

Napoleon and the Archduke Charles: The Battle of Eckmühl

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The main texts consulted during the production of this game were:

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Esposito and Elting—*Military History Atlas of the Napoleonic Wars*

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Napoleon and the Archduke Charles: The Battle of Eckmühl™ Game Rules

[1.0] INTRODUCTION

Napoleon and the Archduke Charles: The Battle of Eckmühl is a game for two players, simulating the battle of Eckmühl which took place on April 21-22, 1809. One player commands the French forces, the other the Austrians. The map is an accurate representation of the battlefield, the counters represent the forces which took part, and rules on movement, combat, leadership and morale reflect the problems and possibilities which faced the historical commanders. However, whilst the players are placed in the historical situation, they are free to make their own decisions: the outcome of the battle will depend upon the skill of the players.

If you have not played a board wargame before, the rules probably look very complex. In fact they are not all that complex, and in any case there is no need to memorize them. We suggest you read the rules through once or twice to get the general feel of the game, referring to the map and counters when relevant. Then select the counters you need and set them up. Now play through the first three or four turns, referring to the rules as necessary. You will be surprised how quickly what had seemed highly complex becomes second nature.

Eckmühl is a complete game in itself. It can also be played as a "campaign game" linked with another of 3W's Bonaparte series, *The Battle of Abensberg* (in *Strategy & Tactics* #113). Eckmühl was fought on the two days following *Abensberg*, in the area immediately to the north. Many of the same units participated, along with many others. Two scenarios were provided with *Abensberg*; four are provided with *Eckmühl*. A further dozen scenarios will be found in *The Wargamer* #3 and *Strategy & Tactics* #115. These later scenarios link the two games, extend them to cover the entire period from 18th April through the 23rd, and provide variants in which Oudinot's, Bellegarde's, Bessieres', and Massena's corps are used. In all, owners of the two games will have 18 or more scenarios to play, providing both full historical coverage, and a rich variety of "what ifs."

Earlier games in the Bonaparte series are *Napoleon and the Archduke Charles: The Battle of Aspern-Essling* (May 21st-22nd, 1809), in *Wargamer* #49, available from 3W or your local hobby store, and *Napoleon at Austerlitz* in *Wargamer* #17 (to be reprinted: watch for details).

[2.0] COMPONENTS

[2.1] THE MAP

The map represents the area in which the battle was fought. A hexagonal grid is superimposed on the map to regulate

movement and combat. Each hexagon is referred to as a hex. The map scale is approximately one hex to 600 yards. The *Terrain Effects Chart* explains the significance for movement and combat of the various types of terrain found on the map.

[2.2] THE COUNTERS

Napoleon			Charles
	Infantry	Cavalry	Artillery
	Horse Artillery	Pontoon Train	Replacement Leader
Corps Leader		Division	
Leadership Rating		ID Number	
	Rally Factor		

Each infantry strength point represents approximately 200 men; each cavalry point represents 150 men; each artillery point represents 2 guns.

Colors

Note that the background of French counters is always blue, that of Austrian units always white. The flip (disrupted) side of the French counters is a paler blue, that of the Austrians a pale yellow.

Each corps (or other subordinate unit not part of a corps) is color coded for ease of identification. For example, the silhouettes of the French III Corps (Davout) are yellow.

[2.3] THE RULES

Additionally you will need two 6-sided dice: these are not provided.

[3.0] THE OBJECT OF THE GAME

The object of the game is to achieve a victory over your opponent. Victory is achieved by inflicting disproportionately heavy losses on your opponent's forces, and/or achieving certain other historical objectives. Historically each side was attempting to drive all or part of the opposing army into the Danube.

The victory conditions for each scenario are defined in section 18 of these rules.

[4.0] SEQUENCE OF PLAY

The game is played in *Game Turns* each turn representing thirty five minutes of real time. Each game-turn is divided into two *Player Turns*, the French player turn always preceding the Austrian player turn. Each player turn is divided into a number of phases and the player whose player-turn it currently is, is known as the *Phasing Player*.

SEQUENCE: FRENCH PLAYER

1. RALLY PHASE
2. MOVEMENT PHASE
3. COMBAT

- (a) Defensive Fire (Opposing Player)
- (b) Offensive Fire (Phasing Player)
- (c) Melee

The French player completes these phases in the above order, and the Austrian player then has an exactly similar player-turn. After both players have completed their player-turn, one complete game-turn has been played and the *Turn Record Marker* (use a unit not currently on the map for this purpose) is advanced one box along the *Turn Record Track*.

[5.0] MOVEMENT

[5.1] INTRODUCTION

During the movement phase of a player's turn he may move as many of his units as he wishes. Each unit is moved in turn, expending *Movement Points* as it does so. Each type of unit has a given number of movement points, which constitutes its maximum movement allowance per turn:

Pontoon Train	5(3)
Infantry	5
Artillery	5
Horse Artillery	7
Heavy Cavalry*	7
Cavalry	8
Leaders	12

*The only heavy cavalry are those anoted "(H)" on the roster sheets.

No unit may move more than its full movement allowance per turn (exception: see 5.5 Forced March). Movement points may not be "loaned" by one unit to another, nor may they be "saved" from one turn to another.

[5.2] TERRAIN COSTS

The cost in movement points (MPs) of entering particular hexes varies according to the terrain in the hex. All these costs are listed in the *Terrain Effects Chart*. Note that some terrain carries with it the risk of disruption (see rule 12).

[5.3] ORDER OF MOVEMENT

At the start of his movement phase a player must decide which formation he wishes to move first. He then moves all the units he wishes of that formation, before choosing the next formation he wishes to move, and

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so on. Once a unit of another formation has been moved the player may not again in that turn move a unit of a formation previously moved - even if he finds he has altogether overlooked a unit (for details of command structure, and exceptions to this rule, see Section 13).

[5.4] FRIENDLY UNITS

It costs one additional movement point to move into a hex already occupied by a friendly unit. Note that if the unit attempts to move not merely *into* the hex occupied by a friendly unit but *through* the hex (i.e., attempts to continue its movement further), there is a possibility that the unit will become disrupted (see rule 12). Exception: there is no additional movement point cost for entering a hex occupied by a friendly unit, *when using road movement*.

[5.5] FORCED MARCH

Any undisrupted infantry unit that is in command control (see Section 13) can attempt to force march during the owning player's movement phase. The player simply announces that this unit is executing a forced march, and this adds two movement points to its movement allowance that turn. See also 13.2, for circumstances in which units out of command control may force march.

At the end of its movement, however, it must check for disruption. The owning player rolls a single die, and a French unit is disrupted on a die-roll of 1, an Austrian unit on a die-roll of 1 or 2 (see also rule 12).

[5.6] ENEMY ZONES OF CONTROL

[5.61] General

On the different types of Zones of Control (ZOC), see rule 8. Leadership ratings also limit the number of units which may enter enemy ZOCs in a single turn (see rule 13).

[5.62] Entering and Leaving.

It costs one additional movement point to leave an enemy ZOC. All units must end their movement for the turn other than movement in the combat phase (see rules 9-11) upon entering an enemy class AZOC. A unit which begins the owning player's movement phase in an enemy A Class ZOC may leave that ZOC, paying the additional movement point to do so, but may not move directly from one enemy AZOC to another enemy AZOC.

Exceptions:

A unit which starts the player-turn in a village hex in an enemy AZOC, may move directly to another enemy AZOC, provided that too is in a village hex.

Cavalry units retreating before combat may move directly from one enemy AZOC to another.

[5.63] Green Troops

Green troops (those marked with an asterisk) which disengage from an enemy AZOC become disrupted on a die roll of 1 or 2, and remain disrupted in the first hex they enter after leaving the ZOC.

[5.7] COMMAND CONTROL

Units which are not in command control suffer certain movement restrictions (see rule 13.2).

[5.8] THE MAP EDGE

No unit which exits the map for any reason may ever enter it again.

[5.9] THE DANUBE

No Austrian unit may ever cross from the south to the north bank of the Danube, except via the Ratisbon bridge or via a properly positioned pontoon bridge (see section 19.0). No French unit may ever cross to the northern bank. No Austrian unit which crosses to the north bank may ever return to the south bank.

[5.10] RATISBON

It costs one extra movement point to cross the Ratisbon town wall. Movement within the town costs 1 MP per hex.

[5.11] RALLYING

Units which attempt to rally (whether successful or not) may move no more than one hex in the immediately following movement phase.

[5.12] OVERRUNS

Overrun is a way in which units may be eliminated during the movement phase. In order to overrun an enemy unit, the phasing player must move units *adjacent* to it in such a way as to achieve odds of greater than 25:1. Once this has been achieved, other units may move through the defending unit's ZOC, and even through the defending unit itself, as if it did not exist (though it costs one additional MP to move through the enemy unit). Overrun cannot take place in rough/woods, marsh, or village hexes; it can take place in clear, woods, or rough hexes. Note that if faced with overrun, a cavalry unit (or skirmisher) may "retreat before combat."

[6.0] UNIT STRENGTHS

[6.1] GENERAL

Before play, each player should photocopy his strength/morale roster. This shows, by means of a number of boxes, the initial strength of each unit. As a unit takes losses, the owning player should check off one box for each strength point lost. Any unit whose strength falls below 1 is considered destroyed, is immediately removed from the map, and takes no further part in the game. (Exception: see Section 17).

Example

ID#	Unit	1	2	3	4	5	6	7	8	9	10	11	12
60	Clément (H)	2	3	4	5	6	7	8	9	10	11	12	

The Clément unit has an initial combat strength of 6 (figure at top of column). It has taken three strength point losses, and 3 boxes have therefore been checked off. Its combat strength is now 3.

The figures *inside the boxes* refer to the units' current morale. In the above example, the unit has an initial morale of 5. As its strength falls from 6 to 4, its morale remains unchanged. As it falls from 4 to 3, however, its morale falls to 4. If its combat strength were to fall to 1, its morale would fall to 2.

[6.2] REVEALING STRENGTH

When asked to do so at any time by their opponent, players must reveal the current strength of any of their units which are (1) adjacent to an enemy unit which is in command control, *and* (2) occupy a clear or marsh hex. (Exception: see 20.4).

Additionally the phasing player if asked to do so, must reveal the current strength of any unit which enters the AZOC of any enemy unit while moving along a road or trail (i.e. using the moving rate appropriate to road or trail). Such revelation, however, is only required if the non-phasing player asks for it immediately the unit(s) in question enter his ZOC.

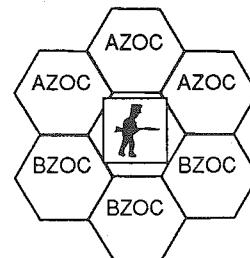
Players are *never* required to reveal the current morale of their units, except in so far as they may become apparent in the course of combat.

[7.0] STACKING

When more than one unit occupies the same hex at the same time, they are said to be "stacked". Friendly units may stack together up to a maximum of two combat units per hex. Leaders stack freely. Opposing units may never be stacked together - except briefly during the melee phase (see rule 11). The prohibition on more than two units occupying the same hex applies *during* movement as well as at the end of movement.

[8.0] ZONES OF CONTROL

The six hexes adjacent to the hex a unit occupies are said to be its "Zone of Control" (ZOC). The unit exerts a Class A ZOC (an "AZOC") into the 3 hexes to its front (see diagram) and a Class B (a "BZOC") into the 3 hexes to its rear. A disrupted unit has no AZOC or BZOCs; instead it exerts a C class ZOC into all six adjacent hexes.



Note: Units are always said to be oriented so that the unit is "facing" the hex nearest the top of the unit.

EFFECTS

AZOC: All units must end their current movement immediately upon entering an enemy AZOC. No unit may ever move directly from one enemy AZOC to another (except when advancing to melee, cavalry units retreating before combat, and certain movements within villages - see Sections 5.6 and 11.1). Units may only fire through their front (Class A) ZOCs. It costs one additional movement point to leave an enemy AZOC (i.e. at the start of the movement phase). AZOCs block enemy command control (see rule 13), unless the hex in question is occupied by an enemy unit. The owning player needs to allocate a "command" to a unit in order for it to enter an enemy AZOC (see rule 13).

BZOC: It costs one additional movement point to leave an enemy BZOC, but note that there is no requirement for a unit to stop on entering an enemy BZOC. BZOCs block enemy command control (see rule 13), unless the hex in question is occupied by an enemy unit. The owning player needs to allocate a "command" to a unit in order for it to enter an enemy BZOC (see rule 13).

CZOC: It costs one additional movement point to leave an enemy CZOC. The owning player needs to allocate a "command" to a unit in order for it to enter an enemy CZOC (see Rule 13). CZOCs have no other effects.

[9.0] COMBAT: GENERAL

[9.1] INTRODUCTION

After the phasing player has moved all the units he wishes, play proceeds to the Combat phase. This is subdivided into three parts: defensive fire, offensive fire, and melee.

[9.2] DEFENSIVE FIRE

Any of the defending (i.e. non-phasing) player's infantry and artillery units may fire at adjacent enemy units. Exception: if two friendly units are stacked together, only the top unit may fire, unless the top unit is artillery (in which case they may both fire). If desired, defending units may be rotated so as to bring particular enemy units within their fields of fire (AZOC): this rotation costs nothing and units may rotate irrespective of whether they are in command control.

Note that cavalry units too may reorient at this point, though of course they cannot fire.

Any losses inflicted by defensive fire take effect immediately, and any morale checks required are also taken immediately, and any retreats implemented straight away. For detailed procedure see Section 10.

[9.3] OFFENSIVE FIRE

Attacking units (i.e. those of the phasing player) may fire at enemy units. All combat

results are again applied immediately. Note that cavalry cannot fire. For detailed procedure see Section 10.

