

NAPOLEON AND THE ARCHDUKE CHARLES: THE BATTLE OF ASPERN-ESSLING

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1. INTRODUCTION

Napoleon and the Archduke Charles is a game for two players, simulating the battle of Aspern-Essling which took place on May 21st-22nd, 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 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 for the Day 1 scenario and set them up. Now play through this scenario, reprised at how quickly what had seemed highly complex becomes second nature.

Napoleon and the Archduke Charles is one of 3W's *Bonaparte* series. Forthcoming games will cover the battles of Eckmuhl, Lubino, Dresden, Eylau, Waterloo, Borodino, etc.

2. COMPONENTS

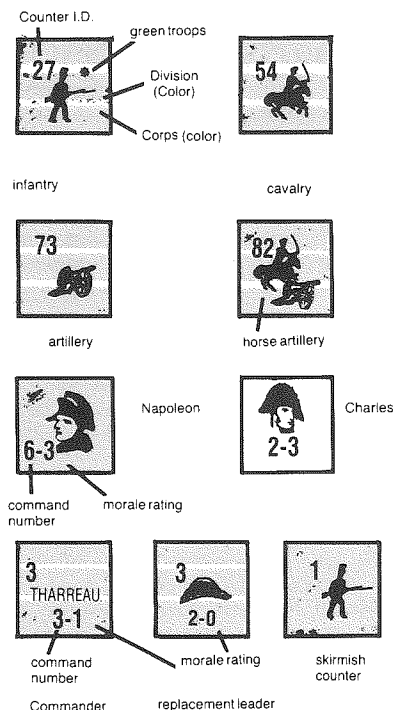
2.1 THE MAP

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 150 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



Colors

Note that the background of the French counters is always blue, green, or purple (exception: the nine skirmish counters have white backgrounds). The background color of Austrian units is always red, yellow, orange, or brown. The flipside (disrupted) of a counter is recognizable by the counter I.D. number being printed in white, not black (exception: the I.D. numbers on the flipside of skirmish counters are printed in red).

2.3 THESE RULES

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

3. SEQUENCE OF PLAY

The game is played in GAME TURNS, each turn representing half an hour of real time. Each game-turn is divided into two PLAYER TURNS, the Austrian player turn always preceding the French 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.

TURN SEQUENCE AUSTRIAN PLAYER

1. RALLY PHASE

2. COMMAND CONTROL PHASE

Decide (if there is a choice) which subordinate formations and/or units the army commander is going to give command control to. Then roll a die for each formation not receiving command control from the army commander.

3. MOVEMENT PHASE

4. COMBAT

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

The Austrian player completes these phases in the above order, and the French 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.

4. MOVEMENT

4.1 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:

Unit Type	Movement
Cavalry	9
Horse Artillery	9
Infantry	6
Artillery	4
Leaders	12

No unit may move more than its full movement allowance per turn (exception: see 4.5 Forced March). Movement points may not be "loaned" by one unit to another, nor may they be "saved" from one turn to another.

4.2 TERRAIN COSTS

The cost in movement points (MPs) of entering particular hexes varies according to the terrain in the hex. There is also a cost for crossing certain hex SIDES. All these costs are listed in the TERRAIN EFFECTS CHART. Note that some terrain carries with it the risk of disruption (see rule 11).

4.3 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 of that formation that he wishes to, before choosing the next formation he wishes to move, and 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 12).

4.4 FRIENDLY UNITS

It costs 1 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 11).

4.5 FORCED MARCH

Any undisrupted infantry unit that is in command control (see Section 12) 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 2 movement points to its movement allowance that turn. At the end of its movement, however, it much 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 11).

4.6 ENEMY ZONES OF CONTROL

It costs 1 additional movement point to leave an enemy Zone of Control (ZOC). All units must end their movement for the turn (other than movement in the combat phase: see rules 8-10)

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 1 additional movement to do so, but may not move directly from one enemy AZOC to another enemy AZOC.

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.

On the different types of ZOC, see rule 7. Leadership ratings also limit the number of units which may enter enemy ZOCs in a single turn (see rule 12).

4.7 THE MAP EDGE

No unit which exits the map for any reason may ever enter it again. Exception: French units may exit the map via hex 3133, and subsequently re-enter. In order to so exit, the bridge must be intact. No more than 4 combat units may exit in a single game turn. They must remain off map for at least two complete game turns before they are eligible for re-entry. It is not possible for units to both enter and exit the map at hex 3133 during the course of a single game turn (e.g., 2 units cannot enter and a different 2 exit). It is not possible for units to use rout movement off the map at hex 3133.

4.8 COMMAND CONTROL

Units which are not in command control suffer certain movement restrictions (see rule 12.2).

5. UNIT STRENGTHS

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

UNIT	1	2	3	4	5	6	7	8	9	10	11	12
Wurt	3	4	4	5	5	5						

The Wurtemberg unit has an initial combat strength of 6 (figure at top of column). It has taken 3 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 3.

Each player must reveal the current combat strength of any of his units, when asked to do so by his opponent, *provided* that the unit in question is (a) within 4 hexes of an enemy unit which is in command control, and (b) Line of Sight (LOS) can be traced from the enemy unit to the friendly unit. LOS is calculated exactly as for artillery fire (see section 9.5), except that it does not extend *into* "blocking" terrain. Note that players are never required, except in the course of melee, to reveal the current combat strength of any units in a woods, village, building, strongpoint or orchard hex.

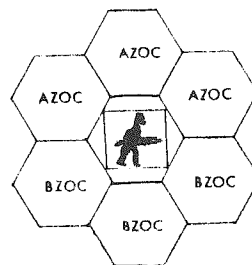
Players are *never* required to reveal the current morale of their units, except in so far as it may become apparent in the course of combat.

6. 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 10). The prohibition on more than two units occupying the same hex applies *during* movement as well as at the end of movement.

7. 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 ZOC (a "BZOC") into the 3 hexes to its rear. A disrupted unit has no AZOCs 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 (unless advancing to melee, see rule 10). Units may only fire through their front (Class A) ZOCs. It costs 1 additional movement point to leave an enemy AZOC (i.e., at the start of the movement phase). AZOCs block enemy command control (see rule 12), 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 12).

BZOC It costs 1 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 12), 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 12).

CZOC It costs 1 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 12). CZOCs have no other effects.

8. COMBAT: GENERAL

8.1 INTRODUCTION

After the phasing player has moved all the units he wishes to, play proceeds to the Combat phase. This is subdivided into 3 parts: defensive fire, offensive fire, and melee.

8.2 DEFENSIVE FIRE

Any of the defending (i.e., non-phasing) player's infantry and artillery units may fire at adjacent enemy units. Exception: if 2 friendly units are stacked together, only the top unit may fire, unless they are *both* artillery units or unless the stack consists of an infantry unit *below* an artillery unit on *top* – 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 (AZOCs); this rotation costs nothing, and units may rotate irrespective of whether they are in command control or not. 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 rule 9.

8.3. OFFENSIVE FIRE

Eligible 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 rule 9.

8.4 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 unit's) AZOC, and melee. During melee the stacking limits in the hex apply to each side separately (i.e., there can be a maximum of 2 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 two. Note that 2 friendly units stacked together may both advance to melee whether against a single hex or against different hexes; this does, however, consume two "commands."

8.5 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 announces, *at the start of the combat phase*, which units are retreating, and retreats them one hex. Cavalry units may *not* retreat if they are in the ZOC (A or 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.

9. FIRE COMBAT

9.1 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 10 hexes (see below); infantry can still fire only at adjacent enemy units. 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 2 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 2 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.

9.2 PROCEDURE

Total the current strengths of all units firing on a single target. Roll 2 dice, total them and apply die-roll modifiers (as listed in 9.3 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 rule 5.

