

THE EAGLES OF THE DANUBE

THE CAMPAIGN OF APRIL 1809 LIVING RULES 12/03/19

The Eagles of the Danube is the second game using “The Campaign” system (after The Belgian Campaign 1815, VV124). This opus aims to bring to life the Bavarian campaign that began with the invasion of this kingdom by the Austrian army and ended with their withdrawal to the heart of Austria.

1 - COMPONENTS

1.1 - COUNTERS

There are three types of counters: units, commanders and markers.

1.1.1 - Armies

There are two armies. The French player controls the French army. The Austrian player controls the Austrian army.

1.1.2 - Units

Counters represent divisions. They have two sides. The front represents the unit in order and the back the disorganised unit. Each side provides information on its identification, strength rating, and the corps to which it is attached.

There are three types of units:

- **Infantry divisions** (one division or the equivalent).
- **Light cavalry divisions** (a single counter: the Montbrun division).
- **Heavy cavalry or reserve divisions**

Note : the austrians cavalry units of the reserve corps are division size units, therefore considered as divisions.

Hereafter we will indiscriminately use the terms of units or divisions to designate these counters.

Note that the notion of a **corps** is important for movement on the map (1.4) and for set up (3.0).

1.1.3 - Commanders

The back is anonymous, allowing for the simulation of the fog of war at the beginning of the game (useful only in the case of free positioning). The front indicates the identity of the commander. His initiative capacity and any tactical bonus are also indicated.

1.1.4 - Markers

There are five types of markers:



- The “Turn” marker that keeps track of the game’s progress.



- “Army morale” markers to be placed on the track to mark each army’s morale level. When this level reaches 0, the army is demoralised.



- “Events/Activation” markers which are drawn at the beginning of each turn. On the back, they display an activation point (AP) value, on the front, they may display an event. They

are held by the player with the back visible to both players to hide events held from the opponents view.

The counters may be held onto from one turn to another without limit. Markers are discarded once they are used.

- Garrison markers allow a player to



place a garrison in a city he controls.

A garrison requires

the opposing player to stop his movement when he enters a zone with a garrison (see 7.2.6).

The garrison is then removed from the map and may be redeployed during a later operation phase (see 7.3).



- “Battle” markers are used to identify the battle’s location which takes place on the battlefield.

1.2 - THE MAP

The map represents the region of Bavaria and western Austria, where the campaign took place, and encompasses the principal roads and paths that the troops followed. The zones correspond to the various stages and are of three different types: clear, difficult and cities.

Each army has one of more depots indicated by a zone with a red background (Ulm and Augsburg for the French player, Linz for the Austrian player).

Units and commanders **must** always be placed in a zone. The distance between two zones represents between 5 and 20 km depending on the state of the lines of communication. Links between zones are called connections.

The map also features the orders of battle, battlefield, turn track, morale

COUNTERS DESCRIPTION

INFANTRY



COMMANDERS



LINE CAVALRY



Note : Davout's initiative is 3 as long as Napoleon does not enter the game.



Clear
Terrain



Path



Difficult
Terrain



Bridge



Road



Fortified
City

track for each army and the battles table.

1.3 - DICE

The game requires the use of several six-sided dice noted as d6.

1.4 - DEFINITIONS

- A free zone is a zone without any non-disorganised enemy units.
- A contested zone is a zone occupied by one or more units from both camps.
- A "line of communication" is a succession of connections of free zones between a zone on the map and a free depot of the same army.
- For the battles, round all fractions in favor of the defender.

1.5 - STACKING

- A **clear** terrain zone may not contain **more than 6** infantry divisions in good order of the same player (divisions from the opposing army do not count).
- A **difficult** terrain zone may not contain **more than 3** infantry divisions in good

order of the same player (those of the enemy do not count).

– One may only stack units in a zone containing enemy units in good order to initiate a battle or in the case of pursuit.

– The stacking limit **does not count** for battles. On the other hand, at the end of the battle, the player who remains in control of the terrain must reorganise his troops according to the stacking limits. To do so, he may reposition units in the last space occupied before the battle.

– Only infantry divisions in good order **count** for stacking. Austrian reserve corps units (cavalry and Grenadiers), cavalry divisions (heavy or light), infantry divisions in disorder and garrisons do not count.

