

THE SUN OF AUSTERLITZ

Napoleon's Campaign in Moravia, 1805

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THE SUN OF AUSTERLITZ

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à la mémoire des soldats tués en 1805

INTRODUCTION

[1.] *The Sun of Austerlitz* simulates the decisive conclusion to Napoleon Bonaparte's First Danube campaign. After a brilliant maneuver against the Austrians at Ulm, Napoleon entered Vienna on the 13th of November, 1805. The Austrian Emperor Franz I refused the French offers of peace, as fresh Russian forces arrived in Moravia to support the Austro-Russian survivors of the retreat.

[2.] The early stages of the Danubian Campaign may be covered in an Expansion Set to be published by OSG. (See OSG's website, www.Napoleongames.com for more information on pre-publication titles.)

[3.] The counter sheet in this package also includes replacement and variant counters for OSG's **La Guerre de l'Empereur** game (see ¶26—*"Replacement & Variant Counters"*).

[4.] *The Sun of Austerlitz* is a part of the **Campaigns of Napoleon Series IX**, and uses the same Standard Rules as *Napoleon at Bay* and *Bonaparte in Italy*, also published by OSG.

[5.] This Exclusive Rules folder contains rules particular to *The Sun of Austerlitz*. These are used in conjunction with the Standard Rules, and unless otherwise stated, all the Standard Rules apply. Exclusive Rules either add to or modify the Standard Rules. The Exclusive rules are presented in two levels, Battle Scenario Rules and Campaign Rules. Within each level, the rules are presented in order of the Sequence of Play.

[6.] The Battle Scenarios serve as an introduction to the game, with the Forces set-up on the map as the armies are about to meet in battle. The Battle Scenario Rules add only a few pages to the Standard Rules. Read the Battle Scenario rules, then play one or two of these shorter scenarios.

[7.] After you have experienced the flow of play, you will be ready to read the Campaign Rules, which add several more pages of Exclusive Rules, some of which are optional.

[8.] The "Scenario Information" gives the conditions at the start of each Scenario, including AP Levels, Start Date, and the like. (See ¶179.)

Background

[9.] Despite the catastrophe of Ulm in October and the loss of Vienna, the Austrian Emperor Franz refused to surrender. He retired into Moravia alongside the Russians under General Kutusov, meeting Tsar Alexander at Olmütz. Napoleon followed them, taking up a position near the fortress of Brünn (Brno). The Tsar was elated by his recent meeting at Potsdam with the Prussian King,

Friedrich Wilhelm III, who tentatively agreed to join the coalition against France.

The French were over-extended, without food and other necessities. The chill north winds reminded them of their desperate need of a conclusive battle and a halt to active operations. King Friedrich Wilhelm of Prussia despatched an ultimatum to the French camp, in care of his foreign minister, von Haugwitz, while the Austro-Russian army advanced *en masse* to the plain of Austerlitz. Napoleon played along, ordering his troops to feign demoralization and a panicked retreat to lure the Austro-Russian forces to their destruction.

Politics and Geo-Politics

[10.] “Nothing but a decisive victory would have answered Napoleon’s needs. Defeat would have been most disastrous, for Napoleon was in the heart of a hostile country. Moreover Prussia, alarmed at the success of his invasion of Germany, was preparing to take up arms; her ambassador had arrived in the French camp bearing the ultimatum of his government; the cabinet of Berlin fully expected war.”

—John C. Ropes

Nothing in diplomacy is certain; Prussia’s promised declaration was no exception. Haugwitz, who favored the French, persuaded his government to allow him to present an ultimatum to Napoleon, and was about to hand it to the Emperor at the very moment when a scout arrived with news of the Allied advance. At that Haugwitz was packed off to Vienna. The Allies attacked, but what if they had not? Supplies were scarce and forage inadequate. Both sides were suffering in their encampments, the winter weather was terrible, and attrition to disease and desertion was high, especially on the Austro-Russian side. Had the Austro-Russians delayed their advance, Napoleon would have read the ultimatum and sent Haugwitz back to a Prussian court certain to mobilize its army on the spot. Prussia’s declaration would have put the burden on Napoleon to defeat the Russians and Austrians before the Prussian Army appeared on his Line of Communications. Napoleon would have been forced to advance on Olmütz.

Kutusov, the Russian General-in-Chief, wanted no part of an offensive, preferring to withdraw upon his source of supply and await Prussian aid. Already exhausted by two months of continual marching, the French would have been hard-pressed to follow the Austro-Russians had they withdrawn.

Tsar Alexander of Russia was determined to finish the job and liberate Vienna. The French, however, controlled the Danube Valley, Austria’s most fertile region, and were able to draw supplies from the conquered country for as long as they did not advance far from Brünn.

[11.] *Kutusov’s new Chief of Staff, the Austrian Weyrother, formulated a plan to shove the French*

aside and cut their LOC to Vienna. It was an enormous blunder to make a flank march against the French, in the face of the whole enemy army, abandoning the dominating feature of the Pratzen heights. Had they merely awaited an attack by the French on the Pratzen, Napoleon would have been obliged either to strike a blow, or to undertake a war of maneuver. A doubtful success, or a drawn battle, would have necessitated a French retreat all the way back to Bavaria.

[12.] *The great advantage of the French Army lay with its leaders. Davout was the most capable of the marshals, who understood strategy and kept his corps under perfect discipline. Soult too was talented and, unlike many of his peers, capable of independent command. Lannes and Ney were inspiring leaders of men in action. Murat had courage, activity and dash as a cavalry leader. The army—nearly all composed of French troops, with many veterans—was the best Napoleon ever fielded. By contrast, the Austro-Russian leadership was slow and their movements were poorly coordinated.*

GAME CREDITS

[13.] *Rules Editors:* Richard Vohlers, Mark Owens, Nicola Contardi, Adam Starkweather, Markus Stumptner, Chris Moeller, Kevin Zucker
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Box & Display Graphic Design: Mark Hinkle

Map & Counter Graphic Design: Joe Youst

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THE CAMPAIGNS OF NAPOLEON SERIES

Napoleon at Bay

1st edition: 1978, Operational Studies Group

2nd edition: 1983, The Avalon Hill Game Company

3rd Edition: 1997, Operational Studies Group

Bonaparte in Italy

1st Edition: 1979, Operational Studies Group

2nd Edition: 2000, Operational Studies Group

Struggle of Nations

1982, The Avalon Hill Company

1809: Napoleon on the Danube

1984, Victory Games

The Emperor Returns

1986, Clash of Arms Games

1807: The Eagles Turn East

1995, Clash of Arms Games

Highway to the Kremlin (Series 5X)

2001, Operational Studies Group

The Sun of Austerlitz

2003, Operational Studies Group

GAME EQUIPMENT

[14.] *The Sun of Austerlitz* contains the following:

The Sun of Austerlitz

One Box
 One Game Map, 22" x 34"
 One sheet of die-cut counters (280)
 Standard Rules Folder
 Exclusive Rules and Study Folder
 (including Charts and Tables Folder)
 Battle Resolution Worksheet 8.5 x 11"
 Austro-Russian Organization Display 8.5 x 14"
 French Organization Display 8.5 x 11"
 Austro-Russian Leader & Unit Manifest 8.5 x 17"
 French Leader & Unit Manifest 8.5 x 17"
 Turn and Record Tracks 11 x 17"

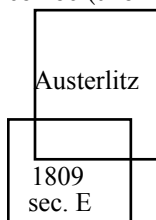
Replacement Parts

Operational Studies Group
 PO Box 50207 Baltimore, MD 21211 USA
 email: info@napoleongames.com

GAME MAP

[15.] The Game Map shows the fertile valley of Moravia, with its capital, Brünn in the center.

[16.] The diagram below shows the location of the *Sun of Austerlitz* map in relation to the eastern section of Victory Games' edition of *1809* in this same series (the *1809* game is currently out of print).



Terrain Type of Divided Hexes

[17.] Use the prevalent terrain type in a hex (that type which fills more than half the hex). If uncertain use the type with the highest MP cost.

UNIT AND LEADER MANIFESTS

[18.] All Set-Up Information is presented on the Leader and Unit Manifests. The Unit Manifests specify, for each unit, the Leader's track on which to set-up and its strength. The Leader Manifest specifies the Leader's hex on the map or the Force Leader (see ¶174).

COMBAT UNITS & LEADERS

[19.] The combat units represent Divisions and Brigades, ranging in strength from 1,000 to 9,000 men. The combat unit counters always go on the Organization Displays. Units with a maximum strength greater than 5 have "+5" on their front side. If "+5" is facing up it means that 5 Strength Points must be added to the track space on the Organization Display which the counter occupies. **Note:** The flag side of the counter sheet was designated "front"—to be struck by the die during manufacturing for best

alignment on that side—to prevent identifying marks.

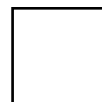
Leader Ratings

[20.] The Leader counters have Initiative, Subordination, and Command Ratings, listed in that order. Leaders have a six-pointed star to distinguish them from combat units.

Nationality

[21.] French units are sky blue, (the French Imperial Guard is dark blue with yellow values); Austrian units are white (with ochre stripe); Russian units are earthen brown; Prussian units are steel blue-gray.

Replacement Markers



REPLACEMENT MARKER

[22.] Replacement Markers are used to record the levels of manpower residing in the replacement pool. There are markers for recording artillery, infantry and cavalry. (Other markers are explained in the course of the rules.) Imperial Guard (IG) replacement points may only be added to Guard units. Russian replacement points can only be added to Russian units. Austrian (A) replacement points can only be added to Austrian units. German (G) points can only be added to the Bavarian unit. If there is no marker provided for recording a particular type of replacement points they must be used in the turn they come available or else forfeit.

Major Generals



MAJOR GENERAL

[23.] Major Generals are leader counters used to show detached combat units operating independently on the game map. Infantry Major Generals have ratings of 1 [2] 1.5 and cavalry Major Generals are rated 4 [1] 1 (Initiative/Subordination/Command Span). These generic Major Generals are identified by number and type (infantry and cavalry). Major Generals may only be activated or voluntarily de-activated during the Friendly Command Phase. The number of Major Generals that may be activated is limited only by the number provided.

[24.] The following Austrian and Russian Leaders have their own eponymous combat units: Austrians Kienmayer and Kolowrat; Russians Docturov, Przybyszewski, and Bagration. Each of these leaders *must* have his own combat unit on his track (as long as his leader and combat unit counters remain in play). The above leaders can be brought into play and removed from play like Major Generals, but each may only enter the map in the hex with his combat unit.

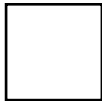
Example 1: There is one combat unit counter for the Russian I Column, and one leader counter for General

The Sun of Austerlitz

Docturov, who commanded that column. If the Leader Docturov is in play, he **must** command his own I Column—with his combat unit counter always on his track on the Organization Display—as well as other units up to the limit of his Command Span. The Leader Docturov has a command Span of 5. His own combat unit has a Subordination Rating of 2; in addition he could also command Przybyszewski's combat unit [2] and Kamensky's combat unit [1]. The total of these three units under command being 5, he could command nothing further.

Example 2: Leader Docturov could command, in addition to his own Combat unit, the Leader Kienmayer, with a Subordination Rating of 3; who in turn, with his Command Span of 5, could command his own Combat unit [2] as well as Miloradovich's [2] and (Austrian General) Hohenlohe's [1/2] Combat units.

Note: Russian leaders may command Austrian Leaders and/or Austrian Combat units, and Austrian Leaders may command Russian Leaders and/or Combat units.



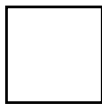
Garrisons GARRISON MARKER

[25.] The Citadels of Olmütz and Brünn begin the game with garrison markers (see ¶183). Garrisons function as any other force, except that they have no Organization Track, and a subordination cost of zero. Each Garrison has an intrinsic strength of 1 Strength Point (see ¶34 and 37 "Supply Source Garrisons") and a normal ZOC.

Replacement & Variant Counters

[26.] Ninety-four counters and markers included on the counter sheet in this package are provided for use with OSG's previously published game, *La Guerre de l'Empereur*. Punch these counters and store them with your copy of the game. **A separate sheet in this package will describe the use of these Replacement & Variant Counters.**

Battle Scenario Rules



A. WEATHER WEATHER MARKER

[27.] There are five different types of weather, one of which must be in effect during each Game-Turn. The five types are Frost, Snow, Mud, Rain, and Fair. At the beginning of each scenario—and at the beginning of each subsequent Game-Turn—the First Player must roll the die and consult the Weather Table to determine the weather for the coming turn, noting die

roll modifiers as appropriate (see ¶28). Place the Weather Marker in the appropriate space on the Weather Track.

[28.] If the prior turn was Mud and Rain follows, effects of both Rain and Mud apply (and are cumulative). If last turn a 'six' was rolled, add one to the die (see *Weather Table*).



I.a.1 LINES OF COMMUNICATION SUPPLY SOURCE MARKER

[29.] A Line of Communications is considered established if it can be traced up to 18 MPs in length—over any passable terrain, from the supply source to the force. In order to use the specified Administrative Point Level (see ¶184) in determining attrition, a Force must be within 18 Movement Points of a **depot** or any possible friendly Supply Source. Depots include Brünn, Olmütz, Znaim, Stockerau, etc. The Communications Table shows which Supply Sources may be used for each Army. If a Force is further than 18 Movement Points from its Supply Source or friendly depot, it must use the "zero" column on the Attrition Table when determining attrition and may not be issued a Movement Command (see *Standard Rules*).

[30.] Tracing the LOC

Use the cavalry movement rate when determining the MP cost of each hex in the LOC. **Exceptions:** bridges add no additional MPs and **connected Primary road hexes count as 1 MP each (instead of 1/2 MP).**

I.a.2. CHANGING THE SUPPLY SOURCE

[31.] The Supply Source may be changed to another Supply Source or to a depot hex with a LOC. Step 2 of the Administrative Segment is the only Administrative step taken in the Battle Scenarios. For the French and Austro-Russian Armies to change their Active Supply Source takes one complete Game-Turn to accomplish.