9.3 DIE-ROLL MODIFIERS

After rolling the 2 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 are as follows:

9.31 Terrain

See Terrain Effects Chart (TEC)

9.32 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.

9.33 Enfilade Fire

If the target units is subject to enfilade fire (see 9.6 below), add 1 to the die-roll.

9.34 Infantry in Cavalry ZOC

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

9.35 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.

9.36 Formation Integrity

Whenever Austrian units from different corps (count Klenau's command as a corps for this purpose) combine their fire (in either the offensive or the defensive fire phase), they suffer a -1 DRM.

9.37 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, totalling 10. The morale of the attacking units is 5, 5 and 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 9.6) therefore add 1, raising the die-roll from 9 to 10. The unit attacked is not in enemy cavalry ZOC, so there is no modification for this. 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 5), 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 less time to implement than it has taken to read this example!

9.4 MORALE CHECKS

Units which suffer a loss of 2 or more strength points in a single fire phase must immediately check for morale (see rule 13).

9.5 ARTILLERY

9.51 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, strongpoints, orchards, field works, buildings, and hexes occupied by combat units of either side (i.e., Infantry, Cavalry, and Artillery units; leaders alone in a hex do not block LOS). 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 if there is intervening higher terrain. For example: it is not possible to fire from hex 2911 to hex 3110, as the intervening high ground in hex 3011 blocks the line of sight.

Additionally a hex may lie in the "dead ground" formed by the changing heights of terrain. The rule is that artillery cannot fire at a target which is *nearer* to an intervening slope. For example: an artillery unit in hex 2511 could not fire at an enemy unit in hex 2712; it could, however, fire at an enemy unit in hex 2813, 2913, 2814, etc. Note that if a unit is in dead ground, as defined above, it does not itself *block* LOS (it is below the LOS of the artillery unit: it cannot be fired upon, neither can it block LOS).

9.52 Range

Artillery may, in the offensive fire stage, fire at targets up to a range of 10 hexes away (i.e., 10 hexes counting the target hex but not that of the firer). When firing at ranges greater than 1 hex, artillery units must have a clear LOS (see above).

When firing at an adjacent target an artillery 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, strongpoint, building or woods hex, or there is an intervening flood wall. When firing at a range of 2-4 hexes it uses its current strength. When firing at a range of 5-7 hexes it uses half its current strength, with any fractions rounded up. At a range of 8-10 hexes it uses half its current strength, with any fractions rounded down.

9.53 Artillery Losses

Whenever 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. Note also, that routing artillery which is pursued along its path of retreat by victorious enemy units, suffers *double* the normal loss, i.e., loses 2 strength points for each hex the advancing enemy enters. Exception: *horse* artillery pursued solely by *infantry* suffer the usual loss of 1 strength point for each hex entered by the advancing enemy.

9.54 Enemy ZOC

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

9.55 Command Control

Artillery units do *not* need to be in command control in order to fire.

9.56 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.

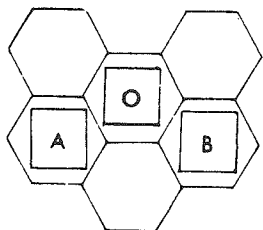
9.6 ENFILADE FIRE

A unit is said to be subject to enfilade fire when

it is fired upon by 2 units (or more) in a single attack, with at least one hexside 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 1 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 2 artillery units.



10. MELEE

10.1 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; 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 (e.g., marsh), 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. No melee takes place.

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.

10.2 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 2 combat units may advance to melee into a single hex (the defender, of course, may also have 2 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

10 strength points advance to melee against 4 strength points, 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.

10.3 COLUMN SHIFTS

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

10.31 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 present is 5. The difference is 2, therefore shift 2 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 2 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 #60 of Molitor's division has suffered 5 strength point losses. Its morale has therefore fallen from 5 to 4. It is stacked with unit #47 of Legrand's division, which has suffered only 2 strength point losses, leaving its morale unimpaired at 5. In this situation, ignore the "4" morale of Molitor's unit – its morale is raised by the intact élan of Legrand's men.

10.32 Terrain

See the Terrain Effects Chart for column shifts produced by various types of terrain.

10.33 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). There is no additional benefit if more than one cavalry unit charges.

10.34 Raw Troops

Units marked with an asterisk (*) suffer an adverse *die-roll modifier* (not column shift) of one in elite 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 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. For example, if Austrian units #48(*) and #49(*) are attacking French units #44(*) and #14, the Austrians would suffer a –1 DRM.

10.35 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 defending units 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.

10.36 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.

10.37 Flank Attack

If one or more of the attacking units advanced to melee via a flank or rear hex of the defending units (i.e., a BZOC for undisrupted units, and its equivalent in the case of disrupted units), there is 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.)

10.38 Formation Integrity

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

10.39 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 3 to the die-roll.

However, whenever a leader leads an attack in this way, the owning player must, immediately after resolution of the melee, roll a *single* die. The leader becomes a casualty on a die-roll of 6.

10.4 MELEE RESULTS

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

10.41 "F" Fall Back

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

10.42 "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.

10.43 "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(s) 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 10.4).

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 (the Danube) 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 opponent 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 1, 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, Austrians 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.

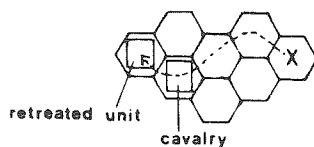
Note that rout results in village and strongpoint hexes are treated differently. See the notes under the melee CRT.

10.5 ADVANCE AFTER MELEE

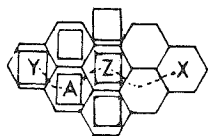
In the event of a rout result (see above), victorious units have the option to advance after the retreating unit(s). They advance along the path of the retreating unit(s). The retreating units lose one additional strength point (per stack) for each hex the victorious units advance. Units end their advance 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 are themselves disrupted. 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 in a disrupted condition. 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 blocking the unit's chain of command). 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 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!

10.6 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, strongpoint, building,

woods, orchard, or marsh hex; nor if they advance to melee across a stream, field fortification, flood wall, or dyke hexside. Charging cavalry *must* follow up retreating enemy units, and are themselves disrupted at the end of their advance.

2. When attacking into, or defending in, village or strongpoint 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 8 at the foot of the Terrain Effects Chart.

3. They can in certain circumstances withdraw before combat (see 8.5).

11. DISRUPTION AND RALLY

11.1 CAUSES OF DISRUPTION

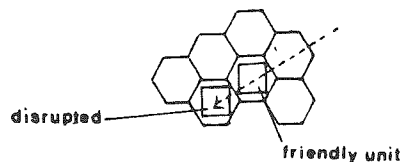
The disruption of a unit is indicated by flipping it over. The possible causes of disruption are:

11.11 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. Should a unit move into a hex carrying the risk of disruption, not be disrupted, then move into another such hex, it must roll again for possible disruption.

11.12 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.



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.

11.13 Forced March

Undisrupted infantry units (only) may, at the owning player's discretion, have 2 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 1 or 2 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.

11.14 Combat

See rules 8-10 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 (Force March = 2; friendly unit = 1; marsh = 2; therefore 5 in 6 chance of disruption).

11.2 EFFECTS OF DISRUPTION

Disrupted units –

1. Cannot expend more than 2 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.

11.3 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 upmost) 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.

Morale Check: Procedure

Roll 1 die. If number is greater than unit's morale rating, it has failed its morale check and becomes disrupted (but note any modification for leader stacked with unit). If there are other friendly units stacked with a unit that becomes disrupted as a result of combat, they too must take a morale check.

12. COMMAND CONTROL: LEADERS

12.1 GENERAL: FORMATIONS

On both sides the basis of organization is the corps. The command structure of the two armies is shown in their Command Structure diagrams.

