

RULES of PLAY

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The Sunday Simulators

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THESE BRAVE FELLOWS

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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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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 *These Brave Fellows* discussion folders at consimworld.com.

1.0 INTRODUCTION

As Napoléon Bonaparte pursued the retreating Austrian and Coalition armies in 1805, he created the VII corps under Marshal Édouard Mortier to sweep the enemy along the far bank of the Danube while the rest of Napoléon's troops marched on Vienna. Due to a failure to adequately reconnoissance or ready support for Mortier by Marshal Joachim Murat, Mortier found himself hard upon the coattails of a large Coalition army supported by several Austrian regiments.

The force was under the command of Marshal Mikhail Kutusov. The wily Coalition leader thought that the isolated French Corps was ripe for a thrashing since it had no way of getting quick reinforcements. He conceived a complex enveloping plan and set it in motion, sending his exhausted infantry through ice-covered mountains to fall upon Mortier's flank, while another force drove directly at Mortier's defenses, based on the town of Dörenstein. On the snowy banks of the Danube, November 11, 1805, the two forces clashed in what looked like a crushing attack of annihilation for the French. Were Mortier to succeed, it would be "Against the Odds."

2.0 COMPONENTS

- 22" x 34" map
- 216 ⁹/₁₆" counters
- Two Player's Aid Charts (PACs)
- These rules

Also needed for play (but not included) are one 10-sided die and one 6-sided die.

2.1 Map

The map covers the area in which the various armies moved.

2.1.1 Terrain Levels The battlefield was mountainous so some terrain features are expressed as levels to show the increasing difficulty of moving and fighting in rough, mountainous terrain in the winter.

2.1.2 The terrain of a hex for combat modifiers is determined by the terrain the center dot of the hex is located on in the hex. The exception to this is if the dot is located on a non-walled road in which case use the terrain type that is on both sides of the center dot on the road for the hex.

Map Note: Hexes 0716 and 0816 are walled road hexes.

2.2 Game Abbreviations

d6 Six-sided die	d10 Ten-sided die
CV Command Value	FF Firepower Factor
FV Fatigue Value	LOS Line of Sight
MA Movement Allowance	MF Melee Factor
MP Movement Point	PAC Player's Aid Charts
TEC Terrain Effects Chart	

2.3 Counters

Blue background color counters are French. Green background color units are Coalition (Russian and Austrian).

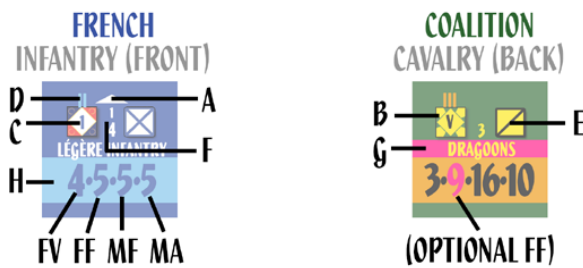
2.3.1 French The counter's color bar behind the values indicates which Division the unit belongs to (also see the Command Chart on the back of this rulebook):

Dupont's I	Gazan's II	Dumonceau's III	Klein's 1st Dragoons	Heavy Cavalry	Dupas' V.2
					

2.3.2 Coalition Forces are separated into historical command "Columns" as indicated by the Roman numeral in the center of the Battle Flag and the color bar behind the values of the units:

I	II	III	IV	V	VI
					

2.3.3 Combat Units



A) White Facing Arrow: Direction of frontal facing of unit.

B) Battle Flags:



French Russian Austrian (Austrian units also show white factors)

Note: The interior colors of the battle flag (and text of unit names) also reflect unit type; white shows infantry, yellow cavalry, and black artillery.

C) Number inside Flag symbol:

Coalition: Column number. French: Brigade number.

French units with a Roman numeral in the battle flag (and black factors) are Corps Troops and can be commanded by any Leader in the Corps.