PROCEDURE:

[32.] Flip the Supply Source Marker over (to signify that the change is underway). During the next Administrative Segment, the Supply Source Marker may be returned face-up at the other depot or supply source.

Interim Effects

[33.] During the turn the Supply Source Marker is flipped over, the Army may issue no Movement Commands and must use the "zero/No LOC" column on the March Attrition Table.

SUPPLY SOURCE GARRISONS

[34.] The Active Supply Source has an intrinsic garrison with a strength of one and a normal ZOC (see ¶37). Supply Sources in the Battle Scenarios (only) may be in depot hexes and not necessarily on the mapedge (see ¶182).

Capture of Supply Sources

[35.] If the Supply Source is attacked or repulsed and the garrison is eliminated or is forced to retreat, the Supply Source is considered captured. When a Supply Source is captured, the Active Supply Source Marker is removed from play. While the Supply Source marker is out of play, the army suffers the Interim Effects under ¶33, above.

[36.] A Supply Source Marker may be returned to play at any possible Supply Source or depot for that Army free of enemy units (or ZOCs) during any following Admin Segment. Supply Source hexes cannot be permanently destroyed. A captured Supply Source may be reactivated as soon as the enemy forces are removed.

Garrisons in Combat

[37.] Garrisons may *not* attack, and must defend as part of any other force in the hex. They must absorb the first SP lost in retreat. Garrisons have an Initiative of “1” for pursuit and for initiative comparison purposes.

I.a.4 REPLACEMENTS

[38.] Replacements are not used in the Battle Scenarios.

II.a. REINFORCEMENTS

[39.] Reinforcements are used in the Battle Scenarios and appear according to the Turn Record Track.

II.b. WEATHER EFFECTS ON MOVEMENT (Steps 2 and 3)

Mud

[40.] Mud increases the severity of March Attrition. Add *one* to the die roll on the Attrition Table.

Fair

[41.] No effects.

Frost and Snow

[42.] Primary Rivers and Lakes are frozen and are treated as (unfrozen) secondary rivers.

Rain and Snow

[43.] Add one to the Resistance Modifier when attempting to exit Enemy ZOCs.

III.b. WEATHER EFFECTS ON COMBAT (Steps 5, 7, and 9)

Fair

[44.] No effects.

Frost

During Frost, forces may retreat after combat across lakes. The force is treated as retreating across a secondary river (see ¶62). Forces may never *attack* across the ice.

Rain

[46.] Add one to all artillery die rolls. Subtract one from the Resistance Modifier in Pursuit.

Mud, Rain/Mud

[47.] Add two to all artillery die rolls.

Snow

[48.] Add one to all combat die rolls, including Artillery Fire. Subtract one from the Resistance Modifier in Pursuit.

III.b.6 TERRAIN AND COMBAT

(See the Terrain Effects Chart.)

Affecting Terrain

[49.] Affecting Terrain includes all Depot, Citadel, Hill, and Mountain hexes when the defender is in the hex, or Secondary River and Bridge hexsides attacked across. Use the “Affecting” line on the CRT. Non-affecting Terrain includes Clear, and Secondary Town Hexes. There is no cumulative benefit for hex and hexside Affecting Terrain.

Mountains

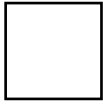
[50.] The total attack strength of a force attacking into a Mountain hex may not exceed nine Strength Points. When determining combat odds, disregard any strength in excess of nine points. Defending units in Mountain hexes receive the benefit for Affecting Terrain. If Pursuit is chosen, a force of up to 9 SPs may pursue.

[51.] Cavalry units in Mountain hexes may not attack, *even if* the defending hex is a non-Mountain hex; there is no pursuit modifier for cavalry in Mountains. Cavalry may attack *into* Mountain hexes.

Woods Effect on Combat

[52.] The strength of infantry units and cavalry units attacking *into* a Woods hex is reduced—infantry by one fourth and cavalry by one-half (round off to the nearest half point). Artillery in a woods hex may not bombard; target unit in a woods hex may not be bombarded.

CITADELS



SIEGE MARKER

[53.] Brünn (Brno) and Olmütz (Olomuc) are the only two Citadel hexes on the map. Units *defending* in a Citadel hex have their Combat Strength doubled.

[54.] Zones of Control extend into and out of Citadel hexes normally. Units in a Citadel may avoid all combat; a unit in a Citadel may decline to be attacked (see ¶56). Once placed *under siege* a fortress will surrender if the strength of the besieged force is **7 SPs** or less.

Stacking Limits

[55.] A special stacking limit applies to Citadel hexes. **No more than 15 Strength Points may occupy a Citadel hex.**

Sieges

[56.] The decision whether or not to use the Citadel benefit is made at the moment combat would normally be required. A Force in such a hex may choose to resolve combat, but may not choose Pursuit Battle. Once a Force in a Citadel has taken advantage of the Citadel to avoid combat, all Forces in the hex are considered to be under siege. A besieged Citadel may not be attacked. Place a Siege Marker in the hex. Once placed under siege, a Force remains in that condition until the beginning of any Phase in which the hex is no longer adjacent to Enemy Forces. **Note:** A Force must first attack any besieging force before moving into or out of a Friendly Citadel; a force cannot move into a besieged citadel until the besieging enemy force is no longer adjacent.

[57.] Besieged Forces may not receive Movement Commands but may attempt to move, by attacking out of the Citadel, shifting the odds on the CRT **one column to the left** (in addition to other terrain effects). For example, a combat at one-to-one odds is resolved at one-to-two. (This shift is due to the entrenchments that besieging forces would have constructed.) Counterattacks against citadels are not mandatory. A force besieged in a citadel **prevents an enemy LOC from going through the hex.**

Attrition to Besieged Forces

[58.] The force besieged in a Citadel (like all other forces) must roll each turn on the Attrition Table.

[59.] Both Citadels are also depot hexes. Forces in Citadel-depot hexes may use the current Administrative Point Level when determining attrition; however, an Attrition die roll Modifier of **+5** also applies to Besieged Forces.

Surrender

[60.] A besieged Citadel will surrender at the end of any Besieged Player's Turn in which the combined number of SPs besieged is **seven** or less, and adjacent to Enemy Forces.

Besieged at Start

[61.] Neither Citadel is considered to be under siege at the start of any scenario.

III.b.8 RETREAT AFTER COMBAT

Retreat Across Rivers

[62.] A Force which retreats across an unbridged **secondary** river **after combat** loses double its normal pursuit loss (as though it were retreating through an Enemy ZOC) **if** the Pursuit goes at least as far as the hex adjacent to the river hexside. If a loss is already doubled due to retreat through Enemy ZOC, there is no further loss due to the river. Retreat across Primary Rivers is allowed only at bridges.

Retreat Off Map

[63.] A Force may be moved off the map during a retreat after combat if permitted by the priorities of retreat (see *Standard Rules* ¶176). Pursuit of such retreating Forces must end at the map edge hex (see *Standard Rules* ¶176). A Force may not retreat off the map if it can retreat through an Enemy ZOC or displace a Friendly unit instead.

[64.] The Force reenters the map in its following Movement Phase at the nearest map edge hex unblocked by enemy units or Enemy ZOCs, in the same manner as Reinforcements. A Force must reenter the map as near as possible to its point of exit, and closer to the nearest Friendly Supply Source if possible.

IV. BATTLE SCENARIO VICTORY

CONDITIONS (Scenarios 2 and 3 only)

[65.] Austro-Russian Victory (either of two):

(**Note:** Scenario 1 has its own Victory Conditions.)

At the end of a battle scenario, the Austro-Russian Player (1) has a Force with an unbroken LOC with 4 or more infantry SPs anywhere on the primary road from Florisdorf (2853) to Brünn (1723); or (2) has achieved more critical battle victories than the French Player.

French Victory: The French Player wins if the Austro-Russian Player achieves none of the listed conditions.

Campaign Rules

[66.] The following rules show how the long periods of a full campaign affected the operations of the armies. Their use entails some changes in the Standard Sequence of Play and some additional markers. These

rules must be used when playing the Campaign Scenario. Most of these rules may be used **if both players agree** when playing the Battle Scenarios.

[67.] The Campaign Scenario covers the period from 15 November 1805 through 16 December. With turns of active campaigning taking about 30 minutes to complete, two Players can complete the Campaign in 7-10 hours of playing time. A shortened Campaign Game can begin on 27-28 November. Set up time: 15 minutes.



[68.] Each Cavalry Vedette Counter represents a cavalry regiment divided into five or ten 50-man patrols fanned-out to create a presence over a wide area, collecting information, scouting, and screening-off enemy patrols.

[69.] Each side is provided with a number of Vedette Counters used to deceive the enemy player **and obtain information about enemy forces**. At the start of any scenario, up to *two* Vedettes may be placed on the map with each actual Force leader appearing on the map. You may not place more Vedettes than provided in the counter mix.

MOVEMENT OF VEDETTE

[70.] The Movement Allowance of all Vedettes is 9 Movement Points. Vedettes pay cavalry MP costs. Vedettes move in every way like real Forces until their identity is revealed (except as outlined in items 1 through 6, below). Vedettes are revealed when adjacent to the enemy (*see ¶74 and ¶81*). A vedette, once revealed, remains revealed until the next time it moves (regardless of the phase or segment in which it next moves). Vedettes differ from real forces as follows:

- 1) Vedettes do not require an Initiative die roll or Movement Command to move—nor do they suffer attrition. To disguise them, a player ought to sometimes make Initiative and Attrition die rolls for them;
- 2) Vedettes cannot damage bridges, cannot capture pontoons or cut Lines of Communications or the like (*see ¶72*);
- 3) Vedettes are **not** subject to Initiative Comparison, and forces adjacent to Vedettes ignore their ZOCs when exiting (*see ¶74*);
- 4) A Vedette cannot create its own Major General, and has no track on the Organization Display (*see ¶79*);
- 5) Vedettes may not retreat **after** combat, and may not form part of a pursuit force (*see ¶81*);
- 6) Vedettes do not count against stacking limits.

[71.] When new forces are created or appear as reinforcements, up to two new vedettes (if available) **may be drawn from the “Vedette Pool” to appear with each. All other vedettes are placed in the available Vedette Pool.** When Forces are consolidated, Vedettes may

remain in play on the map.

Vedettes and Lines of Communications

[72.] Vedettes may not interfere with a Line of Communication, Dispatch Distance, or Supply Distance. Such may be traced into or next to a hex suspected of being occupied solely by Vedettes. After the Line is defined, the opposing player need only state whether the Line is blocked. This is his option: he may elect not to cut the line even if the unit is not a Vedette. If the line is blocked, a new Line for that unit cannot be defined until the next Supply check.

Vedettes Zones of Control

[73.] Vedette units have flexible Zones of Control. When an enemy force enters the ZOC of a friendly-occupied hex containing only Vedette units, the owning player must reveal the Vedettes. The enemy unit may continue moving **through** or around the hex containing the Vedette, ignoring its Zone of Control. The enemy unit may not end its move in the same hex as the vedette.

Repulse of Vedettes

[74.] The owning player must reveal the Vedette **after** his opponent has declared whether he will attempt to repulse the hidden unit. If so the repulse attempt is executed. The Vedette may not be repulsed in the current Movement **or Forced March** Phase unless the opposing player announced his intention to repulse prior to the revelation of the all-Vedette force. **Exception:** A Vedette which is not repulsed by the first unit to enter its ZOC may be repulsed by follow-on Forces.

VEDETTE IN COMBAT

[75.] During the Friendly Combat Phase, Vedettes in enemy Zones of Control are compelled to attack or repulse (*Exception: see ¶80, “Vedettes and Retreat Before Combat”*). By attempting repulse, the vedette may determine the identity of the enemy force leader and then retreat before combat. Alternatively, the Vedette can follow through with a regular attack in order to obtain the exact strength of the enemy forces during step 6 of the Combat Sequence (the vedette will usually be destroyed, but may be recreated—*see ¶78*). There is no adverse effect on the enemy force unless it is also a vedette. There is no pursuit of a vedette eliminated in combat.

[76.] **Player's Note:** There are two reasons to enter your own vedette into an Enemy ZOC. First, by attempting a repulse, to determine the identity of the enemy leader (the vedette may retreat before combat). Second, in order to obtain the exact strength of enemy forces in their ZOC during step 6 of the Combat Sequence (the vedette will usually be destroyed, but may be recreated—*see ¶78*). Vedettes aren't affected by the Initiative Comparison Table, nor does their ZOC force enemy units to consult it. Thus, vedettes

can give the owning player a “quick impression” which he can respond to during movement, but he can’t get exact information until after all movement is complete.

[77.] Vedettes are treated as normal combat units for combat purposes, except as follows. A Vedette may not choose to fight a Pitched Battle, and may attack an enemy hex **only** if there are no other friendly forces in the Zone of Control of the enemy unit. Vedettes must combine in attacks with other friendly units in the same hex. Vedettes have a Combat Strength of 1/2 SP when fighting alone and a combat strength of **zero** when combined with a real force. Vedettes may be Repulsed (see ¶74) if the attempt is declared before the Vedette is revealed. Vedettes cannot take advantage of the defensive benefits of a citadel, but they do get applicable **Secondary Town or Depot** benefits. During the Enemy Combat Phase, each Vedette with one or more enemy Forces in its ZOC must be attacked. A player may not ignore a Vedette to which his Forces are adjacent during his own Combat Phase.

Example: An attack by a unit with a strength of “two” upon a Vedette would be resolved at four-to-one odds.

Vedettes Lost in Combat

[78.] A Vedette which is forced to retreat or suffers any combat strength loss on the CRT is removed from the map and placed on a Leader’s portrait on the Organization Display of the nearest Friendly Force within 9 MPs. During the Organization Segment of the next Friendly Player-Turn it is stacked on the game map with its Force Leader. If no such force exists within nine cavalry Movement Points it is removed to the Vedette Pool.

