

AUSTERLITZ 20

[0.0] EXCLUSIVE RULES

This is the Exclusive Rules sheet for **AUSTERLITZ 20**, a game that also uses the **NAPOLEONIC 20** Standard Rules. When combined, these two rules documents form the entirety of the rules needed to play **AUSTERLITZ 20**.

These Exclusive Rules supersede the Standard Rules when there is a conflict.

[1.0] INTRODUCTION

In **AUSTERLITZ 20**, players recreate the battle of 2 December 1805 during Napoleon's campaign in Austrian Moravia after the French capture of Vienna. One player commands the French army under the Emperor Napoleon Bonaparte while the other leads the Anti-French (i.e., Allied) forces consisting of the combined Austro-Russian Army led by Gen. Kutuzov, Tsar Alexander I and Emperor Francis I.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" game board features a map portraying that part of Moravia where the campaign and battle took place.

New Terrain Types: A new terrain type, frozen ponds, has been included.



St. Anthony's Chapel: Note that hex 0909 is treated as Open terrain.

Sokolnitz Castle (0509) is a Fortified hex and **The Santon** (0803) is a Redoubt hex.

The blue units are French; for the Allies, green are Russian, and white are Austrian.

Unit abbreviations include:

IG = Imperial Guard Res = Reserve
 Bv = Bavarian Gd = Guard
 Gr = Grenadier H = Heavy
 AG = Advanced Guard L = Light

Elite Forces

For the purposes of Routing (a -2 die roll modifier; see 9.6) and Rallying (a +1 die roll modifier; see 10.0), the **French Imperial Guard** and **Grenadier Divisions**, plus the **Russian Guard Corps** units are all considered 'Elite Forces.'



For purposes of Morale fluctuation from their commitment in Battles, both the **French Imperial Guard Division** and the **Russian Guard Corps** units are considered an Elite Force.

[3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), setup for the **Standard Scenario** proceeds as follows:

1. The Game Turn marker is placed on the 'December 2 Morning' space (**Turn 6**).
2. Place both of the Morale markers on the '8' space of the Morale Track.
3. Sort through the Event deck and set aside, face-down, the **Sun of Austerlitz** card and two others chosen at random. The French player blindly draws one of these cards and the remaining two are shuffled back into the Event deck. The French player may choose to play this pre-selected card **in lieu of drawing** a card on any turn; after its use, it is discarded normally.
4. The French player places the following units on the map within the parameters listed below. **All French units are deployed (face down) on their hidden side**, even if the Fog of War Rule is **not** being used!

French

Grande Armée: IG, Gr, I, IV, IV/2, V, Res/H, and Res/L. In addition, the French player may also deploy up to two Dummy counters.

Important: One French infantry unit may begin the game broken down into two Cadres at no **Morale Point** cost (even if not playing with Optional Rule 16.7; chose one unit and substitute two Cadres for it). They can be recombined to reform that unit during play (16.7.2), but that does **not** award the French player a Morale Point.

Deployment restrictions:

- A. One unit must be set up in or adjacent to Bellowitz (0204)
- B. One unit must be set up on or adjacent to The Santon (0803)
- C. Up to three units may set up in the 06xx hexrow
- D. All remaining units must set up in or west of the 05xx hexrow

Conditional: Bv

Turn 6 (i.e., the *first* Game Turn): III*

*But see Rule 11.6

5. **Allied Scouting / French Deception:** The Allied player then rolls a die and halves the result (rounding up). The result is how many set up (hidden) French units are *revealed* before the Allied player sets up his forces.

Procedure: Beginning with the French Player, each alternates choosing one French unit to reveal. If a Dummy is revealed, it is removed from the map.

6. The Allied player then places the following units on the map within the parameters listed below:

Allies

Assault Force: 1AG, 1, 2, 3 – as desired between hexrows 06xx and 09xx, and south of the Santon, but not adjacent to any French units.

Second Echelon: 1/4, 2/4, 5 Cav – as desired between hexrows 12xx and 14xx.