D) Unit Sizes (above Flag):

• = 1 gun •• = 2 guns

I = Cavalry Squadron, or battery of 3-6 guns

II = Battalion III = Regiment

A “+” symbol after the unit size indicator means a reinforced unit and a “-” symbol after the size means components are detached from unit

E) Unit Type symbols:



Infantry Cavalry (Foot) Artillery French Horse Artillery

F) Unit Identification (between and just below the Battle Flag and Type symbol): Battalion/Squadron number (top), Regiment number or name (middle), text unit type (bottom).

G) Fatigued Stripe: A unit that is Fatigued (Back) shows a red stripe across the middle.

H) Command Color Bar: See Cases 2.3.1 and 2.3.2.

Bottom four values: Fatigue Value (FV), Fire Factor (FF), Melee Factor (MF), Movement Allowance (MA). FFs that are in Red indicate they are used only if using Optional Section 11.1. Note that the color of the French factors generally reflect the brigade-level command the unit is under.

Counter Abbreviations:

6 LB	6-pounder cannon	MOS	Moscow
8 LB	8-pounder cannon	NAR	Narva
APS	Apsheron	NOV	Novgorod
AZV	Azov	POD	Podolia
BRY	Bryansk	SMO	Smolensk
BUT	Butyrsk	VTK	Vyatka
LIEB	Lieb (Tsar's) Cuirassiers	WDK	Waldeck
L.R	Little Russia	YAR	Yaroslavl
MPL	Mariupol		

2.3.4 Leader Counters



a) A portraited leader with a white bar indicates a Corps (French) or Army (Coalition) Commander.

b) A Battle Flag with a pole on the left indicates either a Divisional or Brigade Leader (French) or a Column Leader (Coalition).

c) The symbol on top of the Battle Flag indicates the size of the force the Leader commands: X = Brigade, XX = Division (French), C = Column.

d) A Roman numeral inside the Battle Flag is the Division number (French) or Column number (Coalition) that they command.

e) An Arabic numeral inside the Battle Flag is the Brigade number they command (French only).

f) The Leader's name is in the color bar. The color of its text also reflects the Brigade that he commands (French).

g) The numbers to the right of the portrait or Battle Flag are the Leader's Command Value (CV) and then his Movement Allowance (MA).

h) A Leader that has activated (on its back side) shows a red stripe across the middle and has an “A” instead of an MA value.

2.3.5 Markers



(OPTIONAL) (SOLITAIRE)

2.4 Player's Aid Charts (PAC)

Each player has a Player's Aid Charts sheet, which contains the important charts and tables for play of the game.

2.5 Scale

Each infantry battalion represents 300 to 600 men and each cavalry unit represents 50 to 400 cavalry (depending on its size). Each artillery unit represents between 1- 6 guns (again dependent on its size). Each hexagon in the grid overlay is approximately 350 yards in width. Each turn is one hour of real time.

3.0 SEQUENCE OF PLAY

Each turn proceeds through the phases as listed below. (Note that this sequence is also printed on the back of the rulebook for easy reference during play.)

Reinforcement Phase

- **Reinforcement Segment** (Section 5.1) Each player checks to see if additional units appear and deploys them on map if required.
- **Regroup Segment** (Section 5.3) Both players may attempt to regroup an eliminated unit.
- **Mortier's Alert Segment** (Case 9.5.2) The French player performs Mortier's “Alert” roll if applicable.

Initiative Phase – Both players roll a d6. The French player adds 1 to his roll if Mortier is on the map. The higher result has the initiative (re-roll ties). The Initiative player chooses who will perform the first Impulse. On Game Turn 1, the Coalition automatically must activate first and no roll is performed.

