.
3 - or they can be activated, once per turn, in any friendly formation's activation, under the "out of command" unit rules (see 4.3.1 and following).

9.0 MOVEMENT

During the movement phase the activated formation can move all, some or none of its unit(s) according to its Orders, the terrain and/or enemy units and their EZOCs. The movement allowances (MA) differ by unit type (infantry, cavalry etc.).

9.1 MOVEMENT PROCEDURE

The active player can move his unit(s) one by one or in a stack. The unit's (or stack's) movement must be completed before passing to another unit or stack. Units move from hex to a contiguous hex paying the terrain costs (see table). Unused movement points (MP) cannot be saved for later turns.

9.1.1 A unit cannot exceed its MA, but can always move at least one hex, even if the MP required to do so are more that its MA. (exception: impassable terrain).

9.1.2 A combat unit (not a leader, see 7.2.2) must stop when it enters an EZOC. It cannot enter a hex containing an enemy unit.

9.1.3 Units that are **not** in March column can freely enter and pass through hexes containing other friendly combat units.

9.2 MOVEMENT AND TERRAIN

Each hex costs a certain number of MP. The number is determined by hex terrain and/or the hexside used to enter it. The MP cost is listed on the Terrain Effects Chart, and is subtracted from the unit's MA when it enters the new hex. All costs are cumulative. If a unit doesn't have the MA to enter a new hex, it must stop (but see 9.1.1).

9.3 MARCH COLUMN

Any kind of unit can form March Column, if their orders allow it. At any time during movement, a unit on a Road or a Minor road can declare that it

is going to use March Column and does so without MP cost.

9.3.1 Every contiguous hex of Road costs ½ MP if the unit is in March Column. Every contiguous hex of Minor road costs 1 MP less than the normal terrain cost, **but never less than 1 MP**.

9.3.2 Units in March Column suffer the following restrictions:

- cannot enter EZOCs;
- cannot stack with other units;
- cannot move through hexes containing other friendly unit(s).

10.0   TERRAIN

Each terrain type, their cost in MP and the effects upon combat are depicted in the Terrain Effect Chart. See the scenario rules for more detail.

11.0   ARTILLERY

Artillery units in a formation can always choose a March or defense order without efficiency test and regardless of their formation's order.

An artillery unit that moves is immediately turned over to its "moved" side. In this status it cannot fire. It remains so until the sub-phase B.6 "End of phase".

11.0.1 Artillery units that participates in an attack can target only the defending unit(s).

Artillery units are **not** counted in the SP amount for combat odds, but they could suffer adverse combat results even if not alone in the hex. They **do** count for target size.

11.1   RETREAT

Artillery stacked with other units that are eliminated or forced to retreat after melee are eliminated.

If forced to retreat after bombardment it retreats normally.

11.1.1 Each artillery unit alone in a hex or in a stack with other artillery only has a melee combat factor of one (1). Artillery alone in a hex are eliminated after defensive bombardment if at least an attacking unit can enter their hex (12.7).

11.2   ARTILLERY RANGE

Each artillery unit's range is printed on their counter. There are range modifiers in the Bombardment Table.

The bombardment target must be in line of sight of the firing artillery (11.3) and range is calculated counting the target's hex but not the artillery's.

11.3   LINE OF SIGHT

Artillery can see their targets three hexes away if Line of sight (LOS) is not blocked by terrain and

weather conditions allow (for example, see 16.42). Units trace LOS from the center of their hex to the center of the target's hex.

11.3.1 Blocking LOS. Fortresses, villages/towns, higher ground or lower ground (if the target is adjacent to a slope) and combat units block LOS.

If an intervening hex between artillery and the target is a blocking one, the LOS is blocked. If the target is adjacent to the firing artillery, LOS is never blocked.

11.4   BOMBARDMENT

Bombardment is an artillery attack against an enemy occupied hex. An artillery unit can attack only **one** target. If there is more than one artillery unit in the hex, fire can be directed at more than one target, but a single artillery unit cannot split its fire against more than one hex. Bombardment is always voluntary, never mandatory.

11.4.1 Artillery units can add their bombardment factors and resolve it as a single bombardment **only** if stacked in the same hex. An enemy unit can be bombarded from different hexes.

11.4.2 If an enemy unit is bombarded from different hexes, the firing player must roll for each firing hex on the Bombardment table.

11.4.3 Artillery units performing a Bombardment never suffer negative combat results. Artillery units that are the target of a Bombardment can suffer special results.

11.4.4 Artillery units can bombard, if the target is in range and LOS, regardless of their orders.

11.4.5 Bombardment procedure: Roll a die on the Bombardment table looking at the column corresponding to the firing SP number. Apply DRMs due to distance, target size, and so on.

11.4.5 Defensive Bombardment: if present in a stack that is the target of a melee the artillery unit does not participate in the melee, but can fire on one of the hexes from which the attack is coming. Resolve the bombardment and apply the results **before** the melee.

12.0   COMBAT

All combat occurs during phase B5 of the Action Phase. Only adjacent units can be attacked. The attacker resolves his assaults in any order he wants, and results of each assault are applied before resolving the next assault.

All units with Attack orders must attack all the enemy units that are in their ZOC; units under Advance order are not required to attack.

With Attack orders, if a unit assault an enemy unit, all the enemy units in its ZOC must be attacked. In the case of attack declarations without

an Attack order (Advance order) not all enemy units in its ZOC must be attacked.

Keeping in mind the above requirements the player decides which of his units will attack and which enemy units will be attacked.

12.1 PROCEDURE

All assaults are resolved in a series of phases that must be followed in the exact order given. The active player is the Attacker, the inactive player is the Defender.