Vedette Strength

[79.] The strength of Vedette units **cannot** be incorporated into the strength of regular units on the Organization Display. The **only** time Vedette strength is represented on the Organization Display is when two or more vedettes are together in the same hex. **Only one vedette per hex is allowed to remain on the map.** The extra vedettes in the hex are either removed to the portrait of the nearest friendly leader on the Organization Display, or else must move out of the hex. While on the display Vedettes have zero strength and are ignored for all purposes.

Vedette Retreat before Combat

[80.] Non-Phasing Vedettes (first) and then Phasing Vedettes which are alone in the hex (*as well as cavalry Forces of 1 Strength Point, see ¶82*)—can take an automatic, voluntary “Retreat” result, of one or two hexes, *before* combat resolution but after finding out the approximate strength of the enemy-occupied hex, in step **3a** of the Combat Procedure (see *Standard Rules, ¶146*). The enemy may **not** pursue.

Vedettes must engage in combat normally if they do not elect to take the auto-retreat.

Vedettes and Enemy Retreats and Pursuits

[81.] Neither Vedettes nor their Zones of Control interfere with the ability of enemy units **to retreat or pursue** during the Combat Phase. **Units may always ignore a Vedette when retreating or pursuing. If there is no other alternative, units may retreat or pursue through a hex occupied solely by enemy Vedettes. (In this case the enemy player has to reveal the Vedette-only hexes that may be retreated through.)** The Vedettes are displaced (see ¶174, “Priorities of Retreat—3” in the *Standard Rules*) or eliminated if unable to displace. **A Vedette by itself may not conduct a pursuit**

Regular Cavalry Acting as Vedettes

[82.] The owning Player may choose to treat a cavalry Force of 1 Strength Point as a Vedette—if it is in Dispatch Distance at the moment it comes adjacent to an Enemy Force. A cavalry Force of 1 Strength Point may never damage bridges, capture pontoons, or cut Lines of Communications, dispatch distances or the like (see ¶72).

Vedettes Out of Dispatch Distance

[83.] Vedettes that cannot trace a Dispatch Distance to a Center of Operations, Supply Source or active friendly Depot during the Administrative Segment of the Player-Turn, are immediately removed from play until the Organization Segment of the next Friendly Player-Turn. They return to play as described in ¶78.

I.a. ADMINISTRATION

[84.] In order to obtain Movement Commands in the campaign game, each Army draws from its pool of Administrative Points (APs). APs are used to create Movement Commands, which the Player must provide for each force if he wants to be certain it will move. A Movement Command costs one AP (see ¶186). As many Movement Commands can be created per turn as there are APs available (provided that the Center of Operations is active), but each force may only move once per turn. **In order to receive a Movement Command, Individual Forces must trace a “Dispatch Distance” of 18 MPs or less to the Center of Operations. This Dispatch Distance may traverse any passable terrain.**

[85.] The number of Administrative Points remaining on the AP Track at the time of Movement determines the severity of March Attrition for Forces not Foraging. When determining attrition, the Player finds the strength of the Force on the column headed by the AP Level showing on the AP Track at the instant of the Force’s movement. The fewer Administrative Points accumulated, the greater will be the attrition.

Note: Forces in Forage Mode may use an alternative attrition calculation method based upon the Forage Value of the surrounding terrain (*see* ¶137).

I.a. SEQUENCE OF PLAY— COMMAND PHASE CHANGE

[86.] The **Administrative Segment** now uses all four Steps:

1. Receive Administrative Points and reset the AP Marker on the Accumulated AP Track (¶94).
2. Designate friendly Supply Source. If this is now changed from last turn, deduct one AP (¶98).
3. Disband friendly Center of Operations (if desired). Deduct one AP for this (¶99).
4. Add new Replacement Points to the Replacement Pool (¶102).

LINE OF COMMUNICATIONS

[87.] As in Standard Rules ¶55, a Line of Communication (LOC) is a line of connected, primary road hexes free of enemy units or their Zones of Control. There are two differences. First, the LOC may **not** depart from primary roads. Second, the LOC runs only from the Supply Source to the Center of Operations (*paying no additional MPs to cross bridges*). If the LOC exceeds **40** Primary Road hexes in **effective** length (*see* ¶89), the Center of Operations is “Inactive” (*see* ¶97 “*Functions of Centers of Operations*”). The inactive Center of Operations may not be used when determining attrition (*see* ¶107).

[88.] The Austro-Russian Center of Operations must trace its LOC to an active Austro-Russian Supply Source and the French Center of Operations must trace its LOC to an active French Supply Source (*see* ¶91).

DEPOTS

[89.] *Depots are the middle links in the supply chain—called ‘magazines’ in Napoleon’s time—where resources were collected from friend and foe alike. Wagons were also collected there to return to the supply source, or to range far and wide in search of fodder and forage.*

A depot allows you to reduce your Effective LOC. For **each** depot in the LOC (through which the LOC is traced) you can subtract **10 Primary Road hexes** from the overall LOC length when determining availability of APs for that turn. The depot can be anywhere along the LOC. **Example:** With the French S/S in Vienna and Center of Operations in Brünn, the actual distance via Stockerau and Znaim is 50 hexes; the Effective distance traced via those two depots would be 30 hexes (reduced by 10 for each depot).

[90.] Depot Functionality

Depots cannot issue Movement Commands. However, forces may trace Dispatch Distance to a Depot for Attrition purposes. The Depot may function as long as it has a valid LOC to any friendly Supply Source (not limited to the active Supply Source). All depots are

functional at all times and may be used by either player as long as they lie on the friendly LOC and are not occupied by enemy forces. Depots do not require garrisons. (*Brünn and Olmütz have special garrison units—see* ¶183). Unlike in the Battle Scenarios, Depots must have an LOC— either direct to any possible friendly Supply Source, or via another friendly depot which itself has an LOC to a Supply Source (*this supersedes* ¶59). In addition to printed Depot hexes, Supply Sources can act as Depots.

Available Supply Sources

[91.] *All North and South map-edge hexes containing exiting Primary Roads are Supply Sources.*

French Army: any of two primary roads exiting the southern edge of the map, leading to Vienna (2754/2853) or Krems (1154), and controlled by the French Player. *Austro-Russian Army:* any of the four primary roads exiting the northern edge of the map, and controlled by the Austro-Russian Player. The Supply Source (S/S) may be changed (*see* ¶31, “*Changing the Supply Source.*”) If Austro-Russian forces capture the French S/S nearest Vienna (2754 or 2853), the remaining S/S leading to Krems (1154) can still function, though on a less advantageous column. (*See the AP Pool.*)

I.a.1 HOW ADMINISTRATIVE POINTS ARE RECEIVED

[92.] *The player must see to the provisioning of his army before it can effectively be used. The Player who fails to make the most conservative use of resources will be unlikely to win the Game. Resources such as wagons and the necessary management of their contents are represented in the game by Administrative Points. APs are an abstract measure of the current materiel condition of the troops in an army.*

[93.] Administrative Points are used to create Movement Commands, which the Player must expend for each force if he wants to be certain it will move. The Level of Accumulated Administrative Points determines the severity of March Attrition for Forces not Foraging.

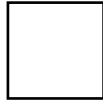
How to Receive Administrative Points

[94.] **New** Administrative Points are accumulated during the Administrative Segment of the Player-Turn. The Player refers to the Administrative Point Pool and rolls two dice to determine the quantity of APs he receives. Cross-reference the Effective LOC distance (*see* ¶89) between the army’s Center of Operations and its Supply Source with the dice roll. The number obtained from the cross-reference is the quantity of Administrative Points added to the accumulated total. If the Player’s Army has an inactive Center of Operations it receives no new Administrative Points. **First Turn:** The French

Player receives *no* new APs on 15-16 November.

Army Commander AP Bonus

[95.] If the Army Commander (Napoleon, Alexander, or other leader designated as the army commander, see ¶104) currently resides with his Army's Center of Operations, **add one AP** to the total received.

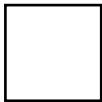


ADMIN POINT MARKER

How to Use the Administrative Point Tracks

[96.] For each Army, use the two markers provided to indicate "Ones" and "Tens" of accumulated Administrative Points. Adjust these markers on the track to record the level as it ebbs and flows.

Example: To show "Thirteen" Administrative Points, place the Tens marker in the Number 1 space, and the Ones marker in the Number 3 space.



CENTER OF OPNS

FUNCTIONS OF CENTER OF OPERATIONS

[97.] An Army's Center of Operations must be active in order to issue Movement Commands (or replacements), or to receive new Administrative Points. A Center of Operations may be rendered inactive in two ways: (1) if it **moved** during the previous friendly Player-Turn, and (2) if it has no Line of Communications. This LOC may be traced only to the active Supply Source appropriate to that army. The Center of Operations should be flipped over when inactive. It may reactivate immediately when all conditions necessary for activation are met. (**Exception:** see ¶110, "Movement of Center of Operations" below).

I.a.2 Changing the Active Supply Source

[98.] The cost to change the Supply Source is one (1) AP. This takes one complete turn to effect. During that turn the Supply Source marker is flipped over to its "Inactive" side. While the Supply Source marker is flipped over, the Center of Operations is "Inactive" (see ¶97, "Functions of Center of Operations"); furthermore, the Center of Operations may not be used when determining attrition (see ¶107).

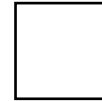
I.a.3 Disbanding Center of Operations

[99.] To voluntarily disband the Center of Operations, expend one AP, remove it from the map, and place it on the Turn Record Track three Game-Turns ahead of the current turn. The Center of Operations will appear as a reinforcement that turn at the Army's Supply Source. The Center of Operations may be disbanded only during Step 3 of the Administration Segment. While disbanded, the Center of Operations is considered "inactive" (see ¶97 "Functions of Center

of Operations").

[100.] *Commentary:* The equipment necessary to generate a new Center of Operations always exists at the Supply Source. The disbanded Center of Operations is considered broken-up and its equipment either captured or distributed along the new LOC; its staff is too mobile and dispersed to be captured.

[101.] To receive Movement Commands a Force must be able to trace a Dispatch Distance to the Center of Operations (see ¶108). To benefit from the Army's Administrative Level when determining attrition, a Force must be able to trace Supply Distance to any possible friendly Supply Source, or to a Depot or Center of Operations with an LOC (see ¶109).



IMMOBILE

I.a.4 REPLACEMENTS

[102.] Replacements of fresh and recovered troops become available for addition to the Replacement Track according to the Russian or French Replacement Line on the Turn Record Track, adding the amounts specified to the Replacement Track. Replacements may only be added to units of the specified nationality and type. An army with an inactive Center of Operations may not add Replacements from the Replacement Pool to its units. Units which receive replacements are immobile and may not move during the ensuing Movement Phase.

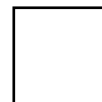
Replacement and Reinforcement Schedule

[103.] Quantity of Replacement Points and arrival of Reinforcements is specified on the Turn Record Track. Leaders which do not begin the game on the map may be brought on later as reinforcements (see ¶125) as specified on the Turn Record Track and the Leader Manifest.

Austro-Russian Army Commanders

[104.] The Austro-Russian Army Commander-in-Chief is Tsar Alexander. If Alexander is eliminated, the remaining Leader with the highest Command Span becomes the Army Commander (see ¶95, "Army Commander AP Bonus").

I.b. ORGANIZATION SEGMENT



MARCH REGIMENT

I.b.2 March Regiments

[105.] March Regiments are brought into the game as explained in Standard Rules ¶65, 66, 75. Place the new March Regiment on the track of some leader in the same hex. March Regiments may also enter at any Friendly Supply Source or Depot-with-LOC—create a Major General for it and place it on the map in the same hex as the combat unit donating the

Strength Points. It may enter at the Supply Source with replacement strength like a reinforcement (§106).

II.a.1 REINFORCEMENTS

[106.] Combat units which do not begin the game in play may enter according to the Turn Record Track—Reinforcement combat units must enter under the command of a Major General or under a Reinforcement Leader arriving with them. **Reinforcement units entering under the command of a Major General will be listed by unit designation and name. (When in doubt, use the strength of reinforcement units shown for the next Battle Scenario Start Date.)**

II/IIIa. IN SUPPLY

[107.] As long as a Force begins a march within Supply Distance (see §109) of its active Center of Operations, or of a Depot on its LOC, or any **possible** Supply Source of that army, that Force is regarded as “in Supply.” When determining attrition for that Force a player may use the column on the March Attrition Table corresponding to the number of Administrative Points currently in the friendly Accumulated AP Track. If the Force does not begin within Supply Distance of the Center of Operations, a Depot, or a possible Supply Source, that Force is regarded as “out of Supply.” **It must forage or use the “zero” column on the Attrition Table.** Supply Distance may not be traced to the Center of Operations or to a Depot which is out of LOC or if there is no active Supply Source.

II.b.1 Dispatch Distance

[108.] *A dispatch—usually issued in duplicate and carried by separate messengers taking different routes—can travel as fast as a horse and rider, allowing for wrong turns, about 18 hexes (36 miles) in 6 and one-half hours. At that distance it would take 24 hours to write and deliver the order, act upon it, write and deliver the report of the outcome. Beyond that, the orders are already out of date before they can be acted upon.*

Dispatch Distance is the maximum distance a Force may be from an **active** Center of Operations and still **receive Movement Commands**. The Dispatch Distance for each Army is 18 MPs (see *Communications Table*). The Force need only be within Dispatch Distance during Step 1 of the Movement Procedure to benefit; it may move out of Dispatch Distance during Step 2 without consequences until the next turn.

The Dispatch Distance is traced through any passable terrain at cavalry movement costs.

Exceptions: The path may not be traced through enemy units or their ZOCs (unless the ZOCs are friendly-occupied). In calculating the Dispatch Distance, primary roads are counted as secondary roads (**1 MP**), with no extra cost for bridges. Note

that Dispatch Distance has to do with Movement Commands, while “Supply Distance” (see *below*) has to do with Attrition.