Activation Phase (Module 6.0) Players will alternate performing Impulses. During his Impulse, the player will activate a command as detailed in Section 4.5. Players continue performing Impulses until all commands (Leaders) have been activated or both players Pass consecutively. During an Impulse, when the command is activated, the owning player performs the following Segments in order with the subordinate units of the command:

- **Movement Segment** (Section 6.2) The player may move all, some or none of his activated Leader's units as he sees fit, subject to the limits of each unit's movement allowance, terrain costs/restrictions, morale status, and a roll on the Level 2/3 movement chart.
- **Defensive Fire Segment** (Section 6.3) The non-active player may conduct defensive fire at any adjacent activated units.
- **Offensive Fire Segment** (Section 6.3) The active player now conducts fire combat with his activated units that are eligible and not fatigued.
- **Melee Segment** (Section 6.4) The active player performs melee attacks with his active units against adjacent enemy units.

Recovery Phase (Module 7.0) Players can attempt to recover their units from Fatigue or Rout status. Coalition Column Impetus Check (Case 12.1.4). The game marker is advanced to the next turn.

4.0 GAME CONCEPTS

4.1 Stacking

4.1.1 Two infantry battalions, one infantry battalion and one artillery unit, or one cavalry regiment may stack per hex (**Exception** Case 4.1.6).

4.1.2 All units belonging to a single regiment may stack in a hex.

4.1.3 An unlimited number of leaders may stack in a hex, but only one Leader's effect in the hex can be used when required.

4.1.4 Units using Road movement may not enter a friendly occupied hex and have a stacking of one unit per road hex.

4.1.5 Cavalry may not voluntarily stack with non-Horse Artillery.

4.1.6 The Coalition may only stack one unit in a Grand Battery hex.

4.1.7 Stacking limits apply at the end of movement except for those units using road movement (Case 4.1.4).

4.1.8 Units may over-stack due to a combat retreat.

4.1.9 Violation of stacking limits causes each unit in the stack to make an immediate Over-stack Fatigue Check when the over-stack occurs.

4.1.10 If the hex remains over-stacked after these Fatigue Checks, the situation must be resolved by the end of the next friendly Movement Segment when any of the units in the hex can move.

4.1.11 Units that cannot resolve an over-stack situation will make a Fatigue Check at the end of the owning player's Activation Phase every turn they remain over-stacked.

4.1.12 Units forced to retreat from an over-stack that are unable to do so due to being surrounded by enemy units or impassable terrain surrender instead (remove them from the game permanently).

4.2 Fatigue

Fatigue is a unit's ability to keep fighting cohesively. Units tired and cold after a long march with no rest and no heat fatigue easily. Units locked in combat can become fatigued.

4.2.1 Units are required to perform Fatigue Checks at various points during the game as detailed in the pertinent rules and will need to use the appropriate row on the Fatigue Check Table (PAC) for the reason for the check.

4.2.2 **Fatigue Check** If a unit is required to perform a Fatigue Check, the player rolls a d6, applies any eligible modifiers (see PAC), compares the result to the testing unit's current FV, and then consults the Fatigue Check Table on the PAC for the pass or fail result.

a) The effects of a success or failure for different Fatigue Checks are detailed in the pertinent rules and summarized on the Fatigue Check Table on the PAC.

b) A Leader's CV is applied as a negative die roll modifier (DRM) to the roll if the Leader is in or adjacent to the unit's hex and if the unit is subordinate to that Leader.

4.2.3 A charging cavalry unit is automatically fatigued at the conclusion of its Melee Segment if not already.

4.2.4 Fatigued Status

a) Flip a unit over to its backside when it becomes Fatigued, which shows a red bar across the middle and has a reduced FV.

b) These units may move but they have a reduced MA as noted on their counter.

c) These units may not conduct fire combat except for defensive fire combat into any adjacent hex, which is adversely modified.

d) A unit's MF is halved (rounded up) when Fatigued.

e) Infantry and Cavalry units have no Frontal hexes when fatigued (Section 4.3).

f) Fatigued Cavalry may not Charge (Case 6.2.11 – 6.2.13).