1 - **Declare which units** will attack (12.2).
2 - **Retreat before combat** (14.1).
3 - Resolve Defensive **Bombardment** (11.4.5).
4 - Perform eventual **Efficiency Tests** (12.2.2).
5 - Calculate **the odds** (12.5.1) and terrain effects.
6 - Apply the results of the Combat Results **Table**.

12.2 ASSAULT DECLARATION

After having completed all his Bombardments, the active player declares the attacks he wants to make. The active player is always the attacker, his opponent the Defender, regardless of the general situation.

Place an Assault marker on all units in an EZOC with an Attack Order. Units with an "**Advance**" order (**Pursuit** is a "reactive" advance order) can attack, but must first pass an **Efficiency Test**. They use the other Assault side marker, that with "Assault?".

During the Assault Declaration Phase, the active player places the Assault marker on the units he wants to participate in the attacks.

Units with other orders (March or Defense) cannot attack, but defend normally.

Note: in the case of an Assault involving Cavalry units refer to the cavalry rules and remember that infantry attacked by cavalry can try to form Square.

12.2.1 In the case of an attack you must attack all combat units that project a Zone of Control on the attacker's hex and thet are not being attacked by other friendly units in this sub-phase.

12.2.2 Morale (efficiency) Test. All combat units with an "**Attack?**" marker must pass an efficiency test before attacking. If they pass, they can attack normally otherwise they can't attack but suffer no other penalties.

12.2.3 No unit can attack more than once in a turn and no unit can be attacked more than once in a Combat Phase.

12.3 EFFICIENCY

At the beginning of a combat, both sides must establish their efficiency.

12.3.1 Both players determine the prevalent efficiency value (in SP) for their units. In case of ties the players decides which value to use.

Example: An attacker has 2 SP with efficiency 2, 3 SP with efficiency 3 and 2 SP with efficiency 4, The efficiency is 3 (this is the value of the most numerous group of SPs). If each value had 2 SP each, the attacker could choose an efficiency from 2 to 4.

12.3.2 The difference between the attacker and defender efficiencies becomes a die roll modifier (DRM).

12.4 ASSAULT

Yours combat units can attack enemy combat units in adjacent hexes only. An enemy hex can be attacked by as many units as you can bring to bear from the six adjacent hexes.

12.4.1 Multihex Combats. All the units in a hex defend together forming a single combat factor. An attack can involve any number of attackers and defenders in more than one hex. To resolve this as a single combat, all the attackers must be adjacent to all of the defenders. Friendly units in two or more hexes can combine their combat strength against a single enemy hex.

The Defender cannot withhold some of the units being attacked. The attacker must attack all the units in a hex with a single assault. It's not allowed to attack enemy units in the same hex in separate assaults.

A unit's combat strength cannot be split between more than one combat.

12.4.2 Diversionary Attacks. Declaring attacks at odds worse than 1-5 is prohibited, even if it's possible that an attack's odds could improve to better than 1-5 or even be cancelled due to failed Efficiency Tests.

Attacks with odds worse than 1-5 result in an automatic AE.

12.4.3 Attacks at odds greater than the highest odds ratio. Attacks at odds greater than 6-1 are resolved at 6-1, with the attacker receiving a **DRM of +1 for every level above** 6-1.

Example: an 8-1 attack becomes a 6-1 attack with a +2 DRM.

12.4.4 Commanders and Generals in combat. A commander who partecipates in a combat doesn't give a DRM but adds his initiative value to total strength of the force (SP), if the units are subordinate to him.

Example: if Soult is in a in stack of his own troops, he adds 4 SP to the strength of the stack. Note that Commanders in chief DO NOT EVER partecipate in attacks, but do add a Bonus in defense.

Only one general can add a **+1 DRM** (or subtract a **DRM of -1**) to the die roll if the combat involves units of his formation with which he is stacked.

12.5 COMBAT RESULTS TABLE - CRT

All assaults are resolved using the Combat Results Table.

12.5.1 Odds Ratio. The attacker adds up the combat factors of all the attacking units (see also 12.4.4) and compares his combat factors with those of the enemy he is attacking. Divide the total of the attacker by that of the defender, rounding fractions down in favor of the defender. This result is known as the combat odds.

Example: If 13 SP attack 4, the odds ratio is 3.25 to 1 rounding always down in the defender's favor to 3 to 1.

Terrain, the state of Disorder, and other variables can further modify the odds ratio.

12.5.2 Die Roll Modifiers (DRM):
1 - Disorder: +2 DRM (15.1).
2 - Efficiency: DRM = difference (see 12.3).
3 - Generals: Add or subtract one from the DRM.
4 - Attacks above the maximum CRT odds ratio: see 12.4.3.
5 - Terrain: see the Terrain Effects Chart.
The DRM cannot be greater than +4 or less than -4. Any modified die roll greater than 7 is treated as a 7 any modified die roll less than ZERO is treated as ZERO.

12.5.3 The die roll results will correspond to a line on the Combat Results Table matching the odds ratio column, producing a result.

This result is applied immediately to the involved units, before resolving any other attacks.

Attacks must be resolved in the order chosen by the attacker.

12.5.4 Combat Results.

Ae / De: Attacker / Defender Eliminated. All attackers (A) or defenders (D) are eliminated (12.8).

Ad / Dd: all attackers (A) or defenders (D) become Disordered.

Clarification: after combat Rout is not automatic. If a disordered unit is attacked and is disordered again, assign a negative point on the Demoralization Track and:
1 - If stacked with a general/commander the unit can remain in place Disordered and can avoid Rout;
2 - if it is not stacked with a leader it retreats 2 hexes and undergoes an efficiency test; if it passes, it remains Disordered, if it fails, it Routs.

