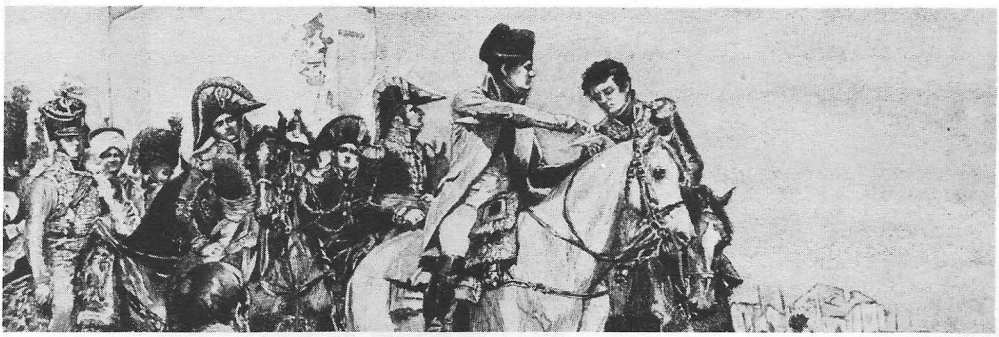
Austerlitz

Battle of Three Emperors
2 December 1805



Austerlitz

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[1.0] INTRODUCTION

Austerlitz is a tactical level simulation of the battle between the French Army under Napoleon, and the Austrian and Russian Armies under the Tsar Alexander of Russia. Known as the battle of the Three Emperors, it ended the War of the Third Coalition (1805) with the annihilation of the Allied Army. It is noted as one of Napoleon's greatest victories.

GAME SCALE:
Each hexagon on the mapsheet represents 400 meters of real terrain from side to side. Each Game-Turn is equivalent to one hour of real time. The playing pieces represent the actual brigades and divisions that were at the battle.

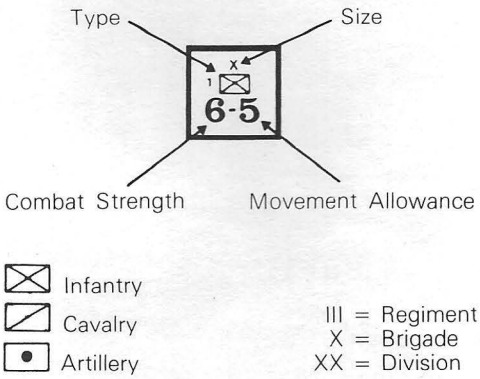
[2.0] GAME EQUIPMENT

[2.1] *The Game Map* — the 22" by 28" mapsheet portrays the area in Austrian Moravia where the actual battle took place. A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regulate movement and positioning of the playing pieces. To make the map lie flat, back-fold it against the direction of the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut. Explanations of the terrain features on the map are found on the Terrain Effects Chart.

[2.2] *Game Charts and Tables* — various visual aids are provided for the players in order to simplify and illustrate certain game functions. These are the Combat Results Table, the Terrain Effects Chart, and the Turn Record. They are explained where presented.

[2.3] *The Playing Pieces* — The playing pieces represent the actual military units that took part in the actual battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of military unit simulated by that particular playing piece. Playing units will henceforth be referred to as "units."

[2.31] HOW TO READ THE UNITS



Infantry
Cavalry
Artillery

III = Regiment
X = Brigade
XX = Division

[2.32] DEFINITION OF TERMS
Combat Strength is the relative strength of a unit with regard to attack and defense, expressed in terms of Strength Points.

Movement Allowance is the maximum number of hexes which a unit may be moved in a single Movement Phase, expressed in terms of *Movement Points.* One Movement Point is expended for each hex entered.

[2.4] Parts Inventory
A complete game of *Austerlitz* should include the following parts:

One 22" x 28" Game Map
One Rules Folder
One Set Die-cut Counters (100 pieces)
Two copies Terrain Effects Chart
One Die
One Game Box

If any of these parts are missing or damaged, please write:
Simulations Publications, Inc.
44 E. 23rd St., New York, N.Y. 10010

Questions regarding *the rules* of the game only, accompanied by a stamped, self-addressed envelope will be answered.

[3.0] SETTING UP THE GAME

All indicated units east of the Front Line are Allied, and all west of the Front Line are French. Players place their units on the properly marked hexes according to the Combat Strength, Movement Allowance and unit type. The unit designations on the pieces are not important to the play of the game, and the pieces need not be placed on the Deployment hexes in an historical manner.

[4.0] GENERAL COURSE OF PLAY

The game is played in turns. Each complete *Game-Turn* represents one hour of elapsed time. The game is thirteen Game-Turns in length. Each Game-Turn consists of two separate *Phases.* The Sequence of Play must proceed exactly as outlined; any action performed out of sequence is a violation of the rules.

(4.1) SEQUENCE OF PLAY OUTLINE
1. ALLIED PLAYER TURN
   A. *Allied Movement Phase:* The Allied Player moves his units as desired.
   B. *Allied Combat Phase:* The Allied Player executes any and all attacks against French units.
2. FRENCH PLAYER TURN:
   A. *French Movement Phase:* The French Player moves his units as desired.
   B. *French Combat Phase:* The French Player executes any and all attacks against Allied units.
3. TURN RECORD: The Players advance the Game-Turn Marker one grade on the Turn Record. Repeat the Sequence of Play until thirteen complete Game-Turns have been played.

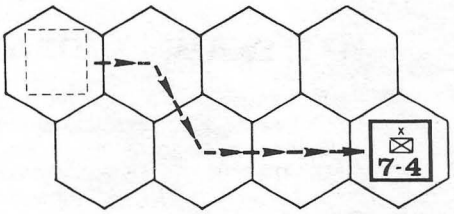
[4.2] TURN RECORD/
REINFORCEMENT TRACK
(see separate sheet)

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase of his turn, a Player may move as many or as few of his units as he desires, moving them in any direction or combination of directions.

PROCEDURE:
Units are moved by counting each hex that the unit enters as the expenditure of one *Movement Point* out of that units total Movement (point) Allowance. For example, a

unit with a Movement Allowance of FOUR, could move as much as four hexes in a single Movement Phase.



CASES:

(A) No Enemy movement is allowed during Friendly movement.

