



The journal of modern wargaming

# PAPER WARS

Wagram 1809 - Napoleon's Last Triumph

# Wagram

Napoleon's  
Last Triumph

1809



## TABLE OF CONTENTS:

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SET UP & HEX CONTROL
- 4.0 HOW TO WIN
- 5.0 TURN SEQUENCE & NIGHT
- 6.0 STACKING
- 7.0 ZONES OF CONTROL
- 8.0 REINFORCEMENTS
- 9.0 MOVEMENT
- 10.0 COMBAT

## CREDITS

Design & Development: Ty Bomba

Playtesting: Ty Bomba, Grant Cardwell, Sherman Tutweiler,  
Christopher Perello

Map & Counter Graphics: Ilya Kudriashov

© 2019 Compass Games, LLC

Wagram 1809 - Napoleon's Last Triumph



## 1.0 Introduction

### 1.1 Wagram 1809: Napoleon's Last Triumph

This is a two-player grand-tactical simulation (easily adapted for solitaire play) of the battle that is generally considered to have been Napoleon's last great victory. Both players have the opportunity to attack and defend, but the main burden of the offensive is on the French player.

#### 1.2 Scale

Each hexagon on the map represents 400 meters (438 yards) from side to opposite side. The units of maneuver are brigades, divisions and two corps. Each full turn represents two to four hours of real time.

## 2.0 Components

### 2.1 Components

The Components to a complete game of Wagram include these rules, the map and the sheet of 228 die-cut counters, which are also referred to as "units" and "unit-counters." Players must provide a standard six-sided die to resolve combat and other probabilistic game events.

*Note: In the lower-right corner of the counter-sheet there are 41 add-on variant units for the game that appeared in issue no. 85, Russia Falling. The rules for incorporating them into the play of that game are presented after the end of this game's rules.*

### 2.2 Game Map

The map illustrates the militarily significant terrain found in and around the Austrian town of Wagram in 1809 when portrayed at this scale under these system dynamics. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across it, much as in Chess and Checkers. A unit is considered to be in only one hex at any one time.

Every hex on the map has a unique four-digit identification number printed within it. They're provided to help find exact locations more quickly and to allow for the recording of unit positions if a game has to be taken down before it can be completed. For example, the town of Wagram itself is in hexes 2916 and 3016.

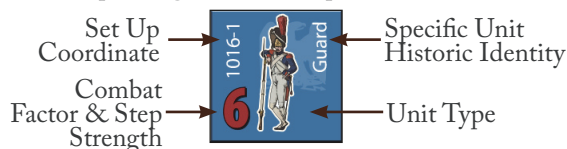
### 2.3 Unit-Counters

Most of the unit-counters represent combat formations, while others are informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or a purpose-designed counter-clipping device) to remove the nub-like "dog ears" from their corners will facilitate the units' easy handling during play, and it will also demonstrate to your opponents your samurai-like determination and discipline.

### 2.4 Sample Combat Unit

Each combat unit-counter displays several pieces of information: nationality, specific historical identification, unit type and size,

combat and step strengths or other special status.



The illustration shows the full-strength increment of the French Imperial Guard (infantry) Corps. It has a starting step and combat strength of 6. The Corps begins play set up in, or within one hex of, 1016. See 3.3 for more details.

### 2.5 Nationality

A unit's nationality, and therefore the side it's on, is shown by its color scheme:

#### Austrian Units

light gray

#### French Units

Imperial Guard (infantry) Corps – dark blue

All Others – light blue

### 2.6 Specific Identifications & Abbreviations

All units are given their specific identities by the numbers or names used to designate those formations historically. Austrian units have their division (or brigade) number followed by that of their corps. French units mostly have their commander's full name or another abbreviated designation. Those abbreviations are as follows:

#### Austrian Abbreviations

AdvG – Advanced Guard

AIA – Army of Inner Austria

C – Corps

Res – Reserve

#### French Abbreviations

Guard – Imperial Guard Corps & Guards Cavalry Division

Cav Res – Reserve Cavalry Division

Saxon – Saxon Corps

### 2.7 Unit Organizational Sizes

All the units in the game are either corps or divisions or brigades. Within the rules of this system, those distinctions have no functional meaning, so no space was used on the counters to crowd in yet another data point.

### 2.8 Unit Types

The following symbols in each counter's unit-type box distinguish the two main combat arms. For the importance of this distinction, see 2.9 below as well as sections 9.0 and 10.0.



French Imperial Guard Infantry



Infantry



Cavalry

### 2.9 Movement Factor (MF)

This number is a measure of a unit's ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each. Unlike most wargames, the units' MF aren't printed on the counters. Each unit's movement factor is based on its type and nationality as follows.

**Movement Factors Table**

| Unit Types        | Movement Factors |
|-------------------|------------------|
| Austrian Infantry | 4                |
| French Infantry   | 5                |
| Austrian Cavalry  | 6                |
| French Cavalry    | 7                |

## 2.10 Combat Factors & Step Strengths

Combat factors (CF) are the measure of each unit's ability to conduct offensive and defensive combat operations. A unit's combat factor is also its step strength (see below). Their specific uses are explained in section 10.0.