2 - OBJECT OF THE GAME

There are several victory conditions:

- The Austrian player wins if he controls Augsburg and Ratisbonne (Regensburg) before the end of the 9th turn.
- The French player wins if he controls Linz before the end of the 9th turn or if there are no more Austrian units in good order on the southern bank of the Danube west of the Inn-Salzach and to the north of the Danube, west of the Regen.
- If the morale of one of the armies reaches 0, his opponent immediately wins.
- The loss of Napoleon (see 9.3) leads to an immediate defeat for the French player.
- All other conditions lead to victory for the Austrian player.

3 - SET UP



The players place the turn marker on Turn 1 (9-10 April) and the morale markers on space

19 of the morale track.

Players place the event/activation counters in a container next to them (29 for each player).

3.1 - HISTORICAL DEPLOYMENT

If the players choose to use a historical deployment, they must position their troops in the following manner:

- **French player:** The IInd corps at **Augsburg**; Davout at **Ratisbonne** (Regensburg); Masséna at **Ulm**; Wrede and Deroi's divisions (VIth corps) at **Landshut**; Karl-August's division (VIIth corps) at **Münich**; Neubronn's division (Württemberg) at **Hall**. Napoleon is not deployed.

He positions the IIIrd corps in Davout's order of battle, the IVth corps and Nansouty's division in Masséna's. The units of the IVth corps and Nansouty's division are **disorganised** at the beginning of the game.

Note : Cavalry units *St Sulpice* and *Montbrun* belongs to IIIrd corps and set up with it. Cavalry unit *Espagne* belongs to IInd corps and set up with it. *See page 15.*

- **Austrian player:** Bellegarde at **Pribans**, Charles at **Passau**, Hiller at **Braunau**, Hohenzollern at **Mülldorf**, and the IInd corps at **Pilsen**.

He places the Ist corps in Bellegarde's order of battle, the IVth and the IstR reserve

in Charles', the IIIrd corps in Hohenzollern's and the Vth and the VIth corps and the IIndR reserve in Hiller's.

See counter manifest on page 15.

3.2 - FREE DEPLOYMENT FOR THE AUSTRIAN PLAYER

If both players agree, the Austrian player may opt for free positioning: in this case, after the French counters have been positioned, the Austrian player places a commander counter face down in each of these four spaces: Pilsen, Braunau, Efferding and Passau. He may then place his troops in the corresponding space of any of his commanders, respecting the stacking rules and maintaining the integrity of the corps. He may use a commander as a decoy by not assigning any troops to him.

4 - SEQUENCE OF PLAY

Each game turn proceeds according to the following phases:

- 1 – Initiative Phase
- 2 – Events Phase
- 3 – Operations Phase of player A
- 4 – Battle Phase of player A
- 5 – Operations Phase of player B
- 6 – Battle Phase of player B
- 7 – Morale Phase

5 - INITIATIVE

On the **first turn**, the Austrian benefits from the initiative and must play his operational phase first. He holds onto the initiative until Napoleon's arrival. When

Napoleon enters the game, the French players take the initiative and hold onto it until the end of the game.

The army with the initiative chooses its order of action (A or B) in the turn for the operation and battle phases (except for turn 1). The player whose turn it is to carry out operations and to resolve the battles he initiated is called the in-phase player.

5.1 - USE OF A STRATEGIC EVENT COUNTER (*)

Players may choose to play strategic events counters (6.2) at the beginning of the initiative phase, before rolling the dice. Their effects last until the end of the turn. The counter is then discarded at the end of the morale phase.

5.2 - NAPOLEON ENTERS THE GAME

Napoleon enters the game on a die roll starting on turn 5 (**3+** on turn 5, **2+** on turn 6, automatic entry on turn 7). He must be positioned on a French depot.

6 - EVENT/ACTIVATION

Event/Activation markers are drawn during the events phase of each turn. For this, the markers are placed in an opaque container and drawn at random. Each player receives his own container and his own markers. He cannot draw a marker from his opponent's container.

6.1 - DRAWING PROCEDURE

On each turn, during the events phase,

each player draws as many counters as there are commanders present on the map.

Napoleon and Davout allow players to draw **two** event counters instead of just one.

The number of counters drawn is therefore normally three at the beginning of the game, five when Napoleon is deployed for the French player and four for the Austrian player with four commanders in play.

***Note :** at the start of the game, Davout (2) + Massena (1) allow for 3 counters, when Napoleon enters the game : Napoleon (2) + Davout (2) + Massena (1) = 5.*

Austrians have 4 generals at start so draw 4 counters.

