A CROWNING Glory

Austerlitz 1805

RULES of PLAY

CONTENTS

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Pottstown, PA 19464 · USA
Attn: *A Crowning Glory*

Or e-mail us at: *admin@atomagazine.com*

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *A Crowning Glory* discussion folders at *consimworld.com*.

1.0 INTRODUCTION

1.1 *A Crowning Glory*
This two-player grand-tactical simulation presents the battle generally considered to have been Napoleon's greatest victory. Both players have the opportunity to attack and defend, but the main burden of the offensive resides with the French player (blue units). His opponent, the Allied player, commands the white (Austrian and Russian) units.

1.2 Scale
Each hexagon on the map represents 600 yards from side to opposite side. The units are brigades and divisions. Each full turn represents one hour. On the turn record track, in a nod to the era, note that a is ante-meridian (before noon), p is post-meridian (after noon), and m is meridian—hence, 12m is 12 meridian (noon).

1.3 True North and Rules North
The compass arrow printed on the map shows magnetic north. For rules purposes, consider the north map edge to comprise hexes 1001 through 1026, inclusive. Similarly, for rules purposes, the south map edge runs from 2701 through 2726, inclusive; the west map edge is 1026 through 2726, inclusive; and the east map edge is 1001 through 2701, inclusive.

Note all four map corner hexes are therefore simultaneously part of two map edges.

1.4 Seating
The French player should sit off the map's west edge facing east and the Allied player should sit opposite him off the map's east edge facing west.

1.5 No Allied Nationality Distinctions
Though the Allied side is made up of Austrian and Russian units, for all rules purposes they effectively make up just one combined "Allied" nationality. There are no rules that apply only to Russian units or only to Austrian units.

2.0 GAME COMPONENTS

The components include the rules, map, and a sheet of 216 die-cut counters. Players must provide at least one six-sided die (D6) to resolve combat and other game events.

2.1 Game Map

The map illustrates the militarily significant terrain found in and around the battlefield of 1805 with an overlaid hexagonal ("hex") grid to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time.

Every hex on the map has a unique four-digit identification number printed within it. For example, the town of Austerlitz is in hex 2401. They're provided to help find exact locations more quickly, for setup, and to allow for the recording of unit positions if a game has to be taken down before it can be completed.

2.2 Counters

Most counters represent combat formations, while others are informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or a purpose-designed counter-clipping device) to remove the nub-like "dog ears" from their corners will facilitate the units' easy handling during play.

2.3 Sample Combat Unit

The front ("Active") face of each combat unit-counter displays several pieces of information: nationality (shown by factor color, Section 2.4), specific historical identification (the unit commander's name), unit type (shown by icon, Section 2.6), combat and step strength (the large numerical factor). Full-strength units also show an initial setup hex number, "Reserve" (Section 2.5), or "Variable" (Section 2.6).

The back side of each combat unit-counter is its "Passive" face (Section 2.10).

2.4 Nationality: French

A unit's nationality is shown by its color scheme. French units use a white factor on blue background.

2.5 Nationality: Allied

Austrian and Russian units are Allied. Austrian units use a black factor on white background. Russian units use a green factor on white background.

2.6 Unit Types

The icons on each counter distinguish the three combat arms: Infantry (musketman), Cavalry (horseman), and Artillery (explosion). Terrain affects Infantry and Cavalry movement points. Artillery is not moved on the map, but assigned during combat.

2.7 Movement Points

This number is a measure of a unit's ability to move across the hex grid printed on the map. Units pay movement costs to enter different hexes, depending on the terrain in each and any water barriers along the hexsides around them. Each unit's maximum movement points are based on its type and nationality as follows:

2.8 Combat Factors and Step Strengths

Combat factors (CF) are the measure of each unit's ability to conduct offensive and defensive combat operations. A unit's combat factor is also its step strength.

2.9 Step Strength and Step Reduction

All infantry and cavalry units in the game possess a number of steps representing the unit's ability to absorb losses before being eliminated. If a unit loses a step, the owning player will remove the counter from the map and replace it with a counter with the same name and at one lower combat strength.

For example, if the Olsusiev unit (strength 6) loses a step due to combat, the Allied player will remove the Olsusiev 6 counter from the map and replace it with the Olsusiev 5 counter from the display.

All units start the game at their highest strength value. In general, units only lose steps, but the French have a once-per-game "Regroup" exception (Section 5.5).

Each formation's full-step strength is easily recognized by the fact it has a four-digit set-up hex coordinate number, the word "Reserve," or the word "Variable."

Each unit's current step strength is shown by the large number (which is also its current combat factor). If a two-step unit suffers a one-step loss, its 2-strength point counter is removed and its 1-strength point "substitute" counter is placed in the hex formerly occupied by the two-step counter. If a one-step unit suffers a step loss, it's eliminated and removed from the map.

All units use only one of its associated counters on the map at any given time.

2.10 Counter Faces: Active and Passive

For game purposes, a counter consists of two sides: an Active face and a Passive face. During the game, units are flipped between Active and Passive faces as indicated in the rules.

