



Austerlitz

1805

Un Coup de Tonnerre!



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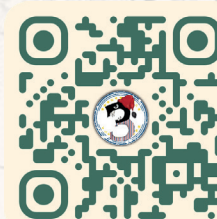
10. *1000 Thanks*





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1. GLOSSARY

Action	Be performed by a Formation when activated (see 4.4 & 5.1).
Activation	Formation Activations permitting Action (See 4.4).
Attack	An Action targeting a Location or a Formation (See 5.2).
Battleboard	Representation of the Austerlitz battlefield (See 3).
Bot	Artificial opponent for Solo mode (See 7).
Broken	Immediate defeat condition (See 4.4).
Defense	An Action causing an Interruption (See 5.3).
Extra Action	Unique capacity of Lannes and Bagration (See 5.5).
Formation Card	Shows permissible Action associated with each French or Coalition Column (See 4.2.3).
Interruption	Allows the Inactive Player to intervene during the opponent's Activation (See 5.3).
Losses Track	Counts eliminated Units, triggers Rout Tests (See 4.4 & 4.5).
Mist Marker	Indicates the real strength of Soult's Corps (See 4.3.5).
Morale Track	Indicates armies' cohesion, affected by losses and time (See 4.4 & 4.5).
Pass	Doing nothing. Mandatory if no Action is possible (See 4.4).
Aid Card	Card giving explanation about icons (See 2).
Reinforcements	Action moving a Unit from one Formation to another (See 5.4).
Rout Test	Immediate Morale check for an army (See 4.4).
Tactics Card	Optional rules. French, Coalition, or Neutral cards (See 6.1).
Time Track	Tracks the day's flow, based on total Cumulative Casualties (See 4.2.2 & 4.5).
Tracking Board	Dedicated to managing armies and battle progression (See 3).
Soult	Marker associated to the Tactics Card # 24 (See 6.1).
Wooden Bars	Wooden pieces showing Divisions inside Formations (See 4.2.3).
Wooden Cubes	Wooden pieces to be used for the Tracking Board and Garrison deployed in Telnitz & Sokolnitz (see 4.3.3 & 4.3.4).



2. Components



X1 English Rulebook



X1
6 faces Die (D6)

