



COMMANDS & COLORS

Napoleonics
EXPANSION #6
Epic Napoleonics

Game Design by
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2ND PRINTING



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“The nature of strategy consists of always having, even with a weaker army, more forces at the point of attack or at the point where one is being attacked than the enemy.”

—Napoleon Bonaparte

1. INTRODUCTION

The *Commands & Colors: Napoleonics* game system allows players to effectively portray epic Napoleonic battles, as well as smaller historical actions. The scale of the game is flexible and varies from battle to battle. In some scenarios, a unit may represent an entire division, while in others a unit may represent a single regiment or battalion. During play, the Command cards drive movement, while creating a “fog of war”, and the battle dice resolve combat quickly and efficiently. The stylized battle field maps emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system. Finally, the Napoleonic tactics you will need to execute to gain victory conform remarkably well to the advantages and limitations inherent to the various Napoleonic national armies of the day and the actual battle field terrain features on which they fought.

EPIC Napoleonics is the sixth expansion for GMT’s *Commands & Colors: Napoleonics* game system. Included in this expansion are six standard-sized scenarios that focus on key phases of the battle of Austerlitz, 2 December 1805. This expansion also features 12 EPIC engagements and two *La Grande Battles* scenarios. The EPIC battle field is larger—much larger—and at 11 hexes deep by 20 hexes wide, it is almost double the size of the standard size battle field of 9 hexes deep by 13 hexes wide. The *La Grande Battles* battle field is a whopping 11 hexes deep by 26 hexes wide.

Knowing that it is not always easy to muster eight players, the *EPIC Napoleonics* game is also set up to play out very well with just two players—or four, or six. A *La Grande Battles* game is best played with eight players (four players taking command on each side). To experience the maximum enjoyment with these two new Napoleonic game formats, both *EPIC Napoleonics* and *La Grande Battles* scenarios are best played using the Command card and Tactician card decks that were part of the *Generals, Marshals & Tacticians* expansion.

Looking at these two new Napoleonic game formats, *EPIC Napoleonics* will allow two or more players to enjoy a truly Epic sized battle, but it is important to note in order to play most *EPIC Napoleonics* scenarios, players will need a copy of the *Commands & Colors: Napoleonic* core game and its expansions (Spanish Army, Russian Army, Austrian Army, Prussian Army, and *Generals, Marshals & Tacticians*).

As for *La Grande Battles*, it is not the intention of GMT, or myself, to require a player to buy multiple copies of the Napoleonic game to play a *La Grande Battles* game. I would truly hope, that two friends, both who own copies of the Napoleonic game and expansions could come together with their games, and set up a *La Grande Battles* scenario to share in the fun with six more of their friends.

The main focus of this expansion is therefore on *EPIC Napoleonics* to allow more players to keep enjoying the *Commands & Colors: Napoleonics* game, and the *La Grande Battles* rules and scenarios are provided for players as an added bonus.

Although the scope and scale of our Napoleonic game has changed, the basic rules of play, for the most part, will remain the same.

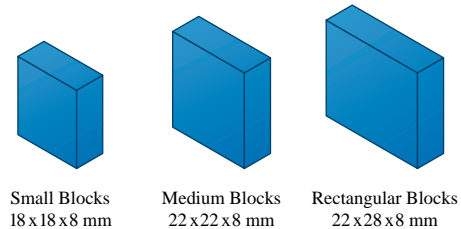
Welcome to the fun!

Richard Borg

2. CONTENTS

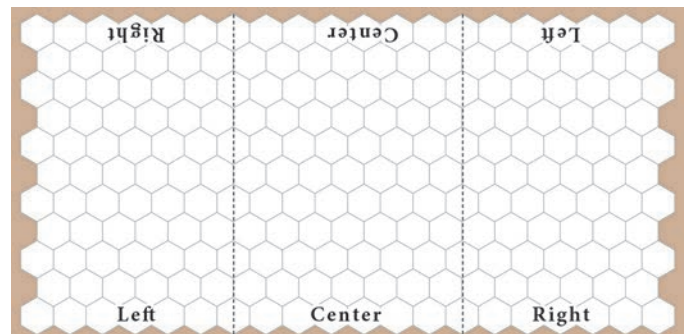
- 1 Rule and Scenarios Booklet
- 2 EPIC Battlefield map boards (left and right)
- 2 La Grande Battlefield map sheets (left and right)
- 6 double-sided EPIC Scenario Cards (12 EPIC Scenarios)
 - 1 double-sided *La Grande Battles* Scenario Card (2 *La Grande Battles* Scenarios)
- 1 Terrain Effects card
- 3 Card Sheets
 - 33 double-sided Terrain Tiles
 - 54 Victory Banner counters (9 French, 9 British, 9 Spanish, 9 Russian, 9 Austrian, 9 Prussian)
 - 12 Square counters (2 French, 2 British, 2 Spanish, 2 Russian, 2 Austrian, 2 Prussian)
 - 18 Garrison markers (6 Russian, 6 Austrian, 6 Prussian)
 - 9 French Conscript round counters (new counter)
 - 3 Spanish Guerrilla counters
 - 3 Russian Mother Russia counters
 - 3 Prussian Iron Will counters
- 1 Cardstock Courier Rack assembly
- 8 Battle Dice and Labels
- 152 Unit Blocks and 3 Label Sheets
 - 120 small blocks for Infantry units
 - 12 medium blocks for Cavalry units
 - 9 rectangular blocks for Artillery units
 - 11 rectangular blocks for Leaders

Note: There will be a few spare blocks of all sizes in each color.



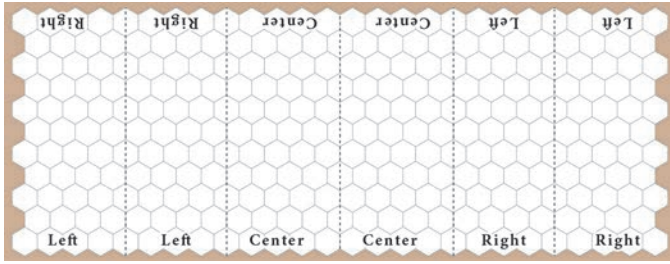
Battlefield Map Boards

To create an EPIC size battle field of 11 hexes deep by 20 hexes wide, players will need to set the two mounted game boards side by side.



EPIC Battles battlefield

To create the *La Grande Battles* battle field of 11 hexes deep by 26 hexes wide, players will need to set the two map sheets side by side.



La Grande Battles battlefield

EPIC Scenario Cards

The 12 EPIC scenarios are on six 11x12 inch scenario cards.

La Grande Battles Scenario Cards

The two *La Grande Battles* scenarios are on one 11x17 inch scenario card.

Units and Leaders

Each unit is composed of a certain number of blocks. The number of blocks, in a unit, may vary by unit type and Nation and is detailed on the National Unit Reference Card.

A General, Marshal or Field Officer of any rank (hereafter referred to as a Leader) is represented by one rectangular block. A single Leader block is not considered a unit.



Units and Leaders Visual Identification Aids

This expansion uses several unit-class icons to assist players with set up and unit recognition. The complete list of icons follows for player reference.



Flaming grenade icon: Grenadier infantry: upper left or right of each sticker for the following unit types—Grenadier, Guard Grenadier, Old Guard



Bugle icon: Light infantry: upper left or right of each sticker for the following unit types—Light, Rifle Light, Guard Light, and Young Guard



Cavalry helmet icon: Heavy cavalry: upper left or right of each sticker for the following unit types—Heavy, Guard Heavy, Heavy Cuirassier



Horse head icon: upper left or right of each sticker for the following unit types—Horse artillery.

Line, Reserve and Militia Infantry, Light Cavalry (Light, Guard Light, Light or Militia Light Lancers and Cossack) and Foot Artillery (Regular and Guard) classes of units do not have a special icon.

Terrain Tiles

The Terrain Tiles represent a wide range of terrain features and are placed on the battle field to recreate the historical scenario.



Victory Banner Counters

Victory Banner counters will track a player's quest for victory. Although additional counters for each nation are provided in this expansion, a scenario's Victory Banner count may still exceed the number of available counters. Players will need to improvise, and may opt to use a coin or the opposition player's last block of an eliminated unit, to track victory.



French British Austrian Prussian



Russian Spanish

Victory Banner Explanations

To reduce the amount of text in a scenario's briefing notes, the following terms are used to describe some common Victory Banner Objective Hex conditions:

Note: Garrisons occupying Victory Banner hexes will count as units for purposes of control.

Note: All Turn Start Victory Banners (temporary and permanent) are awarded at the start of a player's turn. All other Victory Banners (temporary and permanent) are awarded during a player's turn when earned. All Temporary Victory Banners, whether gained at turn start or during the turn, are lost at the moment the condition for its award is no longer fulfilled.

Temporary Victory Banner Objective Hex

The Victory Banner in this objective hex is gained immediately when the appropriate side occupies the hex. The Victory Banner is held only as long as a unit of the appropriate side holds the hex. If the unit vacates the hex for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banner is immediately lost and placed back in play in its original position on the objective hex.

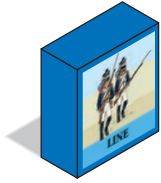
Temporary Victory Banner Objective Hex (Turn Start)

The Victory Banner in this objective hex is gained when a unit of the appropriate side occupies the hex at the start of its turn. If the unit vacates the hex for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banner is immediately lost and placed back in play in its original position on the objective hex.