However, this may be temporarily or definitively modified by strategic events counters ("Dissent in the Aulic Council" for example) or by elimination of a commander (encirclement).

It is possible that a player has no counters left before the end of the 9th turn. In this case, he has exhausted his strategic reserve (and the legs of his troops) and will have to settle for that.

6.2 - USE AS AN EVENT

These markers may be used in two ways.



Some have the name of an event on the front which refers to an effect indicated on the tables 10.2.1 (French player) and 10.2.2 (Austrian player).



The players may spend these markers to apply the effect. There are two types of events: **strategic events**, marked

with an asterisk (*), that must be played at the beginning of the initiative phase (see 5.1) and **tactical events** that must be played during the battles (see 8.0).

6.2.1 - Destruction/repair of bridges

During the event phase, the Austrian player may use his “pont détruit” (bridge destroyed) counters to destroy a bridge (indicated on the map) adjacent to a zone in which there is at least one division in good order. He places the counter on the destroyed bridge. From this point on, as long as the counter has not been removed (thanks to the French player’s use of a “pontonniers” counter), the bridge is considered destroyed.

To cross a destroyed bridge, the player must use **1 activation point** per division (infantry or cavalry) that crosses the corresponding connection. The unit **may not** carry out any other movement during the turn. Thus, it must begin its movement in one of the zones located on one side of the bridge and end in the zone on the other side. A commander counter may cross the bridge freely with one of its divisions.

The French player may repair a destroyed bridge during the events phase using a “pontonniers” counter. To do so, he must have at least one unit in good order in a zone adjacent to the destroyed bridge. He may then remove the “bridge destroyed” counter.



6.3 - USE FOR ACTIVATION



The counters may also be used to activate independent units and corps (see 7.1).

7 - OPERATIONS

Each player must carry out his entire operation phase in the order chosen by the player who benefitted from the initiative.

7.1 - ACTIVATION

- Each commander has as many activation points as his initiative value (which may be modified by an event). He may increase his total of activation points by spending event/activation counters. If these markers are used in this way, they are then discarded and cannot be used for their event value if they have one. Each activation point is used to carry out one of the following actions:

- move;
- enter into contact with the enemy;
- reorganise.

- A commander whose army consists solely of cavalry divisions **exceptionally** possesses one additional activation point.

- Activation points from an Event/Activation counter **may be divided** among several commanders and/or units.

Isolated units have no ‘commander activation points and must therefore spend markers to be activated (7.2.3).

7.2 - MOVEMENT

Connections are only used for movement. Units and commanders must be placed in one of the zones on the map.

Moving a unit or a corps or an army one connection costs:

- Road (Full connection): **1 point**
- Path (Dotted-line connection): **1 point**
- Entering difficult terrain: **+1 point**
- Crossing a bridge: **+1 point**
- Entering into contact with the enemy: **+1 point** (see 7.2.5).
- Escaping pursuit: **+1 point** (see 7.2.7).

7.2.1 - Movement of Armies

An army is a group of units and/or corps that move under the leadership of a commander.

A commander may use his entire Initiative Value plus **up to 5 points** by spending Event/Activation markers for movement.

Note: *therefore, no commander may use more than 9 activation points per turn to move.*

Example of movement: *a stack composed of five divisions belonging to two different corps is commanded by Hiller (initiative 1). At the beginning of the turn it is positioned at Landshut. The Austrian player uses a +3 activation counter to move Hiller to Ratisbonne (Regensburg) and combat a French stack. He moves to Eckmühl (1 AP) by a bridge (+1 AP). To reach Regensburg he needs a third point and then a fourth to engage the enemy. Hiller therefore spent the +3 activation counter and his initiative point for a total of 4 AP.*

7.2.2 - Case of commanders in chief

Napoleon and the Archduke Charles can move for **free** all the commanders (with

their respective Order of battle) present in the same zone at the same time they move. These commanders must not have moved previously in the turn and cannot move again during the turn unless there is a pursuit.

7.2.3 - Independent units

Independent units move in the same way as commanders. A player may spend **up to 3 activation points** per independent unit.

- Units of the **same** corps may move simultaneously if the player wishes. (Moving two units from the same corps simultaneously does not double the number of activation points necessary.)