(B) No attacks, enemy or Friendly, take place during the Movement Phase of a Player's turn.

(C) Each hex moved into by a unit costs that unit Movement Points. A unit may not expend more Movement Points in any given Player-Turn than its total Movement Allowance. Basically, most hexes cost one Movement Point to enter.

Often, however, the Movement Point cost to enter a hex is greater than "one." See the terrain Effects Chart for a full explanation of the various "Entry Costs" of different types of terrain.

(D) Movement from hex-to-hex must be consecutive, that is to say, a unit may not skip hexes.

(E) Units may move through or into hexes occupied by Friendly units. They may NOT move through or into hexes occupied by Enemy units.

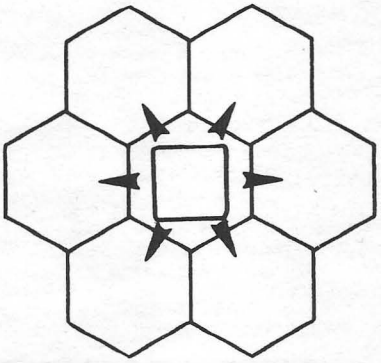
(F) Units may end their movement in the same hex as other Friendly units providing that the number of units in the hex does not exceed the Stacking Limitations set for each side (See Stacking).

(G) In any given turn a Player may choose to move NONE, SOME or ALL of his units (consistent with the rules regarding Terrain and Zones of Control). Units *may* be moved LESS than their total Movement Allowance, but they may NEVER be moved MORE than their Movement Allowance in any one Movement Phase.

(H) Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Phase, nor may it change its move without the consent of the opposing Player.

(J) Movement Points are NOT transferable from unit to unit, nor may they be accumulated from turn to turn.

[6.0] ZONES OF CONTROL



GENERAL RULE:

Every unit "controls" the six hexagons directly adjacent to the one it occupies, with respect to Enemy movement and combat.

CASES:

(A) All units exert a Zone of Control at all times, whether or not it is that Player's turn.

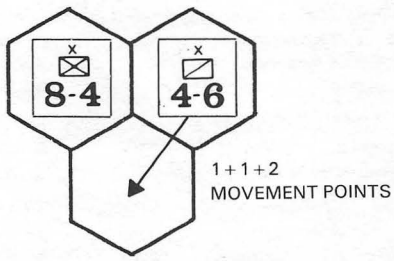
(B) Friendly units are not inhibited in any way by the Zones of Control of other Friendly units.

(C) All units expend one additional Movement Point to enter an Enemy Zone of Control. This expenditure is in addition to any other movement cost due to the terrain of the entered hex.

(D) Infantry and Artillery units must stop upon entering an Enemy Zone of Control regardless of any unused portion of their Movement Allowance. Infantry and Artillery units may never voluntarily *leave* an Enemy Zone of Control. Once they enter an Enemy-controlled hex, they may not leave that hex until the opposing unit(s) is eliminated or retreated, or their own retreat is dictated by the Combat Results Table.

(E) Cavalry units may leave an Enemy Controlled Hex by expending an additional two Movement Points to leave the hex. This expenditure is in addition to any other normal movement cost.

Example — A cavalry unit moving directly from one Enemy Controlled hex to another Enemy Controlled hex in Clear terrain would expend a total of four Movement Points; one for the normal cost to enter the hex, one as an additional cost to enter an Enemy Zone of Control, and two additional for leaving an Enemy Controlled hex.



(F) More than one unit may exert a Zone of Control over the same hex.

(G) The overlapping of Zones of Control between *non*-adjacent units of opposing armies has no effect upon those units; only when the units themselves are actually in each other's Zones of Control does the Zone of Control rule apply.

(H) Zones of Control affect adjacent opposing units mutually.

(J) Zones of Control extend out of, but not into, towns, the Castle, and the Abbey. Units in towns, the Castle, or the Abbey are not required to attack any adjacent units. Units adjacent to Enemy units in towns, the Castle, or Abbey *must* attack.

[7.0] STACKING

(more than one unit per hex).

GENERAL RULE:

Each Player has limitations on the number of units which may occupy one hex at one time. Any number of units may move through a hex, but only a limited number of units may end their movement in the same hex.

CASES:

(A) There is no additional Movement Point cost to move a unit into a hex occupied by other Friendly units.

(B) *French Limitations:* the French Player may have no more than three units in any given hex. These three units may not have a total combined Combat Strength exceeding fifteen Strength Points.

(C) *Allied Limitations:* the Allied Player may have as many units as he wishes in any given hex as long as the total Combat Strength of these units does not exceed ten Strength Points.

[8.0] COMBAT

GENERAL RULE:

Combat is resolved by comparing the *total* Combat Strength of the attacking unit(s) to that of the defending unit(s). The comparison is stated as a probability ratio: Attacker's Combat Strength to Defender's Combat Strength. The ratio is simplified to conform to the *odds* given on the *Combat Resolution Table* (the ratio is always rounded off in *favor* of the defending unit(s) if it does not conform to the ratios given in the table). A die is rolled (by the Attacking Player) and the result is read from the appropriate line fo the table. The Attacking Player IMMEDIATELY takes the action indicated on the table before going on to resolve any other attacks he may be executing during that Combat Phase.

EXAMPLE:

Two French Infantry units (with a combined strength of EIGHT Combat Strength Points) attack one Russsian Cavalry unit (Combat Strength of THREE). The odds of the attack are EIGHT-to-THREE, which are then simplified (and rounded off in favor of the defender) to an odds-situation of TWO-to-ONE. The French Player rolls the die and looks at the results given under the "TWO to ONE" column on the line indicated by the die-roll number. The result indicated takes effect IMMEDIATELY.

CASES:

(A) To engage an Enemy unit in combat, the attacking unit(s) must be adjacent to that Enemy unit during the Combat Phase of the Attacking Player's turn. (Exception: see ARTILLERY RULE.)

(B) All Enemy units which have Friendly units in their Zones of Control at the beginning of a Friendly Combat Phase must be attacked in that Friendly Combat Phase. The Attacking Player has the choice of resolving attacks in any order as long as all adjacent Enemy units are attacked.