4.2.5 **Fatigue Recovery** Units may recover from Fatigue during the Recovery Phase of the turn (Module 7.0).

Exception Cavalry units that have a Charged marker on them at the start of the Recovery Phase may not attempt to recover from Fatigue.

4.3 Unit Facing

4.3.1 Each non-fatigued combat unit has an arrow at the top of the counter's front side (and Artillery on their back sides as well), indicating the "front" of the unit for facing purposes.

4.3.2 Units must always be oriented so that their "front" is facing a hexside, not into a hex vertex.

4.3.3 Units may fire into the hex directly in front of the hexside they are facing and the two adjacent hexes (see diagram below). Fatigued units can fire into any adjacent hex but only if Defensive firing and with an adverse DRM.



4.4 Line Of Sight (LOS)

4.4.1 LOS is traced from the center dot of the active unit's hex to the center dot of the target's hex.

4.4.2 If this line passes through any terrain type in hexes between the active unit and the target hex except Level 0, river, and vineyard hexes, it is considered a blocked LOS.

4.4.3 LOS can be traced into a blocking terrain hex but not through one.

4.4.4 Friendly units do not block artillery's LOS, but they do block cavalry's LOS.

4.4.5 Enemy occupied hexes are considered blocking terrain.

4.4.6 Howitzer units can ignore LOS restrictions.

5.0 REINFORCEMENT PHASE

5.1 Reinforcement Segment

5.1.1 Each player consults the reinforcements schedule (as noted in the scenario or optional rules and shown on the Turn Record Track) to see if new units are available this turn and need to be rolled for.

5.1.2 Coalition inactive Columns that are available are rolled for to activate at this point as well.

5.1.3 Perform the roll for the formation as detailed in the Reinforcements section of the Game Setup (Module 9.0) or Optional rules (Module 11.0).

5.1.4 Place the arriving units of the successfully rolled for reinforcements as detailed in their pertinent rules.

5.2 Entry onto the map from Off-Board

5.2.1 Reinforcements that are to enter the map from a board edge do so during the player's Movement Segment of that command's activation.

5.2.2 The first units entering the map from off-board pay one MP to enter the first hex they enter as indicated on the appearance chart.

5.2.3 They must maintain stacking limits (Section 4.1) as they enter the map.

5.2.4 Following unit/stacks that enter expend an extra MP per unit/stack (the second unit/stack pays 2 MPs to enter, the third unit/stack pays 3 MPs to enter, etc.).

5.3 Regrouping Segment

This represents bits of survivors, cooks, grooms, and any other available men used to fill the ranks and have a fighting unit again.

5.3.1 Each player may attempt to bring back one infantry unit from his dead pile at this point if he has any eliminated units (not surrendered units).

5.3.2 He indicates the infantry unit he wishes to bring back from the eliminated pile and then rolls a d6.

5.3.3 If the result is a 1, that unit returns to play.

5.3.4 The returning unit is placed within two hexes of any of its commanding Leaders, but not within 2 hexes of an enemy unit.

5.3.5 A regrouped unit may be placed in an over-stack situation in this segment without having to make an Over-stack Fatigue Check (Section 4.1) but must resolve its stacking limits by the end of the command's next Movement Segment.

6.0 ACTIVATION PHASE

When a player Activates a command during his Impulse, the activated command's units will perform the Segments as listed for an Impulse in the Sequence of Play. The rules below detail the mechanics of activation and its segments.

6.1 Activation

A player may activate a command during his Impulse to move its units and perform combat.

6.1.1 Activation of a command is performed by activating a Leader on the board.

6.1.2 French

a) When a French Brigade Leader is activated, all units that are part of his Brigade and are within 2 hexes of him may be activated and perform the Impulse's Segments.

b) When a French Division's Leader is activated, he may activate all leaders that are subordinate to him that are within 4 hexes of his location. The subordinate Leaders then may activate their units as detailed in (a) above.

c) When a French Corps leader is activated, he may activate all Division and Brigade leaders that are subordinate to him and within 6 hexes of his location. When a division leader is activated in this manner, he may then activate his subordinate brigade leaders as per (b) above who may then activate their subordinate units as per (a) above.

