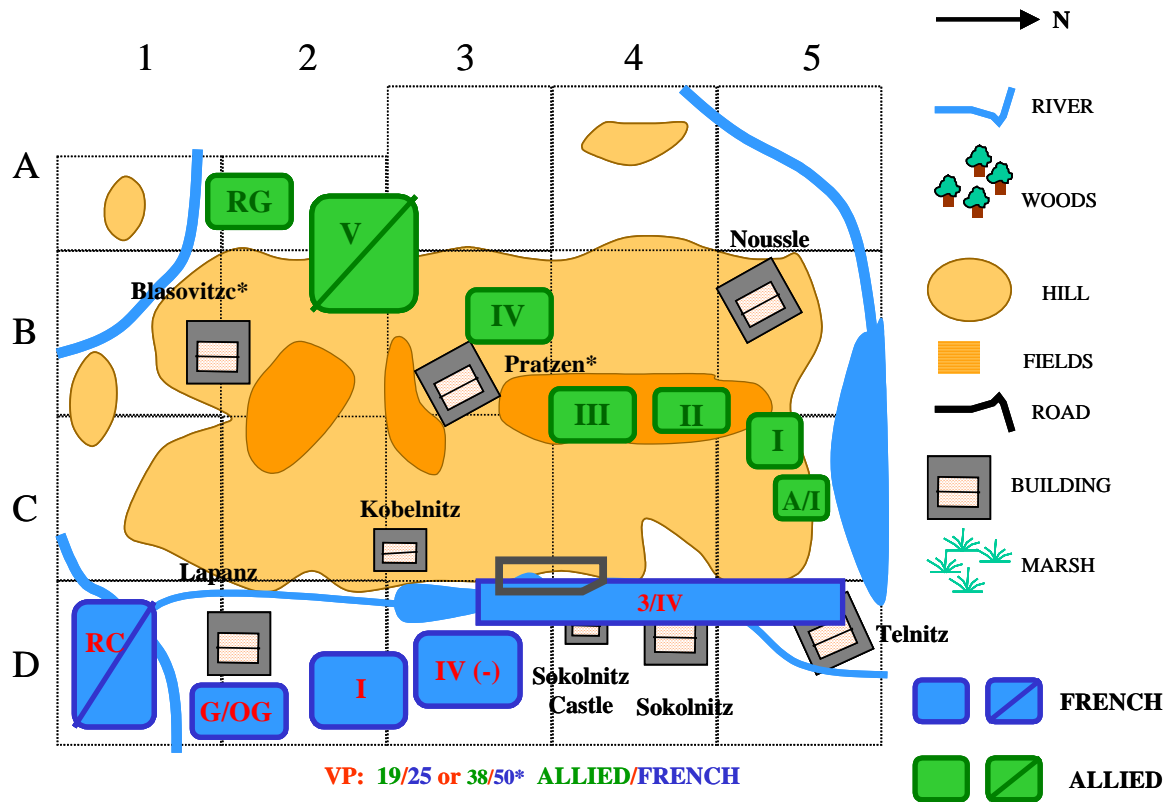


The Battle of Austerlitz 2nd of December 1805

1 Map: The Austerlitz battlefield.



MAP NOTES

All buildings have a “+1” combat modifier, except Sokolnitz castle, which has a “+2” combat modifier. All rivers and streams are fordable by all arms.

Allied units are set-up first and then the French on-table units. The A/I unit may be set up as close as 9” from French units.

2 AUSTRERLITZ ORDERS OF BATTLE

(4) **French Grande Armée (F)** Napoléon 70E(10)+3D [24M] ([20M] without Lannes)(104 p)
Total: 1281 points

(2) **Imperial Guard (G)** Bessieres 10E(6)+1 [3F] (121 points) ≤1

(1) **Guard Infantry (1/G)**

1B/1/G 16FrOGD [5D] 2B/1/G 16 FrOGD [5D]

(1) **Guard Cavalry (2/G)**

1B/2/G 6 FrHGC [2D] 2B/2/G 4 FrGLC [1D]

Corps Artillery (G) G: FrG8# G: FrG8# G: FrG8#

(1) **Oudinot’s grenadier (OG)** Oudinot 10E(8)+2 [2F] (73 p)

1B/OG 20 FGN [8D] 2B/OG 20 FGN [8D]