(C) All Friendly units which are in the Zone of Control of Enemy units at the beginning of a Friendly Combat Phase must participate in an attack in that Friendly Combat Phase. The Attacking Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

(D) No defending unit may be attacked more than once per Player-Turn, nor may any attacking unit attack more than once per Player-Turn. When more than one unit is attacking a single defending hex, the Combat Strengths of the attacking units are totalled into one combined Combat Strength and then compared to that of the defending unit(s) in order to determine the odds.

(E) When more than one unit is attacking a single defending hex, the Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit(s) in order to determine the odds.

[9.0] COMBAT RESOLUTION

[9.0] Combat F

Die roll	Probability ratios (Odds) Attacke				
	1 to 5	1 to 4	1 to 3	1 to 2	1 to
1	Ae	Ar	Ar	Dr	Dr
2	Ae	Ae	Ar	Ar	Dr
3	Ae	Ae	Ae	Ar	Dr
4	Ae	Ae	Ae	Ar	Ar
5	Ae	Ae	Ae	Ar	Ar
6	Ae	Ae	Ae	Ae	Ar

Attacks executed at greater thar
Attacks executed at worse than

EXPLANATION OF RESULTS

Ae = *Attacker Eliminated:* The attacking unit(s) is eliminated (destroyed) and is immediately removed from the map.

Ar = *Attacker Retreats:* The attacking unit(s) is immediately moved back one hex.

Ex = *Exchange:* The defending unit(s) is eliminated and the attacking unit(s) suffer a loss AT LEAST equal (in terms of Strength Points) to that of the Defender. Only those attacking units directly involved in that particular attack may be used to make up this equal exchange of Strength Point losses. This will sometimes mean that one side will lose more Combat Strength Points than the other. Both side's losses are immediately removed from the map. A surviving attacking unit may then exercise the option to advance into the hex formerly occupied by the Defender. An "Ar" result may be substituted for an "Ex" at the attacker's option.

Dr = *Defender Retreats:* The defending unit(s) is immediately moved back one hex.

De = *Defender Eliminated:* The defending unit(s) is eliminated (destroyed) and is immediately removed from the map.

[9.3] RETREAT AND ADVANCE AS A RESULT OF COMBAT

Retreating and advancing due to combat does not count as an expenditure of Movement Points.

[9.31] *Mandatory Retreat:*
When units are forced to retreat, the victorious Player decides in which direction they will be retreated, within the following restrictions: Units may not retreat into Enemy Zones of Control, off the map, through Lake hexsides, or into Enemy-occupied hexes. If no path of retreat is open to the retreating unit (aside from the forbidden hexes described above) then the retreating unit is ELIMINATED instead, and immediately removed from the map.

(F) A single attacking unit may make an attack against two or more defending units to which it is adjacent. The Combat Strengths of the defenders are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

solution Table

Strength to Defender's Strength					Die
2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	roll
Dr	De	De	De	De	1
Dr	Dr	De	De	De	2
Dr	Dr	Dr	De	De	3
Dr	Dr	Dr	De	De	4
Ex	Dr	Ex	Ex	De	5
Ar	Ex	Ex	Ex	De	6

'6 to 1" are treated as "6 to 1";
to 5" are treated as "1 to 5".

[9.32] *Displacement:*

If the only hex available to the retreating unit is one which the unit could not normally move into because of stacking restrictions, then the uninvolved unit is displaced (pushed out of its hex) by the retreating unit. The uninvolved unit is moved back (by the victorious Player) as if it were retreating, and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy units or Zones of Control or other prohibited hexes.

If the displacement would cause the uninvolved unit to be eliminated in this fashion, the retreating unit is instead eliminated, and no displacement takes place. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only safe path of displacement open to them. Artillery units which are displaced, and have not yet engaged in combat during that Combat Phase, may not fire in that Combat Phase. Units may not be forced to displace other Friendly units if they have other paths of retreat open to them.

[9.33] *Optional Advance:*

Whenever a hex is vacated as a result of combat, the victorious unit responsible for the Enemy elimination or retreat may advance into the vacated hex. This may be done even if the victorious unit is still in an Enemy Zone of Control and/or if the vacated hex is in an Enemy Zone of Control. The option to advance must be exercised immediately. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat.

Advances are useful in cutting off the line of retreat of Enemy units whose combat has yet to be resolved. Advancing units may not participate in another attack or defense in the Combat Phase in which they advance, even if their advance places them next to Enemy units whose battles are yet to be resolved.

(G) Players may deliberately make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by allotting most of the attacking force to the major objective). Such "suicidal" attacks are euphemistically called "diversionary attacks."

(H) The Combat Strength of a unit *must* be used as on integral whole. That is, it may not be split in order to apply some Strength Points to one attack and some to another.

(J) Units defending on certain types of terrain may have their Combat Strength increased or decreased by the terrain, i.e., units defending in villages have their Combat Strength tripled, etc. See Terrain Effects Chart.

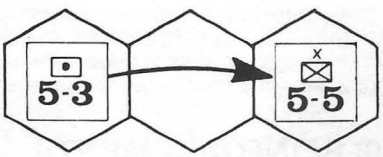
[10.0] ARTILLERY

GENERAL RULE:

Unlike Infantry and Cavalry units, Artillery units *may* participate in attacks by bombarding the defending unit. Artillery bombards a unit from two hexes distance. Artillery units *must* participate in combat when adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or two hexes distant). Unlike other units, Artillery units are never destroyed or forced to retreat when *bombarding* a unit, although they are affected by all combat results when they are adjacent to the unit being attacked.

PROCEDURE:

Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that bombarding Artillery units (i.e., units firing from a range of two hexes) are not affected by combat results. Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding Artillery units from an adjacent position (including adjacent Artillery units) would be affected by combat results, and they would suffer the effects of an "Exchange" result



CASES:

(A) Artillery units may attack Enemy units which are two hexes away, but they are never forced to attack an Enemy unit merely because it is within two hexes. Artillery units *must* participate in an attack if they are adjacent to an Enemy unit, although they would not necessarily have to attack an *adjacent* unit: some other Friendly unit could attack the adjacent Enemy unit, while the Artillery unit would be free to bombard another Enemy unit two hexes away. This might only be done if there were another Enemy unit within two hexes.

(B) Artillery units may attack alone, in concert with other Artillery units, or in concert with Infantry and/or Cavalry units. Artillery units may combine attacks from adjacent positions, and in the bombardment role of two hexes distant.