[109.] Supply Distance

A Supply Distance is a route of wagons moving about 10 miles per day. Horse-drawn wagons are very inefficient, and over a few days’ journey all their carrying capacity has to be devoted to fodder for the teams. Supply Distance is the maximum distance a Force may be from any possible Supply Source, Depot, or Center of Operations of an army and still be “in Supply” (see §113). Forces must be in Supply to use their army’s accumulated Administrative Point Level when calculating attrition, and to receive Replacements. The Supply Distance for each Army is 18 MPs (see *the Communications Table*). Supply Distance is traced through any passable terrain at cavalry movement costs. **Exceptions:** The path may not be traced through enemy units, or through enemy ZOCs (unless the ZOCs are friendly-occupied), or across non-road hexsides **into** Mountain hexes. In calculating the Supply Distance, primary roads are counted as secondary roads (**1 MP**), with no extra cost for bridges.

II.b. MOVEMENT OF CENTER OF OPERATIONS

[110.] The Center of Operations has a Movement Allowance of 5 Movement Points. For movement purposes, it moves like cavalry. It may not move under Initiative (thus it may not Force March), **but has an automatic Movement Command similar to Reinforcements (Standard Rules §44).**

[111.] On the turn the Center of Operations moves, Dispatch Distance and Supply Distance is traced toward its initial location, so the Center of Operations moves after all Movement Commands have been issued. In the following turn the Center of Operations is inactive, while Dispatch and Supply Distance is traced to its new location (see §113, “Effects of Movement”).

[112.] A Center of Operations may not make an Extended March (see §119). It may not enter an enemy ZOC. It is never considered part of a Force, does not require a Leader, and does not count for stacking purposes. It is not subject to Attrition. A Center of Operations may enter any terrain. However, it must end its turn on a primary road hex in order to activate during the following turn (see §113). It has no Combat Strength or ZOC, cannot block the Enemy LOC or Dispatch Distance, and cannot damage bridges.



INACTIVE MARKER

Effects of
Center of Operations Movement

[113.] If a Center of Operations moves, it is inactive until the Consolidation Segment of the next friendly Movement Phase (II.e). **However, so long as it has a LOC**, units in Supply Distance still get the benefit of the Accumulated Administrative Point Total when determining Attrition; they are *not* automatically considered out of *Supply Distance* simply because the Center of Operations has moved. However, an army with an inactive Center of Operations may issue no Movement Commands or replacements or receive APs.

Example: The Austro-Russian Player moves his Center of Operations in Turn 1, and flips it to its “Inactive” / “No LOC” side. In that turn he added Administrative Points normally and issued Movement Commands. In his Administration Segment of Turn 2, he adds no Administrative Points, and issues no Movement Commands during the Movement Phase, but turns the Center of Operations back over to its “Active” (face-up) side. Thus, during his Combat Phase of Turn 2 and thereafter, the Austro-Russian Center of Operations is active.

“Flight”

[114.] The Center of Operations may never be captured. Instead, it must “flee” when placed in an Enemy ZOC or when an Enemy Force moves into the hex it occupies. If forced to flee, it is moved five Movement Points toward any Supply Source of that army free of Enemy ZOCs, at the owning Player’s choice. When displacing it ignores the presence of enemy Forces (in effect, the staff is reestablishing it further back along the LOC). **Flight does count as movement; the Center of Operations is inactive on the turn after fleeing.**

[115.] If the Center of Operations is forced to flee and all of its possible Supply Sources are in Enemy ZOCs, it’s flight goes off the map. If the Supply Source is not in Enemy ZOCs, it retreats no farther than the Supply Source.

[116.] If displaced off the map, the Center of Operations may return to any possible friendly Supply Source hex during the friendly Movement Phase after the hex is cleared of Enemy ZOCs.

II.b.1. MOVEMENT COMMANDS

[117.] Movement Commands are created and issued to the individual Forces of an Army during the Movement Command Segment (II.b.1). One Administrative Point is deducted from the Accumulated Administrative Points for each Movement Command created. Movement Commands may not be created if the Center of Operations currently has no Line of Communications. (Previously accumulated Administrative Points, in this case, are available for use after reestablishment of the LOC.)

II.b.1. Issuing Movement Commands

[118.] In order to receive a Movement Command, a Force must start the Movement Command Segment within Dispatch Distance of the Center of Operations of its army. In the case of a multi-hex Force, only the Force Leader need be within this distance. One Movement Command is expended for the Force, regardless of its total strength or the distance of its March, so long as it is not making an Extended March.

II.b.2 Extended March

[119.] Any Force activated by a Movement Command may increase the Movement Allowance of all its units by up to 4 Movement Points by immediately expending one additional AP. This increase is termed Extended March. Forces making Extended March resolve attrition only once, at the end of their combined normal and Extended March, adding up to 4 to the Attrition Die Roll (*see* ¶120).

[120.] When determining attrition, use the line corresponding to the total distance of the march. **Then add one to the die roll for each Movement Point of Extended March taken.**

Example: Davout’s March north from Vienna.

Davout leads a French Force initially comprising 8 SPs of Friant’s and Viallanes’ units (later adding Bourcier’s unit en route) and uses his leader bonus.

29-30 November. Vienna to Musoff.

9:30 PM, 29 November: Departed from Vienna.

Forced March 5 MPs to 2945—Die 5—Loss 2 SPs.

With 8 SPs and 7 APs, the Force will use the 3rd line in the body of the chart to find its attrition loss. The first die is a **6** + 4 (F.M. mod.) -1 (Leader) = 9.

Extended March: 9 MPs to 2221—Die 6—Loss 1 SP.

Now the force strength is 6, so the 2nd line is used.

The 2nd die is a **6** + 4 (Extended) -1 (Leader) = 9.

Picked up Bourcier’s cavalry division (2 SPs) in Nikolsburg, PM on the 30th.

1-2 December. Musoff to Sokolnitz.

FM 5 MPs to 2025—Die 3—Loss 1 SP.

The 3rd die is a **3** + 4 (F.M. modifier) - 1 (Leader) = 6 (With Bourcier’s addition the Force strength is back up to 8, so once again the 3rd line is used).

Arrived Raigern Abbey 7 PM, 1 Dec.

Departed at 5:30 AM—arr. Sokolnitz 8:30, 2 Dec.

March 2 MPs—Die 6—No Loss

The 4th die is a **6** - 1 (Leader) = 5. Total loss: 4 SPs.

Note: If in Forage Mode, Forces making Extended March must use the “No LOC” Column.

ADMINISTRATIVE MARCH

[121.] A Force of a single leader, plus the units on his track (but no subordinate leaders), may make an Administrative March. This is a pre-programmed march over two Game-Turns. It may not include

The Sun of Austerlitz

Forced or Extended March. Only one Administrative March per player may be under way at any one time.

[122.] To be eligible, the one-leader Force must be seven or more hexes away from the nearest Enemy Force throughout its route of march. Its destination, specified in advance, cannot be changed. If it comes within seven hexes of an Enemy Force it must stop and its Administrative March is terminated.

PROCEDURE:

[123.] Expend one Movement Command (this covers the entire two-turn Administrative March). Write down the exact hex of destination to be reached at the end of two marches. Move the force normally in the two Movement Phases.

[124.] Extra Cost for Exiting ZOCs

(See *Standard Rules*, ¶128) If the adjacent Enemy force has only 1 SP, there is no additional cost to exit; if 2 SPs, the cost is +1 to exit. Cavalry pays no additional cost to exit unless the enemy hex also contains **one SP or more of cavalry**. A Force in Forage Mode exerts a ZOC only in the hex it occupies.

II.c.1. CAVALRY DIFFERENTIAL INITIATIVE MODIFIER

[125.] In any case where the Initiative Comparison Matrix is consulted to determine a Resistance Modifier, the side with superiority in cavalry may receive an Initiative Modifier. This rule supersedes the Pursuit modifier for exclusively-cavalry forces in the *Standard Rules* (¶189-2). The Maximum Cavalry Modifier is plus or minus three.

Determining Cavalry Superiority

[126.] Count the amount of cavalry present. When counting cavalry strength for purposes of determining cavalry differential, count only the cavalry actually adjacent to the active force. Do **not** count cavalry in mountain.

- Determine cavalry superiority (which side has the most); cavalry strength may not be withheld.
- Divide the stronger side's cavalry strength total by the weaker side's total
- Refer to the Cavalry Differential Modifier Table.
- If one side has no cavalry, the modifier equals the number of Strength Points of cavalry on the other side (to a maximum modifier of plus or minus "3").
- If Pursuing, add (or subtract) the cavalry differential to the leader Resistance Modifier and apply this combined modifier to the Pursuit Die Roll.
- If making a Forced March out of an enemy ZOC, the Cavalry Differential Modifier can only be used to negate a "+" modifier from the Initiative Comparison Matrix. That is, Initiative cannot be better with combined Cavalry Differential and Resistance Modifiers than it would have been if the Force were not adjacent to the enemy. **Example:** Active Initiative 4, Passive 2, would mean no Cavalry Modifier.

- Cavalry need *not* suffer any Strength Point loss in the combat to contribute to the Cavalry Modifier.

II, IIIa. FORAGING ATTRITION

[127.] In addition to the normal Attrition Procedure (*given in Standard Rules* ¶137), forces may also use the Foraging Attrition procedure. **If a Force is not within Supply Distance of the Center of Operations, a Depot, or Supply Source, it must Forage or use the "zero" column on the Attrition Table.** Any force may Forage.



FORAGING MARKER

Forage Mode

[128.] *When an army could not supply its troops, its soldiers would disperse and forage for their own provisions and fodder in the countryside.*

A Force must be in Forage Mode in order to Forage (see ¶132). If a Force is not in Supply and does not forage, it must use the column on the Attrition Table headed "No LOC." (A player may prefer to use the "No LOC" column at times when the nearness of the enemy makes it too dangerous to enter Forage Mode.) Any eligible non-besieging Force may begin a scenario in Forage Mode at the owning Player's option.

[129.] If a Force is eligible to Forage and is also within Supply Distance of the Center of Operations, Depot, or a Supply Source at the beginning of its regular Movement Phase *or Forced March Segment*, the owning player may elect to use the Forage Procedure **or** the Accumulated Administrative Level when determining Attrition.

Foraging Procedure

[130.] A Force must be in Forage Mode in order to Forage. The player adds together the Forage Value of the hex the Force occupies and all of the adjacent hexes the Force could legally occupy. On the line labeled "Forage," find the corresponding column on the Attrition Table instead of APs Accumulated. The quality of the forage depends solely on the total value of the Force Leader's hex and the hexes in his ZOC (see ¶137 & ¶140).

[131.] Determine the appropriate Attrition Table Column individually for each separate Force. Forces in Enemy ZOCs **may** forage, and they may remain in Forage Mode in an Enemy ZOC.

Example: A force in a Secondary Town surrounded by clear terrain has a Forage Value of 10.2. The size of the force would be found under the heading "9+."

Concentrated and Forage Mode

[132.] Forces operate in two modes. A Force is in Concentrated Mode unless marked with a "forage" marker on the Force Leader's display. Forage markers are used to designate all Forces in Forage Mode. The

Force changes Mode during March or Forced March. Changing to Forage Mode costs *one-half* Movement point. Changing to Concentrated Mode costs *three* Movement Points. You may attempt to change to Concentrated Mode in an Enemy ZOC through Initiative. A Force in Forage Mode does not suffer Resistance Modifiers. Individual Forces may begin play in either mode, at the owning Player's option.

[133.] To Forage, a Force must be in Forage Mode upon completion of all Movement Point expenditures for that Phase and may not have executed an Extended March. Forces in Forage Mode *may* enter Enemy ZOCs (see ¶138).

[134.] A Force in Forage Mode exerts a flexible ZOC. This is treated just like Vedettes which also have a flexible ZOC (see ¶74, "Vedettes and Zones of Control.") Enemy Forces may enter and/or leave a hex adjacent to an enemy Force in Forage Mode without stopping or having to suffer a resistance modifier.

[135.] When defending, a force in Forage Mode suffers a shift of *two* columns to the left, and *may* choose Battle type freely. The force can roll to attempt to change mode after each round of combat. (If a Force in forage mode joins another one not in forage mode, a one-column shift is applied.) Forces in Forage Mode are repulsed at 4-1 odds instead of 7-1 odds. A Force in Forage Mode *may* attack (no special shift), alone or in concert with a Friendly Force in Concentrated Mode, and may choose battle type freely.

Forage Ratings

[136.] Woods—0 Hills—0.5 Mountain—0
Clear—1.2 Town—3 Depot—4 Citadel—6

How to Determine Forage Value

[137.] Total the Forage Rating of the seven hexes adjacent to and occupied by the Force Leader in his final resting place at the end of the phase. (Exceptions: see ¶138 et seq.)

Example of Foraging Attrition

An Austro-Russian Force of 28 Strength Points during regular movement in *mud*, expends 3.5 Movement Points. It has a Forage Value of 10, and would thus find its strength in the "9+" column. A die roll of 6 +2 = 8, yielding 4 Strength Points lost.

Effects of Enemy ZOCs on Foraging

[138.] Units in Enemy ZOCs *may* Forage; however, *neither* an enemy-occupied hex, *nor* a hex with enemy forces adjacent on opposite sides, may be foraged. **Example:** If Enemy forces (even merely Vedettes) occupy 2318 and 2517, 2417 may not be foraged. **Exception:** Besieged Citadel hexes with besieging enemy forces adjacent on opposite sides may be foraged; *since they are without an LOC they must disregard the depot (this supersedes ¶59).*

Foraging of Multi-Hex Forces

[139.] In determining Forage Value, count all hexes occupied by and adjacent to the Force Leader *only*. Count each hex only once, and determine one total for the entire Force. Separate Forces which move to adjacent hexes—or to the same hex—must still resolve attrition separately.