(2) **I Corps (I)** Bernadotte 20G(4)+0 [2F] [≤1] (158 p) ≤2

(1) **First Division (1/I)** Rivaud 8G(6)+0

1B/1/I 16 FrLN [6D] 2B/1/I 28 FrLN [11D]

(1) **Second Division (2/I)** Drouet 10G(8)+1

1B/2/I 16 FrLT [6D] 2B/2/I 28FrLN[11D]

Corps Artillery (I) I: Fr6# I: Fr6#

- (2) **III Corps (III)** Davout 30E(8)+1 [2F] ≤ 2 (108 p)
 (1) **Second Division (2/III)** Friant 13E(8)+2
 1B/2/III 8 FrLT [3D] **2B/2/III** 12 FrLN [5D] **3B/2/III** 8 FrLN [3D]
 (1) **4th Dragoon Division (4D)** Boucier 8A(6)+1
 1B/4D 7 FrLC [3D]
Corps Artillery (III) III: Fr8# (1/2)
- (2) **IV Corps (IV)** Soult 25E(8)+1 [6F] ≤ 5 (310 p)
 (1) **First Division (1/IV)** St. Hilaire 10G(7)+2
 1B/1/IV 12 FrLT [5D] **2B/1/IV** 28 FrLN [11D]
 (1) **Second Division (2/IV)** Vandamme 8E(5)+2
 1B/1/IV 12 FrLT [5D] **2B/2/IV** 24FrLN[10D] **3B/2/IV** 28 FrLN [11D]
 (1) **Third Division (3/IV)** Legrand 10E(7)+1
 1B/3/IV 20FrLT [8D] **2B/3/IV** 16FrLN [6D] **3B/3/IV** 24 FrLN [10D]
 (1) **IV Corps Cavalry (C/IV)** Margaron 8A(6)+0
 1B/C/IV 8 FrLC [4D]
 (1) **3th Dragoon Division (3D)** Beaumont 10G(6)+1
 1B/3D 6 FrLC [3D] **2B/3D** 6 FrLC [3D]
Corps Artillery (IV) IV: Fr12# **IV:** Fr8#
- (2) **V Corps (V)** Lannes 24E(8)+2 [4F] ≤ 3 (205 p) (NOT USED)
 (1) **Third Division (3/V)** Suchet 13E(8)+1
 1B/3/V 12 FrLT [5D] **2B/3/V** 24 FrLN [10D] **3B/3/V** 20 FrLN [8D]
 (1) **First Division (2/V)** Caffarelli 8G(6)+1
 1B/2/V 20 FrLN [8D] **2B/2/V** 20 FrLN [8D] **3B/2/V** 12 FrLT [5D]
 (1) **2nd Dragoon Division (2D)** Walther 10G(7)+1
 1B/2D 10 FrLC [5D]
Corps Artillery (V) V: Fr8# (1/2)
- (2) **Cavalry Reserve (C)** Murat 25E(6)+2 [3F] ≤ 2 (202 p)
 (1) **Light Cavalry Division (L/C)** Milhaud 8G(7)+1
 1B/L/C 6 FrLC [3D]
 (1) **First Heavy Division (1H/C)** Nansouty 8G(7)+1
 1B/1H/C 12 FrHC [5D]
 (1) **Second Heavy Division (2H/C)** d'Hautpoul 10G(6)+1
 1B/2H/C 12 FrHC [5D]
 (1) **I Corps Cavalry (C/I)** Kellerman 10E(7)+1
 1B/C/I 12 FrLC [6D]
 (1) **V Corps Cavalry (C/V)** Fauconnet 8A(6)+0
 1B/C/V 8 FrLC [4D]
Corps Artillery (C): C: Fr8# **C:** Fr6#
- (3) **Allied Army (R)** Alexander/Kutusov 40/55E(10)+0 [20M] ([16M] without Bragation)(82 p)
Total:959 points