[9.4] MELEE

Attacking (phasing) cavalry and/or infantry *which did not fire in the offensive fire phase* may advance into the same hex as adjacent enemy units in their (the phasing units') AZOC, and melee. During melee the stacking limits in the hex apply to each side separately (i.e. there can be a maximum of two combat units per player in the hex). Artillery may not melee offensively. If an artillery unit is stacked with another friendly unit, and an enemy unit advances into the hex to melee, the artillery unit contributes nothing to the defense. It does, however, suffer the results of the melee, along with the other units present. An artillery unit alone in a hex and attacked during the melee phase defends with a strength of 1; two artillery units stacked together defend with a total strength of 2. Note that two friendly units stacked together may both advance to melee, whether against a single hex or against different hexes; this does, however consume two "commands".

[9.5] RETREAT BEFORE COMBAT

Cavalry units (only) may retreat before combat, if in the ZOC of enemy infantry or artillery (including horse artillery). The owning player must announce *at the start of the combat phase* which units are retreating, and retreat them one hex. Cavalry units may *not* retreat if they are in the ZOC (A, B) of an undisrupted enemy cavalry unit. Horse artillery may *not* retreat before combat. Retreat before combat is always to an adjacent hex, and costs no movement points. Cavalry may withdraw irrespective of whether they themselves are disrupted or undisrupted.

Note that cavalry may not exercise this option to retreat before combat if both they and the enemy unit from which they are retreating are in village hexes. Cavalry may retreat before combat from one enemy AZOC to another.

[10.0] FIRE COMBAT

[10.1] INTRODUCTION

Fire combat occurs in both the defensive and offensive fire phases. In the defensive fire phase only infantry and artillery units adjacent to enemy units can fire. In the offensive fire phase artillery units can fire up to a range of five hexes (see below); infantry can only fire at adjacent enemy units. If two friendly units are stacked together, only the top one can fire; exception—if the top unit is artillery, *both* may fire. A single (stack of) unit(s) can only be fired on once per combat phase. Each unit may only fire once per combat phase. No

unit can divide its fire between two or more targets in different hexes. Firing is always voluntary: there is no compulsion on a unit to fire, nor is there any necessity to fire on all adjacent enemy units. Units may only fire through their AZOCs. The owning player decides the order in which he wishes to resolve his attacks. If the target consists of two enemy units stacked in a single hex, losses must be taken by the *top* unit. Only if the top unit is eliminated does the other unit begin to take losses from fire combat.

[10.2] PROCEDURE

Total the current strengths of all units firing on a single target. Roll two dice, total them and apply die-roll modifiers (as listed in 10.3 below and beneath the Fire Combat Results Table). Cross reference the modified die-roll with the total strength points of the units firing to find the result of the attack. The figure arrived at on the Combat Results Table (CRT) is the number of strength points lost by the target unit(s). Strength losses are recorded as outlined in Section 6.

[10.3] DIE-ROLL MODIFIERS

After rolling the two dice and totalling the resulting figures, it is necessary to check whether the result needs modifying before it is cross-referenced on the Fire CRT. Die-roll modifiers (DRMs) are as follows:

[10.31] Terrain

See Terrain Effect Chart (TEC). Also note that Austrian units (only) firing *offensively* into rough/woods hexes (ie hexes that are *both*), suffer a -1 DRM in addition to all other effects.

[10.32] Morale

Take the morale of the firing unit(s), subtract 4, and then modify the die-roll accordingly. If several units with differing morale levels are involved in a single attack, use the *highest* morale of those present.

[10.33] Enfilade Fire

If the target unit is subject to enfilade fire (see 10.6 below), add 1 to the die-roll.

[10.34] Infantry in Cavalry ZOC.

If the target is an infantry unit in a clear or rough hex in an enemy cavalry ZOC (of any sort) add 1 to the die-roll.

[10.35] Raw Troops

Units marked with an asterisk (*) suffer a minus one (-1) die-roll modifier in fire combat. This only applies if *all* units taking part in the attack consist of raw troops.

[10.36] Formation Integrity

Whenever units from different corps combine their fire, (in either the offensive or the defensive phase), they suffer a -1 DRM. Count all the units commanded by Lannes as belonging to a single corps.

[10.37] Example

Infantry units with current strengths of 7, 5, and 3 fire on an enemy unit (current strength 6) in a wooded hex. Two dice are rolled, yielding a 4 and 6, total 10. The morale of the attacking units is 5, 5, 4

respectively. Take the best (5), subtract 4, and apply the result (+1) as a die-roll modifier. The die-roll thus rises from 10 to 11. Subtract 2 for the wooded terrain (see TEC) reducing the die-roll from 11 to 9. The defending unit has been subject to enfilade fire (see 10.6) therefore add 1, raising the die-roll from 9 to 10. Final result: a modified die-roll of 10. Now cross-reference the total strength of the units firing (15) with the modified die-roll (10) on the Fire CRT.

This produces a figure of "2". The defending unit must therefore lose 2 strength points, by checking off boxes (see Section 6), so that its current strength is 4 (6-2). As the unit has lost 2 strength points in a single attack it must now take a morale check. Note that once you are familiar with this procedure it will take considerably less time to implement than it has taken to read this example!

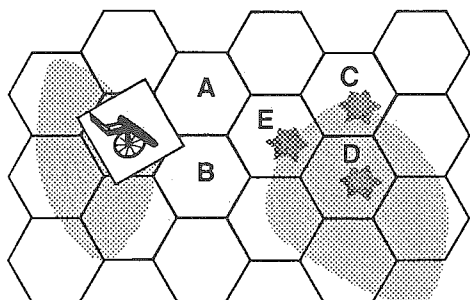
[10.4] MORALE CHECKS

Units which suffer a loss of 2 or more strength points in a single fire phase must immediately check for morale (see Section 14).

[10.5] ARTILLERY

[10.51] Line of Sight

Artillery units must have a clear line of sight (LOS) in order to fire at a target. LOS is blocked by woods hexes (i.e. hexes with any woods symbols in them), villages, Ratisbon hexes and hexes occupied by combat unit (not merely leaders) of either side. Artillery may fire *into* blocking terrain but not *through* it. LOS is always measured from the center of the firing unit's hex to the center of the target hex. The *whole* of a hex which contains any blocking terrain is considered to block LOS. LOS may also be blocked by high ground: it is not possible to fire from one hex to another of there is intervening higher terrain. It is possible to fire from one high ground hex to another, across intervening lower blocking terrain or units.



[10.52] Range

Artillery may, in the offensive fire stage, fire at targets up to a range of five hexes away (i.e. five hexes counting the target hex but not that of the firer). When firing at ranges greater than one hex, artillery units must have a clear LOS (see above).

When firing at an adjacent target an art-

illery unit does so using its current strength plus 50%, fractions rounded down; however, this 50% increase in firepower does not apply when the target is in a village or woods hex. When firing at a range of two hexes it uses its current strength. When firing at a range of three or four hexes it uses half its current strength, with any fractions rounded up. At a range of five hexes it uses half its current strength, with any fractions rounded down.

[10.53] Artillery Losses

When artillery are involved in a rout result, any losses suffered by the routing units *must* be taken from the artillery first. Only if the routing artillery is totally destroyed are any remaining losses inflicted on routing infantry or cavalry (owning player's choice of which unit takes the losses). Note that routing artillery (not horse artillery) pursued by enemy cavalry or infantry suffers the loss of *two* strength points per hex entered by the advancing enemy; routing horse artillery pursued by enemy cavalry also loses two strength points per hex pursued.

[10.54] Enemy ZOC

Artillery *can* voluntarily enter enemy ZOC, if allocated a command in the usual way.

[10.55] Command Control

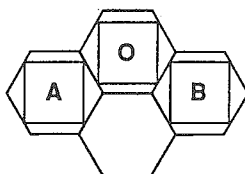
Artillery units do *not* need to be in command control in order to fire. For movement purposes, corps artillery (artillery units showing corps ID but no divisional ID, e.g. unit #157) is given command control by the corps commander.

[10.56] Defending in Melee

Artillery stacked with infantry or cavalry, add nothing to the defense in melee. A lone artillery unit attacked in the melee phase, defends with a strength of one. A stack of two artillery units defends with a total strength of 2.

[10.6] ENFILADE FIRE

A unit is said to be subject to enfilade fire when it is fired upon by two units (or more) in a single attack, with at least one hex side between those through which it is fired upon.



Example

Unit O is subject to enfilade if simultaneously fired upon by units A and B, as they are separated by at least one hex. It makes no difference whether the intervening hex is occupied or not. An infantry and an artillery unit may combine to produce enfilade fire, as may two artillery units.

[10.7] AMMUNITION DEPLETION

Whenever a unit is surrounded (see 13.5), it

runs the risk of running out of ammunition. For each such unit, keep a record on a scratch pad of ammunition expenditure. Each unit has a limit of ten rounds of fire combat while surrounded. Each time the unit fires, whether in the defensive or offensive fire phases, costs it one "round". Each time the unit is fired upon in the opposing player's *offensive fire phase*, also consumes one round of its ammunition allowance (it must be assumed it continues to make *some* response to being attacked). A unit which runs out of ammunition will automatically and immediately surrender. Should a unit at any point cease to be surrounded, it is immediately considered to have free access to an ammunition supply, and the record on the scratch pad should be disregarded. If subsequently again surrounded, the unit starts off with a full ten rounds of ammunition.

[11.0] MELEE

[11.1] GENERAL

After the completion of all fire combat, the phasing player has the option to advance units to melee. In order to be eligible to do so units must be adjacent to the enemy they wish to attack, and their advance to melee must be made through one of their (the attacking units') AZOCs. Artillery units cannot melee offensively; infantry and cavalry can. Infantry can only do so if they have not fired in the immediately preceding offensive fire stage. Cavalry and infantry units can advance to melee together, if the owning player wishes.

Whenever units attempt to advance to melee into terrain which may cause disruption, the owning player must roll a die. If the unit is disrupted, it does *not* advance to melee; instead it remains in its original hex, and is disrupted.

Note that it is perfectly permissible for a unit in an enemy AZOC to advance to melee against an enemy unit in another AZOC.

Victorious units which remain in the melee hex may be reoriented at the owning player's discretion.

[11.2] PROCEDURE

Advance any eligible units that you wish onto adjacent enemy units. This is the only occasion when opposing units may occupy the same hex. No more than two combat units may advance to melee into a single hex (the defender, of course may also have two units there).

Melee is resolved by reference to the Melee Combat Results Table (CRT), and is by comparison of the strengths of attacker to defender to produce a ratio. Odds are always rounded down in favor of the defender.

Example

Units with a total of 10 strength points

advance to melee against an enemy unit with a current strength of 4, producing odds of 2:1; 9 points v. 5 would be 3:2; 9 points v. 4 would be 2:1; 8 points to 6 would be 1:1; and so on.

[11.3] COLUMN SHIFTS

Various factors may now cause one or more column shifts on the CRT: -

[11.31] Morale

Compare the *lowest* morale rating on each side (exception: see below), subtract the lower from the higher and shift one column in favor of the appropriate player for each morale point difference.

Example

The lowest morale rating of the Austrian units present in a melee is 3; the lowest morale of a French unit is 5. The difference is 2, therefore shift two CRT columns in favor of the French player. Thus if the French player were attacking at 2:1 the morale differential would shift the melee to the 4:1 column. Had the Austrian been attacking at 2:1 the morale differential would shift the melee to the 1:1 column.

Exception

If two units *stacked together* advance to melee together, and one has so far suffered no loss of morale (i.e. its morale is still at its original level), then any prior morale loss suffered by the other unit may be ignored when considering what is the lowest morale. *Example.* Unit #41 of Gudin's division has suffered 5 strength point losses. Its morale has therefore fallen from 5 to 4. It is stacked with unit #26 of Morand's division, which has suffered only 2 strength point losses, leaving its morale unimpaired at 5. In this situation, ignore the "4" morale of Gudin's unit—its morale is raised by the intact *élan* of Morand's men.

[11.32] Terrain

See the Terrain Effects Chart for column shifts produced by various types of terrain. Also note that when Austrian units (only) melee into rough/woods hexes (i.e. hexes that are *both*), they suffer an L1 column shift in addition to all other effects. Note that this does not apply when they are defending in a melee in such a hex.

[11.33] Charge

Only cavalry may charge. Immediately prior to the resolution of each melee the phasing player announces whether any cavalry which have advanced to melee are charging. If one or more cavalry units are charging, there is a one column shift in favor of the attacker (i.e. a column shift to the right); heavy cavalry produce a two column shift. There is no additional benefit if more than one cavalry unit charges.

[11.34] Raw Troops

Units marked with an asterisk (*) suffer an adverse *die-roll modifier* (not column shift) of one in melee combat. That is, defending raw troops would *add* one to the die-roll, attacking raw troops would *subtract* one.

The DRM applies if *any* of the attacker's or defender's units consist of raw troops. It makes no difference whether one or two of a player's units present in a melee consist of raw troops: the penalty applies if one such unit is present, it is not increased because two such units are present.

If each player has a single raw unit present in a melee or if each has two raw units present, the DRMs cancel out. If, however, one player has all raw units present and the other has a mixture of raw and veteran units, the adverse DRM applies only to the player whose force consists solely of raw units.

[11.35] Undisrupted Infantry

If the forces which have advanced to melee include one or more cavalry units, and if all defending infantry are undisrupted, there is a one column shift in favor of the defenders (i.e. a column shift to the left). This column shift does not apply if the defenders include any disrupted infantry, nor does it apply if there are no infantry at all amongst the defenders. It does apply even if the attacking cavalry are accompanied by infantry.