## 2.11 Step Strength & Step Reduction

All ground units in the game have one through six "strength steps," which are also simply called "steps." That's an arbitrary term used to express the ability of a unit to absorb a certain amount of losses before ceasing to be a combat effective formation (a measure of its "robustness" in current US Army jargon).

Each unit's current step strength is shown by the large number printed along the bottom edge of the single counter for it that's currently in play (which is also its current combat factor). If a unit that presently contains more than one step suffers a step loss, that counter is removed and its next-lower-by-one "substitute" counter is placed in the hex formerly occupied by the stronger counter. If a one-step unit suffers a step loss, it's removed from the map ("eliminated") and placed back into its proper space on its side's organization chart printed off to the side the hex-field playing area on the mapsheet.

All units of both sides begin play at their full step-strength as given within the counter-mix. In general, units only grow weaker during play as they absorb combat losses; however, the single night turn does allow for the possibility of for units to regain some of that lost step strength.

Each formation's full-step strength is easily recognized by the fact it has a four-digit set-up hex coordinate number, or a turn-of-arrival reinforcement number, or a question mark printed in its upper-left corner. Units with stars in their upper-left corners are substitute counters.

Note that no unit with two or more steps will ever have more than one of its counters in play on the map at any one time.

## 2.12 Disruption

On their reverse sides, combat unit counters display only the battle-flags of their respective empires. That side is their "disrupted" side. Units become disrupted, and are immediately flipped over so

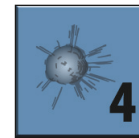
their flagged sides show upward, whenever they complete a move or take part in an attack or defense. Disrupted units retain their zones of control (see section 7.0) and defend normally, but they may not move or attack. Units recover from disruption – shown by being flipped back over so their sides with numeric data again show upward – during each turn's Phases III and V. See section 5.0 for more details.

## 2.13 Marker Counters

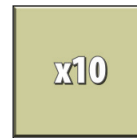
The uses of the following markers are explained at the appropriate points throughout the rest of the rules.



Austrian Artillery Bombardment



French Artillery Bombardment



Steps Lost Marker



Turn Marker

## 3.0 Set Up & Hex Control

### 3.1 In General

The players should first decide which side each will control. After that, they each take their own units and sort them onto and around the map according to sequence and instructions below.

### 3.2 Marker & Substitute-Counter Set Asides

Both players should cooperatively set off to the side of the map, within easy reach, their own side's Artillery Bombardment markers. Place the Turn marker in the number 1 box of the Turn Track printed on the mapsheet. Place the Steps Lost x1 and x10 markers, one each, in the 0 (zero) boxes of the Austrian and French Steps Lost Tracks printed on the mapsheet.

Both players should take all their own side's substitute counters and set them in to their proper boxes on the organizational charts printed on the side of the mapsheet.

### 3.3 Combat Unit Set Up

All Austrian units with four-digit set-up hex coordinate numbers in their upper-left corners should be set up in those exact corresponding hexes on the map. All units are set up with their undisrupted (numeric) sides showing upward.

All French units initially set up on the map have four-digit hex numbers in their upper-left front corners, but those numbers are also followed by a single digit from "1" to "3." That second number is the number of hexes distant from the hex identified by the

four-digit number in which the unit may be placed. For example, the French Imperial Guard Corps has “1016-1” printed on it. That means the French player might choose to place it in hex 1016 or in any one of the hexes immediately around (“one away”) from that hex: 1015, 1115, 1116 or 1017.

Sacking rules are in effect during set up. See section 6.0 for details.

### 3.4 Hex Control

The idea of “hex control” — which side “owns” certain critical hexes at any given instant — is important for judging victory. Those critical hexes are the three hexes of the town of Gross Enzersdorf (1015, 1016 & 1115) and all the hexes that constitute the Russbach Plateau (all the area generally east of the line of slope hex-sides that runs from 3416/3417 to 3431/3432). At the start of play, the French player controls Gross Enzersdorf while the Austrian player controls the plateau. See section 4.0 for details.

The control status of a hex switches from one side to the other whenever a unit from the other side enters it. Control switching is immediate, and may potentially occur at any time during play.

### 3.5 Hex Control vs. Zone of Control

Don't confuse the idea of “hex control,” explained above, with that of “zones of control”(ZOC), which is explained in section 7.0. For now, all you need understand in regard to the latter is the fact the mere projection of a ZOC into an enemy-controlled critical hex isn't enough by itself to cause the control status of that hex to switch from one side to the other.

## 4.0 How to Win

### 4.1 In General

Both players have the opportunity to go on the attack and win the game offensively. The Austrian player may also win defensively by preventing a French offensive victory. The inescapable burden of going on the overall offensive is therefore on the French player.

### 4.2 Austrian Sudden Death Victory via Gross Enzersdorf

If, at any time during play, the Austrian player gains control of one or more hexes of Gross Enzersdorf, play stops and he's declared the winner at that moment.

