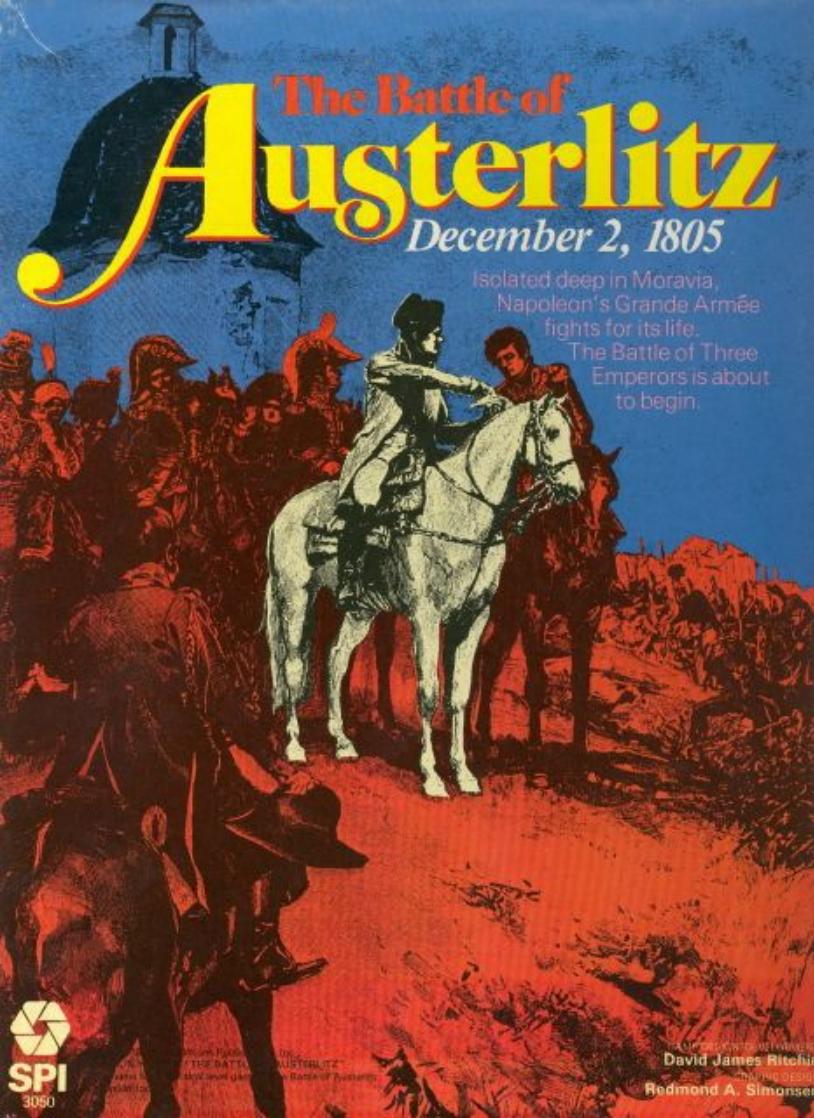
The Battle of Austerlitz

December 2, 1805

Isolated deep in Moravia, Napoleon's Grande Armée fights for its life. The Battle of Three Emperors is about to begin.



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Redmond A. Simonsen

SPI

3050

The Battle of Austerlitz

December 2, 1805

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Read this First:

The rules of this SPI simulation game are organized in a format known as the **Case System.** This system of organization divides the rules into **Major Sections** (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a **General Rule,** which briefly describes the subject of the Section. Many times this General Rule is followed by a **Procedure** which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of **Cases.** These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth Case of the sixth Major Section of the rules. Each Major Section can have as many as nine Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
Case Number
[6.5]

The preceding example would be the number of the fifth Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the **bold** portion of the Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for
Austerlitz
257 Park Avenue South
New York, N.Y. 10010

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[1.0] How to Start

GENERAL RULE:

Battle of Austerlitz is a tactical level, two-Player simulation of the 2 December 1805 battle between Napoleon's Grande Armee and an Allied (Austrian and Russian) force under Tsar Alexander I. One Player controls the Allied army; his opponent controls the French army. Each Player, in turn, moves his units across the map and uses them to attack the opposing Player's units according to the procedures set forth in the rules. Play continues for 11 Game-Turns at the end of which the winner is determined.

PROCEDURE:

The components should be spread out between the Players and the die-cut counters should be punched out and segregated by nationality and type. The Players should skim through the rules by reading the bold sentence-headlines in the various rules sections. Then the pieces should be placed front-face-up in their starting positions (as indicated by the four-digit numbers on the front of the pieces). The French Player should write down the positions of his reserve units and set the units aside for later placement. At this point, the Players should review the Sequence of Play and begin a trial game, referring to the details of the rules when they have a question.

[2.0] Equipment

GENERAL RULE:

The game equipment consists of the rules, including charts and tables, map, 100 die-cut playing pieces, and a six-sided die.

CASES:

[2.1] The Game Map represents the terrain on which the battle was fought.

A hexagonal grid is superimposed over this terrain to regulate the movement and positioning of the playing pieces. To make the mapsheet lie flat, backfold it against the machine-made folds. Players will note that each hexagon (hereafter called "hex") has its own four-digit identity number Each hex equals 600 yards of terrain.

[2.2] The Terrain Effects Chart summarizes how the terrain features on the map affect the movement of and combat between units.

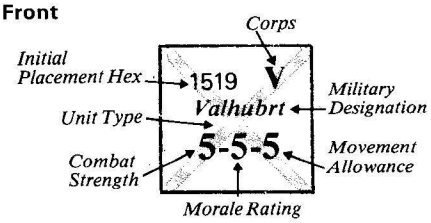
[2.3] The Combat Results Table is used in conjunction with a roll of the die to resolve combat.

[2.4] The playing pieces for the most part represent the actual military units that took part in the battle.

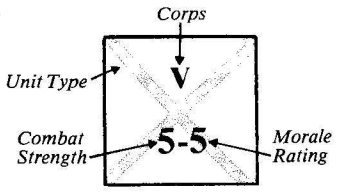
There are 7 items of information on the front of each unit. These include the type of the unit (infantry, cavalry, dragoon or artillery), the military designation of the unit (its name), the superior corps to which the unit is attached (I, V, BX, etc.) and either the hex in which the unit is initially deployed or the earliest turn of entry if the unit is a reinforcement. Units which do not have a placement hex or turn of entry printed on them are French reserve units (R) and are deployed according to 12.0. In addition, the Player is given the Combat Strength, Morale Rating, and Movement Allowance of the unit. The back of the counter (used to show the unit in a disrupted state) repeats the unit's type, corps, Combat Strength and Morale Rating. The numbered markers included in the game are not units. They are simply mnemonic devices to assist in recording strength losses.

SAMPLE UNIT

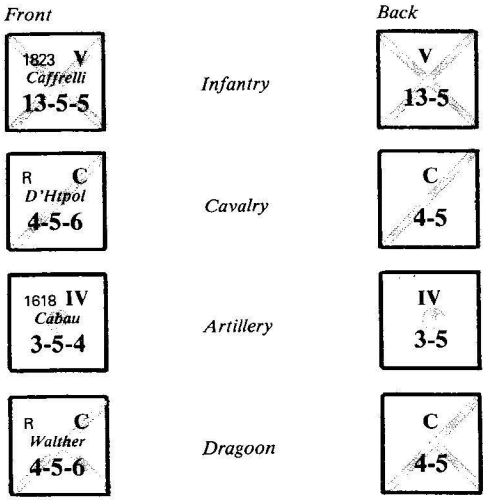
Front



Back



SUMMARY OF UNIT TYPES



[2.5] Combat Strength is the basic manpower or gun strength of a unit for purposes of combat.