Temporary Group Victory Banner Objective Hexes

A number of hexes together form a Group Victory Banner objective. The appropriate side that occupies all of the objective hexes will immediately gain one or more Victory Banners. As long as all objective hexes are occupied, the Victory Banners will count. If any hexes in the group are not occupied for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banners for the group are immediately lost.

French Units



Line Infantry
3 units
(12 blocks)



Light Infantry
4 units
(16 blocks)



Leaders
(1 block)



Line Infantry
3 units
(12 blocks)



Light Infantry
1 unit
(5 blocks)



Grenadier Infantry
1 unit
(4 blocks)



Leaders
(3 blocks)

Russian Units



Line Infantry
2 units
(6 blocks)



Grenadier Infantry
1 unit
(4 blocks)



Guard Grenadier
Infantry
2 units
(8 blocks)



Guard Light Cavalry
1 unit
(4 blocks)



Guard Horse
Artillery
1 unit
(3 blocks)



Leader
(2 blocks)

Austrian Units



Line Infantry
5 units
(25 blocks)



Light Infantry
1 unit
(4 blocks)



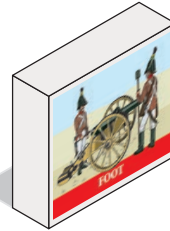
Militia Infantry
1 unit
(4 blocks)



Light Cavalry
1 unit
(4 blocks)



Heavy Cavalry
1 unit
(4 blocks)



Foot Artillery
1 unit
(3 blocks)



Leaders
4 units
(4 blocks)

Prussian Units



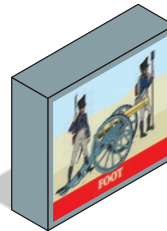
Line Infantry
2 units
(8 blocks)



Grenadier Infantry
1 unit
(4 blocks)



Reserve Infantry
2 units
(8 blocks)



Foot Artillery
1 unit
(3 blocks)



Leader
2 units
(2 blocks)

Applying the Stickers: Apply appropriate unit stickers to the fronts and backs of the blocks for each unit. Place the French unit labels on the dark blue blocks, British unit labels on the red blocks, Russian unit labels on the green blocks, Austrian unit labels on the white blocks and Prussian unit labels on the medium gray blocks. We suggest that you separate the blocks by color, then sort blocks by size. Start with the French units. Pull out 12 small size dark blue blocks. Find the French Line Infantry stickers on sheet #1. Peel and place a sticker on the front and back of the 12 small size dark blue blocks. When you run out of the 12 blocks,

move onto the French Light Infantry. Pull out 16 small size dark blue blocks. Find the French Light Infantry stickers on sheet #1. Peel and place stickers on the front and back of the 16 small size dark blue blocks. When you run out of the 16 blocks, move on to the French Leader that needs 1 rectangular block. Keep going in this fashion until all the French units and leaders are completed. Then move on to the British unit red blocks. It will take a little time, but it will be worth the effort!

A few extra blocks and stickers are supplied as spares.

Temporary Group Victory Banner Objective Hexes (Turn Start)

A number of hexes together form a Group Victory Banner objective. The appropriate side that occupies all of the objective hexes at the start of its turn will gain one or more Victory Banners. As long as all objective hexes are occupied, the Victory Banners will count. If any hexes in the group are not occupied for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banners for the group are immediately lost.

Temporary Majority Victory Banner Objective Hexes

The Victory Banner for this group of objective hexes is immediately gained when the appropriate side has units occupying an absolute majority of hexes in the group at the start of its turn. Absolute majority means to occupy more of these objective hexes than your opponent. Occupying one hex when your opponent occupies none, for example, would be an absolute majority. The Victory Banner is retained as long as the side has an absolute majority. The Victory Banner is immediately lost when a side no longer has an absolute majority.

Temporary Majority Victory Banner Objective Hexes (Turn Start)

The Victory Banner for this group of objective hexes is gained when the appropriate side has units occupying an absolute majority of hexes in the group at the start of its turn. Absolute majority means to occupy more of these objective hexes than your opponent. Occupying one hex when your opponent occupies none, for example, would be an absolute majority. The Victory Banner is retained as long as the side has an absolute majority. The Victory Banner is immediately lost when a side no longer has an absolute majority.

Permanent Victory Banner Objective Hex

The Victory Banner in this objective hex is gained immediately when the appropriate side occupies the hex. The Victory Banner, once gained, is not returned or put back in play, even if the unit later vacates the hex for any reason (movement, retreat or elimination).

Permanent Victory Banner Objective Hex (Turn Start)

The Victory Banner in this objective hex is gained when the appropriate side occupies the hex at the start of its turn. The Victory Banner, once gained, is not returned or put back in play, even if the unit later vacates the hex for any reason (movement, retreat or elimination).

Breakthrough Objective (new)

When a player's Victory Banner objective requires his forces to achieve a Breakthrough, each unit that exits the battle field from an opponent's baseline hex, gains that player one Permanent Victory Banner. To exit, the unit must be ordered and move off the battle field. A unit must start its turn on an opponent's baseline hex to exit off the battle field and thereby gain a Permanent Victory Banner.

Time Pressure Objective (new)

When Time Pressure rules are in effect against the attacker, the defending player, after playing a "SCOUT (Left, Centre or Right)" Command card, may take a Permanent Victory Banner and draw one Command card instead of drawing two Command cards at the end of his turn. Taking a Permanent Victory Banner, instead of drawing two Command cards is not allowed, if doing so would give the player his final Victory Banner to win the battle.

Infantry in Square Counters

The new square counters, numbered 5 and 6, are used to track infantry units that have formed square on the battle field. There are two new counters for each Nation, "Square 5" and "Square 6". For updated rules, see the "New Game Mechanics" Square rule sections.



Garrison Markers

Although the rules for Garrison markers were introduced in the *Generals, Marshals & Tacticians* expansion, we have taken this opportunity to elaborate and clarify them.



An Infantry unit with two or more blocks that occupies any building, walled garden or walled farm hex at the start of the turn, and is ordered to move out of that hex, may leave a Garrison in the hex. One Line Infantry block is taken from the army pool of blocks not deployed in the scenario, and is placed on the hex along with a Garrison marker showing the proper side face up. The departing Infantry unit does not lose a block in order to create the Garrison. A qualifying Infantry unit may form multiple Garrisons during the course of a scenario.

A Garrison block is treated like an Infantry unit with the following exceptions:

- A Garrison block may not move.
- A Garrison block will battle with 1 die. Command and Tactician cards, however, can modify its battle dice. A Garrison block may not battle the turn it is placed.
- A Garrison block does not receive any National modifiers.
- A Garrison block may not ignore a flag for any reason and is eliminated when a flag is rolled against it.
- A Garrison block, when eliminated, does not count as a Victory Banner.
- A friendly unit may be ordered and enter a Garrison hex. When the unit enters, the Garrison marker and Infantry block are removed. The entering unit does not gain a block when the Garrison is removed.
- A unit may not retreat into a Garrison hex.
- A Garrison may not form square.
- A Garrison does not provide support.

Important Note: A Garrison marker with an Infantry block by definition, meets the requirement of occupying a hex. Therefore, either a Garrison marker and its Infantry block or an Infantry unit of one or more blocks will fulfill a victory objective condition that requires a building, walled garden or walled farm to be occupied by that side's army.

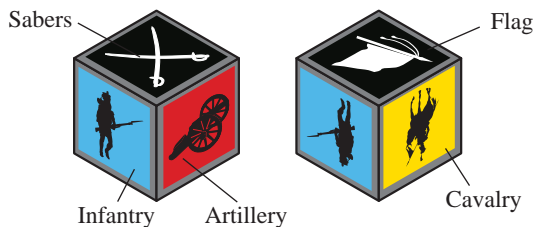
Courier Rack

The Courier Rack is used in both *EPIC* and *La Grande Battles* scenarios. The rack is placed next to the deck of Command cards at one end of the map. Prior to a battle, the Courier Rack needs to be assembled.

Battle Dice

Eight custom battle dice come with this game. Each die has the following symbols on its faces: two Infantry symbols, one Cavalry symbol, one Artillery symbol, one Flag symbol and one Crossed Sabres symbol.

- Infantry: black symbol on blue background
- Cavalry: black symbol on yellow background
- Artillery: black symbol on red background
- Flag: white symbol on black background
- Sabers: white symbol on black background



3. NEW UNITS

French Conscript Infantry



In 1813, due to catastrophic losses in Russia in 1812, many of Napoleon's line infantry units were made up of conscripts. The Conscript counters are used to designate French line infantry units that are not up to the same standard as before the Russian Campaign. A French line infantry unit marked as a conscript unit will not receive one additional die in melee when attacking an enemy infantry unit and when battling back. **French Conscript retreat two hexes for each flag that cannot be ignored.**

Russian Guard Horse Artillery



Map ID code: GHA

Blocks in Unit: 3

Movement in Hexes: 1 and combat, 2 hexes no combat

Battle: See Artillery combat section in core game rules

- Roll 1 additional die in melee combat

Morale: May ignore 2 flags. If the unit does retreat, retreat 1 hex for each flag

4. NEW GAME MECHANICS - EPIC BATTLES

The Command card deck (green deck) and Tactician card deck (red deck), from the *Generals Marshals & Tacticians* expansion, are used in all *EPIC Napoleonic* scenarios.

EPIC with Two Players

The EPIC battlefield contains the same three sections found on the standard battle field—Left, Center and Right. The width of the EPIC battle field sections and the depth of the battle field however have increased.

In a one-on-one *EPIC Napoleonic* game, each player assumes the role of the Commander in Chief (CIC). Each CIC has a hand of Command cards per the scenario's Battle Notes. There are some variances in card play from standard C&C Napoleonic.