[11.36] Disrupted Units

If there are any disrupted units amongst the defenders in a melee, there is a two column shift in favor of the attackers, *and* a plus 2 die-roll modifier (i.e. 2 is added to the die-roll). It makes no difference how many of the defending units are disrupted, nor what type of unit they are.

[11.37] Flank Attack

If one or more of the attacking units advances to melee via a flank or rear hex of all the defending units (i.e. a BZOC for undisrupted units, and its equivalent in the case of disrupted units), there is a one column shift in favor of the attackers (i.e. to the right). This column shift does not apply if even one of the defending units has the hex in question within its AZOC or disrupted equivalent. (Note that units occupying a single hex may face in different directions).

[11.38] Formation Integrity

If the attackers include units from more than one corps, there is a column shift in favor of the defenders (i.e. to the left). If the defenders include units from more than one corps, there is a column shift in favor of the attacker (i.e. to the right).

[11.39] Leaders

Whenever leaders are engaged offensively (only) in a melee, their rally factor acts as a die-roll modifier (DRM). For example Napoleon would add 4 to the die-roll. However, such a leader becomes a casualty on a die-roll of 6.

[11.4] MELEE RESULTS

Melee CRT results apply to all of a player's units in the melee hex.

[11.41] "F" Fall Back

A unit, or units, suffering this result must immediately retreat to an adjacent hex. Owning player faces the unit as he wishes.

[11.42] "D" Disrupted

"D" means units are disrupted (if already disrupted they suffer no extra penalty). Disruption does not cause a unit's facing to change.

[11.43] "R" Rout

"R" followed by a number means the units are routed: they retreat the number of hexes indicated, and are disrupted. When falling back or retreating from melee, the following priorities must be observed:

If possible, retreat through hexes not in enemy ZOC (ignore the ZOC of the enemy unit just fought). If the retreat *must* take place through enemy ZOC, choose CZOC first, BZOC next, AZOC last. For each enemy AZOC retreated through (again, ignore the ZOC of the enemy unit(s) that was engaged in the melee), the retreating unit (or stack) loses one strength point. This loss is in addition to any loss consequent upon the enemy unit advancing after melee (see 11.5).

Avoiding enemy AZOC, BZOC, and CZOC (in that order), is the first requirement of a routing unit. The second requirement is that, subject to the overriding priority of avoiding enemy ZOC, the retreat should be through unoccupied hexes. If necessary, however, routing units may retreat through hexes containing friendly units (see below). A unit may not rout through impassable terrain or through hexes occupied by enemy units. If this means it cannot rout the distance required by the melee result, it is instead destroyed. A unit which routs off the map may never return, though its remaining strength points are not counted as lost for purposes of victory points. Units may never retreat through a hex from which their victorious opponents advanced to melee.

If two units are required to retreat from a melee, they must do so as a single stack. (The top unit now becomes the bottom unit). If in retreating from a melee, a unit (or units) passes through a hex containing a friendly unit (or units), in such a way that stacking limits are momentarily exceeded (i.e. 2 units retreating through 2, 1 through 2, or 2 through 1), all units in the hex concerned are immediately disrupted. A single routing unit which retreats through a hex containing another lone friendly unit will not thereby exceed stacking limits. Nevertheless, the unit which is being passed through *may* become disrupted: French units on a die-roll of 1 or 2, Austrian on a die-roll of 1-3.

No unit may ever end its rout movement *overstacked*. If necessary to avoid this, retreat the unit an additional hex or hexes. Routed units end their rout movement facing in the direction in which they ended this movement.

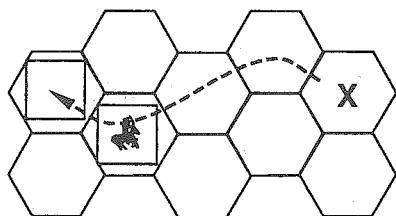
Note that rout results in village hexes are treated differently.

[11.5] ADVANCE AFTER MELEE

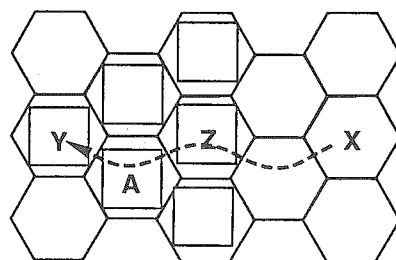
In the event of a rout result (see above) victorious units have the option to advance after the retreating unit(s). They advance along the path of the retreating unit(s). The retreating units lose one additional strength point (per stack) for each hex the victorious units advance. Note that in certain cases, routing units lose two strength points per hex pursued. This double loss applies to: (1) artillery (not horse artillery) pursued by enemy cavalry or infantry, (2) infantry or horse artillery pursued by enemy cavalry. Units end their advance facing *directly* towards their vanquished (or even vanished) foe.

Cavalry units which have charged *must* advance all the way along the path of retreating enemy units (see diagram). They inflict additional losses on the fleeing enemy in the usual way, but may themselves be disrupted (see 11.33). They end their advance in the last vacant hex along the enemy's path of retreat.

Example



The melee has taken place in the hex marked "X". The charging cavalry must pursue the routed enemy, ending in the hex indicated, and possibly themselves becoming disrupted. Note that pursuing units can advance only along the path of the retreating units, though (with the exception of charging cavalry) they can stop at whatever point they wish. Neither advance nor retreat as a result of combat costs movement points. Units which are advancing in pursuit after melee ignore enemy ZOC (though their effects may be felt the following turn, for example by causing the unit to be out of command control). Pursuing units may not, however, enter hexes occupied by enemy combat units (they *can* enter hexes occupied solely by enemy leader counters).



Following the melee in hex "X" the routed units have retreated to hex "Y", passing through the unit marked "A". The pursuing units can only follow as far as hex "Z", as they cannot enter the hex occupied by the unit "A".

If advancing units enter terrain that carries a risk of disruption, they must roll a die in the usual way. If they become disrupted they must halt their advance immediately. The fleeing enemy may thus escape some losses it would otherwise have suffered. Note that it is not necessary for the owning player to die-roll for the fleeing (already disrupted) units: they are so panic-stricken *nothing* will halt their headlong flight!

[11.6] CAVALRY

As already noted, cavalry units cannot fire, though they may, of course, be fired upon. Cavalry units *can* melee, both offensively and defensively. Players should note the following other characteristics of cavalry:

1. They are the only units which can charge. They may not, however, charge if they advance to melee into a village, woods, rough/woods, Ratisbon or marsh hex. Charging cavalry *must* follow up retreating enemy units, and may themselves become disrupted at the end of their advance. (Austrians on a die-roll of 1-4; French light cavalry on a die-roll of 1-3; French heavy cavalry on a die-roll of 1-2).
2. When attacking into, or defending in village hexes, and they constitute the *entire* attacking or defending force and are in action against *infantry*, the terrain effects on combat are modified. See note 4 at the foot of the *Melee CRT*.

3. They can in certain circumstances withdraw before combat (see 9.5).

[11.7] SURRENDER

Whenever a unit with a current morale of 1 or 2 suffers a melee result within the *shaded* portion of the Melee Combat Results Table (CRT), it immediately surrenders. Instead of routing a given number of hexes, it remains in the melee hex and is considered captured by the enemy. Captured units must be escorted off map (west edge for units captured by the French, east or north edges for those captured by the Austrians). A single captor unit may escort either one or two captured units, stacking limits if necessary being extended to three units in a single hex. Captured units conform to the movement rate of the escorting unit, excepting that no unit may ever exceed the movement rate for its type of unit (infantry, cavalry, etc). Victory points are gained by the captor in the usual way at the moment of surrender (i.e. if a unit with strength 3 surrenders, the victor gains 3 VP's). Should the captured unit subsequently be freed by a successful counterattack, those VP's would be deducted from the enemy's total. Captured units never play any part in combat while held prisoner. If freed they oper-

ate normally. Neither artillery nor horse artillery may escort prisoners; skirmishers can.

[12.0] DISRUPTION & RALLY

[12.1] CAUSES OF DISRUPTION

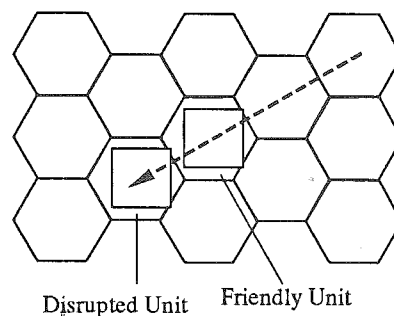
The disruption of a unit is indicated by flipping it over. The possible causes of disruption are: -

[12.11] Terrain

Moving into certain terrain carries the risk of disruption (see *Terrain Effects Chart*). For example, a unit which enters a marsh hex is immediately subject to a die-roll, and will become disrupted on a die-roll of 1 or 2. It is then flipped over, and cannot move further during that movement phase. A separate die-roll is required for *each* such hex entered.

[12.12] Friendly Units

Units which attempt, during the movement phase, to pass through a hex already occupied by a friendly unit, or units, risk disruption (see diagram). Disruption occurs on a die-roll of 1. See also note (2) at the foot of the Terrain Effects Chart. Note that there is no disruption penalty for simply moving *into* a hex occupied by friendly units (though it costs one additional movement point to do so). The penalty is counted if the unit attempts, in the same move, to move further. A unit which is disrupted in this way must end its movement in the hex beyond the occupied hex it has passed through. Exception: no such penalty is counted when passing through a hex occupied by a friendly unit, *when using road movement*.



[12.13] Forced March

Undisrupted infantry units (only) may, at the owning player's discretion, have two movement points added to their movement allowance each turn. Each unit which attempts to force march, however, is subject to an immediate die-roll to test for disruption. The die is rolled at the conclusion of the unit's move, (the move thus automatically includes the expenditure of one or two extra MPs). French units are disrupted, in the hex they have moved to, on a die-roll of 1; Austrian units on a die-roll of 1 or 2. Units must be in command control at the

beginning of the movement phase in order to force march. (Exception: they need not be, provided they end the movement phase further from the nearest enemy unit than they were at the beginning of the phase).

[12.14] Combat

See rules 9-10 and the *Combat Results Tables*.

Note that a disrupted unit which suffers a further "disrupt" result simply remains disrupted; there is no additional penalty. When a stack of units runs the risk of disruption, a separate die-roll must be made for each unit; thus one may be disrupted, the other not. The above causes of possible disruption are cumulative. For example, an Austrian unit attempting to force march through a friendly occupied hex in marsh, would escape disruption only on a die-roll of 6 (forced march = 2; friendly unit = 1; marsh = 2; therefore 5 in 6 chance of disruption).

[12.2] EFFECTS OF DISRUPTION

Disrupted units: -

1. Cannot expend more than two movement points in any move in which they end the movement phase nearer to the enemy than they began it.
2. Have a type CZOC (only) in the 6 adjacent hexes.
3. Cannot fire either offensively or defensively, and cannot melee offensively.

[12.3] RALLYING

In the player's own Rally Phase he may attempt to rally his disrupted units. A single die is rolled for each disrupted unit, and the unit rallies (i.e. is flipped over so that its front is once again uppermost) if the die-roll is less than or equal to its current morale rating.

Die-Roll Modifiers

1. If there is an undisrupted enemy combat unit in an adjacent hex add 1 to the die-roll. It makes no difference if there is more than one such unit.
2. If there is a disrupted friendly unit in the same or an adjacent hex add 1 to the die-roll. It makes no difference if there is more than one such unit.
3. If there is an appropriate leader stacked with a disrupted unit, subtract the leader's Rally Factor from the rally die-roll. If more than one such leader is present (for example, Napoleon and a Corps Commander) use the Rally Factor of the senior officer. Appropriate leaders are as defined in rule 12.

These die-roll modifiers are cumulative.

Morale Check: Procedure

Roll one die. If the die-roll is greater than the unit's morale rating, it has failed its morale check and becomes disrupted. (But note any modification for leader stacked with unit). If there is a friendly unit stacked with one that becomes disrupted as a result of combat, it too must take a morale check.

[13.0] COMMAND CONTROL

[13.1] GENERAL

On both sides the basis of organization is the corps. The command structure of the two armies is shown in their Command Structure diagrams. Leaders only affect units of their own command (see *Command Structure diagram*). If a junior commander is stacked with his superior, the superior's leadership rating takes precedence (i.e. is the one used).

Napoleon automatically confers command control for movement purposes on any French corps commander within his command radius (eight hexes). They in turn confer command control for movement purposes on any of their divisional commanders within their command radius (five hexes). They in turn automatically confer command control for movement purposes on any of their units within their command radius (see the individual leadership rating of each divisional commander).

Archduke Charles automatically confers command control for movement purposes on any Austrian corps commander within his command radius (five hexes). They in turn confer command control for movement purposes to their subordinates within command radius, and so on down the chain of command.

Any die-rolls to determine command control status for movement purposes are made at the commencement of the movement of the relevant formations (e.g. roll a die for the Austrian V Corps, complete its movements, then move on to the next formation). A unit or leader is "within command radius" of his superior for movement purposes if he is so *at the beginning of the player's movement phase*.

Command control for purposes of entering enemy ZOC is defined as for movement (i.e. at the beginning of the movement phase), except that the number of units which can be committed to enemy ZOC in a single movement phase is limited (see 13.4).

For melee purposes some additional factors come into play. Command control for melee is judged at the beginning of the melee phase. Napoleon or Charles may have moved in such a way that corps that were previously in command control, are no longer so. In this case the owning player must roll a die to find if the corps is in command control for melee purposes. Conversely, Napoleon or Charles may have moved in such a way that a corps previously not in command control, now is. Subject to the usual limitations (see 13.4), units of such formations may now advance to melee.