Combat Strength is measured in Combat Strength Points (CSP's) roughly equal to 500 men or 5 guns per point. Each unit begins the game with a printed Maximum Combat Strength. As the unit participates in combat, this printed total will drop due to losses. Players must keep track of the current Combat Strength of the unit by placing one of the numbered chits provided under the unit. The chit should equal that unit's new (permanently reduced) Combat Strength. In certain cases more than one chit may be needed to portray a unit's strength. The Combat Strength of a unit used for purposes of combat is always the current (reduced) strength of the unit, not its original (printed) strength. Combat Strength may also be temporarily altered due to the presence of certain terrain types as detailed on the Terrain Effects Chart.

[2.6] The Morale Rating is used to modify attacks and determine if disrupted units rally.

[2.7] Movement Allowance is the unit's basic ability to move in one Movement Phase.

This ability is expressed in terms of Movement Points (MP's). Differing amounts of MP's are expended to enter different types of terrain.

[2.8] The unit's type is indicated by the large symbol superimposed on both faces of the playing pieces.

There are four types of units in the game: infantry, cavalry, dragoons and artillery.

[2.9] The unit's "name" (its military designation or commander's name) and corps (the superior formation to which the unit is attached) are included for purposes of historical interest and determining corps integrity.

[3.0] Basic Procedure

The Sequence of Play

The Players take turns rallying and moving their units and making attacks. The order in which they take these actions is described in this Sequence of Play outline. One completion of the Sequence of Play is called a Game-Turn. Players should keep track of the passage of each Game-Turn by moving the Game-Turn marker along the Game-Turn Record Track on the map. Each Game-Turn consists of two Player-Turns. Each Player-Turn consists of three Phases during each of which a Player performs specific activities. The Player whose turn is in progress is called the Phasing Player.

The Allied Player-Turn

Step One: The Allied Player's Rally Phase

The Allied Player must attempt to rally all his disrupted units. He rolls the die once for each corps and applies the modified result to each unit in that corps. See 7.0.

Step Two: The Allied Player's Movement Phase

The Allied Player may move any number of his units in sequence within the limits of the rules of movement. See 4.0.

Step Three: The Allied Player's Combat Phase

The Allied Player must attack adjacent undisrupted Enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is resolved. See 5.0 and 6.0.

The French Player-Turn

The French Player-Turn is identical to the Allied Player-Turn except that only the French Player rallies and moves units and uses those units to attack Allied units. It is conducted according to the same sequence as the Allied Player-Turn:

Step Four: The French Player's Rally Phase

Step Five: The French Player's Movement Phase

Step Six: The French Player's Combat Phase

These six steps are repeated for eleven Game-Turns. The game is then over and the Players determine the winner according to the rules on how the game is won. See 14.0.

[4.0] Movement of Units

GENERAL RULE:

Each unit has a Movement Allowance number printed on it which represents the number of clear hexes it may move in a single Movement Phase. This capacity is measured in Movement Points (MP's). Each Player moves only his own units during the Movement Phase of his Player-Turn.

PROCEDURE:

Units move individually, hex-by-hex, in any desired direction(s). The Movement Phase ends when the Player chooses to cease moving units or when he begins to conduct combat.

CASES:

[4.1] A unit may never exceed its Movement Allowance.

During its Movement Phase, each unit may move as far as its Movement Allowance permits. Basically, each unit spends one Movement Point of its total Movement Allowance for each hex entered. Individual units may be moved less than their Movement Allowance; they are never forced to move. Units may not lend or accumulate unused Movement Points.

[4.2] A unit must expend more than one Movement Point to traverse some terrain types.

The basic cost to enter a clear terrain hex is one Movement Point. The basic cost to enter some terrain types is higher. All costs are specified on the Terrain Effects Chart. If a unit does not have sufficient MP's to expend to enter a given hex, it may not do so. When a hex-side has a "plus" cost attached to it, that cost is in addition to the MP cost for entering that hex.

[4.3] A unit may never enter or pass through a hex containing an Enemy unit.

[4.4] A unit may end its Movement Phase in the same hex with other Friendly unit(s).

More than one unit may occupy a hex *only* if the total current Combat Strength of all units in the hex combined is equal to or less than "10." Units may be moved through a hex regardless of the number of friendly CSP's in the hex. Violation of this stacking limit at the end of a Movement Phase, however, results in the Enemy Player being permitted to choose which unit(s) in the hex shall lose CSP's so as to reduce the total number of CSP's in the hex to "10."

[4.5] A unit must expend one additional Movement Point to enter and two additional Movement Points to exit a hex that is in the Zone of Control (ZOC) of an Enemy unit.

Those hexes (normally six in number) directly adjacent to an undisrupted unit are called the Zone of Control (ZOC) of that unit. Whenever a unit enters a hex that is in the ZOC of any of the Enemy Player's units, the moving unit must expend one Movement Point to enter the hex in addition to the cost of terrain in the hex. Whenever a unit exits a hex that is in the ZOC of any of the Enemy Player's units, the moving unit must expend two additional Movement Points. It costs three Movement Points (plus the cost of the terrain in the hex being entered) to move from one hex in an Enemy ZOC into another hex that is in an Enemy ZOC. Zones of Control do not extend across lake hex-sides or into town, fortified position, or woods hexes. They do extend into and through all other types of terrain.

[4.6] Units exiting a hex in an Enemy ZOC undergo a "Disengagement Check."

Whenever a unit exits a hex which is in the ZOC of one or more Enemy units, the Phasing Player rolls a die. On a modified roll of "1," the unit suffers one CSP loss which may be satisfied only by removing one CSP from the unit or by turning the unit over to indicate that it is disrupted. On any other die roll, there is no effect on the unit. Units which satisfy a CSP loss by becoming disrupted must stop in the hex entered upon disengaging. Units which satisfy the loss by removal of a CSP may continue moving normally. The "Disengagement Check" die roll number is reduced by "1" for each hex (above one) containing Enemy units which are exerting a ZOC into the hex being exited. In addition, "1" is subtracted from the die roll if the Phasing unit is moving directly from one hex in an Enemy ZOC into another hex in an Enemy ZOC. Die rolls less than one are treated as one.

[4.7] Only units of a demoralized army may leave the map.

Demoralized units pay one Movement Point to exit the map. Allied units may only exit via the south or east map edges. French units may only exit via the north or west map edges. Units may exit during their Movement Phase only. They may not retreat off the map during a Combat Phase. Exited units may not return. They have no further effect on play.

[4.8] Units in March Order have an increased Movement Allowance.

A unit which begins its Movement Phase three or more hexes away from the nearest Enemy unit (i.e., at least two hexes between the hexes occupied by the two units) and which moves no closer than three hexes to an Enemy unit is in March Order. Units in March Order may expend three additional Movement Points per Phase. Thus, a French infantry unit in March Order could expend up to eight Movement Points during a Phase. There is no cost to enter or leave March Order.

[4.9] Undisrupted units become disrupted when they occupy a hex containing a disrupted unit at the end of any Phase.

Units may move through a hex containing Friendly disrupted units without becoming disrupted themselves.

[5.0] Combat Preconditions

GENERAL RULE:

Each unit has a Combat Strength represented by the printed strength of the unit. This Combat Strength represents the unit's basic power to attack during its Combat Phase and to defend during the Enemy Combat Phase. Whether or not a unit can or must attack is primarily a matter of how it is positioned with respect to Enemy units. Undisrupted units that are in an Enemy ZOC must attack in their Combat Phase. Undisrupted artillery units not in an Enemy ZOC but with Enemy units within range may use a special mode of attack called bombardment. Undisrupted units that are not in an Enemy ZOC, but which are, nonetheless, adjacent to Enemy units may voluntarily attack those adjacent units.

PROCEDURE:

The Player examines the positions of his units, determining which are in Enemy ZOC's and which artillery units can bombard Enemy units. Attacks are conducted using the Combat Results Table, the die and the procedures detailed in the section on Combat Resolution.

