

Austerlitz

Un coup de Tonnerre !

1805

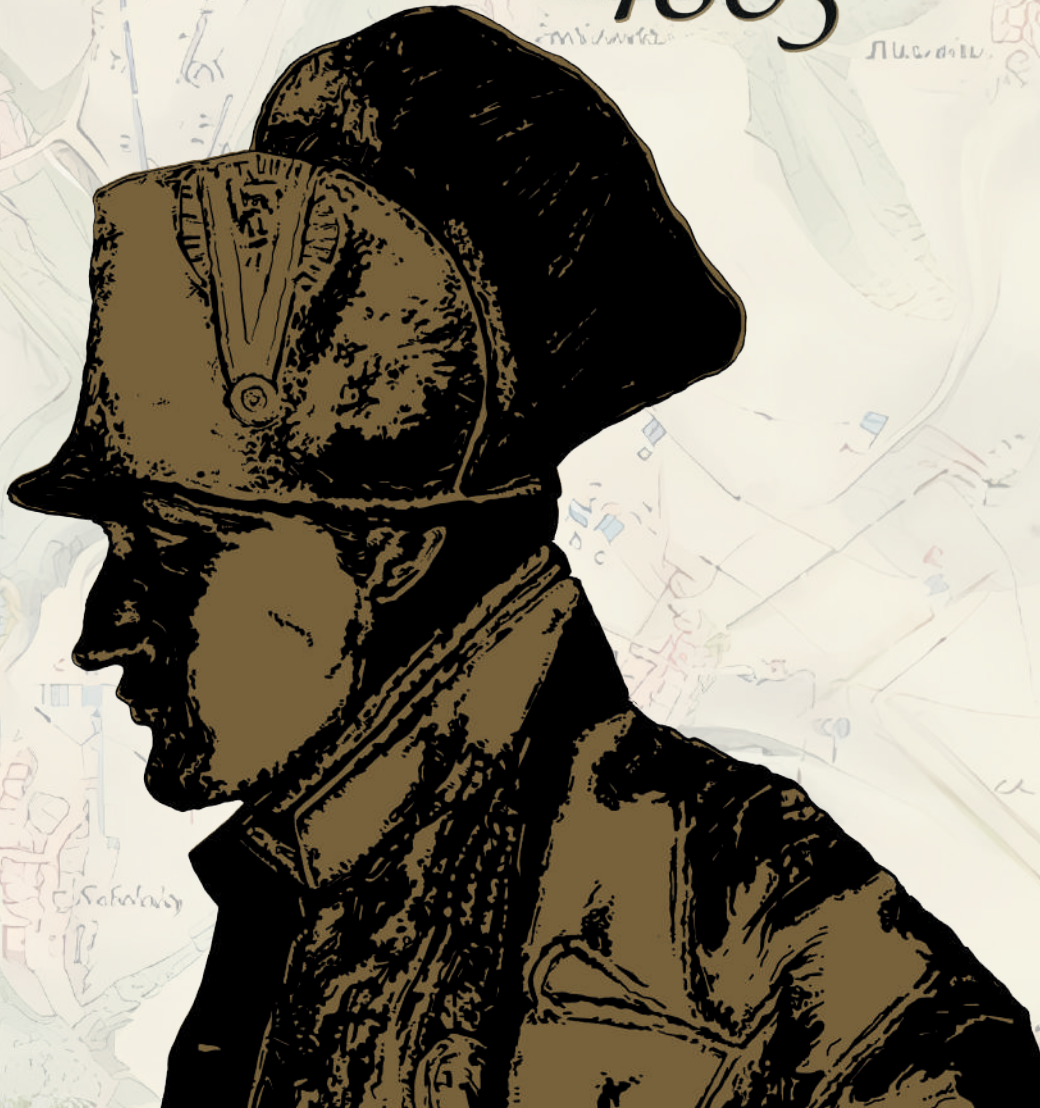


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Matériel :



x2 Livrets de règles
en Français et Anglais



x1 Dé à six faces (D6)

Cartes Formation



x12

Cartes Tactique



x26



x18 Formations pour le
joueur Français
- 16 barrettes bleues
- 2 cubes bleus



x1 Cubes bleus
(Moral & Pertes Françaises)



x18 Formations pour
le joueur Coalisé
- 15 barrettes Russes
- 3 barrettes Autrichiennes



x1 Cubes rouges
(Moral & Pertes Coalisées)



x1 Jeton Bagration



x1 Jeton Lannes



x1 Jeton Soult



x5 Jetons Brouillard

1 Plateau de jeu



1 Plateau de suivi



Mise en place et exemples : (voir 5)