Above we said that "Napoleon or Charles"

might move in such a way as to change command control status of a formation, so that this status differs for movement and melee. Equally, the movements of units relative to Napoleon or Charles may bring about such a change, and the same is true all the way down the chain of command. The rule, however, is simple. Judge command control status for movement (including entering enemy ZOC) at the start of the player's movement phase. Judge command control status for melee purposes at the start of the melee phase.

The only time a separate command control die-roll for melee purposes is necessary, is when Napoleon or Charles has ceased to provide automatic command control. In cases where a die-roll has determined command control status at the beginning of the formation's movement, that die-roll continues to apply for the entire turn (though to be in command control for melee purposes a unit must in addition be within appropriate command radius, and be allocated a "command" at the start of the melee phase).

[13.2] COMMAND RADIUS

The leadership ratings indicate the range in hexes over which each commander exercises command control.

Exceptions: Napoleon has a command radius of eight hexes; Charles and all corps commanders, French and Austrian, have a command radius of five hexes. Any unit not within the command radius of the appropriate commander at the start of the owning player's movement phase is deemed to be out of command control. Command control is cut by enemy ZOC (A, B or C) unless the hex in question is also occupied by a friendly unit. Units which are out of command control may not enter enemy ZOC (A, B or C) and may not melee offensively. They defend normally. Units which are out of command control have their movement allowance halved (fractions rounded up); if, however, they move in such a way as to end their movement further away from the nearest enemy unit than they were at the beginning of the movement phase, they may use their full movement allowance even though out of command control. In these circumstances (ending movement further from the enemy) they may force march, even though out of command control. Units which use more than half their movement allowance (fractions rounded up) when out of command control (remember they can only do so if ending the movement phase further from the enemy), are automatically disrupted.

Corps reserve artillery, like divisional commanders, must be within command radius of their corps commander if they are to be considered in command control for movement purposes (i.e. they will then be in command control if the corps as a whole

Austrian Roster Sheet

Hex#	ID#	Unit	1	2	3	4	5	6	7	8	9	10	11	12
	115	Charles												
	116	Hohenzollern												
	117	Lusignan												
	118	Kaiser	1	2	3	3	3	3	4	4	4	4	4	4
	119	Kaiser	1	2	3	3	3	3	4	4	4			
	120	Kaiser	1	2	2	3	3	3	4	4				
	121	Artillery	3	3	4	4								
	122	Vukassovich												
	123	M. Liechtenstein	1	1	2	3	3	3	4	4	4			
	124	M. Liechtenstein	2	3	4	4								
	125	M. Liecht. Artillery	2	2	3	3								
	126	Planzeller	1	1	2	3	3							
	127	Planzeller	2	3	3	4								
	128	Horse Artillery	3	3	3									
	129	Artillery	2	3										
	130	St. Julian												
	131	Liechtenstein	1	2	2	3	3	3	3	4	4	4	5	
	132	Liechtenstein	1	1	2	3	3	3	3	3				
	133	Liechtenstein	1	2	3	3	4	4	4					
	134	Artillery	2	3	3	4								
	135	Bieber	1	1	2	2	3	3	3	3	4	4	4	
	136	Bieber	1	2	3	4	4	4	4	5				
	137	Bieber	1	1	2	2	2	3	3	3				
	138	Artillery	1	1	1	2								
	139	Rosenberg												
	140	Dedovich												
	141	Grill*	1	2	2	3	3	3	4	4	4	4		
	142	Grill*	1	2	2	2	3	3	3	4	4	4		
	143	Neustädler	1	1	2	2	3	3	4	4	4	4	5	
	144	Artillery	2	2	3	3	4	4	4	4	4	5		
	145	Bartenstein												
	146	Riese	1	2	2	2	3	3	3	4	4			
	147	Riese*	1	1	2	3	3	3	4					
	148	Waidegg	1	2	3	4	4	4						
	149	Artillery	1	1	2	2	3	4	4					
	150	Somariva												
	151	Artillery	2	3	4	4								
	152	Stutterheim	1	2	3	4	4							
	153	Stutterheim	1	2	3	4	4	4	5					
	154	Radiojelevisch*	1	3	3	3	4	4						
	155	Radiojelevisch	1	2	3	3	4	4	4					
	156	Horse Artillery	3	4	5									
	157	Artillery	2	3	4	4								












Hex#	ID#	Unit	1	2	3	4	5	6	7	8	9	10	11	12
	158	Horse Artillery	3	4	5									
	159	Liechtenstein												
	160	Hessen-Homburg												
	161	Rohan	1	2	2	3	3	3	4	4	4	4	4	
	162	Rohan	1	1	2	2	3	3	3	3	3	3	4	4
	163	Rohan	1	1	2	2	3	3	3	4	4	4		
	164	Artillery	1	2	3	3	3	4	4	4				
	165	Siegenthal	2	3	3	4	4							
	166	Horse Art. (Siegen.)	3	3	4	4	4							
	167	Lederer	1	2	3	3	4	4	4	4				
	168	Horse Art. (Lederer)	2	3	4									
	169	Kolowrat-Krakowsky												
	170	Brady												
	171	Greifenbach	1	1	2	3	3	3	3	4	4	4	4	
	172	Greifenbach*	1	1	2	2	3	3	3	3	4	4		
	173	Greifenbach	1	2	3	3	3	3	3	4				
	174	Fölseis	1	1	1	2	2	2	3	3	3	3	3	3
	175	Fölseis	1	2	2	3	3	3	3	3	4	4		
	176	Fölseis	1	2	3	3	3	3	3	4	4	4		
	177	Artillery	1	1	2	3	3	4	4	4	4	4	5	
	178	Weber												
	179	Wed-Runkel	1	1	2	2	3	3	3	3	3	3		
	180	Wed-Runkel	1	2	3	3	3	4	4	4	4	4		
	181	Wed-Runkel*	1	2	2	3	3	3	3	4	4	4	4	
	182	Wed-Runkel*	1	1	2	2	2	3	3	3	4	4		
	183	Wed-Runkel*	2	3	3	3	4	4	4	4	4			
	184	Artillery	1	2	2	3	3	4	4					
	185	Kienau												
	186	Veczey	2	3	3	4	4	4	5	5	5			
	187	Chevaulegers	2	3	3	4	4	5						
	188	Artillery	3	4	4	4								
	189	Cremneville	1	2	3	3	3	3	4	4	4	4	4	
	190	Uhlands	1	3	4	4	4	5						
	191	Horse Artillery	3	4	4									
	192	Artillery	1	2	3	3	4	4						
	193	Horse Artillery	2	3	4									
	194	Reserve	1	2	2	3	3	3	3	4	4	4	4	
	195	Reserve	1	2	2	3	3	3	3	3	3	4	4	4
	196	Reserve	1	1	2	2	2	3	3	3	3	4	4	
	197	Reserve	1	2	2	3	3	3	4	4	4	5		
	198	Reserve	1	2	3	3	3	3	4	4	4	4		
	199	Reserve	2	2	3	3	3	4	4	4	4	5		
	200	Reserve												

Pontoon Bridge Construction Track

1	2	3
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Players should photocopy this page before play.

TERRAIN EFFECTS CHART

Terrain Type		Movement Point Cost	DRM (Fire Combat)	Column Shift Left or Right (Melee)
	CLEAR	1	None	None
	ROAD	2/3	as other terrain ¹	None
	TRACK	1 ²	as other terrain ¹	None
	WOODS ³	2 ⁴ (cavalry disrupt on die-roll of 1 or 2)	-2	L1
	VILLAGE ⁵	1	-3	L2 ⁶
	RATISBON ⁷ WALL	+1	-2	L2
	MARSH	3 (all units disrupt on a die-roll of 1 or 2)	None ⁸	L1
	DANUBE ⁷	Impassable	as other terrain	Impossible
	STREAM	No extra cost	as other terrain	None
	ROUGH ⁹ (HIGH)	2 (French units disrupt on a die-roll of 1, Austrians on a die-roll of 1 or 2)	-1	L1
	WOODS/ROUGH (HIGH)	2 (All units disrupt on a die-roll of 1 or 2)	-2	L2

Notes:

- Units which enter enemy ZOC while using the road or track movement rate, may be fired upon in the immediately following enemy defensive fire phase as if they were in open terrain. In their following *offensive* fire phase, they suffer a -1 DRM when firing. The foregoing does *not* apply if the unit(s) entered enemy ZOC using the movement rate for the *other terrain* in the hex; in this case apply modifiers appropriate to that other terrain.
- Whenever a unit attempts to pass through another while using the *track movement rate*, a die must be rolled. *Both* units disrupt on a single die-roll of 1-3.
- A wooded hex is any hex with a tree symbol in it.
- Roll a die for each such hex entered.
- Units occupying village hexes do not suffer the effects of either enfilade fire or flank attacks. Nor may a unit defending in a village hex ever lose more than two strength points in a single phase, unless it surrenders.
- See note (4) at the foot of Melee CRT.
- Applies only to *Eckmühl* and campaign games.
- Units which advance to melee *from* a marsh hex suffer a L2 modifier. If two units advance to a single melee, one from marsh the other not, they suffer a L1 modifier. The foregoing does not apply if the unit(s) entered the marsh using the road or track movement rate.
- Where a single hex contains more than one type of terrain, movement costs and terrain effects are always the most severe possible.

FIRE COMBAT RESULTS TABLE

	FIRE	1-2	3-4	5-8	9-12	13-16	17-20	21-24	25+
D I E R O L L	2								
	3							1	1
	4						1	1	1
	5					1	1	1	2
	6				1	1	1	2	2
	7			1	1	1	2	2	3
	8		1	1	1	2	2	2	3
	9	1	1	1	2	2	2	3	3
	10	1	1	2	2	2	3	3	4
	11	1	2	2	2	3	3	4	5
	12+	2	2	2	3	3	4	4	6

Die Roll Modifiers:—

1. Terrain. See Terrain Effects Chart
2. Morale of firers (best morale minus 4)
3. Enfilade fire +1
4. Infantry target in cavalry ZOC +1
5. Raw Troops (see 10.35) -1
6. Different corps combining fire -1
7. All defenders skirmishers -1

Note 1: A unit which loses two or more strength points as a result of a single attack must take a morale check.

Note 2: Units in village hexes subject solely to non-adjacent artillery fire cannot lose more than one strength point in a single attack; ignore any additional loss.

Note 3: No defending unit may ever benefit from more than -3 DRM.

MELEE COMBAT RESULTS TABLE

	ODDS	1-3 or less	1-2	1-1	3-2	2-1	3-1	4-1	5-1 or more
D I E R O L L	2	R4/-	R3/-	R3/-	R3/-	R3/-	R2/-	FD/-	-/F
	3	R4/-	R3/-	R2/-	R2/-	R2/-	FD/-	FD/-	D/FD
	4	R3/-	R2/-	R2/-	R2/-	FD/-	D/F	D/FD	-/FD
	5	R2/-	R2/-	FD/-	FD/-	FD/-	-/F	D/FD	-/R2
	6	R2/-	FD/-	FD/-	FD/-	D/F	-/FD	-/R2	-/R2
	7	FD/-	FD/-	D/F	D/F	D/FD	D/FD	-/R2	-/R3
	8	FD/-	FD/-	D/FD	D/FD	-/FD	-/R2	-/R2	-/R3
	9	FD/-	D/F	-/FD	-/FD	-/R2	-/R2	-/R3	-/R4
	10	D/F	D/FD	-/R2	-/R2	-/R2	-/R2	-/R3	-/R4
	11	D/FD	-/FD	-/R2	-/R2	-/R3	-/R3	-/R4	-/R5
	12	-/FD	-/R2	-/R2	-/R3	-/R3	-/R4	-/R4	-/R5

Column Shifts (Left and Right)

1. Morale Differential
2. Terrain: see Terrain Effects Chart
3. Cavalry charge: R1 (Heavy Cavalry: R2)
4. Cavalry vs Undisrupted Infantry: L1
5. Defender disrupted: R2 *plus a DRM of +2*
6. Flank attack: R1
7. Attacking units from different formations: L1
8. Defending units from different formations: R1
9. Leader (offense only): DRM + Leadership Factor
10. Raw troops present: -1 DRM

Notes:

1. The results in the above table are shown as attacker/defender.
2. Defenders who include even a single disrupted unit suffer the R2 and +2 DRM penalty.
3. Cavalry and infantry may advance to melee together if so desired.
4. In the case of melee in village hexes, convert all R2, R3, R4, or R5 results (for either player) into a single "1FD" result. This means the player falls back to an adjacent hex, is disrupted, and loses one strength point. Additionally, if one player's units in a melee in a village hex consist entirely of cavalry, and his opponent has infantry present, the cavalry suffers a one column adverse shift.
5. All favorable column shifts are applied first, then adverse shifts. Exception: any column shift(s) for a cavalry charge is applied last.
6. If all the defending units which suffer a result in the shaded area of the table have a morale of 1 or 2, they surrender in the melee hex instead of retreating (see 11.7).