Formation Cards



X12

Tactics Cards

X27



X18

French Formations :
- 16 blue Wooden Bars
- 2 blue Garrison cubes



Blue Cubes **X2**
French Losses and Morale



X18

Coalition Formations :
- 15 green Wooden Bars
- 3 white Wooden Bars



Green Cubes **X2**
Coalition Losses and Morale



X1 Bagration Marker



X1 Lannes Marker



X1 Soult Marker



X6

Mist Markers

Player Aid

X1



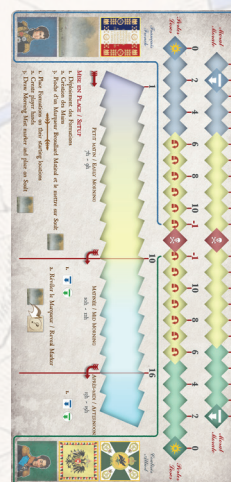
Battleboard Front and Back

Front with Arrows



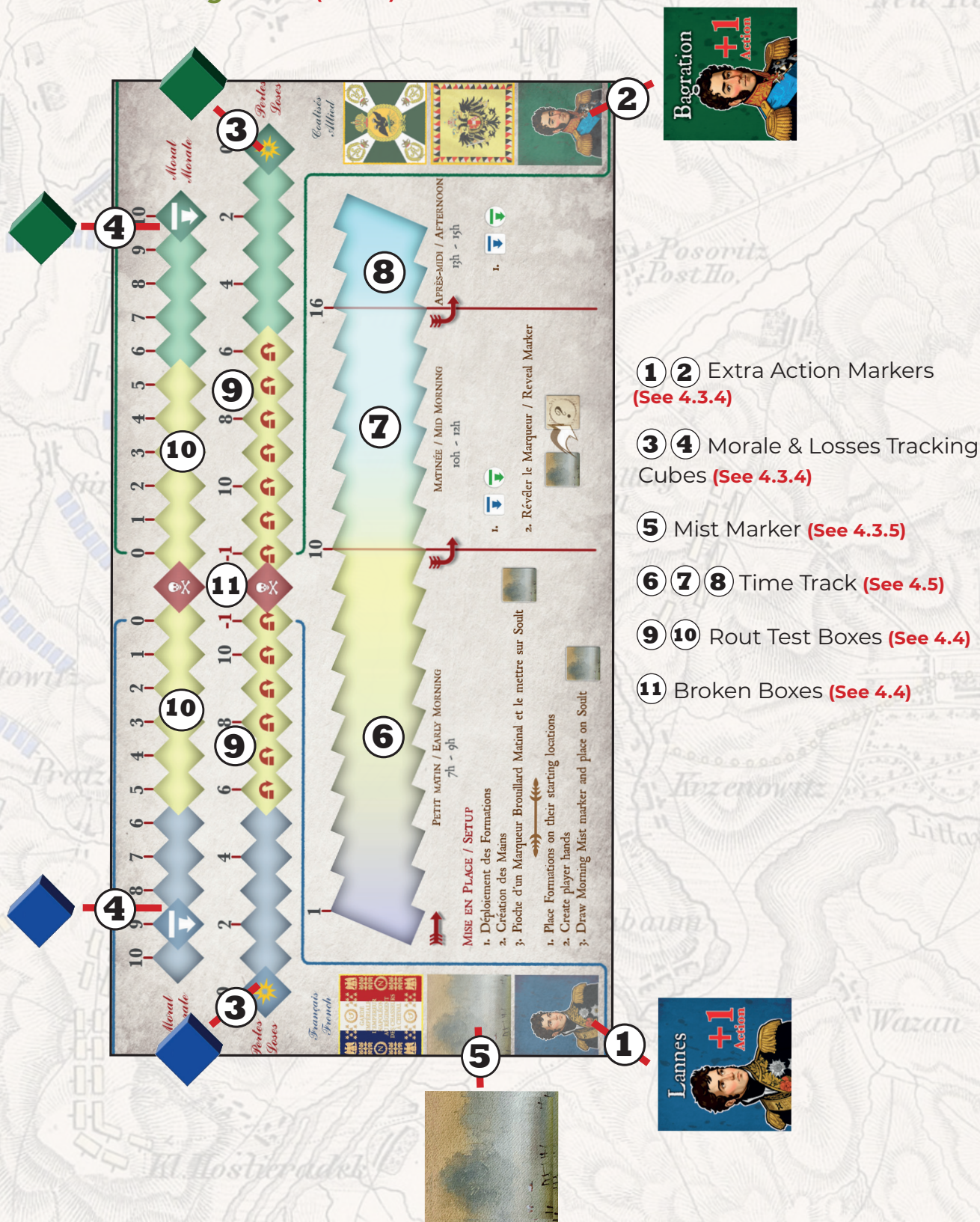
Back without Arrows

Tracking Board



3. Setup

3.1 Tracking Board (see 4.3)

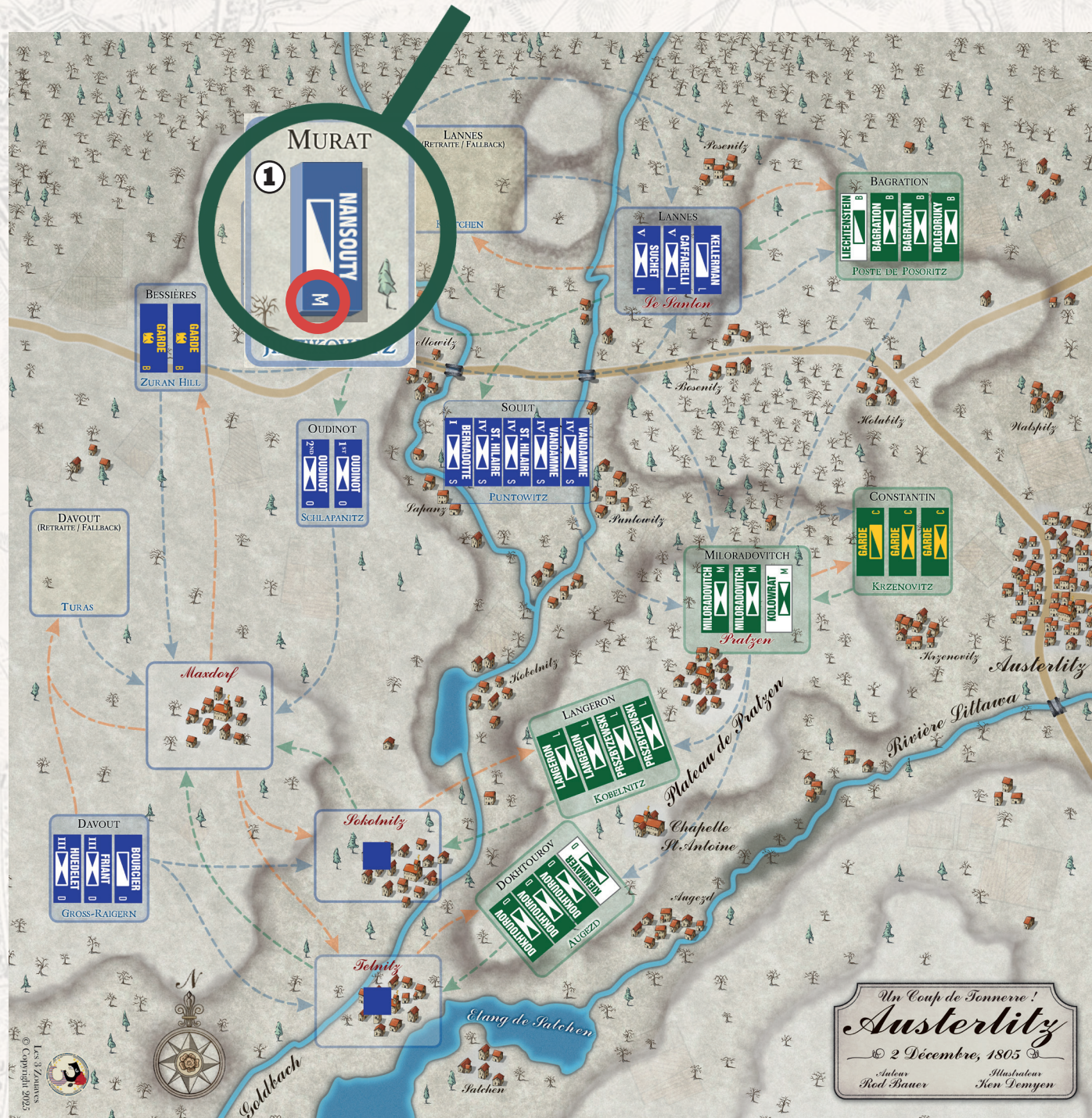


The Tracking Board features tracks representing the status of both armies, including their Losses and Morale, which serve to determine the winner at the end of the game.

The **Time** Track is determined by the cumulative destroyed Units of both armies.



3.2 Battleboard (see 4.3).



The Battleboard represents the Austerlitz battlefield. The starting position for each Formation is indicated, as well as the key locations for the game.

Tip: Each wooden bar is marked with a letter in the bottom-right corner identifying its original Formation (e.g. **M** for **Murat**). At the beginning of the game, place Nansouty's Division in the Murat location **1** also named **Initial Position**.



AUSTERLITZ 1805 - UN COUP DE TONNERRE !

A glacial dawn in Moravia, December 2, 1805. Under a deceptive fog, the fate of Europe will be decided in a few hours. Embodiment the audacious genius of Napoleon or the crushing power of the Austro-Russian Coalition in the legendary Battle of the Three Emperors. In this rapid, intense duel, every decision can turn a rout into an eternal triumph. Prepare to write History on the battlefield of Austerlitz.

« Vous leur avez appris qu'il est plus facile de nous braver et de nous menacer que de nous vaincre. »*

Napoléon Bonaparte

4. RULES

4.1 OBJECTIVE

It's simple: Break the enemy army. To achieve this, you must force one of your opponent's two tracking cubes (Morale or Casualties) to reach one of the two Boxes ☠️ (see 3.1 11).