Historically the Austrians organized their advance onto the battlefield in a number of columns. This is reflected in game terms in the departures from strict corps structure for command control.

Leaders only affect units of their own command (see Command Structure diagrams, paying special attention to the footnotes). If a junior commander is stacked with his superior, the superior's leadership rating takes precedence (i.e., is the one used).

A "formation" for the purpose of this and other rules (unless explicitly noted otherwise) is defined as any of the following:

1. A French or Austrian Corps
2. A number of units currently commanded by a French corps commander (including Oudinot)
3. The French Guard
4. Demont's Reserve Division
5. Kienmayer's units
6. Klenau's units
7. Dedovich's units

Exception: For purposes of being given command control, each section of the Guard –

FRENCH ROSTER SHEET

#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12	#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12
	L'EMPEREUR NAPOLEON																										
1	LANNES (II CORPS)													51	Horse Artillery	4	4	5	5								
2	Oudinot (2 i/c Corps)													52	2nd Division (St. Cyr)												
3	1st Division (Tharreau)													53	Cosson	3	3	3	4	4	4	4	4	5	5	5	5
4	Conroux *	3	4	4	4	4	5	5	5	5	5	5	5	54	Cosson	2	3	4	4	5	5	5	5				
5	Albert *	3	4	4	5	5	5	5	5	5	5	5	5	55	Dalesme	3	3	3	4	4	4	4	5	5	5	5	
6	Jarry *	2	3	4	4	5	5	5	5	5	5			56	Dalesme	2	3	3	4	4	4	4	5	5	5		
7	Artillery *	4	4	5	5	5								57	Nagel *	3	3	3	4	4	4						
8	2nd Division (Claparede)													58	Artillery	4	4	5	5	5	5	5	5				
9	Coehorn *	2	3	4	4	4	4	4	5	5	5	5		59	3rd Division (Molitor)												
10	Lesuire *	2	3	4	4	4	4	4	5	5				60	Leguay	4	4	4	5	5	5	5	5				
11	Ficatier *	1	2	3	3	4	4	4	4					61	Leguay	3	4	4	5	5	5	5	5	5			
12	Artillery *	3	4	4	5	5	5							62	Viviez	3	4	4	4	5	5	5	5	5			
13	3rd Division (St. Hilaire)													63	Viviez	3	3	4	4	4	5	5	5	5			
14	Marion	3	3	4	4	4	5	5	5	5	5	5		64	Artillery	5	5	5									
15	Lorencez	3	4	4	4	5	5	5	5	5				65	4th Division (Boudet)												
16	Lorencez	3	4	4	4	5	5	5	5					66	Fridion	4	4	4	5	5	5	5					
17	Destabenrath	3	4	4	5	5	5	5						67	Valory	4	4	4	5	5	5	5	5				
18	Destabenrath	3	3	4	4	4	5	5	5					68	Valory	4	4	5	5	5	5						
19	Artillery	4	4	4	5	5								69	Valory	4	4	5	5	5	5	5					
20	Horse Artillery	4	4	4	5									70	Artillery	5	5	5									
21	II Corps Reserve Artillery	3	3	4	4	4	4	5	5	5	5	5	5	71	IV Corps Cav. (Marulaz) Chasseurs	4	4	4	4	5	5	5	5	5	5	5	5
22	Light Cavalry Brigade (Colbert)	4	4	5	5	5	5	5	5	5	5			72	IV Corps Reserve Artillery	3	4	4	4	4	5	5	5	5	5		
23	Light Cavalry Div. (LaSalle)													73	BESSIERES (CAVALRY RESERVE)												
24	Bruyere	3	4	4	4	5	5	5						74	1st Heavy Cavalry Div. (Nansouty)												
25	Bruyere	3	4	4	5	5								75	Defrance	4	5	5	5	5	5	5	5	5			
26	Piré	3	4	4	5	5	5	5						76	Doumerc	4	4	5	5	5	5	5	5				
27	Piré	3	4	4	5	5	5							77	St. Germain	4	4	4	5	5	5	5	5	5			
28	Wurtemberg	3	4	4	5	5	5							78	Horse Artillery	4	4	5	5	5	5						
29	Wurtemberg	3	4	4	5	5	5							79	2nd Heavy Cav. Div. (St. Sulpice)												
30	III CORPS (DAVOUT)													80	La Grange	4	5	5	5	5	5	5					
31	2nd Division (Friant)													81	Guiton	4	4	5	5	5	5	5	5				
32	Gilly	2	3	4	4	4	4	5	5	5	5	5	5	82	Horse Artillery	4	5	5									
33	Gilly	2	3	4	4	4	5	5	5	5	5	6	6	83	3rd Heavy Cav. Div. (D'Espange)												
34	Baranegre	2	3	3	4	4	4	5	5	5	5	5	6	84	Raynaud	4	4	5	5	5	5	5	5	5	5		
35	Grandeau	2	2	3	4	4	4	5	5	5	5	5	6	85	Fouler	4	4	5	5	5	5						
36	Artillery	3	3	4	4	4	5	5	5	5	6			86	Fouler	4	5	5	5	5							
37	3rd Division (Gudin)													87	Horse Artillery	4	5	5									
38	Leclerc	2	2	3	3	4	4	4	5	5	5	5	5	88	Demont's Reserve Div: 1	1	2	2	3	3	3	4	4	4	4	4	
39	Boyer	2	3	3	4	4	4	4	5	5	5	5	5	89	2 *	2	2	3	3	3	3	4	4	4	4	4	
40	Boyer	3	3	4	4	4	5	5	5	5	5	5		90	OLD GUARD (DORSENNE): GRENADIERS	5	5	5	6	6	6	6					
41	Dupellin	2	3	3	4	4	4	5	5	5	5	5	5	91	Chasseurs	4	4	5	5	6	6	6	6				
42	Artillery	3	4	4	4	4	5	5	5	5	5			92	YOUNG GUARD (CURIAL)												
43	Reserve Artillery	2	3	4	4	4	4	5	5	5	5	5		93	Rouget	5	5	5	5	6	6	6	6				
44	Reserve Artillery	3	3	4	4	4	5	5	5	5	6			94	Gross	4	5	5	6	6	6	6	6				
45	IV CORPS (MASSENA)													95	Rouget/Gross	5	5	5	6	6	6	6	6	6			
46	1st Division (Legrand)													96	Guard Artillery	4	4	5	5	6							
47	Ledru	3	4	4	5	5	5	5						97	Guard Cavalry (Casanova)												
48	Ledru	4	4	4	5	5	5	5	5					98	Thiry	4	5	5	5	6	6	6	6	6	6	6	6
49	Ledru	5	5	5										99	LeTort	5	5	5	6	6	6	6	6	6	6	6	6
50	Artillery	4	5											100	Krazinsky	5	5	5	6	6	6	6	6	6	6	6	6
#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12	#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12