(C) When an attack fails, bombarding artillery (i.e., attacking from two hexes distant) suffer no ill effects: they are never destroyed or retreated as a result of their own failed attacks. Artillery units attacking from an *adjacent* position must suffer all the combat results of their attacks. Bombarding Artillery units may voluntarily elect to suffer an "Attacker Retreat" combat result. When cooperating with other, non-artillery units, these *other* units always suffer all combat results, no matter what the distance of the attacking artillery.

(D) Artillery units may only attack a single Enemy occupied hex when bombarding; when attacking from an adjacent position, artillery units may attack as many units as they are adjacent to.

(E) When artillery units themselves are attacked, they suffer all combat results as do all other units. Artillery units may not use their two-hex range in a defensive situation.

(F) Artillery units may fire over other intervening units (Enemy or Friendly), hill hexes, and Town hexes in order to attack from two hexes distant.

(G) When a unit is destroyed or retreated by attacking artillery which is not adjacent to the defender, the attacking artillery may not advance.

(H) Artillery may fire through all types of hexsides.

[11.0] DEMORALIZATION

If the losses on either side reach 70 Combat Strength Points, the forces on that side are demoralized immediately. Demoralization occurs at the instant losses reach 70 Combat Strength Points. Only one side may be demoralized; after one side reaches 70 Combat Strength Point Losses and becomes demoralized, the other side cannot be demoralized no matter what their subsequent losses.

Demoralized units do not have Zones of Control; however, they must observe Enemy Zones of Control. Demoralized units' Combat Strengths are cut in half (retaining fractions, for the purposes of attack, defense, and exchange.

If, by freak chance, both sides should reach the 70 Strength Point loss level at exactly the same instant (through an "Ex" result) then the defending Player is considered to be demoralized.

[12.0] REINFORCEMENTS

GENERAL RULE:

At the very beginning of their respective Movement Phases of the second Game-Turn, each Player receives additional units.

The Allied Player receives:
one 13-3, one 10-5, one 8-3.

The French Player receives:
one 5-6, one 4-6, one 6-5, one 4-5, one 3-5, one 6-4.

PROCEDURE:

At the beginning of the Allied Player's Movement Phase in the second Game-Turn, the Allied Player places his reinforcements on one or more of the entry hexes on the *east* edge of the map. At the beginning of the French Player's Movement Phase in the second Game-Turn, the French Player places his Reinforcements on one or more of the entry hexes on the *west* edge of the map.

CASES:

(A) The placement of a reinforcement unit in an entry hex expends one Movement Point of that unit's Movement Allowance. Reinforcements may be initially placed in violation of the stacking limits, but they must conform to stacking limits by the end of the Movement Phase.

(B) Reinforcements may move and participate in combat in the Player-Turn in which they enter the game.

(C) Reinforcements may not delay their appearance.

[13.0] TERRAIN EFFECTS CHART (See the separate Sheet)

[14.0] VICTORY CONDITIONS

[14.1] Explanation of Victory Conditions

The game is won by scoring *Victory Points*. The Allied Player receives three Victory Points for each Allied Combat Strength Point moved off the western edge of the mapsheet at an arrow hex; he receives one Victory Point for each Allied Combat Strength Point moved off the eastern edge of the mapsheet at an arrow hex. Points may not be received for units moving off in both directions in a single game. Units expend one Movement Point to exit off the map. Units may not return to the mapsheet after having been moved off.

The Allied Player receives Victory Points for exited units only for the map edge off which the greater number of Combat Strength Points have been exited. If an equal number of Strength Points have been exited off both edges, then Victory Points are calculated for the western edge units. Victory Points for exited units are calculated on the face-value of the units, regardless of Demoralization.

Each Player receives one Victory Point for each Enemy Combat Strength Point which is eliminated from play as a result of Combat. (Units in a Demoralized state are counted at their printed value for Victory Point calculation.) All Allied units which cannot trace a line of hexes not interrupted by French units or their controlled hexes not occupied by Allied units to an arrow hex at either edge of the mapsheet are considered eliminated for Victory Point purposes at the end of the game.

At the end of Game-Turn Thirteen, Victory Points are totalled for each side. Several Levels of Victory are possible. These levels are stated in terms of the ratios of Victory Points — Allied to French.

[14.2] VICTORY LEVELS

Allied Pts.-to-French Pts.	*Levels of Victory*
less than 1-to-3	French Decisive
less than 1-to-2	French Substantive
Less than 2-to-3	French Marginal
less than 1-to-1	Allied Marginal
More than 1-to-1	Allied Substantive
more than 2-to-1	Allied Decisive

[15.0] DESIGNER'S NOTES

The *Austerlitz* game is very similar to the *Napoleon At Waterloo* game, also published by Simulations Publications. Essentially the only differences are the terrain, the size of the units, and the composition of the Allied armies.

At first, many things concerning the terrain may seem strange to the Players. It should be remembered that the battle was fought in the winter. Aside from the more obvious aspects of winter, such as lakes freezing over, there are a number of more arcane differences. The streams and swamps freezing have little effect, since the banks and snow covered obstacles of these areas are just as effective in impeding movement. In addition the snow reduced road effectiveness and most importantly interfered with approaches to the towns, increasing their defensive multiple value.

The armies that fought at Austerlitz used somewhat different tactics than were used ten years later at Waterloo. The French army was qualitatively the best NAPOLEON EVER FIELDED. They were the product of three years peace-time training, and had experienced a long march with many engagements to this field of battle. As such, they were immensely superior on a man for man basis to the comparable Allied soldier. All of the command problems had been shaken out of the organization by the campaign they had just passed through, and the French units proved much more responsive to commands than their Allied counterparts. Thus the overall superiority of the French units in movement ability.

The Allied army was a relatively typical army of the Eighteenth Century. The number of units was really determined by the number of people of sufficient rank and/or ability to command troops. There were not regular units per se, as in the French Army; rather, a certain number of battalions would be allocated to a particular individual to command. These units would have little or no experience at working together on the battlefield. The exception was of course the Russian Imperial Guard, whose experience was mostly on the parade ground. The Austrian portion of the army was a remnant of a beaten army. The Russian army had seen little but rearguard actions to this point. Since the Russians had so many large units, that were extremely unwieldy to maneuver, the Allied numerical superiority of 83,000 to 73,000 was more apparent than real.