- Columns I, II and III** Buxhövdén 22A(5)+0 (24 p)
 (1) **Advance Guard I Column (A/I)** Kienmayer 10A(6)+0 [2F] ≤ 1 (71 p)
 1B/A/I 24 GRZ [14D] **2B/A/I** 10 AsLC [5D] **3B/A/I** 8 AsLC [4D] **A/I** As6# **A/I** As6#
 (1) **I Column (I)** Dokurov 8G(6)+1 [2F] ≤ 1 (104 p)
 1B/I 20 RsLN [8D] **2B/I** 28 RsLN [11D] **3B/I** 16 RsLN [6D] **I** Rs12# **I** Rs12# **I** Rs12# **I** Rs12#
 (1) **II Column (II)** Langeron 13G(7)+2 [2F] ≤ 2 (91 p)
 1B/II 28 RsLN [11D] **2B/II** 28 RsLN [11D] **3B/II** 28 RsLN [11D] **4B/II** 4 RsLC [2D]
 (1) **III Column (III)** Prebyshevsky 8A(4)+0 [2F] ≤ 1 (46 p)
 1B/III 16 RsLN [6D] **2B/III** 16 RsLN [6D] **3B/III** 16 RsLN [6D]
- (1) **IV Column (IV)** Kolowrat /Miloradovitch [3F] ≤ 1 (159 p)
 (1) **IV Column/Russian (IV/R)** Miloradovitch 10E(8)+1
 1B/IV/R 24 RsLN [10D] **IV/R** Rs12# **IV/R** Rs12#
 (1) **IV Column/Austrian (IV/A)** Kolowrat 10A(6)+1D [2F] ≤ 2
 1B/IV/A 20 AsLN [10D] **2B/IV/A** 20 AsLN [10D] **3B/IV/A** 20 AsLN [10D] **4B/IV/A** 20 AsLN [10D] **IV/A** As12# **IV/A** As12#

- (2) **V Column (V)** Liechtenstein 15G(7)+1D [2F] ≤ 2 (113 p)
- (1) **V Column/Austrian (V/A)** Hohenlohe 10A(6)+0
1B/V/A 8 AsHC [3D] **V/A:** As#6
- (1) **V Column/Russian (V/R)** Von Essen I 8A(5)+0
1B/V/R 12 RsLC [6D] **2B/V/R** 12 RsLC [6D] **3B/V/R** 6 RsCLC [4D] **V/R:** Rs6# **V/R:** Rs6# **V/R:** Rs6#
- (2) **Advance Guard (A)** Bragation 13E(8)+2 [6F] [3F] ≤ 3 (126 p) (NOT USED)
1B/A 16 RsJG [8D] **2B/A** 20 RsLN [8D] **3B/A** 28 RsLN [11D] **4B/A** 12 RsLC [8D]
5B/A 12 RsLC [6D] **6B/A** 8 RsCLC [6D] **A** Rs#6 **A** Rs#6
- (2) **Imperial Russian Guard (RG)** Constantine 13A(4)+0 [3F] ≤ 1 (167 p)
- (1) **Infantry I/RG** Maliutin 8A(6)+0
1B/I/RG 28 RsGD [8D] **2B/I/RG** 20 RsGD [6D]
- (1) **Cavalry C/RG** Kologrivov 8G(6)+1
1B/C/IG 10 RsGLC [4D] **2B/C/RG** 12 RsGHC [5D]
RG RsG12# **RG** RsG12# **RG** RsG6# **RG** RsG6#

4 SPECIAL RULES FOR AUSTERLITZ

4.1 Game length: 06.00 - 17.00 (18 turns). The Allied are the first side

4.2. Arrival times:

French: III and Marshall Davout 09.00 hours. In march column at D4-D5

Allied: All units deployed

4.3 Czar Alexander The Czar was prone to interfere. At the start of every allied command phase roll one die: if 1-4 is rolled Alexander takes charge and the army commander's rate is 40E(10)+0. If 5-10 is rolled Kutuzov is in charge and the army command rating is 55E(10)+0

4.4 Weather The weather was foggy. Visibility is 9" for 06.00-07.00 turns. Visibility becomes 18" on turn 07.30 and following until the fog "burns off". and then the visibility is 36". The fog will "burn off" on a roll of "1" at the start of each turn.

At the start of each individual combat roll one die. If a "1" ("1" or "2" during 06.00-07.00 turns) is rolled the involved units have blundered one in other. In a blunder combat one side rolls a die and the difference (if any) is used as a positive cumulative modifier for the side that rolled up during all rounds of that individual combat.

4.5. The Allies start with the initiative. Both sides get nine free rolls

4.6 Victory points. The buildings of Pratzen and Blasowitz are worth (38/50) French/Allied victory points and the other buildings are worth (19/25) French/Allied victory points each. Pratzen, Nussle and Blasowitz are Allied controlled and the other buildings are French controlled at the start of the game.