On each turn, the CIC must select and play one Command card from his hand to order units in one section of the EPIC battle field. Also on that turn, the CIC must select one Command card from the Courier Rack to order units in another section of the EPIC battle field.

- Section Command cards (*SCOUT*, *PROBE*, *ATTACK*, *ASSAULT*) must be played in the section listed on the card.
- When the CIC selects two Section Command cards they must be for two different sections of the EPIC battle field.

Special Note: In the event that all the Command cards on the Courier Rack and all the Command cards in a CIC's hand are for the same section, the CIC, after showing his opponent the cards in his hand to confirm that all cards are for the same section, may play two Section Command cards in the same section on the turn.

- Tactic Command cards (cards that do not refer to a specific section) now play similar to section cards and are playable in only one battlefield section, but the CIC is allowed to choose the section. Units are no longer ordered across all sections when a Tactic card is played.
- When the CIC selects two Tactic Command cards they must be played in two different sections of the EPIC battlefield.
- When the CIC selects a Section Command card and a Tactic Command card they must be played in two different sections of the EPIC battlefield.
- Multi-Section Command cards (*RECON IN FORCE*, *COORDINATED ADVANCE*, *FLANK ATTACK* and *FORWARD*) are not played onto a section. Multi-Section Command cards are instead, played face up in front of the CIC and will order the units in the sections of the EPIC battlefield as stated on the card.
- When the CIC selects a Multi-Section Command card and a Section Command card, the Section Command card is played in the section listed on the card and the Multi-Section Command card is played face up by the CIC and will order units in the sections of the EPIC battlefield as stated on the card.
- When the CIC selects a Multi-Section Command card and a Tactic Command card, the Tactic card is played in one chosen section and the Multi-Section Command card is played face up by the CIC and will order units in the sections of the EPIC battlefield as stated on the card.
- When the CIC selects two Multi-Section Command cards both

Multi-Section Command cards are played face up by the CIC and will order units in the sections of the EPIC battlefield as stated on the card.

Multi-Section Card Play Examples:



A *COORDINATED ADVANCE* played along with a *PROBE CENTER*, will order 1 unit on the left section, 4 units in the center and 1 unit on the right section.



A *RECON IN FORCE* played along with a *FIRE AND HOLD*, will order 1 unit in each section and the section where the *FIRE AND HOLD* card is played, will also order 4 units in the section to fire and hold.

The CIC may also select and play two Multi-Section Command cards on the same turn.



A *RECON IN FORCE* played along with a *FLANK ATTACK*, will order 3 units on the left section, 1 unit in the center and 3 units on the right section.



A *COORDINATED ADVANCE* played along with a *RECON IN FORCE*, will order 2 units on the left section, 3 units in the center and 2 units on the right section.

Important Note: When ordering units in the same section with a Tactic and a Multi-Section Command card, it will be very important to track which units are being ordered by the Tactic Command card's special action (in the case of the above example, *FIRE AND HOLD*) and which units are just ordered. It is suggested that players use the battle dice to keep track, marking units being ordered by a Tactic Command card's special action with a saber and other units with their die symbol.

- A Command card that orders units Equal to Command, is equal to the number of Command cards in the CIC player's hand including the Command card just played from his hand.
- Units ordered by a *TAKE COMMAND* card may extend into another section, but a unit may only be ordered one time during a turn.

EPIC Courier Rack

Pre-battle: After both CIC players have been dealt their Command cards, five additional Command cards are dealt and placed face up in the Courier Rack so that those five Command cards are visible to both players. Each turn, one card is taken from the rack by the CIC player that is taking his turn, so the choice of cards a player has each turn is reduced, until there are only two cards remaining

on the rack. The rack is then filled back to five cards before the next player's turn, and the card selection process from the Courier Rack will start again.

Courier Rack Card Selection Example:

- The Courier Rack will start the battle with 5 cards.
- Turn 1 player A will take one of the 5 cards from the rack, leaving 4 cards.
- Turn 2 player B will take one of the 4 cards from the rack, leaving 3 cards.
- Turn 3 player A will take one of the 3 cards from the rack, leaving 2 cards.
- When there are only **2 cards** on the Courier Rack, the rack is replenished up to **5 cards**, before the next player's turn.

The player that just completed his turn will draw his Command card(s) first and then the cards on the Courier Rack are replenished.

- Then on Turn 4 player B will take one of the 5 cards from the rack, leaving 4 cards.
- Turn 5 player A will take one of the 4 cards from the rack, leaving 3 cards.
- Turn 6 player B will take one of the 3 cards from the rack, leaving 2 cards.
- When there are only **2 cards** on the Courier Rack, the rack is replenished up to **5 cards**, before the next player's turn.

The selection of cards from the Courier Rack follows this procedure until one side obtains victory.

EPIC Corps Command Stars



Command cards that have 3 Stars (*SCOUT*, *ELAN*, *LEADERSHIP*, and *TAKE COMMAND*) will allow a player to order up to 3 additional units and/or leaders to make a March Move.

- A unit or leader ordered to March Move, must be in the same section of the battlefield in which the Command card is being played.
- A unit or leader ordered to March Move may move up to its normal movement allowance.
- A unit ordered to March Move may not battle.
- A unit or leader ordered to March Move may not move, or end its movement, adjacent to an enemy unit or leader.
- A unit or leader may not be ordered to March Move when adjacent to an enemy unit or leader.
- A unit or leader ordered to March Move may not have a Tactician card played on the unit or leader this turn.
- **A March Move may not be used to order a unit out of Square.**

Important Note: When ordering units to March Move, it will be very important to track which units are being ordered normally and which units are ordered to March Move. It is suggested that players use the battle dice to keep track, marking March Move units with a flag and other units with their die symbol.

Stars Not Used: When a player chooses not to order any units and/or leaders to March Move, the player may draw one Tactician card at the end of the turn.

EPIC Squares



Because of the scope of an *EPIC Napoleonics* battle, the CIC may still have a unit form square, even when only holding one Command card in his hand. The rules for forming and coming out of square, along with how Command cards are selected from a player and placed on the Square Track and the use of square counters, remain the same.

In the case where Square Track spaces #1 to #4 already have cards, place the square counter #5 on the unit going into square and set the Command card selected next to the #4 Square Track space. The same procedure is followed when the army already has five units in square. Place square counter #6 on the unit going into square and set the Command card next to the fifth place Command card.

In an EPIC battle, the number of units that can be in square at the same time is one less than the CIC's starting number of Command cards.

Tactician cards

In a one-on-one battle, the number of Tactician cards each CIC player will take at the start of a battle is indicated in the scenario Battle Notes.

National Counters (one-on-one)

In an *EPIC Napoleonics* one on one game:

- The CIC will roll the Pre-Battle Russian Roll.
- The Prussian Iron Will counters listed in the scenario Battle Notes are given to the CIC.
- The Spanish Guerrilla counters listed in the scenario Special Rules are given to the CIC.

EPIC Card Drawing at the End of a Turn

1. The CIC draws one Command card for his hand.
2. When one or more *SCOUT* Command card(s) are played, the CIC will draw two cards instead of one, choose one to keep for his hand and discard the other.
3. When a Command card instructs a Tactician card to be drawn at the end of the turn, the CIC will draw the Tactician card. It is possible that the CIC may be entitled to draw more than one Tactician card at the end of a turn.
4. When an *ELAN* Command card is played by either player, at the end of that turn after the decks of cards are shuffled, both players will draw one Tactician card.
5. At the end of the turn, when drawing Command cards and/or Tactician cards, these cards should be drawn prior to replenishing the Courier Rack cards.
6. Replenish the Courier Rack back to five Command cards if only two cards remain.

EPIC with 4 Players

In an *EPIC Napoleonics* game with 2 players on a side, players will for the most part, follow the same one-on-one EPIC battle rules, with the following differences.

One player on each side assumes the role of (CIC) while the other player acts as his sub-commander. The CIC has a hand of Command cards per the scenario's Battle Notes. Each turn, the CIC will select a Command card from his hand and will also select one Command card from the Courier Rack. The CIC will play one of the cards selected and the other card is used by his second in command. In this format, players are not locked into commanding one specific section every turn and will normally find themselves switching sections they command during the course of a battle.

Multi-Section Command cards (*RECON IN FORCE*, *COORDINATED ADVANCE*, *FLANK ATTACK* and *FORWARD*) are not given to a player. Multi-Section Command cards are instead, played face up by the CIC and will order units in the sections of the EPIC battle field as stated on the card.

Players should make sure all movement is completed for all battle field sections, before any battling starts. Players are advised to conduct unit battles simultaneously, if feasible, to speed up play. When units in two sections have the opportunity to battle the same enemy unit, the players must coordinate to determine the order of these attacks.

Command cards (4 players)

When one or more *SCOUT* Command card(s) are played, the CIC will draw two cards instead of one, choose one to keep for his hand and discard the other.

Tactician cards (4 players)

In an *EPIC Napoleonics* game with 2 players on a side, all Tactician cards listed in the scenario Battle Notes are given to the CIC.

National Counters (4 players)

In an *EPIC Napoleonics* game with 2 players on a side:

- The CIC will roll the Pre-Battle Russian Roll.
- The Prussian Iron Will counters listed in the scenario Battle Notes are given to the CIC.
- The Spanish Guerrilla counters listed in the scenario Special Rules are given to the CIC.

EPIC with 6 Players

In an *EPIC Napoleonics* game with 3 players on a side, players will for the most part, follow the same one-on-one and two players per side EPIC battle rules, with the following differences.