If both armies reach the box ☠️ (voir 3.1 11) simultaneously, the battle ends in a draw.

4.2 BOARDS AND FORMATION CARDS

4.2.1 Battleboard (See 2 & 3.2)

This board represents the Austerlitz battlefield. It shows the Initial Positions for both armies' Formations and the decisive locations of the battle: villages, heights, and woods.

4.2.2 Tracking Board (See 2 & 3.1)

This board contains the tracks for **Morale**, Unit **Casualties**, and the Passage of **Time**.

4.2.3 Formation Cards and Units (See 2)

Each Formation Card (French Corps or Coalition Column) commands 1 to 5 Units (bars) representing divisions.

French **Garrisons**  are also present on the Battle Board (see 4.3.3).



French play in Blue



Coalition plays in Green and White

► Identification: Units are marked with their Commander's name, Unit type, and a capital letter indicating their starting Formation.

► Formation Cards: These cards contain all permissible Action (see 5.1).



Front



Back



Golden Rule: Only ONE Action per Activation, strictly limited to the targets indicated on the card.

4.3 DETAILED SETUP

4.3.1 Cards and Units

Players place Formation cards face-up (🔍) facing their respective players. Cards are flipped during the game as soon as a specific condition is met, revealing new effects on the reverse.

4.3.2 Placement (see 3.2)

Players place their Units on their **Initial Positions** (see 3.2).

Note: Some geographical liberty has been taken with Initial Positions to avoid overcrowding the Battle Board.

4.3.3 Garrisons

These blue cubes have no distinct markings. They are placed indifferently on the villages of **Telnitz** and **Sokolnitz** (see 3.2).

4.3.4 Markers and Cubes (See 3.1)

Place the Extra Action Markers for Lannes ① and Bagration ② on their dedicated spaces on the Tracking Board.

Place each army's Casualty Cube on 0 ③ of the Casualty Track.

Place the Coalition Morale Cube on 10 ④ and the French Morale Cube on 9 ④ of the Morale Track.

The Time Track marks the day's progress; destroyed Units will be placed here throughout the combat. The battle begins at **Early Morning** ⑥.

4.3.5 The Mist of Austerlitz

- The French Player randomly draws 1 **Mist Marker** face-down. They may inspect it, then place it face-down on the dedicated space ⑤ of the Tracking Board.

This marker indicates the true number of Units Soult commands. It is revealed immediately when: Soult launches an attack on the **Pratzen Heights**,
OR

The Time Track reaches **Mid-Morning** (upon receiving the 10th destroyed Unit).

- Adjustment: If necessary, remove 1 or 2 Units from Soult's Corps to match the marker.

These removed Units are **NOT** considered eliminated and do **NOT** go to the **Casualty** or **Time** tracks (see 3.1).

Recommendation: The French Army is more complex to manage. It is recommended that the more experienced player commands it.



4.4 GAME FLOW

There are no Turns in the usual sense. Play simply alternates between players until one army is Broken. The Coalition always starts first. Players then alternate as the Active Player. During an **Interruption (Defense)**, the **Inactive Player** becomes **Active** temporarily.

First Turn Special Rule. **Only** during their very first Activation of the game, the French Player may choose to **Pass** (take no Action) if they wish.

Play Sequence:

Choose a Formation Card that still has at least one Unit on the Battleboard. Choose one Action from those listed even if multiple are available.

Perform the chosen Action (see 5.1):

- **Attack** a target, **Move** a Unit, **Reinforce** a Formation (see 5.2 & 5.4).
- **Defend, Interrupt** the Active Player's current Action. An Interruption cancels all or part of the Action's effect. This is the only case where the Inactive Player intervenes (see 5.3).

Determine the outcome and apply effects to the Battle and Tracking Boards.

Place eliminated Units on the Time Track. (Note: Blue cubes are discarded and do not go on the track).

Rout Test: If the space reached on the Casualty Track bears the Arrow Symbol ⑨, and your cube is in the danger zone of the Morale Track ⑩, perform an immediate Rout Test.

If the space reached is the last one ⑪, the army is Broken. The game ends immediately; no Rout Test is needed.