The Active face shows the unit type, unit ID, and a large combat factor. The Active face indicates a unit is ready to perform movement or combat (depending on the Phase).

The Passive face shows only the national flag. The Passive face indicates a unit has already performed its movement or combat (depending on the Phase). Units showing their Passive face retain their zones of control (Module 7.0) and defend normally, but they may not move or attack.

Units change from Passive face to Active face during Phase III and Phase V in the Turn Sequence (Module 5.0).

Substitute counters from combat step losses will always be placed on the map on their Passive face.

2.11 Marker Counters

The uses of the following counters are explained at the appropriate points throughout the rest of the rules.
 • Artillery Bombardment Markers (Section 9.13)
 • Turn Marker (Module 5.0)
 • x1 and x10 Steps Lost markers (Section 3.2)
 • Variant Markers (Module 11.0)

3.0 SETUP and HEX CONTROL

The players should first decide which side each will control. After that, they each sort out their own units. If playing with Variants (Module 11.0), each player secretly draws a Variant marker.

3.1 Unit and Artillery Bombardment Marker Setup

Both players place the starting counters on the map in the four-digit setup hex number marked on the counter. All units set up with their Active faces showing upward.

Note that the French player must set aside counters marked Reserve and Variable for later deployment. Note that one French Artillery Bombardment marker is listed as Variable and should be included with the other Variable counters.

Both players place the step-loss counters in the appropriate boxes on the organizational charts printed on the side of the map.

Artillery Bombardment markers are placed in their respective boxes on the map.

3.2 Turn and Steps Lost Marker Setup

Place the Turn marker in the number 1 box of the Turn Track printed on the map. Both place their respective x1 and x10 Steps Lost markers in the 0 (zero) boxes of the Allied and French Steps Lost Tracks printed on the map.

3.3 Hex Control

The idea of "hex control"—which side "owns" certain critical hexes at any given instant—is important for judging victory. Those critical hexes are the Town and Fortress hexes lying west of the initial front line printed across the map. At the start of play, the French player controls all hexes generally to the west of the initial front line printed across the map while the Allied player controls all the hexes lying generally to the east of that same line.

The control status of a hex switches from one side to the other whenever a unit from the other side enters it. Control switching is immediate, and may potentially occur at any time during play. The unit that last occupied a hex retains control of that hex for its side even if it leaves the hex.

The projection of a ZOC into an enemy-controlled hex never switches hex control, even if the hex is unoccupied. Only units being in or the last one moving through a hex qualifies as obtaining hex control.

4.0 HOW to WIN

Both players have the opportunity to go on the attack and win the game offensively. The Allied player may also win

simply by preventing a French victory. As in the historical battle, the burden of an overall offensive rests with the French player.

4.1 Allied Sudden Death Victory via West Map Edge

If, at any time during play, the Allied player moves one unit off the west map edge (1026 to 2726), play stops and he's declared the winner at that moment. It costs a moving unit one Movement Point to move off the map edge via any edge hex.

In regard to this victory condition, it's important to note that when/if the Allied army becomes demoralized (Section 4.8), the Allies no longer can exit units off the west map edge, effectively denying this kind of victory.

4.2 Allied Sudden Death Victory via French Demoralization

If, at any time during play, the French army becomes demoralized, play stops and the Allied player is declared to have won the game at that moment. The French army becomes demoralized the instant it has sustained losses totaling 33 or more steps.

Note that French Regroup (Section 5.5) and Regroups via Variant 9 (Module 11.0) will affect step losses.

> *Design Note. Use the track printed on the map, and the "Steps Lost x1" and "Steps Lost x10" markers provided in the counter-mix, to keep a constant and open record of step losses.*

4.3 French End of Game Victory

If, at the end of Turn 10, the French player has demoralized the Allied army and the total of Allied steps lost is 150 percent or more of the total lost by the French army, the French player is declared to have won the game at that time.

4.4 French Sudden Death Victory

If the Allied army becomes demoralized (Section 4.8) and at that instant the Allied player does not control one or more Town or Fortress hexes lying west of the initial front line printed on the map (running from 2719/2720 to 1004/1005), play stops and the French player is declared to have won the game at that time.

If the Allied army becomes demoralized, but at that instant the Allied player is in control of one or more Town or Fortress hexes lying generally west of the initial front

line, play continues and the French player has lost his only opportunity to win a sudden death victory.

If no Allied units are on the map, the French win immediately.

> *Design Note. The requirement about the Allied player escaping sudden defeat only by controlling one or more previously French-controlled Town or Fortress hexes at the time of the Allied army's demoralization is to account for the commitment Allied high command had set in regard to going on the offensive in this battle.*

4.5 French Demoralization vs. French Victory

If the French army becomes demoralized during the same action that is otherwise delivering a French victory (Sections 4.3 or 4.4), the French victory takes precedence over the demoralization and the French player keeps his win.

4.6 Capitulation

If either player becomes convinced his situation is hopeless, he may capitulate to his opponent at any time.