CASES:

[5.1] An undisrupted unit that is in an Enemy ZOC must attack, and every undisrupted Enemy unit that has a Phasing unit in its ZOC must be attacked.

The Player may choose which of his units will attack which Enemy units within the provisions of this rule.

[5.2] A unit may be involved in only one attack per Phase.

A given unit may not participate in more than one attack, and a given Enemy unit may not be the object of more than one attack in a single Combat Phase.

[5.3] More than one unit may participate in a given attack.

As many units as can be brought to bear can participate in the same attack.

[5.4] More than one Enemy unit may be the object of the same attack.

So long as the participating attacking unit(s) could have attacked every defending unit separately, then all may attack the defending unit(s) in a single combined attack. All units occupying a single hex are attacked as a single unified Combat Strength. All units attacking the same hex(es) must also be treated as a single unified Combat Strength for that combat (see 5.8). All terrain effects in multiple unit attacks are cumulative. Thus if a unit attacks one defender through a stream hexside and another through a clear hexside in the same attack, the attacker is halved as if both units were being attacked through a stream hexside.

[5.5] A unit's Combat Strength is indivisible.

A unit may not use part of its Combat Strength in one attack and part in another. A unit may not withhold part of its strength.

[5.6] An undisrupted artillery unit not in an Enemy ZOC may bombard an Enemy unit two hexes distant.

Artillery only may bombard non-adjacent units. Adjacent artillery must attack normally. A bombardment attack can be used to satisfy the requirement that a given Enemy unit be attacked because some Friendly unit happens to be in its ZOC. Remember that all undisrupted Friendly units in an Enemy ZOC must make an attack. The hex between the bombarding artillery unit and its target may not be a town or woods hex.

[5.7] A bombarding artillery unit may attack only one Enemy-occupied hex.

A given artillery unit may bombard only one non-adjacent unit in a single Phase. Any number of artillery units may direct their fire at the same hex, totalling their CSP's into one aggregate Combat Strength.

[5.8] The strength of adjacent units may be combined with that of bombarding artillery.

The strength of the artillery is added to that of the adjacent attacking units. If the enemy is in more than one hex, the contributing bombarding

artillery need have only one of the Enemy-occupied hexes within range in order to add its strength to the attack. This is an exception to 5.4 and 5.7.

[5.9] Undisrupted cavalry units involved in combat with adjacent Enemy units may temporarily double their current Combat Strength by charging.

The attacking Player states which, if any, of his attacking cavalry units will charge. The defender then states which, if any, of his defending cavalry units will adopt a charge mode. Attacking cavalry may charge only through clear or slope hexsides. Defending cavalry may ignore hexside terrain types, but may only charge if they occupy clear or slope hexes. After all Combat Results of an attack have been applied, any undisrupted charging cavalry units become disrupted.

[6.0] Combat Resolution

GENERAL RULE:

An "attack" consists of a comparison of the current Combat Strength of a specific attacking force with that of a specific defending force and a roll of the die. The result is determined by referring to the Combat Results Table. The result may affect either or both the attacker and the defender. The Phasing Player is always the attacker.

PROCEDURE:

The attacking Player totals the Combat Strength of all his units that are involved in a given attack and compares the total with the total Combat Strength of the Enemy unit(s) being attacked. The resulting comparison is called the Combat Ratio. The attacking Player rolls the die and refers to the Combat Results Table. He cross-indexes the row corresponding to the die number with the appropriate Combat Ratio column to get a result for that combat. Combat results are applied immediately before resolving any other attacks. Results affecting the defender are applied before results affecting the attacker are applied. Results are expressed in terms of CSP's lost by the units involved or as Disruptions and Routs. When a Player has made all of his attacks, the Player announces the end of his Combat Phase.

CASES:

[6.1] The attacking Player must announce which of his units are involved in a given attack against a specific defending unit(s).

He must calculate and announce the Combat Ratio, specifying which of his units are participating in the attack, before it is resolved. He may resolve attacks in any order he chooses.

[6.2] The calculated Combat Ratio always represents a specific column of results on the Combat Results Table.

If the Combat Ratio in an attack is higher (or lower) than the highest (lowest) shown on the Combat Results Table, it is treated as the highest (lowest) column available. Note that the Combat Ratio is always a simplified version of the literal ratio. For example, if eleven CSP's attack four, the Combat Ratio is simplified as "2 to 1." Combat Ratios are always rounded off in favor of the defender. The attacker may deliberately lower the Combat Ratio by announcing this intention before rolling the die. The Combat Ratio may also be altered due to morale, disruption or corps integrity. All adjustments are cumulative.

[6.3] The numbers and abbreviations on the Combat Results Table indicate that one or both Player's units (defender's first) must become disrupted or routed, lose a number of Combat Strength Points or retreat.

1 or 2:

The affected Player must remove this number of CSP's (total; not per unit) from his units which participated in the combat. Place a numbered chit(s) under the unit to indicate its new strength. Undisrupted units may be retreated instead of losing CSP's.

d = Disrupted:

The Player may not retreat to satisfy losses mandated by this result (only). After all losses have been removed, the affected Player must invert all of his units involved in the combat to indicate that they are disrupted.

r = Rout:

The affected Player rolls the die and retreats all units involved in the combat a number of hexes equal to the sum of the die roll number and the number appearing next to the "r" result. The retreating units lose one CSP (total; not per unit) and become disrupted in the hex in which they finish their retreat, even if they retreat only one hex. Disrupted units which are routed lose three *additional* CSP's at the end of the rout. See 6.5 and 6.6.

[6.4] CSP losses may be satisfied by retreating one or two hexes.

The owning player may either apportion loss results among his units as CSP losses or he may retreat all of his affected units one or more hexes. Each hex retreated satisfies one CSP loss. In the case of a retreat through more than one hex, the retreating units are disrupted in the hex in which they finish their retreat. The Player may choose to combine these two methods (i.e., he could satisfy a three step loss by removing one CSP from one unit involved in the combat and then retreat all of his involved units two hexes). Units which suffer a "d" result in an attack may not use this method of satisfying losses.

Exception: The French artillery unit occupying the Santon has no Movement Allowance. It may never retreat or rout and is destroyed when it receives an "r" result.

[6.5] Units may be retreated (by their owners) only away from Enemy units and into "safe" hexes.

A safe hex is defined as a traversable hex, not occupied by an Enemy unit or in an Enemy ZOC. A traversable hex is one that a unit could legitimately enter during its Movement Phase. If possible, the retreating unit should end its retreat farther away from Enemy units than it began the retreat. Retreating units may not reenter any hex on the retreat route, enter a hex formerly occupied by a defending unit or enter hexes which are not "safe." A routing unit which is unable to finish its retreat (due to the presence of Enemy ZOC's, other units which cannot be displaced, or blocking terrain, including the map edge) must cease retreating in the last "safe" hex of its retreat and lose a number of CSP's equal to the number of hexes left in its required retreat.

[6.6] When the only "safe" hex is occupied by a Friendly unit(s), that unit(s) may be displaced.

The displaced unit(s) must itself have a hex to retreat to (if not, the original unit may not retreat to satisfy losses). Displaced units may displace other units if necessary in a sort of chain reaction of displacement. Displaced units are disrupted in the first hex into which they are displaced. They may be displaced again. A disrupted unit which is displaced loses one additional CSP for each hex that it is displaced.

Artillery units which are making a required bombardment attack (i.e., one necessary to fulfill the conditions of 5.1) may not be displaced. Displacement is the only method by which a unit can retreat into a Friendly-occupied hex. Under no circumstances may retreating or displacing units enter a hex containing another Friendly unit without displacing that unit.

[6.7] Adjacent attacking units may advance into any hexes vacated by the defender as a result of elimination, retreat, or rout.