If conditions are met ⑦, ⑧, apply effects **immediately** (see 3.1 & 4.5).

Note: If no movement or Action is possible (rare), the player is forced to Pass.

4.5 TIME AND MORALE

Time is counted in **Cumulative Casualties** = Total French + Coalition losses. The day progresses through three periods:

➤ **Early Morning** ⑥ 7h–9h: Start of the game.

➤ **Mid-Morning** ⑦ 10h–12h: When combined Casualties reach 10 Units.

Both armies suffer   (see 3.1).

If not already done, the Mist Marker is revealed now (see 4.3.5).

➤ **Afternoon** ⑧ 13h–15h: When combined Casualties reach 16 Units.

Both armies suffer an additional   (see 3.1).

5. ACTION MECHANICS

5.1 TYPES OF ACTIONS

Each Activation relies on one of these 4 Action types:

5.1.1 Standard Action

Attack, Defend, Place, or Reinforce. Consumes an Activation.

5.1.2 Immediate Action

Triggers instantly upon a specific event. Does **NOT** consume an Activation.

5.1.3 Mandatory Action

Must be played as the next priority. Consumes an Activation.

5.1.4 Extra Action

Special capacity (see 5.5).





5.2 ATTACK AND TARGET

Attack Actions target either a Location **OR** an Enemy Formation.

5.2.1 Attacking a Location

Targets the Formation present in that Location. If vacant, the target becomes the closest enemy Formation. If equidistant, the defender chooses.

Example:

If **Sokolnitz** or **Telnitz** attacked by **Langeron** or **Dokhtourov**, remove French Casualties in this priority:

- The Garrison Cube in the village.
- A French Unit occupying the village.
- A Davout Unit.
- A Unit from the nearest other Formation.

Note: This allows targeting an enemy Formation even if it was previously eliminated.

5.2.2 Attacking an Enemy Formation

Targets the specified Formation wherever it is on the Battleboard.

5.2.3 Attacking Formation

All Casualties suffered by the attacker must be removed from the Attacking Formation.

5.3 DEFENSE

Some Formation Cards possess a **Defend** Action, allowing you to counter the opponent.

- **Timing:** This Immediate **Interruption** is played right after the attacker's die roll.

- **Effect:** Temporarily suspends the attack and allows modification of the result (e.g., re-rolling the die).

- **Cost:** The defender loses their next Activation. The opponent immediately takes a new Action.

- **Limitation:** Against an Extra Action which generates **2 Actions**, Defense can counter **only ONE** of the two Actions.

5.4 REINFORCEMENTS AND MOVEMENTS

5.4.1 Reinforcements

A Unit moved to another Formation as a Reinforcement immediately becomes part of that new Formation. A Formation can exceed its initial Unit count via reinforcements. A totally eliminated Formation can **NEVER** be reconstituted.

If a Formation sends its last Unit as a reinforcement, it disappears. Apply any associated Morale Penalties **immediately**.

5.4.2 Movements

Formations only move on the Battleboard if their Formation Card or a specific rule **explicitly** requires it.

5.5 EXTRA ACTION

Once per game, **Lannes** and **Bagration** can trigger an Extra Action, regardless of which side of their card is face-up.

- Play an Extra Action from another Formation Card, in addition to Lannes' or Bagration's normal Action.

- The order of the 2 Actions is **free**, but they must be executed **immediately** one after the other.

- **Discard** the Extra Action marker after use.

- It is **FORBIDDEN** to use this Extra Action to avoid or bypass an enemy



Defense

6. VARIANTS

These rules are optional and apply only if both players agree.

6.1 TACTICS CARDS (see 2)

Adding Tactics Cards brings extra depth and historicity. Compatible with Solo, 2-player, and 4-player games. Highly recommended after a few basic games.

6.1.1 Creating Hands

Sort Tactics Cards into 3 decks:

- Blue French
- Green Coalition
- Gray Neutral/Weather

Each player secretly selects 1 card from their own deck, then draws 2 more randomly from it.

Create a Combined Deck by mixing all remaining cards, including Neutrals.