Ne: no effect. If the attacking units had an Attack Order, they can chose to undergo an Efficiency Test (see 13.1): if they pass the test the result becomes an EX; if they fails the test it becomes an AD.

Ex: Exchange. The attacker loses a unit of his choice with an efficiency value equal to or greater than the one used in the combat. The defender loses a number of SP at least equal to the attacker's losses. All the other units involved in the combat must take an efficiency test; if they fail the test, they become Disordered.

Clarification: the SP lost in an exchange increase the Demoralization track by the actual combat factor of the eliminated unit, even if this value is in excess of that lost by the other side in the 'exchange.

Dr: All the defending units must retreat one hex and take an efficiency test; if they pass they are Disordered, otherwise they Rout (15.2). If the attack was against units in a village or fortifications, it becomes an Ex.

12.6 RETREAT

A unit forced to retreat must immediately withdraw one hex and must end up as far way from all attacking units as possible. The controlling player decides on the line of retreat.

Two units stacked together can retreat to separate hexes. If the retreat creates an "overstacking" situation continue to retreat in the first hex where it doesn't violates the stacking rules.

12.6.1 A unit can retreat into an eZOC, if every other option is unavailable, and unless if eZOC is unoccupied by friendly units, it receives another Disorder level (in other words, it becomes Disordered or it passes from Disorder to Rout).

12.6.2 If the only possible retreat (including eZOCs) were overstacked the unit must continue to retreat to another hex until it arrives in a hex that is not overstacked.

12.6.3 If a unit is unable to retreat because it's surrounded by enemy units it is permanently eliminated.

12.7 ADVANCE AFTER COMBAT

If a hex remains empty a result of a combat, an attacking unit can advance into that hex. This advance ignores eZOC. The choice to advance or not must be taken immediately, before resolving any other combats.

A unit as never required to advance and cannot advance more than one hex.

12.7.1 Disordered units and artillery cannot attack, and thus can never advance after combat.

12.7.2 Only one unit can advance after combat. If the combat results have emptied two hexes, the attacker can advance into either one at his choice.

12.7.3 If stacked with a General and the General advances with them, all the units present in a hex (the whole stack) can advance.

12.8 PURSUITS

Units that have a Pursuit Order and haven't moved or fought a combat this turn can pursue retreating enemy units. See also in 4.12 the

possibility that the order remains in effect for the whole turn.

12.8.1 procedure to be able to pursue it's necessary that: besides not having moved or fought a combat (not even in defense) the unit must be a certain distance in MP that permits it to reach the retreating unit (calculating the distance from the hex the unit was defending when it retreated). Thus the player:

1 - Reveals the Pursuit Order activating the formation on the secondary action track independent of in which box holds the General.
2 - Put an "Attack?" marker on the unit that retreated and take an Efficiency test.
3 - If the test is successful, the pursuer advances next to the retreating unit leading to another Assault. If the test fails no pursuit occurs.

Note: in this exception the defender can be attacked more than once in a turn. This rule is particular to above all formations made up of fast troops or cavalry.

12.9 ELIMINATED UNITS

Every time a full strength unit is eliminated it is flipped (if it has a B side, it's referred as "at reduced strength") and placed:

1 - In the box for the game turn after the current one if it was in command range of its General in the moment it was eliminated or
2 - Two turns after current one if it was out of command when eliminated. During the Reinforcement phase (in the Action phase), reorganized units (previous losses) are placed on their reduced side, stacked with their Commander (not General) or in a hex adjacent to him. If all of these hexes are fully stacked, they enter in the first suitable free hex (see 15.4.3).
3 - Units that were already at reduced strength, that don't have a reduced strength or subject to rules 12.6.3 and 15.2.1 are permanently eliminated.

12.9.1 Retreating off the map. Units forced to retreat off the map are permanently eliminated.

13.0 MORALE OR EFFICIENCY

The efficiency value of units corresponds to their morale, aggressiveness, esprit, training, experience and the officer corps of the unit.

13.1 EFFICIENCY TEST

A unit that must perform an efficiency test rolls a die: if the result is equal to or less than its efficiency value it passes, otherwise it fails.

13.1.1 An efficiency test is always successful if you roll an unmodified one (1) and always fails if you roll an unmodified six (6).

13.1.2 In efficiency tests, make one die roll for the entire stack and the result is applied to all the units in the hex.

13.2 MODIFIERS

13.2.1 The efficiency is increased if the unit is stacked with the commanding General of its formation. Add a -1 DRM to the roll for the initiative of the unit stack.

Note: The Initiative value is used only for initiative tests. For combat see 12.4.4.

13.3 ARMY DEMORALIZATION

13.3.1 DEM and Victory Points (VPs)
whenever a unit leaves the game or is eliminated (placed on the turn record track for reentry) you score DEM points, which are marked on the Armies demoralization track on the map, adding a value equal to the combat factors (SP) lost. This also helps to track Victory Points when the game ends. The points are tracked on the army track that lost the unit and increases their total on the track.

13.3.2 Demoralization
There are boxes on the track that, once reached, due to the losses suffered, cause the demoralization of that specific army. This value may lead to an early victory in the battle (by agreement between the players (see the scenarios).

13.3.3 (Optional) Army Demoralization effects.
The formations of a demoralized army (Austrian, Russian or French) must pass an Initiative test before their activation. If they fail the test they receive an automatic Defense order, and they cannot try to change it for that turn.

14.0 CAVALRY

Cavalry is divided into three types:
1 - **Heavy** with a movement factor of 6
2 - **Light** with a movement factor of 7
3 - **Special** like Dragoons (they have a yellow symbol in the upper right of their counter) that possess the characteristics of foot cavalry or Cossacks that permit special Orders to their formation or Hussars that like the Cossacks can raid villages etc. Special cavalry is treated as light cavalry for retreat before combat, pursuing and charges rules.