One player on each side assumes the role of (CIC) while the other two players act as his sub-commanders. Each sub-commander player on a side is assigned one section of the battle field to command for the entire battle. The CIC commands the unassigned section for the entire battle.

The CIC has a hand of Command cards per the scenario's Battle Notes. Each turn, the CIC will select a Command card from his hand and will also select one Command card from the Courier Rack. The CIC may keep one card to play and give one card to one of his sub-commanders, or give both cards away, one card to each of

his sub-commanders and not play a card this turn.

Multi-Section Command cards (Recon in Force, Coordinated Advance, Flank Attack and Forward) are not given to a player. Multi-Section Command cards are instead, played face up by the CIC and will order units in the sections of the EPIC battle field as stated on the card.

During a turn, when a player does not receive a Command card to play on the turn, or a Multi-Section card does not order any units in his section, he may act on his own initiative and roll two battle dice. The roll will determine what units are ordered.

- A unit symbol rolled will order one unit of that type.
 - An **Infantry** symbol orders one infantry unit.
 - A **Cavalry** symbol orders one cavalry unit.
 - An **Artillery** symbol orders one artillery unit.
- A **Flag** symbol orders one unit of the player's choice to March Move.
- A **Saber** orders one unit of the player's choice to Melee.
- When two of the same symbols are rolled, also draw one Tactician card.

Tactician cards (6 players)

In an *EPIC Napoleonics* game with 3 players on a side, each player will receive one Tactician card at the start of the battle. In addition, the Tactician cards listed in the scenario Battle Notes are divided equally between the three players. When the Tactician cards cannot be divided equally, the CIC will assign any extra cards to himself or to his sub-commanders.

A Tactician card that a player holds may only be played on units in the section he is commanding, but can be used against enemy units that are ordered against his units, even if the enemy units are not in his section.

National Counters (6 players)

In an *EPIC Napoleonics* game with 3 players on a side, each player will have one Pre-Battle Russian Roll die. In addition, Pre-Battle Russian Roll dice listed in the scenario Special Rules are divided equally between the three Corps commander players. When the Pre-Battle Russian Roll dice cannot be divided equally, the CIC will assign any extra dice to himself or to his sub-commanders.



In an *EPIC Napoleonics* game with 3 players on a side, each player will receive one Prussian Iron Will counter. In addition, the Prussian Iron Will counters listed in the scenario Battle Notes are divided equally between the three players. When the Prussian Iron Will counters cannot be divided equally, the CIC will assign any extra counters to himself or to his sub-commanders.

In an *EPIC Napoleonics* game with 3 players on a side, the Spanish Guerrilla counters listed in the scenario Special Rules are divided equally between the three players. When the Spanish Guerrilla counters cannot be divided equally, the CIC will assign any extra counters to himself or to his sub-commanders. Note: If the section of the battle field a player commands does not have at least four Spanish units, the player cannot receive any Spanish Guerrilla counters at the start of a battle. Also see Spanish Guerrilla Action New Clarifications rules section.

EPIC Card Drawing at the End of a Turn (6 players)

1. When a Command card instructs a Tactician card to be drawn at the end of the turn, the player that played the Command card will draw the Tactician card.

2. When an *ELAN* card was played by any player on either side, at end of the turn after the decks of cards are shuffled, all players on both sides draw one Tactician card.

EPIC with 8 Players

In an *EPIC Napoleonics* game with 4 players on a side, players will for the most part, follow all previous EPIC battle rules, with the following differences.

One player on each side assumes the role of (CIC) while the other three players act as his Corps commanders. Each Corps commander is assigned one section of the battle field to command for the entire battle. The CIC does not have direct command of a battle field section, but will hand out Command cards for his army and oversee and directs the battle.

The CIC has a hand of Command cards per the scenario's Battle Notes. Each turn, the CIC will select a Command card from his hand and will also select one Command card from the Courier Rack. The CIC gives one card to one of his Corps commanders and gives the other card to one of his other Corps commanders.

Multi-Section Command cards (*RECON IN FORCE*, *COORDINATED ADVANCE*, *FLANK ATTACK* and *FORWARD*) are not given to a player. Multi-Section Command cards are instead, played face up by the CIC and will order units in the sections of the EPIC battle field as stated on the card.

Tactician cards (8 players)

In an *EPIC Napoleonics* game with 3 Corps commanders and a CIC player, each Corps commander will receive one Tactician card at the start of the battle. In addition, the Tactician cards listed in the scenario Battle Notes are divided equally between the three Corps commander players. When the Tactician cards cannot be divided equally, the CIC will assign any extra cards to his Corps commanders.

Note: The CIC does not hold any Tactician cards.

National Counters (8 players)

In an *EPIC Napoleonics* game with 3 Corps commanders and a CIC player, each Corps commander will have one Pre-Battle Russian Roll die. In addition, Pre-Battle Russian Roll dice listed in the scenario Special Rules are divided equally between the three Corps commander players. When the Pre-Battle Russian Roll dice cannot be divided equally, the CIC will assign any extra dice to his Corps commanders.

In an *EPIC Napoleonics* game with 3 Corps commanders and a CIC player, each Corps commander will receive one Prussian Iron Will counter. In addition, the Prussian Iron Will counters listed in the scenario Battle Notes are divided equally between the three Corps commander players. When the Prussian Iron Will counters cannot be divided equally, the CIC will assign any extra counters to his Corps commanders.





In an *EPIC Napoleonic* game with 3 Corps commanders and a CIC player, the Spanish Guerrilla counters listed in the scenario Special Rules are divided equally between the three Corps commander players. When the Spanish Guerrilla counters cannot be divided equally, the CIC will assign any extra Spanish Guerrilla counters to his Corps commanders. Note: If the section of the battle field a player commands does not have at least four Spanish units, the player cannot receive any Spanish Guerrilla counters at the start of a battle. Also see Spanish Guerrilla Action New Clarifications rules section.

EPIC Card Drawing at the End of a Turn (8 players)

1. When a Command card instructs a Tactician card to be drawn at the end of the turn, the Corps commander that played the Command card will draw the Tactician card.
2. When an *ELAN* Command card is played by either player, at the end of that turn after the decks of cards are shuffled, all Corps commanders will draw one Tactician card.

Spanish Guerrilla Action New Clarifications

For all *Epic* and *La Grande Battles* scenarios, when playing with the 90 card deck of *Generals Marshals & Tacticians* Command cards, the rules regarding how to gain a Guerrilla Action counter are revised.

When a player plays a Scout Command card one Guerrilla Action counter is gained at the end of the turn in the section the Scout card was played as long as the following conditions are all met.

- Instead of drawing two Command cards as stated on the Scout command card at the end of the turn, the CIC player only draws one Command card, but the player playing the Scout card still gains one Tactician card.
- The 3 Corps Command Stars may not have been used to March Move units or used to draw a Tactician card.
- The section the Scout card was played must have at least four Spanish units in the section.

The rules for how a Guerrilla Action counter is played is amended.

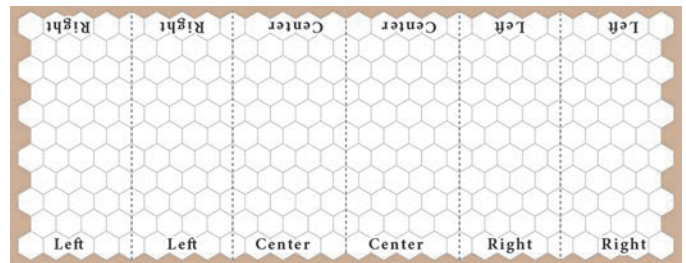
- Only one Guerrilla Action counter may be played on the French player's turn in an attempt to stop one French Command card being played. If one French Command card is stopped, the second Command card is still played.
- A Spanish Guerrilla counter held in a section, may only be played to attempt to nullify a Command card played in this same section.
- A multi-section Command card (Recon in Force, Coordinated Advance, Flank Attack and Forward) may not be stopped by the play of a Guerrilla Action counter.
- A player's initiative roll ordered units may not be stopped by the play of a Guerrilla Action counter.

5. NEW GAME MECHANICS LA GRANDE BATTLES

The green Command card deck, and red Tactician card deck from the *Generals Marshals & Tacticians* expansion, are used in all *La Grande Battles* scenarios.

A *La Grande Battles* game is best played with eight players. One player on each side assumes the role of Commander in Chief (CIC) while the other players act as his Corps commanders.

A *La Grande Battles* battle field is divided into six sections (2 left, 2 center, 2 right). Each Corps commander is assigned two sections of a *La Grande Battles* battle field (2 left or 2 center or 2 right) to command for the entire battle. The CIC does not have direct command of a battle field section, but will hand out Command cards for his army and oversee and direct the battle.



In a *La Grande Battles* game the CIC has a hand of Command cards per the scenario's Battle Notes. Each Corps commander also has a hand of Command cards. The number of Command cards each Corps commander will have at the start of a battle is also listed in the scenario's Battle Notes along side of the scenario map. Deal the proper number of Command cards to each CIC and Corps commander at the start of the battle.

Tactician cards (La Grande Battles)

In a *La Grande Battles* game with 3 Corps commanders and a CIC player, each Corps commander will receive the number of Tactician cards as listed in the scenario Battle Notes.

A Tactician card that a player holds may only be played on units in the sections he is commanding, but can be used against enemy units that are ordered against his units, even if the enemy units are not in his sections.

National Counters (La Grande Battles)

In a *La Grande Battles* game, each Corps commander will have or receive the number of Pre-Battle Russian Roll dice, Prussian Iron Will counters, or Spanish Guerrilla counters as listed in the scenario Battle Notes.