TÔT LE MATIN/EARLY MORNING
7h à 9h

APRÈS-MIDI/MID MORNING
10h à 12h

MATIN/AFTERNOON
13h à 15h

SETUP

- Déploiement des Formations
- Création des Mains
- Poser d'un Marqueur Brouillard

1. Place Formations on their starting locations
2. Create player hands
3. Draw Morning Mist marker and place on Soult

- 1 Morale pour les 2 armées
- Révéler le marqueur Brouillard Matinal

1. Both sides -1 Morale
2. Reveal Morning Mist Marker

- 1 Morale pour les 2 armées
- Both sides -1 Morale



December 2, 1805. A thick mist blankets the plains of Moravia.

Napoleon sets an audacious trap for the Russian and Austrian armies: he deliberately weakens his center, the Pratzen Heights, to lure the enemy in. If the Coalition takes the bait and attacks his right flank, the path will be clear for Soult's decisive strike. But if the mist lifts too soon or the French line breaks, the entire Grande Armée risks disaster.

In this fast-paced, intense game, you embody this pivotal historical moment.

Coalition: Can you coordinate your columns to envelop the enemy before your center collapses?

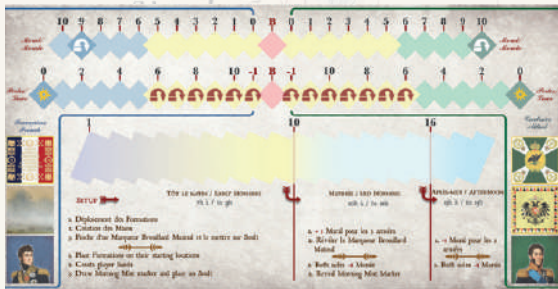
French: Can you master the mist and perfect timing to strike at the heart of the opposing formation?

Between morale management, last-minute reinforcements, and devastating cavalry charges, every decision counts. The mist is set, the dice are ready. Will you write history as it happened or rewrite victory?

1. SETUP

THE BOARD

The game board represents the battlefield of Austerlitz. The starting location for each Command is shown on the map, along with key locations. The board also features tracks to record casualties, morale, and time.



^ Board Game

v Board Game Admin



THE COMMANDS AND UNITS

Commands (Corps for the French, Columns for the Coalition) consist of 1 to 5 Units (blocks/cubes) representing divisions, regiments, and brigades.

NOTE : Since the French side is more complex, it is recommended that the more experienced player uses it for the first few games.

gades, régiments et brigades.

- **French** : Blue Units.



- **Coalisés** : Unités vertes (Russes) et blanches (Autrichiens).



Each Unit is labeled to show the Command it belongs to.

THE COMMAND CARDS

Each Command has a Command Card. Most contain a Combat Results chart (Attack Action) and specify the Target (Attack).

- Initially, only the front of the cards is visible.
- Cards are flipped to their reverse face immediately when the flipping condition is met.



Recto



Verso



1. Cards & Units: Each player takes their Command Cards (ICO) and Units.
2. Placement: Place Units in their Starting Locations (see map). Place one "Blue Cube" (Garrison) in Sokolnitz and one in Telnitz.

NOTE : Some geographic license has been taken with placement to avoid overcrowding.

3. Markers:

- Place Bagration's and Lannes' Extra Action markers, and the 'Soult - 1' marker near the tracks.
- Place the Time Marker on "Early Morning".
- Place Casualty markers on 0.
- Place the Coalition Morale Marker on 10 and the French Morale Marker on 9.

4. The Mist of Austerlitz:

The French player draws a "Mist Marker" face-down. They may inspect it, then place it face-down next to Soult. This marker indicates Soult's actual strength.

- It is revealed when Soult attacks the Pratzen OR when the time advances to "Morning".
- If necessary, adjust Soult's strength by remov-

ing blocks (these blocks are not considered eliminated).

2. GAME FLOW

ACTION PHASE

Starting with the Coalition, players alternate as the 'active' player and execute **ONE** Action from one of their Command Cards.

- On Turn 1 (only), the French may pass (do nothing) at their discretion.