All cavalry units have their combat strength **doubled** if they attack **Disordered enemy infantry** in clear hexes.

Cavalry, defending in a Fortress alone, without infantry or artillery, lowers the Fortress Attacker's DRM to -1, instead of -2.

Cavalry cannot defend in Redoubts, Trenches or fortified Farms unless they are **Dragoons**. This

means that common cavalry units doesn't participate in defensive combats with their efficiency and SPs, but they always suffers adverse results.

14.1 RETREAT BEFORE COMBAT

After assault declaration, defending cavalry units can retreat before combat 1 hex if being attacked by only infantry *or when heavy cavalry is attacking light cavalry (light cavalry may retreat before combat).*

If all the defending units retreat, the attacker can advance in the now empty hex.

Note: Cavalry attacked by units with a Pursuit Order cannot retreat before combat.

14.2 CAVALRY CHARGES

Cavalry with an order of Attack/Advance **only**, that starts its movement **not** adjacent to the enemy, with enough MA to enter the enemy hex can:

1 - Stop their movement adjacent to the enemy occupied hex;
2 - Declare Charge and put a marker on themselves.

During the B5 sub-phase, the charging cavalry enters the enemy occupied hex and charge.

Charging cavalry has its SP value **doubled**. This is **not** cumulative with 14.0.

There's no need of a straight path, but the charge cannot cross blocking terrain.

14.2.1 Cavalry can charge enemy units on their same level terrain (see terrain table, where Terrain levels have different colors in map) but never trough slopes hexides upward or downward. No charge is allowed into hexes of Factories, Villages/Towns, trenches, redoubts, woods and marshes. The movement of a cavalry units that wants to charge cannot cross streams, canals, rivers, bridges and slopes before reaching the hex adjacent to the charge's target. See also 16.4.

14.2.2 Charging cavalry ignores EZOCs and can attack a single enemy occupied hex ignoring adjacent enemy occupied hexes.

14.2.3 Charge can succeed or fail:

1 - Success: cavalry enters the enemy's hex and stays there.
2 - Fail: cavalry retreat two hexes in Disorder. If possible, it must reach an hex behind a friendly unit of the same formation.

14.2.4 A cavalry in a Formation under Pursue order can charge.

14.3 SQUARES

During the movement sub-phase infantry can:

- do not move and form automatically square (place the appropriate marker on it);

- spend 3 MP and then perform an Efficiency test. If passed, the infantry forms square. If failed the infantry cannot form square and is Disordered.

Two or more units can form square in the same hex.

They must:

1 - start their activation stacked;
2 - perform an Efficiency test with a single dieroll

Artillery can stack with infantry in square only if they start their activation already stacked.

If some units in a stacking pass the test and others not, those must retreat one hex but they don't suffer a Disordered result.

During the enemy movement infantry can try to form **emergency square**. The owning player declares his intention to form square and temporarily stops enemy's movement. He performs an Efficiency test for any unit/stack he wants. If passed the square is formed. If failed the unit(s) suffers a Disordered and stays in place. A - 1 DRM is applied, cumulative with the DRM for units in command range.

14.3.1 Effects of Square against charge. Cavalry that charges a square is not doubled.

14.3.2 Effects of Square against combat: if a cavalry attacks (not charges) a square it suffers a - 2 DRM.

If a square is attacked by infantry it loses the square formation. Remove the marker. If the square is a tartget of a Bombardment, add a +1 DRM on the Bombardment dieroll.

14.3.3 Terrain. Squares cannot be formed on hexes of wood, Village/Town, Fortress, factories, trenches, redoubts,marshes and frozen ponds.

14.3.5 eZOC. Squares can be formed or leaved in EZOCs.

14.3.6 Disorder. Disordered units can form squares only if they don't move and pass an Efficiency test. If they fail the test they cannot go into Square and remain Disordered.

14.3.7 An unit in square cannot move. If it wants to move it must leave the square (paying 2 MP) and move with the rest of its MA.

14.3.8 A square that suffers a Disordered result or must retreat from the hex immediately loses the square formation (remove the marker).

14.4 CAVALRY COUNTERCHARGES

If the target of a charge is another cavalry unit, not Routed or Disordered, it can try to countercharge. Light cavalry cannot countercharge heavy cavalry.

The target cavalry must perform an Efficiency test: if passed, the countercharge voids the bonuses of the charging cavalry and the combat is

a normal one. If the test is failed the counthercharge doesn't start and the charge goes on as per charge rules.

14.5 CAVALRY RAIDS

Hussars (the light cavalry with dotted line on the counter) and Cossacks can make a special charge into hexes of Village/Towns, trenches, redoubts, Factories and woods. This is called a **Raid**.

The Raid procedure is the following:

1 - Raiding cavalry does **not** double SP;
2 - Defenders inside the target hex lose any advantage (i.e. They don't double SP if defending in Factory hex);
3 - The raiding cavalry adds a +2 DRM to the combat.

14.5.1 The defender cannot counthercharge a Raid, even if cavalry that could normally do so. If the defender retreats as a result of the Raid other units in the Formation of the raiding unit cannot pursue, even if under Pursue order.

15.0 DISORDER, ROUT, REPLACEMENTS AND REINFORCEMENTS

Disordered and Routed units have no ZOC and hare under various limitations.

15.1 DISORDERED UNITS

Disordered and Routed units have no ZOC.

Disordered units **can never attack** and the presence of Disordered units in a defender gives a **DRM of +2 to the attacker**.

A Disordered unit that receives another Disorder, can rout in some cases. Disordered units can try to enter Square by passing an efficiency test.

All cavalry units have their combat strength doubled when attacking Disordered or Routed enemy infantry in clear terrain.