Players alternately draw 3 additional cards face-down from the Combined Deck **Coalition starts**.

Each player has 6 cards.

Only cards matching the player's color are playable.

Note: Neutral or Enemy cards in hand cannot be played, but their possession is crucial: it signals they are unavailable to the opponent.

6.1.2 Using Tactics Cards

Max 1 Tactics Card per Action. Max 6 cards played per player per game.

Cards:

- Across the Goldbach! - 05

- Oudinot Reinforces - 06

- Constantin Attacks Lannes - 23

can be played as part of an Extra Action.

6.2 4-PLAYER GAME

6.2.1 Coalition Team

- **Player 1:** Dokhtourov & Constantin.
- **Player 2:** Langeron & Bagration.

Koutouzov, Commander-in-Chief is designated between the two. Commands Miloradovitch, distributes the 6 Tactics Cards, and has the final say on Activations.

6.2.2 French Team

- **Player 1:** Davout & Imperial Guard.
- **Player 2:** Soult, Lannes & Murat.

Napoleon, Commander-in-Chief is designated between the two. Controls the Napoleon Card, commands Oudinot, distributes Tactics Cards, and has the final say on Activations.

6.3 DIFFICULTY SETTINGS

6.3.1 Attack on Vacant Maxdorf

If the French army suffers Casualties defending Maxdorf while no French Unit is present in the village, the French player chooses which Unit to lose. However, the following historical priority is recommended:

- Davout Unit
- Oudinot Unit
- Soult Unit only if still in Initial Position
- Imperial Guard Unit
- Lannes Unit
- Murat Unit, last resort



6.3.2 Increased Difficulty for the French

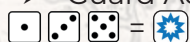
Apply one or both of these rules to challenge the French player:

- Reduced French Morale:

➤ Napoleon's card grants only +1 Morale instead of +2.

- Vulnerable Imperial Guard:

➤ Guard Actions become random:



Any Defense Action by the Guard automatically.



7. SOLO

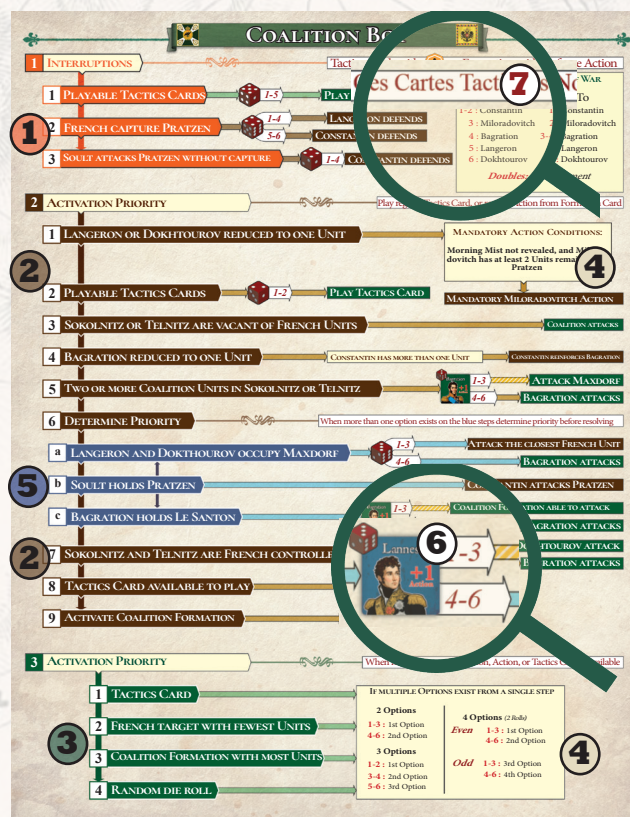
Play alone against a Bot French or Coalition. The Bot is managed by a flowchart. Standard 2-player rules apply unless noted.

7.1 BOTS AND DECISION FLOWS

Bots are piloted by color-coded decision flows:

- **1** : Interruption Absolute priority, interrupts human player.
- **2** : Action to resolve.
- **3** : Priorities resolution.
- **4** : Condition or choice.
- **5** : Steps of equal priority.
- **6** : Die result and priority order.
- **7** : Instruction / Guidance.