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AUSTRIAN ROSTER SHEET

#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12	#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12
	ARCHDUKE CHARLES																										
1	KLENAU: IR #3	1	2	3	3	3	4	4	4	5	5	5		51	IR #44 *	1	1	2	2	2	2	3	3	3	3		
2	IR #3	1	2	2	3	3	4	4	4	5	5			52	IR #64	1	2	2	3	3	4	4	4				
3	Hussars	1	2	3	3	3	4	4	4	5	5	5	5	53	Wallach – Illyrian	1	2	3	3	3	3	4	4	4	4		
4	Horse Artillery	2	4	5										54	Freicorps	1	1	2	2	2	3	3	3	4	4		
5	BELLEGARDE (1 Korps)													55	Chevaulegers *	2	2	2	3	3	3	4	4				
6	Dedovich													56	4 Korps Reserve Artillery	2	2	3	3	3	4	4	4	4			
7	IR #17	1	2	2	3	3	3	3	4	4	4	4		57	HILLER (6 Korps)												
8	IR #17/36 *	1	2	2	2	3	3	3	4	4	4	4		58	Hohenfeld												
9	IR #36	1	1	2	2	3	3	3	3	4	4	4		59	IR #14/59	2	3	3	3	4	4	4	5	5	5	5	5
10	Artillery	2	2	3	3	3	4	4	4					60	Artillery	1	1	2	2	3	3	3	3				
11	IR #11	1	2	3	3	3	3	4	4	4	4	4		61	IR #60/39 *	1	2	2	2	3	3	3	3	3	4	4	4
12	IR #11/47 *	1	1	2	2	3	3	3	3	4	4	4		62	Kottulinsky												
13	IR #47	1	1	2	3	3	3	3	4	4	4	4		63	IR #51/31 *	1	2	3	3	3	4	4	4	4	5	5	5
14	Fresnel													64	Artillery	1	2	2	3	3	3						
15	IR #10	1	2	2	3	3	3	3	4	4	4	4		65	Grenz #7	1	1	2	2	2	3	3	4	4	4	5	5
16	IR #42 *	1	1	2	2	3	3	3	4	4	4	4		66	Hussars	3	3	3	3	3	4	4	4	4	4	4	4
17	Artillery	1	2	2	3	3	4	4	4					67	Horse Artillery	2	3	3	4	4	4						
18	IR #35 *	1	1	2	2	3	3	3	4	4	4			68	Reserve Artillery	1	1	2	2	3	3	3	3	3			
19	IR #35 *	1	1	2	2	3	3	3	4	4	4	4		69	LIECHTENSTEIN (Reserve Korps)												
20	1 Korps Reserve Artillery *	1	1	2	2	2	3	3	3	3				70	D'Aspre												
21	HOHENZOLLERN (2 Korps)													71	Merville	3	4	4	4	4	5	5	5	5	5	5	5
22	Brady													72	Hammer	2	3	3	3	4	4	4	4	4	4	5	5
23	IR #54	1	2	3	3	3	4	4	4					73	Artillery	3	3	4	4	4	4						
24	IR #25	1	1	2	3	3	3	4	4	4				74	Prochaszka												
25	Artillery	2	2	3	3	3	3	4	4					75	Melgrum	2	3	4	4	4	5	5	5	5	5		
26	IR #57	1	2	2	3	3	3	4	4	4	4			76	Melgrum/Steyrer	2	3	3	4	4	4	5	5	5			
27	IR #15 *	1	1	2	2	3	3	4	4					77	Steyrer	1	2	2	2	3	3	3	3	4	4		
28	ULM													78	Hessen Homberg												
29	IR #21	1	2	2	2	3	3	3	4	4	4			79	Kroyher	2	2	3	3	3	4	4	4	4	4	5	5
30	IR #18/21 *	1	1	2	2	2	2	3	3	3	3	3		80	Lederer	1	2	2	3	3	4	4	4	4	4	4	
31	IR #18	1	2	2	2	3	3	4	4	4	4			81	Siegenthal	2	2	3	3	3	3	4	4	4	4		
32	IR #28	1	1	2	3	3	3	3	3	4	4	4	5	82	Horse Artillery	2	3	3	4	4	4	4	5	5			
33	IR #28 *	1	1	2	2	3	3	3	3	3	4	4	5	83	KIENMAYER												
34	Artillery	1	2	2	2	3	3	3	4	4	4	4		84	Vecsey	2	2	3	3	3	4	4	4	4	5	5	5
35	IR #50/38	1	1	2	2	3	3	3	3	4	4	4	4	85	Vecsey	2	2	2	2	3	4	4	5	5	5		
36	Chevaulegers	2	3	4	4	5	5	5						86	Proven	2	2	3	3	3	3	4	4	4	4	4	
37	2 Korps Reserve Artillery	2	2	3	4	4	4	5	5	5				87	Proven	2	2	2	3	3	3	3	4	4	5	5	5
38	ROSENBERG (4 Korps)													88	Rotter	1	1	2	3	3	3	3	4	4	4	4	4
39	Bartenstein													89	Horse Artillery *	1	2	3	3	3	4	4	4	4			
40	IR #2	1	1	2	2	3	3	3	4	4																	
41	IR #2 *	1	1	2	3	3	3	3	4																		
42	IR #33	1	2	2	2	2	3	3	3	3	3	4	4														
43	IR #33	1	2	2	2	2	3	3	3	3	3	3	4														
44	Artillery	1	1	2	2	3	3	4	4																		
45	IR #55	1	1	2	2	2	2	3	3	3	4	4															
46	IR #9	1	2	2	2	2	3	3	3	3	3	4															
47	Rohan																										
48	IR #8 *	1	2	2	3	3	3	3	3	4	4	4	4														
49	IR #22 *	1	2	2	2	3	3	3	3	3	4	4															
50	Artillery	1	1	2	2	3	3	3	3	4	4	4															
#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12	#	UNIT	1	2	3	4	5	6	7	8	9	10	11	12

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Young, Old, Cavalry, Artillery – is regarded as a separate formation.

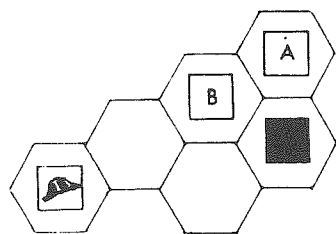
12.2 COMMAND RADIUS

The leadership ratings indicate the range in hexes over which each commander exercises command control. 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. Units which are out of command control have their movement allowance halved (fractions rounded up). Units which are out of command control may not enter enemy ZOC (A, B or C), and may not melee offensively. They defend normally.

Exceptions: Napoleon has a command radius of 10 hexes, Charles a command radius of 5 hexes. The five Austrian Corps commanders each have a command radius of 3 hexes. Command radius for Dedovich and Kienmayer are as the leadership ratings printed on their counters.

Command control is cut by enemy ZOC (A, B or C) unless the hex in question is also occupied by a friendly unit.

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) that 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 12.3).

Corps reserve artillery, like divisional commanders, must be within command radius of the 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 is).

12.3 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. Napoleon has ten possible subordinate formations he can give command control to (4 Corps, the 4 Guard formations, Demont's Reserve Division, and whatever forces are being commanded by Oudinot). Napoleon cannot give command control for combat purposes to more than six of these formations at any one time. Charles has eight possible formations to which he can give such command control: five corps,

Klenau's Advance Guard, Kienmayer's troops, and Dedovich's division. He can only give command control to two of these at any one time for purposes of combat.

Similarly for corps commanders. Hohenzollen, for example, can only give command control to one subordinate formation (division) at a time, for combat purposes (though both his divisions can be in command control, if their commanders are within 3 hexes of Hohenzollen at the start of the movement phase, for movement purposes). Thus in any given friendly combat phase he can give combat command control either to Brady or to Ulm, but not simultaneously to both.

And finally, the same is true for divisional commanders – who actually commit units to enemy ZOC or to melee. Thus Ulm can commit two additional units to enemy ZOC in any friendly movement phase in which he himself is in command control. And similarly two of his units can advance to melee (see 12.4).

If a corps commander (or Curial, Casanova, Dedovich, or Kienmayer) is out of the command radius of his army commander, a die-roll is made to determine whether he is considered in command control. The die-roll must be equal to or less than the commander's leadership rating, if he is to be considered in command control. For example, Massena will be in command control on a die-roll of 1-5, Liechtenstein on a die-roll of 1 or 2, Bellegarde on a die-roll of 1.

If a corps commander is out of command control, his subordinate formations are automatically considered out of command control. Exception: see 12.5.

Set up the following units on the map as indicated.