Reserve Force: Gd, AG Cav, AG – as desired on or east of hexrow 15xx.

Conditional: 6

7. After deploying the Allied units, play proceeds normally. If not using the Fog of War (Optional Rule 16.1), reveal all French units at this time, removing any Dummy counters.

[4.0] SEQUENCE OF PLAY

The **Allied** player is the **First Player**.

[4.1] Sudden Death: At the end of Game Turns 12 through 14, the French Player rolls a die. If the result is less than or equal to (<=) the number shown on that box of the Turn Track, the game ends and the winner is determined. If the die roll is greater than the number shown, play proceeds to the next Game Turn.

[5.0] RANDOM EVENTS


Skip the Allied Player's Random Events Phase on the first Game Turn.

[9.0] COMBAT

[9.81] Thin Ice: Although the various ponds and small lakes scattered around the battlefield were frozen, the ice was not very thick. Formations on the ice were at risk of falling in and were particularly vulnerable to enemy artillery fire.

To simulate the hazardous state of the ice, the following rules are in effect:



- **Hindrance:** Like Forest and Rough hexes, units must stop moving when they **enter** a Pond hex.
- **Threat:** All units on a Pond hex at the end of *either* player's Movement Phase must roll a die to see if the ice breaks up; subtract one (-1) for *each* enemy unit that exerts a ZOC into the hex (from enemy artillery fire trying to break the ice!). A modified roll of  or less causes the unit to Rout – including the loss of a Morale Point – or Break if already Routed. No 'Advance After Combat' is permitted into that hex (since no 'combat' took place there and, really, the hex is far too dangerous to enter at that point anyway).
- **Hazard:** Retreating onto a Pond hex is a Hazardous Retreat Path. Follow the same procedure as per 9.8.3.

[9.86] Retreat Direction Priority:

- **French** units must retreat towards one of the three French LOC hexes on the west edge of the map.
- **Allied** units must retreat towards one of the two LOC hexes on the east edge of the map.

[11.0] REINFORCEMENTS**[11.6] Unit Arrival Locations:**

Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

French units: along the south-western map edge.

Allied units: along the eastern map edge.

**[11.6] Davout's III Corps:**

Summoned from Vienna by Napoleon the day before the battle began, Davout force

marched part of his corps through the night and arrived just in time, but the situation could easily have gone differently.

When his **III Corps** unit is scheduled to arrive as a reinforcement (i.e., on Turn 6), the French player rolls a die. On a result of 1, delay the unit's arrival until the next turn and roll again; on a result of 2, the corps arrives as a 2-2 rated unit and is placed on the map, but cannot move that turn; on a result of 3, or 4, the corps arrives as a 2-2 rated unit and **can** move normally that turn; on a result of 5 or 6, the corps arrives at its higher (3-2) rating and can move normally that turn.

**[12.0] ARMY MORALE**

[12.6] Impending Catastrophe: Austerlitz was intended by both sides to be the decisive, culminating battle that would end an exhausting war. Once one side was clearly losing, its army's morale would fall rapidly.

At the end of **every** Non-Night Friendly Player Turn that the enemy occupies two or more of their Objective hexes, that player loses one (-1) Morale Point.

For Example: French units occupy St. Anthony's Chapel and Stare Vinobradý at the end of the Allied Player's non-night turn. The Allied player immediately loses 1 Morale Point.

[14.0] NIGHT TURNS

French Objective Hexes: St. Anthony's Chapel (0909), Stare Vinobradý (1006), and Krzenowitz (1507).

Allied Objective Hexes: Maxdorf (0307), Sokolnitz Castle (0509) and The Santon (0803).

[16.0] OPTIONAL RULES

[16.8] Weather: Fog covers the entirety of the map on all **Morning & Evening** Game

Turns (as shown on the Game Turn Record Track) with the following effects:

- As at night (13.0), all of your units are reduced to 1 Movement Point
- Enemy units have no Zones of Control
- You may **not** combine units in a Battle during your Step 4; instead, *all* of your attacks **are** and **must be** selective (8.2.1).