Example of movement : *a stack composed of divisions Gudin, Friand et Morand belonging to III corps move without a general from Eckmühl to Pfaffenhofen, it will cost 2 points for the two road connections. If division Claparède is part of this stack, it will cost 2 more points because it belongs to a different (II) corps. If a general commands the stack, the cost will be 2 points (see 7.2.3).*

- Cavalry units benefit from an additional free activation point. (They may use a total of 4 activation points).

If a player wants a unit to leave a commander, he removes it from his order of battle and moves it on the map for the cost of an activation. A unit may not leave a commander after this leader has been activated. On the other hand, a unit may join a commander after he has been activated.

A player may leave units that belong to a commander in a zone when he leaves it. This action does not require spending additional activation points.

7.2.4 - Difficult terrain

The zones in difficult terrain are indicated by a brown background. There can be **no more than three divisions** in one of these zones (remember that only infantry divisions in good order count toward stacking).

7.2.5 - Contact with the enemy

When an army (under a leader's command) enters a zone containing non-disorganised enemy units, it is said to come into contact with the enemy.

Coming into contact with the enemy costs **1 additional activation point**.

If the portrait side of the enemy commander is face down, it is revealed by turning it face up. If he has no troops under his orders, he is removed from the map.

Disorganised units may not come into contact with the enemy. If an army containing disorganised units comes into contact with the enemy, these disorganised units must be left in the zone adjacent to the enemy unit.

7.2.6 - Entering a garrison zone



When one or more units (or a commander) in good order enter a zone containing an enemy garrison, they must stop their mo-

vement for the turn. A garrison unit located in the same zone as one or more non-disorganised enemy units is automatically removed at the end of the player's operational phase.

If the visible side of an enemy commander that comes into contact with a garrison unit is on its hidden side, it is turned over. If he has no troops under his orders, he is removed from the map.

A stack of units or a commander whose OB comprises **solely** units in disorder may not enter a zone containing an enemy garrison.

7.2.7 - Escaping pursuit

A stack of units or an army that is disorganised after a battle and was pursued may spend activation points to escape pursuit. The movement must be toward a zone free of enemy troops and costs **1 additional activation point**.

7.3 - REORGANISATION.

The in-phase player may spend activation points to reorganise his troops. This costs **1 Activation Point** per reorganised unit.

To reorganise a unit, the following conditions must be respected:

- The unit must be in a commander's order of battle (meaning not independent).
- The unit must not be stacked with enemy troops (possible only in the case of pursuit).

The player may choose to carry out these reorganisation actions before or after a movement or a battle. The cost in activa-

tion points does not count in the number of activation points used for the move.

7.4 - GARRISON

When a player leaves a city zone with a division in good order, it may leave a garrison with no additional cost in activation points. There may only be **one garrison** per city. If he has no garrison marker at his disposal, any clearly marked counter may be used. A player may remove a garrison from a city at any moment during his operation phase with no cost in activation points.

8 - BATTLES

Battles take place **after** the movement phase. A battle occurs any time a unit or one or more commanders have come into contact (see 7.2.6) with one or more non-disorganised enemy units. The in-phase player who initiated the battle is called the attacker and his opponent the defender. The attacker chooses the order of resolution of battles if there is more than one during the same phase.

The players place their units and any commanders that are present face to face on the battlefield. Each battle proceeds according to a strict and unchangeable order:

- 1 – Calculation of the duration of the battle
- 2 – Withdrawal
- 3 – Grand Battery
- 4 – The Battle
- 5 – Rout and Retreat
- 6 – Pursuit
- 7 – Effects on Morale

8.1 - DURATION OF THE BATTLE

Unless there is an exception (“Retreat” event counter, for example), the battle lasts **three phases**.

8.2 - WITHDRAWAL

8.2.1 - Withdrawal of disorganised units

A disorganised independent unit or a stack composed only of disorganised troops with an axis of retreat toward a free zone **must** withdraw.

To do so, the defender spends one or more activation points depending on the movement to be carried out. If he doesn't have any activation points in reserve to spend, this is an **automatic** rout. The length of this rout is automatically **two zones** (see 8.6.1).

The attacker may then choose to pursue if he respects the criteria defined in 8.7.

8.2.2 - Withdrawal of cavalry

An independent cavalry division with an axis of retreat toward a free zone may choose to withdraw.

To do so, the defender spends one or more activation points depending on the movement to be carried out. If he doesn't have any activation markers left to carry out this movement, the combat proceeds normally.