Unit #	Hex	Unit #	Hex
Charles	3508	40	3413
69	4010	41, 42	3112
70	3811	43	3313
71	3712	44	3512
72	3813	45, 46	3213
73	3912	47	3111
74	4012	48, 49	2912
75	4013	50	2711
76	4313	51, 52	2811
77	4112	53, 54	2910
78	4311	55	3009
79	4413	56	3210
80	4412	6, 7, 8	4008
81	4312	9, 10	4209
82	4613	11, 12	4208
38	3411	13	3909
39	3311		

Both corps commanders (Rosenberg and Liechtenstein) are within command radius of Charles (5 hexes), and so is Dedovich (who takes command direct from Charles: see Command Structure diagram). All three subordinate commanders are therefore in command control for movement purposes. In turn, Rosenberg's two subordinates (Bartenstein and Rohan) are both within his command radius (3 hexes), and Liechtenstein's three subordinates (Hessen-Homberg, D'Aspre, and Prochaszka) are within his command radius. All of Dedovich's units are within his command radius (2 hexes), and all other units are within command radius of their leaders, with the exceptions of units 50, 51, 52, 55, 76, and 82. Those units listed suffer the movement penalties for being out of command control, the rest move normally.

For combat purposes, Charles may only simultaneously command two subordinate formations. If the Austrian player chooses to give combat command to Rosenberg and Liechtenstein, he will have to roll a die to see if Dedovich is also in command control for combat purposes (he will only be so on a die-roll of 1 or 2). Rosenberg can only give combat command control to one divisional commander, therefore the decision must be taken – should this be Bartenstein or Rohan? Let us assume it is Rohan. Two of his units can now be committed to enemy ZOC this turn. Liechtenstein can give combat command control to two subordinates: let us assume he chooses D'Aspre and Prochaszka. Two each of their units can also be committed to enemy ZOC this turn. No units from the command of Dedovich, Rohan, or Hessen-Homberg can voluntarily enter enemy ZOC this turn.

In the movement phase, Prochaszka commits units 75 and 77 to enemy ZOC (76 is out of command control, so cannot enter enemy ZOC). D'Aspre commits 71 and 72. Bartenstein commits 40 and 43.

A similar process is undergone at the start of the melee phase, to determine who is in command control and to choose, from amongst those eligible, which units will advance to melee.

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., Massena can command 3 divisions and 2 individual units; Charles – with a leadership rating of 2 – can command 2 formations or 2 individual units or one of each).

12.4 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 effectively, irrespective of whether they are in command control; they also defend normally.

Example

Ulm has a leadership rating of 2. He can therefore only commit 2 units to enemy ZOC each turn. On the first turn he rotates one of these to face a different hexside and commits a 3rd unit. All 3 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 their 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

Ulm (leadership rating 2) can commit 2 more units to enemy ZOC in the movement phase, then in the melee phase command 2 units (provided they are in command control at the time) to advance to melee.

12.5 SURROUNDED UNITS

Surrounded units are defined as units which are entirely surrounded, at whatever distance, by enemy units, enemy ZOC (A, B or C), and/or impassable Danube hexes. Hex 3133 is not considered impassable for the French (irrespective of the state of the pontoon bridge); it is considered impassable for the Austrians. 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 12.4). If a *divisional* commander and his units are cut off 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 12.2).

Examples

1. Lannes, Tharreau, and 2 of the latter's infantry units are surrounded. They are in command control of a die-roll of 1-5 (Lannes' leadership rating is 5).
2. Tharreau and his 2 units are surrounded, but Lannes is not present. They are in command control on a die-roll of 1-3 (Tharreau's leadership rating is 3).
3. Tharreau's two units are surrounded without any leader present. They are automatically out of command control. Note that units which are *not* surrounded and that 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.)

In all of the above, divisional commanders – Kienmayer, Dedovich, Curial and Casanova – who receive direct command from their army commander, are treated as if they are corps commanders (i.e., they do dice for command control if surrounded).

12.6 LEADER CASUALTIES

Leaders may become casualties in one of 3 ways:

1. Leaders in Combat

Whenever a leader is engaged in combat (i.e., is in the target hex of enemy fire, or takes part in a melee), the owning player must roll 2 dice. On a die-roll of 12 the leader is eliminated. It is perfectly possible for the leader to be the *only* casualty. Exception: when a leader melees offensively, he becomes a casualty on a die-roll of a single 6.

2. Leader in Enemy AZOCs

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 organized/disrupted state of adjacent enemy units.

3. Leader in Enemy Occupied Hex

If a leader is ever alone in an enemy *occupied* hex (i.e., occupied by one or more enemy combat units, disrupted or otherwise, not simply by an enemy leader), whether during the enemy movement phase or as a result of combat, a die-roll is required. If the result is 4, 5, or 6, the leader becomes a casualty (see below).

12.7 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 removed from the map and the morale of all Austrian units is reduced by 1 for the next 3 complete game turns.)

Whenever a leader (other than Napoleon) 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 generally inferior to those of the original commanders).

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

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.

12.8 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 so wishes.

12.9 MARULAZ, COLBERT, DEMONT AND KLENAU

1. Certain divisions (or brigades) do not have separate leader counters. Marulaz and Colbert have a single combat unit each. In order to be in command control, those units simply have to be within command radius of an appropriate senior commander. Demont (2), the Old Guard (2) and Klenau (4) have more than one unit each. In order to be in command control, *one* of these units must be within command radius of an appropriate senior commander. In order in turn to be in command control, the remaining units must be within 2 hexes of the one receiving command control.

Example

Klenau's units are in hexes 3009, 3208, 3210, and 3808; Charles is in hex 3504. He can give command control to the unit in 3208, and this in turn places the units in 3009 and 3210 in command control (they are within 2 hexes of 3208). In giving command control to these units of Klenau's, Charles has used up one of his possible two formations (leadership rating: 2) to which he can give command control. The other would be used up if command control is also given to the unit in 3808.

2. It is not possible for these units to suffer "leader casualties."

3. For purposes of entering enemy ZOC or advance to melee, treat the Klenau, Demont and Old Guard units as if they have leaders with a leadership rating of 2 (e.g., 2 can enter ZOC in a given phase).

4. If either the Marulaz and Colbert units are surrounded, they are deemed to be in command control on a die-roll of 1-3. A surrounded Old Guard or Demont unit is considered in command control on a die-roll of 1-5, a Klenau unit on a die-roll of 1-2.

12.10 LEADERS IN COMBAT

Whenever a leader 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.

13. MORALE

13.1 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.

13.2 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 in a single fire combat, the *best* morale of those present is the only one considered.

13.3 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 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 3-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 1 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 10.2).

14. SET UP AND REINFORCEMENTS

14.1 AT START

At start, set up positions as indicated on the map. Place one combat unit on each of the indicated set-up hexes, as follows:

Division ID	Setup Reference
Molitor	M
La Salle	S
Marulaz	Z
Le Grand	G
Boudet	B
D'Espagne	E
Guard artillery	A

Divisional commanders set up with one of their combat units. Bessieres sets up with D'Espagne. Napoleon and Oudinot set up in hex 3321, Massena with Molitor, Lannes with Boudet, and the IVth Corps artillery (Unit #72) within 3 hexes of Massena.

14.2 AUSTRIAN UNITS

Austrian units appear in accordance with the following table:

Column	Entry Point	Turn
Hiller	A	1400 hrs. 21 May
Bellegarde	B	1400 hrs. 21 May
Hohenzollern	C	1400 hrs. 21 May
Charles & Klenau	C	1400 hrs. 21 May
Liechtenstein	E	1400 hrs. 21 May
Rosenberg	G	1530 hrs. 21 May
Dedovich	F	1730 hrs. 21 May
Kienmaier	D	0730 hrs. 22 May

All Austrian units have their *full* movement allowance on the turn of entry. (Exception: Hiller's cavalry has a maximum movement of 6 MPs.) Units may not force march in the first turn. Artillery may not fire in the first turn.