4.7 No Drawn Games

If the end of Turn 10 is reached and neither side attained a victory condition, the game ends in an Allied victory.

4.8 Allied Demoralization

The Allied army becomes demoralized when it has suffered losses totaling 29 or more steps, but that might or might not automatically end the game. If the Allied player controls one or more Town or Fortress hexes lying west of the initial front line at the time his army becomes demoralized play continues. If that's not the case, the game ends in a French sudden death victory (Section 4.3).

If the Allies become demoralized and play continues, no Allied units may make advances-after-combat if attacking, and, if on defense, they must take the retreat-after-combat option whenever the situation allows (Sections 9.17 and 9.18).

Further, a demoralized Allied army can never exit any unit off the west map edge (Section 4.1). Instead, he may thereafter exit units off the map via any hexes of its east edge (1001 through 2701, inclusive). Such exits cost the moving units one Movement Point to leave the map, and units once exited may never return.

The advantage to the Allied player in exiting units off the east edge is that such units do not count as having been eliminated. In that way, if the French player hasn't established an Allied step loss ratio of 150 percent or more over his own side's losses (Section 4.2), the French player can still lose the game on that account.

4.9 French Demoralization

The French army becomes demoralized the instant it has sustained losses totaling 33 or more steps. Note that French Regroup (Section 5.5) and Regroups via Variant 9 (Module 11.0) will affect step losses. French Demoralization may trigger an Allied Sudden Death victory (Section 4.2).

5.0 TURN SEQUENCE

Every turn is divided into five segments, called "Phases," with a sixth Phase occurring once per game (Section 5.5). Each full sequence of five or six phases comprises one turn, with a maximum of 10 turns per game. Phases must be performed in order.

Once a player has finished a particular phase or a specific activity within a phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.1 Turn Sequence Outline
   I. French Phase Sequence Declaration Phase
   II. Movement or Combat Phase
   III. Recovery Phase
   IV. Combat or Movement Phase (opposite of Phase II)
   V. Recovery Phase
   VI. French Regroup Phase (only once per game)

5.2 French Phase Sequence Declaration Phase

The French player announces whether Phase II will be Movement or Combat. If Movement, then Phase IV automatically becomes Combat. If Phase II is Combat, then Phase IV automatically becomes Movement.

The French player can select either Movement or Combat each turn.

5.3 Movement or Combat Phase

If a Movement Phase, the French player selects one, and only one, French unit, and then moves it. At the end of its movement, the French player flips the unit to its Passive face.

Then the Allied player moves one Allied unit and flips it to its Passive face.

Then the French player selects a French unit with its Active face showing and moves it. At the end of its movement, the French player flips the unit to its Passive face.

Then the Allied player selects one Allied unit with its Active face showing and moves it, ending the move by flipping it to its Passive face.

This alternate movement continues until all units are moved and flipped to their Passive faces.

When one side completes all movement and the enemy has unmoved units, the enemy moves all unmoved units so that each and every unit has been moved in the Phase.

Note: Selecting a unit to move is mandatory, but actually moving a unit from hex to hex is voluntary. A unit may stay in the same hex and be flipped to its Passive face.

If a Combat Phase, the French player starts by launching one attack (which may involve multiple units) and all units involved are flipped from their Active face to their Passive face (Module 9.0). Then the Allied player may use units showing their Active face to launch one attack (which may involve multiple units) and all units involved are flipped to their Passive face.

Note: Attacking is voluntary. No unit is ever forced to attack.

5.4 Recovery Phase
Flip all units to their Active face.

5.5 French Regroup Phase
During any one turn from Turn 1 to Turn 9 (never Turn 10), the French player may declare a regroup of his army. Regroup is a one-time event.

All French units on the map with step losses and not in an enemy ZOC gain one step. Substitute higher strength point counters and reduce the total French step losses as measured on the step loss track by the number equal to the number of steps reclaimed.

Eliminated French units do not gain a step and remain eliminated and out of the game.

Steps do not transfer between units. If a unit is at full-strength and has not lost steps, it never gains a step and never transfers the step to another unit.

Allied units never regroup.

5.6 French Hidden Reserve Units
At the end of Turn 1's Movement Phase, the French player places all the counters marked "Reserve" on the map in any hex from 1013 to 1026 and from 1026 to 1826. These units may not be placed in an enemy ZOC. Once on the map, the "Reserve" units operate as any other French unit.

5.7 French Variable Reinforcement Units
French counters marked "Variable" represent units force-marching to the battle and have a variable arrival turn. Make only one die roll per turn for the entire group of units, including the artillery marker.

At the start of Turn 1's Movement Phase, they arrive on a roll of 1 or 2, but are still in transit on a roll of 3, 4, 5, or 6. At the start of Turn 2 and all later turns, they arrive on a roll of 1, 2, 3, or 4, but are still in transit on a roll of 5 or 6.

When they arrive, they enter through any south map edge hex lying west of the initial front line (hexes 2720 to 2726 inclusive) or any west edge map hex (1026 to 2726 inclusive). They may enter through the same hex or via different eligible hexes as the French player chooses.