Flow Chart :



7.2 BOT ACTIVATION FLOW

- Section 1 **1** :

Check if an Interruption triggers (e.g., «French capture Pratzen»). Roll dice if required. Process in listed order.

- Section 2 **2** :

If no Interruption, scan the Action list in order until an applicable one is found.

➤ If no Action is possible, the Bot Passes.

➤ If Lannes or Bagration appears, trigger Extra Action, if available.

- Section 3 **3** :

Use this section to resolve multiple choices or die rolls linked to Green Actions from **Section 2**.

Charge in the Mist



Note: Inexecutable Option, if a die offers two Actions and one is impossible, automatically choose the other without rolling.

- **Mist Marker & Bot** (see 4.3.5):

Human French vs. Bot Coalition :

➤ Draw the Mist Marker, reveal it immediately to adjust Soult, but leave it visible on the Tracking Board until normal trigger :

➤ Pratzen attack

OR

➤ >10 Casualties.

Human Coalition vs. Bot French:

➤ Apply standard rule, Marker remains hidden until reveal.

7.3 TACTICS CARDS IN SOLO

7.3.1 Bot Hand Setup

Bot starts with 6 cards: 3 face-up from its deck, and 3 face-down, from Combined Deck.

Only face-up cards are playable (see 7.3.2).

7.3.2 Hand Management

When a Bot card is played/discarded, flip a face-down card to replace it.

If the revealed card is Neutral or Enemy, discard it immediately and flip another.

7.3.3 Rules

Bot **MUST** play any playable card triggered by an Interruption or Activation (on a die roll of 1-2).

Bot Extra Action: If triggered and available, roll a die to determine the order of the two Actions. If already used, simply perform the Action indicated by the solid arrow.



Note: If not playing with Tactics Cards, ignore all card references in the Bot flowcharts.

7.4 ALTERNATIVE SOLO MODE WITHOUT BOT

For a quick solo experience without flowcharts:

- Play one game optimizing the French, then one optimizing the Coalition.

- Calculate **Raw Score = Remaining Units + Remaining Morale Level - 5** if the camp lost the battle.

- Direct Victory: If one side wins both games, they are the winner.

- Points Victory: If each side wins one game, add the Raw Scores of both rounds. The highest cumulative score wins.

8. NOTES BY ROD BAUER

Design Notes for my Game that is published by Les 3 Zouaves.

From a design perspective:

Over the years, I have played and enjoyed nearly two dozen games about the Battle of Austerlitz. There are some very good games on the subject available. However, in most of them, it is very difficult to simulate the historical flow of the battle. I believe that there are two main reasons for this. The most important one is that the Coalition player would rarely willingly fall into Napoleon's trap as the Russians and Austrian forces actually did in the historical battle. The Allies were unaware of the strong French attack columns that lay hidden in the fog, poised for the assault on the





Pratzen. In nearly all games on the subject, the player who plays the Coalition side is very aware of those French columns. An additional problem with most other games on the battle it is very difficult to simulate the back-and-forth struggle over the villages of Telnitz and Sokolnitz on the lower Goldbach. Those two villages changed hands numerous times during the battle (some historians have indicated as many as half a dozen times). It is more common in games that focus on the battle of Austerlitz to have one side achieve control, and that holds against all counterattacks. In designing my game, I wanted to be able to recreate that back-and-forth struggle for the villages. Saying all this does not mean that those games are not fun and exciting; it is just that it is hard to recreate the historical actions. As a teacher of history, much of it Military history, for forty years, I was always trying to find games that I could use in my classroom to create a greater interest in history among my students. I wanted the game to be both fun and instructive as to the historical flow of the battle or events being depicted in the game. My Design Decisions to solve these two problems:

1) First, with the hidden French forces preparing to “surprise” the Austro-Russian forces on the Pratzen. The simple rule that uses a fog marker to hide the exact number of troops is a start, but not sufficient, because the Coalition player still knows there are troops hidden under that Fog Marker. They don’t know for certain how many, but nonetheless, they know something is there! My solution is to have the setup for the start of the game, with the majority of Coalition forces already committed to the attack on the French right. Or I should say semi-committed. They are never required to attack—the allies can always take Actions that deal with a different sector of the battlefield, and there is also available to them a tactics card, where they can reallocate a few of those forces to other parts

of the field during the setup process.* But in general, although it does not “lock in” the Allies to the historical reality, it does seem to at least make it possible that the Coalition player will take actions, as if they are not aware of the French presence in the mist. And indeed, the historically strong attack on the Goldbach has a solid chance of resulting in the Coalition breakthrough that they hoped for at the time. So, the game player may well stick with this plan, hoping to achieve in the game what the Allies were not able to do on that day in 1805.