Labels for French Army

Napoléon [24M] 70E(10)+3D	G [3F] Bessieres 10E(6)+1	OG [2F] Oudinot 10E(8)+2	I [2F] Bernadotte 20G(4)+0	III [2F] Davout 30E(8)+1
104	16	19	24	39
IV [6F] Sault 25E(8)+1	V [4F] Lannes 24E(8)+2	C [3F] Murat 25E(6)+2	1/I Rivaud 8G(6)+0	2/I Drouet 10G(8)+1
34	35	35	11	16
2/III Friant 13E(8)+2	4D Boucier 8A(6)+1	1/IV St. Hilaire 10G(7)+2	2/IV Vandamme 8E(5)+2	3/IV Legrand 10E(7)+1
20	11	16	15	17
C/IV Margaron 8A(6)+0	3D Beaumont 10G(6)+1	3/V Suchet 13E(8)+1	2/V Caffarelli 8G(6)+1	2D Walther 10G(7)+1
9	14	19	13	15
L/C Milhaud 8G(7)+1	1H/C Nansouty 8G(7)+1	2H/C d'Hautpoul 10G(6)+1	C/I Kellerman 10E(7)+1	C/V Fauconnet 8A(6)+0
14	14	14	17	14
1B/1/G [5D] 16FrOGD	2B/1/G [5D] 16FrOGD	1B/2/G [2D] 6FrHGC	2B/2/G [1D] 4FrGLC	G FrG8#
G FrG8#	G FrG8#	1B/OG [8D] 20 FGN	2B/OG [8D] 20FGN	1B/1/I [6D] 16FrLN
2B/1/I [11D] 28 FrLN	1B/2/I [6D] 16 FrLT	2B/2/I [11D] 28FrLN	I Fr6#	I Fr6#
1B/2/III [3D] 8 FrLT	2B/2/III [5D] 12 FrLN	3B/2/III [3D] 8 FrLN	1B/4D [3D] 7 FrLC	III Fr8# (1/2)
1B/1/IV [5D] 12 FrLT	2B/1/IV [11D] 28 FrLN	1B/2/IV [5D] 12 FrLT	2B/2/IV [10D] 24FrLN	3B/2/IV [11D] 28 FrLN
1B/3/IV [8D] 20FrLT	2B/3/IV [6D] 16FrLN	3B/3/IV [10D] 24 FrLN	1B/C/IV [4D] 8 FrLC	1B/3D [3D] 6 FrLC
2B/3D [3D] 6 FrLC	IV Fr12#	IV Fr8#	1B/3/V [5D] 12 FrLT	2B/3/V [10D] 24 FrLN
3B/3/V [8D] 20 FrLN	1B/2/V [8D] 20 FrLN	2B/2/V [8D] 20 FrLN	3B/2/V [5D] 12 FrLT	1B/2D [5D] 10 FrLC
V Fr8# (1/2)	1B/L/C [3D] 6 FrLC	1B/1H/C [5D] 12 FrHC	1B/2H/C [5D] 12 FrHC	1B/C/I [6D] 12 FrLC
1B/C/V [4D] 8 FrLC	C Fr8#	C Fr6#		
Napoléon [20M] 70E(10)+3D alternative without Lannes				