6.1.3 Coalition

a) A Coalition Column Leader may activate any units or subordinate Leaders within 4 hexes of his hex

b) Kutusov (if activated) may activate any subordinate Leaders that are within 6 hexes of his hex. These activated subordinate leaders may activate as per (a) above.

6.1.4 An activated Leader also may activate a number of friendly units not directly under his command equal to his CV that are within 4 hexes of his hex.

6.1.5 Leaders and units may only be activated once during a turn.

6.1.6 When a Leader has been activated, flip him over to his "Activated" back side as a reminder that Leader has activated for the turn.

6.1.7 If a unit a player wishes to activate is not within command range of its leader and its leader is activated, the owning player must make an Out of Command Fatigue Check (Case 4.2.2). If the result is equal to or under the unit's FV, it may perform actions this turn. If not, the unit cannot move and may only fire defensively.

6.1.8 Units of a Brigade or Column that have no Leader on the map can be activated when in command range of one of their superior Leaders and he is activated (see Command Chart on back page of rules).

6.1.9 If a Coalition Column's primary Leader is no longer on the map and the Column has more than one Leader in it, command of the column is assigned to the next lower Leader still in play below the Column Leader on the Command Chart.

6.1.10 If a Leader has been removed from the game and there are no other Leaders for that command, keep the Leader's unit counter near the player's map edge. If a player wishes to activate that Leader's command during a turn, he may do so.

a) He will designate one unit of the command on the map. The units of the command in that hex and any adjacent hex are "in command" and may activate normally (a regimental leader or Aide-de-Camp has taken local command). All others units of that command that are not in or adjacent to the designated hex must roll as per Case 6.1.7.

b) Once the command's activation is concluded, flip the off-map Leader counter to its activated side to indicate that the command has been activated for the turn.

6.1.11 French units with black factors/values can be activated by any Leader of that division.

6.2 Movement

6.2.1 Movement is from hex to adjacent hex in a continuous line.

6.2.2 Each unit has an MA, which is the maximum number of MPs it can spend during its Movement Segment (**Exception** Level 2/3 Movement; see d) below).

6.2.3 **Terrain and Movement** It costs a unit a number of MPs from its MA, to enter a Level 0, 1, or vineyard hex, depending on the terrain of the hex being entered (or possibly the hexside being crossed between the two).

a) The MP cost and/or prohibition to enter a particular hex is detailed in the TEC (see PAC).

b) If a hexside between two hexes contains terrain of a higher level than either of the two hexes, movement cost or ability is guided by that hexside's higher-level terrain type.

c) If the hex to be entered has more than 1 level difference between the two hexes (as in 0304 to 0204, Level 1 to Level 3), movement from one to the other hex in either direction is prohibited.

d) **Levels 2 and 3** At the start of a command's Movement Segment, the player makes a roll on the Level 2/3 Movement Chart (see PAC). The roll's row result details the number of hexes that activated units of that type (listed across the top) may move through at that level or hexside that may be crossed this turn.

i) A unit must begin in or adjacent to that terrain level at the start of its movement to move or cross that terrain level.

ii) A unit that does not begin its Movement Segment adjacent to or in that Level of terrain may not enter that level this turn.

6.2.5 Units may be moved as a stack (group of units moving together) or individually as long as the MA of any unit in a stack is not exceeded. Units can be dropped off from a stack that is moving.

6.2.6 Once a player has begun moving a unit or stack, he must finish its movement before beginning another unit's or stack's movement.

6.2.7 A unit must end its movement when it enters an enemy unit's frontal hex (Section 4.3).

6.2.8 A unit cannot move into a hex occupied by an enemy unit (**Exception:** units may enter a hex containing only an enemy Leader—he is captured).