A Spanish Guerrilla counter that a Corps commander holds may only be played in an attempt to nullify a Command card played by his opponent in the sections he commands.

Note: When playing a *SCOUT* card, a Corps commander may only gain a Spanish Guerrilla counter, when a player's battle field sections he commands have at least four Spanish units.

La Grande Battles Game Turn

Each turn, the CIC will select a Command card from his hand and will also select one Command card from the Courier Rack. The CIC gives one card to one of his Corps commanders and will give

the other card to one of his other Corps commanders.

- The two Command cards selected must be given to two different Corps commanders.
- Section Command cards must be given to the Corps commander in the section listed on the card.
- Tactic Command cards (cards that do not refer to a specific section) may be given to any Corps commander.
- Command cards that are received from his CIC, will order units across both of the two sections the Corps commander player commands. Exception: When the CIC gives a *FORCE MARCH* card to a Corps commander, only infantry units in one section of the Corps commander are ordered.
- A Multi-Section Command card (*RECON IN FORCE*, *COORDINATED ADVANCE*, *FLANK ATTACK* and *FORWARD*) is also given to a Corps commander in a *La Grande Battles* game. A Multi-Section Command card in a *La Grande Battles* game is not played face up in front of the CIC, as in the EPIC rules; it is given to a Corps commander.

In a *La Grande Battles* game, each Corps commander is in command of two sections. When looking at the player's two sections, one section is on his left and one section is on his right. He does not have a center section. Therefore when given a Multi-Section Command card it is played as follows:



A *RECON IN FORCE* Command card will order one unit in the Corps Commander's left section, one unit in the Corps Commander's right section and the order for the unit in the center can be given to a unit in either section, left or right. The *RECON IN FORCE* card will therefore order 2 left and 1 right or 1 left and 2 right units.

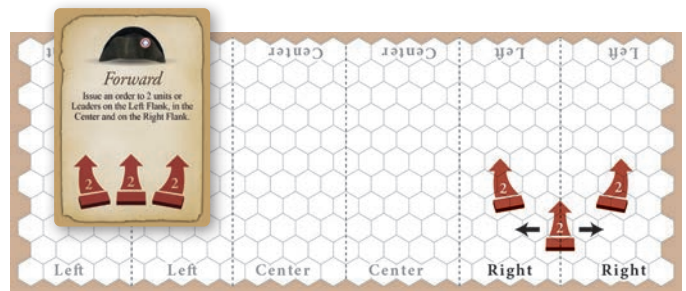


A *COORDINATED ADVANCE* Command card will order one unit in the Corps Commander's left section, one unit in the Corps Commander's right section and the two orders for the units in the center can be given to a unit in either section, left or right. The *COORDINATED ADVANCE* card will therefore order 3 left and 1 right or 1 left and 3 right units.



A *FLANK ATTACK* Command card will order two units in the Corps Commander's left section and two units in the Corps Commander's right section.

A *FORWARD* Command card will order two units in the Corps Commander's left section, two units in the Corps Commander's right section and the two orders for the units in the center can be given to a unit in either section, left or right. The *FORWARD* card will therefore order 4 left and 2 right or order 2 left and 4 right units.



EXAMPLE: The CIC gives his Right Wing Corps commander the *Forward* Command Card. The Corps commander can order two units in his right section, two units in his left section and use the other two for either section.

- When the CIC gives a Command card to a Corps commander that orders units Equal to Command, the number of Command cards is the number of Command cards in the CIC player's hand, including the Command card just played.
- When the CIC gives a Take Command card to a Corps commander, ordered units may extend into another section, even a section commanded by another Corps commander, but a unit may only be ordered one time during a turn.

Corps Commander Command cards (La Grande Battles)

A Corps commander may play one of the Command cards he holds when:

- A Corps commander does not receive a Command card from the CIC, he **must** choose to play one of his Command cards from his hand.

A Corps commander must follow these rules when playing a Command card from his hand:

- A Left Section Command card must be played in his left section and only orders units in his left section.
- A Right Section Command card must be played in his right section and only orders units in his right section.
- The Corps commander chooses whether a Center Section Command card will be played to order units in either his left section or right section.
- A Tactic Command card (cards that do not refer to a specific section) will order units across both of the two sections the Corps commander commands. A *FORCE MARCH* Command card is an exception. A *FORCE MARCH* Command card played by a Corps commander will only order infantry units in one of the Corps commander's sections.
- A Command card that states Equal to Command, orders the number of units that is equal to the number of Command cards the Corps commander has in his hand, including the Command card just played.
- When a Corps commander plays a Multi-Section Command card (*RECON IN FORCE*, *COORDINATED ADVANCE*, *FLANK ATTACK* and *Forward*) a Multi-Section Command card is played as follows.

A *RECON IN FORCE* Command card will order one unit in the Corps commander's left section, one unit in the Corps commander's right section and the one order for the unit in the center can be given to a unit in either section, left or right.

The *RECON IN FORCE* card will therefore order 2 left and 1 right or 1 left and 2 right units.

A *COORDINATED ADVANCE* Command card will order one unit in the Corps commander's left section, one unit in the Corps commander's right section and the two orders for the units in the center can be given to a unit in either section, left or right. The *COORDINATED ADVANCE* card will therefore order 3 left and 1 right or 1 left and 3 right units.

A *FLANK ATTACK* Command card will order two units in the Corps commander's left section and 2 units in the Corps commander's right section.

A *FORWARD* Command card will order two units in the Corps commander's left section, two units in the Corps commander's right section and the two orders for the units in the center can be given to a unit in either section, left or right. The *FORWARD* card will therefore order 4 left and 2 right or order 2 left and 4 right units.

Important Note:

During a turn when a Corps commander does not hold any Command cards in his hand, and does not receive a Command card from the CIC, the Corps commander may not order any units that turn.

La Grande Battles Courier Rack

Pre-battle: After both CIC and all Corps players have been dealt their cards, five additional Command cards are dealt and placed face up in the Courier Rack so that those five Command cards are visible to all players. Each turn, one card is taken from the rack by the CIC player that is taking his turn, so the choice of cards a player has each turn is reduced, until there are only two cards remaining on the rack. The rack is then filled back to five cards before the next player's turn, and the card selection process from the Courier Rack will start again.

Courier Card Selection Example:

The Courier Rack will start the battle with 5 cards.

- Turn 1 player A will take one of the 5 cards from the rack, leaving 4 cards
- Turn 2 player B will take one of the 4 cards from the rack, leaving 3 cards
- Turn 3 player A will take one of the 3 cards from the rack, leaving 2 cards
- When there are only **2 cards** on the Courier Rack, the rack is replenished up to **5 cards**, before the next player's turn.

The CIC and Corps commanders that just completed their turn will draw their Command card(s) first and then the cards on the Courier Rack are replenished.

- Then on Turn 4 player B will take one of the 5 cards from the rack, leaving 4 cards
- Turn 5 player A will take one of the 4 cards from the rack, leaving 3 cards
- Turn 6 player B will take one of the 3 cards from the rack, leaving 2 cards
- When there are only **2 cards** on the Courier Rack, the rack is replenished up to **5 cards**, before the next player's turn.

The selection of cards from the Courier Rack follows this procedure until one side obtains victory.

A CIC may not normally be able to play two Section Command cards in the same section, however, when all the Command cards on the Courier Rack and all the Command cards in a CIC's hand are for the same section, the CIC after showing his opponent the cards in his hand, to confirm that all cards are for the same section, may play two Section Command cards in the same section on the turn.

La Grande Battles Corps Command Stars

★ Command cards that have 3 Stars, will allow a Corps commander that is playing the Command card to order three additional units and/or leaders to make a March Move.

- A unit or leader ordered to March Move, must be in the sections of the battlefield that the Corps commander commands.
- A unit or leader ordered to March Move may move up to its normal movement allowance.
- A unit ordered to March Move may not battle.
- A unit or leader ordered to March Move may not move adjacent to an enemy unit or leader.
- A unit or leader may not be ordered to March Move when adjacent to an enemy unit or leader.
- A unit or leader ordered to March Move, may not have a combat card played on the unit or leader this turn.

Important Note 1: When ordering units to March Move, it will be very important to track which units are being ordered normally and which units are ordered to March Move. It is suggested that players use the battle dice to keep track, marking March Move units with a flag and other units with their symbol.

Important Note 2: When a player does not order any units and/or leaders to March Move, the Corps commander **may draw one Tactician card at the end of the turn.**

La Grande Battles Squares

In a *La Grande Battles* game, the number of units that can be in square at the same time is equal to the CIC's starting number of Command cards.

When a Corps commander wishes to form square with one of his units, place a numbered square counter on the unit and one of the Corps commander's Command cards is drawn at random from his hand by his opponent. The Command card drawn from the Corps commander's hand is placed on the army Square Track.

When a Corps commander does not have any Command cards and the Corps commander wants a unit to go into square, he must ask the CIC for help. The CIC may refuse the Corps commander's request or allow one Command card to be drawn at random from the CIC's hand of Command cards. In this case, the Command card drawn from the CIC's hand is placed *sideways* on the army Square Track space and the numbered square counter is placed on the unit.



The rules for coming out of square remain the same for a Command card on the Square Track. When a unit comes out of square or is eliminated, a Corps commander's card is returned to the Corps commander and a CIC's Command card is returned to the CIC's hand.