PLAY SEQUENCE

For the active player:

1. **Choice:** Choose an Action on the Command Card of a Command that still has at least one Unit on the map.
2. **Execution:** The Action is resolved by:
 - An Attack.
 - Moving a unit.
 - An Interruption (negating all or part of the opponent's Action).
3. **Resolution:** Determine the result (die roll) and apply effects.
4. **Casualties:** Place eliminated Units on the casualty track.
 - If the box has a specific symbol, a Rout Test is required.
 - If the last box ("B") is reached, the army is "Broken" and loses the game. (Draw if both reach it simultaneously).
5. **Time:** Advance the Time Marker if conditions are met.

TIME

Three periods: 7h- 9h, 10h- 12h, and 13h- 15h.

The marker advances when:

- The total combined casualties reach 10.
- The total combined casualties reach 16.
- Effects: Upon entering the 10h- 12h zone, both

sides lose 1 Morale level. Upon entering the 13h-15h zone, they lose 1 additional level.

ACTION TYPES

1. Standard Action (Attack/Defend/Place/Reinforce/Envelop): Consumes the turn's action.

2. Immediate (Free) Action: Executed upon a triggering event; does not consume the turn's action.

3. Mandatory Action: Must be the next action; consumes the turn's action.

4. Extra Action: See Special Rules section (Lannes/Bagrations).

5. Counterattack: See Defense section.

TARGETING ATTACKS

Attacks target a Location and/or a Command.

- If the target is a vacant Location, the closest Command is targeted (owner chooses if equidistant).

- Casualty Priority (Examples):

Sokolnitz/Telnitz (attacked by Langeron/Dokhtourov):* 1. Garrison, 2. French Unit in village, 3. Davout Unit.

Maxdorf (defended by French):* 1. Unit in Maxdorf, 2. Davout, 3. Oudinot, 4. Soult (if in start pos), 5. Imperial Guard.

- Attacker casualties are always taken from the Attacking Command.

3. SPECIAL RULES

EXTRA ACTION (LANNES & BAGRATION)

Once per game, Lannes (French) and Bagration (Coalition) generate an Extra Action.

- This allows executing TWO Actions back-to-back (one from the specific Command + one from another Command) before the opponent plays.

- Order does not matter, but both actions must be consecutive.

- FORBIDDEN: Can never be used to avoid a "Counterattack".

REINFORCEMENTS

A Unit moved from one Command to another becomes part of the joined Command.

- A Command may be reinforced beyond its initial strength.

- An eliminated Command cannot be reconstituted by reinforcements.

- If the source Command ceases to exist due to reinforcement, the associated Morale penalty applies.

DEFENSE ACTIONS (COUNTERATTACK)

Some cards allow a "Defend" Action as an immediate interruption of an enemy attack.

- Played after the attacker's die roll.

- Can modify results (e.g., double enemy losses, negate results).

- Cost: The defender loses their next Action (turn reverts to attacker).

Note:* Against an Extra Action, you can only defend against ONE of the two actions.

IMMEDIATE ACTION

Must be performed immediately upon triggering but does not consume the player's regular action.

4. COMBAT REFERENCE SHEET

ATTACK RESULTS

Roll 1d6 (with modifiers if necessary).

- FC / AC: French / Coalition Unit Loss. Place on casualty track.

- FM / AM: French / Coalition Morale Loss. Move down one step on Morale track.



Example:* “2 AC + 1 AM” = Remove 2 Coalition units and lower Coalition morale by 1.

- If a Command lacks sufficient units, additional losses are taken from the closest friendly Command.

CAPTURING LOCATIONS

- If a location is captured: Immediate retreat of surviving defenders (to fallback zone) and advance of All attacking units into the location.

RESOLUTION SEQUENCE

1. Defender Morale Loss.
2. Defender Unit Casualties.
3. Attacker Morale Loss.
4. Attacker Unit Casualties.
5. Defender Rout Test (if required).
6. Attacker Rout Test (if required).
7. Time Advance (if required).

ROUT TEST

Triggered when casualties reach a marked box on the track.

- If the box indicates “- 1”, lower Morale by one step before the test.

- **Result:** Roll 1d6.

- **If Result** > Current Morale Level: Army is Broken (Immediate Defeat).

- **If Result** ≤ Current Morale Level: Rout avoided; game continues.

Note:* If simultaneous, both sides must test; the inactive player tests first. The first to fail loses.