*Design Note: Gross Enzersdorf was the locale through which the French line of supply and communications crossed from the Danube River and Lobau Island (just off-map to the south) and entered the battlefield. As such, though its capture by the Austrians in itself wouldn't have been immediately decisive, its fall to the Austrians would represent such an overmatch of their historic commander's performance in the battle — and a corresponding failure in the French commander — that a victory is awarded on that competitive basis.*

### 4.3 Austrian Sudden Death Victory via French Demoralization

If, at any time during play, the French Army becomes demoralized, play stops and the Austrian player is declared to have won the

game at that moment (but also see 4.6 below). The French Army may become demoralized in one of three ways.

1. If the Guard infantry is fully eliminated, the French Army is demoralized.
2. If the Guard infantry launches an attack by itself, or takes part in an attack with other French units, and no part of that battle's resolution sees the Guard infantry making an advance-after-combat, the French Army is demoralized.
3. If the French Army has sustained losses totaling 25 or more steps, it becomes demoralized.

*Design Note.* Use the track printed on the mapsheet, and the “x1” and “x10” markers provided in the counter-mix, to keep a constant and open record of the French step loss level. Also note that, in regard to points 1 and 2 above, the French Guard cavalry unit plays no part.

### 4.4 French Sudden Death Victory via the West Map Edge

If the French player exits a unit off the west edge of the map via any one of the four road hexes there (2100, 2200, 2700 or 2800), play stops and he's won the game at that moment. A unit moving off the map via a road hex need only pay half a movement factor to do so; no non-road-hex map exits are allowed.

### 4.5 French End Game Victory via the Russbach Plateau

If, at the end of Turn 10, the French player has simultaneous control of three or more hexes on the Russbach Plateau, he is declared to have won the game at that time. Note that this condition pertains only at the end of the 10th turn and not during turns prior to that: it isn't another sudden death victory condition (meaning the Austrian has at least a theoretical ability to counterattack and recapture hexes on the plateau).

*Design Note.* The rule above was the historic outcome.

### 4.6 French Demoralization Versus French Victory

If the French Army becomes demoralized during the same action that is otherwise delivering a French victory via rule 4.4 or 4.5 above, that French victory takes precedence over the demoralization and the French player keeps his win.

### 4.7 Capitulation

If either player becomes convinced his situation is hopeless, he may capitulate to his opponent at any time.

### 4.8 Drawn Games

If the end of Turn 10 is reached and none of the victory conditions above have been fulfilled, that game ends in a draw.

### 4.9 Austrian Demoralization

The Austrian Army becomes demoralized when it has suffered

losses totaling 23 or more steps, but that doesn't automatically end the game. The effect of Austrian demoralization is that henceforth no Austrian units may make advances- after-combat when attacking and, on the defense, they must take the retreat-after-combat option whenever the situation otherwise allows for it and the numeric result suffered by them is "1" or more. See 5.6.5, 10.19 and 10.20 for more details.

*Design Note: Use the track printed on the mapsheet, and the "x1" and "x10" markers provided in the counter-mix, to keep a constant and open record of the Austrian step loss level.*

## 5.0 Turn Sequence

### 5.1 In General

Every turn of *Wagram* is divided into six segments, called "phases" or "steps." Each full sequence of phases and steps, as shown below in outline, makes up one "turn," of which there are a maximum of 10 in an entire match.

Every action taken by a player must be carried out during the appropriate part of the sequence outlined below. Once a player has finished a particular phase or step or a specific activity within a phase or step, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

### 5.2 Turn Sequence Outline

- I. Phase Sequence Declaration Step
  - II. Alternating Actions Movement or Combat Phase
  - III. Movement or Combat Recovery Step
  - IV. Alternating Actions Combat or Movement Phase
  - V. Combat or Movement Recovery Step
  - VI. Night Turn Recovery Step (Turn 5 Only)
1. France decides move first
  2. France and Austria alternate moving one unit
  3. Move recovery
  4. France and Austria alternate attacking with one unit
  5. Combat recovery

### 5.3 Phase Sequence Declaration Step

During this step, the French player generally announces in which order that turn's movement and combat phases will take place. He's always free to choose either order. The exception is that on Turn 6 the Austrian player makes this phase sequence decision

### 5.4 Alternating Actions Movement or Combat Phases

Generally starting with the French player, the two players alternate either launching one attack or moving one unit (depending on whether the present phase is movement or combat). The exception is on Turn 6 an Austrian action is always the first one in both the movement and combat phases.

Individual attacks may have more than one attacking unit in them (see section 9.0 for more details) but moves are always made one unit at a time. The unit(s) committed to those actions are, upon

their completion, flipped over to show their disrupted sides. If a player doesn't actually want to make an attack or a move when it's his turn to do so, he must flip over one unit to its disrupted side just as if it had moved or launched some inconsequential attack.