Essentially the Allies are in a good position. They had thrust their army forward against the weak French right flank, and were ready to overwhelm it, and cut Napoleon off from his supplies and Vienna. Alternatively, they could retreat back to the east, leaving their army intact, if the attack did not go well. Napoleon had made a serious misjudgement due to poor intelligence in estimating the point of Allied attack as more to his center. If not for the arrival of Davout's force from Vienna (French Game-Turn 2 reinforcements), the Allies might well have been successful. The impetus for victory is upon Napoleon. The Prussians were mobilizing, and preparing to enter the war in Napoleon's rear with 175,000 supposedly invincible troops. Only a massive French victory could save the situation; merely defeating the Allied attack was insufficient, if the Allies were permitted to retreat intact.

Austerlitz is a classic situation of a hammer and tongs, with a study in time and motion. Enjoy it!

[15.1] ORDERS OF BATTLE: 2 December 1805

The following is a listing of the historical forces present at the battle of Austerlitz. Units are shown in terms of their Combat Strength — Movement Allowance numbers. The full historical names or designations of the units are also given (the designations on the counters themselves are merely code-numbers which key the units to this Order of Battle. This was done because of space limitations on the counters.) Note that artillery formations do not have true designations. Artillery units were actually not formally organized on the brigade level, even though they are represented in the game as coherent units, in order to account for their firepower.

FRENCH ARMY AT AUSTERLITZ

Commander; Emperor Napoleon of France

Unit	Combat-Movement	Unit counter code
V CORPS: MARSHALL LANNES		
Division Suchet		
Brigade Becker	6—5	1
Brigade Valhubert	6—5	2
Brigade Claparede	3—5	3
Artillery	6—4	4
Division Caffarelli		
Brigade Demont	8—5	5
Brigade Eppler	5—5	6
Artillery	5—4	7
Division Oudinot		
1st Brigade d'Elite	5—5	8
2nd Brigade d'Elite	5—5	9
3rd Brigade d'Elite	3—5	10
Artillery	5—4	11
CAVALRY CORPS: PRINCE MURAT		
Division Kellerman	2—6	12
Brigade Milhaud	4—6	13
Brigade Treilhard	1—6	14
Division Beaumont	6—6	15
Division Walther	5—6	16
Division d'Hautpol	6—6	17
Brigade Piston	2—6	18
Brigade Lahoussaye	2—6	19
Brigade St. Germaine	3—6	20
I CORPS: MARSHALL BERNADOTTE		
Division Rivaux		
Brigade Dumoulin	7—5	21
Brigade Pacthod	4—5	22
Artillery	4—4	23
Division d'Erlon		
Brigade Werle	8—5	24
Brigade Frere	4—5	25
Artillery	5—4	26
IV CORPS: MARSHALL SOULT		
Division Vandamme		
Brigade Schirer	6—5	27
Brigade Ferey (1)	6—5	28
Brigade Candras	4—5	29
Artillery	6—4	30
Brigade Margaron	3—6	31
Division St. Hilaire		
Brigade Morand	6—5	32
Brigade Thiebaud	6—5	33
Brigade Ware	4—5	34
Artillery	5—4	35
Division LeGrand		
Brigade Merle	5—5	36
Brigade Ferey (2)	6—5	37
Brigade Levasseur	3—5	38
Artillery	5—4	39
IMPERIAL GUARD: MARSHAL BESSIERES		
Guard Grenadiers	12—5	40
Guard Chasseurs	6—5	41
Guard Cavalry	5—6	42
Artillery	6—4	43

III CORPS: MARSHAL DAVOUT

Division Friant		
Brigade Kister	4–5	44
Brigade Lochet	6–5	45
Brigade Heudeldt	3–5	46
Artillery	6–4	47
Division Bourcier		
Brigade Laplanche	5–6	48
Brigade Sahuc	4–6	49

ALLIED ARMY AT AUSTERLITZ
Commander: Tsar Alexander of Russia

CORPS OF GRAF BUXHOWDEN		
Advanced Guard Division — Baron Kienmayer		
Brigade Carneville	7–4	1
Brigades Stutterheim and Graf Nostiz	5–5	2
Brigade Lichtenstein	6–5	3
Artillery	5–3	24
First Division: General Docturov		
Brigade Levis	11–3	4
Brigade Urasov	17–3	5
Artillery	14–2	25
Second Division: General Langeron		
Brigade Alsusiev	11–3	6
Brigade Kamenskay	12–3	7
Artillery	10–3	26
Third Division: General Przybyczewski		
Brigade Muller	13–3	8
Brigade Demisod	2–5	9
Artillery	7–3	27
CORPS OF PRINCE KUTUSOV		
Division of General Miloradovitch		
Brigades of Wodniansky and Berg	8–4	10
Brigade of Prince Repnin	9–4	11
Artillery	8–3	28
Division of Graf Kollowrath		
Brigade of Rottermund	9–4	12
Brigade of Jurschek	8–4	13
Artillery	9–3	29
CAVALRY CORPS OF LICHTENSTEIN		
Division of Hohenloe	3–5	14
Division of Uvarov	7–5	15
Division of Essen:		
Brigade of Gardejev	4–5	16
Brigade of Constantine	5–5	17
CORPS OF PRINCE BAGRATION		
Brigade of Dolgoruki	8–4	18
Brigade of Ulanius	9–4	19
Division of Czaplitz:		
Brigade of Mariupol	6–5	20
Brigade of Pavlograd	6–5	21
Artillery	6–3	31
Artillery	6–3	32
IMPERIAL RUSSIAN GUARD: GRAND DUKE CONSTANTINE		
Guard Cavalry — Kollowrisov	10–5	22
Guard Grenadiers — Jancowitz	13–3	23
Artillery	8–3	30

[16.0] CREDITS

Game Design: John Young.

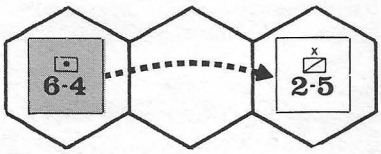
Physical Systems Design and Graphics: Redmond A. Simonsen.