In the case where Square Track spaces #1 to #4 already have cards, place square counter #5 on the unit going into square and set the Command card selected next to the #4 Square Track space. The same procedure is followed when the army already has five units in square. Place square counter #6 on the unit going into square and set the Command card next to the fifth place Command card.

A CIC may not use the last Command card he has in his hand to form a square. A CIC must always hold at least one Command card in his hand.

La Grande Battles Card Drawing at the End of a Turn

1. The CIC draws one Command card for his hand.
2. When one or more *SCOUT* Command card(s) are played on a turn, the CIC will draw two cards instead of one, choose one to keep for his hand and discard the other card.
3. At the end of a turn, when the Command card played instructs a player to draw a Tactician card, the Corps commander that played the Command card will draw a new Tactician card and will add it to his hand.
4. When Corps Commander plays one of his Command cards, draw a Command card before CIC Draw.
5. When an *ELAN* card was played by any player on either side, at the end of that turn after the decks of cards are shuffled, all Corps commanders on both sides will draw one Tactician card.
6. At the end of the turn, when drawing Command cards and/or Tactician cards, these cards should be drawn prior to replenishing the Courier Rack cards.
7. Replenish the Courier Rack back to five Command cards if only two cards remain.

6. SCENARIOS

When setting up a game, players should pay close attention to which scenario type that is selected, Standard battle, EPIC battle or *La Grande Battles*. Each of these requires a different size battle field game board.

Players should also pay close attention to the units deployed in a scenario. Some scenarios have more than one Coalition army fighting against the French forces. After placing the Terrain Tiles onto the battle field as indicated by the scenario map, it is recommended that players set up their forces by nationality, initially setting up the leaders and one block of the required unit type for each unit. Use the board's borders and flank boundaries (dotted lines) to quickly locate the correct hexes. Then complete each nationality's Infantry, Cavalry and Artillery unit with its required number of blocks as detailed in the National Unit Reference Card. Note: Each unit symbol on the map represents an entire unit.

Players should follow the following letter coding for each National unit symbol.

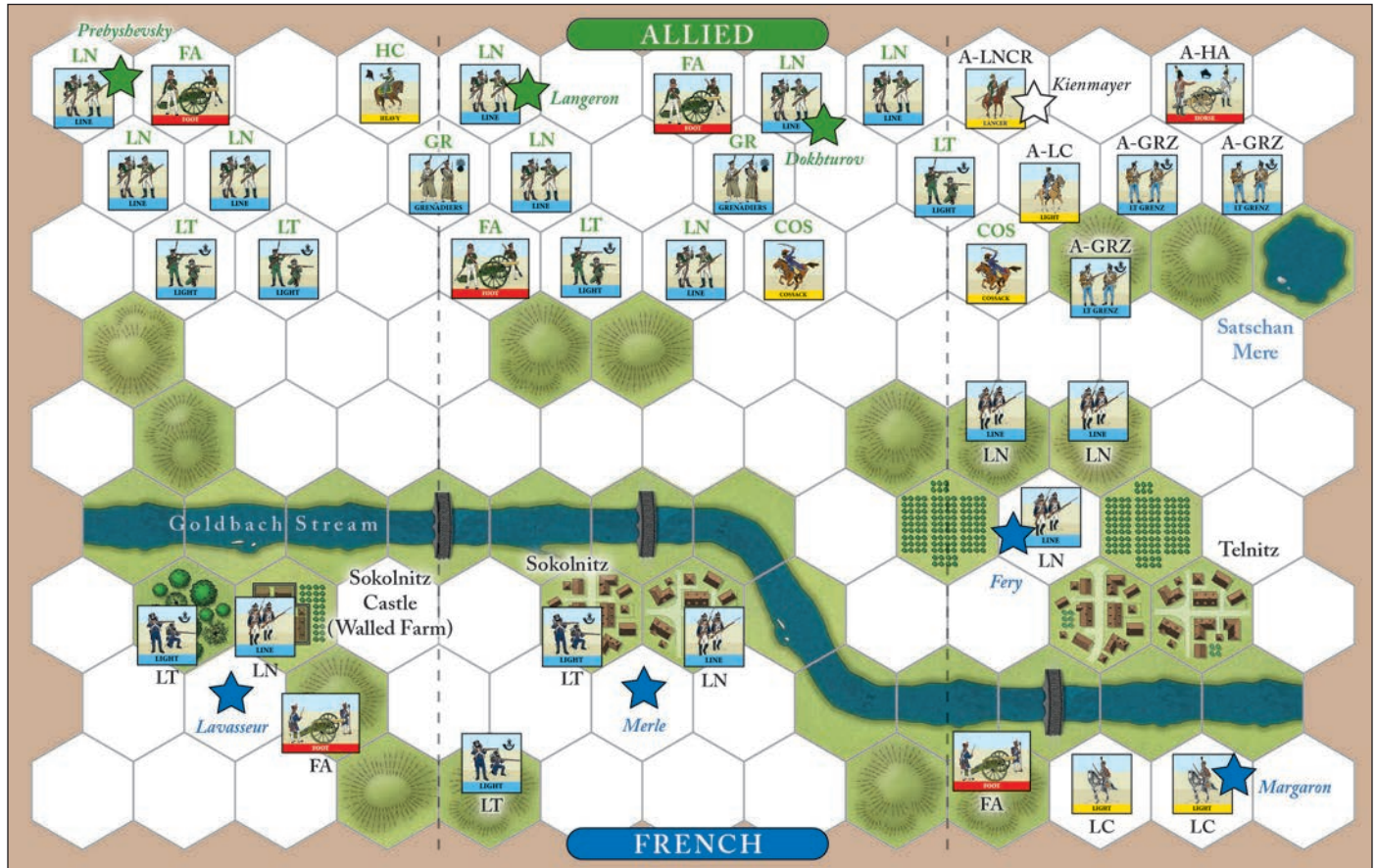
A-Austrian	P-Prussian
B-British	R-Russian

Some examples:

- A-GRZ stands for Austrian Grenzer Light Infantry unit
- B-LN stands for British Line Infantry unit
- R-LC stands for Russian Light Cavalry unit
- P-LT stands for Prussian Light Infantry unit

The letter P- also stands for Portuguese, but because the Portuguese units on the scenario map have a dotted line around them, and the chance for Prussians and Portuguese units in the same battle are slim, the unit lettering system should work.

Austerlitz - 2 December 1805 (Sokolnitz & Telnitz)



Historical Background

Napoleon's plan at Austerlitz depended on the Allies taking the bait and attacking the French right. Once the Allied attack was underway, Soult would attack the Allied center. The Allies, observing the weakness of the French right saw the opportunity to sweep round the French flank. Once on the French flank, the Allied plan was to take their four Allied columns to turn North and drive the main French army from the field. The Allied plan depended on quickly overrunning the French right, but the terrain was highly favorable to the defenders, and the French would defend tenaciously.

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. Slightly to the north, the second Allied column hit Sokolnitz, but was repulsed. Bringing forward his artillery, General Count Louis de Langéron succeeded in taking the village, while a third Allied column assaulted the castle (walled farm). The French defenders were on the verge of giving way, but help was close at hand. The lead division of Davout's III Corps had arrived.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Allied Army

- Commander: Buxhöwden
- 5 Command Cards
- 3 Tactician Cards
- Move First

French Army

- Commander: Legrand
- 5 Command Cards
- 5 Tactician Cards

Victory

8 Victory Banners

Special Rules

- The Allied player gains 1 Temporary Victory Banner at the start of the turn for each building hex occupied.
- The Allied player gains 1 Temporary Victory Banner at the start of the turn for each unit across the Goldbach Stream, excluding Cossack units or units occupying buildings.
- The French player gains 2 Temporary Victory Banners at the start of the turn if the Allies do not occupy any building hexes. The French start with 2 Victory Banners.
- The Goldbach Stream does not stop movement and there is no battle dice reduction battling into the stream. Units that battle out will fight at -1 die.
- The Satschan Mere is impassable.
- Pre-Battle Mother Russia Roll is in effect. Saber and cavalry rolls have no effect.

Austerlitz - 2 December 1805 (Davout's Counter Attack)



Historical Background

The die is cast for the Allied army. Nearly half of that army is concentrated on the southern part of the battle field to force back Napoleon's right flank. Despite determined French resistance, the Allies take Telnitz, cross the Goldbach Stream and are close to occupying the town of Sokolnitz.

Suddenly, a change of fortune. Davout's lead division has come into line. These are soldiers who had destroyed Merveldt's Austrian division at Mariazell, and they fear nothing. They launch a blistering counterattack that throws the Allies out of Sokolnitz and back across the Goldbach Stream.

The ferocity of the attack confirms the need for yet more manpower. The Allied columns keep streaming south, unaware of the looming French threat to the center.