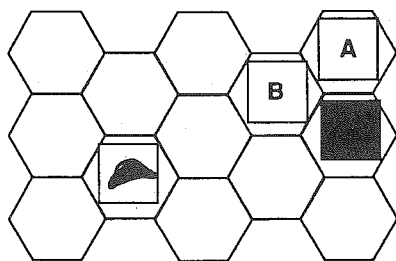
French Roster Sheet

Hex#	ID#	Unit	1	2	3	4	5	6	7	8	9	10	11	12
	1	Napoleon												
	2	Oudinot												
	3	Tharreau												
	4	Conroux*												
	5	Conroux*	3	4	4	5	5	5	5					
	6	Albert*	3	4	4	5	5	5	5					
	7	Albert*	3	4	5	5	5	5	5					
	8	Jarry*	4	5	5	5	5	5	5					
	9	Artillery*	4	5	5									
	10	Claparede												
	11	Coehorn*	2	3	4	4	5	5	5	5				
	12	Coehorn*	2	3	4	4	5	5	5	5	5			
	13	Lesuire*	3	4	4	4	5	5	5					
	14	Lesuire*	2	3	4	5	5	5						
	15	Ficater*	1	2	3	3	4	4	4	4	4	4		
	16	Artillery*	3	4	5	5	5	5	5	5	5	5		
	17	Colbert	3	4	4	5	5	5	5	5	5	5		
	18	D'Espagne												
	19	Raynaud (H)	4	4	5	5	5	5	5	5	5	5		
	20	Fouler (H)	4	5	5	5	5	5						
	21	Fouler (H)	3	3	4	5	5	5						
	22	Horse Artillery	3	4	4	4	5	5	5					
	23	Artillery	2	3	4	4	4	5	5	5				
	24	Davout												
	25	Morand												
	26	Lacour	2	3	3	4	4	5	5	5	5	5		
	27	Lacour	1	2	3	4	4	4	5	5	5	5		
	28	Lacour	2	3	3	3	4	4	4	4	5	5	5	
	29	L'Huilier	2	2	3	4	4	4	4	4	5	5	5	
	30	L'Huilier	2	2	3	4	4	4	4	4	5	5		
	31	Artillery	3	4	5	5								
	32	Horse Artillery	4	5										
	33	Friant												
	34	Gilly	2	3	3	4	4	4	4	5	5	5		
	35	Gilly	1	2	3	3	4	4	4	5	5	5		
	36	Grandeau	2	3	3	3	3	4	4	4	5	5	5	
	37	Hervo	1	2	3	3	3	4	4	4	4	5	5	
	38	Barbanegre	1	2	3	3	4	4	4	4	5	5	5	
	39	Artillery	3	4	5	5								
	40	Gudin												
	41	Petit	2	3	3	3	4	4	4	4	5	5	5	
	42	Dupelin	2	3	3	4	4	4	4	5	5	5	5	
	43	Dupelin	2	2	3	4	4	4	4	5	5	5	5	
	44	Boyer	1	2	3	3	4	4	4	4	5	5	5	
	45	Boyer	2	3	4	4	4	4	4	5	5	5	5	
	46	Artillery	3	4	5	5								
	47	Horse Artillery	3	4	5									
	48	St. Hilaire												
	49	Lorenz	3	3	4	4	4	5	5	5	5	5	5	
	50	Lorenz	3	3	4	4	4	4	5	5	5	5	5	
	51	Lorenz	2	3	3	4	4	4	4	5	5	5	5	
	52	Destenrath	3	3	4	4	4	4	5	5	5	5	5	
	(H)= Heavy Cavalry		1	2	3	4	5	6	7	8	9	10	11	12

Players should photocopy this page before play

is).

Example



The leader counter has a rating of 3, (i.e. a command radius of 3 hexes). Unit B is in command control (2 hexes distant). So is unit A, for though an enemy ZOC intervenes between the unit and its commander, the presence of unit B negates this and allows command control to be traced. Command control may still be traced (unless otherwise blocked) by a leader in an enemy ZOC, providing the leader is not alone in the enemy ZOC.

Provided they are within command radius, there is no limit to the number of subordinate formations (divisions in the case of corps commanders) or units (in the case of divisional commanders) to which a leader may give command control, *for purposes of movement*. Note, however, that the leadership rating also defines the number of "commands" the leader can give for combat purposes, and that the number of formations/units in this context is strictly limited (see 13.4).

[13.3] ARMY AND CORPS COMMANDERS

Leadership ratings also indicate the number of subordinate formations that can be placed in command control by senior commanders. Thus, for purposes of combat, Napoleon can simultaneously give command control to six subordinate formations. Charles to two, and so on. In the case of the two army commanders, see their respective Command Structure diagrams. Corps commanders, too, are limited in the number of subordinate formations (divisions) to which they can give command control for *combat* purposes.

Finally, the same is true for divisional commanders—who actually commit units to enemy ZOC or to melee. Thus Morand can commit three additional units to enemy ZOC in any friendly movement phase in which he himself is in command control, and similarly three of his units can advance to melee (see 13.4).

If a French corps commander is out of the command radius of Napoleon, a die-roll is made to determine whether he is considered in command control. In order for him to be considered in command control, the die-roll must be equal to or less than his leadership rating. For example, Lefebvre will be in command control on a die-roll of

1-4.

If a corps commander is out of command control, his subordinate formations are automatically considered out of command control. Exception: see 13.5.

Important Note

Army or corps commanders may give command control for either *combat* or movement to *individual units* instead of subordinate formations, if the owning player wishes. Thus Charles might give command control to one corps commander, and to a single unit from the same or some other formation. Such individual units must be within the army/corps commander's control radius. No army/corps commander may give this kind of direct command to more than two individual units (e.g. Charles with a leadership rating of 2 can command two formations or two individual units or one of each).

[13.4] COMMANDS

1. Enemy ZOC

The leadership rating also indicates the maximum number of fresh units which can be committed to enemy ZOC in a single friendly combat phase. Units which start the turn in enemy ZOC do not count towards this total (unless they withdraw from enemy ZOC and then re-enter it). Rotating a unit already in an enemy ZOC, so that it faces a different direction, does however require a "command", (i.e. counts towards the total of units committed to enemy ZOC that phase). Note that rotating a unit in the friendly *defensive* fire phase does not require a "command". All infantry and artillery units in enemy ZOC may fire, irrespective of whether they are in command control; they also defend normally.

Example

Vukassovich has a leadership rating of 2. He can therefore only commit two units to enemy ZOC each turn. On the first turn he commits two units, on the second turn he rotates one of these to face a different hexside and commits a third unit. All three units may fire normally in both the offensive and defensive fire phases.

In order to enter an enemy ZOC, a unit must be in command control. Note that artillery may fire at enemy within range and LOS, irrespective of whether they (the artillery) are in command control or not.

2. Melee

The leadership rating also indicates the number of a leader's units which can advance to melee in a single melee phase. In order to do so, a unit must be in command control at the start of the owning player's melee phase. A leader may expend his full "command" rating in the movement phase (committing fresh units to enemy ZOC) and then expend his full "command" rating again in the melee phase.

Example

Vukassovich (leadership rating 2) can

commit two units to enemy ZOC in the movement phase, then in the melee phase command two units (provided they are in command control at the time) to advance to melee.

[13.5] SURROUNDED UNITS

Surrounded units are defined as units which are entirely surrounded, at whatever distance, by enemy units or enemy ZOC, (A, B or C), and/or impassable terrain (the Danube). Friendly units negate enemy ZOC for purposes of this rule.

Surrounded units that are within command control of their army or corps commander suffer no penalty: that is, they receive command control in the normal way, subject to the usual limitations (see 13.4). If a *divisional* commander and his units are cut off, however, without the presence of an appropriate senior commander a die-roll must be made to see if the units are considered in command control. In order to secure the benefits of command control, the die-roll must be equal to or less than the divisional commander's leadership rating. Units which are surrounded without even the presence of a divisional commander, or who are outside his command radius, are simply considered out of command control. They can defend normally, but cannot voluntarily enter enemy ZOC (of any kind), nor melee offensively; their movement is affected in the usual way (see rule 13.2).

Examples

1. Lefebvre, Deroi and two of the latter's infantry units are surrounded. They are in command control on a die-roll of 1-4 (Lefebvre's leadership rating is 4).

2. Deroi and his two units are surrounded, but Lefebvre is not present. They are in command control on a die-roll of 1-2 (Deroi's leadership rating is 2).

3. Deroi's two units are surrounded without any leader present. They are automatically out of command control. Note that units which are *not* surrounded and are not within command control of their *corps* or army commander are automatically out of command control. The divisional commander die-roll is only resorted to in the case of surrounded units. This greater command flexibility for surrounded units, represents a certain minimum of initiative generated by the danger of the situation.

[13.6] LEADER CASUALTIES

Leaders may become casualties in any of three ways:

1. Leaders in Combat

Whenever a leader is in the target hex of enemy fire, or takes part defensively in a melee, the owning player must roll two dice. On a die-roll of 12 the leader is eliminated. It is perfectly possible for the leader to be the *only* casualty. When a leader melees *offensively*, he becomes a casualty on a die-roll of a single 6.

2. Leader in Enemy AZOC's

If a leader counter is alone in an enemy infantry or artillery AZOC during their (the enemy's) fire phase, a die is rolled. If the result is a "6" the leader has become a casualty (see below). Note that a leader alone in a hex cannot be fired on in the normal way. Note also that only one die-roll is made irrespective of the number, strength or status (disrupted or not) of adjacent enemy units.

3. Leader in Enemy Occupied Hex

If a leader counter is ever alone in a hex occupied by one or more enemy combat units (not merely leaders), whether during the enemy movement phase or as a result of combat, and irrespective of whether the units are disrupted or not, a die-roll is required. If the result is 4, 5, or 6 the leader becomes a casualty (see below).

[13.7] REPLACEMENT LEADERS

Whenever a leader becomes a casualty, the counter is flipped over so that the (unnamed) replacement side is uppermost. Exceptions: Napoleon and Charles have no replacements. If Napoleon becomes a casualty the Austrians immediately win; if Charles becomes a casualty his counter is permanently removed from the map, and the morale of all Austrian units is lowered by one for the following three complete turns.

Whenever a leader (other than Napoleon or Charles) becomes a casualty, note the turn on a scratch pad. Until the end of the owning player's following turn, the replacement leader can exercise no leadership functions whatsoever (thus, unless they receive command control from some senior commander, they will be out of command control). Beginning with the following game turn, the replacement counter functions exactly as would a normal leader counter (but note that the replacements' leadership and rally ratings are often inferior to those of the original commanders). If a replacement leader in turn becomes a casualty, follow the same procedure, except that the leader counter simply remains on its flipside; it is never flipped back to its original face.

If a leader counter alone in a hex survives a casualty die-roll, it is immediately placed on top of its nearest (unsurrounded) subordinate unit. If there are no surviving subordinate units, place the leader with the nearest friendly (unsurrounded) leader.

[13.8] LEADERS AND MOVEMENT

Leader counters (and replacement leaders) have a movement allowance of 12 MPs per turn. Calculate their movement costs as if they were infantry units. They exert no ZOC. If a leader counter is alone in a hex it does not in any way impede the movement of enemy units. Thus a combat unit may enter a hex occupied solely by an enemy leader, and indeed move through such a

hex, without incurring any additional movement cost. A die-roll would have to be made immediately, to see if the leader becomes a casualty.

Leaders stacked with units engaged in combat *must* retreat with those units if they are required to do so, and may advance after combat if the owning player wishes so.

[13.9] LEADERS IN COMBAT

Whenever a leader unit advances to melee, (i.e. is on the *attacking* side), his rally factor acts as a die-roll modifier. Simply add his rally factor to the die-roll. Leaders have no effect when meleeing defensively, nor on fire combat. Whenever leaders take part in an *offensive* melee, they become casualties on a die-roll of 6.

[14.0] MORALE

[14.1] INTRODUCTION

Players keep track of the morale level of individual units on their strength/morale roster sheets. (Photocopy these before commencing play). As losses are recorded by checking off boxes on the charts, the falling morale of individual units will be indicated.

[14.2] FIRE COMBAT

Each combat unit has a morale rating. This produces a die-roll modifier (DRM) when the unit is firing. If the unit's morale is lower than 4 the difference is subtracted from the die-roll; if its morale is higher than 4 the difference is added to the die-roll. If several units with differing morale levels combine their fire in a single combat, the *best* morale of those present is the only one considered.

[14.3] MELEE

A unit's morale rating does not affect the die-roll in melee combat. It may, however, produce a column shift or shifts. The morale of the attacking and defending units are compared and any difference causes a column shift on the melee CRT of the appropriate number of columns.

Example

A unit of strength 10 mounts a melee attack against a unit of strength 6 in clear terrain (3:2 odds). The morale of the attacking unit is 6, that of the defender 3. There is therefore a three-column shift in favor of the attacker, so that the melee is resolved on the 4:1 column. Or, to take another example, if a unit of strength 6 attacks a unit of strength 10, in clear terrain (odds 1:2) and their respective morale levels are 4 (attacker) and 5 (defender), the melee would be resolved on the 1:3 column (i.e. a one column shift in favor of the defender).

If more than one of a player's units are involved in a single melee, take the *lowest* morale rating (only) of those present when comparing morale with that of the enemy (exception: see 11.31).

[14.4] SURRENDER

Units whose morale has fallen to 1 or 2 may in certain circumstances surrender (see section 11.7).

[15.0] SET-UP AND REINFORCEMENTS

Details of which units start on the map and which enter as reinforcements are to be found in section 18 for each scenario. Unless otherwise stated, reinforcements are considered to be in command control during their turn of entry, and may force march if the owning player wishes.

The two IV Corps units (French units #65 and #66), the Bessieres counter, and Oudinot's II Corps units (#2-23) are only used in the campaign game linking the *Eckmühl* and *Abensberg* games.

[16.0] SKIRMISHERS

[16.1] INTRODUCTION

Skirmish counters represent detached troops. Only the French player may deploy skirmishers. The counter mix determines the maximum number of skirmish counters that can be deployed at any one time. Skirmish counters which are eliminated in combat, or recombined with a parent unit, can be deployed again later by the same or a different parent unit. Disrupted units cannot deploy skirmishers.