Game Development and Rules Composition: Kevin Zucker, Redmond A. Simonsen

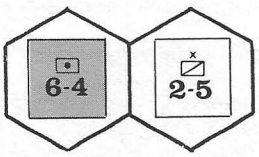
Research: Albert A. Nofi.
Production:
Manfred F. Milkuhn, Kevin Melahn, Daniel Goodman, Al Zygier.

[17.0] EXAMPLES OF ATTACK

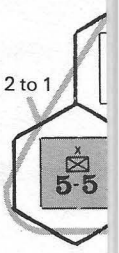
In the following examples, the Grey units are the Attackers, and the untinted units are the Defenders. A circle is drawn around those units (Attacker and Defender) which are involved in combat with each other. Each circled *Battle-situation* constitutes an attack and would require the rolling of the die. Note that when several attacking and defending units are adjacent to each other, the attacks may be constituted in more than one way. Artillery attacks are indicated with an arrow when the defending unit being bombarded is not directly adjacent. The odds of each attack are given next to each situation. Anything which can logically be inferred from these examples is tantamount to a rule unless it is explicitly covered in the written rules.

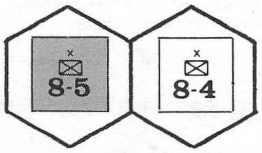


3 to 1 Artillery Attack

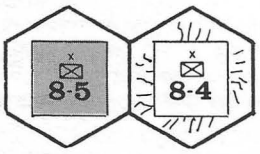


3 to 1 Artillery Attack

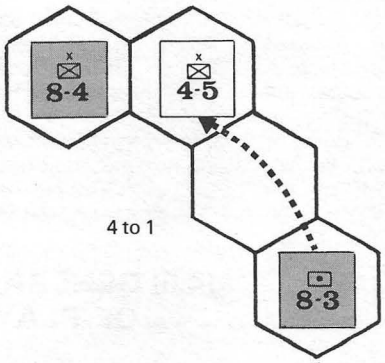


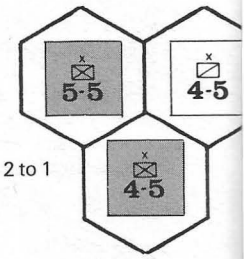


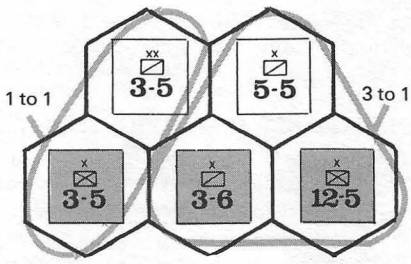
1 to 1

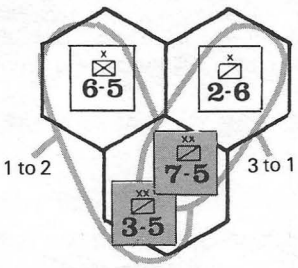


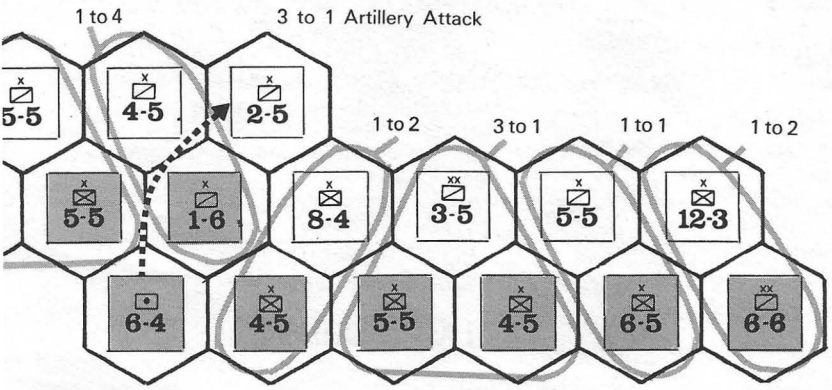
1 to 2 Doubled due to Knoll-hex

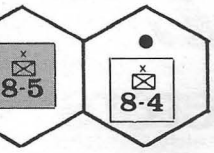




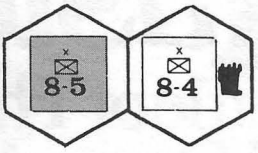




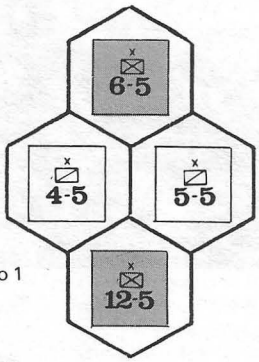


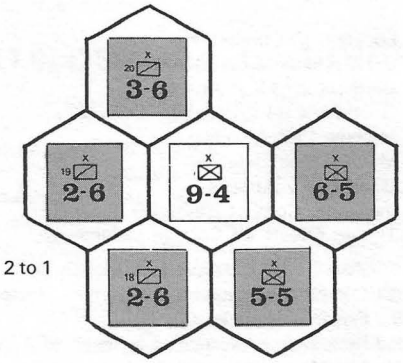


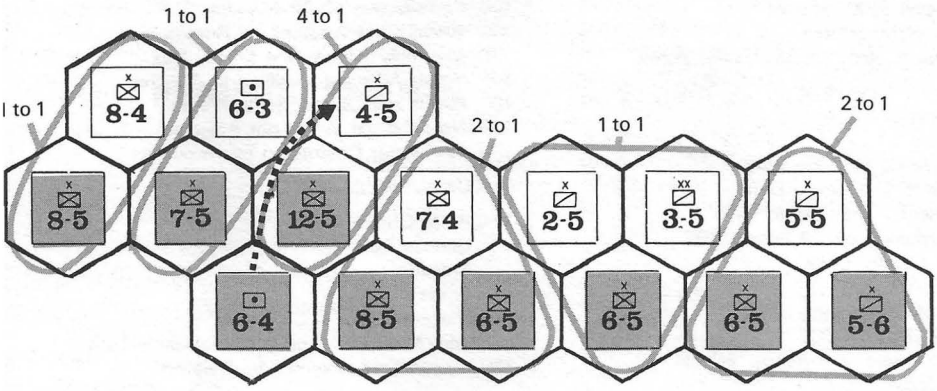
1 to 3 Tripled due to Town-hex



1 to 4, Quadrupled due to Castle or Abbey hex.