[17.0] HISTORICAL SCENARIO

Due to hindsight, it is difficult for any game to recreate the stunning operational surprise Napoleon's brilliant plan achieved against the Allies at Austerlitz. This scenario lets players re-fight the battle using the actual troop dispositions, but at a cost to insight as to why and how Napoleon's scheme worked that the Standard Scenario provides.

After sides have been determined (i.e., who will play the French and Anti-French side), setup for the **Historical Battle Scenario** proceeds as follows:

1. The Game Turn marker is placed on the 'December 2 Morning' space (**Turn 6**).
2. Place both of the Morale markers on the '8' space of the Morale Track.
3. Sort through the Event deck and set aside, face-down, the **Sun of Austerlitz** card and two others chosen at random. The French player blindly draws one of these cards and the remaining two are shuffled back into the Event deck. The French player may choose to play this pre-selected card **in lieu of drawing** a card on any turn; after using, discard it normally.
4. The French player deploys his units on the map as follows:

French

Hex 0304: I	Hex 0509: Cadre*
Hex 0403: IG	Hex 0404: Res/H
Hex 0503: Gr	Hex 0504: Res/L
Hex 0609: Cadre*	Hex 0412: Cadre*
Hex 0607: IV	Hex 0804: V

Conditional: Bv

Turn 6 (i.e., the *first* Game Turn): III**



*These Cadres are the broken down elements of the IV/2 unit. If playing with Optional Rule 16.7, they may be rebuilt back into their parent unit during the course of play, but do **not** award the French player a Morale Point when rebuilt.

**But see Rule 11.6

5. The Allied player deploys his units on the map as follows:

Allies

Hex 0611: 1AG	Hex 1409: 5 Cav
Hex 0708: 2	Hex 1307: 1/4
Hex 0709: 1	Hex 1502: AG Cav
Hex 0907: 3	Hex 1603: AG
Hex 1207: 2/4	Hex 1605: Gd

Conditional: 6

6. After deploying the Allied units, play proceeds normally.
7. **Special Rule:** The Allied player **must** conduct at least one attack during his Game Turn 1, or he automatically loses 1 Morale Point. *There was a lot of political pressure on the Allies to go on the offensive right away.*

[17.1] THE EARLIER BATTLE

Napoleon held the Pratzen heights on November 30, but told his Marshals that while he could defeat the Allies from this position, it would be an ordinary victory (he needed a spectacular victory to secure his position in France and Europe). This scenario allows players to explore what might have happened had the French chosen to hold the high ground and receive the advancing Allied Army from that position.

After sides have been determined (i.e., who will play the French and Anti-French side), setup for the **Early Battle Scenario** proceeds as follows:

1. The Game Turn marker is placed on the 'December 1 Morning' space (i.e., Game Turn 1).
2. Place both the French and Allied Morale markers on the '8' space of the Morale Track.
3. Before shuffling the Event deck, sort through it and give the French Player the "**Sun of Austerlitz**" card. He may select this card **in lieu of drawing** a card on any turn. After its use, discard it normally.
4. The French player deploys his units on the map as follows:

French

Hex 0104: I	Turn 6: III*
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Conditional: Bv

The French Player then deploys the remainder of his units (including both the IV/2 Division and IV Corps) as he sees fit in any hexes between hex rows 05xx and 15xx, inclusive.

*But see Rule 11.6

5. The Allied player deploys his units on the map as follows:

Allies

Hex 1802: AG Cav	Hex 2003: 1
Hex 1804: AG	Hex 2104: 2
Hex 1807: 1AG	Hex 2106: 3
Turn 1: 1/4 and 2/4	Turn 3: 5 Cav
Turn 2: Gd	

Conditional: 6

6. After deploying the Allied units, play proceeds normally.
7. **Special Rule:** This is a **two day** scenario. The last turn of this scenario is Game Turn 10 (i.e., the Night turn of December 2nd).