

AUSTERLITZ 1805



INTRODUCTION

Austerlitz 1805 is the simulation of Emperor Napoleon's most famous campaign against the coalized Austro-Russians in 1805. The French player must crush the enemy columns in Germany and Italy before Prussia can enter the war. The Coalition must maintain pressure while regrouping their forces and push Prussia to enter the fray on their side, to get rid of Napoleon..

Austerlitz1805 is a campaign lasting 16 turns each representing about a week between September and December, 1805. It opposes the French and the Austro-Russians Coalition over Central Europe and Italy.

- The **French player** army has the best troops and most talented officers, and the talent of Napoleon will be most necessary to crush quickly their opponents before a possible entry of Prussia in the conflict which spells defeat for France.

- The **Coalition player** forces are numerous but dispersed, and the Austrians must hold the front lines in Germany and Italy, waiting for massive Russian reinforcements.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 2h30

Favored Side: Coalition

Most Difficult Side to Play: Coalition

The scenario lasts 16 turns (between September and December 1805), each turn being equivalent to a week.

The **Coalition player** always plays first, followed by the **French player**.



FORCES

The **French player** controls the **French (blue)**, **Bavarian (light blue)**, **Italian (light green)**, **Wurtembergian (purple)** et **Badenese (violet)** units.

The **Coalition player** controls the Imperial Austrian (white-cream), **Russian (dark green)**, **British (red)** and **Neapolitan (light yellow)** units.

MAPBOARD

The map represent central Danubian Europe, with southern Germany, the Alps, the north of Italy.



VICTORY

IMMEDIATE VICTORY

- For the **Coalition player** when the **PIL** (see special rules below) reaches 10 or more at the end of a turn.
- for both players, when they reach or exceed 20 VP at the end of a turn.

Otherwise the player with most VP at the end of the scenario wins the game.

VP BONUS

- **The French player** earns 1 VP for the first time he controls each of the following cities: Innsbruck / Napoli
- **The French player** earns 2 VP for the first time he controls each of the following cities: Venezia / Wien / Prag.
- When the **PIL** reaches 0 and every turn it stays at this value, the **French players** earns 2 VP.
- **The Coalition player** earns 1 VP for the first time he controls each of the following cities: Genova / Munchen / Torino / Frankfurt / Nuremberg.
- **The Coalition player** earns 2 VP for the first time he controls each of the following cities: Milano / Nice / Ulm / Mantua / Strasbourg (Bas-Rhin).

VP LOSS

- **The French player** loses 1 VP if he does NOT control each of the following cities at the end of the game: Innsbruck / Napoli.
- **The French player** loses 2 VP if he does NOT control each of the following cities at the end of the game: Venezia / Wien / Prag.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchase.

Cost of units and cards:

- Supply wagons: \$1
- Card, Artillery, Guard, Cavalry: \$3
- All other units: \$2.

PRUSSINA INTERVENTION LEVEL (PIL)

The Prussian Intervention Level (a.k.a. **PIL**) represents the efforts of the belligerents to get that powerful kingdom rally their cause. The level starts at 2.

When it reaches or exceeds 10, Prussia enters the war on the side of the **Coalition** and the game ends in immediate victory in their favor.



The level changes according to cities controlled by **France**

- Wien: -2 **PIL**
- Napoli, Prag: -1 **PIL**

The level also changes with cards, and by cities controlled by the **Coalition**

- Ulm, Milano, Strasbourg (Bas-Rhin): +3 **PIL**
- Mantoue: +2 **PIL**
- Each French supply source region: +2 **PIL**

SUPPLY SOURCES

Common to both: Wien / Munchen / Milano / Ulm.

Coalition : Russia / Prague / Ungarn / Corfu /

French: Roer / Moselle / Jura / Nice.



REINFORCEMENTS

Russians (part of the **Coalition**)

- The Kutusov reinforcements are made of generals *Kutusov*** and *Bagration**, units P. Bagration, Essen II, Dokturov, Spekelov, Von Maltitz, Rosen, Miloradovitch, Wittgenstein, Csaplitz, 3 Artilleries and a supply wagon (logistical unit).
- The Buxhowden reinforcements are made of generlas *Buxhowden***, *Langeron** and *Constantin**, units Ol-suviev, Kamensky, Przebyschewski, Glaskov, Uvarov, Markov, Voropaitski, Mallutin, Kollogribow, 3 Artillerie, one horse artillet (moves of 4), a supply wagon (logistical unit).

French

Turn 1:

- Sarre: Général *Davout** + units of the Troisième Corps.
- Moselle: Empereur *Napoléon**** + Garde + général *Soult** + units of the Quatrième Corps + général *Lannes** + units of the Cinquième Corps + général *Murat*** + units of the Réserve (Cavalerie) + supply wagon (logistical unit).

Turn 2:

- Fulda: Général *Bernadotte** + units of the Premier Corps.
- Roer: Général *Marmont** + units of the Second Corps.
- Vosges: Général *Ney** + units of the Sixième Corps.

Turn 3:

- Jura: Général *Augereau** + units of the Septième Corps+ supply wagon (logistical unit).