[9.0] COMBAT RESOLUTION

[9.0] Combat Resolution Table

Die roll	Probability ratios (Odds) Attacker's Strength to Defender's Strength 1 to 5	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	Die roll
1	Ae	Ar	Ar	Dr	Dr	Dr	De	De	De	De	1
2	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	De	De	2
3	Ae	Ae	Ae	Ar	Dr	Dr	Dr	Dr	De	De	3
4	Ae	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	De	4
5	Ae	Ae	Ae	Ar	Ar	Ex	Dr	Ex	Ex	De	5
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	De	6

Attacks executed at greater than "6 to 1" are treated as "6 to 1";
Attacks executed at worse than "1 to 5" are treated as "1 to 5".

EXPLANATION OF RESULTS

Ae = *Attacker Eliminated:* The attacking unit(s) is eliminated (destroyed) and is immediately removed from the map.

Ar = *Attacker Retreats:* The attacking unit(s) is immediately moved back one hex.

Ex = *Exchange:* The defending unit(s) is eliminated and the attacking unit(s) suffer a loss AT LEAST equal (in terms of Strength Points) to that of the Defender. Only those attacking units directly involved in that particular attack may be used to make up this equal exchange of Strength Point losses. This will sometimes mean that one side will lose more Combat Strength Points than the other. Both side's losses are immediately removed from the map. A surviving attacking unit may then exercise the option to advance into the hex formerly occupied by the Defender. An "Ar" result may be substituted for an "Ex" at the attacker's option.

Dr = *Defender Retreats:* The defending unit(s) is immediately moved back one hex.

De = *Defender Eliminated:* The defending unit(s) is eliminated (destroyed) and is immediately removed from the map.

[9.3] RETREAT AND ADVANCE AS A RESULT OF COMBAT

Retreating and advancing due to combat does not count as an expenditure of Movement Points.

[9.31] *Mandatory Retreat:*
When units are forced to retreat, the victorious Player decides in which direction they will be retreated, within the following restrictions:
Units may not retreat into Enemy Zones of Control, off the map, through Lake hexsides, or into Enemy-occupied hexes. If no path of retreat is open to the retreating unit (aside from the forbidden hexes described above) then the retreating unit is ELIMINATED instead, and immediately removed from the map.

[9.32] *Displacement:*

If the only hex available to the retreating unit is one which the unit could not normally move into because of stacking restrictions, then the uninvolved unit is displaced (pushed out of its hex) by the retreating unit. The uninvolved unit is moved back (by the victorious Player) as if it were retreating, and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy units or Zones of Control or other prohibited hexes.

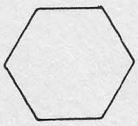
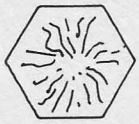
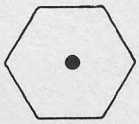
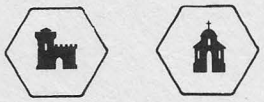
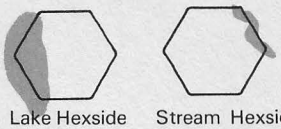
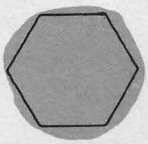
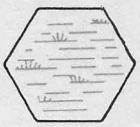
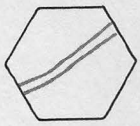
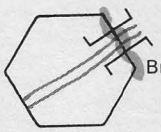
If the displacement would cause the uninvolved unit to be eliminated in this fashion, the retreating unit is instead eliminated, and no displacement takes place. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only safe path of displacement open to them. Artillery units which are displaced, and have not yet engaged in combat during that Combat Phase, may not fire in that Combat Phase. Units may not be forced to displace other Friendly units if they have other paths of retreat open to them.

[9.33] *Optional Advance:*

Whenever a hex is vacated as a result of combat, the victorious unit responsible for the Enemy elimination or retreat may advance into the vacated hex. This may be done even if the victorious unit is still in an Enemy Zone of Control and/or if the vacated hex is in an Enemy Zone of Control. The option to advance must be exercised immediately. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat.

Advances are useful in cutting off the line of retreat of Enemy units whose combat has yet to be resolved. Advancing units may not participate in another attack or defense in the Combat Phase in which they advance, even if their advance places them next to Enemy units whose battles are yet to be resolved.

[13.0] AUSTERLITZ TERRAIN EFFECTS

Terrain	*Movement Point (MP) Cost to Enter Hex*	*Strength Multiplication When Defender Is in Hex*
 Clear	1 MP	Normal
 Knolls	2 MP	Doubled
 Towns	1 MP	Tripled
 Castle or Abbey	1 MP	Quadrupled
 Lake Hexside Stream Hexside	+1 MP	Normal
 Lake Hex	1 MP	Normal
 Swamp	2 MP Artillery Prohibited	Normal
 Road	1 MP	Normal
 Bridge Hexside	Negates Stream cost	Normal

ZONE OF CONTROL MOVEMENT COSTS:		
Enter Enemy ZOC	+1 MP	
Leave Enemy ZOC (Cavalry units, only)	+2 MP	

Notes: A plus sign (+) in front of a movement cost indicates that that cost is in addition to the cost to enter that hex. For example, to enter a Lake hex through a Lake hexside costs a total of 2 MP: 1 MP to enter the hex, plus 1 MP to traverse the Lake hexside. A hex is considered to be of a given terrain type if any or all of the hex contains the symbol of that terrain. A hexside is considered to be of a particular type only if it is completely covered by that type of terrain.