### 5.5 Movement or Combat Recovery Steps

A movement or combat phase continues as described above until either both players are out of undisrupted units or both agree they'd like to end the phase. If one player runs out of undisrupted units before the other, the player with remaining undisrupted units may go ahead and complete whatever actions he desires to perform with them within normal rules strictures, but now uninterrupted by having to pause to allow the opposing player to take an action. When a combat or movement phase is ended, both players should cooperatively turn back all units on the map so their undisrupted sides are showing upward.

*Design Note.* If you are new to wargaming and this is your first time reading these rules, you may want to temporarily stop reading here and skip ahead to read section 7.0.

### 5.6 Turn 5 – The Night Turn

Turn 5 is unique in that it's a night turn. During it, and only during it, the following unique rules apply.

1. There's no alternating actions combat phase, instead there's just one alternating actions movement phase.
2. Units beginning the nighttime movement phase in an EZOC may exit that hex, paying only regular movement costs to do so and provided they enter no other EZOC during that move. This is a unique "nighttime disengagement" capability.
3. Units beginning the night turn's movement phase not in an EZOC may not enter any EZOC during that phase.
4. After both sides' movement has been completed for the night turn, all units on both sides at reduced strength – provided they are "in communication" – may be increased in step strength by one factor. (No fully eliminated units are returned to play.) A French unit is in communications if a path of hexes free of EZOC may be traced from it to any Gross Enzersdorf hex. An Austrian unit is in communications of a path of hexes free of EZOC may be traced from it to any west, north or east map edge hex. Note that the units themselves may be located in an EZOC, but the path of their line of communications must be entirely free of them.
5. Reduce both sides' step losses on those tracks by numbers equal to the number of steps reclaimed using the procedure above. That may be enough to bring the Austrian Army out of a demoralized state.

### 5.7 Turn 1 French Road Movement Stricture

On Turn 1, for French units, the road movement rate is only one per hex rather than the otherwise normal 0.5. All the other regular aspects of road movement are in play normally on Turn 1 for both sides. See paragraph 3, rule 9.7 for more details.

### 5.8 Ending a Turn & Ending a Game

Turns are completed when each one's final phase (either V or VI)

is concluded. At those times move forward by one box the Turn marker on the track printed on the mapsheet and start Phase I of the next turn. If the Turn just ended is Turn 10, that game is over. Consult section 4.0 to determine who won.

## 6.0 Stacking

### 6.1 In General

Stacking is the term used to describe the piling of more than one friendly unit in the same hex at the same time. The ability to do that is severely limited. Stacking rules are in effect all the time.

### 6.2 Stacking Limit

In general, no more than one friendly unit may be in any one hex at any one time. Note that whether a unit is disrupted or undisrupted has no effect on its stacking status or on the stacking rules more generally.

### 6.3 No Oppositional Stacking

Units of the two sides never stack together at any time.

### 6.4 Free-Stacking Artillery Bombardment Markers

Neither sides' artillery bombardment markers (pictured in 2.13) count for stacking, and they may be temporarily placed in any hexes according to the rules for their use. See section 10.0 for details.

### 6.5 French Grand Square

Once during the game, at the start of any alternating actions movement phase from Turn 6 through Turn 10, inclusive, the French player may declare he's forming a "grand square." He's not required to ever form a grand square, but once it's done it may not be undone. The following procedures and special rules apply once such a declaration is made.

1. As his first action that phase, the French player declares he's forming a grand square, and he indicates the hex in which he will do so. The indicated hex must already contain one of his infantry units other than the Guard infantry or Saxon Corps and it may not be in an EZOC at that time. He then immediately moves any second (and in-range) infantry unit, other than the Guard infantry or Saxon Corps, into the chosen hex, stacking it atop the first unit. That completes his first action for that phase.
2. As his second action that phase, he may move another in-range infantry unit, other than the Guard infantry or Saxon Corps, onto the previously formed two-high stack, making a three-high stack. Alternatively, he may declare the grand square will contain only two infantry units, and he may then continue making regular move actions. Also note that, if the Austrian player took his movement action in such a way as to bring the forming grand square into an Austrian ZOC, that doesn't prohibit the completing of the grand square.
3. With steps one and two above completed, all the units in the formed grand square are disrupted for the remainder of that movement phase.

4. In subsequent movement phases, the movement factor of the grand square is always just one hex. No varied terrain costs are paid by it; it simply moves one hex into any playable hex. Also note, it does become locked in normally by EZOC and it is always moved as if it were one combined mega-unit.
5. Whenever the grand square attacks – which it may only do alone, though artillery support, including grand battery support, is allowed – the effect is it may always advance-after-combat, no matter that attack's numeric outcome. In effect, it always forces a retreat-after-combat on the Austrian unit it attacks, even if that retreat would destroy that defending unit.
6. Whenever the grand square defends against an enemy attack, the combat factors of Austrian infantry units and artillery bombardment factors directed against it are doubled during that combat's differential calculation process. Any attacking Austrian cavalry units are only added in normally. Further, the grand square may never retreat after combat.
7. When the grand square suffers step losses, the French player is free to apportion them among its individual units in any way he sees fit. If the grand square is reduced to just containing a single French unit, it thereby ceases to be a grand square and all the special rules above are no longer in effect.