6.2.9 Roads When a unit moves from one hex to another hex that is connected by a road, he ignores the hex's other terrain and pays the road MP cost. Units using road movement may not enter an occupied hex and may only stack one unit per hex even during movement.

6.2.10 Walled Road The two walled road hexes can only be entered or exited along the road.

6.2.11 Cavalry Charge Movement. Non-fatigued cavalry units may attempt to conduct a cavalry charge once per Movement Segment if they still have half (fractions rounded down) of their printed MA remaining to use and at least enough MA to be able to enter into the target's hex at the point the charge is declared.

a) A charging unit may only start, move through and end in Level 0, Level 1 or Vineyard terrain hexes/hexsides during a charge.

b) The target hex must be declared and in the cavalry unit's frontal arc, in LOS (Section 4.4), and at least 3 hexes (2 intervening hexes) in a straight line (as depicted by the charge lines in the diagram below) away from the front of the charging unit's hex.

c) A charging unit must make a Cavalry Attempting To Charge Fatigue Check (Case 4.2.2) before it charges. If it is a success, it may charge, otherwise it may not attempt to charge for the rest of the segment, but it may continue moving normally.

d) If the cavalry does charge, any units in the target hex must make a Being Charged Fatigue Check (Case 4.2.2) next. If they fail, they Rout (Section 6.7), otherwise they stand and fight (**Exception** Case 6.2.12). Routed target units suffer a +2 DRM for this check and will stand and fight at half MF (round up) if they pass or surrender if they fail.



e) If the enemy unit(s) in the target hex rout away, the charging cavalry unit must move into the hex they vacated (expending the MPs for the hex's cost) and may continue its charge into another eligible adjacent hex within its frontal facing if it still has MA remaining. It does not need to perform another Fatigue Check if an eligible target is adjacent but the new target unit must make a Being Charged Fatigue Check (Case 4.2.2).

f) The Cavalry unit can continue charging until it no longer has MA remaining or it comes adjacent to a defending unit that stands and fights.

g) If it is able to end up adjacent to units that routed from its charge, the routing units will immediately surrender (they are removed from the game permanently).

h) At the end of this Impulse's Melee Segment, all charging cavalry units (if not already) are flipped to their Fatigued side and may not attempt to rally during this turn's Recovery Phase.

i) A charging cavalry unit that becomes Fatigued from defensive fire ends its charge immediately and cannot melee.

j) Once the charging units movement is ended, mark the unit with a Charged marker.

6.2.12 Counter Charge If the target of the charge is a friendly non-activated, non-fatigued, or routed cavalry unit, the enemy cavalry unit begins or enters into the friendly cavalry unit's frontal charge arc (see diagram above), and the friendly unit has passed its Being Charged Fatigue Check, the owning player may then perform a Counter Charge against the charging enemy cavalry. Perform the steps below:

a) Compare the two unit's MAs. The unit with the higher MA will move 1 hex directly towards the opponent's charging unit. Then the lower MA unit moves one hex directly towards the opponent's charging unit. Continue alternating 1 hex movements until the two units are adjacent to each other and can perform melee during the Melee Phase.

b) Neither side's units can have their MF doubled for any reason.

c) The original unit to charge is considered the attacker for the melee combat.

d) All units that charged are marked with Charged markers at the end of their movements.

6.2.13 Reaction Charge If a charging enemy cavalry unit moves within two hexes of the frontal facing charge arc (see diagram above) of a friendly, non-activated, non-fatigued, or non-routed cavalry unit which is not the target of the charge, it may possibly perform a Reaction Charge.

a) If eligible, first perform an Attempting to Charge Fatigue Check for the unit wishing to Reaction Charge. If this check is successful, the unit will Reaction Charge—not allowing the enemy charging unit to attack its original target (even if adjacent to it). If not successful, it may not Reaction Charge and the enemy charging unit continues towards its target.

b) If successful, move the friendly unit adjacent to the charging enemy unit, which halts the enemy's charge immediately. The cavalry units will perform melee during the Melee Segment of the Impulse.

c) Neither unit's MF is doubled for their melee combat.

d) Melee is resolved with the originally charging cavalry unit being the attacker and the reaction charging unit(s) being the defender(s).

e) Both units are marked with a Charged marker after finishing movement.