Now, fresh Allied troops storm back in to Sokolnitz and the Castle. One of Davout's fine regiments is virtually destroyed trying to defend them. The remaining French soldiers go on to the defensive yet again, and hold off four times their numbers for the next several hours, guaranteeing that Napoleon will be able to split the Allied center.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Allied Army

- Commander: Buxhöwden
- 4 Command Cards
- 3 Tactician Cards

French Army

- Commander: Davout
- 5 Command Cards
- 5 Tactician Cards
- Move First

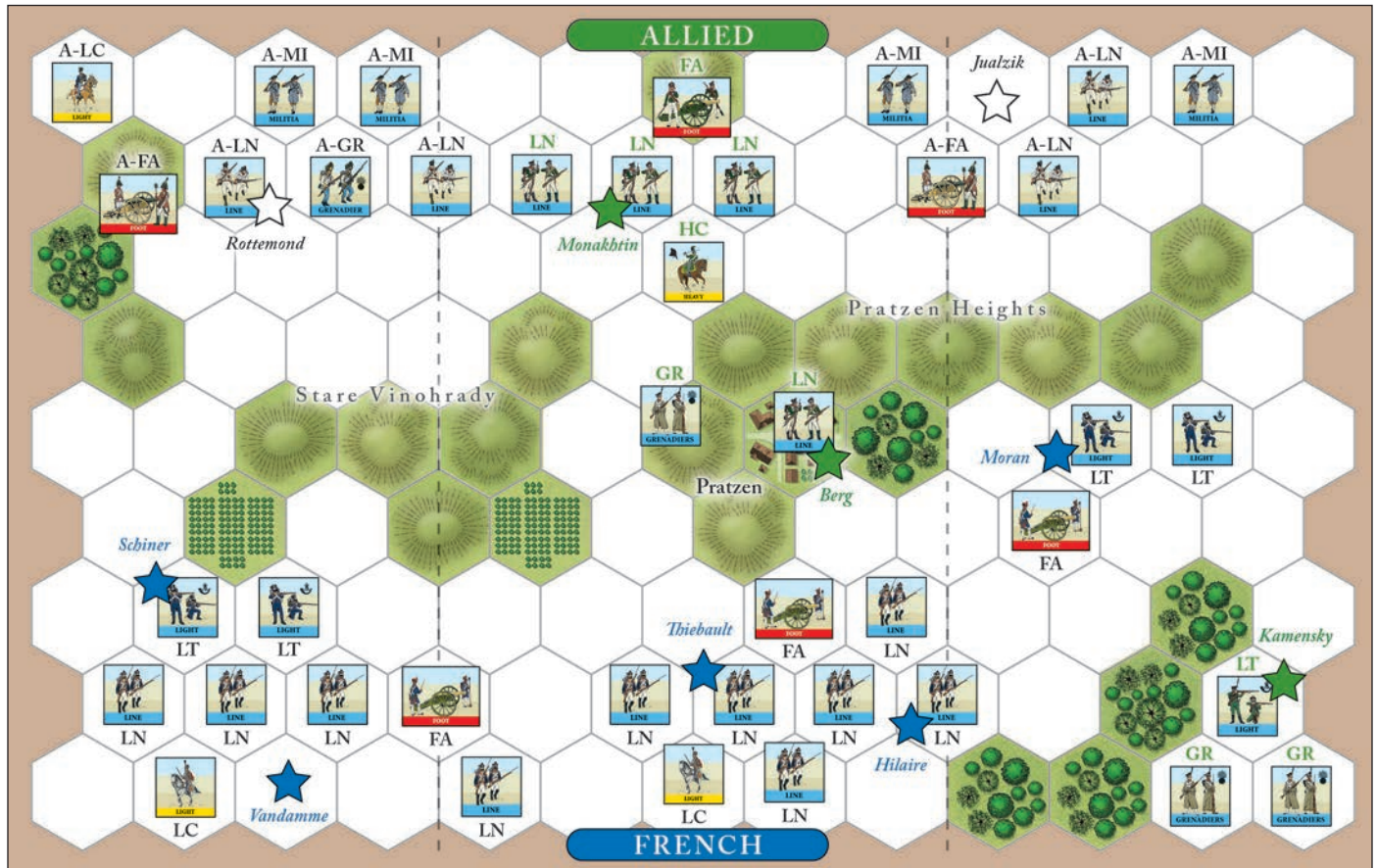
Victory

10 Victory Banners

Special Rules

- The French player gains 1 Temporary Victory Banner at the start of the turn for each building hex occupied.
- The Allied player gains 2 Temporary Victory Banners at the start of the turn if the French do not occupy any building hexes. The Allies start with 2 Victory Banners.
- The Goldbach Stream does not stop movement and there is no battle dice reduction battling into the stream. Units that battle out will fight at -1 die.
- The Satschan Mere is impassable.
- No Pre-Battle Mother Russia Roll.

Austerlitz - 2 December 1805 (Soul's Center Attack)



Historical Background

Around 8:45 AM, believing that the Allied center had been sufficiently weakened, Napoleon summoned Soult to discuss an attack on the enemy lines atop Pratzen Heights. Stating, “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. That fog had kept them well hidden, and contributed to the Allied decision to send more troops from the center southward. Two Austrian brigades countered the movement, and were joined by units from the tail end of Kamensky’s Russian column that counter marched after seeing Hilaire’s troops advancing on the heights. The French were thrown back after bitter fighting, but regrouped and charged again and managed to capture the heights. To their north, General Dominique Vandamme’s division defeated the Allied forces around Staré Vinohrady. Napoleon, moving his command post forward to the heights, ordered Bernadotte’s I Corps to join the assault on Vandamme’s left. Victory beckoned.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Allied Army

- Commander: Miloradovich & Kolowrat
- 4 Command Cards
- 2 Tactician Cards

French Army

- Commander: Soult
- 5 Command Cards
- 5 Tactician Cards
- Move First

Victory

9 Victory Banners

Special Rules

- The 8 hill hexes of Pratzen Heights, form a Temporary Majority Group Victory Banner worth 1 banner for the side that occupies an absolute majority at the start of the turn. The Allies start with 1 Victory Banner.
- The 5 hill hexes of Stare Vinohrady, form a Temporary Majority Group Victory Banner worth 1 banner for the side that occupies an absolute majority at the start of the turn.
- The village of Pratzen is a Temporary Victory Banner worth 1 banner to the side that occupies it at the start of the turn. The Allies start with 1 Victory Banner.
- No Pre-Battle Mother Russia Roll.

Austerlitz - 2 December 1805 (Lannes vs Bagration)



Historical Background

Quiet reigned on the northern section of the battlefield until 9:00 AM when Lannes advanced on Blasowitz in obedience to Napoleon's order to isolate the Allied right wing from the rest of the battle. Initially the advance went well, but soon trouble developed. Two Russian Guard battalions retook Blasowitz, and masses of Lichtenstein's Allied cavalry forced Kellermann's light cavalry to seek help from Lannes' infantry to force it back. Now it was the French turn. Blasowitz was retaken and three thousand of Murat's cavalry advanced west to isolate Bagration, who reacted quickly. Every available Allied squadron was sent in, and the French cavalry stalled. Trailing behind Murat's cavalry were two divisions of French Cuirassiers. Disregarding casualties, the Cuirassiers smashed into the Allied cavalry with a sound heard over the din of battle. After a sharp fight, the Allied cavalry broke. There remained hard infantry fighting between Lannes and Bagration, but no Allied soldiers from the left were able to intervene in the center where the battle was being decided.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Allied Army