## 7.0 Zones of Control

### 7.1 In General

The six hexes immediately surrounding a hex containing a unit (or the French grand square) constitute the "zone of control" (ZOC) of that force. Zones of control extend across all hexsides, and into and out of types of terrain, without exception.

All units of both sides project their ZOC at all times. There's no difference in effect between ZOC projected by units of different sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes.

### 7.2 Enemy Zones of Control (EZOC) & Movement

A moving unit must end its move for that phase when it first enters an EZOC. A unit that begins a daylight turn's movement phase already in an EZOC has its movement capabilities severely degraded on that account. That is, it may only move one hex that phase, and the hex it enters may not contain any EZOC. (This kind of movement is referred to as "disengaging.") See rule 5.6.2 and 5.6.3 for the night turn's exceptionalism in this regard.

### 7.3 Enemy Zones of Control (EZOC) & Combat

Attacking is not required by a unit simply because it begins a combat phase in the EZOC of one or more opposing units. Combat is always voluntary; see section 10.0 for details.

### 7.4 No EZOC Negation

The presence of friendly unit or stack in a hex containing an EZOC doesn't negate that EZOC for any purposes.

### 7.5 EZOC & Advance After Combat

EZOC don't in any way inhibit or block the ability of victorious

units advancing-after-combat. See 10.20 for details.

## 7.6 EZOC & Retreat After Combat

Units may retreat out of an EZOC, provided the hex into which they retreat doesn't contain an EZOC. Units may never retreat into an EZOC. See 10.19 for details.

## 7.7 French No-Retreat Units

The French Guard infantry and grand square never retreat after combat.

## 8.0 Reinforcements

### 8.1 In General

Reinforcements are units of both sides that enter play only after the game has begun. They do so by moving onto a map edge from off-board. As soon as reinforcements enter the map they are treated in all ways like units that had been in play from the start of the game.

### 8.2 French Turn 1 Reinforcements

The four full-strength French units that have only a "1" in their upper-left front corner – Mar, RCD, Rey and Wre – are that side's only reinforcements. The "1" means they become available for entry onto the map during Turn 1's movement phase. They do so by using the road hex in 1016. They may use the road rate to enter; each one's entry counts as a single move action for the French player, and stacking rules are in effect. All four of them must be moved onto the map during Turn 1's movement phase.

### 8.3 Austrian Turn 3 Reinforcements

The two full-strength Austrian units that have only a "3" in their upper-left front corner – 1/III and 2/III – enter play during Turn 3's movement phase via any one west map edge hex from 2000 to 3400, inclusive, as selected by that player. They may use the road rate to enter via a road hex; each one's entry counts as a single move action for the Austrian player, and stacking rules are in effect. All four of them must be moved onto the map during Turn 3's movement phase. Within those strictures, they may potentially be entered onto the map directly into an EZOC.

Also note one of the Austrian artillery bombardment markers in the counter-mix has a "3" in its upper-left corner. That marker becomes part of the larger Austrian artillery pool at the start of Turn 3.

### 8.4 Austrian Question Marked Reinforcements

The four full-strength Austrian units that have only a "?" in their upper-left front corner – 1/AIA, 2/AIA, 3/AIA and RGC/AIA – have an uncertain entry time and, in fact, they possibly won't enter play at all. To check for that, at the start of Turn 6 and each turn thereafter until the units' entry is triggered or the game has ended, the Austrian player should openly roll a die. If that result is a one, all four of the question marked units become available for entry into play during the triggered turn's movement phase via any one east map edge hex from 1033 to 3433, as chosen by that player.

They may use the road rate to enter via a road hex; each one's entry counts as a single move action for the Austrian player, and stacking rules are in effect. All four of them must be moved onto the map during the trigger turn's movement phase. Within those strictures, they may potentially be entered onto the map directly into an EZOC.

Also note one of the Austrian artillery bombardment markers in the counter-mix has a "?" in its upper-left corner. That marker becomes part of the larger Austrian artillery pool at the start of the turn on which the question marked units above have made their appearance (if at all).

If the AIA units' and artillery marker's entry aren't triggered by the start of Turn 10, set them aside. In that case, they in no way figure into the game's victory reckoning.

## 9.0 Movement

### 9.1 In General

Every unit in the game has a movement factor of assigned to it on the basis of its nationality and type, as given in rule 2.9. That factor is the number of "movement points" (also called "MP," "movement factors" and "MF") available to the unit to use to move across the hex grid during each turn's movement phase. Units move from hex to adjacent hex — no "skipping" of hexes is allowed — paying varied costs to do so depending on the type of unit moving and the terrain in, and water barriers along the sides of, the hexes being entered. In general, move each unit individually; never move units as stacks. For the exception: see 6.5.4.

### 9.2 Limits

MP may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit to another. A player may potentially move all, some or none of his units in each movement phase throughout the game. Units that move aren't required to expend all their MP before stopping. The movement of each unit must be completed before that of another is begun. A player may only change the position of an already moved unit if his opponent agrees to allow it.