15.2 ROUTED UNITS

Disordered and Routed units have no ZOC.

Note: an eventual term DISRUPTED on the marker is equivalent to ROUT.

Routed units cannot voluntarily stack with other friendly units in good Order or disordered. If this should happen, the routed unit must be moved until it finds itself in an empty hex.

Routed units cannot move, unless forced to, or attack. Routed units forced to move ignore eZOC.

15.2.1 mandatory movement: If an enemy unit moves next to a Routed unit, the routed unit must perform an Efficiency test: if it passes it must retreat 2 hexes, otherwise it's eliminated (it surrenders).

15.2.2 A unit Routed as the result of a bombardment must immediately retreat 2 hexes ignoring eZOC. If it cannot retreat, it is permanently eliminated.

15.2.3 after combat Rout is not automatic. If a disordered unit is attacked e receives another disorder:

1 - If stacked with its general/commander, it can remain Disordered in place avoiding Rout;
2 - If not stacked with a leader it retreats 2 hexes and performs an efficiency test; if it passes it remains Disordered, if it fails it Rout.

15.3 UNIT RECOVERY OR RALLY

In subphase 1 of the Action Phase Disordered and Routed unit can try to rally, if:

1 - Not in an EZoC alone;
2 - Their order (Defense) allows it.

Exception: with Advance Orders (Pursuit) or March a unit can rally if it is at least 4 hexes from the nearest enemy unit. These orders also allow the unit to march away from the enemy.

15.3.1 In both Defense orders, and the exception noted above, in order for the units to rally, they must perform an a successful efficiency test.

After rallying, Routed units become Disordered and disordered units return to good order.

15.3.2 If a unit fails its test: 1 - it retreats 4 hexes (without considering terrain costs, but it cannot enter impassable terrain) from the enemy, if possible towards its Commander and here rallies automatically or 2 - Routed units become Disordered and Disordered units return to good order.

15.4 REINFORCEMENTS AND REORGANIZED UNITS

New units enter the map in the hex indicted by the scenario on the turn listed in the Reinforcement Table paying the terrain cost of the entry hex.

Reinforcements enter during the Action phase of the formation to which they belong.

15.4.1 Reinforcement units enters map paying normal terrain costs for their entry hex. The player decides the exact Order of arrival of his reinforcements on the map.

15.4.2 Reinforcements enter the under march Orders and can use either or both March Column, and off road movement.

15.4.3 During the reinforcement phase (in the Action phase) reorganized units (units previously lost) are placed, on their reduced side, in a stack whit their Corps Commander (and not a General) or in a hex adjacent to him. The reentry hex cannot be in an eZOC.

If all these hexes are fully stacked, they reenter in the first suitable hex.

16.0 SCENARIO RULES

16.11 Scenarios length
Game turns represent 1 hour of real time. The **Campaign** game starts at 07.00 of the 1st December and ends at 18.00 of 2nd December (24 turns). The **Battle** game starts at 06.00 of 2nd December and ends at 16.00 of the same day (12 turns).

16.12 First game turn
In the Battle game the turn starts with the Action phase. Initiative is on Allies that **must** activate Formations in the sequence indicated in the scenario setup rules. All Corps Commanders are always in command, regardless their position on map.

16.13 Emperors
Austrian Emperor Franz and russian Tsar Alexander are NOMINAL Army Commanders. They cannot change Orders automatically to Generals and Corps Commanders in their range.
16.13.1 They can move once per turn during the activation of a friendly Formation of the same nationality.
16.13.2 They cannot participate to attacks or rally. If in stacking with attacking units, they must be placed on the nearest friendly unit/stack of the same nationality.
16.13.3 If defending, they add their Initiative value to the stack total SP value, only if the stack is entirely composed only of friendly unit(s) of the same nationality.
16.13.4 If the Army Commander (or a Corps commander for the Austrians) of the same nationality is eliminated and removed from game, they can (player's choice) replace him. In this cases the provisional Army/Corps Commander will be the Chiefs of Staff, shown in the Emperors' counters backside.

16.14 General Quarters
The back of some leader's counters show the portraits of officers from General Quarters. They have no impact on the game.

16.2 TERRAINS

16.21 Terrain levels
The Clear terrain costs 1 MP and has no effects on combat. The terrain rises and this is indicated by different colors (up to 5th grade level). Change of levels has no cost on the movement and no effect on combat. If there is a **Slope**, however, there is a +1 MP cost for crossing a slope hexide if going upward. If a defending unit is up slope and is attacked (Bombardment, Attack) only by enemy units that are down slope the attackers suffer a -1 DRM.

16.22 Village/Town
Towns have more than one hex, Villages only one. Units in Villages/Towns can ignore their Formation's order and choose not to attack or move. Bombardment into Village or Town has a -1 DRM. Defenders in Village or Town hexes have a DR combat result changed in EX.

16.23 Roads and trails
If a Formation is using March Column the Road costs ½ MP and Trail 1 MP.

16.24 Marsh
Marshes has the following MP costs:
- Cavalry: +3 MP per hex
- Infantry: +2 MP per hex
- Light Infantry +1 MP per hex
- Artillery: impassable (but horse artillery pays as Cavalry)
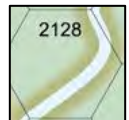- Leaders: same as Cavalry

Units in marshes are halved if attacking or defending.
Artillery units cannot Bombard from a Marsh hex.

16.25 Streams and canals
To cross a stream or canal costs +1 MP. Artillery can cross only if there is a bridge.
16.25.1 If all the attackers in a combat attacks through a stream or canal apply a -1 DRM.

16.26 Bridges
16.26.1 Bridges voids the +1 MP cost when crossing streams or canals and is the only way to cross a river.
16.26.2 Apply a -1 DRM if attacking through a bridge.