This option must be exercised immediately after attacker losses have been satisfied and before going on to resolve any further combat in that Phase. A unit is never forced to advance. A unit may advance into an Enemy ZOC even when advancing directly from an Enemy ZOC. Disrupted units may not advance. Advances and retreats are not movement and expend no MP's. They are not subject to the provisions of 4.6.

[6.8] The Combat Ratio may be modified by the Morale Rating of one unit per side.

Attacks between adjacent units are affected by the Morale Rating of any one adjacent unit per side. First the attacker and then the defender states which unit involved in an attack will modify the Combat Ratio. The Morale Rating of the defending unit is subtracted from that of the attacking unit and the resulting number is the number of columns shifted to the left or right. Negative numbers shift the ratio to the left; positive numbers to the right. Whenever all or some losses are to be satisfied in CSP's, at least half of the CSP losses must be removed from the unit whose Morale Rating was used to modify the Combat Ratio if possible. All Combat Ratio shifts are cumulative.



[6.9] A bombarding artillery unit is unaffected by combat results.

When an artillery unit is bombarding (i.e., attacking from two hexes away) or making a combined attack (see case 5.8), it is unaffected by Combat Results. Bombarding artillery units may voluntarily retreat one hex after combat, regardless of the Combat Result. They do not become disrupted thereby.

[7.0] Disruption and Rallying

GENERAL RULE:

Units are disrupted as a result of combat or unsuccessful disengagement. Disrupted units may not attack or bombard. They have no ZOC. Defending disrupted units suffer a one-column shift to the right if attacked (they need not be attacked since they have no ZOC). Disrupted units suffering a disruption effect lose one additional CSP. They may not voluntarily retreat. They may rout, but lose three additional CSP's when forced to do so. Disrupted units may not attack when in an Enemy ZOC. They suffer no penalty as a consequence of their inability to attack. They have a Movement Allowance of two hexes (not Movement Points) per Phase, but may never enter an Enemy ZOC. They may exit an Enemy ZOC.

PROCEDURE:

Disrupted units must be checked for rally during the owning Player's Rally Phase. A die is rolled for each Friendly corps containing disrupted units (up to seven French and five Allied). The die roll is applied sequentially to all disrupted units attached to that corps though the resulting number may be modified according to the status of individual units. If the modified die roll number is less than or equal to a unit's Morale Rating the unit is turned face-up. It is considered rallied and immediately begins functioning in all ways as an undisrupted unit. If the modified die roll number is greater than the unit's Morale Rating the unit remains disrupted and a new rally attempt is made next turn. **Important Note:** The Phasing Player determines the order in which he rolls for Rally as well as the order in which he applies each die roll to specific units within each corps. This means that a Player can manipulate his chances of rallying units by the order in which he chooses to rally.

CASES:

[7.1] **Two is added to the die roll if the affected unit has less than half its printed Combat Strength remaining.**

[7.2] **One is added to the die roll if the affected unit is in the same hex as or adjacent to one or more Friendly disrupted units.**

[7.3] **One is added to the die roll if the affected unit is adjacent to one or more undisrupted Enemy units.**

[7.4] **One is subtracted from the die roll if the affected unit is an infantry or dragoon unit in a town or woods.**

[7.5] **Two is subtracted from the die roll if the affected unit is an infantry or artillery unit in a fortified position.**

[7.6] **Two is added to the die roll if the affected unit is attempting to Rally on Game-Turns 1 or 2.**

[7.7] **One is added to the die roll if the affected unit is part of a demoralized army.**

[7.8] **All die roll modifications affecting a given unit are cumulative.**

[7.9] **The modifications affecting any one unit in a corps have no direct effect on how the die roll affects the other units in that corps.**

The order in which units are rallied may affect the chances of some units rallying due to the implications of 7.2.

[8.0] Terrain Effects Chart

(see page 8)

[9.0] Reinforcement

GENERAL RULE:

In addition to the units which begin the game on the map, the French Player (only) receives reinforcements. French reinforcements enter the map during the French Movement Phase of Game-Turn 2 or later in any hexes in hex row xx01.

PROCEDURE:

The French Player rolls the die at the beginning of his Player-Turn on Game-Turn 2. On an adjusted die roll of "1" or less, French reinforcements appear during that Turn. On a die roll greater than "1" no reinforcements appear and a new attempt may be made each succeeding turn until the reinforcements do appear. The number of the current Game-Turn (2, 3, 4, etc.) is subtracted from the die roll for reinforcement availability. Newly arriving units may enter the map during the specified Movement Phase in any hexes in hex row xx01.

CASES:

[9.1] **Newly arriving reinforcements behave identically to units already on the map.**

Reinforcements pay one MP to enter the map. The units may move and participate in combat in the Player-Turn of arrival. Any number of reinforcements may enter through the same hex at no additional cost.

[9.2] **Units may not be placed on the map initially in an Enemy ZOC or an Enemy-occupied hex nor may they be placed in such a way that the limit on the number of CSP's in a single hex at the end of the Movement Phase could not be met.**

If unable to enter the map because of these strictures, the units may not enter the game at that time.

[9.3] **Reinforcements need not enter the map on the Turn they become available.**

They may be held off the map indefinitely. If they enter, though, they must still abide by the strictures of 9.2.

[10.0] Army Morale

GENERAL RULE:

The Allies have a starting Morale Level of 80. The French have a starting Morale Level of 70. As losses are incurred, these Morale Levels decrease. When an army's Morale Level reaches "0," that army becomes demoralized. When an army is demoralized, its units may no longer advance after combat. In addition, two is added to all rally attempts for that Player's units. If both sides reach "0" simultaneously, only the defender is demoralized. Only demoralized units may exit the map.

PROCEDURE:

Players must keep track of Army Morale on a separate sheet of scrap paper. Each time a CSP is eliminated from a unit, the army to which that unit belongs has its morale reduced by "1."

[11.0] Corps Integrity (Optional)

If more than one unit is attacking an Enemy unit, the attack is resolved one column lower than the computed Combat Ratio for that attack unless all attacking units are attached to the same corps (see corps designations on unit counters).

[12.0] French Reserve Deployment

GENERAL RULE:

Prior to the game the French Player writes down the deployment of his strategic reserve. At the end of the first Allied Movement Phase, the deployment of these units is revealed and they are placed in the hexes the French Player has chosen to deploy them in. This rule represents the advantages accruing to the French as a result of their initial positioning on low, fog-shrouded ground while the Allies were positioned along the high ground of the Pratzen.

PROCEDURE:

The deployment of the following units is written down by the French Player before the Allied Movement Phase: all units in the C, IG, and I corps plus Oudinot's grenadiers and Baltus's artillery (13 units in all). The deployment hexes of these units may include any hexes North of the French Reserve Deployment Line. At the end of the Allied Movement Phase of Game-Turn 1 the deployment is revealed and the units are placed on the map within stacking limits in their plotted deployment hexes and play proceeds normally.

[13.0] The Fog of Austerlitz

GENERAL RULE:

Game-Turns 1 and 2 are fog turns. During these turns no artillery unit may bombard. Artillery units may participate in adjacent attacks. In addition, 2 is added to all Rally attempts during these turns. See 7.6. Cavalry may not charge during fog turns.

[14.0] How to Win the Battle of Austerlitz

GENERAL RULE:

Victory is calculated in terms of Victory Points (VP's). The Player with the most VP's at the end of the Game wins. There are four possible Levels of Victory — depending on the size of the difference in VP's gained by each player.

PROCEDURE:

After the game has ended, total the VP's attained by each Player and subtract the smaller number from the larger. Compare the difference to the schedule listed in 14.5 to determine the Level of Victory.