At the end of any move, that just-moved unit is "disrupted." Show that by flipping it so the side with only its empire's battle-flag is upward. Disrupted units remain disrupted until the immediately following recovery step, at which time both players should cooperatively flip over all the disrupted units on the map to undisrupted status (such that they again show their numbered sides).

### 9.3 No Minimum Movement Guarantee

There's no guaranteed ability for any unit to be able to move at least one hex during a movement phase. To enter any hex, a moving unit must have sufficient MP available to pay all the involved costs or the move may not be made. Also note moving units may never enter hexes containing enemy units. Disrupted units may not move in any way.

### 9.4 Terrain & Water Barriers

There are 11 types of terrain and hydrographic features on the



map. The effects those various features have on the movement of units are described below and are also summarized on the Terrain Effects Chart (TEC) printed on the mapsheet for quick reference during play. There's always just one type of movement-governing terrain in any given hex.

### 9.5 Clear Terrain

This is the "base" terrain of the game; it's devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all units one MP to enter. All towns are considered to exist in hexes that are otherwise clear. For a hex to be considered "clear," it must be entirely devoid of any other terrain.

### 9.6 Forest

Each forest hex costs units two MP to enter.

### 9.7 Bridged & Unbridged Stream Hexsides & Roads

Streams run along hexsides rather than occurring in-hex. It cost infantry units two extra MP (+2) to cross an unbridged river hexside. "Extra" means two MP must be paid in addition to the cost for entering the hex on the other side of the stream. For example, an infantry unit crossing an unbridged stream hexside into a forest hex would have to pay a total of four MP to make that one-hex move.

Bridges occur wherever roads cross a stream hexside, and they are indestructible for all game purposes. Both infantry and cavalry units may cross bridged stream hexsides at no extra cost, and the bridge also allows for the use of the road movement rate.

Artillery and cavalry units moving from road hex to road hex via a hexside crossed by that road's map symbol may generally do so at the cost of only half an MP (0.5) per hex travelled in that way. (See 5.7 for the exception.) Within that stricture, EZOC may be entered using the road rate. Road rate and regular movement may be combined by units during the same move.

### 9.8 Towns

The cost for entering any town hex is one MP per hex for all units. Also note not every town hex is automatically a road hex: only those in which the road symbol appears also qualify as road hexes.

### 9.9 Slope Hexsides

Like streams, slopes run along hexsides rather than occurring in-hex. Further, each slope hexside has an "upslope" and a "downslope" side. For example, look at the slope running along hexside 2400/2500. Hex 2500 is on the upslope side, and hex 2400 is on the downslope side. When units move across a slope hexside by crossing from its upslope to its downslope side, they pay nothing extra to do so. When units move across a slope hexside by crossing from its downslope to its upslope side, they pay one MP extra (+1) to do so. Also note the road movement rate can be used to cross slope hexsides in either direction.

### 9.10 Danube River Hexes & Hexsides

There is a small amount Danube River hexes and hexsides in the map's southwest corner. That area is unplayable for all game purposes.

### 9.11 Lobau Island Heavy Artillery

Lobau Island, which served as the French base of operations during this battle, is just off the southwest corner of the map. Napoleon had it wall fortified with heavy artillery that had been captured when the nearby fortress of Vienna fell to his forces. All Austrian units that start a move inside those guns' "Extended Range Line," which runs along hexsides from 1006/1007 to 1018/1019, lose one MP for that move on that account. That same penalty remains in place for Austrian units starting inside, or moving into, the guns' "Close Range Line" (1007/1008 to 1016/1017). There is no combat effect for the Extended Range area, but there is for the Close Range Area; see 10.21.

### 9.12 Cumulative Costs

The total movement cost for entering any hex is always the sum of all the applicable costs.

## 10.0 Combat

### 10.1 In General

Attacking is always voluntary. The mere fact of enemy adjacency doesn't necessitate combat. No attack may have more than one enemy occupied hex as its objective. No unit in a hex being attacked may be withheld or excluded from the defense of that hex. To execute an attack, first designate the hex being attacked along with those of your units that will be participating in that action.

Multi-hex attacker deployments are allowed. That is, though all the units you choose to include in an attack must be immediately adjacent to your chosen objective hex, single attack actions may consist of units attacking from up to all six hexes adjacent to the targeted hex.

The player whose launching the present attack is considered the "attacker," and the other player is considered the "defender," no matter the general situation across the map.

### 10.2 Repeat Attacks & Defense & Disruption

Any given hex may potentially be attacked, by one or both players, any number of times in each turn's combat phase. Each such attack, however, constitutes a separate attack.

Undisrupted units that participate in their own defense are thereby disrupted and, because of that, they won't themselves be able to attack any time later that same phase. Disrupted units defend normally, no matter how many times they're attacked during a given combat phase.

Note that participating in just one attack disrupts all the units participating in that attack effort for the rest of that combat phase.

So units may attack only once per combat phase, but they may potentially be attacked any number of times during a combat phase.