8.3 - USE OF TACTICAL EVENTS

The players may play **one or more** tactical events markers.

Some tactical events require that they be

played at the beginning of the battle (beginning with the defender) and their effects continue until the end of the battle (example "wound"). They are then discarded.

The others are played in reaction (example: the "Nansouty" counter to reorganise a division of heavy cavalry). The latter are played, beginning with the attacker, during the phase in which they apply, after calculating the strength ratio and declaring the heavy cavalry charges.

8.3.1 - March to the sound of the guns

A player with a commander in an adjacent zone that connects to the place in which the battle is taking place may attempt to "march to the sound of the guns". The march is successful on a die roll of **2+** for the French player and **3+** for the Austrian. The stack(s) must adhere to the following conditions:

- they must not be engaged in a battle;
- they must not be disorganised;

A stack that marches to the sound of the guns arrives:

- at the second phase of the combat if it arrives at the battleground via a full connection;
- at the third phase if it arrives at the battlefield via a dotted connection ;
- it cannot therefore participate in the initial phase.

***Note:** as a reminder, the player that marches to the sound of the guns may place the concerned units in the "march to the guns" box on the battlefield.*

8.4 - GRAND BATTERY

If Napoleon **and at least two corps** are present, the French player may activate his grand battery at the beginning of the battle. He rolls **1d6**. On a **5+**, he disorganises one enemy unit (chosen by the Austrian player).

8.5 - THE BATTLE

For each phase, the two players take the sum of the strength points of their infantry and light cavalry divisions that are present. These divisions may belong to different commanders.

They calculate the strength ratio (from 1/3 to 3/1, **always rounded in favor of the defender**). The attacker rolls **1d6** modified by any bonuses or penalties. He then checks the result on the Battle Table that indicates the number of disorganised divisions in each camp for the phase.

8.5.1 - Table of Battles

See page 16.

8.5.2 - Tactical bonuses & penalties

Commanders may intervene during the battle via their tactical value. Players calculate the difference between the attacking commander with the highest tactical value and the defender with the highest value. If the result is positive, apply that number of column shifts to the right on the battle table; to the left if negative. (Attacker's TV minus defender's TV = x. Shift x columns on the table, to the right if x is positive and to the left if x is negative).

8.5.3 - Heavy cavalry



The French player has three divisions of heavy cavalry

and the Austrian player has two. During a battle these divisions are used differently from the infantry.

If non-disorganised heavy cavalry divisions are present during the battle, the players announce at each phase, beginning with the attacker, if they plan to have them charge. A player can use a **division** to add **one column shift** if he is the attacker and subtract it if he is the defender.

A player can use as many non-disorganised division as he wishes for the battle.

A cavalry division is **disorganised** after a charge. It can be reorganised according to the same procedures as the other divisions (7.3).

8.5.4 - Fortifications

Fortified cities provide a **+1** tactical bonus to the defender.

8.5.5 - Tactical events bonuses

Certain events markers procure tactical bonuses during one of the battle phases or counter those of the adversary. They are played beginning with the attacker.

All tactical bonuses are **cumulative**.

Example : Napoleon (TV2) attacks Charles (TV1). Moreover, during the first combat round, the French player had the Nansouty division charge. The TV difference re-

sults in a one column shift to the right for the French player. The intervention of heavy cavalry also results in a column shift for this round. A total of +2 columns to the right for the French player.

8.5.6 - End of the phase

If the two camps still have units in order, the two players begin the following phase until they have accomplished three combat phases.

8.6 - RESULT OF THE BATTLE

8.6.1 - Rout

If one of the two camps has no more divisions in good order, he loses the battle and must rout. The rout movement must be executed in zones free of enemy troops.

The length of this movement depends on the number of phases remaining. If there are two phases, they move two zones, if there is only one or none, they move one zone.

If the movement is blocked by the presence of enemy troops, the corps and their commanders are eliminated.

When the defender routs, he **cannot** do so toward the zone(s) where the attacker entered into contact with him. If there are no other zones possible, the troops are eliminated.

In certain exceptional cases, the two opposing armies in a battle may be in a condition to rout. If so, the defender routs and the attacker may freely reorganise one of his infantry or light cavalry divisions. He may not pursue (see 8.7).

8.6.2 - Retreat

If the attacker does not succeed in disorganising all of his opponent's troops, the battle is non-decisive and he must retreat to his starting zone.