14.3 FRENCH REINFORCEMENTS

All French reinforcements enter via hex 3133. They are available for *possible* entry (see 14.4) according to the following schedule:

Unit	First Possible Turn of Entry
St. Cyr's division	1730, May 21
Nansouty's division	0800, May 21
St. Sulpice's division	1830, May 21
II Corps Units	2130, May 21
Young Guard	2200, May 21
Old Guard	2300, May 21
Guard Cavalry	2300, May 21
Demont's division	2330, May 21
Davout, III Corps Units	0800, May 22
Colbert's Brigade	1000, May 22

Note that no more than 4 French units (infantry, cavalry, or artillery) may enter the map in a single turn. Leaders are not subject to this limitation. French units enter the map as if in column. That is, the first unit that enters on a given turn has its full movement allowance, the next has 1 movement point less, the third has 2 points less than the first, and the fourth has 3 points less than the first. French reinforcements are considered to be in command control on their turn of entry.

14.4 THE DANUBE

In Spring the Danube may rise as much as six feet almost without warning, as a result of melting snows and seasonal rains. And the only way

by which French reinforcements could cross to the northern bank was via a makeshift pontoon bridge. The raging river several times broke this bridge, interrupting the flow of French troops. Additionally the Austrians were busy upstream launching fire ships, freight vessels, and even a floating mill – all intended to smash the French bridge of boats. In this they succeeded several times, necessitating desperate repairs by the French.

The possible disruption of the French flow of reinforcements, whether by the natural action of the river or by the Austrians, is reflected in the *Pontoon Bridge Disruption Table*. The Austrian player rolls the die at the start of the turn, to see if the bridge is broken. If it is, no French troops may cross the bridge until it is repaired. The French player rolls a die to see if the bridge has been repaired, at the end of the game-turn. Note that if the bridge breaks it will always be broken for at least one full game turn; a repaired bridge, however, may be broken again immediately.

15. SCENARIOS

15.1 MAY 21ST

This scenario covers only the fighting on May 21st, and lasts from 1400 hours to 2200 hours. Set up is given in Section 14. Victory conditions are given in Section 16.

15.2 CAMPAIGN GAME

This scenario begins with the 1400 turn of May 21st, and continues to the 2200 turn on May 22, or until one player concedes victory. Set up is given in Section 14; Victory conditions are given in Section 16.

16. VICTORY CONDITIONS

16.1 VICTORY POINTS

Victory points are awarded as follows:

For each enemy strength point eliminated: 1 VP

For each enemy leader eliminated: their leadership rating

For each enemy leader replacement eliminated: 2 VP

For each hex of Aspern or Essling controlled: 5 VP

If the Austrians control hex 3133, they receive 50 VP. The French never receive any VPs for this hex.

If Charles is eliminated, the French receive 10 VP.

A hex is "controlled" by a player if (1) it is currently occupied by one (or two) of his combat units (whether or not disrupted); or (2) it was last occupied by one of his units, and is not currently in enemy ZOC (of any kind). A hex which meets neither of these conditions, for example an unoccupied hex currently in the ZOC of *both* players, is not considered controlled by either player. All hexes of both Aspern and Essling are considered to be French controlled at the start of the game.

In the Campaign scenario, victory points are awarded for the control of Aspern and Essling hexes both at midnight on the first day, and at the end of the game.

If Napoleon becomes a casualty in either scenario, the Austrian player is immediately declared the winner.

16.2 MAY 21ST SCENARIO VICTORY LEVELS

Whichever player has the larger total of VPs is the winner. If the margin of victory is by 1-25 VPs, the player is said to have achieved a margin

nal victory. If the margin of victory is greater than 25, the winner has achieved a decisive victory.

16.3 CAMPAIGN VICTORY LEVELS

In order to win, the French player must score at least 25 VPs more than the Austrian player. 25-40 VPs more equals a marginal victory, 41 or more a decisive victory. If the Austrian player scores as many or more than the French player he wins a decisive victory; if the French player has from 1-24 more victory points than the Austrian, the latter wins a marginal victory.

16.4 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 simply 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.

17. SKIRMISHERS

17.1 INTRODUCTION

Skirmish counters represent detached infantry (only). 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 (nine). 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.

17.2 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 counters can now move like normal infantry units. Skirmish counters can be deployed via any hexside (i.e., by AZOC, or BZOCs), therefore it is not necessary to reorientate in order to deploy a skirmisher. Cross off a single strength point from the parent unit, using an "X" 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 units

Example:

French unit #62 (part of Molitor's division) has currently lost 3 strength points (see below). It now deploys two skirmish counters, and 2 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).

17.3 QUALITIES

Skirmish counters are always worth one strength point. They have ZOC (A, B, C) in the same way as other units. They can fire both offensively and defensively, and can melee defensively but not offensively. They may always move at the full infantry movement rate (6 MPs per turn), irrespective of whether or not they are in command control. They can only *force march* if they are in command control. They can only enter an enemy ZOC if they are in command control and to do so costs a command point, just as if the skirmish counter were a full unit. Skirmish counters count as full units for stacking purposes.

17.4 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 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, a skirmish counter cannot, in the course of a single movement phase, expend 6 MPs, rejoin its parent, then expend a further 6 MPs as part of the parent unit.

17.5 MORALE

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

18. NIGHT

18.1 GENERAL

Night turns are those from 2230 May 21 thru 0330 May 22 (a total of eleven turns). They occur, of course, only in the campaign scenario.

18.2 NIGHT MOVES

During night turns, units may continue to move in the usual way (i.e., with the usual command control rules operative), but each division is subject to a maximum of 3 turns' movement. Example: if units of Hilaire's division move during the 2230, 2330, and 2400 turns (irrespective of how far they move in those turns), they cannot move further during the night. Keep track of which formations move, and when, on a scratch pad. The 3-turn movement limitation applies to French reinforcements equally with other units; their movement on the turn they enter the map counts towards the 3-turn total. Infantry units in command control may force march in the usual way. Leaders may, subject to ZOC rules, move any distance (though French leaders not yet on the map can only enter if allowed to do so by the state of the pontoon bridge).

FIRE COMBAT RESULTS TABLE

FIRE	1-2	3-4	5-8	9-12	13-16	17-20	21-24	25+
DIE								
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 9) -1
6. Different formations (Austrians) -1

Note 1: A unit which loses 2 or more strength points as a result of a single attack must take a morale check.

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

No combat unit may enter an enemy ZOC of any kind during night turns, though leaders (only) may join a friendly unit already in enemy ZOC. A unit which begins the night in an enemy ZOC, may withdraw during the night, provided in doing so it does not enter another enemy ZOC of any kind; the usual extra movement cost for leaving enemy ZOC does not apply.

18.3 NIGHT RECOVERY

At the conclusion of the 2200 turn, total the strength points lost by each subordinate formation (division, etc.). One half of the losses in each formation may 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 losses, 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 by the break in combat, the return to the ranks of stragglers and the lightly wounded, etc.

18.4 RALLYING

Disrupted units may attempt to rally each night turn, in the normal way.

BIBLIOGRAPHY

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

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Hay, *The Austrian Army at the Battle of Aspern*
(Napoleonic Association #18, Summer 1981)

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 12.7), or can they, on a favorable die-roll, receive command control from their divisional commander (rule 12.5)?

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, 2 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.