16.27 Woods and Orchards
Infantry and cavalry pay 2 MP for each hex of wood/orchard. Light infantry pays only 1 MP.
16.27.1 Artillery (even if horse artillery) can enter the first hex of a wood but must stop there.
16.27.2 Cavalry attacking or defending in wood/orchard is halved. Light infantry is doubled.
16.27.3 Walled Orchards and special terrains Some orchards or special terrains are surrounded by wall (i.e. The cemetery and the chateau of Sokolnitz). Those special terrains must be considered like fortified Factories: defending infantry is doubled, cavalry (exception: Dragoons) cannot enter them.

16.28 Fortified Factories

To enter a fortified Factory costs +1 MP in addition to other terrain. Defender is doubled, cavalry (exception: Dragoons) cannot enter them. Bombardment into such hexes suffers a -1 DRM

16.29.1 Trenches and Redoubts share the same treatment.

16.29 Fortresses

16.29.1 Units adjacent to a Fortress cannot exert their ZOC into the fortress' hex.

16.29.2 Units in Fortress can ignore their Formation's order and choose not to attack or move.

16.29.3 To enter a Fortress costs +1 MP in addition to other terrain. Bombardment into the hex suffers a -2 DRM. Defending units ignore DR results.

16.29.4 Le Santon

*The **Santon** was prepared for the battle with a triple layer of trenches supported by 18 emplaced guns under the command of General Senarmont. Slopes surrounding it were so steep that guns had to be pulled in place using ropes moved using only hands.*

French artillery units in the Santon Fortress cannot fire on adjacent hexes, and cannot be bombarded by enemy artillery in adjacent hexes. French artillery can fire only at least **two** hexes away, but can extend its range to **four** hexes (if there is LOS) with a -1 DRM. They cannot move or retreat, and ignore DR. They are eliminated from play if completely surrounded for an entire game turn.

16.30 Frozen Ponds

All ponds on map are frozen, regardless any weather change in the game. Artilleries cannot enter them. Cavalry entering frozen pond hexes have their remaining MA halved.

16.31.1 Cavalry moving or retreating on a FROZEN hex **must undergo an Efficiency test**. If the test is failed the cavalry is Disordered.

16.31.2 Ice breaking: if an artillery bombards an hex of frozen ponds and produces any result different of "no effect" the ice is broken. This effect is not reversible, and the hex is now a water hex. Place the appropriate marker on it.

Units on a broken ice hex must immediately undergo an Efficiency test. If passed they can immediately retreat on an adjacent hex (owner's choice). If failed they are eliminated and removed from play.

16.4 WEATHER

There are four weather conditions in the game: Snow, Sleet, Overcast and Sun. For each scenario there are rules about the first turn's meteo conditions. At the start of each turn the Allied player rolls a die on the Weather Table.

16.41 Weather Table on the map

Frozen or Snow	Sleet	Overcast	Sun
0 - 1	2 - 3	4 - 5 - 6	7

If in the past turn the weather was Sun or a 4, 5 or 6 was rolled (Overcast) add a +1 DRM to the dieroll. If the weather was Sleet subtract a -1 DRM.

Frozen or Snow

1 - Terrain costs are **DOUBLED**. No March Column allowed.
2 - Every attack suffers a **1 left column** adjustment in favor of the defender.
3 - LOS is limited to the adjacent hexes.
4 - Charge is allowed but there is **no** advance after combat.

Sleet

1 - Units have their MA reduced by 1, except if they move on Road/Trail only.
2 - Artilleries have their range reduced to TWO hexes.
3 - LOS is two hexes only.

Overcast

Artilleries have their MA halved except if they follow a road/trail. If they start in road/trail and leave it they must stop.

Sun: no effect.

16.42 Austerlitz Fog

In turns that start from 09.00 to 17.00 if Weather is Frozen/snow or Overcast then Fog occurs in all the deep green hexes (level 1). From now on they are Fog hexes.

16.42.1 Fog effects

1 - Units not moving on Road/Trail and passing adjacent to enemy units must pass an Efficiency test. If passed, they can continue movement. If failed, they are in EZOC and must stop.

Note: the units can attempt the passage regardless of the order of their formation. However, in case of test failure, those which are under March or Defense orders will stop in the first hex reached, before the eZOC.

2 - Artilleries in fog hexes can fire only to adjacent hexes. Artilleries **above** fog hexes can fire only above fog and cannot target fog hexes

16.42.2 Confusion in Fog hexes

If in a combat the attacker and/or the defender are in fog hexes, the attacker rolls a die.

If a 1 or 2 is rolled, the combat odds column is shifted 1 on the left.
If 3 or 4 is rolled, no effect.
If 5 or 6 is rolled, shift the column 1 on the right.

16.43 Night turn
In the Campaign game there is a night turn.
In that turn change the normal turn sequence with the special procedure that follows:
1 - roll for weather as usual.
2 - all Formations of both sides have their orders changed in Defense.
3 - Routed or Disordered units are automatically rallied to normal status. No dieroll required.
4 - roll for the Initiative as per normal rules.
5 - movement allowance of all units is reduced to 1 hex only.
6 - no Bombardment or Combat are allowed.
7 - if a unit starts the turn in EZOC must leave it.
When a Formation is activated, it must spend its 1 hex MA moving away from enemy as per normal retreat procedure (see 16.51).

16.5 SPECIAL RULES

16.51 Retreat directions
Allies: they must retreat toward east or south of the map (Olmütz - Austerlitz – Ottnitz).
French: retreat west toward Brünn.
16.51.1 Off map retreats. Units forced to retreat off map are permanently eliminated and removed from play.
Allied units that move and exit map in hex 1538 are counted as Victory Points (VP) for the Allies. See Victory level table.
Routed units that retreat off map do not count as VP.