CASES:

[14.1] **One VP is awarded for each Enemy CSP eliminated.**

[14.2] **Two VP's are awarded for each CSP of undisrupted Friendly cavalry or dragoons on the map or exited according to 4.7 at the end of the game.**

[14.3] **The Player who was the last to occupy or move through the hexes labelled "A" and "F" receives VP's for each such hex.**

These hexes have their VP value printed on them. "F" hexes are French-controlled at the beginning of the game; "A" hexes are Allied-controlled.

[14.4] **Twenty-five VP's are subtracted from the VP total of a Player whose army has become demoralized.**

[14.5] **The quality of victory is measured in VP superiority.**

VP Superiority	Level of Victory
0 to 9 points	Draw
10 to 25 points	Marginal Victory
26 to 50 points	Substantive Victory
51 or more points	Decisive Victory

[15.0] Combat Results Table

(see page 8)

ORDERS OF BATTLE

2 December, 1805

LA GRANDE ARMEE

Commander-in-Chief: Napoleon I, Emperor of France, King of Italy
Chief-of-Staff: Louis-Alexandre Berthier, Marshal of France

I Corps

Includes 13,065 men and 24 guns. I Corps was under the command of Jean Bernadotte, Marshal of France. Its mission was to act as an army reserve. I Corps is represented in the game by four counters:

Rivaud: 5,130 infantry in divisional formation.

Drouet: 5,900 infantry in divisional formation.

Kellerman: 1,310 cavalry in two regiments (Picard and Marisy). The 70 mounted guides of Bernadotte's HQ are also represented herein.

Bernadotte: 10 six-pounders, 10 three-pounders and 4 howitzers served by 750 men. Historically, split into two groups in support of Divisions Rivaud and Drouet, the I Corps artillery is here portrayed as a grand battery.

III Corps

Includes 5,000 men and 12 guns under the command of Louis Nicolas Davout. III Corps arrived late and was assigned to reinforce the French right flank. It includes:

Friant: 3,300 infantry, 200 dragoons in divisional formation.

Bourcier: 1,240 dragoons.

Ourie: 7 eight-pounders, 2 four-pounders, 3 howitzers and 260 men.

IV Corps

Includes 23,925 men and 35 guns under the command of Nicolas Soult, Marshal of France. IV Corps was assigned the dual mission of defending the French right and attacking the Allied center. It includes the following counters:

Schirer: 4,790 infantry in brigade formation, including all of Schirer's brigade and part of Ferey's brigade.

Candras: 3,570 infantry in brigade formation.

Morand: 1,500 infantry in brigade formation.

Thiebaud: 3,200 infantry in brigade formation.

Vare: 3,200 infantry in brigade formation.

Merle: 1,400 infantry in brigade formation.

Ferey: 1,850 infantry consisting of half of Ferey's brigade.

Levasseur: 2,850 infantry in brigade formation.

Margaron: 735 cavalry and 2 guns served by 50 artillerymen.

Fontenay: 6 guns (type unknown) and 150 artillerymen of Fontenay's command plus 6 guns and 150 men from corps reserve.

Cabau: Same composition as for Fontenay.

Cuny: An estimated 7 guns and 250 artillerymen.

V Corps

Includes 13,880 men and 22 guns. V Corps was under the command of Jean Lannes, Marshal of France, and was assigned partly to the French left and partly to the reserve. It includes:

Becker: 2,660 infantry in brigade formation.

Valhubert: 2,445 infantry in brigade formation.

Claparede: 1,450 infantry in brigade formation.

Oudinot: 5,400 grenadiers in divisional formation. Held in reserve.

Caffarelli: 6,400 infantry in divisional formation.

Vasservas: 12 guns served by 165 artillerymen.

Fruchard: 10 guns served by 250 artillerymen.

Baltus: 10 guns served by 290 artillerymen.

Fauconnet: 500 cavalry in brigade formation.

Santon: 18 Austrian guns, captured at Brunn and dedicated to the dual mission of securing the extreme left of the French line and supporting Caffarelli.

Cavalry Reserve

Includes 6,000 men and 12 guns under the command of Joachim Murat, Marshal of France. Held in reserve. Counters include:

Beaumont: 1,250 dragoons, 2 eight-pounders, 1 howitzer and 85 artillerymen.

Walther: 1,245 dragoons, 2 eight-pounders, 1 howitzer and 85 artillerymen.

D'Hautpoul: 1,475 cavalry, 2 eight-pounders, 1 howitzer and 85 artillerymen.

Nansouty: 1,695 cavalry, 2 eight-pounders, 1 howitzer and 90 artillerymen.

Note: D'Hautpoul's unit includes Milhaud's brigade, and Treilhard's and Nansouty's brigades have been combined for purposes of play.

Imperial Guard

Includes 5,230 men and 24 guns under the command of Jean Bessieres, Marshal of France. The Guard was the main component of the reserve. It includes 3 counters:

Soules: 3,315 infantry in brigade formation.

Ordener: 1,235 cavalry in brigade formation.

Couin: 12 eight-pounders, 6 four-pounders, 6 howitzers and 680 artillerymen.

THE ALLIED AUSTRO-RUSSIAN ARMY

Commander-in-Chief: General Mikhail Larionovich Kutusov
Austrian Sub-Commander: General Prince Johann Liechtenstein

The Left Wing

40,000 men and 136 guns under the overall command of General Count F. W. Buxhowden (Russian). The wing bore the major burden of the assault, being assigned to destroy the French right and cut Napoleon's supply line. It consists of 13 counters:

Carneville: 3,100 Austrian infantry in brigade formation.

Stutterheim: 950 Austrian cavalry and 1000 mounted Cossacks.

Liechtenstein: 1,000 Austrian cavalry in two brigades.

Kienmayer: 12 three-pounders and 200 Austrian artillerymen.

Levis: 7,000 Russian infantry and artillerymen, 24 six-pounders from Levis's and Leiders's units, plus 250 mounted Cossacks.

Urusov: 5,500 Russian infantry and artillerymen, 16 six-pounders from Urusov's and Leiders's units.

Docturov: 24 heavy guns (twelve and eighteen-pounders) and 500 Russian artillerymen and guards.

Alsusiev: 5,600 Russian infantry in brigade formation.

Kamensky: 6,000 Russian infantry in brigade formation.

Soulima: 2,400 Russian Jaegers, dragoons, Cossacks and pioneers.

Langeron: 30 six or nine-pounders and 800 artillerymen.

Przbezewski: 7,600 Russian infantry in brigade formation.

Przbezewski: 30 six or nine-pound guns and an unknown number of Russian artillerymen.

The Center

Includes 20,000 men and 76 guns under the command of General Kutusov (also overall commander). The units of the center were charged with supporting Buxhowden's attack on the left. The center is represented by the following counters:

Wodnianski: 2,200 Russian infantry, pioneers and Cossacks in brigade formation.

Miloradovich: 4,800 Russian infantry in brigade formation.

Rottermund: 7,300 Austrian infantry in brigade formation.

Jurschek: 4,700 Austrian infantry in brigade formation.

Kollowrath: 40 guns of various sizes and 600 Russian artillerymen.

Miloradovich: 36 guns of various sizes and an unknown number of Russian artillerymen.

Right Wing

Includes 21,000 men and 54 guns. No overall commander. Columns under Liechtenstein and Bagration apparently operated independently. Main task was the guarding of the Allied right flank and supply line. The wing is represented by 8 counters:

Hohenloe: 1,100 Austrian cavalry and 8 attached guns.

Uvarov: 2,200 Russian cavalry and artillerymen and 16 horse artillery guns.

Essen: 2,500 Russian cavalry in brigade formation.

Dolgoruky: 6,400 Russian infantry in brigade formation.

Ulanius: 4,800 Russian infantry in brigade formation.

Wittgenstein: 2,000 Russian cavalry in brigade formation.

Chaplits: 2,000 Russian cavalry and dragoons and 12 guns.