They pay normal movement point costs for the entry hex.

They may enter directly into an enemy ZOC, but must end movement in the ZOC.

Once on the map, the "Variable" units have no further unique qualities. The "Variable" Artillery Bombardment marker is added into the overall pool of those markers and is immediately available for normal use.

5.8 First Turn Fog Rule
Due to the dense early morning fog, on Turn 1, do not use artillery support counters for any attacks.

5.9 Ending a Turn and Ending a Game
When players conclude Phase V (or Phase VI), the turn ends. Move the Turn marker forward one box on the Turn Record Track. Start Phase I of the new turn.

GAME TURN ∨ If the Turn just ended is Turn 10, the game is over. Note that a game can end prior to Turn 10 from a Sudden Death victory, or, if there are only French units left on the map (Section 4.4).

6.0 STACKING
Stacking is the term used to describe placing more than one unit in the same hex at the same time.

The stacking limit of a hex is one unit. This one-unit-per-hex restriction is always in effect at the end of a Phase. Two units never end a Phase stacked together.

French and Allied units never stack together in the same hex at any time in the game.

Passive or Active faces have no effect on stacking.

6.1 French Stacking Limit
For the French player, the one-unit-per-hex stacking restriction is only in effect at the **end** of each of his unit's moves and during the combat resolution process. French units may pass through another French unit or through numerous French units, thus temporarily violating stacking limits, but never end movement atop another French unit.

6.2 Allied Stacking Limit
For the Allied player, the one-unit-per-hex stacking restriction is **always** in effect during the Movement Phase. Allied units never pass through another Allied unit or through numerous Allied units.

Note that if using Optional Variant rules (Module 11.0), if the Allied player draws and plays Variant 3, Training, then Allied units follow French stacking rules (Section 6.1).

Design Note. *These two Stacking Limit rules (Sections 6.2 and 6.3) represent the superior mobility of the (more experienced and better trained) French army over the Allied army. In game terms, the Allied player needs to pay more attention to the order in which he moves his units. Otherwise, units moved without regard to this consideration early in a Movement Phase may block the movement of units needed at critical locations later in the Phase.*

6.3 Free-Stacking Artillery Bombardment Markers

French and Allied artillery bombardment markers never count for stacking and may be temporarily placed in a hex for combat (Module 9.0).

7.0 ZONES of CONTROL

The six hexes immediately surrounding a hex containing a unit constitute its "zone of control" (ZOC). ZOCs extend across all hexsides and into and out of all types of terrain. All units project their ZOC at all times. The presence of enemy units does not negate ZOCs. Opposing units may simultaneously project their ZOC into the same hexes. Advance after Combat (Section 9.18) is the only time units may move from one enemy ZOC to another enemy ZOC (Section 7.5).

7.1 Enemy Zones of Control (EZOC) and Movement

A moving unit must end its move for that phase when it first enters an EZOC. Units never move from one EZOC to another EZOC. A unit beginning its Movement Phase in an EZOC is allowed only a one-hex move to leave an EZOC. Even if it has more Movement Points to spend (Module 8.0), it only moves one hex. Note that it must obey stacking limits when it ends its one-hex move.

7.2 Enemy Zones of Control (EZOC) and Combat

Attacking enemy units in your ZOC is voluntary. No unit is required to attack any other unit.

7.3 No EZOC Negation

The presence of friendly unit in a hex containing an EZOC does **not** negate that EZOC for movement purposes.

7.4 EZOC and Advance After Combat

Advance After Combat (Section 9.18) is a special function for units victorious in combat. Both sides may, but are not required to, advance into a defeated enemy's hex, which can include advancing from one EZOC to another EZOC.

7.5 EZOC and Retreat After Combat

Units may retreat one hex out of an EZOC (Section 9.17), provided the hex into which they retreat does not contain an EZOC. Units never retreat from one EZOC to another EZOC.

8.0 MOVEMENT

Every unit in the game has a number of "movement points" (MPs) assigned to it based on its nationality and type (Section 2.9). Units use their MPs to move across the hex grid during each turn's movement phase.

8.1 General Movement Limits

Only a unit showing its Active face may move. Units showing their Passive faces never move.

A unit may use some, none, or all of its MPs during the Movement Phase. MPs are never saved or shared.

A unit must have enough MPs to enter a hex. If it does not, it cannot enter the hex, even if it is only the adjacent hex. There is no minimum move.

Units move from hex to adjacent hex—no "skipping" of hexes is allowed—paying different costs to enter a hex depending on terrain.

Each unit is moved individually and must finish its movement before the next unit is moved. Players only move their own units and never move enemy units.

Note that cavalry units are prohibited from crossing pond hexsides (Section 8.9).

At the end of a move, the owning player flips the unit from its Active face to its Passive face.

8.2 Alternate Movement of Counters

At the start of a Movement Phase, the French player selects one, and only one, French unit, and then moves it. At the end of its movement, the French player flips the unit to its Passive face.

Then the Allied player moves one Allied unit and flips it to its Passive face.