16.52 Cossacks
Cossacks units can attack and advance after combat even if Disordered. They can be used for Reactive Defense.

16.6 VICTORY CONDITIONS

16.61 Historical outcome
French losses: 7 SP infantry + 4 SP cavalry = 11 SP lost.
Allied lost 21 russian SP that moved off map towards Vienna. The rest of the Armies: eliminated.

16.62 Army Demoralization and VP
16.62.1 Disordered or eliminated units:
During the battle Armies can lose Demoralization Points (DEM) Tracked on map.
For each SP eliminated (**in the moment it happens**) add one DEM point.
For every Rout (**in the moment it happens**) add one DEM point.

Note: if an entire stack routs add only 1 DEM.

The Demoralization level doesn't have effect on gameplay, but is used to tally VP.
16.62.2 Map exit
For each Allied UNIT that exits the map in the hex 1538 (road to Vienna) = 2 VP.
16.62.3 VP Count
At the end of the game look at the following table:

Victory Level Table
French Player
Gains **5 VP** if the Allied DEM tracks** exceeds 60 DEM
Gains **3 VP** if the Allied DEM tracks** is between 40 and 60.
Gains **1 VP** if the Allied DEM tracks** is less than 40.
Gains **2 VP** if the Austrian or Russian DEM track is more that 20 (4 VP total)
** add the two nationalities tracks together
Allied Player
Gains **5 VP** if the French track exceeds 65 DEM.
Gains **2 VP** if the French Track is between 40 **and** 65.
Gains **2 VP** For each Allied UNIT that exits the map in the hex 1538

16.62.4 Victory Levels
Subtract the lower VP from the higher one. (i.e. French player has 9 VP, Allied player has 4 = 5 VP total for the French player).
- **Strategic Victory if the difference is 3 VP or more**
- **Operational Victory if the difference is 2**
- **Tactical Victory if the difference is 1 VP**
- **0 = Draw.**

16.62.5 Automatic victory
If one of the three Emperors is captured/killed the game stops immediately and the owner player has lost.
16.62.6 Morale collapse victory (optional) If players agree before the start of the game, automatic victory can be gained if Demoralization of an Army reaches a certain level (can be found on the Demoralization track on the map) before the last game turn.

16.7 INITIAL SET UP
See player aid cards.

17.0 HISTORICAL BACKGROUND
Austerlitz 1805

17.1 BRIEF HISTORICAL PRESENTATION
The Battle of Austerlitz was the deciding engagement of the War of the Third Coalition (1805) during the Napoleonic Wars (1803-1815).

In spite of the Ulm disaster (October) and the loss of Vienna, the emperor of Austria Franz refused to surrender. He withdrew in Moravia with the Russians under General Kutusov, to meet the czar Alexander at Olmütz. Napoleon followed them, taking position near the fortress of Brünn (Brno).

The Czar went back from a recent meeting in Potsdam with Friedrich Wilhelm III, king of Prussia, who was tempted to join the coalition against France. French people were exhausted, without food and other absolutely essential needs. The winds from the North reminded them the necessity of a decisive discouraging battle to stop the active operations.

17.2 POLITICS

King of Prussia sent an ultimatum to the French camp carried by the Minister of Foreign Affairs, von Haugwitz, while the austro-Russian army advanced "en masse" to the plain of Austerlitz. Napoleon entered in field, ordering his troops to feign the demoralization and to deceive a disrupted retreat to the Austro-Russians till their possible destruction.

A mixture of Haugwitz own temporising and Napoleon's suspicions of Prussian opposition led to the delay of the crucial meeting with Napoleon. Tallyerand kept Haugwitz kicking his heals at Vienna while Napoleon completed the job at Austerlitz. On their meeting on 15th of December, Haugwitz had no other choice to cede to the arbiter of Europe and sign the Schönbrunn treaty rather than delivering his ultimatum. The treaty was a swap: Hanover (technically the British king's personal possession but occupied by French troops) to Prussia in return for Ansbach, Cleves and Neuchâtel.

17.3 THE PLAN

General-Feldwachtmeister Franz Ritter von Weyrother, chief of staff for the Austro-Russian army, and another favorite of the czar's, drew up the battle plan. Weyrother announced his plan to general officers at a staff meeting held at a house near Austerlitz early on December 2. Lieutenant General Count Alexandre-Louis Andrault de Langéron described the scene:

"At one o'clock in the morning, when we were all assembled, General Weyrother arrived, and on a large table spread out an immense map, very precise and detailed, showing the area of Brünn and Austerlitz, then read out his dispositions in a loud voice and with an air that announced a conviction of his self-importance and our incapacity. He resembled a professor reading a lesson to young scholars: perhaps we were scholars, but he was far from being a good professor. Kutuzov, who was sitting in a chair half asleep when we arrived at his house, was completely asleep by the time we departed. Büxhowden stood listening but certainly understood nothing. Miloradovich said nothing. Przhebishevsky kept in the background, and only Dokhturov examined the map with interest."

Weyrother's grandiose plan envisioned five columns of coalition soldiers, 41,000 men, sweeping down on the French right flank to cut their communications with Vienna and roll up Napoleon's army from south to north. The columns, numbered I to V, would be respectively commanded by: General Dmitry S. Dokhturov, 13,000 (including an advance guard of 5,000 under Feldmarschall Leutnant Michael Freiherr von Kienmayer); General Langéron, 10,000; Lt. Gen. Ignaty Y. Przhebishevsky, 6,000; Lt. Gen. Mikhail A. Miloradovich, 12,000; and Feldmarschall - Leutnant Liechtenstein, 5,000. Meanwhile, Maj. Gen. Prince Piotr Bagration, with 12,000 men, would draw the attention of the French left wing. Finally, Grand Duke Constantin Pavlovich, Tsar Alexander's brother, with 8,500, would remain in reserve with the Russian Imperial Guard. Weyrother was confident that his plan would destroy Napoleon's army to win the battle, the campaign and the war.

