

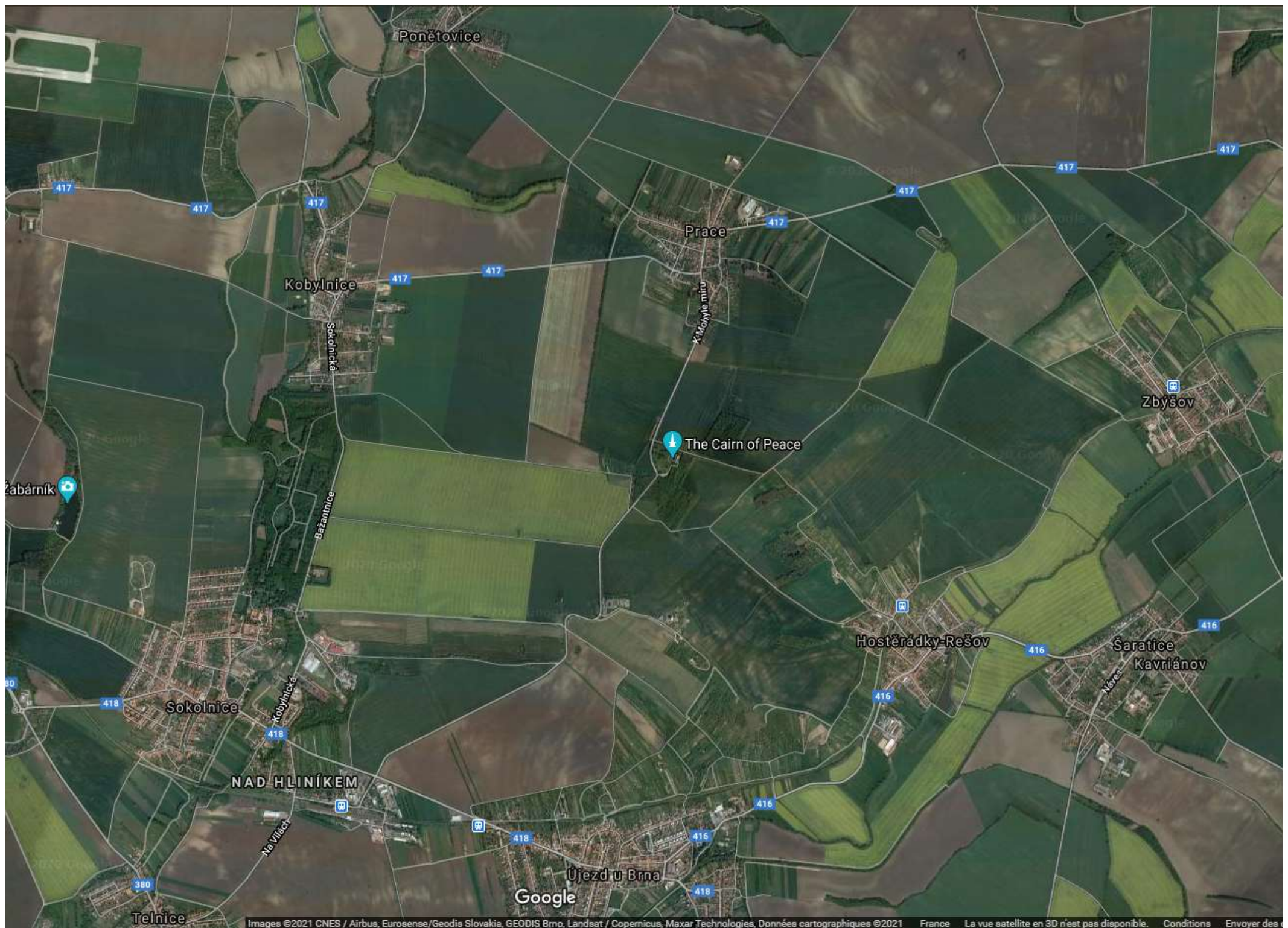


# AUSTERLITZ 2 DEC 1805

**BLACK POWDER V2**







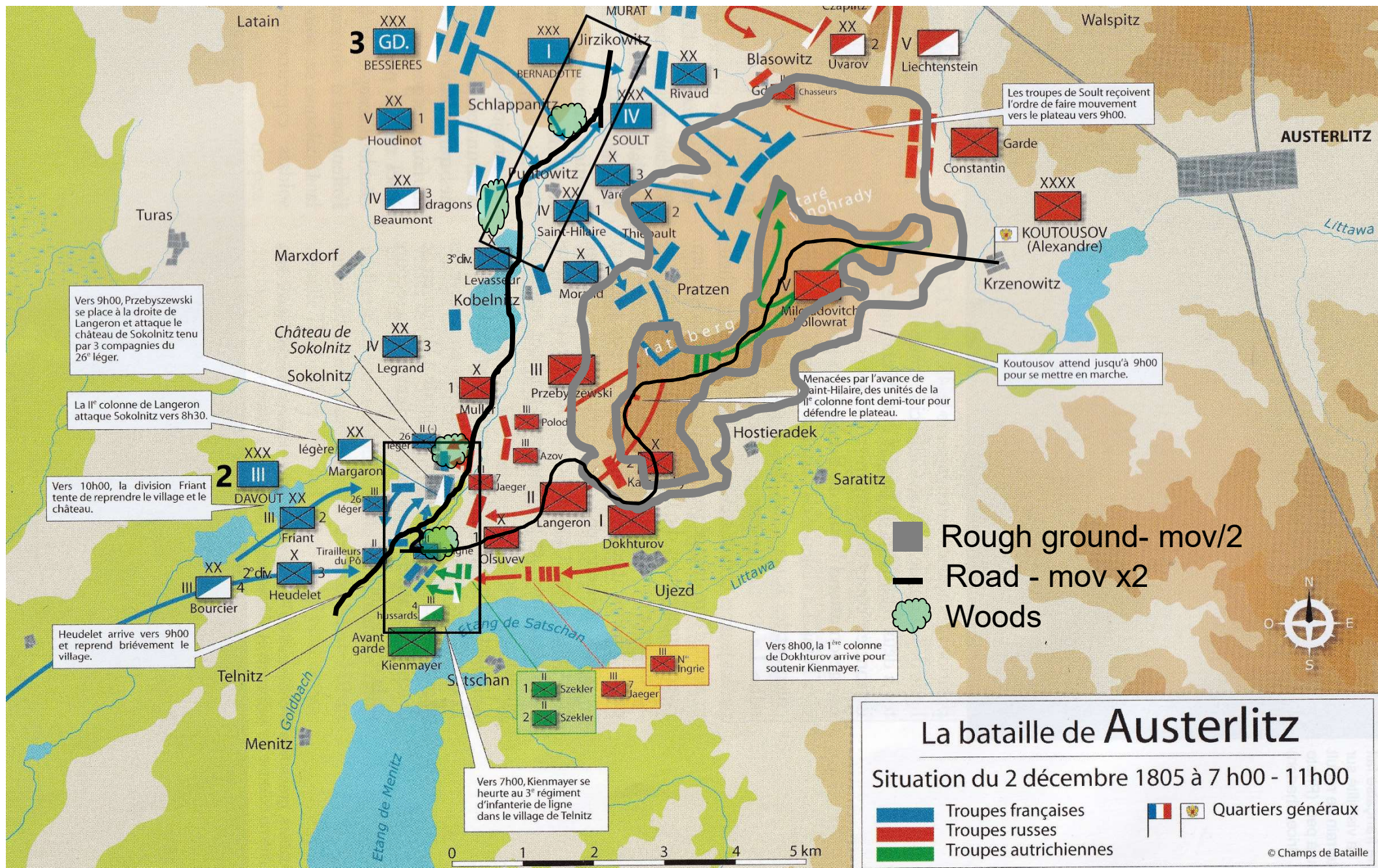


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# Deployment

For both players deployment is hidden using the counters provided with decoy( 10 each side, half infantry and half cavalry)

- French :
  - French deployed in section 1 & 2 : 1 : **Soult**, 2 **Davout- Bessiere** ( Garde) at the team choice ( 1 or 2) but is kept hidden till they either attack / move / or at turn 3 when fog dissapear ( players just wrote down in secret where troops are localised in details and counters are kept outside the table) – Infantry within woods do not need to appear on the table till they move ( keep them in « reserve », if so they cannot be shoot at !)
  - **Davout** : One regiment are deployed in the village/castle – Remaining of Davout corp reinforcements: beginning of every tun, through 1d6. One 6 davout corp enter at the table boarder . Everyturn turn there is an extra one chance to get in , ie turn 2 reinforcements enter on 5-6 on 1d6 and so on. The french player can force odds adding +1 to the result per points of stamina spends on its forces ie if davout distributes 5 points of stamina loss on turn 1 , he gets +5 on its reinforcement roll making an automatic 6 (points spends are kept from one turn to an other)
- Russian/Austrian :
  - Russian can deploy using the counters in the big rectangle covering the pratzen plateau /hill till upfront of the river near telnitz