[16.2] DEPLOYMENT

Each skirmish counter is worth one strength point. In order to deploy a skirmish counter, place the counter with a combat unit on the map. The skirmish counter can now move like a normal unit. Skirmish counters can be deployed via any hexside (i.e. by AZOC or BZOCs) therefore it is not necessary for a unit to reorientate in order to deploy a skirmisher. Cross off a single strength point from the parent unit, using an "v" symbol, and do so from the *lowest* strength column available, not the highest. Players should keep track of which skirmish counters have been deployed by which divisions. Only infantry units can deploy infantry skirmishers; only cavalry units can deploy cavalry skirmishers.

Example:

French Unit #44 (part of Gudin's division) has currently lost two strength points (see below). It now deploys two skirmish counters, and two strength points are crossed off from the *lower* end of the strength roster. If, later, the skirmishers rejoin the unit, these points are restored (one per counter).

ID#	Unit	1	2	3	4	5	6	7	8	9	10	11	12
44	Boyer												

[16.3] QUALITIES

Skirmish counters are always worth one strength point. They have ZOC (A, B, C) in the same way as other units. Infantry skirmish units can fire both offensively and defensively. All skirmish units can melee defensively, but not offensively. Cavalry skirmishers may retreat before combat in the same way as other cavalry units; they may not charge. Skirmish units may always move at the full movement rate for the appropriate type of unit (infantry or cavalry), irrespective of whether or not they are in command control. Infantry skirmishers can only force march if they are in command control (cavalry skirmishers, of course, cannot force march). Skirmishers count as full units for stacking purposes. They can only enter enemy ZOC if in command control, and to do so costs a command point just as if the skirmish counter were a full unit.

[16.4] MISCELLANEOUS

Skirmish units can rejoin their parent division (or another of the same division *which has also deployed skirmishers*). Simply move the skirmish counter into the same hex as the parent unit and combine the two. Remove the skirmish counter from the map, and note the return of the strength point on the strength roster.

If a parent unit that has deployed skirmishers is eliminated, the owning player may place the eliminated unit on the map *in lieu of* one of the skirmish counters, noting that the unit's strength is now one strength point. The skirmish counter becomes available for redeployment. Note that *each time* a skirmish counter is deployed on to the map, one strength point must be crossed off the strength of a parent unit on the roster sheet.

It is not possible for either a parent unit or a skirmish counter to exceed its normal movement allowance by means of amalgamation. For example, an infantry skirmish counter cannot, in the course of a single movement phase, expend 5 MPs, rejoin its parent, then expend a further 5 MPs as part of the parent unit.

[16.5] MORALE

The morale of a skirmish counter always equals the current morale of its parent unit. If the parent unit is destroyed, the morale of the skirmish counter is what that of the parent unit would have been, had it not deployed skirmishers.

[17.0] VICTORY CONDITIONS

[17.1] VICTORY POINTS

Victory is determined by the accumulation of "victory points" (awarded on a one-for-one basis for strength point losses inflicted on the enemy), or by the control of specified geographical objectives.

[17.2] CONTROL

A hex is controlled by the player whose units currently occupy it, or, if it is unoccupied, by the player whose units last occupied it. A village consisting of more than one hex is only controlled by a player if he controls every hex.

[17.3] UNSTRUCTURED VICTORY

As an alternative to the above, players may by mutual agreement simply judge subjectively—each for himself—the question of "victory". Each player judges his own performance against what he considers to be the optimum. Thus both players, one player, or neither may be satisfied with their performance. This alternative is provided for the truly competitive—who long since gave up competing against others anyway.

[18.0] SCENARIOS

In all scenarios, units set-up facing whichever way the owning player chooses.

[18.1] 19th APRIL

This scenario simulates Davout's march across the front of the advancing Austrian army, to join up with Lefebvre to the southwest, and the Austrian attempt to advance to the Danube and cut him off from the rest of the French army. This scenario focuses more on the movement of troops than on combat: see designer's notes.

[18.11] Set Up

Counter ID#	Unit/Leader	Hex
24	Davout	3904
25	Morand	3004
26	Lacour	2802
27	Lacour	3004
28	Lacour	3503
29	L'Huillier	3302
30	L'Huillier	3401
31	Artillery	2806
32	Horse Artillery	3205
33	Friant	5308
34	Gilly	5709
35	Gilly	5908
36	Grandeau	5510
37	Hervo	5308
38	Barbanègre	5506
39	Artillery	5507
40	Gudin	4410
41	Petit	4605
42	Dupelin	4303
43	Dupelin	4410
44	Boyer	4607
45	Boyer	4107
46	Artillery	4308
47	Horse Artillery	4406
48	St Hilaire	5207
49	Lorencez	5007
50	Lorencez	5207
51	Lorencez	5305
52	Destenrath	4808
53	Destenrath	4907
54	Artillery	4906
55	Horse Artillery	5209

58	St Sulpice	6302
59	Clément	3325
60	Clément	2421
61	Guiton	6303
62	Guiton	6604
63	Horse Artillery	6406
64	Montbrun	5616
67	Piré	5119
68	Pajol	5419
69	Corps Artillery	3902
108	(skirmishers)	5915
109	(skirmishers)	6113
110	(skirmishers)	5717

[18.12] Reinforcements

Only the Austrian player receives reinforcements (though the French player may deploy additional skirmishers). Reinforcements arrive as follows:

0710 hours Rosenberg plus Somariva's division enters at hex 4634.

0820 hours The divisions of Dedovich and Brady enter at hex 4034. The II Corps enters at hex 3400.

0855 hours The IR Corps enters at hex 5234.

1040 hours The III Corps enters at hex 2634.

1115 hours Charles enters at hex 5234.

[18.13] Scenario Length

The scenario begins at 0710 hours and ends at the conclusion of the 1850 turn (a total of 21 turns). The French player moves first.

[18.14] Victory Conditions

At the end of the scenario, the French player wins if he controls all of the following:

- (1) All Ratisbon hexes
- (2) Abbach
- (3) Ober Saal
- (4) Teugen
- (5) Reissing
- (6) hexes 1629 and 1630
- (7) hexes 1026 and 1030
- (8) Peising

If the French player fails to control any of the above, the Austrian player wins.

[18.15] Special Rules

- (1) No French unit or leader may move more than one hex during the first turn.
- (2) All 3 skirmish counters that begin the scenario on the map are detached from Pajol's cavalry (unit #68).
- (3) If the entry hex of any Austrian reinforcement is occupied by a French unit (or units) at the time scheduled for entry, the reinforcements enter at the next unoccupied hex to the east. If the entry hex is unoccupied but subject to French ZOC, the Austrian player may choose to enter at that hex, or at the next hex to the east which is neither occupied nor subject to French ZOC.

[18.2] 21st APRIL

This scenario simulates the first day of the battle of Eckmühl, when Davout made some limited territorial gains against the numerically superior Austrians.

Napoleon and the Archduke Charles: The Battle of Eckmühl™ Game Rules

[18.21] Set-up

Counter ID#	Unit/Leader	Hex
24	<i>Davout</i>	3123
33	<i>Friant</i>	3221
34	<i>Gilly</i>	3322
35	<i>Gilly</i>	3322
36	<i>Grandeau</i>	3123
37	<i>Hervo</i>	3123
38	<i>Barbanègre</i>	3521
39	<i>Artillery</i>	3220
48	<i>St Hilaire</i>	3028
49	<i>Lorencez</i>	3026
50	<i>Lorencez</i>	3026
51	<i>Lorencez</i>	3028
52	<i>Destenrath</i>	3030
53	<i>Destenrath</i>	2931
54	<i>Artillery</i>	3030
55	<i>Horse Artillery</i>	2931
62	<i>Guiton</i>	3720
64	<i>Montbrun</i>	2820
67	<i>Piré</i>	3516
68	<i>Pajol</i>	3718
69	<i>Artillery</i>	3220
107	(skirmishers)	3016
108	(skirmishers)	3315
139	<i>Rosenberg</i>	4526
140	<i>Dedovich</i>	4030
141	<i>Grill</i>	3729
142	<i>Grill</i>	3927
143	<i>Neustädter</i>	3731
144	<i>Artillery</i>	4030
145	<i>Bartenstein</i>	4026
146	<i>Riese</i>	4024
147	<i>Riese</i>	4122
148	<i>Waldegg</i>	4026
149	<i>Artillery</i>	4026
150	<i>Somariva</i>	4423
151	<i>Artillery</i>	4423
152	<i>Stutterheim</i>	4220
153	<i>Stutterheim</i>	4620
154	<i>Radivojevich</i>	4318
155	<i>Radivojevich</i>	4517
156	<i>Horse Artillery</i>	4421
157	<i>Artillery</i>	4528
158	<i>Horse Artillery</i>	4528
159	<i>Liechtenstein</i>	3602
160	<i>Hess.-Homburg</i>	3602
161	<i>Rohan</i>	3602
162	<i>Rohan</i>	3603
163	<i>Rohan</i>	3604
164	<i>Artillery</i>	3602
165	<i>Siegenthal</i>	3500
166	<i>Horse Artillery</i>	3601
167	<i>Lederer</i>	3601
168	<i>Horse Artillery</i>	3500
186	<i>Veczey</i>	3303
189	<i>Crenneville</i>	3303
194	<i>Reserve</i>	5018
195	<i>Reserve</i>	5416
196	<i>Reserve</i>	4915
197	<i>Reserve</i>	5418
198	<i>Reserve</i>	5217
199	<i>Reserve</i>	5215
200	<i>Pontoon train</i>	5418

[18.22] Reinforcements

Archduke Charles enters at 1150 hours at hex 5234. The French player receives no reinforcements in this scenario, though he

may deploy additional skirmishers. If Charles' entry hex is occupied by a French unit or subject to enemy ZOC at 1150 hours, he enters any hex of the Austrian player's choice between hex 5434 and 7034 (inclusive).

[18.23] Scenario Length

The scenario begins at 0930 hours, and ends at the conclusion of the 1740 turn (a total of 15 turns). The French player moves first.

[18.24] Victory Conditions

The French player wins if at the end of the game he controls at least 10 of the 13 "victory" villages listed below, and has inflicted losses on the Austrians in the ratio of at least 2:1, OR if he has inflicted losses of 3:1 and controls 8 or more of the villages. The Austrian player wins if at the end of the game he controls at least 5 of the 13 victory villages, and the French have inflicted losses of less than 2:1. Any other result is a draw. Any unit which is surrounded at the end of the scenario counts towards the total strength points lost by the owning player.

VILLAGE OBJECTIVES

Unter Leuchling	Boigen
Unter Santing	Seedorf
Ober Santing	Abbach
Dunzling	Peising
Lukepoint	Saalhaupt
Thalmessing	Paring
Hausen	

[18.25] Special Rules

(1) No units of Rosenberg's IV Corps or of the Reserve can move during the first two turns unless attacked. Once attacked, a unit may move freely; other units of the corps still may not move.

(2) The Austrian troops were weary from marching. To reflect this, all Austrian units suffer a -1 DRM when firing (whether offensively or defensively) and an adverse one column shift when meleeing (whether attacking or defending). These modifiers are additional to all others.

(3) Unit #62 is treated as a unit of Montbrun's division for purposes of command control.

(4) The skirmishers on the map at the start of the scenario are both detached from Pajol's cavalry (unit #68).

(5) Note that units of the Reserve (including the pontoon train), and units #186 and #189, can only be placed in command control by Charles.

[18.3] 22nd APRIL

This scenario simulates the main fighting of the Battle of Eckmühl, in which the Austrians attacked sluggishly and were then counter attacked by a massive French flanking movement.

[18.31] Set Up

Counter ID#	Unit/Leader	Hex
24	<i>Davout</i>	4124
33	<i>Friant</i>	4424
34	<i>Gilly</i>	4723
35	<i>Gilly</i>	4623

36	<i>Grandeau</i>	4725
37	<i>Hervo</i>	4526
38	<i>Barbanègre</i>	4526
39	<i>Artillery</i>	4725
48	<i>St Hilaire</i>	4429
49	<i>Lorencez</i>	4532
50	<i>Lorencez</i>	4532
51	<i>Lorencez</i>	4431
52	<i>Destenrath</i>	4429
53	<i>Destenrath</i>	4430
54	<i>Artillery</i>	4431
55	<i>Horse Artillery</i>	4429
62	<i>Guiton(H)</i>	4019
64	<i>Montbrun</i>	4021
67	<i>Piré</i>	4421
68	<i>Pajol</i>	4220
69	<i>Artillery</i>	4124
107	(skirmishers)	3818
108	(skirmishers)	3616
109	(skirmishers)	3016
110	(skirmishers)	3316
115	<i>Charles</i>	5113
116	<i>Hohenzollern</i>	5115
117	<i>Luisgnan</i>	5315
118	<i>Kayser</i>	5315
119	<i>Kayser</i>	5314
120	<i>Kayser</i>	5830
121	<i>Artillery</i>	5315
130	<i>St Julian</i>	5015
131	<i>Liechtenstein</i>	5115
132	<i>Liechtenstein</i>	5015
133	<i>Liechtenstein</i>	5015
134	<i>Artillery</i>	5532
135	<i>Bieber</i>	5332
136	<i>Bieber</i>	5532
137	<i>Bieber</i>	5731
138	<i>Artillery</i>	5314
139	<i>Rosenberg</i>	5224
140	<i>Dedovich</i>	4831
141	<i>Grill</i>	4831
142	<i>Grill</i>	4829
143	<i>Neustädter</i>	4832
144	<i>Artillery</i>	4832
145	<i>Bartenstein</i>	4927
146	<i>Riese</i>	4927
147	<i>Riese</i>	4927
148	<i>Waldegg</i>	5026
149	<i>Artillery</i>	5026
150	<i>Somariva</i>	5124
151	<i>Artillery</i>	4922
152	<i>Stutterheim</i>	5224
153	<i>Stutterheim</i>	5124
154	<i>Radivojevich</i>	4922
155	<i>Radivojevich</i>	5024
156	<i>Horse Artillery</i>	5124
157	<i>Artillery</i>	5024
158	<i>Horse Artillery</i>	5224
159	<i>Liechtenstein</i>	4217
160	<i>Hess.-Homburg</i>	4720
161	<i>Rohan</i>	4015
162	<i>Rohan</i>	4318
163	<i>Rohan</i>	4519
164	<i>Artillery</i>	4318
165	<i>Siegenthal</i>	4720
166	<i>Horse Artillery</i>	4519
167	<i>Lederer</i>	4217
168	<i>Horse Artillery</i>	4015
186	<i>Veczey</i>	3014

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189	Crenneville	3314
194	Reserve	5013
195	Reserve	5113
196	Reserve	5013
197	Reserve	5113
198	Reserve	5214
199	Reserve	5214
200	Pontoon train	4912

[18.32] Reinforcements

Austrians

(1) Vukassovich's division (units #122-#129) enters at 0635 hours at hex 5234. They are considered in command control on their turn of entry; they enter in column.
 (2) The II Corps (units #169-196, less the 2 units on the map at start) enter at 0855 hours at hex 3400. They enter as if in column, i.e. the first 2 combat units have their full movement allowance, the next 2 have 1 MP less, and so on. All leaders can use their full movement allowance on the turn of entry. The Austrian player must dice for command control on the turn of entry (they are in command control on a die-roll of 1).