Labels for Allied Army

Alexan/Kutusov [20M] 40/55E(10)+0 82	Buxhövdén 22A(5)+0 29	A/I [2F] Kienmayer 10A(6)+0 10	I [2F] Dokturov 8G(6)+1 13	II [2F] Langeron 13G(7)+2 7
III [2F] Prebyshevski 8A(4)+0 7	IV Kolowrat /Miloradovitch [3F]	IV/R [1F] Miloradovitch 10E(8)+1 18	IV/A [2F] Kolowrat 10A(6)+1D 11	V [2F] Liechtenstein 15G(7)+1D 13
V/A Hohenlohe 10A(6)+0 10	V/R Von Essen I 8A(5)+0 8	A [3F] Bragation 13E(8)+2 20	RG [3F] Constantine 13A(4)+0 7	I/RG Maliutin 8A(6)+0 9
C/RG Kologrivov 8G(6)+1 13	Alexan/Kutusov [16M] 40/55E(10)+0			
1B/A/I [14D] 24 GRZ	2B/A/I [5D] 10 AsLC	3B/A/I [4D] 8 AsLC	A/I As6#	A/I As6#
1B/I [8D] 20 RsLN	2B/I [11D] 28RsLN	3B/I [6D] 16 RsLN	I Rs12#	I Rs12#
I Rs12#	I Rs12#	1B/II [11D] 28RsLN	2B/II [11D] 28RsLN	3B/II [11D] 28 RsLN
4B/II [2D] 4RsLC	1B/III [6D] 16 RsLN	2B/III [6D] 16 RsLN	3B/III [6D] 16 RsLN	1B/IV/R [10D] 24 RsLN
IV/R Rs12#	IV/R Rs12#	1B/IV/A [10D] 20AsLN	2B/IV/A [10D] 20AsLN	3B/IV/A [10D] 20AsLN
4B/IV/A [10D] 20AsLN	IV/A As12#	IV/A As12#	1B/V/A [3D] 8AsHC	V/A As#6
1B/V/R [6D] 12 RsLC	2B/V/R [6D] 12 RsLC	3B/V/R [4D] 6RsCLC	V/R Rs6#	V/R Rs6#
V/R Rs6#	1B/A [8D] 16RsJG	2B/A [8D] 20RsLN	3B/A [11D] 28RsLN	4B/A [8D] 12RsLC
5B/A [6D] 12RsLC	6B/A [6D] 8RsCLC	A Rs#6	A Rs#6	1B/I/RG [8D] 28RsGD
2B/I/RG [6D] 20RsGD	1B/C/IG [4D] 10RsGLC	2B/C/RG [5D] 12RsGHC	RG RsG12#	RG RsG12#
RG RsG6#	RG RsG6#			

NOTES

- a** For infantry in square, use the other (OT) modifier if vs. any infantry. For infantry not in square, use the “OT” modifier if vs. any attacking cavalry, and not in a town, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the “OT” modifier vs. infantry or artillery not in square and not in a town, entrenched, or with friendly cavalry in the same combat. Use the current modifier in all other combats.
- b** The “RSP (Response) number is used for cavalry recalls (with a “-1” modifier for Austrian HC and LC , a “-4” for British (not KGL) and “-2” for all other cavalry), rallying and for square (with a “+1” for Prussian GD, GN and LN in line formation until 1809, “+2” for Austrian GN and LN in column formation after 1807, and “+1” for all other infantry in column formation. GENERAL RSP modifiers are "-1" if Poor,"+1" if Good and “+2” if Excellent. The disorder modifier is “-3”. A modified RSP number is also the withdrawal modifier.
- c** **ROUTS** Infantry and gunners 46 cm, cavalry and limbered artillery 69 cm. Routing units always in column or limbered
- d** Subtract for the “LIN or UNL” speed. Also the cost to “about face”. Cannot used while within 3 cm of an enemy unit
- e** Eliminated on “1-3” when alone or attached to a routed, dispersed or eliminated unit
- f** Use the current formation modifier
- g** May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry
- h** May dismount
- i** Same as when mounted
- j** Can all-out attack Number = army morale value
- k** Two fire hits from one shoot or One combat hit are required to eliminate an artillery, pack train or wagon crew figure (also disorders the unit). Any artillery, pack train or wagon is eliminated with two eliminated crews
- l** Use a “-1” modifier for artillery representing only 4-5 guns. Gunners without their guns lose their ability to fire
- m** Per 4 cavalry or infantry bases or per 1 artillery, pack train or wagon base. 1 point less for batteries of only 4-5 guns
- p** May not initiate combats
- q** May initiate combats only if attached to infantry or cavalry
- r** Rout number is "+1" with six or more bases
- s** Is skirmish infantry