Then the French player selects a French unit with its Active face showing and moves it. At the end of its movement, the French player flips the unit to its Passive face.

Then the Allied player selects one Allied unit with its Active face showing and moves it, ending the move by flipping it to its Passive face.

This alternate movement continues until all units are moved and flipped to their Passive faces.

When one side completes all movement and the enemy has unmoved units, the enemy moves all unmoved units so that each and every unit has been moved in the Phase.

Note: Selecting a unit to move is mandatory, but actually moving a unit from hex to hex is voluntary. A unit may stay in the same hex and be flipped to its Passive face.

8.3 Terrain: Hexes and Hexsides

A Crowning Glory contains the following terrain: Clear, Forest, Marsh, Town, Fortress, and All-Pond hexes, and Stream, Hillcrest, and Pond hexsides. Hexes that contain both Clear and Pond terrain are considered Clear terrain. The Terrain Effects Chart printed on the back of this rulebook summarizes movement and combat effects of each one.

8.4 Clear Terrain (1 MP Cost)

This is the "basic" terrain of the game and devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all units one MP to enter.

For a hex to be considered Clear, it must be entirely devoid of any other terrain. All Towns and Fortress are considered to exist in hexes that are otherwise clear.

8.5 Forest Hexes and Marsh Hexes (2 MP Cost)

Each Forest or Marsh hex costs units two MP to enter.
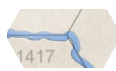
8.6 Town Hexes and Fortress Hexes

Each Town or Fortress hex costs one MP to enter.

8.7 All-Pond Hexes

Each All-Pond hex costs **infantry** units two MP to enter. Cavalry units are prohibited from entering All-Pond hexes.

8.8 Stream Hexsides (+1 MP Cost)

Streams run along hexsides rather than occurring in-hex. It cost all units one extra MP (+1) to cross a stream hexside. "Extra" means 1 MP must be paid in addition to the cost for entering the hex on the other side of the stream.

Examples:
1) A unit crossing a stream hexside into a Clear hex would cost 2 MP (1 MP to enter the Clear hex and +1 MP for crossing a stream hexside).

2) A unit crossing a stream hexside into a Forest or Marsh hex would cost 3 MP (2 MP to enter the Forest or Marsh hex and +1 MP for crossing a stream hexside).
3) A unit crossing a stream hexside into a Town hex would cost 2 MP (1 MP to enter the Town hex, which is considered a Clear hex as per Section 8.7, and then +1 MP for crossing a stream hexside).

8.9 Hillcrest Hexsides

Like Streams, Hillcrests run along hexsides rather than occurring in-hex. Further, each Hillcrest hexside has an "uphill crest" and a "downhill crest" side.

For example, look at the Hillcrest running the hexside between hex 2316 and hex 2315. Hex 2315 is on the uphill crest side, and hex 2316 is on the downhill crest side.

When units move across a Hillcrest hexside by crossing from its uphill crest to its downhill crest side, they pay nothing extra to do so. For example, when a unit moves from 2315 to 2316, it is considered moving downhill and the hillcrest does not cost an additional MP—it costs the unit 1 MP to move from 2315 to 2316.

However, when units move across a Hillcrest hexside by crossing from its downhill crest to its uphill crest side, they pay one extra MP extra (+1) to do so. For example, when a unit moves from 2316 to 2315, it is considered moving uphill and the Hillcrest costs +1 MP—it costs the unit 2 MP to move from 2316 to 2315.

8.10 Pond Hexsides

Infantry units may cross Pond hexsides without penalty. Cavalry units are prohibited from crossing or attacking across Pond hexsides.

For example, infantry units may move from hex 1514 to hex 1614 or hex 1615, but cavalry units are prohibited from moving from hex 1514 to hex 1614 or hex 1615.

8.11 Roads
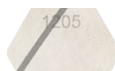
Units moving into a hex containing a road pay the MP cost of the other terrain in the hex. Units moving from one road hex to another road hex across a stream hexside negate the extra MP of moving across the stream. Units moving from one road hex to another road hex do not gain any other MP bonus.

8.12 St. Anthony Chapel
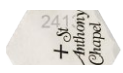
St. Anthony Chapel has no effect on movement or combat.

8.13 Partial Pond Hexes

Units moving into a Partial Pond hex pay the MP cost of the non-Pond terrain in the hex. Cavalry units may enter a Partial Pond hex.

8.14 Cumulative Costs

The total movement cost for entering any hex is always the sum of all the applicable costs. Units must possess enough MPs to enter a hex.

9.0 COMBAT

9.1 In General

Only units showing their Active face may attack. Passive units defend normally, but never attack.

Attacking is always voluntary. The French player may opt to perform the first attack in the Combat Phase. Then the Allied player may opt for one attack. Then the French player may opt for one attack. Then the Allied player may opt for one attack…and so on until both players choose not to attack or have no Active units remaining.

If a player declines to attack, the other may opt to continue launching attacks. Likewise, if a player declines to attack, he may later decide to launch an attack in response to enemy attacks. When both players consecutively decline to attack or both players have no Active units remaining, the Combat Phase ends.