Overlapping Forage Areas

[140.] The Forage Rating of a hex eligible to be Foraged by two or more Friendly Forces must be divided between those Forces as the player sees fit. A hex may not be counted twice. **Example:** *Soult and Lannes arrive in Brünn by two different roads. Only one of them could forage the hex of Brünn; the other might be allowed to forage all the surrounding hexes.*

Town Forage

[141.] A Force must end its move in a secondary town, citadel, or depot hex in order to count its Forage Rating as part of its total Forage Value. Town hexes adjacent to part of a Force which are unoccupied by a component of that Force are skipped over, counting as the value of the other terrain in the hex. (A Force in a town may count the Forage Value of surrounding countryside.)

Citadels

[142.] Besieged units *may* forage the hex they occupy. The Forces there may forage the hex they occupy at a forage value of 6. A die roll modifier applies to attrition of besieged forces (see ¶59).

II. BRIDGES

[143.] Any road crossing a Primary River hexside is a Primary Bridge. All roads crossing Secondary Rivers are Secondary Bridges. To damage or repair bridges requires the expenditure of a certain number of MPs. (Refer to the Bridging Summary table.) **Primary Bridges** have a higher MP cost to damage or repair, and *may not be affected by all-cavalry forces*. There are also MP costs to deploy or remove Pontoons. Unlike all other Movement Point costs, MPs expended relative to the damage, repair, deployment and removal of bridge structures **do not count toward the total expended for determining Attrition**. A Force which expends Movement Points relative to bridge structure (i.e. any Movement Points shown in the Bridging Summary table) may **not** make an Extended March that phase.



DAMAGED BRIDGE MARKER

Damaging Bridges

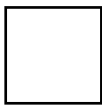
[144.] A force can damage a bridge during a friendly Movement Phase by expending additional Movement

Points according to the Bridging Summary in a hex adjacent to the bridge hexside.

[145.] Place a Damaged Bridge marker on the damaged bridge. For movement purposes, a damaged bridge does not exist until it is repaired.

Repairing Bridges

[146.] A Force can repair a damaged bridge during a Friendly Movement Phase by expending a number of additional Movement Points *per bridge* according to the Bridging Summary in a hex adjacent to the bridge hexside. If an Enemy Force occupies the other hex adjacent to the bridge hexside, the bridge cannot be repaired. If an enemy Force occupies *any other* hex adjacent to the repairing force, add “three” Movement Points. Once the repair is completed, the Damaged Bridge marker is immediately removed.



BRIDGE TRAIN MARKER

II. BRIDGE TRAINS

[147.] The Austro-Russian Player receives two bridge trains, one of which is assigned to Kutusov, and the other to Buxhövden. The French Player receives one bridge train which he may place with any leader at the beginning of the scenario. A bridge train travels with a Force, and its marker is kept on its Leader’s track until it is deployed.

[148.] Bridge Trains have no **Combat Strength** or Subordination cost—their Movement Allowance is 5.

[149.] A bridge train can be used to bridge any river, primary and secondary alike. A bridge train cannot be destroyed, damaged, or repaired, but it may be captured. Note that a bridge train cannot create its own Major General, may not make an Extended March, may not retreat, and may not form part of a pursuit force. If abandoned it can be placed in the currently-occupied hex on the map (bridge-train side up). It has no **Combat Strength**. Deployed bridged trains are called pontoons, and bridge train markers have pontoons on their reverse sides.

Capturing Bridge Trains

[150.] Undeployed bridge trains are left in place on the map if the Force they are with makes a pursuit, *or* is forced to retreat, etc. Any time an enemy Force enters a hex containing an undeployed friendly bridge train, the bridge train is considered the enemy’s bridge train for all purposes. Undeployed Bridge Trains may *not* be damaged. Either Player may capture such an abandoned bridge train by occupying or passing through its hex with any Force, including during Pursuit. A deployed pontoon may be captured by expending 2 MPs (see ¶152).



PONTOON

Pontoon Deployment

[151.] A bridge train on a Leader’s track is considered to occupy the same hex as the Leader. During any friendly Movement Phase that the Leader occupies a hex adjacent to a river hexside and his Force expends 3 additional Movement Points to deploy the bridge train, he can place the pontoon on the map at the appropriate hexside. A pontoon can be used as soon as it is deployed. To remove a friendly deployed pontoon from the map, a friendly Leader must expend 2 additional Infantry Movement Points in either hex adjacent to the pontoon hexside during the Movement Phase. **Note:** a deployed pontoon cannot march or retreat.

[152.] A Leader who carries a bridge train on his Organization Display could abandon the bridge train and then leave the hex (although he may run the risk of an enemy Force capturing the pontoon). At a later date, the same or another Leader could expend 2 MPs in the bridge train hex during a march and place it back on the Leader track.



MORALE MARKER

IV. VIENNA MORALE

[153.] *The French occupied Vienna on November 11th 1805. However, the Imperial Court withdrew in time to unite with the Russian Armies. The term “Vienna Morale” in this sense refers to the Court of Vienna. The Archduke Charles with an army of 80,000 men would have been in a position to recapture Vienna or to unite with the Coalition Forces on the map by the last turn of the Campaign Game.*

[154.] Austro-Russian morale is recorded on the Vienna Morale Track. Morale may be positive, zero, or negative. **If Vienna Morale is between +4 and -5 (exclusive) at the end of the last Game-Turn, the Level of Victory is determined by the Levels of Victory Chart (¶200).** At the start of each Scenario, place the Vienna Morale Marker on the zero space of the Track (see ¶195); thereafter morale will change as defined in the Standard Rules and as below:

Capture of Political Features

[155.] In addition to Morale Changes as outlined in the Standard Rules (¶193-195), Vienna Morale also changes by one for the capture of each town listed below. To acquire the morale shift the player must succeed in entering a named leader with 4 infantry SPs or more into the town. These effects are reversed if the town is recaptured. The Russian Player cannot acquire these points in games starting on 15 Nov.

- **French Player captures Olmütz:** Morale -1.
- **Austro-Russian captures Brünn:** Morale +1.

- **Austro-Russian captures Pohrlitz:** Morale +1.

[156.] Effects of Morale on Ending the Game

At the end of any Game-Turn in which Vienna Morale is +4, the game is over and the Austro-Russian Player wins. At the end of any Game-Turn in which Morale is -5, the game is over and the French Player wins (see ¶200).

[157.] Effects of Morale on Determining Victory

Level of Victory depends upon the current Morale at the end of the Campaign Game (see ¶200).

[158.] Negotiation Table

At the end of each Game-Turn, the French Player will roll one die on the Negotiation Table. The French Player must continue rolling each turn until he receives an “Austro-Russian refusal” result or a “Negotiation” result. Upon occurrence of Austro-Russian refusal the French player must begin to roll on the Ultimatum Table. If “Negotiation” results, there will be a temporary halt in active operations by both sides, of up to four turns in duration. **Both sides get to take their next Movement Phase—moving according to the priorities of retreat—but after that** neither side will have **any more** Movement or Combat Phases during these turns of Negotiations—all forces are considered to be in forage mode. Since there was little chance of success behind these negotiations, they will generally not lead to a peace treaty, and regular play will resume. Negotiations can occur more than once per game. (See the Negotiation Table.)

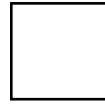
[159.] Ultimatum Table

At the end of each turn after a result of “Refusal” the French Player will roll on the Ultimatum Table. If “Prussian Ultimatum” results on this table, the definition of the Levels of Victory will change (see ¶200). Two turns after occurrence of the Prussian Ultimatum, the Prussian units Grawert, Louis, Holzendorf and Schimmelpfennig arrive under the command of Leader Hohenlohe, on hex 1301, at maximum strength.

[160.] Effects of Vienna Morale on Attrition

The Austro-Russian Player must always **subtract** the current Vienna Morale from the die roll when determining Attrition. **If Morale is negative, subtracting a negative will result in a positive modifier** (see *Standard Rules* ¶138). French Attrition die rolls are **not** affected by Vienna Morale.

Optional Rules



REARGUARD MARKER

III.b.3 REARGUARD BATTLE TYPE

[161.] Rearguard adds a third battle-type option, along with Pitched and Pursuit. In a Rearguard Action, like a Pitched Battle, additional “rounds” of combat are possible. The combined total of Pitched and Rearguard battle chosen may not exceed the Initiative Rating of the Leader.

[162.] Rearguard battle type allows the selecting player (only) to implement his (losing) combat result partially in hexes retreated, and partially in Strength Points lost. The exact proportions are up to him.

[163.] The subsequent Pursuit may cause further loss of Strength Points. When determining the Pursuit, the active player uses only the portion of the combat result executed as “hexes retreated” to cross reference with his pursuit die roll. (He may voluntarily shorten the pursuit.) If at the conclusion of the pursuit the two Forces are adjacent, another round of battle ensues (see *Standard Rules* ¶196, “Pitched Battle”).

III.b.3. THE SOUND OF GUNS

[164.] *Commentary: It was customary in written orders to specify that a force should maneuver toward the sound of the guns. Generals would ride out from headquarters until within earshot of cannonfire—sometimes with ear to the ground—and would be able to determine from listening what was happening. The maximum distance the sound could carry, except in really large bombardments, seems to have been about ten miles.*

[165.] This rule can be used only **by a Force that failed its regular Forced March Initiative die roll and that began the Combat Phase** within five hexes of an Enemy Force about to attack a Friendly Force. If successful it may expend one MP per round of combat.

[166.] Such a Force may attempt to Force March before the commencement of the second and again before each succeeding Round of Pitched Battle (see *Standard Rules* ¶102) until it has **made a successful Initiative die roll**. It must march “to the sound of the guns”—directly to the battle *only*.

III.b.12. BATTLEFIELD DYNAMICS

(*Controlling the Battle*)

[167.] In a Pitched or Rearguard Battle prior to each player’s counterattack (or reattack),* the player about to attack rolls the die:

die	Result
0, 1	Take a Retreat instead of attacking

- 2 No attack (remain in contact)—*like Bye Battle*
- 3, 4 Must counterattack (or re-attack)
- 5+ Player maintains control of the battle

Modifiers:

- Initiative Comparison
- Cavalry Differential
- Snow cancels any positive modifier, *and* -2 to the die roll.

*i.e., before Step 12, or before Step 1 of the second round. The phasing player does not roll prior to his initial first round attack.

[168.] Explanation of Results

Take a Retreat instead of attacking

Based on the actual die roll result of the immediately preceding combat resolution, there will be no pursuit if the enemy did not win the prior combat.

No attack (remain in contact)

Your forces remain in place. The Enemy may continue the pitched battle by attacking in a follow-up counterattack (or reattack), provided he has selected pitched battle.

Must counterattack (or re-attack)

This is the regular way (as in Standard Rules)

Player maintains control of the battle

The player about to attack may select any of the three results above and implement at once.

THE BATTLE WORKSHEET

Please make extra photocopies of this form before play.

[169.] PREPARE FOR BATTLE:

- Battle name (after nearby town) and date.
- Force Leader name (note bonus).
- Unit Roster (all units in the Leader's Force).
- Strength Points (enter in first column).
- Unit Type (draw-in to left of unit name).
- Total Strength Points Committed (total strength of all committed units at bottom of first column).
- Battle Chit (write-in **Pit**, **Purs**, or **RG**).

[170.] RESOLVING BATTLE:

- Strength Points Lost: write casualties from the Attack, then from Counterattack, in boxes. (Write "R" if Force retreats, then pursuit loss.)
- New total (subtract losses from Total Committed).
- Revealed? (when Battle type chit is revealed).

[171.] LOSSES:

Record new strengths for each unit to the right.

[172.] SUCCESSIVE ROUNDS:

- note fresh Strength Points committed in "+" spaces between boxes on the **Total Strength Points Committed track**, then add that to the "New Total" of previous round's "Ctr" column.
- Enter the sum in the next box of the **"Total Strength Points Committed"** Track, and begin the next round.
- At the conclusion of the last round of battle, make all adjustments at once on the Organization Display.

How to Set-Up the Game

[173.] Select a scenario, and set-up according to the Leader Manifests and Unit Manifests. Sort out the counters that are not used (*see ¶26, "Replacement & Variant Counters"*), then sort the remainder by army (Austrian, Russian and French) and then into the following categories: Major Generals, the other Leaders, Vedettes, named Combat Units, March Regiments, Markers and other counters.

UNIT & LEADER MANIFESTS

[174.] The initial placement for the combat units and leaders is given on the Unit and Leader Manifests per scenario. **Place** all the units and leaders on their respective manifests before transferring the units to the Organization Displays, and the Leaders either to the Displays or to the map.

[175.] Combat units are listed on the Unit Manifests. Beneath the headings corresponding to the various scenario start dates you will see the leader whose track they set up on and their individual unit strengths. Combat units listed with a Leader's name should be placed on that Leader's track on the Organization Display to denote they are part of his Force.

[176.] If **"Repl."** appears, the unit or leader in question does not begin in play in that scenario, but is available as a reinforcement. If a unit it may be filled-up with Strength Points like a March Regiment. If **"NA"** or **"O.M."** appears, the unit or leader is **not** available in that scenario. **Set-up Reinforcement units and leaders on the Turn Record Track.**

ORGANIZATION DISPLAYS

[177.] Place the combat units on the numbered track spaces corresponding to their listed strength. (*See Standard Rules ¶19, "Organization Displays"*.) Leader manifests may specify the name of the Force Leader or a hex on the map. Place subordinate leaders (who have a Force Leader specified) on the Force Leader's portrait to denote they are part of his force.

Example: In Scenario III, Murat's track contains Kellermann, Nansouty and d'Hautpoul (as shown on the French Unit Manifest). Murat himself sets-up in the same hex as Napoleon, and therefore his leader counter should be placed on Napoleon's portrait.

Major Generals

[178.] Combat Units that have a separate set-up hex use Major Generals as their Leaders. Use the Major

General of the appropriate type (infantry or cavalry) and designation. **Example:** In Scenario II, Bourcier sets-up on the track of Major General Cavalry 1, in hex 3837 (as specified on the French Leader and unit Manifests).