- Commander: Bagration
- 5 Command Cards
- 3 Tactician Cards
- Move First

French Army

- Commander: Lannes
- 6 Command Cards
- 5 Tactician Cards

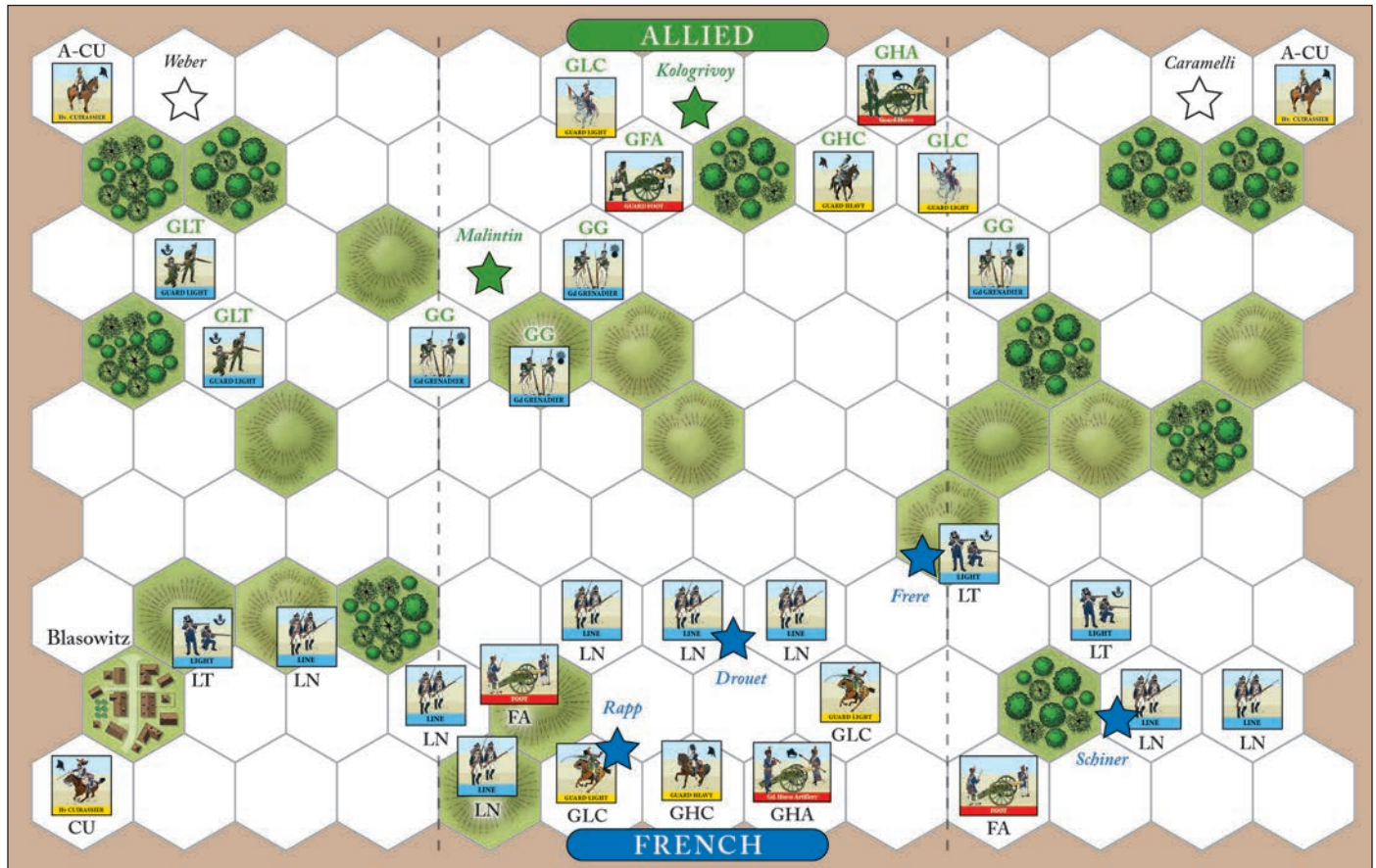
Victory

11 Victory Banners

Special Rules

- The village of Bosenitz is a Temporary Victory Banner worth 1 banner to the side that occupies it at the start of the turn. The French start with 1 Victory Banner.
- The village of Blasowitz is a Temporary Victory Banner worth 1 banner to the side that occupies it at the start of the turn. The Allies start with 1 Victory Banner.
- The stream does not stop movement and there is no battle dice reduction battling into the stream. Units that battle out will fight at -1 die.
- No Pre-Battle Mother Russia Roll.

Austerlitz - 2 December 1805 (Russian Guardsmen)



Historical Background

Disaster looms! Two veteran French divisions have swept away those units left to guard the center of the Allied line. There remains only the Russian Guard in reserve to plug the gap, but they are superb troops. Their commander, Grand Duke Constantine, throws them headlong against the exposed flank of Vandamme's division as it begins to pivot to the south. While Vandamme's infantry throw back the Guard infantry with difficulty, the Guard cavalry overrun two battalions Vandamme had rushed to cover his flank. The doomed battalions bought time and disorganized the Guard cavalry, allowing Bernadotte to send a division and Napoleon to commit his own elite Guard cavalry. Though checked at first, soon the reinforcements and Grenadiers à Cheval overpower the Russian Guards and the survivors retreat, pursued by Bernadotte's troops. The Allied center is irretrievably gone. Lannes contains the Allied right. Now Napoleon orders the final maneuver to surround and destroy the Allied left.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Allied Army

- Commander: Constantine
- 5 Command Cards
- 2 Tactician Cards
- Move First

French Army

- Commander: Bessieres
- 5 Command Cards
- 4 Tactician Cards

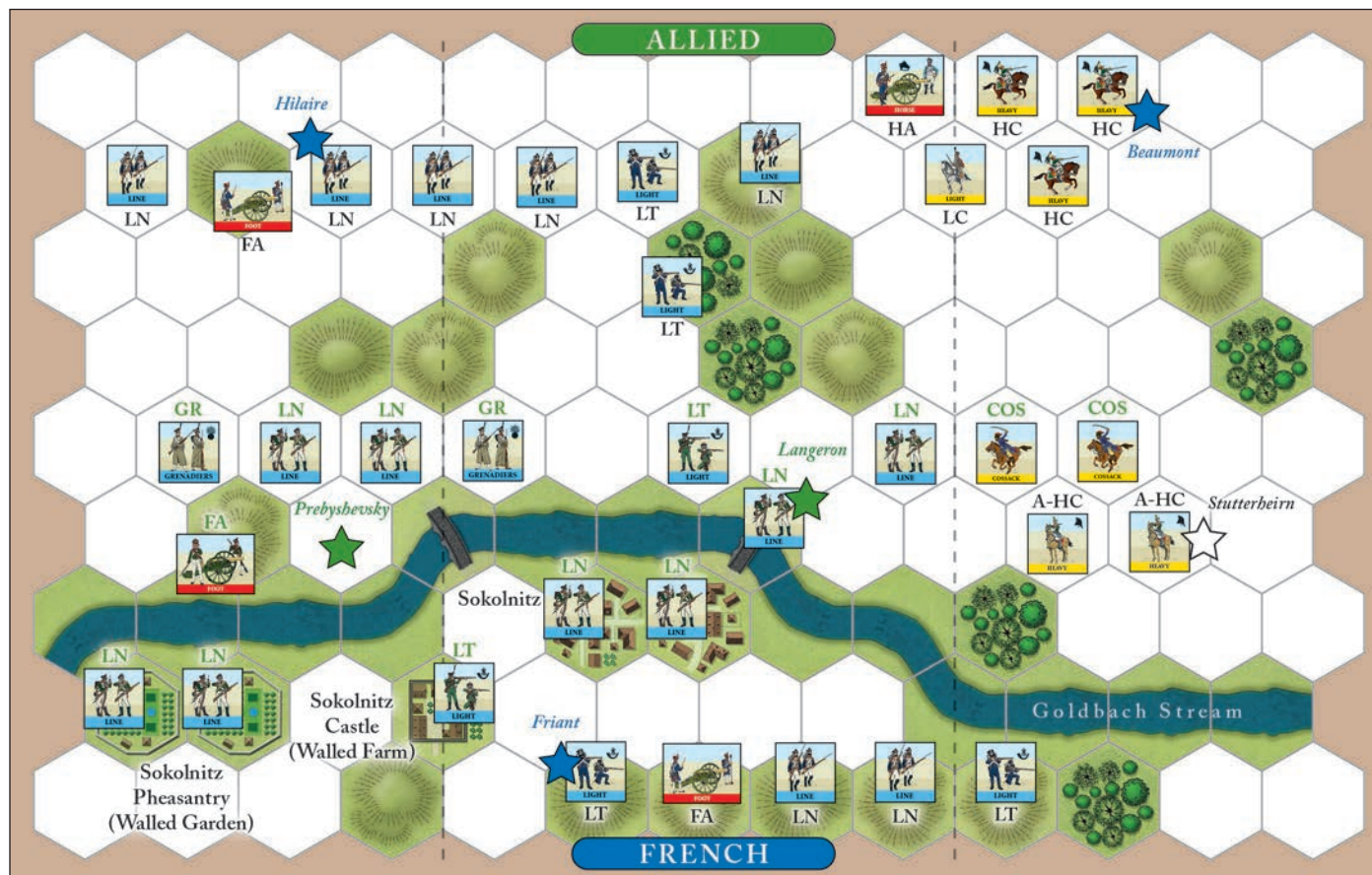
Victory

7 Victory Banners

Special Rules

- The Allied player gains 1 Temporary Victory Banner at the start of the turn for occupying the village of Blasowitz.
- No Pre-Battle Mother Russia Roll.

Austerlitz - 2 December 1805 (Soul Attacks South)



Historical Background

The last grim act of the Austerlitz battle now plays out as Napoleon strives to create a Cannae-like encirclement of the Allied left wing. Over 30,000 Allied troops are jammed into the area near Sokolnitz and the Goldbach Stream, pinned to their front by Davout's troops, and now threatened from the rear by Soult's divisions, the Grenadiers and the Guard. For the majority there is no chance to escape and they surrender. Austrian cavalry valiantly charges Beaumont's French cavalry and keeps an escape route open for a short time, allowing some formations to flee. By 4:00 PM the battle is over. The Allied left is not annihilated, but what remains is a mob of unorganized fugitives. Napoleon's victory marks the end of the Third Coalition, and the ascendancy of the Grande Armee as the premier military force in Europe.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Allied Army

- Commander: Langeron
- 4 Command Cards
- 3 Tactician Cards
- Move First*

French Army

- Commander: Soult
- 5 Command Cards
- 5 Tactician Cards
- Move First*

Victory

7 Victory Banners

Special Rules

- *To determine which side will move first, both players roll 8 dice. The player that rolls the most Sabers will move first. If tied French will move first.
- The French player gains 1 Temporary Victory Banner at the start of the turn for each building hex occupied.
- Allied units may move normally, but if forced to retreat, they must remain stationary, and for each retreat flag they cannot ignore, they must lose one block.
- The Goldbach Stream does not stop movement and there is no battle dice reduction battling into the stream. Units that battle out will fight at -1 die.
- No Pre-Battle Mother Russia Roll.
- French units may retreat without penalty toward the closest baseline hex regardless of nationality, reflecting their high morale as they closed in on the trapped Allied units.

Expansion Scenario List

Standard Size Scenarios

Austerlitz - 2 December 1805 (Sokolnitz & Telnitz)
Austerlitz - 2 December 1805 (Davout's Counter Attack)
Austerlitz - 2 December 1805 (Soul's Center Attack)
Austerlitz - 2 December 1805 (Lannes vs Bagration)
Austerlitz - 2 December 1805 (Russian Guardsmen)
Austerlitz - 2 December 1805 (Soul Attacks South)

EPIC Battle Scenarios

Austerlitz - 2 December 1805
Vimero - 21 August 1808
Eggmühl - 22 April 1809
Aspern-Essling - 21 May 1809
Raab - 14 June 1809
Talavera - 28 July 1809
Bussaco - 27 September 1810
Salamanca - 22 July 1812
Sorauren - 28 July 1813
Möckern - 16 October 1813
Orthez - 27 February 1814
Laon - 9 March 1814

La Grande Battle Scenarios

Austerlitz - 2 December 1805
Vimero - 21 August 1808

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