Each attack may involve multiple attacking units, but only one defending unit in one targeted hex. Attacks are never launched against an empty hex—the targeted hex must have a defending unit in it.

The player launching the attack is considered the "attacker," and the other player is considered the "defender," no matter the general situation across the map.

The attacker designates a targeted hex, designates attacking units, calculates the difference in combat factors, adds any applicable modifiers and column shifts, and resolves combat by rolling a die and cross indexing the die roll with the adjusted combat factor column. If applicable, defender retreats are performed, both sides' step losses are

taken if necessary, and any applicable voluntary attacker advances may be performed. All units involved in an attack and defense are flipped to their Passive faces.

Note that the French and Allied players use different rows on the Combat Results Table (CRT).

9.2 Repeat Attacks

Any given targeted defender may potentially be attacked multiple times during a Combat Phase. Each such attack must be resolved as a separate attack.

For example, three French units are adjacent to one Allied unit. Instead of combining the Combat Factors of all three units into one attack, the French player may opt to make up to three attacks on the Allied unit.

The first French unit attacks the Allied unit and is resolved, with attacker and defender units flipping to Passive faces.

If the Allied unit does not retreat from the hex after combat, the second French unit would be eligible to attack that same Allied unit. Note that the Allied player gets the opportunity to attack with units showing their Active face in between this possible first and second French attack.

Continuing the example, if the Allied unit, now with its Passive face showing, remained in the hex, the third French unit has an opportunity to attack that same Allied unit.

Remember, only units showing their Active face may attack. All units participating in an attack or defense get flipped to their Passive faces after the attack gets resolved. So units may attack only once per combat phase, but they may potentially be attacked any number of times during a combat phase.

9.3 Indivisibility of Units

A defending unit, with either Active or Passive face showing, uses its entire combat factor in its defense. Likewise, an attacker unit must use its entire combat factor in the attack. Units never "save" or "split" combat factors in the attack or defense.

9.4 Attack Sequencing

Players may resolve attacks in any order they wish, subject to the French player having the option for the first attack

in the Combat Phase, the Allied player having the option for the second attack, and alternating attacks through the Phase.

They need not declare attacks beforehand, but must conclude one attack before moving on to the next attack.

9.5 Combat Results Tables and Procedures
The French and Allied players use different rows on the Combat Results Table (CRT).

Add up the Combat factors, including artillery bombardment factors (Section 9.13) and subtract the defense factors to get a combat differential. Find the appropriate column (Section 9.6) on the appropriate CRT, then apply any applicable column shifts from terrain and/or enfilade to find the final column for the attack.

Roll one die and cross index the die roll and column to get the CRT result in steps lost. Attacking steps lost is to the left of the slash and defending steps lost is to the right of the slash.

The attacker takes step losses (if any) first, then the defender takes step losses (if any). Note that the defender may have the option to retreat one hex and take one less step loss (Section 9.17). If the defender is eliminated or retreated from the hex, the attacker has the option to advance one unit after combat (Section 9.18) into the now vacated hex. Both players flip all units involved in the attack to their Passive faces.

9.6 Combat Results Table Limits
Note that the column headings on the French CRT range from " ≤ 0" to "≥ 25," while on the Allied CRT they range from " ≤ +1" to "≥ 25."

In each battle, find the column heading that's closest to the calculated combat differential. If necessary, round down to the lower column.

Examples:
1) If your attacking units contain 5 attack factors, and the defending unit was 3 defense factors, the combat differential would be +2. Assuming no column shifts, the attacker would roll a die and cross index the result on the +2 column.
2) If your attacking force contains 9 unit attack factors and 3 artillery bombardment factors, for a total of 12, and the defending force contains 3 defense factors, the combat differential would be +9. Round down and resolve the attack on the +5 column. If the defender was in a Town (one column shift left, Section 9.9), the attack would be resolved on the +4 column.

9.7 Combat Column Shifts
Column shifts occur when the defender is in specific terrain and/or the attacker has an enfilade. All applicable column shifts are cumulative in their effect. Leftward shifts favor the defender while rightward shifts favor the attacker.

9.8 Clear Terrain, Forests, Marsh, Partial Pond, and All-Pond Hexes
Units defending in Clear, Forest, Marsh, or All-Pond hexes derive no benefit to their defense for terrain and attackers do not suffer any penalty for attacking into or from such hexes.

Units defending in Partial Pond hexes use the non-Pond terrain in the hex. Example: A unit in hex 2323 (Telnitz) uses the Town terrain, not the Pond terrain, when on defense.

9.9 Towns and Fortress Hexes
A unit defending in a Town hex receives a one-column-left (1L) shift. Further, the enfilade attack bonus (Section 9.12) is never available against defenders in a Town hex, no matter from how many hexes an attack may be coming.

A unit defending in a Fortress hex receives a two-column-left (2L) shift. Further, the enfilade attack bonus (Section 9.12) is never available against defenders in a Fortress hex, no matter from how many hexes an attack may be coming.