MORALE PENALTIES (Total Elimination of a Corps)

- **French:** Davout, Lannes, Soult (- 1 level); Imperial Guard (- 2 levels); Murat, Oudinot (None).

- **Coalition:** Bagration, Dokhtourov, Langeron, Miloradovich (- 1 level); Constantine (- 1 level +1 DRM to Rout Test).

GARRISONS (Cubes)

- Can absorb losses (FC).

- Do NOT go on the casualty track; counter is not incremented.

- Cannot attack or move.

5. COMMAND CARD

CLARIFICATIONS

FRENCH CARDS

- **SOULT (IV CORPS):** Miloradovich and Constantine are considered eliminated (for Soult’s bonuses) if they cease to exist (combat or reinforcements). *Note: Bernadotte is included in one of Soult’s units.*

- **DAVOUT (III CORPS):** If Maxdorf is taken while Davout has uncommitted units, they fall back to his fallback zone. If Davout retakes Maxdorf, his card does not flip back (he holds the position; cannot attack villages).

- **ODINOT:** If he takes Maxdorf (Action 3), one unit goes there. If driven out, it returns to start. While in Maxdorf, it cannot perform Actions 1 or 2 (Reinforce). Oudinot reinforces only from his starting units.

- **MURAT:** His “extra” block is physically in Lannes’ corps for balance.

- **IMPERIAL GUARD:**

- **Action 1 (Attack):** Does not move after the roll.

- **Action 2 (Defend Maxdorf):** On a roll of 3-6, no loss, but one unit is committed to Maxdorf. It can only perform actions related to Maxdorf defense/attack. If forced to fallback, it becomes free again.

COALITION CARDS

- **LANGERON & DOKHTOUROV:**

- If Davout retakes a village, all Coalition units there fall back to start, but only one Davout unit enters the village.

- Coalition card flips back to front if village is retaken.

- If attacking a vacant village (but the other is occupied) results in an FC, Davout loses the unit (from start pos, or from the other village if start is empty).

- **Consolidation:** If Maxdorf, Sokolnitz, AND Telnitz are captured (cards flipped), all Corps of Langeron and Dokhtourov immediately merge at Maxdorf without an action. They form a single block for morale (no penalty if one is destroyed, only if the combined block is wiped out). If forced to fallback, choose Sokolnitz (use Langeron card) or Telnitz (use Dokhtourov card).

- **CONSTANTINE:** His Defense (Action 1) does not ignore Soult's capture of Pratzen, but ignores AC and AM results.

- **MILORADOVICH:** Can NEVER attack alone. Only used to absorb losses or reinforce (Telnitz/Sokolnitz). If Soult takes Pratzen, Miloradovich joins Constantine (losses interchangeable during Constantine's attacks, but tracked separately for Miloradovich's Rout Test).

COALITION MANDATORY ACTION: While Mist is in play, Miloradovich MUST reinforce Dokhtourov or Langeron if either is reduced to 1 unit.

6. OPTIONAL RULES

TACTICS CARDS

Recommended for added depth.

- **Hands:** Each player chooses 1 card, draws 2, and draws 3 from a combined deck (Coalition/French/Neutral) to have 6 cards. Only cards of your color are playable.

- **Play:** Playable during interruptions or activations (often on a roll of 1- 2). Once played or discarded, draw a replacement (max 3 draws per game).

- **Bot (Solo):** Bot has 3 face- up cards (playable)

and 3 face- down.

4- PLAYER GAME

- **Coalition:** Player 1 (Dokhtourov/Constantine), Player 2 (Langeron/Bagration). One commands Miloradovich (Kutuzov).

- **French:** Player 1 (Davout/Guard), Player 2 (Soult/Lannes/Murat). One commands Oudinot (Napoleon).

- Napoleon and Kutuzov manage tactics cards and have final say on activation.

INCREASED DIFFICULTY (French)

1. **Napoleon:** +1 Morale instead of +2.

2. **Imperial Guard:** Combat results modified (Odd=1 FC, Even=0) and Defense causes a French casualty on a roll of 1- 3.

ATTACK ON VACANT MAXDORF

If French have no unit in Maxdorf during a Coalition attack causing casualties, the French player chooses the loss, but priority is recommended: 1. Davout, 2. Oudinot, 3. Soult (start), 4. Guard, 5. Lannes, 6. Murat.