French

(1) The VIII Corps (units #88-#99) enters at 1410 hours at hex 5234, in column and in command control.
 (2) The VII Corps (units #70-#87, #56-#57) enters at 1115 hours at hex 4634. The Corps enters in column and in command control. Demont's division (#56-#57) enters first, followed by Deroi's, and lastly that of the Prince Royal. Leaders have full movement on the turn of entry. Lefebvre may be placed with any of the divisions.
 (3) Lannes' Provisional Corps enters as follows:

- (a) Gudin's division (units #40-#47) enters at 1445 hours at hex 5834.
- (b) Morand's division (units #25-#32) enters at 1520 hours between hexes 5234-5834 (inclusive).
- (c) St Sulpice's division (units #58-#61, 63) and Nansouty's division (units #100-#104) enter at 1555 hours at hex 5234.

All units of the Provisional Corps are considered in command control on the turn of entry. All of Morand's units have full movement on the first turn, the other divisions enter in column (i.e. each pair of units has 1 MP less than the preceeding pair). Lannes may be placed with either Morand's or Gudin's divisions on the turn of entry.
 (4) Napoleon enters at 1630 hours between hexes 4834 and 6234 (inclusive).

[18.33] Scenario Length

The Scenario begins at 0635 hours and ends at the conclusion of the 2145 turn (a total of 27 turns). Players may by agreement at the beginning of the game decide to continue the game until the end of the 0155 turn (a total of 34 turns). In any case, note that night rules are in effect from 2000 hours onwards. Another possibility, this time favoring the Austrians, is to begin the scenario at

0525 hours, with Kollowrat entering at that time; again, this variant can only be played by mutual agreement.

In all cases, the Austrian player moves first.

[18.34] Victory Conditions

The French player wins if he has inflicted strength point losses of at least 2.5:1, and controls the village of Alt Eggloffsheim, OR if he inflicts losses in the ratio of 4:1 or more, and the Austrian player loses at least 150 strength points. Any surrounded Austrian units count as lost, when totalling strength points lost. The Austrian player wins by avoiding the French victory conditions.

[18.35] Special Rules

(1) Unit #62 is treated as one of Montbrun's division for purposes of command control.

(2) The two units of Demont's division are treated as belonging to Lefebvre's corps for purposes of command control.

(3) If the entry hex of French reinforcements is occupied by an enemy unit (or units), the reinforcements enter instead by the next unoccupied hex to the west. If the entry hex is unoccupied, but is in enemy ZOC, the French player may either enter at that hex, or enter at the next hex westwards that is neither occupied nor subject to enemy ZOC.

(4) Kollowrat's II Corps had been marching and counter-marching for some time, and were weary. To reflect this, they suffer a -1 DRM when firing (offensively or defensively) and an adverse one column shift when meleeing (whether attacking or defending). These modifiers are additional to all others.

(5) To reflect losses that had been incurred the previous day, players should cross off the following strength points at the start of the scenario:

French		Austrians	
St Hilaire	3	Somariva	3
Friant	5	Bartenstein	4
Montbrun	2	Dedovich	8
		Liech. (IR)	3
		Reserve	3

Within each of these commands, the owning player chooses which specific units have taken losses.

(6) Charles and the Reserve (including the pontoon bridge) may not move for the first 2 turns.

[18.4] 21-22 APRIL

This scenario covers the two day "Battle of Eckmühl", in which Davout held the Austrian army in position for a day, and Napoleon hit them in the right flank on day 2.

[18.41] Set Up

Set up is the same as in the 21 April scenario (see 18.3).

[18.42] Reinforcements

Are as in both the 21 April (18.3) and 22 April (18.4) scenarios.

[18.43] Scenario Length

The scenario begins at 0930 hours on the

21st and lasts until the end of the 2145 turn on the 22nd (a total of 63 turns). Note that night rules are in effect for the 2000 through 0450 turns (see section 20). The French player moves first.

[18.44] Victory Conditions

Victory conditions are the same as for the April 22 scenario (18.3).

[18.45] Special Rules

All special rules for the April 21st and April 22nd scenarios are in force, apart from special rule (5) and (6) of the 22nd April scenario. Special rule (2) of 21st April only applies to the 21st. Units #186 and #189 receive command control from Kollowrat in the normal way, after his arrival.

[19.0] PONTOON TRAIN

[19.1] MOVEMENT

The Pontoon Train has a movement rate of five (5) MPs per turn. If captured by the French, its movement rate is permanently reduced to three (3) MPs (even if subsequently recaptured).

It can receive command control for movement from any Austrian corps commander, or from Charles. When in the hands of the French, it may receive command control from any French corps or division commander, or from Napoleon. If out of command control, it may move no more than one hex. It never becomes disrupted.

[19.2] CAPTURE

If the pontoon train is alone in a hex, and a French unit enters the hex, the French unit must immediately cease movement for that turn. The pontoon train is flipped over to its blue (French) side. It can subsequently be recaptured by an enemy unit occupying its hex, as above.

[19.3] FIRE COMBAT

The pontoon train cannot take losses in the normal way. It may be fired upon either by adjacent infantry or artillery, or by ranged artillery within line of sight (see 10.5). If fired upon while in use as a bridge across the Danube (see 19.5), and the CRT result is a loss of one or more strength points, no units may use it as a bridge during the following player turn. If fired upon while the pontoon bridge is being constructed, and the CRT shows a loss of one or more strength points, that turn does not count as a "construction" turn.

[19.4] MELEE COMBAT

When stacked with another unit in a hex subject to melee, the pontoon train adds nothing to the defense. It may never retreat from a melee. If subject to a melee retreat result, the train instead remains in place and is captured. The turn of capture does not count as a "construction turn" (see 19.5).

[19.5] CONSTRUCTION AND USE

There are only two means by which units

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may cross the Danube. One is by means of the Ratisbon bridge. The other is by using the pontoon unit. In order to do this, the pontoon must be placed on a hex which includes both land and a portion of the Danube. It must then remain in place for three consecutive turns, "under construction". A turn in which it is captured, or is fired upon and "takes losses", does not count as a construction turn.

Once the bridge has been constructed, up to four units may cross each turn. Once constructed, the bridge may not be used in the friendly player turn following its "taking losses" or being subject to a melee (even if the defense is successful).

Players should keep track of construction on the track provided, using a counter not in play.

[19.6] SUBSEQUENT MOVEMENT

The owning player may decide, either after or during construction, that they wish to construct the pontoon bridge elsewhere. If the bridge is fully constructed, the counter must remain (undisturbed by either melee or "losses" from fire) for a full three player-turns before it can be moved. If the bridge is under construction when it is decided to dismantle it and move it elsewhere, the marker counter must remain in place on the construction track for one owning player-turn, then be moved back down the track in subsequent turns.

Example: The bridge is under construction and the marker on "2". It is decided in a given turn to stop construction, dismantle the bridge and move it elsewhere. The marker remains on "2" for that player-turn. In the player's following turn he moves the marker to "1". On the next turn the marker is removed from the track, and the pontoon train is free to move.

[19.7] DESTRUCTION

Either side may destroy the pontoon train, simply by announcing the train is to be destroyed and keeping it stationary in a hex together with a combat unit for two turns, undisturbed either by enemy fire (even if no losses are caused) or melee (irrespective of result). The combat unit may not engage in combat of any kind during these two turns. Once destroyed, the pontoon train counter is removed permanently from the game.

[20.0] NIGHT

[20.1] DARKNESS AND "HALF-LIGHT"

Turns 2000 through 0450 are considered night turns. Within these turns there is a further distinction: the 0415, 0450, 2000, 2035, and 2110 turns are considered half-light, the rest darkness.

[20.2] MOVEMENT

[20.21] Half-Light

During half-light turns, units are reduced to

half movement when not moving using road or track movement rates (round any fractions up). Leaders may move normally in all terrain. Units may attempt to force march, but may only add 1 MP as a result of doing so; French units disrupt on a die-roll of 1-2, Austrians on a roll of 1-3.

[20.22] Darkness

During darkness, units are reduced to half movement when using road or track movement rates (round any fractions down), and may only move one hex in any other type of terrain. Leaders may use their entire movement allowance when moving along a road or track, but are limited to half their normal movement rate in all other types of terrain. Units may not force march during darkness. Units which leave enemy ZOC during turns of darkness, do not have to pay an extra movement point to do so.

[20.23] Half-Light and Darkness

Any unit which attempts to pass through a hex occupied by another friendly unit, during either type of night turn, automatically brings about the disruption of both units (the moving unit is disrupted in the hex beyond). Overruns may not occur during either type of night turn.

If a unit enters enemy ZOC during either type of night turn, after having moved more than a single hex that turn, the defending player does not suffer the night fire DRM in the immediately following defensive fire phase.

[20.3] COMBAT

[20.31] Half-Light

Units suffer a -1 DRM when firing during half-light turns. Whenever a melee occurs during a half-light turn, both players roll a die. If the defender rolls the lower number, the attacker gains an R1 column shift which is applied last—even after any column shifts for charges. If the attacker rolls the lower number, he is subject to an L1 column shift—again applied last. If they each roll the same number, there is no effect.

[20.32] Darkness

Units suffer a -2 DRM when firing during turns of darkness. Whenever a melee occurs during darkness, both players roll a die. If the defender rolls the lower number, the attacker gains a +3 DRM. If the attacker rolls the lower number, he is subject to a -3 DRM. If they each roll the same number, there is no effect. Cavalry may not charge in darkness.

[20.4] LINE OF SIGHT

In addition to all normal restrictions, line of sight during half-light turns is restricted to 3 hexes. In darkness, line of sight exists only into adjacent hexes. If follows that artillery cannot fire at a range of more than 3 hexes during half-light turns, and cannot engage in ranged fire at all during darkness. Players are never required to reveal the strength of their units to their opponent during night turns of either type—except in

so far as they are revealed during combat.

[20.5] REST

Units must, as a general rule, spend at least 10 consecutive night turns without voluntarily moving (enforced movement as a result of combat does not count). Units which fail to do so, suffer two penalties.

- (1) No unit in their division can recover any strength overnight (see 20.6), and
- (2) All units of the division suffer a -1 DRM when firing on the following day, and an adverse column shift when meleeing.

[20.6] RECOVERY

At the conclusion of the 0450 turn, total the strength points lost by each division. Provided the division has observed the "rest" provision of Section 20.5, one half the losses incurred *on the previous day* can now be replaced (round any fractions down). Within each formation recovered strength points may be distributed between units at the owning player's discretion. However, no unit which has been totally destroyed can be returned to the map. Nor may recovered strength points be allocated to any unit which is totally surrounded. Only strength points lost by cavalry units may be used to strengthen cavalry units, infantry losses to strengthen infantry units, and so on (horse artillery and other artillery are *not* regarded as interchangeable).

The recovery of strength points and morale overnight reflects the rest and reorganization made possible overnight, the return to the ranks of stragglers, the lightly wounded, etc.

[21.0] RATISBON

[21.1] GENERAL

Within the town of Ratisbon, each hex is treated as if it were a village hex. Thus there is a -3 DRM for fire combat and an L2 column shift for melee. Note (4) at the foot of the melee CRT also applies. Movement costs 1 MP per town hex. Any hex partly or wholly occupied by the Ratisbon map symbol is considered to be a town hex. Special rules apply to combat across the fortified Ratisbon wall, and these are detailed below.

[21.1] MELEE

Austrian units may never melee across the Ratisbon wall. French infantry (only) may do so, but suffer a L4 column shift. If a unit advances to melee across the Ratisbon wall, and suffers a 'rout' result, the first hex of its retreat must be the hex it advanced from; similarly, if it suffers a 'fall back' result, it must fall back to the hex it advanced from.

[21.2] FIRE COMBAT

Fire combat across the Ratisbon wall from outside the city is subject to a -5 DRM. No unit within the town may ever suffer a loss

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of more than one strength point in a single combat. Units within Ratisbon are not subject to flank or enfilade attacks.