9.10 Stream Hexsides and Pond Hexsides
Units defending across Stream and Pond hexsides derive no benefit to their defense for terrain and attackers do not suffer any penalty for attacking into or from such hexes.

Cavalry never attack across Pond hexsides.

9.11 Hillcrest Hexsides
A unit defending a Hillcrest hexside when all attacking units are attacking from the downhill crest hex into the defender's uphill crest hex receives a one-column-left (1L) shift. However, if any attacker is not attacking up and across the Hillcrest hexside, the defender does not gain the 1L shift.

A unit defending a Hillcrest hexside when all attacking units are attacking from the uphill crest hex into the defender's downhill crest hex does not generate a column shift for either the attacker or the defender.

9.12 Enfilade Attacks

If a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack receives an "enfilade attack" column shift bonus of one right. Note, however, this bonus is never available against defenders in Town or Fortress hexes.

9.13 Artillery Bombardment Markers

 Artillery Bombardment markers serve as an abstract effect of cannon fire in an attack. An Artillery Bombardment marker is used only in an attack, never defense, and is temporarily placed upon the defender's hex.

Only Artillery Bombardment markers with their Active face showing may be used to support an attack.

Artillery Bombardment markers are never used by themselves. They must always be used to support an attack by infantry and/or cavalry units.

The attacker uses a maximum of one marker per attack, never two or more. The defender never uses Artillery Bombardment markers.

Allied Artillery Bombardment markers may be used in any Allied attack—a Russian Artillery Bombardment marker can be used to support an Austrian unit attack and an Austrian Artillery Bombardment marker can be used to support a Russian unit attack.

The number on the marker is added to the attacker's combat factor total.

Remove the Artillery Bombardment marker from the map after resolving the attack. After use, the marker is flipped to its Passive face. All markers will be flipped back to their Active faces in Recovery Phase III and V.

9.13.1 Limitation
The attacker never adds more artillery combat factors to the combat factor total than he has infantry/cavalry combat factors involved in the attack. Any excess is ignored.

For example, if an Allied attack has 4 infantry/cavalry combat factors and the player uses the 6-factor Artillery Bombardment marker, only 4 combat factors are added by the artillery—the other 2 factors are ignored.

Note that use of optional Variant 5, Artillery Effectiveness, will add 1 Combat Factor to an attack even if the total artillery combat factors exceed the infantry/cavalry combat factors involved in the attack. In the above example, assuming the Allied player has Variant 5, Artillery Effectiveness, playing a 6 factor Artillery Bombardment marker on an attack by 4 infantry/cavalry combat factors would generate 5 artillery combat factors—the maximum 4 plus the Variant addition of 1.

9.13.2 Pond Effectiveness When an Artillery Bombardment marker is used to support an attack against an infantry unit in an All-Pond hex, double the number of artillery combat factors. Furthermore, the factor limitation above is ignored.

Examples:
1) If a 5-factor Allied infantry unit attacks with the 2-factor Artillery Bombardment marker against a French unit defending an All-Pond hex, the 2-factor Artillery Bombardment marker is doubled to 4 combat factors. The attack goes in as 5 infantry combat factors plus 4 Artillery combat factors (2 doubled) for a total attack of 9 combat factors. If the Allies used optional Variant 5 Artillery Effectiveness, 1 combat factor would be added to the artillery bombardment for a total attack of 10 combat factors.
2) If a 5-factor Allied infantry unit attacks with the 6-factor Artillery Bombardment marker against a French unit defending an All-Pond hex, the 6 artillery factors are first reduced to five (Case 9.13.1) and then doubled to 10. The attack goes in as 5 infantry combat factors plus 10 Artillery combat factors for a total attack of 15 combat factors. If the Allies used optional Variant 5 Artillery Effectiveness, 1 combat factor would be added to the artillery bombardment for a total attack of 16 combat factors.

9.14 Final Combat Resolution

After all applicable factor modifications and column shifts have been applied, the attacker rolls a die and cross-indexes that result with the appropriate differential column on the CRT to get a "combat result." For example, a result of "3" rolled for an attack made under the "+10" column on the Allied CRT row yields a result of "1/2."

9.15 Combat Results

The CRT results are expressed in total step losses. Attacker losses are to the left of the slash and defender losses are to the right of the slash. Every attack is resolved and results applied before performing the next attack. Step losses must be satisfied by the units involved in that specific attack. Never remove steps from any unit not involved in that specific attack. Never carry over any unfilled step losses from attack to attack or from phase to phase.

The attacker takes step losses (if any) first, then the defender takes step losses (if any). Note that the defender may have the option to retreat one hex and take one less step loss (Section 9.17). If the defender is eliminated or retreated from the hex, the attacker has the option to advance one unit after combat (Section 9.18) into the now vacated hex. Both players flip all units involved in the attack to their Passive faces.

9.16 Apportioning Losses

Players apportion step losses among their involved units as they see fit. The French player removes step losses from French units. The Allied player removes step losses from Allied units.

Attacker step losses may be taken by one unit, or, if multiple units participated in the attack, spread out among those multiple units, as long as the total step loss is taken.