Scenario Information Detail

[179.] *The Scenario Information is explained below. There are three categories: Battle Scenario information, Campaign Scenario information, and general information that applies to both Campaign and Battle Scenarios.*

GENERAL INFORMATION

First Player

[180.] In all scenarios of *The Sun of Austerlitz*, the Austro-Russian Player is the First Player.

Game Start

[181.] Place the Game-Turn Marker on the Turn Record Track on the date specified in the Scenario Information as the start of the scenario.

Supply Sources At Start

[182.] Supply Sources may be freely chosen by the players in any hex listed for that army on the Communications Table. **In addition, in the Battle Scenarios only, any depot in Communications may be chosen; in the Campaign Game, Supply Source hexes are on the mapedge only.** Once assigned, the Supply Source may only be changed as specified under ¶31 *Changing the Supply Source*.

Garrisons

[183.] At the start of each scenario, in addition to the Supply Source garrison, each player may place Garrison markers as specified in the scenario instructions. **They act like S/S garrisons (see ¶37). If Brünn or Olmütz are captured, the capturing player may create a garrison by deducting one SP from an infantry unit in the hex.**

Administrative Point Levels

[184.] The Accumulated AP Levels, specified for each side in each scenario, show where on the Accumulated AP Track to place the AP Level Markers (x1, x10) at the start of the scenario. Each player will use the Attrition Table column corresponding to the number of Accumulated APs.

[185.] In the Battle Scenarios this level will remain constant throughout the game and will be used to

determine the proper column to find while rolling for attrition.

[186.] In the Campaign Scenario, each time a Movement Command is used, reduce the AP Level by one (see ¶85).

BATTLE SCENARIO INFORMATION

Scenario End Date

[187.] The Battle Scenarios end with the conclusion of the turn specified as the end of the scenario [on the Turn Record Track](#).

Movement Commands Available

[188.] These levels specify the number of movement commands available each turn, per side, in the battle scenarios only.

Reinforcements

[189.] Any combat unit that is not in play at the start of the scenario may be introduced into play by the owning Player as a reinforcement unit—as specified on the Turn Record Track—during the Reinforcement Segment of the Movement Phase (see *Standard Rules*, ¶89, ¶91, and *Exclusive Rules* ¶106, ¶176, ¶199 and ¶200).

Victory Conditions

[190.] The Victory Conditions for Battle Scenarios Two and Three are presented in the Battle Scenario rules. (See ¶65, “*Battle Scenario Victory Conditions*.”) Special Victory Conditions apply to Battle Scenario One (see ¶97).

CAMPAIGN SCENARIO INFORMATION

Scenario End Date

[191.] The Campaign Scenario ends with 15-16 December 1805 (**exception:** see ¶156) regardless of start date (see ¶196). This was the date at which 80,000 Austrian troops under Charles were expected to be able to intervene, either attacking Vienna or appearing on the map around hex 3942.

Vedettes

[192.] Vedettes can be placed at start according to the rules governing their placement (see ¶69).

Centers of Operations

[193.] The Centers of Operations may be set-up freely at the owning player’s discretion.

[194.] Both Centers of Operations are Active at the start of the Campaign Game. **Note:** the French Player receives no new APs on the 15-16 Nov. turn.

Vienna Morale

[195.] The Vienna Morale Marker begins every scenario at “zero.”

Scenario Information

[196.] In *The Sun of Austerlitz* there are three battle scenarios: *The Maneuver of Hollabrunn*, *The Austro-Russian Advance*, and *The Battle of Austerlitz*. In addition to these three, the Campaign Game can start on 15-16 November or 27-28 November.

SCENARIO I — The Maneuver of Hollabrunn

[197.] **Game Start:** 15-16 November.

Accumulated APs:

FRENCH 3, AUSTRO-RUSSIAN 10

Battle Scenario End Date: 25-26 November

Movement Commands Available:

FRENCH 2, AUSTRO-RUSSIAN 2.

FIRST TURN: French 1, Austro-Russian 3.

GARRISONS: Russian—Brünn, Olmütz.

VICTORY: Kutusov and 18 of the same SPs from his original starting force occupy Olmütz.

SCENARIO II — The Austro-Russian Advance

[198.] **Game Start:** 27-28 November

Accumulated APs:

FRENCH 7, AUSTRO-RUSSIAN 20

Battle Scenario End Date: 11-12 December

Movement Commands Available:

FRENCH 3, AUSTRO-RUSSIAN 2.

FIRST TURN: French 2, Austro-Russian 4.

GARRISONS: French—Brünn, Russian—Olmütz.

SCENARIO III — The Battle of Austerlitz

[199.] **Game Start:** 1-2 December

Accumulated APs:

FRENCH 10, AUSTRO-RUSSIAN 15

Battle Scenario End Date: 11-12 December

Movement Commands Available:

FRENCH 3, AUSTRO-RUSSIAN 2.

FIRST TURN: French 3, Austro-Russian 2.

GARRISONS: French—Brünn, Russian—Olmütz.

Special Rule: Gudin's Arrival

Gudin's Division was sent for at the last minute. Roll the die on 29-30 November to determine the arrival of Gudin's Division. (Klein's cavalry will accompany Gudin as part of his force.)

Note: The Turn Record Track shows the "Historical" arrival of Gudin's division. Unlike other reinforcements, the units of Davout's III Corps arrive during the French Forced March Segment of the specified turn, and may automatically move their maximum Movement Allowance during the entry segment.

1 Gudin's Force arrives 1 turn earlier than shown.

- 2-3 Gudin's Force arrives historically.
- 4-5 Gudin's Force arrives one turn late.
- 6 Gudin's Force arrives two turns late.

THE CAMPAIGN SCENARIO

[200.] **Game Start:** 15-16 November

Scenario End Date: 15-16 December

Alternative Start Date: 27-28 November.

Accumulated APs: Same as the Battle Scenario with corresponding date.

Automatic Victory: (see ¶156)

Other Levels of Victory:

If neither automatic condition (see ¶156) is met prior to the end of the game, the level of Vienna Morale at the end of the game determines the Level of Victory. This depends upon whether the "Prussian Ultimatum" result has occurred or not (see ¶159).

<i>Vienna Morale</i>	<i>With Ultimatum</i>	<i>Without Ultimatum</i>
+3	Aus.-Rus. Strategic	Aus.-Rus. Operational
+2	Aus.-Rus. Operational	Aus.-Rus. Tactical
+1	Aus.-Rus. Operational	Aus.-Rus. Tactical
0	Aus.-Rus. Tactical	Aus.-Rus. Marginal
-1	Aus.-Rus. Tactical	Aus.-Rus. Marginal
-2	Aus.-Rus. Marginal	Draw
-3	Fr. Marginal	Fr. Tactical
-4	Fr. Tactical	Fr. Tactical



Designer's Notes

by Kevin Zucker

The first decision to be taken in the design process is the orientation of the map. We wanted the map to link with the 1809 map in this series. Using that map,

OSG's *Wargame Design* Magazine will provide a scenario to enable play starting on 28-29 October.

The overall map area is 54 hexes in length; at 3.2 kilometers per hex, that's an area 174 kilometers by 112 kilometers wide. The only option you have as a designer is the orientation and the layout and the number of maps that you choose.

The orientation of the map was determined by laying the axis of French communications from Vienna to Brünn down the middle of the map. In order to allow Vienna onto the southern map edge, the Russians were deprived of any room to pull back into the mountains. The axis of the map is tilted to the east-north-east—the same tilt as the 1809 map. The two maps will mate with seven or eight hexes of overlap.

The game begins either on November 15th, the 27th, or December 1st. Scenario I presents a mean and frustrating chase for the French who are already nearing the end of their logistical tether, as their Vienna supply source was still being organized.

Napoleon had hoped to stop the Russian Army's withdrawal to Brünn, but that turned out to be impossible. He joined the advanced guard of his army on the 17th of November when it reached the important depot of Znaim.

Bagration's stand at Hollabrunn allowed Kutusov's army to escape beyond reach, so Napoleon was forced to halt while depots were organized. The center of this reorganization would be the fortified town of Brünn, which at that moment had not yet been abandoned by the Austro-Russians. Emperor Franz sent a letter to Napoleon offering to open negotiations. Kutusov arrived in Wischau on the 19th meeting the advanced guard of Buxhövden's army, and the Austrians under Liechtenstein and Kienmayer. Napoleon arrived in Brünn on November 20th, and on that same day at a road junction east of Brünn there was a clash between 6,000 Russian cavalry and two French divisions.

On the 24th, Alexander held a council of war. His Army had no subsistence, no forage, there were no horses to replace losses sustained earlier in the campaign. The main location and size of the French army was impossible to determine because of Murat's screen of vedettes.

Kutusov recommended that the combined Austro-Russian army withdraw into the unforaged territory of the Carpathian mountains. They would be withdrawing back along their line of communications toward Teschen, or Jesenicy (the Polish town of Cieszyn). Such withdrawal is not a possible alternative strategy for the allies in this game because of the limited map area, even though generals Bagration, Docturov and Miloradovich supported Kutusov's proposal. It was undoubtedly the wise course of action—provided Prussia intervened—but would not produce much of a game. The only opinion at Headquarters that truly mattered was the Tsar's.

Kutusov's proposal ignored the rapidly deteriorating condition of the army. Winzingerode and Dolgoruki argued that the army might never again be as strong as it then was, discounting the 12,000 replacements en route under Essen. The Tsar decided against Kutusov's delaying action. The army would break camp at Olmütz and move against the French, last known to be in and around Brünn.

The plan was to attempt to cut Napoleon's line of communication southward from Brünn to Vienna. This plan, drawn up by Weyrother, will be the general strategy available to the Russians. There was nothing wrong with Weyrother's plan, except that it misunderstood Napoleon's intentions. Napoleon wanted to fight a battle regardless of circumstances, so the Russians did not have to threaten his line of communications to bring on a fight. The second problem with the plan was in its execution—once the Russians saw the French drawn up in battle array east of Brünn, they should have ceased their southward march. Instead of attempting a flank march in the presence of the enemy, they should have squared-off against them from the commanding positions along the Pratzen Heights.

The French will have to act according to the strategy the Russians choose. However, what if neither side initiates the offensive? This is where it gets complicated. If we place the onus on the French to advance, then how will we ever see a Russian advance to the heights of Pratzen? If we place it on the Russians, that ignores the "do nothing" option. The question becomes, without any offensive by either side, which army would have melted-down first?

Napoleon needed a decisive battle because of his precarious position in the middle of Bohemia, and because of the impending intervention of the Prussians. He had only about 30 days before the Prussians appeared; Charles with 80,000 Austrians was even closer to intervening the theatre, having reached the Danube, about 80 miles downstream from Vienna, by the 6th of December. Therefore, the victory conditions put the burden of attack on the French Player, especially if there is a Prussian ultimatum.

The Russians will be looking at an increasing attrition rate, the concern being that if they do nothing, their army will be wasted if the French wait until late in the game before attacking.

Obviously supply is again very important in this campaign. We find the Russians considering two courses of action, either to withdraw to relatively unforaged areas in the Carpathian mountains, or to attack the French immediately because of the attrition their forces were suffering. On the French side we see Napoleon stopping to reorganize supply on the 17th, (he was at the end of his LOC) and then spending several days accomplishing this.

With supply difficulties such as these, the Forage rules will play a role.

Victory Conditions

Victory conditions are usually the last element of a design to be completed. But they are among the first to be roughed-out in outline. The attrition rate places a burden on the Russian Player, either to attack or to simply sit still and wait for the French to come to him. That actually might be his best strategy. But obviously there's going to have to be some benefit to advancing from Olmütz or else we'll never see a Battle of Austerlitz. We've had to use all of our design skill to avoid straightjacketing the Russians into advancing to the Pratzen Heights, but at the same time, to make it a viable strategy.

Order of Battle

The French Army comprises only six Corps, and the Russian Army is smaller, even including the Archduke Ferdinand's forces from Iglau and the Prussians. With Vedettes, March Regiments, and markers the whole game requires fewer than 190 units—an awkward amount given our 280-counter die. Since we didn't have anything else in this series ready to go, and the *La Guerre* Expansion counters fit, we decided to print them. No sense in sending out blank counters!

Campaign Analysis

by Kevin Zucker

PROLOGUE TO WAR

In March of 1804, the duc d'Enghien, a Bourbon prince, was kidnapped from the German duchy of Baden, tried by a French military tribunal, and executed for his involvement in a plot to bring down the Consular government. Executing royalty was not the way to win friends among the other royal houses of Europe. The incident gave the courts of London, Vienna, and St. Petersburg the *casus belli* to renew hostilities.

On the 2nd of December, 1804, in the Cathedral of Notre Dame, Napoleon crowned himself Emperor of the French. Russia was first to join Great Britain in the third coalition against him. In an agreement concluded on 11 April 1805, she was promised £1.25 million if 100,000 troops marched against Napoleon. Austria and Sweden agreed to join soon thereafter.

THE WAR OF THE THIRD COALITION

War commenced in August 1805 with the Austrian Army's invasion of Bavaria; Napoleon's Army responded with a 30-day march from the channel coast to the Rhine. Upon crossing the Rhine, the Grande Armée fanned-out to cross the Danube below Ulm and surround the

Austrian Army of General Mack. The French then pursued Kutusov's Russian Army down the Danube and captured Vienna on November 10th. The pursuit ended at Austerlitz on December 2nd.

Phase I: The March

The Cavalry Reserve, followed by the IV, V, and VI Corps, set out from the Channel coast on August 26. Marshal Bernadotte's I Corps marched from Hanover; Marmont's II Corps from Holland; the III Corps set off from Bruges in Belgium. Within thirty days these Corps of the Grande Armée were unleashed across the Rhine. Augereau's VII Corps, in Brittany, faced a two-month journey and would not arrive on the Rhine until 23 October, crossing at Basel.

Phase II: Ulm

Austria's primary concern lay with Italy, and it was there that she sent her main concentration, the Archduke Charles with a force of 65,000 men, not counting the 25,000 in the Tyrol under the command of the Archduke John. General Mack was positioned in Germany with a force of only 60,000 men, plus 11,000 in the Vorarlberg, on the understanding that he would be reinforced by the advancing Russians. Mack crossed the Inn River on September 11 and occupied Bavaria, whose army retreated northward.