2) The second problem dealing with the back-and-forth struggle for the Goldbach villages was dealt with by making Davout’s forces “arrive” on the battlefield in a rather piecemeal fashion of one unit at a time, but with great capacity, due to leadership, and boldness of counterattack, of driving the Austrians and Russians out of a village just after they had taken it. They will not always succeed, but it at least allows the French forces, smaller in number, to make an attempt to regain the village, thus causing the Allies to spend further actions to “re-take” the village a second, third, or even fourth time!

*In a few playtesting games against Ken Demyen (Graphics & Artist, and the creator of the excellent Bot rules for the game), as the Coalition player, several times would use the tactics card to make a pre-game redeployment adjustment, followed by an in-game time reinforcement of Bagration’s force from his reserve (Constantin) which severely tested my French position on Le Santon on the French left. Thus, the critical fight to win the game shifted from the lower Goldbach and the Pratzen to Le Santon and the French left defended by Marshal Lannes.

The Ghost March by Francis Le Mercier

«When a Davout is born, a sabre leaves its scabbard.»

Imagine the scene: November 29, 1805. Louis Davout, the «Iron Marshal»,



occupies Vienna. Suddenly, a courier from Napoleon arrives with a message: «Abandon the Pratzen Heights, surrender the city to the Austrians.» Davout reads the dispatch and smiles. It's a bluff. A forged letter designed to deceive the enemy should the messenger be captured. A week earlier, Napoleon had already chosen the Pratzen as the giant trap where he would crush the Russo-Austrian armies. Davout knows he must be there. But he is far away. Very far.

The Challenge: 130 km in 48 hours! Austerlitz lies 80 miles (approx. 130 km) away. Napoleon attacks in two days.

The Ghost March To avoid arousing suspicion among the Austrians in Vienna, Davout orders his officers to party with Viennese high society... until 3:00 AM! At 3:30 AM, the camp is struck in absolute silence. At dawn on November 30, the march begins. Burdened with over 31 kg (68 lbs) of equipment on their backs, Davout's men will march for 32 out of the following 48 hours.

The Result? Exhausted but present, they arrive just in time to throw themselves into the furnace. The III Corps absorbs the main shock of the Coalition attack on the Goldbach stream, transforming this impossible march into the keystone of the French victory.

In the Game: It is to simulate this feat that Davout's units arrive progressively, yet with a formidable counter-attack capability, forcing the Coalition player to fight multiple times for the same villages!

9. CREDITS

Design

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10. A thousand heartfelt thanks

This game would never have seen the light of day without the enthusiasm and unwavering support of our community. A huge thank you to all the contributors of our Gamefound campaign. Your trust and generosity turned this project into reality, making possible the printing, production, and distribution of Austerlitz, 1805 – Un Coup de Tonnerre! You are the true architects of this publishing victory.

We also extend our deepest gratitude to our team of playtesters. The hours you spent at the table, your constructive criticism, your bold suggestions, and your rigor were decisive in refining the rules, balancing the mechanics, and polishing the gameplay experience into its final form. This rulebook bears the mark of your expertise.

Thank you for making this human and ludic adventure a success. This game belongs to you just as much as it belongs to us.

Playtesting (Beta): Matt Brown, Frederik Catoor, James Hunwick, Jeff Johnson, Adrian Oliver, Mike Oliver, Tim Porter.

Based on the celebrated W1815 system.

* «You have taught them that it is easier to brave and threaten us than to defeat us.»





"L'histoire sous toutes ses formes est notre passion."

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MERCI !
THANKS!