9.17 Defender: Retreat After Combat

The defending player may opt to decrease a step loss by one by retreating the defending unit one hex. This hex cannot contain a unit of either side and cannot be in an EZOC. Friendly units' ZOCs do not cancel EZOCs.

The defender can only retreat one hex maximum, and thus only reduce step loss by one.

If the defending unit is unable to retreat, it must take the full step loss as resolved on the CRT.

Attacking units always take step losses. Attacking units never have the option to decrease losses by retreating.

9.18 Attacker: Advance After Combat

At the end of every attack, if the defender's hex is empty due to defending unit elimination or retreat, one victorious attacking unit may advance after combat into that vacated hex. Advance after combat is always voluntary.

This advance after combat ignores EZOCs and MP costs, but advancing cavalry must observe terrain prohibitions, such as never advancing into an All-Pond hex. The one-unit per hex stacking limit must be observed. Defending units never advance after combat.

10.0 INTRODUCTORY SCENARIO: The ALLIED SOUTHERN ATTACK

The Allied plan to sweep south, roll over the thinly-held French line, and push west and north to sever the French line of communications ran into delays, command confusion, and a stalwart defense.

Even so, the Allies captured the villages of Tellnitz and Sokolnitz plus the so-called Sokolnitz Castle in the morning, but a trickle of French reinforcements and local counterattacks stymied the overall Allied attack.

Then, with impeccable timing, Napoleon unleashed the French divisions of St. Hilaire and Vandamme, which climbed the Pratzen Heights, defeated a Russian counterattack, and cleared the center. By 11:30am, Napoleon had moved his HQ atop the Pratzen. At about 1:00pm, Napoleon ordered his center to wheel southwards and start rolling up the over-extended Allied force in the south.

10.1 Scenario

Beginning players may wish to learn the rules with this introductory scenario that uses only a portion of the map and limited unit counters. It has the added benefit of taking less time to complete than the full battle. Note that units' starting hexes for the scenario are often different from starting hexes for the full battle. All units start at full strength.

10.2 Scenario Movement Limitations

Unit movement is limited to the 2300 row and lower; movement into the 2400 row and higher is prohibited. Unit movement is also limited to the xx17 hexes and higher; movement into xx16 hexes and lower is prohibited.

10.3 Scenario Length

The scenario starts with the 9:00 am turn and ends with the 12:00 noon turn (four turns). The scenario uses the main rules for stacking, movement, combat, and so on, but not the demoralization or victory condition rules.

10.4 Order of Battle: French

French Unit Counter	Starting Hex
Bourcier	2323 (Tellnitz)
Levasseur	2121
Merle	2223
Ferey	2020 (Castle)
Margaron	1918
Friant	Any hex north and west of the Goldbach Stream (which runs from hexsides 2326/2426 to 1012/1013). If deployed in a hex already containing another French unit (never Bourcier), Friant may displace that French unit one hex in any direction as long as the unit does **not** end up in a hex south and east of the Goldbach Stream.

Artillery: Three points of any type: one 3-point counter, one 2-point and one 1-point counters, or three 1-point counters.

Reinforcement: At the beginning of the 11:00 turn, Duroc arrives at hex 1518; if occupied, an adjacent hex.

10.5 Order of Battle: Austrian

Austrian Unit Counter	Starting Hex
Carneville	2422
Liechtenstein	2421
Stutterheim	2521

Artillery: One 4-point counter

10.6 Order of Battle: Russian

Russian Unit Counter	Starting Hex
Levis	2220
Urusov	2219
Przbyszewski	2118
Kamensky	2218
Olsusiev	2017

Artillery: One 4-point counter and three 3-point counters.

10.7 Victory

At the end of the 12:00 noon (fourth) turn, end the scenario and calculate victory using the following conditions.

Allied Strategic Victory: Have 10 strength points of units on the 1500 row or lower.

Allied Operational Victory: Capture all hexes of Tellnitz, Sokolnitz, and Sokolnitz Castle and also have 5 strength points of units on the 1600 row or lower.

Allied Tactical Victory: Capture all hexes of Tellnitz, Sokolnitz, and Sokolnitz Castle and also have 5 strength points of units on the 1700 row or lower.

French Tactical Victory: At least one French unit is in Tellnitz, or in one hex of Sokolnitz, or in Sokolnitz Castle.

French Operational Victory: At least two French units are in Tellnitz, or in one hex of Sokolnitz, or in Sokolnitz Castle, and Allies have no units in 1800 row or higher.

French Strategic Victory: At least three French units are in Tellnitz, or in one hex of Sokolnitz, or in Sokolnitz Castle, and Allies have no units in 1800 row or higher.

Stalemate: All other conditions.

Historical Result: At various times in the morning, the Allies captured Tellnitz, Sokolnitz, and Sokolnitz Castle. However, by noon, the French had stabilized the line, resulting in a Stalemate. By early afternoon, the French began pushing back the Allies just as the French troops from the center crashed into the Allied flank. By 2:00pm, the Allies began their withdrawal that turned into a rout.