MELEE COMBAT RESULTS TABLE

ODDS	1-3 or less	1-2	1-1	3-2	2-1	3-1	4-1	5-1 or greater
DIE								
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/FD	-/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

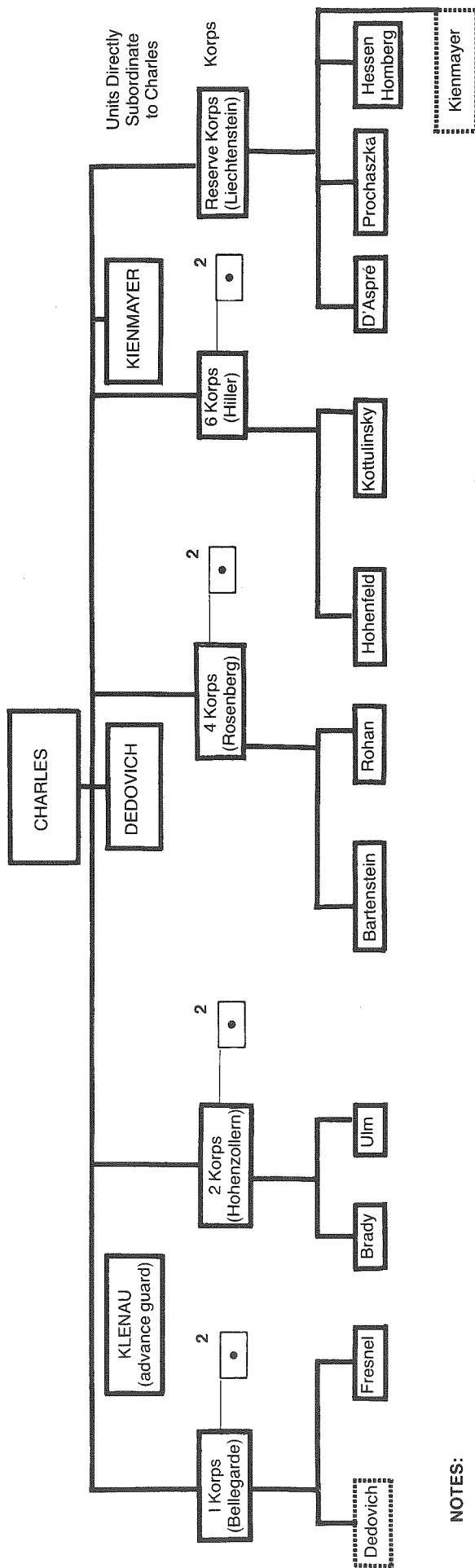
Column Shifts (Left and Right)

1. Morale Differential
2. Terrain: see Terrain Effects Chart
3. Cavalry charge: R1
4. Cavalry v 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: No column shift, but a -1 DRM

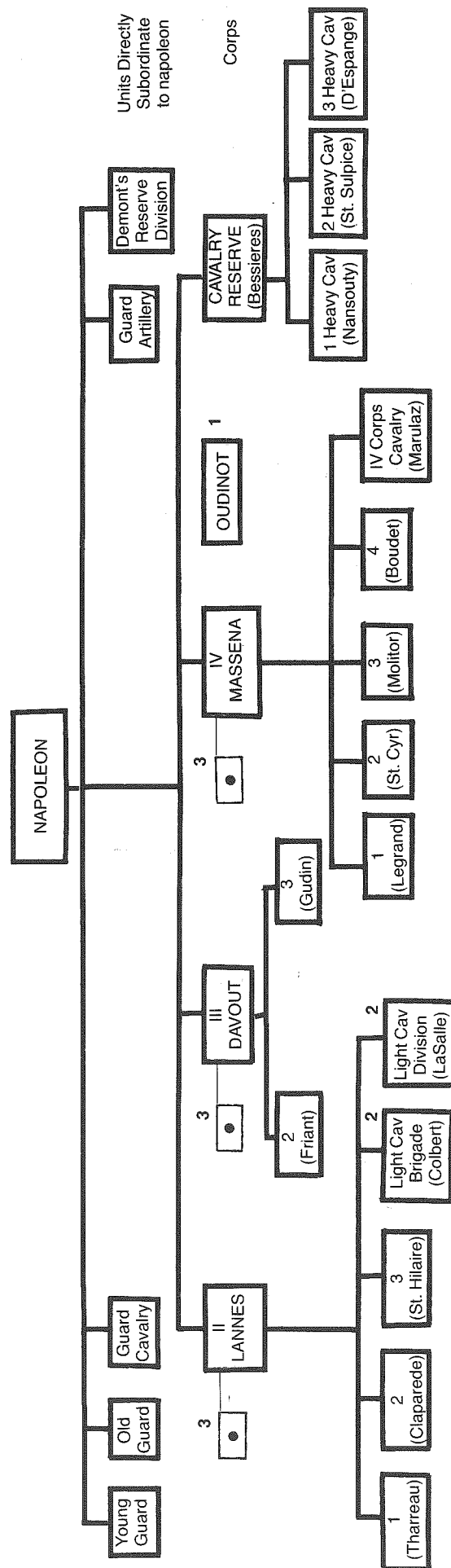
Notes

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 or strongpoint 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.
5. All favorable column shifts are applied first, then adverse shifts. Exception: a shift for the presence of an army commander is always applied last.

AUSTRIAN COMMAND STRUCTURE



FRENCH COMMAND STRUCTURE



NOTES

1. Oudinot had no formal corps command during this battle.
2. Attached

PONTOON BRIDGE DISRUPTION TABLE

TURN	Bridge Broken on Die Roll of	Repaired on Die Roll of	TURN	Bridge Broken on Die Roll of	Repaired on Die Roll of
May 21 1400	BROKEN	1	0330	1	1-4
1430		1-2	0400		1-3
1500	1	1-4	0430	1	1-3
1530		1-4	0500		1-3
1600	1	1-4	0530	1	1-3
1630		1-4	0600	1-2	1-2
1700	1	1-4	0630	1-3	1-2
1730	1	1-4	0700	1-4	1-2
1800		1-3	0730	1-5	1-2
1830	1	1-3	0800	1-5	1
1900		1-3	0830	1-5	1
1930	1	1-3	0900	1-5	1
2000		1-3	0930	1-5	1-2
2030	1	1-3	1000	1-5	1
2100		1-3	1030	1-5	1
2130	1	1-3	1100	1-5	1
2200		1-3	1130	1-5	1
2230	1	1-3	1200	1-5	1
2300	1	1-4	1230	1-5	1
2330	1	1-5	1300	1-5	1
2400		1-5	1330	1-5	1
May 22 0030	1	1-5	1400	1-5	1
0100		1-5	1430	1-5	1
0130	1	1-5	1500	1-5	1
0200		1-5	1530	1-5	1
0230	1	1-5	1600	1-5	1
0300		1-5	1630	1-5	1

Credits

Design and Development: Keith Poulter
Playtesting: John Burt, Larry Hoffman, Saul Maskell, Neil Saunders

Graphics:

map: Keith Poulter

counters: Dorothy Lueken, Joyce Gusner,
cover: picture of Marshal Jean Lannes, Duke of Montebello, killed at the Battle of Aspern-Essling. Courtesy of the Musée de L'Armée, Paris.

Production: Keith Poulter

HOUSE OF SA'UD: ERRATA

- Rule 6.1 should read Sa'ud-4 and Husain-6.
- On the map, cities controlled by factions are as follows:
Sa'ud: Riyadh, al Howath, al Dilan, Layla
Husain: Hail, Mecca, Medina, Yanbu, Jeddah, Taif, Tabuk
Ikhwan: al Artawiyah, Khurman, Ghot Ghot, al Khari
- 5.33 add leaders can only broadcast to their own faction's leaders.

Forthcoming in the *Bonaparte* series include the battles of *Eckmühl*, *Abensberg*, *Smolensk*, and *Lubino*.