7. SOLITAIRE RULES (BOT)

Bots (French and Coalition) follow flowcharts.

- **Colors:** Orange (Interrupt), Brown (Action), Green (Priority Sec 3), Cream (Condition/Choice), Blue (Equal Priority), White (Die Result).

- **Bot Sequence:**

1. Check Interrupts (Orange).
2. Check Actions (Brown/Grey) in order. If none, Pass.
3. Resolve options (Green) via Section 3 of the flowchart.

- **Mist (Solo):**

- French Player vs Coalition Bot: Reveal Mist Marker immediately.
- Coalition Player vs French Bot: Keep Mist



Marker hidden until appropriate time.

- **Tactics (Solo):** Bot MUST play a tactics card if possible (roll 1- 2).

8. EXAMPLES OF PLAY

1. Attack with Tactics (Coalition)

Langeron attacks Sokolnitz. He plays “Russian Artillery” (success on 1- 4, roll=2). Gains +1 to attack roll. Attack roll = 4 (+1 = 5). Result: 1 French loss and capture of village. Langeron advances his entire corps and flips his card.

2. Extra Action (French)

French turn. Davout attacks to retake Telnitz. Resolution. Player uses Lannes’ “Extra Action” token to immediately follow up with a Lannes Attack against Bagration. Two actions in a row.

3. Murat Defense

Bagration attacks Lannes (Le Santon). Coalition Roll = 2 (1 Coalition loss, 1 French Morale).

French announces “Defense” with Murat.

- **Effect:** Bagration’s losses are doubled (2 Coalition units lost).

- **Counter- charge:** Murat rolls again (roll=4) inflicting 1 additional Coalition Morale loss.

- **Note:** This consumes the French action for the turn.

4. Imperial Guard Defense

Dokhtourov attacks Maxdorf. Coalition Roll = 6 (1 French loss, 1 French Morale, Capture). French uses Guard Defense.

- **Effect:** All Coalition attack results are ignored (no loss, no capture).

- **Guard Cost:** Roll die. 1- 2 = 1 Guard unit lost. 3- 6 = no loss, but one unit is committed to Maxdorf (cannot act elsewhere except Maxdorf defense).

5. Reinforce

Davout is suffering. Oudinot sends 1 unit as reinforcement. Unit leaves Oudinot, joins Davout’s start zone, and becomes a Davout unit (same rules, same losses).

9. HISTORICAL NOTES & DESIGN

The Lower Goldbach (South)

- **Coalition (Langeron/Dokhtourov):** Their mission was to outflank the French right via Telnitz and Sokolnitz, then wheel toward Maxdorf to envelop Napoleon. Historically, confusion and French resistance prevented perfect coordination. In- game, capturing villages allows flipping cards to attempt this wheeling maneuver (+1 bonus if both villages held).

- **French (Davout/Oudinot):** Davout, arrived exhausted from marching, had to plug gaps with troops arriving piecemeal. Oudinot, in reserve, could support either Davout or Soult.

The Center (Pratzen)

- **Miloradovich/Constantine:** Were to support the southern attack but had to defend Pratzen due to Soult’s surprise. Constantine (Russian Guard) fought fierce cavalry and infantry battles.

- **Soult:** Hidden in mist, his attack on Pratzen was decisive. Once the plateau was taken, he could choose: crush the center (Constantine), wheel south to trap Coalition with Davout, or go north against Bagration. Historically, he broke the center then helped destroy the Coalition left wing.

The North (Santon)

- **Lannes vs. Bagration:** A war of attrition duel largely independent of the rest. Lannes used the Santon hill as an anchor. Bagration had to hold the Olmütz road.

- **Murat:** French cavalry, ideal on this flat terrain, served to charge and break morale. If Santon fell, cavalry utility decreased (terrain less suitable).





Napoleon and the Imperial Guard

- Historically, the Guard did not fight, remaining in reserve. In- game, it offers versatile options (defense, attack, morale support). Its failure would have a devastating moral impact (+1 to Rout Test).

- The “Napoleon” card allows boosting morale (+2), reflecting his charisma and presence on the battlefield galvanizing troops (“Vive l’Empereur!”).

Sources:

- Austerlitz: The Story of a Battle* (Manceron)
- Napoleon and Austerlitz* (Bowden)
- 1805: Austerlitz* (Goetz)
- The Campaigns of Napoleon* (Chandler)
- Austerlitz 1805* (Duffy)