Having learned that the enemy was concentrated at Ulm, Napoleon ordered his men on October 7 to begin crossing the Danube near Donauwörth. Mack, taken by surprise, was having great difficulty massing his troops, and two of his corps were badly beaten near Wertingen and Günzburg on October 8 and 9. Dupont's French division was severely tried at Haslach on the 11th, and Werneck's Austrian corps, together with the Archduke Ferdinand, managed to escape along the northern road. Napoleon rushed to envelop the enemy and ordered Ney to force a crossing of the Danube at Elchingen. The Austrian army, surrounded on all sides, capitulated on the 17th. Werneck's corps, pursued by Murat, surrendered on the 18th, the Archduke Ferdinand fleeing into Bohemia with only a handful of cavalry.¹

The Austrians lost a total of 42,880 men killed, wounded and prisoner; Kienmayer's intact corps escaped,² marching to link-up with Kutusov's First Russian Army, then standing on the Inn River. Buxhowden's 2nd Russian Army was still marching through Galicia and Silesia, in four columns, toward upper Austria.

¹ Georges Lefebvre, *Napoleon from 18 Brumaire to Tilsit*, pp. 238-39.

² Franz Willbold, *Die Schlacht von Elchingen*, p.113. Willbold led the designer on a tour of the battlefield in 1993.

Phase III: The Pursuit

Austrian FML Kienmayer commanded the easternmost column of Mack's Army (16,100 men), watching the Danube between Ingolstadt, Neuburg, and Eichstätt—that is, just downstream from the main crossing of the French Army at Donauwörth. Avoiding the sweeping encirclement of his comrades, he heard that 8,000 Russians had arrived at Braunau, and accordingly fell back to Dachau on the 8th, to Munich on the 9th, and arrived in Braunau on 12 October with about 12,000 men (not including Merveldt's brigade in reserve there—Deutsch-Banater Grenz Rgt. 12 and H.-Homberg Hussar Rgt. 4). Of Kutusov's Russian Army (54 bns, 40 sqns) several columns and all the 168 guns were still marching up; and as no request was received for help, no forward movement was made to support Mack. On 23 October arrived word of his capitulation at Ulm. Kutusov had no intention of staying around to greet Napoleon's victorious Grande Armée and commenced his retreat on 25 October. Not until united with their comrades in the 2nd Army would they consider a stand. To forestall the unification of the two Russian Armies was Napoleon's whole strategy.

Kutusov's 27,092 Russians and 15,000 Austrians (now under Merveldt's command) retired downstream through Lambach, Wels, Linz, Enns and Amstetten toward a planned junction with Archduke Charles at St. Pölten. They were instructed to prevent a French crossing of the Danube.

On 4 November, the government in Vienna began evacuating to the left side of the Danube. On the same day Merveldt and about 6,000 of the best Austrian troops departed from Kutusov's Army towards Steyr and Altenmarkt, intending to rendezvous with the Archduke Charles near Leoben.

On 7 November, Kutusov had approximately 30,000 half-demoralized men, including the few thousand Austrians. Charles, falling back upon Austria, was obliged to maintain a running fight against Massena while going to the aid of the capital. The second Russian Army under Buxhöwden was only just arriving at the far side of Moravia (reaching Troppau on 10 Nov.). Thus there would be no stand at St. Pölten. On 9 November Kutusov's Russians crossed the Danube at Krems and broke the bridge while most of the remaining Austrians continued downstream to Vienna.

On crossing the Danube, Kutusov had 23,980 regular troops, not including cossacks or the 2,500 Austrians. The sole Austrians remaining with Kutusov were four battalions of Grenzer infantry and four regiments of cavalry (22 depleted sqns—Küirassier Rgts. Nos. 5 and 7, and H. Homberg Hussar Rgt. 4 under Hohenlohe—the Szekler Hussars had departed toward Vienna). General Rosen's VI Column (9 bns, 10 sqns) was then en route from Teschen, in Moravia, followed by Buxhöwden's Army (26,450 men plus 8,500 Imperial Guards).

At the battle of Dürrenstein on 10 and 11 November, Kutusov's five columns—Miloradovitch (6 bns, 2 sqns, 4 guns), Docturów (16 bns, 2 sqns, 2 guns), Stryk (5 bns), Bagration (11 bns, 20 sqns), Essen (7 bns, 11 sqns)—engaged Mortier's ad hoc corps (Gazan in front, Dupont and Dumonceau behind). Division Gazan, which bore the brunt of the fighting, lost 2,152 men and Dupont's division lost only 106; the Russians left behind 5,500 killed and wounded. Four days later, at Hollabrunn and Schöngrabern, the rearguard under Bagration fended off a massive force under Murat. During his rapid escape in the direction of Brünn, Kutusov's force added Rosen's 7,500 men but lost 2,402 combat casualties from Bagration's column.

The Austrian Corps detached toward Vienna to pick up the Vienna garrison (about 10,000 soldiers) rejoined Kutusov on 19 November at Wischau. Buxhöwden's first column, 14,000-strong, arrived on the same day, followed by a further 21,000 men who joined forces with Kutusov at Prossnitz on 21 and 22 November, bringing his theoretical strength up to 84,000.¹

Of that total, attrition during the weeks since 7 November—deserters, sick, and malnourished—left only 72,789 men in the ranks on 27 November,² the day the army marched to Austerlitz.

The Weather

Incessant rains and snows made the advance terribly difficult. 'At no other time, save in the Russian campaign,' wrote Fezensac, 'have I suffered as much, or seen the army in such a state of disorder.'³ Geological evolution had created a depression in the Morava valley, sheltered from the winds of the west, with a climate distinctly Continental in character. The winters colder and the summers hotter than in Bohemia.⁴

The Terrain

Between the south-eastern edge of the Bohemian massif, made up of featureless hills, and the wooded brow of the Carpathians, the dry and fertile plains of the Moravian corridor had been one of the most ancient areas of settlement of pre-historic man. For several centuries Moravia had been a 'margravate' hence a state still medieval in structure, governed by the little court of a princeling dependent on the crown of Austria, and its capital had been at Brünn. Always united with Bohemia, it had shared in her economic

¹ Kutusov's 25,500 Russians (28,500 less 3,000 casualties), Austrians 16,000, Rosen 7,500; total of Kutusov 49,000. Plus Buxhöwden's 35,000 = 84,000.

² Scott Bowden, *Napoleon and Austerlitz*, p. 505

³ Lefebvre, p. 239

⁴ Claude Manceron, *Austerlitz*, p. 146

development. The predominant language was Czech, with a strong Teutonic minority.

Situated thus between two broken and mountainous regions, it was above all a zone of transition and passage between east and west. The inhabitants were gathered in villages with long rows of thatched roofs on either side of a single street, and in two peaceful old towns enclosed by ramparts: Brünn and Olmütz in German, Brno and Olomouc in Czech. Important European centres of agriculture, they were the scene of magnificent fairs. To the right of Olmütz, the restriction known as the Moravian Gap narrowed to only a few miles between the forests of the Carpathians and of Jesenicy [Teschen]—the outlet to the boundless plain beyond. Olmütz was a fortress of the first order, very easy to defend and to fortify, and the risk of coming up against it gave Napoleon an additional reason for not pursuing Kutusov. Subsistence was more plentiful in the relatively fertile Moravian valley.

1

The Coalition Plan

Alexander arrived in Olmütz confident that his presence and Buxhöwden's reinforcements would turn the military situation around. Kutusov expressed his opposition to resuming the offensive, writing to the Tsar during his retreat from Krems on November 17th.

*"I dare not conceal from you, Sire, that it is impossible to sacrifice at random and to confide the fate of the war to a single battle. It is all the more difficult for me to expose myself to the possibility of a fight since our troops, in spite of their zeal and their impatience to distinguish themselves, are bereft of physical strength. Exhausted by the forced marches and the constant bivouacs, they can scarcely drag themselves along; they often go twenty-four hours without nourishment, for lack of time to prepare their meals, constantly harried as they are by the enemy. When we have been further reinforced, the enemy, who will be overawed by our numbers, will undoubtedly leave us a few days rest. We would then be able to resume the offensive again."*²

Kutusov soon recommended a further withdrawal eastward into unforaged Carpathia, while the Archduke Charles moved on Vienna and the Prussians completed the mobilization of their army. Generals Bagration, Dochturov and Miloradovich supported Kutusov. But the Tsar's presence at headquarters, surrounded by young, giddy, ignorant,

presumptuous men, annulled Kutusov's authority, and at the same time his responsibility.³

Shoving aside Kutusov's concerns at a council of war in Olmütz castle on 24 November, the Russian and Austrian Emperors agreed to launch an offensive aiming at the immediate liberation of Vienna. The Austrian General Franz von Weyrother, recently nominated Army Chief of Staff, created a plan to reverse the fortunes of war. The plan called for the turning of the French right flank, to open the road southward to Vienna.

The French Plan

This fit perfectly with Napoleon's plan, which hinged upon the Allies making the first move and attacking him in his position in front of Brünn. Given his tenuous supply situation, Napoleon welcomed a battle on this ground of his own choosing.

*Any yet, supposing the Allies had not attacked? This question (sacrilege to Bonapartists) reveals an appalling void. The conscientious Colonel Colin, who has worked out an incomparable analysis of the days in question, allows his integrity to get the better of his veneration for the great man by revealing that the Emperor played at double or quits and had not provided for any other line of retreat except towards the south, towards Vienna or Znaim; but the latter would have been equally cut off in the event of the French right being outflanked. Apart from these two directions, no route had been organized, or even explored, and nothing had therefore been arranged to provide for a change in the line of operations.*⁴

THE OPPOSING ARMIES

The Russian Army

At the outbreak of hostilities, two Russian Armies marched into Austria: the first, under Kutusov, was stationed at Radziwilow Palace, outside of Warsaw, and numbered 38,905 upon its departure on 25 August (not including Rosen's detached Column of 7,500).⁵ Buxhöwden's Army, stationed at Grodno, followed 60 days later.

The Russian soldiers performed well considering the hardships they suffered. The rank and file were illiterate serfs whose enlistment period generally expired with their lives. They were paid barely enough to live on, and were subjected to cruel punishments for slight infractions. Their officers were drunkards and gamblers who paid little attention to their duties. Despite this, the rank and file were

³ Thiers, Louis Adolphe, *History of the Consulate and the Empire of France under Napoleon*. Philadelphia: 1893, vol. iv. p. 54.

⁴ Manceron, p. 152n.

⁵ Bowden p. 293

¹ Manceron, pp. 146-47

² Kutuzov quoted in Manceron, p. 153

sustained by a belief in duty and reverence for the Tsar.

In neither the Austrian nor the Russian army at this time was there any idea of permanent divisional structure. Regiments were shifted from one temporary “column” assignment to another on a continual floating basis. This made the whole army unwieldy, slow and unresponsive to the constant flux of the battlefield. Mutual support and coordination between columns was almost non-existent.

Formations of the Russian Army on 2 Dec.

I. Column: Dokhturov

Brigades Lewis, Urasov.

21 battalions, one regiment of Cossacks, one company of pioneers, 64 guns.

II. Column: Langeron

Brigades Olsufiev, Kamensky I

17 battalions, St. Petersburg Dragoons (2 sqns), one Cossack squadron, one company of pioneers, 30 guns.

III. Column: Przybyszewski

Brigades Müller III, Strik, Loshakov

18 battalions, one company of pioneers, 30 guns.

IV. Column: Miloradovich

Brigades Monakhtin, Berg, Repninsky

12 battalions, 36 guns.

Attached: Kollowrat’s Austrian division.

V. Column: von Essen II

Brigades Penitzki, Uvarov

30 sqns, three Cossack Regiments, 24 guns.

Attached: Liechtenstein’s Austrian cavalry.

Advanced Guard of the Army: Bagration

Brigades Dolgoruky, Kamensky II, Engelhardt, Wittgenstein, Voropaitzki, Tschaplitz.

15 battalions, 48 sqns, 30 guns.

Attached: two Austrian batteries (12 guns) arriving from Olmütz during the battle.

Imperial Guard: Constantine

Brigades Depreradovich I, Lobanov, Jankovich, Depreradovich II.

10 battalions, 17 sqns, one company of pioneers, 40 guns.

The Austrian Army

The Austrian Army at Austerlitz was the size of a single corps, amounting to about 16,000 men of all arms. The Austrians were distributed in two formations, with most of the cavalry going to the Advanced Guard of the left wing, under Kienmayer, and the infantry to the IV Column, under Kollowrat.

Formations of the Austrian Army

The Austrian Cavalry: Liechtenstein

The Kuirassier Rgts 5 Nassau-Usingen and 7 Lothringen, Dragoon Rgt 1 Johann (2 sqns), Hussar Rgt. 4 H.-Homberg, and a few remnants turned at Krems to accompany Kutusov into Moravia. In addition one regiment of infantry followed this

column: the Broder Grenz Rgt 7.¹ The total strength of this column was around 2,000 men.

The Austrian Infantry: Auersperg

The Austrian infantry went to Vienna, decided not to defend the city, picked up the garrison and crossed the river. Waiting too long to blow the bridges, they then had to retire northward along the March River to unite with the Russians west of Brünn. Auersperg was cashiered for allowing the capture of the Tabor bridge. Command then devolved upon Kienmayer.²

Advanced Guard: Auersperg

(under Kienmayer on Dec. 2)

2 bns each of the Szekler Grenz Rgts. (Nos. 14 & 15), Chevaulegers Rgt 3 O’Reilly, Hussar Rgt 11 Szekler.

IV. Column (part): Kollowrat (Dec. 2).

One complete Regiment—No. 23 Salzburg (6 bns).

Three battalions from Kienmayer’s original corps—29 Lindenau, 38 Württemberg, and 59 Beaulieu.