Austerlitz

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French

1 X 6-5	2 X 6-5	27 X 6-5	28 X 6-5	32 X 6-5	33 X 6-5	37 X 6-5	45 X 6-5	41 X 6-5	3 X 3-5
10 X 3-5	38 X 3-5	46 X 3-5	5 X 8-5	24 X 8-5	6 X 5-5	8 X 5-5	9 X 5-5	36 X 5-5	
21 X 7-5	22 X 4-5	25 X 4-5	29 X 4-5	34 X 4-5	44 X 4-5	40 X 12-5	12 XX 2-6	13 X 4-6	49 X 4-6
14 X 1-6	15 XX 6-6	17 XX 6-6	16 XX 5-6	18 X 2-6	19 X 2-6	20 X 3-6	31 X 3-6	42 X 5-6	48 X 5-6
4 6-4	30 6-4	43 6-4	47 6-4	7 5-4	11 5-4	26 5-4	35 5-4	39 5-4	23 4-4
			GAME TURN						

Austrians

1 X 7-4	2 X 5-5	3 X 6-5	24 5-3					4 X 11-3	6 X 11-3
12 X 9-4	13 X 8-4	14 XX 3-5	29 9-3					5 X 17-3	7 X 12-3

Russians

8 X 13-3	23 X 13-3	9 X 2-5	10 X 8-4	18 X 8-4	11 X 9-4	19 X 9-4	15 XX 7-5	16 X 4-5	17 X 5-5
20 X 6-5	21 X 6-5	22 X 10-5	25 14-2	26 10-3	27 7-3	28 8-3	30 8-3	31 6-3	32 6-3

Austerlitz

Battle of Three Emperors
2 December 1805

VICTORY POINT RECORD

The Allied Player keeps track of the Victory Points he has earned by placing his marker in the appropriate space in each of the Victory Point Tens and Units tracks. The French Player does the same by placing them in the appropriate boxes in the French Victory Point Tens and Units tracks. Victory Points are awarded for "Kill" and "Exit" units, and the "Capture" of Key Hex Locations.

000 | 100 | 00 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90

0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

ALLIED REINFORCEMENTS

Enter the units listed below on the Game Turn indicated.

33 | 35 | 53

(9.0) COMBAT RESOLUTION

(9.0) Combat Resolution Table

Die roll	Probability ratio (Odds) Attacker's Strength to Defender's Strength 1 to 5	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	Die roll
1	Ae	Ae	Ar	Dr	Dr	Dr	De	De	De	De	1
2	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	De	De	2
3	Ae	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	De	3
4	Ae	Ae	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	4
5	Ae	Ae	Ae	Ae	Ae	Ar	Ex	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ae	Ae	Ar	Ex	Ex	Ex	Ex	6

Attacks executed at greater than "6 to 1" are treated as "6 to 1".

Attacks executed at worse than "1 to 5" are treated as "1 to 5".

EXPLANATION OF RESULTS

Ae – *Attacker Eliminated*: The attacking unit(s) is eliminated (destroyed) and is immediately removed from the map.

Ar – *Attacker Retreats*: The attacking unit(s) is immediately moved back one hex.

Ex – *Exchange*: The defending unit(s) is eliminated (destroyed) and the attacking unit(s) (or ALL of the attacking units if more than one participated in the attack) must suffer a step loss (or be eliminated) with a strength equal to that of the Defender. Only those attacking unit(s) involved in the exchange may be used to make up this step loss. Attacking units may suffer a step loss even if they are one unit size larger than the defending unit. Combat Strength Points that the attacker is forced to lose in an exchange must be equal to the loss. A surviving attacking unit may then exercise the option to advance into the hex vacated by the defender, or Retreat. An "Ex" result may be substituted for an "Ae" at the attacker's option.

Dr – *Defender Retreats*: The defending unit(s) is immediately moved back one hex.

De – *Defender Eliminated*: The defending unit(s) is eliminated (destroyed) and is immediately removed from the map.

(9.3) RETREAT AND ADVANCE AS A RESULT OF COMBAT

Retreating and advancing due to combat does not count as an expenditure of Movement Points.

(9.31) Mandatory Retreat

When units are forced to retreat, the victorious Player decides in which direction they will be retreated. Retreating units may not retreat into any hex in the Enemy Zones of Control (off the map, through Lake Constance, or into Enemy-occupied hexes. If no path of retreat exists for the retreating unit (aside from the hex it is in), the unit is eliminated. The victorious unit is ELIMINATED instead, and immediately removed from the map.

(9.32) Overstack

If the units hex available to the retreating unit is one which the unit could not normally move into because of stacking restrictions, then the uncontrolled unit is displaced (pushed) out of its hex by the retreating unit. The uncontrolled unit is moved back by the victorious Player as if it were retreating, and the victorious unit is then free to advance. A unit may not be displaced more than one hex as a result of combat.

Retreating and advancing is a thing of the line of sight. Units may not retreat into any hex that is not visible to the unit whose combat has led to the retreat.

Advancing units may not advance into Enemy Zones of Control (except in the case of the Combat Phase in which they advance, even if their advance places them next to Enemy units whose battles are yet to be resolved.

(9.33) Optional Advance

Whenever a hex is vacated as a result of combat, the victorious unit responsible for the Enemy elimination is normally free to advance into the vacated hex. This may be done even if the victorious unit is still in an Enemy Zone of Control, and/or if the vacated hex is one that Enemy Zone of Control extends into. A unit is never forced to advance. A unit may not advance more than one hex as a result of combat.

(9.34) Advance Limitations

Units may not advance into Enemy Zones of Control (except in the case of the Combat Phase in which they advance, even if their advance places them next to Enemy units whose battles are yet to be resolved.

HOLDING AREA FOR ALLIED UNITS EXITED OFF EAST SIDE OF MAP

Allied Victory Points are Combat Strength Point sums of the units exited via the outline arrow hexes.

HOLDING AREA FOR ALLIED UNITS EXITED OFF WEST SIDE OF MAP

Allied Victory Points are Combat Strength Point sums of the units exited via the outline arrow hexes.

TURN RECORD

1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12

(9.6) CASUALTIES RECOVERY

Allied Casualties Recovery Table

Die roll	Recovery
0	0
1	0
2	0
3	0
4	0
5	0
6	1
7	1
8	1
9	1

French Casualties Recovery Table

Die roll	Recovery
0	0
1	0
2	0
3	0
4	0
5	1
6	1
7	1
8	1
9	1

(9.61) CASUALTIES RECOVERY

Casualties are recovered only for units which are in supply at the end of the Game Turn. Units which are not in supply at the end of the Game Turn may not recover any Casualties. Units which are in supply at the end of the Game Turn may recover Casualties even if they are in Enemy Zones of Control.

(9.62) CASUALTIES RECOVERY

Casualties are recovered only for units which are in supply at the end of the Game Turn. Units which are not in supply at the end of the Game Turn may not recover any Casualties. Units which are in supply at the end of the Game Turn may recover Casualties even if they are in Enemy Zones of Control.

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