Country	Unit	Name	COMBAT MODIFIERS										MOVEMENT c			MOVEMENT MODS		
			Col or Lim	Lin or Ulm	SQ vs CAV	Vs OT a	DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD 1	Col or LIM	LIN or ULM	MRCH COL	RGH or SQR	BCK or SID	CHG FOR d
~	GEN	General eq	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
~	WAG	Wagon/Pack Train p	-7	~	~	f	f	f	k	k	3	~	10"	~	14"	6/1	~	~
~	DCV	Dismounted Cavalry	-3	-2	+3	-7	l	l	l	l	2"	-4	5"	1"	15"	2/1	3/1	1"
French	GHC	Guard Heavy Cavalry	+3g	+4g	~	+6	2	4	8	A	~	~	14"	13"	22"	4/1	3/1	6"
French	GLC	Guard Light Cavalry	+2g	+3g	~	+5	2	4	8	A	~	~	14"	13"	24"	3/1	2/1	5"
French	HC	Heavy Cavalry	+1g	+2g	~	+5	2	4	7	B	~	~	13"	12"	21"	4/1	3/1	6"
French	LC	Light Cavalry h	-1g	+1g	~	+4	2	3	6	C	~	~	15"	14"	24"	3/1	2/1	6"
French	OGD	Old Guard Infantry j5	+2	+5	+9	0	4	5	8	A	4"	0	12"	5"	18"	2/1	2/1	1"
French	GN	Grenadier Infantry j2	0	+3	+8	-3	3	5	6	B	4"	0	12"	4"	18"	2/1	3/2	2"
French	LN	Line Infantry	0	+3	+8	-3	2	4	6	B	4"	0	12"	3"	18"	2/1	2/1	2"
French	LT	Light Infantry s	0	+3	+8	-3	2	4	6	B	5"	+2	12"	4"	18"	3/2	4/3	1"
French	G8#	Guard 8# Horse Artillery p	-4g	-2	f	f	k	k	8	~	10"	+2	10"	3"	20"	5/1	1/1	2"
French	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	6	~	12"	+2	9"	2"	14"	6/1	1/1	2"
French	8#	8# Horse Artillery p	-5g	-3	f	f	k	k	6	~	10"	+2	10"	3"	18"	5/1	1/1	3"
French	6#	6# Horse Artillery p	-5g	-3g	f	f	k	k	6	~	9"	+2	12"	4"	21"	4/1	1/1	3"
Austrian	HC	Heavy Cavalry	+1g	+2g	~	+6	2	4	6	B	~	~	13"	12"	20"	4/1	3/1	5"
Austrian	LC	Light Cavalry h	-2g	0g	~	+4	2	3	5	C	~	~	15"	14"	24"	3/1	2/1	7"
Austrian	LN	Line Infantry	-1	+2	+7	-4	2	4	4	C	3"	-1	7"	3"	15"	3/1	2/1	2"
Austrian	GRZ	Grenz Infantry s	-2	0	+5	-6	2	3	5	D	5"	+1	12"	2"	18"	3/2	4/3	2"
Austrian	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	5	~	10"	+1	9"	2"	14"	6/1	1/1	2"
Austrian	6#	6# Horse Artillery p	-5g	-3	f	f	k	k	5	~	8"	+1	10"	3"	18"	4/1	1/1	3"
Russian	GHC	Guard Heavy Cavalry	+1g	+2g	~	+6	2	4	7	B	~	~	13"	12"	20"	4/1	3/1	5"
Russian	GLC	Guard Light Cavalry	0g	+1g	~	+4	2	4	6	B	~	~	14"	13"	24"	3/1	3/1	6"
Russian	LC	Light Cavalry h	-2g	0g	~	+3	2	3	5	C	~	~	15"	14"	24"	3/1	3/1	8"
Russian	CLC	Cossack Cavalry h *	-4g	-2g	~	+2	1	2	4	E	~	~	17"	16"	26"	2/1	2/1	8"
Russian	GD	Guard Infantry j3	0	+3	+8	-1	3	5	6	A	4"	0	12"	4"	18"	2/1	2/1	1"
Russian	LN	Line Infantry	-1	2	+7	-3	2	5	4	B	3"	-1	8"	3"	16"	2/1	2/1	2"
Russian	JG	Jager Infantry	-2	0	+6	-4	2	4	5	C	4"	0	10"	4"	18"	2/1	2/1	2"
Russian	G12#	Guard 12# Heavy Artillery np	-5	-2	f	f	k	k	5	~	11"	+1	9"	2"	14"	6/1	1/1	2"
Russian	12#	12# Heavy Artillery np	-5	-3	f	f	k	k	4	~	11"	0	8"	2"	14"	6/1	1/1	2"
Russian	G6#	Guard 6# Horse Artillery np	-5g	-2g	f	f	k	k	5	~	8"	+1	12"	4"	21"	4/1	1/1	3"
Russian	6#	6# Horse Artillery np	-5g	-3g	f	f	k	k	4	~	8"	0	11"	3"	21"	4/1	1/1	3"