Bagration: 18 guns of various sizes and an unknown number of Russian artillerymen.

Allied Reserve

Includes 10,500 men and 52 guns under the command of Grand Duke Constantine. The reserve is represented by:

Jankovich: 6,900 Russian infantry in brigade formation.

Kapersky: 52 guns of various sizes and 1,500 Russian artillerymen.

Lifeguard: 2,100 Russian cavalry of the guard.

Design Credits

Game Design and Development:
David James Ritchie
Physical Systems and Graphics:
Redmond A. Simonsen
Playtesting:
Doug Barton, Tony Best, Steve Eden, Justin Leites, Jon Gautier, Dick Hammer, Philip Marchal, Tim Robbins, Ron Robinson
Developmental Assistant: Nick Karp
Rules Editing: Brad Hessel
Production:
Rosalind Fruchtman, Ted Koller, Manfred F. Milkuhn, Michael Moore, Robert J. Ryer, Patricia J. Snyder

[8.0] TERRAIN EFFECTS CHART

Terrain Type in Hex(side)	Movement Cost by Unit				Combat Effect by Unit			
	Inf	*Cav*	*Drg*	*Art*	*Inf*	*Cav*	*Drg*	*Art*
Clear Hex	1	1	1	1	–	*	–	–
Woods Hex	2	3	3	P	D	–	D	–
Lake Hex	1	1	1	1	–	*	–	–
Town Hex	2	2	2	1	D	–	D	D
Fortified Position	1	1	1	1	T	–	T	T
Marsh Hex	2	3	3	P	H	H	H	P
Slope Hex	1	1	1	1	–	*	–	–
Slope Hexside/Upslope	+1	+1	+1	+1	H	H*	H	–
Slope Hexside/Downslope	+1	+2	+2	+2	–	–	–	–
Road Hexside	1	1	1	1	–	–	–	–
Stream Hexside	+1	+1	+1	+2	H	H	H	–
Bridge Hexside	*NEGATES STREAM IN HEX*				*DOES NOT NEGATE STREAM*			
Lake Hexside	+1	P	P	P	H	P	P	–

Inf: Infantry; **Cav:** Cavalry; **Drg:** Dragoons; **Art:** Artillery. **RESULTS:** +: This cost is in addition to other costs to enter the hex. **P:** This action is prohibited to the unit type. **D:** The defender is *doubled* when he occupies this type of terrain. **T:** The defender is *tripled* when he occupies this type of terrain. **H:** The attacker is *halved* when attacking out of or through this type of terain. *Attacking cavalry may charge through this hexside type; defending cavalry may charge when they occupy this type of terrain. No effect is indicated by a (-).

All movement costs and combat effects are cumulative. When halving, drop fractions. A unit may be halved repeatedly, but may never have a combat Strength of less than **1**.

[15.0] COMBAT RESULTS TABLE

	Combat Ratio (Attacker to Defender)									
DIE	**1-5**	**1-4**	**1-3**	**1-2**	**1-1**	**2-1**	**3-1**	**4-1**	**5-1**	**6-1**
1	1d/d	r/1	1/d	1/r	d/1d	1/2d	d/1r	–/1r	–/2r	–/3r
2	1d/–	1d/d	r/1	1/d	1/r	d/1d	1/2d	d/1r	–/1r	–/2r
3	r/1	1d/–	2/–	r/1	d/d	1/r	d/1d	1/2d	d/1r	–/1r
4	1r/–	r/1	1d/–	2/–	r/1	d/d	1/r	d/1d	1/2d	d/1r
5	2r/–	1r/–	r/1	1d/–	2/–	r/1	1/1	1/r	d/1d	1/2d
6	3r/–	2r/–	1r/–	r/1	1d/–	2/–	r/1	1/1	1/r	d/1d

Results to the left of the slash refer to the Attacker. Those to the right of the slash refer to the Defender. **RESULTS: 1,2:** 1 or 2 step losses. **d:** Distrupted. **r:** Routed **1,2,3r:** Routed with modified result **1,2d:** Step losses, plus disruption result (see 6.0).

Die Roll Modifiers Affecting Rally Attempts:

Unit is an Infantry or Dragoon unit in a town or woods hex.	–1
Unit is an Infantry or Artillery unit in a fortified position hex.	–2
Unit is adjacent to one or more undisrupted Enemy units.	+1
Unit is adjacent to or in the same hex with one or more disrupted Friendly units.	+1
Unit has less than half (rounded up) of its printed Combat Strength remaining.	+2
Unit is attempting to rally on Game-Turn 1 or 2	+2
Unit is part of a demoralized army.	+1

[8.0] TERRAIN EFFECTS CHART

Terrain Type in Hex(side)	Movement Cost by Unit				Combat Effect by Unit			
	Inf	*Cav*	*Drg*	*Art*	*Inf*	*Cav*	*Drg*	*Art*
Clear Hex	1	1	1	1	–	*	–	–
Woods Hex	2	3	3	P	D	–	D	–
Lake Hex	1	1	1	1	–	*	–	–
Town Hex	2	2	2	1	D	–	D	D
Fortified Position	1	1	1	1	T	–	T	T
Marsh Hex	2	3	3	P	H	H	H	P
Slope Hex	1	1	1	1	–	*	–	–
Slope Hexside/Upslope	+1	+1	+1	+1	H	H*	H	–
Slope Hexside/Downslope	+1	+2	+2	+2	–	–	–	–
Road Hexside	1	1	1	1	–	–	–	–
Stream Hexside	+1	+1	+1	+2	H	H	H	–
Bridge Hexside	*NEGATES STREAM IN HEX*				*DOES NOT NEGATE STREAM*			
Lake Hexside	+1	P	P	P	H	P	P	–

Inf: Infantry; **Cav:** Cavalry; **Drg:** Dragoons; **Art:** Artillery. **RESULTS:** +: This cost is in addition to other costs to enter the hex. **P:** This action is prohibited to the unit type. **D:** The defender is *doubled* when he occupies this type of terrain, **T:** The defender is *tripled* when he occupies this type of terrain. **H:** The attacker is *halved* when attacking out of or through this type of terain. *Attacking cavalry may charge through this hexside type; defending cavalry may charge when they occupy this type of terrain. No effect is indicated by a (-).
All movement costs and combat effects are cumulative. When halving, drop fractions. A unit may be halved repeatedly, but may never have a combat Strength of less than **1**.

[15.0] COMBAT RESULTS TABLE

	Combat Ratio (Attacker to Defender)									
DIE	**1-5**	**1-4**	**1-3**	**1-2**	**1-1**	**2-1**	**3-1**	**4-1**	**5-1**	**6-1**
1	1d/d	r/1	1/d	1/r	d/1d	1/2d	d/1r	–/1r	–/2r	–/3r
2	1d/–	1d/d	r/1	1/d	1/r	d/1d	1/2d	d/1r	–/1r	–/2r
3	r/1	1d/–	2/–	r/1	d/d	1/r	d/1d	1/2d	d/1r	–/1r
4	1r/–	r/1	1d/–	2/–	r/1	d/d	1/r	d/1d	1/2d	d/1r
5	2r/–	1r/–	r/1	1d/–	2/–	r/1	1/1	1/r	d/1d	1/2d
6	3r/–	2r/–	1r/–	r/1	1d/–	2/–	r/1	1/1	1/r	d/1d

Results to the left of the slash refer to the Attacker. Those to the right of the slash refer to the Defender. **RESULTS: 1,2:** 1 or 2 step losses. **d:** Distrupted. **r:** Routed **1,2,3r:** Routed with modified result **1,2d:** Step losses, plus disruption result (see 6.0).