# Events

## Turn

1-2 Fog covers battlefield – Visibility distance is 1D4 x 10cm No long-range artillery fire. Austrian / Russian player has the initiative

3 Fog dissipates at start of Austrian / Russian turn – No further restrictions on artillery fire.

4 And further turn are normals

## **Fog effect :**

- From turn 1 to end of turn 2 : Move all hidden counters face down including decoys at maximum 8 cm per movement for infantry/cavalry/art ( ie max  $3 \times 8 = 24\text{cm}$ ) – To move a unit/counter whatever side, use a standard leadership of 8 for all counters ( counters are moved on their hidden face) and you need to through a dice for each counter, 4 rerolls are allowed for the french , none for the Allies – This is simulating the fog of war and the fog – when a hidden counter is « visible » ( see distance above) the counter is return and unit place on the field in the formation the player wishes
- Artillery are not allowed to long range shooting

# Terran

## Village :

- Only infantry can occupy a village and only one Standard/larg size one at a time, standard rules applies at the exception of below variants- Position figures on each side of the village to represent defenders
- Defenders have +2 morale save vs shooting and +x vs. Hand-to-hand see here after.
- **Defenders receive +1 on combat result in Telnitz and +2 in Sokolnitz ( Castle) and cannot be supported. Prazen has no defense** and only count for an objectives, an infantry unit need to occupy the village but it doesnt bring any bonus.
- Defenders CAN be forced to retire rather than only being displaced by being broken.
- Defenders split shooting and hand-to-hand attacks evenly amongst attackers (with max. 50% in any one direction).
- **Telnitz** can include a battery facing one direction. It takes no part in hand-to-hand, but can issue closing fire. If supporting infantry retires or breaks then battery is lost.
- If the defender retires or breaks then one attacker can make a free move to occupy the village block (but only if not disordered).

## Road ( see map)

- Troops beginning/moving their full movement in march column on a road double their speed- There is one road from top of the hill moving to village and one on the french side following the river all along. Troops moving on road ( attack or march column) ignore rough ground inclination

## River

- can be crossed anywhere – considered as an obstacle ( need 6cm to cross)/ units retreating through a river also become disordered – units behind the river get +1 on their CC ( ie one extra die) during the first round of combat

## Woods

- are considered light cover, only infantry can hide within them and in mix formation or skirmish ( at deployment phase).
- Artillery upper hill can shoot above their troop (with the -1 malus applying) – french could only shoot in counter battery

## Rough Grounds:

- See map : all the hill inclination between the plateau are visualize on the map by a width line, and represented on the play game by white snow



# Victory

- At the end of X rounds : team agree what time the game should stop with a minimum of 6 Turns. Each turn needs to be played by both team.
- Victory points : 2 points per destroyed units and 1 par shaken (each units leaving the table ie broken brigade units counts as 1 per units) – they have one compulsory retiring move every turn ( see exception rule book)
- Objectives : Represented by House, Village, castle/ Prazen 8 pts, Telnitz, 5, and Sokolnitz 5 – Only unshaken units can hold an objective.
- Breaking brigade : important artillery and Marauder rules cav do not count to the break rules ( see orders of battle)



# Special

- When **moving more than once** , fire is not allowed
- **Division commander** with ranking 8+ are allowing to one re-roll-  
Corp commander are allowed to one extra rerolled per point above 7  
( example : Soult has 9 so 2 reroll , on top of its Division commander  
with 8 who has one reroll) Important: russian Div commander is not  
bringing any reroll to simulate poor coordination – see exception  
during turn 1 and 2 when troop move hidden
- **Austrian and Russian brigade commander** cannot issue a brigade  
order and need to issue an order to each type of unit in a brigade (   
grenadier, fusillier, cav )
- To reflect effectiveness of **the Russian artillery** stats have been  
decrease on the fire power
- **Austrian and Russian** infantry can form in attack column but move  
at **half speed**.
- **French Infantry and cavalry** have access to all type of formations.



# Notes

French forces : 21 inf, 16 cav, 9 art

Austro-Russ : 31 ( adjust to initial 44 minus 30%  
to represent the Small regt), 9 cav, 12 art