RED BARON: ERRATA

DATA CARDS

AVIATIK C1: Climb increment .05; dive increment .2

ALBATROS CIII: Garros wedges, not Ganos

RE7: Bombs: 1x336lb or (2x112lb plus 4x20lb)

BREGUET Br M4, not Bv M4: Dive increment .3

BE2d, BE2e: should say "Be2e: bracketed data"

SOPWITH DOLPHIN: Climb increment .1, dive increment .3

FARMAN SHORTHORN: 70hp Renault In-line Pusher

DH4: Climb increment .1, Dive .3. US version with 400hp engine is +2 VP, not -2.

AEG CIV: Q: 11, 12, 1 (not Q 5, 6, 7 as printed)

CRTs etc: The range (MP)/DRM chart belongs inside the Gunnery Modifiers table at the top of the page.

RULES.

Sample log sheet (Fig 1)

Note 2.. "the aircraft is at 45° to the grain" etc.

Rule 9.1, example at end of para. 3 "adjacent at 10 o'clock or 2 o'clock." Same para. should say "A Q hit counts as an F hit," not "A O hit."

Scenario 13.9. There should be a sub-heading "13.91 Contact Patrol"

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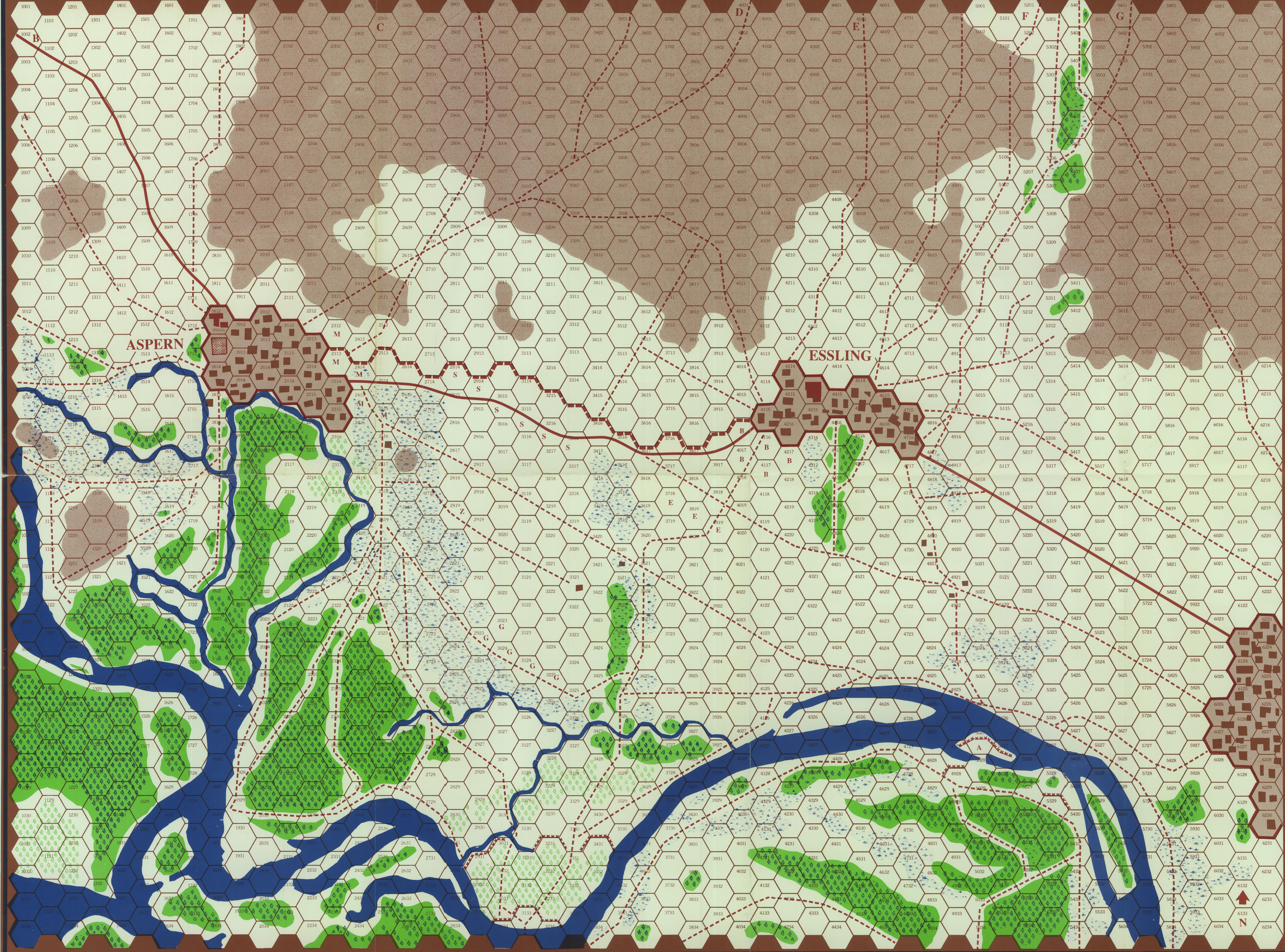
John Harris

Manager, Software Department

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TERRAIN EFFECTS CHART

Terrain	Movement Point Cost	Die-roll Modifier (Fire Combat)	Column Shift Left or Right (Melee)
Clear	1	None	None
road	1/2	None	None
woods ¹	2	Cavalry disrupt on a die-roll of 1 or 2 ²	L1
village ³	1	-2 blocks artillery LOS	None ⁵
flood dyke	+1 unless entered along road or track	-3 ⁶ blocks artillery LOS	L1 ^{8,9}
marsh	3 all units disrupt on a die-roll of 1 or 2 ²	None	L1
track	1	None ⁶	None ⁶
impassable		None	impossible
Danube			
stream hexside	infantry & cavalry +1 artillery +2	None	L1 ⁴
buildings	1	-1	L1
field fortifications	No extra cost	-2 blocks artillery LOS	L2 ⁴
slope hexside	No extra cost	may affect LOS (see rule)	None
orchard	infantry 1, cavalry & artillery 2	None	L1
flood wall	+1	-2 ¹¹	L2 ¹¹
strongpoint ⁷	2	-4 ¹⁰ blocks artillery LOS	L3 ^{8,10}

1. A wooded hex is any hex with some tree symbol in it. Similarly, a hex with even a single marsh symbol in it counts as marsh, and so on.

2. Roll a die for each such hex entered.

3. If a unit enters a village hex, it is disrupted. If the unit is disrupted, it is disrupted for the rest of the turn.

4. Provide all the attacker's crosshairs that are within the range of the attack.

5. That is, no column shift if attacked from another village or strongpoint hex. Of course, a village hex is attacked from a hex adjacent to it. If a unit enters a village hex, it is disrupted. If the unit is disrupted, it is disrupted for the rest of the turn.

6. If a unit enters a flood dyke, it is disrupted. If the unit is disrupted, it is disrupted for the rest of the turn.

7. A strongpoint is a hex with a strongpoint symbol in it. It is disrupted for the rest of the turn.

8. If a unit enters a flood dyke, it is disrupted. If the unit is disrupted, it is disrupted for the rest of the turn.

9. Note that these modifiers apply only for attacks across a flood dyke (no, not a flood dyke, but a flood dyke).

10. These modifiers apply to attacks from the side of the flood wall. Flood wall artillery fire is only subject to the modifier if the fire crosses the flood wall immediately prior to entering the target hex.

11. If the fire crosses the flood wall immediately prior to entering the target hex.

TURN RECORD TRACK

21st14001430150015301600163017001730180018301900193020002030210021302200223023002400

22nd00300100

0130	0200	0230	0300	0330	0400
0430	0500	0530	0600	0630	0700
0730	0800	0830	0900	0930	1000
1030	1100	1130	1200	1230	1300
1330	1400	1430	1500	1530	1600
1630	1700	1730	1800	1830	1900
1930	2000	2030	2100	2130	2200