8.7 - PURSUIT

The victor of a battle may choose to pursue with a stack of units.

8.7.1 - Pursuit conditions

In order to pursue, the chosen troops must adhere to the following conditions:

- may not be disorganised;
- comprise at least as many strength points as the total value of the disorganised troops that rout. For this calculation, Montbrun's light cav. div. counts as **2 strength points**.

A rout is executed over a maximum of two zones. The pursuit may not continue beyond that.

Moreover, the pursuing troops may not enter a zone with at least one non-disorganised enemy division. If this occurs on the second movement of a pursuit, the pursuing troops stop in the first zone of pursuit.

If pursuing troops enter a zone containing a commander counter on its hidden side, it is turned over. If he has no divisions in good order, the pursuing troops may enter the zone. Otherwise, they stop before entering.

8.7.2 - Effect of the pursuit

The pursuing stack remains stacked with the pursued troops, preventing them from reorganising.

The controlling player must attempt to escape the pursuit in order to reorganise (see 7.2.7).

8.8 - EFFECTS ON MORALE

Players lose **1 morale point**:

- per unit of disorganised infantry or light cavalry;
- per rout zone (2 maximum);
- in the case of retreat.

The victor of a battle (after rout or retreat) gains back **1 morale point**. He may not exceed his initial maximum.

8.9 - REORGANISATION

If the attacker won the battle, he may spend activation points to reorganise his disorganised corps (7.3).

8.10 - COMBAT EXAMPLE

Two French corps (15 strength points) led by Napoleon and Nansouty's heavy cavalry division attack an Austrian force commanded by Charles (10 strength points) at Regensburg. The strength ratio is $15/10 = 3/2$. The tactical bonuses give Napoleon **TV 2** - Charles **TV 1** = **+1** for the French. Napoleon engages Nansouty's division **+1**. But Charles combats with the support of the Regensburg's fortress, **-1**. Overall, the French have **+1** and therefore combat on column 2/1.

9 - MORALE PHASE

9.1 - DISCARDING OF STRATEGIC EVENTS

At the beginning of this phase, the players

discard the strategic events markers played during the turn.

9.2 - DEMORALISED ARMY

If one of the armies is demoralised, the player that commands it automatically loses the game.

9.3 - DESTROYED UNITS

During this phase, if an army unit or a commander cannot trace a line of communication to one of his depots, he/it is removed from the game.

The destruction of Napoleon by failure to be supplied leads to the defeat of the French player (see 2.0).

The destruction of Charles by failure to be supplied leads to a loss of 5 morale points for the Austrian player (see 8.8).

9.4 - VICTORY CONDITIONS

See the victory conditions in the paragraph Object of the Game (2.0).

9.5 - ADVANCING THE TURN MARKER

If none of these conditions is met, one player advances the turn marker and the players begin a new turn.

10 - DESIGNERS NOTES

The *Eagles of the Danube, April 1809* is an operational game on the Bavarian campaign with mechanics modelled on the Belgian Campaign, 1815 (VV n° 124). It functions according to the same “card-driven” concept on a point to point map. We adap-

ted the system to a different time scale (two turns per turn) and also modified the game scale to one counter = one division (or equivalent). As the time scale was still reduced (18 days), we have not included rules for attrition and have limited the rules for supply, maintaining a line of communication with the depots. We originally imagined offering a game on the entire Danube campaign that would end in the taking of Vienna and culminate with the battles of Essling and Wagram, but the material constraints limited the scale too much to make the game interesting. We finally decided to restrict it to the first part of the campaign centred in Bavaria and to finish with the battle of Eckmühl and the Austrian army's retreat along the Danube. We are considering a later issue of *VaeVictis* with a game on the second part of the campaign. At that point we will propose rules to combine the two games into a single campaign.