[21.4] FRENCH GARRISON

A single French infantry unit placed in hex 3401 or hex 3402, exerts a class A ZOC into every non-town hex adjacent to the city walls, as well as into hex 3400. Any Austrian unit entering such a hex, therefore, must immediately halt. Fire combat, however, can only occur between adjacent units.

[21.5] THE BRIDGE

In any scenario in which Austrian reinforcements enter at hex 3400, and Ratisbon is currently garrisoned by the French, the reinforcements must immediately halt. If the garrison unit occupies hex 3401, fire combat can occur in the usual way. Melee, however, is never allowed from hex 3400.

Questions and Answers

Q. Several units are surrounded, together with their corps and divisional commanders. The corps commander becomes a casualty. Are the units automatically out of command control during the next owning player's turn (rule 13.7), or can they, on a favorable die-roll, receive command control from their divisional commander (rule 13.5)?

A. They are automatically out of command control during the owning player's following turn. This simulates the confusion following the loss of the corps commander.

Q. Can a commander place certain formations in command control for purposes of entering enemy ZOC, and other formations in command control for purposes of advance to melee, in the same player-turn, assuming that in neither phase he exceeds the limits of his leadership rating?

A. Yes.

Q. The rules state that *favorable* column shifts in melee are applied first. Does this mean that some shifts can in effect be "lost"?

A. Yes. For example, if an attack is going in at 4:1, and favorable shifts totalling R3 are to be applied, two of them are lost because it is not possible to shift further to the right than "5:1 or greater". If adverse shifts of L2 are subsequently applied, the final odds would be 3:1. This is quite deliberate. Note, however, that any column shift(s) for a cavalry charge is applied last.

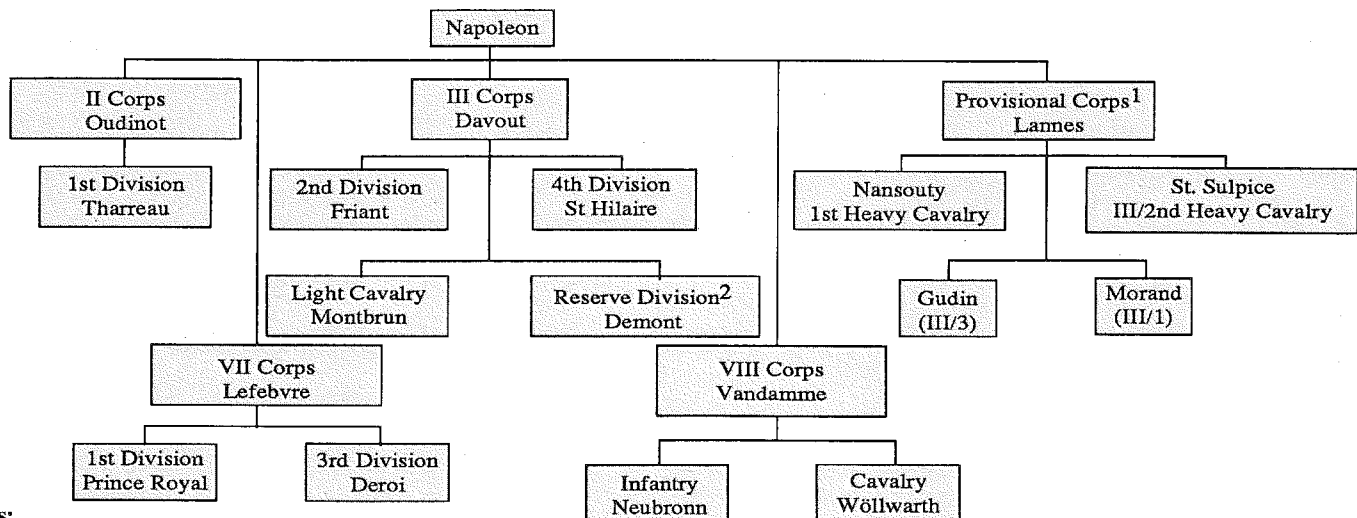
Q. If two units move into a hex, and one is disrupted, which unit is placed on top of the stack and which at the bottom?

A. Either, owning player's choice.

Q. Does the morale of an artillery unit count towards the calculation of odds, in a melee in which the unit contributes nothing towards the defense (see Rule 9.4)?

A. No.

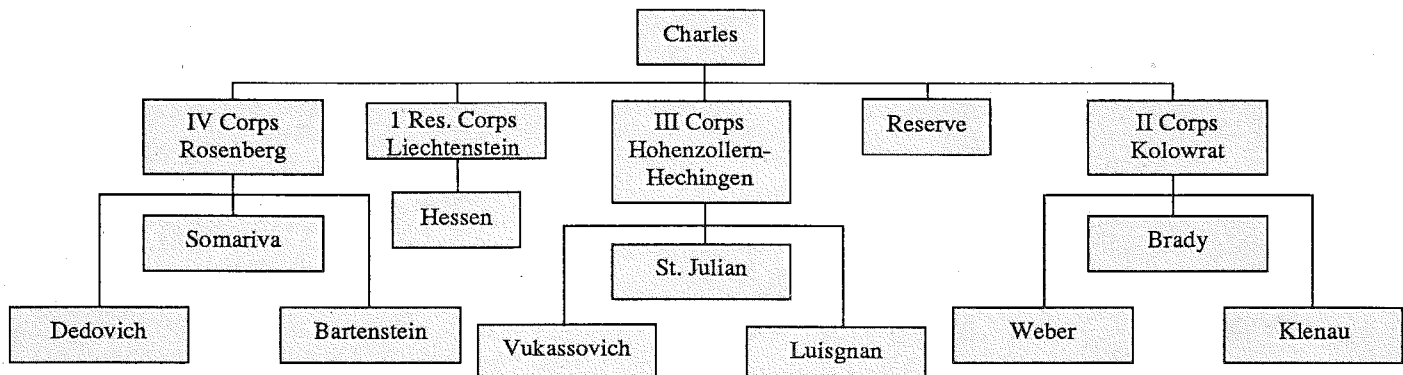
French Command Structure



Notes:

1. Lannes commands the units shown in all scenarios from 20th April on; on the 19th Davout commands St. Sulpice, Morand, and Gudin.
2. Demont's reserve division (units #56, 57) is commanded on the 22nd by Lefebvre. The units are commanded *directly* by Lefebvre as corps commander.

Austrian Command Structure




















Notes:

1. Units of the Army Reserve are commanded directly by Charles.
2. The pontoon train can be attached to any corps (see sec. 19).

III 1 31	III 1 32	III 2 3-2 33	III 2 34	III 2 35	III 2 36	III 2 37	III 2 38	III 2 39	III 3 3-2 40
III 1 21	III 1 22	III 2 23	III 2 6-4 24	III 1 3-2 25	III 1 26	III 1 27	III 1 28	III 1 29	III 1 30
III 3H 21	III 3H 22	III 3H 23	III 3H 24	III 3H 25	III 3H 26	III 3H 27	III 3H 28	III 3H 29	III 3H 30
III 3H 21	III 3H 22	III 3H 23	III 3H 24	III 3H 25	III 3H 26	III 3H 27	III 3H 28	III 3H 29	III 3H 30

[illegible]

IV D	IV D	IV D	IV D	IV B	IV B	IV B	IV B	IV B	IV S
141	142	143	144	2-0 145	146	147	148	149	1-0 150
									
IV S	IV S	IV S	IV S	IV S	IV S	IV	IV	IR	IR H
151	152	153	154	155	156	157	158	2-1 159	2-1 160
									

VIII 1 PR ROYAL 3-1 71	VIII 1  72	VIII 1  73	VIII 1  74	VIII 1  75	VIII 1  76	VIII 1  77	VIII 1  78	VIII 3 DEROI 2-1 79	VIII 3  80
III 2H  61	III 2H  62	III 2H  63	III L MONTEBRIN 4-2 64	IV L  65	IV L  66	III L  67	III L  68	III  69	VII LEFEBVRE 4-2 70

II B	II B	II B	II B	II B	II B	II B	II B	II B
171	172	173	174	175	176	177	1-0 178	179
180								

[illegible]

II K	II W	II W	II W	II W	II W	II K	II K	II K	II K
181	182	183	184	2-0 185	186	187	188	189	190
II	II	II	II	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	II
191	192	193	194	195	196	197	198	199	200

4 110	3 109	2 108	1 107	P 3-1 106	P 3-1 105	I ^H 104	I ^H 103	I ^H 102	I ^H 101
III L 120	III L 119	III L 118	III L 1-0 117	III 1-0 116		3 114	2 113	1 112	5 111

III J 1-0 130	III V 129	III V 128	III V 127	III V 126	III V 125	III V 124	III V 123	III V 1-0 122	III L 121
IV D 1-0 140	IV 1-0 139	III 138	III J 137	III J 136	III J 135	III J 134	III J 133	III J 132	III J 131

IV S 1-0 150	IV B 149	IV B 148	IV B 147	IV B 146	IV B 1-0 145	IV D 144	IV D 143	IV D 142	IV D 141
IR H 1-0 160	IR 1-0 159	IV 158	IV 157	IV S 156	IV S 155	IV S 154	IV S 153	IV S 152	IV S 151

II B 1-0 170	II 1-0 169	IR H 168	IR H 167	IR H 166	IR H 165	IR H 164	IR H 163	IR H 162	IR H 161
II W 180	II W 179	II W 178	II B 177	II B 176	II B 175	II B 174	II B 173	II B 172	II B 171

II K 190	II K 189	II K 188	II K 187	II K 186	II K 1-0 185	II W 184	II W 183	II W 182	II W 181
RESERVE 199	RESERVE 198	RESERVE 197	RESERVE 196	RESERVE 195	RESERVE 194	II 193	II 192	II 191	

3

II 2 2-0 10	II 1 9	II 1 8	II 1 7	II 1 6	II 1 5	II 1 4	II 1 2-0 3	II 1 2-1 2	II 2 11
II 3H 20	II 3H 19	II 3H 18	II L 17	II 2 16	II 2 15	II 2 14	II 2 13	II 2 12	II 3H 11

III 1 30	III 1 29	III 1 28	III 1 27	III 1 26	III 1 2-1 25	III 1 3-1 24	II 23	II 22	II 3H 21
III 3 2-1 40	III 2 39	III 2 38	III 2 37	III 2 36	III 2 35	III 2 34	III 2 2-1 33	III 1 32	III 1 31

III 4 50	III 4 49	III 4 2-1 48	III 3 47	III 3 46	III 3 45	III 3 44	III 3 43	III 3 42	III 3 41
III 2H 60	III 2H 59	III 2H 2-0 58	III R 57	III R 56	III 4 55	III 4 54	III 4 53	III 4 52	III 4 51

VII 3-1 70	III 69	III L 68	III L 67	IV L 66	IV L 65	III L 3-2 64	III 2H 63	III 2H 62	III 2H 61
VII 3 80	VII 3 79	VII 1 78	VII 1 77	VII 1 76	VII 1 75	VII 1 74	VII 1 73	VII 1 72	VII 1 2-0 71

W 1 90	W 1 1-0 89	W 2-0 88	VII 87	VII 3 86	VII 3 85	VII 3 84	VII 3 83	VII 3 82	VII 3 81
I ^H 2-0 100	W 99	W 98	W C 97	W C 96	W C 1-0 95	W 1 94	W 1 93	W 1 92	W 1 91



Terrain Effects Chart

Terrain Type	Movement Point Cost	DRM (Fire Combat)	Column Shift
CLEAR	1	None	None
ROAD	2/3	as other terrain ¹	None
TRACK	1 ²	as other terrain ¹	None
WOODS ³	-2	as other terrain ¹	None
VILLAGE ⁴	-3	1	L2 ⁵
BATTISON ⁶ WALL	-5	+1	L4
MARSH	3	None ⁷	L1
DANUBE ⁸	Impossible	as other terrain	Impossible
STREAM	No extra cost	as other terrain	None
ROUGH ⁹ (HIGH)	2	-1	L1
WOODS/ROUGH ¹⁰ (HIGH)	(All units disrupt on a die-roll of 1 or 2)	-2	L2

Notes
 1. Units which enter enemy ZOC while using the road or track movement rule, may be fired upon in the immediately following enemy defensive fire phase if they were in open terrain. In that following offensive fire phase, they suffer a -1 DRM when firing.
 2. The mapping does not apply if the units entered the ZOC using the movement rule for the other terrain in the hex; in this case apply modified appropriate to the open terrain.
 3. A wooded hex is any hex with a tree symbol in it.
 4. Roll a die each hex has entered.
 5. Units occupying villages have no effect on either attack or flank attack. Nor may a unit defending in a village that has been entered suffer the effects of either attack or flank attack.
 6. Six miles (6) at the foot of the map.
 7. Applies only to *columns* and *camping* games.
 8. Units which advance to make from a marsh suffer a L2 modifier. If two units advance to a single marsh, one from marsh the other not, they suffer a L1 modifier. The foregoing does not apply if the units entered the marsh using the road or track movement rule.
 9. Where a single hex contains more than one type of terrain, movement costs and terrain effects are always the most severe possible.
 10. Where a single hex contains more than one type of terrain, movement costs and terrain effects are always the most severe possible.

Turn Record Track	0010	0045	0120	0155	0230	0305	0340	0415	0450	0525	0600
	0635	0710	0745	0820	0855	0930	1005	1040	1115	1150	
	1225	1300	1335	1410	1445	1520	1555	1630	1705	1740	
	1815	1850	1925	2000	2035	2110	2145	2220	2255	2330	
Victory Point Track	0	1	2	3	4	5	6	7	8	9	

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