Seven 6th (depot) battalions of the Vienna Garrison.

Two companies of Vienna Jäger.

Kuirassier Regiment 1 Kaiser.

Two companies of pioneers

Artillery: 40 guns.

The French Army

All sources agree that the French *Grande Armée* of 1805 was the best the Emperor ever fielded. Totaling 74,595 on the field of Austerlitz,³ it was also quite manageable. The division of the Army into mini-armies termed “corps”—literally “bodies” of troops meant only a few sets of orders had to be written each day. Each corps headquarters staff—the “head”—coordinated the actions of its “arms”—two or three infantry divisions, a brigade of light cavalry, and artillery—and the “tail”—the support and administrative personnel. This balanced structure allowed a single corps to fight on its own for a day against a much superior force.

The *Grande Armée* in Germany comprised the First through the Seventh Corps plus the Cavalry Reserve and the Imperial Guard. The Cavalry comprised two divisions of armor-clad *cuirassiers* on huge Belgian mounts; a single light division of hussars and *chasseurs*; and five divisions of dragoons, wobbly horsemen expected to fight mounted or dismounted and at times attached to the infantry corps. The Imperial Guard, infantry and cavalry, were seasoned veterans of several campaigns.

One or more batteries of artillery followed each infantry division into the field, while each corps maintained a separate reserve of engineers and more guns. Attached to Imperial Headquarters, the “grand park” carried ammunition, baggage, ambulances, and

¹ Bernhard Voykowitsch, personal communication.

² Voykowitsch

³ Bowden, p. 498

bridging trains with their *pontoniers*, to round-out the whole organization.

Marching at speeds undreamt of by their foes, the march columns trailed clouds of stragglers, ranging far and wide in search of food and shelter. They were the only soldiers on earth who could be counted on to reassemble after that kind of chaotic marching. A quarter of them were veterans of the 1790's—days of desperation and regular defeats—and they trusted the Emperor completely. The young conscripts followed the veterans' example. The officers had mostly seen action—the majority were young, though some ninety lieutenants were over 50 years old.¹

Several of the French Army Corps were occupied elsewhere in the theater and unavailable for the Austerlitz Campaign. The VII Corps was still at Ulm, 30 days' march to the rear; Ney's VI Corps was operating in Carinthia, and Marmont's II Corps stood in Hungary, guarding against a move by the Archduke Charles against Vienna from the south.

Auxiliary troops included two Bavarian divisions; one attached to Bernadotte's I Corps in Moravia and one operating against insurgents in the Tyrol. Other German auxiliaries guarded the Danube, which provided all-important communication with France: the Baden brigade held Passau and Braunau, major fortresses on the Inn river. The Württemberg division held the Austrian fortress of Linz.

The Prussian Army

The Prussians were prepared to join the Coalition, having dispatched an ultimatum to Napoleon in care of their foreign minister, Haugwitz. Had the Emperor failed to win at Austerlitz, there stood already in Berlin, Kustrin, Posen, Glatz and Breslau 59,000 Prussian troops ready to march, with 100,000 more assembling in the western provinces of the Kingdom. Of those 59,000 fully mobilized, 22,000 stood close to hand at Glatz and Breslau in Silesia, and these might have set out on their southward march to link up with the Kutusov's army as early as 26 November. (Troops in Glatz were three marches from Mugglitz.)

Formations of the Grande Armée at Austerlitz

The Imperial Guard: Bessières

One Infantry and one Cavalry Divisions, made up of veterans of several campaigns.

I Corps: Bernadotte

Infantry Divs. Rivaud and Drouet; Lt. Cav. Div. Kellerman.

III Corps: Davout

Infantry Divs. Cafarelli, Friant and Gudin; Lt. Cav. Div. Viallanes.

IV Corps: Soult

Infantry Divs. St. Hilaire, Vandamme and Legrand; Lt. Cav. Div. Margaron.

V Corps: Lannes

Infantry Divs. Oudinot (Grenadiers) and Suchet; Lt. Cav. Div. Fauconnet.

Cavalry Reserve: Murat

Heavy Cavalry Divs. Nansouty and d'Hautpoul; Dragoon Divs. under Klein,² Walther, Beaumont, and Bourcier; Lt. Cav. Brigade Milhaud; and the division of dismounted Dragoons (the 'wooden swords') under d'Hilliers.

Supply

*Ever since the end of August, the condition of the French treasury was causing Napoleon serious worry. The paymaster of the Pas-de-Calais department had been unable to meet the pay, and in Strasbourg it was necessary to borrow 12 million francs for which special guarantees had to be given. It is hardly surprising that a great many soldiers crossed the Rhine with only a single pair of shoes. They were the ones who ultimately paid, with their sufferings and even with their lives, the price of their master's improvisations and of the financiers' schemes.*³

Painfully aware of the desertion and indiscipline that always result whenever an army attempts to live off the country, General Joseph Rogniat, commander of the engineers of the *Grande Armée*, called the Austerlitz campaign "the height of madness."⁴

Advancing beyond all reason, the march of the French continued without interruption across the Rhine, across the Danube, across the Isar, the Inn, the Traun, and the Enns; without rest or relief, marching constantly for 80 days, outrunning their road-bound and inadequate convoys of supplies.

Stopping at nothing, Napoleon began to organize a new Supply Source to support his troops in their forward movement to Brünn, using the captured stocks of supplies in the great depot of Vienna. The first wagons loaded with supplies made the 80-mile trip to Brünn in about 5 days. At a distance of one day's travel along this line (about every 16 miles), a relay station was set up, and the wagon drivers would shuttle back and forth along a given section while exchanging wagons at either end. There was always a shortage of wagons; these could be augmented by impressing local farmers with their teams, but these always went home at the first opportunity. With adequate transport the well-stocked Austrian capital contained most of the army's needs, while what was unavailable in Vienna floated down the Danube on barges.

² en route to Austerlitz on Dec. 1st.

³ Lefebvre.

⁴ Martin van Creveld, *Supplying War*. 1976, p. 76. Joseph Rogniat 1776-1840, *Considerations sur l'art de la guerre*, Paris: 1816.

¹ Lefebvre, p. 223.

The Coalition forces held a well-protected LOC based upon Olmütz and could retreat either on Poland or Silesia. Both opposing armies were at the end of their logistical tether and would suffer if they tried to advance beyond Olmütz. But the Coalition suffered most, “ultimately compelled to attack the Grande Armee on pain of disintegration.”¹

THE CAMPAIGN OF AUSTERLITZ

I. The Maneuver of Hollabrunn

15-16 November: Schoengrabern

Kutusov, still on the march from Krems, assigned Bagration the rôle of rear-guard to provide him some elbow-room. On the evening of November 16, Oudinot’s grenadiers attacked and carried the village. Oudinot was wounded and lost 2,000 men. Bagration lost 2,400 men but withdrew in good order under cover of darkness.

Schoenbrunn Palace

Napoleon wrote to Berthier to adjust the Army’s LOC back to France via Strasbourg, Stuttgart, Ulm and Augsburg. He then departed from the Habsburg residence outside of Vienna en route to the army.

17-18 November: Znaym

The Emperor joined the advanced guard of his army in the important depot north of Vienna, entering shortly after its capture. Kutusov’s Army had already escaped. Murat turned east and pushed the Russians (and Austrian cavalry) out of Pohrlitz, while Bernadotte with the I Corps marched northwest toward Iglau to guard the approaches from Prague.

19-20 November: Pohrlitz

The Emperor attended to his LOC while Murat led the army to the immediate goal of Brünn. Soult was ordered to march his corps north to Austerlitz.

Brünn

Murat entered the Moravian capital, a major road hub commanded by a powerful fortress, full of supplies. Napoleon decided to halt his advance and build up his administration, to rest and resupply.

Wischau

Kutusov arrived to find Buxhöwden’s advanced guard and Kienmayer’s Austrian corps. They marched on through Prossnitz to Olmütz where the Emperors of Austria and Russia had established their headquarters.

II. Operations Pause

21-22 November: Brünn

Napoleon entered Brünn. He wrote to Lauriston, in Bavaria, ordering him to send no more artillery or ammunition forward, but to halt those convoys at Braunau. He had plenty of captured munitions in Vienna, but the men were in dire need of shoes and overcoats.

Olmütz

The Armies of Kutusov and Buxhöwden were united. The Coalition forces now outnumbered the forces Napoleon could muster in Moravia. The retreat was halted.

23-24 November: Olmütz

Alexander and his generals held a council of war. The army had no subsistence, no forage, there were no horses to replace losses earlier in the campaign. Kutusov recommended a withdrawal into the mountainous region behind them (off the map). The army was rapidly deteriorating and few replacements were expected. Winzingerode and Dolgoruki argued that the army might never again be as strong as it then was. The Tsar agreed. The army would break camp at Olmütz and move against the French in and around Brünn.

III. The Advance to Austerlitz

27-28 November: Olmütz

The Coalition Army began its advance, while at Brünn, Napoleon received news of the battle of Trafalgar. Next day came reports of Murat’s pickets being driven out of Wischau—a sure sign of an impending attack. The Emperor then summoned his marshals to concentrate the army west of Brünn. Chief of Staff Berthier wrote to Marshal Davout in Vienna.

It appears certain, Marshal, that we will have a large battle tomorrow or the next day on the other side of Brünn. His Majesty orders that you should leave immediately with your two divisions and by forced marches arrive at Brünn as quickly as possible.²

Prague

Archduke Ferdinand with 9,000 men set out toward Iglau to distract attention from the Coalition offensive. He succeeded in holding Wrede’s Bavarian division in Iglau and prevented it from joining the fight at Austerlitz.

29-30 November: Pratzen Heights

At 2 P.M. on the 30th, Napoleon and his marshals standing on the summit and gazing eastward took in an amazing sight: the entire Coalition Army pouring

¹ van Creveld, p. 61.

² *Opérations du 3e Corps*, in Bowden, p. 310

from out of the north through the village of Austerlitz and moving out toward the heights on which they stood. Napoleon reportedly stated his intention to allow the Russians uncontested access to the heights and to weaken his right. "If they then dare to descend from the heights to take me in my flank, they will surely be beaten without hope of recovery."¹ And that is exactly what happened. Napoleon perceived the enemy's intention to attack his center or his right, to drive him away from Vienna.

Marshal Davout, marching up from Vienna, was ordered to move his troops into position on the right as quickly as their legs would carry them. They departed from their bivouacs outside of Vienna at 9:30 pm on the 29th and stayed on the road until 2 am on the morning of the 30th. Given three or four hours of rest, they were back on the road again from 6 am until 5 pm, when they were granted another 4 hours. They marched all night, from 9 pm to 5 am on December 1st. They then enjoyed a halt lasting some six hours, and recommenced marching at 11am until 7 pm, having at last reached the destination of Raigern Abbey specified in Napoleon's original order. Up again before dawn, they marched off about 5:30 am and reached the scene of battle some three hours later. Altogether this remarkable journey took 56 hours, during 28 of which they were actually in motion (from the 35 hours listed above, they took at least 7 hours for rest). The whole distance of the march was reported as 87 miles, or about 3 miles per hour.

1-2 December: Austerlitz

The Austro-Russians occupied the Pratzen Heights, the dominating feature of the battlefield. Since this was part of Weyrother's plan they thought nothing of continuing with the plan, which required them to make a flank march in the presence of the enemy army to attack its right.

Napoleon's deliberately-weakened right was a tempting target for the southern columns under Buxhöwden, and at the outset of their attack, commencing at 7 A.M. on 2 December, the outmanned French defenders were on the ropes. However, a weak division under Davout arrived in time to check the enemy for the remainder of the day in a terrible struggle at Sokolnitz.

As the Russians marched off the plateau to reinforce the south, Napoleon unleashed the IV Corps under Soult into their vacated center. Miloradovich and Kolowrat attempted to plug the gap, and the battle entered its critical phase. Even the Russian Guard's counterattack failed to drive Soult from the heights.

The Russian left wing under Buxhöwden was driven back upon the lakes and decimated. Murat initiated a vigorous pursuit picking up many

stragglers. The Coalition lost about 26,000 men (including 5,922 Austrians) and 180 guns; the French lost 8,000 men.

IV. Treaty Negotiations

3-4 December: Austerlitz

Napoleon established his headquarters at the ducal residence as the broken Russian Army withdrew. Napoleon and Austrian Emperor Franz I met at Nasiedlowitz (between Austerlitz and Hollitsch).

5-6 December: Austerlitz

The Austrians signed an armistice, while the Russians obtained a truce allowing them to withdraw from the theater unharried.

Komorn, Hungary

The Archduke Charles with an army of 80,000 men reached the Danube, just 40 miles downstream from Pressburg. Arriving in Pressburg on the 10th, they would have been just ten hexes (5 MPs) from the mpaedge hex at 3942. Assuming Marmont's 15,000 men managed to delay them for a couple of turns, they could still be counted on to appear on the map on the 15th. The French have to win it before the last turn.

9-10 December: Brünn

Negotiations prepared for the abolition of the Holy Roman Empire, of which Franz was no longer Emperor.

11-12 December: Brünn

Negotiations continued regarding Empire lands which were transferred to Württemberg and Baden.

15-16 December: Schoenbrunn Palace

Haugwitz, the Prussian Foreign Minister, signed the treaty of alliance with France. This embarrassed and weakened the bargaining position of the Austrian Emperor Franz. In the Pressburg negotiations concluded by the end of the year, he had to cede Venice to the new Italian Kingdom and the Tyrol to Bavaria.

EPILOGUE

*The campaign of 1805, undertaken within a year of Napoleon's coronation and in the midst of a grave financial crisis, exposed the Emperor to mortal danger. Saved by the victory at Austerlitz, he took control of Germany and began to organize the Grand Empire. This in turn provoked the formation of a new Coalition, whose defeat placed all of Central Europe in his hands and, by the Treaties of Tilsit, cemented the 'Continental System.'*²

¹ *Memoirs de Ségur*, pp. 235-36 in Bowden, p. 313.
27

² Lefebvre, p. 232

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