As always, we had to make some choices to maintain the balance between playability and historical accuracy. We hope our choices will be satisfactory as many of you as possible. ◆

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Name	Corps	Type	Front	Back
Tharreau	II	Infantry	2	1
Claparède	II	Infantry	3	2
Espagne	II	Heavy Cavalry	+1	0
Morand	III	Infantry	4	2
Friand	III	Infantry	4	2
Gudin	III	Infantry	4	2
St Hilaire	III	Infantry	4	2
St Sulpice	III	Heavy Cavalry	+1	0
Montbrun	III	Light Cavalry	1/2*	0
Legrand	IV	Infantry	4	2
Carra St Cyr	IV	Infantry	3	2
Molitor	IV	Infantry	3	2
Karl-August	VII (Bavarians)	Infantry	4	2
De Wrède	VII (Bavarians)	Infantry	2	1
Deroi	VII (Bavarians)	Infantry	3	2
Neubronn	Wurtemberg	Infantry	3	2
Nansouty	Reserve	Heavy Cavalry	+1	0

Name	Corps	Type	Front	Back
Vogelsang	I	Infantry	5	3
Ulm	I	Infantry	3	2
Fresnel	I	Infantry	2	1
Brady	II	Infantry	4	2
Treuneufels	II	Infantry	3	2
Klenau	II	Infantry	2	1
Lusignan	III	Infantry	4	2
St Julien	III	Infantry	3	2
Dedovich	IV	Infantry	3	2
Bartenstein	IV	Infantry	4	2
Lindenau	V	Infantry	4	2
Reuss-Plauen	V	Infantry	3	2
Schustekh	V	Infantry	2	1
Kottulinsky	VI	Infantry	4	2
Jellacic	VI	Infantry	4	2
Vincent	VI	Infantry	3	2
Grenadiers	I Reserve	Infantry	3	2
Cuirassiers	I Reserve	Heavy Cavalry	+1	0
Cuirassiers	II Reserve	Heavy Cavalry	+1	0

Name	Initiative	Tactical
Napoléon	4	+2
Davout	3/2*	+2
Masséna	2	+2

Name	Initiative	Tactical
Archduke Charles	2	+1
Bellegarde	1	+1
Hiller	1	0
Hohenzollern	1	0

* **Note** : Davout's initiative is 3 as long as Napoleon does not enter the game.

TABLE OF BATTLES

Die	1/3	1/2	2/3	1/1	3/2	2/1	3/1
1	0/4A	0/4A	0/3A	0/3A	0/2A	1D/1A	1D/1A
2	0/4A	0/3A	0/3A	0/2A	1D/1A	1D/1A	2D/0
3	0/3A	0/3A	0/2A	1D/1A	1D/1A	2D/0	3D/0
4	0/3A	0/2A	1D/1A	1D/1A	2D/0	3D/0	3D/0
5	0/2A	1D/1A	1D/1A	2D/0	3D/0	3D/0	4D/0
6	1D/1A	1D/1A	2D/0	3D/0	3D/0	4D/0	4D/0

xA = number of disorganised divisions for the attacker ; **xD** = number of disorganised divisions for the defender

FRENCH ARMY

Event	Effect	Activation
Crise d'Épilepsie* Fit of epilepsy	For a turn only, Charles' initiative and tactical values fall to 0	3
Chute de Cheval* Horse falls	The Initiative and tactical value of an Austrian commander are decreased by 1 for a turn	3
Pontonniers* (x 2) Bridge unit	Allows for the repairing of a bridge (see 6.2.1)	3
Dissension dans le Conseil Aulique*	The Austrian player may only draw 2 activation points	3
Blessure Wound	An enemy commander engaged in the battle loses his tactical bonus for the duration of the battle	3
Reconnaissance (x 2)	Awards +1 tactical value point for a battle phase.	1
Montbrun	Reorganise the light cavalry division during the battle	1
Nansouty	Reorganise any heavy cavalry division during the battle	1
Saint-Sulpice	Reorganise any heavy cavalry division during the battle	1
Estafette* (x 2) Dispatch rider	Doubles the value of the activation points used during one turn	1

AUSTRIAN ARMY

Event	Effect	Activation
Chute de Cheval* Horse Falls	The Initiative and tactical values of a French commander are decreased by 1 for a turn	3
Pont détruit* (x 2)	Allows for the destruction of a bridge (see 6.2.1)	3
Retraite (x 2) Retreat	Allows for leaving a battle without penalty and without awarding victory points to the adversary (the battle counts as a tie)	2
Blessure Wound	An enemy commander engaged in the battle loses his tactical bonus for the duration of the battle	3
Folge Mir! Follow me !	Shift the battle table one column to the right or left, as the Austrian player chooses	2
Reconnaissance (x 2)	Awards +1 tactical value point for a battle phase	2
Estafette* (x 2) Dispatch rider	Doubles the value of the activation points used during one turn	1