Die Roll Modifiers Affecting Rally Attempts:

Unit is an Infantry or Dragoon unit in a town or woods hex.	–1
Unit is an Infantry or Artillery unit in a fortified position hex.	–2
Unit is adjacent to one or more undisrupted Enemy units.	+1
Unit is adjacent to or in the same hex with one or more disrupted Friendly units.	+1
Unit has less than half (rounded up) of its printed Combat Strength remaining.	+2
Unit is attempting to rally on Game-Turn 1 or 2	+2
Unit is part of a demoralized army.	+1

The Battle of Austerlitz
December 2, 1805

Buyer's Guide for *Austerlitz*

Age Range: 12 years to adult
Number of Players: 2
Suitable for solitaire play.
Average Playing Time: 3 hours
Level of Complexity: 5.5
For purposes of comparison, *Monopoly* is considered to have a complexity level of 2.34.

The Battle of Austerlitz is a tactical level simulation of the Battle of Three Emperors. It has been designed to be easily comprehended and yet offer a challenge to the novice and veteran gamer alike. Drawing on *Napoleon at Waterloo* and *Wellington's Victory,* the game offers both rich detail and high playability. Elements of play include army morale, the French strategic reserves, artillery bombardment, cavalry charges, as well as disruption and rallying.

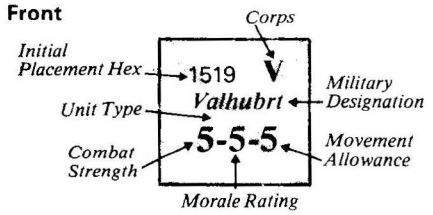
The Battle of Austerlitz comes complete with an 11" × 17" map of the battlefield, 100 cardboard playing pieces, rules booklet, and various playing aids.

[8.0] TERRAIN EFFECTS CHART

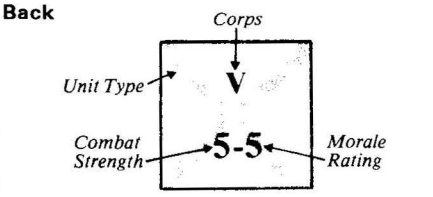
Terrain Type in Hex(side)	Movement Cost by Unit Inf	Cav	Drg	Art	Combat Effect by Unit Inf	Cav	Drg	Art
Clear Hex	1	1	1	1	-	*	-	-
Woods Hex	2	3	3	P	D	-	D	-
Lake Hex	I	I	I	I	-	*	-	-
Town Hex	2	2	2	2	D	-	D	D
Fortified Position	1	1	1	1	T	-	T	T
Marsh Hex	2	3	3	P	H	H	H	P
Slope Hex	1	1	1	1	-	*	-	-
Slope Hexside/Upslope	+1	+1	+1	+1	H	H*	H	-
Slope Hexside/Downslope	+1	+2	+2	+2	-	-	-	-
Road Hexside	1	1	1	1	-	-	-	-
Stream Hexside	+1	+1	+1	+2	H	H	H	-
Bridge Hexside	NEGATES STREAM IN HEX				DOES NOT NEGATE STREAM			
Lake Hexside	+1	P	P	P	H	P	P	-

SAMPLE UNIT

Front



Back



The Allied Player-Turn

Step One: The Allied Player's Rally Phase

The Allied Player must attempt to rally all his disrupted units. He rolls the die once for each corps and applies the modified result to each unit in that corps. See 7.0.

Step Two: The Allied Player's Movement Phase

The Allied Player may move any number of his units in sequence within the limits of the rules of movement. See 4.0.

Step Three: The Allied Player's Combat Phase

The Allied Player must attack adjacent undisrupted Enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is resolved. See 5.0 and 6.0.

The French Player-Turn

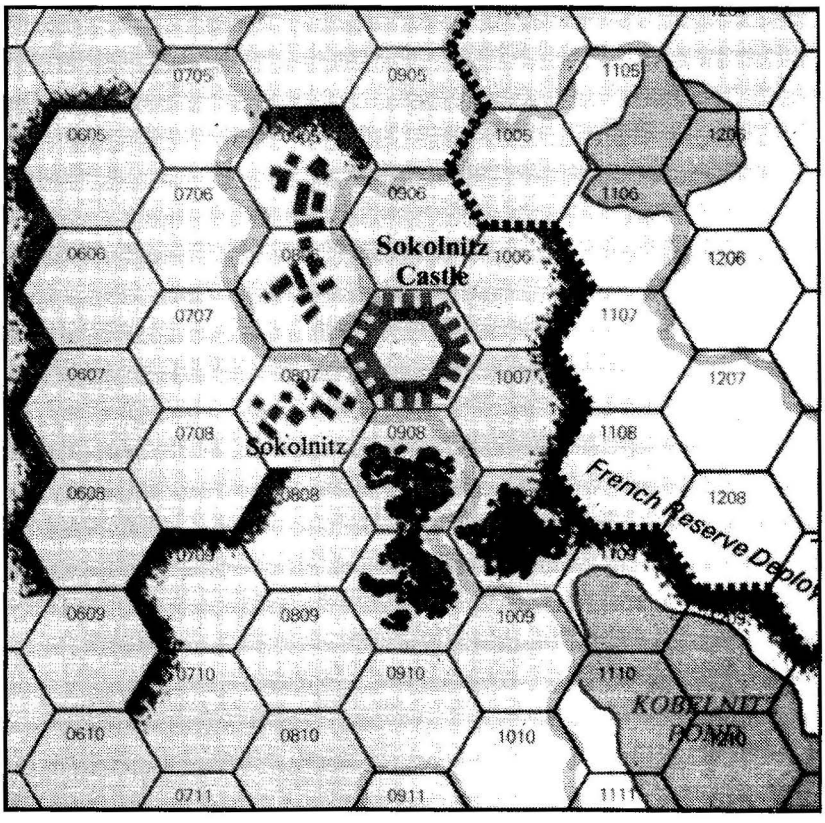
The French Player-Turn is identical to the Allied Player-Turn except that only the French Player rallies and moves units and uses those units to attack Allied units. It is conducted according to the same sequence as the Allied Player-Turn:

Step Four: The French Player's Rally Phase

Step Five: The French Player's Movement Phase

Step Six: The French Player's Combat Phase

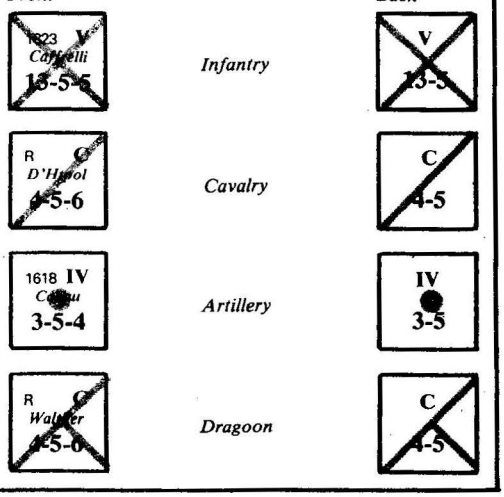
These six steps are repeated for eleven Game-Turns. The game is then over and the Players determine the winner according to the rules on how the game is won. See 14.0.



[11.0] Corps Integrity (Optional)

If more than one unit is attacking an Enemy unit, the attack is resolved one column lower than the computed Combat Ratio for that attack unless all attacking units are attached to the same corps (see corps designations on unit counters).

SUMMARY OF UNIT TYPES



305P89

Battle of Austerlitz Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type: 1. Quantity of Sections (all types) in game: 1.