### 10.3 Indivisibility of Units

No single attacking unit may have its combat factor divided and applied to more than one battle. Likewise, no defending unit may have part of its combat factor attacked by one or a few attackers while another part is attacked by other units.

### 10.4 Attack Sequencing

There's no arbitrary limit on the number of attacks each player may resolve during the combat phases. Neither player need declare all his attacks beforehand, and he may resolve them in any order he wishes, alternating one at a time with the attacks of his opponent, as long as the resolution of one is completed before that of the next is begun.

### 10.5 Combat Procedure

The attacking player should strive to have more attack factors involved in a battle than the defender has defense factors. Subtract the defending unit's combat factor and the attacker's total of combat factors. That number is the "combat differential."

### 10.6 Combat Results Table (CRT) Limits

Note the column headings on the CRT range from " $\leq 0$ " to " $\geq 25$ ." Find the column heading that's closest to the combat differential that was just calculated according to rule 10.5 above. For example, if your attacking force contains 5 attack factors, and the defending force contains 3 defense factors, that battle would be resolved – unless columns shifts were also involved; see below – using the "+2" column on your side's CRT.

In cases in which the calculated differential doesn't quite make it to a column, even if it's just one point short, use the lower column. For example, if an attack had an exact calculated differential of +9, that battle would be resolved using the "+5" column.

### 10.7 Combat Column Shifts

Combat differentials may be shifted by the terrain in the defender's hex as well as by other factors described below. All applicable shifters are cumulative in their effect. That is, in every battle, all applicable shifts are combined to get one final left or right shift. Leftward shifts favor the defender; rightward shifts favor the attacker.

### 10.8 Clear Terrain & Forests

Units defending in clear hexes or forest hexes derive no benefit to their defense for terrain

### 10.9 Towns

Units defending in town hexes receive a one-column-left (1L) shift on that account. Further, the enfilade attack bonus (see 10.13 below) is never available against defenders in a town hex, no mat-

ter from how many hexes an attack may be coming.

### 10.10 Stream Hexsides

If all attacking units are doing so across one or more stream hexsides, no matter if it/they are bridged or unbridged, shift the differential column one to the left on that account. The shift is lost to the defender if one or more attacking units is coming across a non-stream hexside. Also note that cavalry units may never attack across unbridged stream hexsides.

### 10.11 Stream Hexsides & French Artillery

French artillery bombardment markers (see below, 10.14) may generally not be committed to any attack by that side made from units in any hexes lying north or east of the Russbach Stream. If, however, one or more of the French infantry and/or cavalry units involved in such an attack can trace a path of hexes from its location that crosses to the south (or west) of the stream via a bridge hexside, and is entirely free of EZOC except in the path's originating hex itself, artillery support may be committed to that attack.

The French Grand Battery (see below, 10.15) may never be used to support any attack made from any hex or hexes lying north and/or east of the stream.

Note that none of the limits described above apply to Austrian artillery.

### 10.12 Slopes

If all attacking units are doing so across one or more slope hexsides, and the direction of that attack is coming from the downslope hex into the upslope hex, shift the differential column one to the left on that account. The shift is lost to the defender if one or more attacking units is coming across a non-slope hexside.

### 10.13 Enfilading Attacks

If a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack receives an "enfilade attack" column shift bonus of one right. Note, however, this bonus is never available against defenders in a town hex.

### 10.14 Artillery Bombardment Points

During all combat phases, no matter the overall phase sequence that turn, both players have available several artillery bombardment markers. In general, each such marker may be committed, no more than one per attack, to support any attack by cavalry and/or infantry units of its side. The effect of each marker committed to a battle is to add the bombardment factor printed on it into that battle's combat differential calculation.

Each marker may only be committed to one attack per combat phase; they never have any defensive use. Further, there may never be more artillery points committed to an attack than there are

non-artillery attack factors involved there. They markers never be given up to satisfy combat loss requirements.

Finally, for one or more bombardment factors to be committed to an attack, at least one of the involved attacking units must have a line of communication open to Gross Enzersdorf for the French, or to an appropriate map edge hex for the Austrians, as described in 5.6.4, at the time of that battle's resolution. The enabling attacking unit may itself be in an EZOC, but no other hex within the line of communication may contain one.

There are never any bombardment-point-only attacks. The points are only available to support regular attacks as described above.

### 10.15 French Grand Battery

Once during game, on any turn of his choice from Turn 6 through 10, inclusive, the French player may decide to form a "grand battery." All the rules given above for normal artillery marker commitment are in force, except the grand battery may contain any two or three French artillery markers, as chosen by that player, and there is no minimum requirement for cavalry/infantry participation in that attack it supports. Also see the second paragraph of rule 10.11 above, and note that, once formed, a grand battery is allowed only one use per game.

### 10.16 Final Combat Resolution

After all applicable shifts have been applied, the attacker rolls a die and cross-indexes that result beneath that proper differential column on the CRT to get a "combat result." For example, a result of "3" rolled for an attack made under the "+15" column yields a result of "0/2."