17.4 THE BATTLE

On December 1, the Russian and Austrian leadership met to decide their next move. While Tsar Alexander I wished to attack the French, Austrian Emperor Francis II and Kutuzov preferred to take a more defensive approach. Under pressure from their senior commanders, it was finally decided that an attack would be made against the French right (southern) flank which would open a path to Vienna. Moving forward, they adopted a plan devised by Austrian Chief of Staff Franz von Weyrother which called for four columns to assault the French right.

The Allied plan played directly into Napoleon's hands. Anticipating that they would strike at his right, he thinned it to make it more alluring. Believing that this assault would weaken the Allied center, he planned on a massive counterattack in this area to shatter their lines, while Marshal Louis-Nicolas Davout's III Corps came up from Vienna to support the right. Positioning Marshal Jean Lannes's V Corps near Santon Hill at the northern end of the line, Napoleon placed General Claude Legrand's men at the southern end, with Marshal Jean-de-Dieu Soult's IV Corps in the center.

Around 8:00 AM on December 2, the first Allied columns began hitting the French right near the

village of Telnitz. Taking the village, they threw the French back across Goldbach Stream. Regrouping, the French effort was reinvigorated by the arrival of Davout's corps. Moving to the attack, they recaptured Telnitz, but were driven out by Allied cavalry. Slightly to the north, the next Allied column hit Sokonitz and was repulsed. Bringing in artillery, General Count Louis de Langéron's men succeeded in taking the village, while a third column assaulted the castle.

Storming forward, the French managed to retake to the village, but soon lost it again. Fighting around Sokolnitz raged throughout the day. Around 8:45, believing that the Allied center had been sufficiently weakened, Napoleon summoned Soult to discuss an attack on the enemy lines atop Pratzen Heights. Stating that "One sharp blow and the war is over," he ordered the assault to move forward at 9:00. Advancing through the morning fog, General Louis de Saint-Hilaire's division attacked up the heights and was thrown back after bitter fighting. Charging again, they managed to capture the heights.

To their north, General Dominique Vandamme's division defeated Allied forces around Staré Vinohrady. Moving his command post to the heights, Napoleon ordered Marshal Jean-Baptiste Bernadotte's I Corps into the battle on Vandamme's left. As the battle raged, the Allies decided to strike Vandamme's position with the Russian Imperial Guards cavalry. Storming forward, they had some success before Napoleon committed his own heavy Guards cavalry to the fray. As the horsemen battled, some of Bernadotte's men turned the tide, and with artillery support, were able to force the Russians to retreat.

At the northern end of the battlefield, fighting began as Prince Liechtenstein led Allied cavalry against General François Kellermann's light cavalry. Under heavy pressure, Kellermann fell back behind Lannes' infantry who blocked the Austrian advance. After the French finished off the cavalry, Lannes moved forward against Prince Pyotr Bagration's Russian infantry. After engaging in a hard fight, Lannes forced the Russians to retreat from the battlefield.

To complete the victory, Napoleon turned south and directed St. Hilaire's division and part of Davout's corps in a two-pronged attack on Sokolnitz. Enveloping the Allied position, the assault forced them to retreat. As their lines began to collapse all along the front, Allied troops started to flee the field.

Aftermath

One of Napoleon's greatest victories, Austerlitz effectively ended the War of the Third Coalition.

Two days later, with their territory overrun and their armies destroyed, Austria made peace through the Treaty of Pressburg. In addition to territorial concessions, the Austrians were required to pay a war indemnity of 40 million francs. The remains of the Russian army withdrew east, while Napoleon's forces went into camp in southern Germany. Having taken much of Germany, Napoleon abolished the Holy Roman Empire and established the Confederation of the Rhine as a buffer state between France and Prussia. French losses at Austerlitz numbered 1,305 killed, 6,940 wounded, and 573 captured. Allied casualties were massive and included 15,000 killed and wounded, as well as 12,000 captured.

17.5 MYTHOLOGY

There are many stories and legends regarding events before or during the battle. In the night before the day of battle, Napoleon set out with his entourage to review the forward positions. During this tour, he was recognized by the soldiers of Vandamme's division, and fairly soon the entire army lit candles to celebrate the anniversary of his coronation. Allied soldiers and commanders looking at this believed that the French were preparing to retreat. Another story features an unfortunate French soldier running from Cossacks; apparently, the soldier climbed through a chimney trying to hide, but the Cossacks found and killed him anyway. A more humorous episode occurred between some Russian troopers looking for horse fodder from a local peasant woman. The soldiers kept yelling, Babo, ovsa ("Granny, give us oats") but the woman, who was old and probably had difficult hearing, thought they were saying Hopsa ("Jump"), so she repeatedly jumped, to the very great frustration of the Russian soldiers. Eventually, the soldiers realized she did not understand them, pointed to the horses outside, and even started chewing to give her a clue, which she finally got, giving the soldiers the oats they wanted. Yet another story tells of French artillerists throwing a wooden statue of the Virgin Mary into a fire for warmth and discovering that it would not burn.

18.0 CREDITS

Rules and design: Enrico Acerbi
Graphics: Enrico Acerbi, Giulia Tinti
Development: Alessandro Massignani, Enrico Acerbi, Mimmo "Vonmax" Marangoni
Troublemaking: Piergennaro Federico
Playtest: Gabriele Dozza, Ettore Magnani, Paolo Coturri
Proofreading: Andy Loakes and Don Katz.