1521 V *Becker* 5-5-5	1519 V *Valhubrt* 5-5-5	1621 V *Clapard* 3-5-5	1823 V *Caffrelli* 13-5-5	R V *Oudinot* 11-6-5	R I *Rivaud* 11-4-5	R I *Drouet* 12-4-5	1516 IV *Schirer* 10-5-5	1518 IV *Candras* 7-4-5	1514 IV *Morand* 3-5-5
1412 zV *Thiebaud* 6-5-5	1211 IV *Vare* 6-5-5	0805 IV *Merle* 3-5-5	0907 IV *Ferey* 4-5-5	0603 IV *Levassr* 5-4-5	R Ig *Soules* 7-6-5	2 III *Friant* 7-4-3	1723 V *Faucont* 1-6-6	R C *Beaumnt* 4-5-6	R C *Walther* 4-5-6

FRENCH

R C *D'Hlpol* 4-5-6	R C *Nansouty* 4-5-6	1009 IV *Margarn* 2-5-8	R Ig *Ordener* 3-6-6	R I *Kellermn* 3-5-8	2 III *Bourcier* 3-4-5	1922 V *Santon* 3-4-0	2 III *Ourie* 3-4-3	0406 Bx *Carnville* 7-4-4	0922 Kt *Rotrmnd* 15-4-4
1620 V *Fruchard* 2-5-4	R V *Baltus* 2-5-4	R I *Bernadot* 5-4-4	1618 IV *Cabau* 3-5-4	1311 IV *Fontenay* 3-5-4	1004 IV *Cuny* 2-5-4	R Ig *Couin* 5-6-4	1822 V *Vasservs* 3-5-4	0821 Kt *Jurschek* 10-3-4	0507 Bx *Stuttrhm* 6-5-8

AUSTRIANS

0511 Bx *Levis* 16-3-3	0611 Bx *Urusov* 11-4-3	1215 Bx *Aisuslev* 12-3-3	1115 Bx *Kamnsky* 13-4-3	0616 Bx *Prbzwski* 16-3-3	0818 Kt *Wodnsk* 5-4-4	0819 Kt *Mlrdvtch* 9-4-4	1327 Bg *Dolgruki* 13-4-4	0406 Bx *Lchtnstn* 2-5-8	1223 Lc *Hohnloe* 4-6-6
1226 Bg *Ulanius* 10-5-5	0521 Rg *Jankvich* 14-6-5	0712 Bx *Doctrov* 13-4-3	1116 Bx *Langern* 6-4-4	0517 Bx *Prbzwski* 6-4-4	0719 Kt *Mlrdvtch* 8-4-3	1127 Bg *Bgration* 7-4-4	0522 Rg *Kapersky* 11-5-4	0408 Bx *Kienmyer* 3-4-4	0822 Kt *Kollwrth* 9-3-4

RUSSIANS

1123 Lc *Uvarov* 8-5-6	1222 Lc *Essen* 6-4-8	1426 Bg *Witgnstn* 4-5-8	3	3	3	3	3	3	3
1326 Bg *Chaplits* 7-4-8	0520 Rg *Lifegrd* 4-6-6	1214 Bx *Soulima* 5-4-5	4	4	4	4	4	4	4

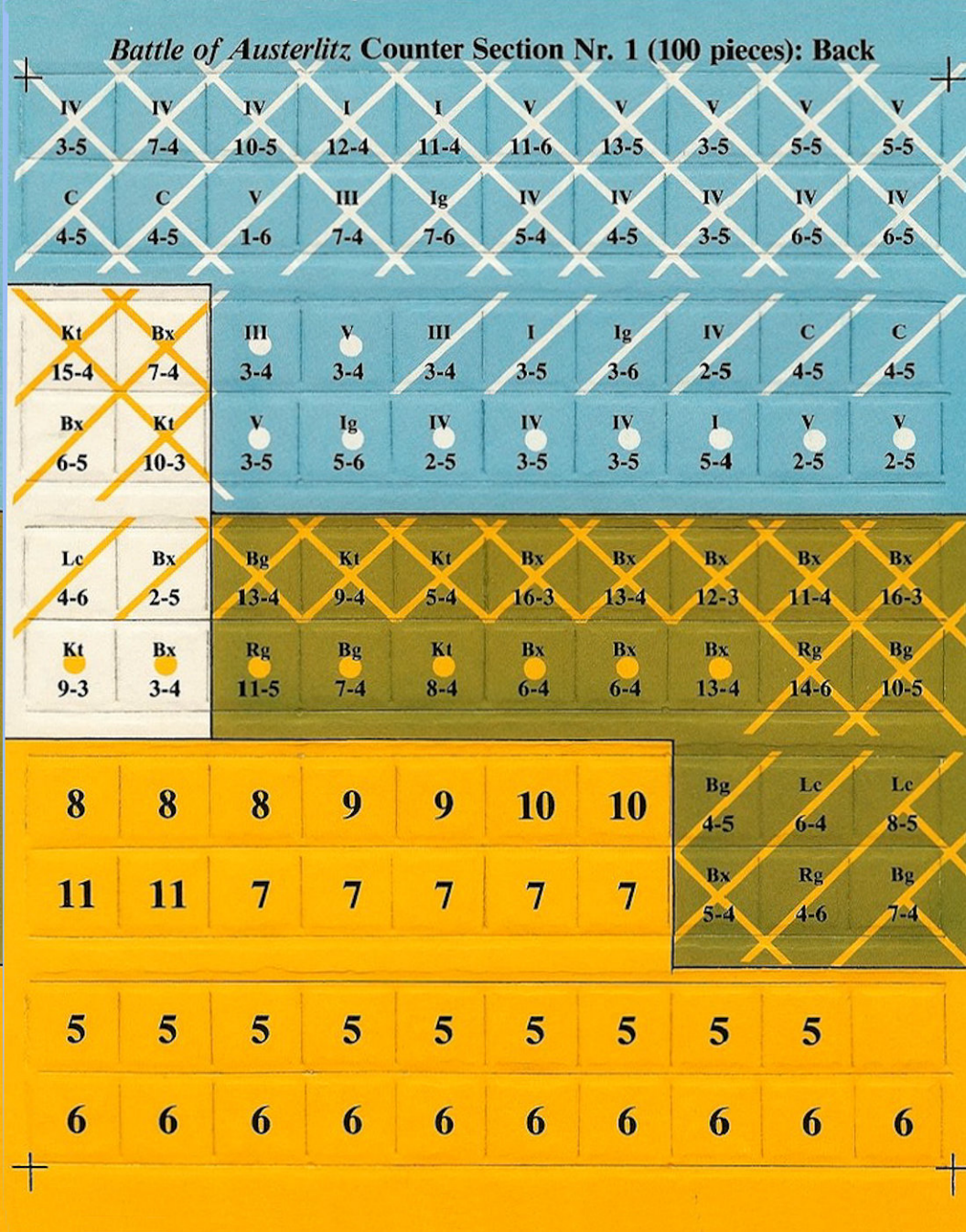
MARKERS

Game Turn	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2

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305P41

Battle of Austerlitz Counter Section Nr. 1 (100 pieces): Back




TERRAIN KEY
Clear
Woods
Marsh
Fortified Position
Lake
Lake Hexside
Town
Slope Hex
Slope Hexside
5F
Victory Point Hex
Road
Stream
MENITZ POND
SATSCHEN POND
Satschen
Tellnitz
Sokolnitz Castle
Sokolnitz
Maximiliandorf
French Reserve Deployment Line
KOBELNITZ POND
Kobelnitz
Auguez Market
Reichmansdorf
THE PRATZEN PLATEAU
Gross Host jeradek
Chapel of St. Anthony
Puntowitz
Pratzen
Bellowitz
Goldbach Stream
Klein Host jeradek
Girschowitz
30F
Littawa River
Littawa River
Kreznowitz
Blasowitz
The Santon
THE OLMUTZ ROAD
Krtich
Holubitz
Bosenitz
15A
15A
15A
The Battle of Austerlitz
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Turn Record Track
1700
11
1600
10
1500
9
1400
8
1300
7
1200
6
1100
5
1000
4
0900
3
0800
2 FOG
0700
1 FOG
305P21