### 10.17 Combat Results

Results are given exclusively in terms of steps lost by the involved forces in each battle. Results to the left of the slash apply to the attacker and those to the right of it apply to the defender. In the example above, the attacking player would be called on to remove one step (grand total) from among his attacking force and the defending player would be called on to remove (grand total) two steps from his defending force. Every battle is fully resolved as a discrete event. There's never any carry over of extra unabsorbed step losses from battle to battle or phase to phase.

### 10.18 Apportioning Losses

In each battle, both players are free to apportion their own side's step losses among his involved units as he sees fit (but see 5.6.4 for an important consideration in that regard).

### 10.19 Defender Retreat After Combat

Under some circumstances, the defending player in each battle may choose to reduce his combat result by one by making a "retreat after combat." The length of such a retreat is always just into one adjacent hex. The retreat may not be into prohibited terrain or a friendly or enemy occupied hex or a hex containing an EZOC. If no eligible hex is available, the defending force must stand its ground and absorb its full combat result as step losses. There is no equivalent attacker retreat after combat.

### 10.20 Advance-After-Combat

At the end of every attack, whenever the defender's hex has been left empty, a victorious attacking units may advance-after-combat into that hex. Stacking rules must still be observed. Such advances aren't part of normal movement; they don't cost any MP, but advancing units must still observe normal terrain prohibitions. EZOC don't block advances after combat.

Advancing-after-combat is an option; it's never mandatory; however, the decision to advance must be made immediately after the battle is resolved and before that of another is begun. There's never any defender advance-after-combat; victorious defenders and simply hold in place.

Also note the French grand square, if it's formed and attacks, always advances after combat as one combined mega-unit (see 6.5.5).

At the end of an advance after combat, disrupt those just-advanced units.

### 10.21 Lobau Island Close Range Artillery Area

All French attacks made against Austrian units located in any hexes within this area gain a one-column rightward differential shift on that account. Similarly, all Austrian attacks made by units located in any hexes within this area suffer a one-column leftward combat differential shift on that account.

## Wagram Unit-Counter Errata

- Ignore (or white-out) the "2818" set-up hex-number on the 3-strength counter of the Austrian 1/3rd Corps formation. As shown on that formation's 4-strength counter, it enters as a reinforcement on Turn 3.
- The 3-strength counter for the French "Cav Res" (Reserve Cavalry) should have a "1" in its upper-left corner as its turn of entry.
- The 5-strength counter for the Austrian 1/2nd Corps infantry shows a set up coordinate of 2119. That number should instead be 2719. Similarly, the "2524" number that appears on that same formation's 3-strength counters should be ignored or whited-out.

# Wagram Expanded Sequence of Play

## I. Phase Sequence Declaration Step

Except at the start of Turn 6, when the Austrian player does this, the French player begins each turn by stating in which order the movement and combat phases will be conducted during it. The choice is up to the player making the declaration.

## II. Alternating Actions Movement or Combat Phase

If the movement phase is being conducted before the combat phase, players alternate moving one unit at a time. Except on Turn 6, the French player always makes the first one-unit move; on Turn 6, the Austrian player goes first. At the end of each unit's move, flip it so its disrupted (flag) side shows, indicating it's out of action for the rest of that phase. There's no 'passing'; if you don't want to actually move any unit when you're up to do so, you must disrupt in place any one unit of your choice. That back and forth continues until both players run out of undisrupted units to move or they both agree to end the phase.

If the combat phase is being conducted before the movement phase, both players alternate launching one attack at a time. Except on Turn 6, the French player always makes the first attack; on Turn 6, the Austrian player goes first. At the end of each battle, flip over all the surviving units of both sides that were involved in that battle so their disrupted (flag) sides show, indicating they're out of action for the rest of that phase. There's no 'passing'; if you don't want to actually make an attack when you're up to do so, you must disrupt in place any one unit of your choice. That back and forth continues until both players run out of undisrupted units with which to attack or they both agree to end the phase. Note that any number of undisrupted attacking units in a position to do so may take part in each attack. Also note no unit will attack more than once during a combat phase, but it's possible for a unit to be attacked more than once during a combat phase.

## III. Movement or Combat Recovery Step

No matter whether the combat or movement phase has just been conducted, both players should cooperatively flip back to their undisrupted sides all the disrupted units of both sides that are presently on the map.

## IV. Alternating Actions Combat or Movement Phase

If, as described in the first paragraph under point I. above, this turn's movement phase was conducted prior to its combat phase, now conduct the combat phase. If, as described in the second paragraph under point I. above, this turn's combat phase was conducted prior to its movement phase, now conduct the movement phase.

## V. Combat or Movement Recovery Step

No matter whether the combat or movement phase has just been conducted, both players should cooperatively flip back to their undisrupted sides all the disrupted units of both sides that are presently on the map.

## VI. Night Turn Recovery Step (Turn 5 Only)

This is a unique phase only conducted once per game as the last part of Turn 5. See rule 5.6 for the specifics of how this is done.