6.3 Fire Combat

Fire combat may be performed during the Fire Segments whenever friendly units are adjacent to enemy units or when artillery units have a line of sight and range to an enemy unit during their activation.

6.3.1 The non-phasing player performs his fire attacks only with eligible units that are adjacent to enemy units in the Defensive Fire Segment.

6.3.2 The phasing player performs his fire attacks with any eligible units that are adjacent to enemy units and also with his artillery units that are in range and line of sight of enemy units during the Offensive Fire Segment.

6.3.3 Units with an FF may only fire at enemy units that are in their front facing (Section 4.3 — **Exception** Case 4.2.4c).

6.3.4 A unit may only fire once per Fire Segment and only at one target hex.

6.3.5 Routed units and units with a 0 FF may not conduct any fire combat.

6.3.6 Cavalry units may not fire in any segment and may only melee (**Exception** Optional Section 11.1).

6.3.7 Artillery

a) Artillery fires like infantry units except that it may fire at targets up to 4 hexes away (measured by including the target's hex, but excluding the firing unit's hex). They can combine together with other units firing.



b) LOS An artillery unit firing at range must have a Line Of Sight (Section 4.4) to its target hex.

c) Non-Howitzer artillery firing at four-hex range is halved (round fractions down).

d) Howitzer Artillery units are halved firing at targets 3 and 4 hexes away, and if they roll a natural 1, they miss completely (regardless of what the Fire Combat Table shows).

6.3.5 Leader units may only fire if alone in a hex and then only defensively at an FF of 1. Immediately after they have defensive fired, the Leader must be retreat two hexes and if unable to is captured (remove him from the map).

6.3.6 Defensive fire may only be performed against adjacent hexes (so, non-phasing artillery may only defensive fire at adjacent units and receives the positive modifier for firing point blank).

6.3.7 When it is his Segment to fire, the player announces and executes fire combat in whatever order he chooses until he has fired all eligible units he desires to use.

6.3.8 Fire Combat Resolution

a) All units firing at a target hex have their FFs combined together for a total fire strength against the target hex. The player then finds the right-most column across the top of the Fire Combat Table in which the firing total is equal to or less than the value of that column.

b) FF totals of greater than 13 are resolved on the 13+ column (unless modified down).

c) Next determine all die roll modifiers (DRMs) that apply to the fire combat by consulting the list below the Fire Combat Table. Tally the modifiers together to get a net DRM for the combat.

d) Roll one d10 and apply the net DRM.

e) Cross reference the modified result with the column on the Fire Combat Table to get a result.

f) Apply the result to the units in the target hex.

6.3.9 If a hex is vacated as a result of the phasing player's fire combat result, the phasing player may, at his discretion, advance any firing non-artillery units into the hex up to stacking limits.

6.3.10 If a Leader is in a target hex that has a unit eliminated, the Leader must perform a Leader Casualty Check (Section 6.4).

6.4 Melee Combat

Once the Offensive Fire Segment is completed, the phasing player may now conduct melee attacks with any eligible units during his Melee Segment.

6.4.1 Units wishing to melee must be adjacent to the units they wish to attack.

6.4.2 Cavalry and infantry may not combine to melee the same enemy hex.

6.4.3 All attacking units must make an Attacker To Perform Melee Fatigue Check (Case 4.2.2) before conducting a melee attack unless they are cavalry charging.

a) Perform the check and consult the Results section to see if the unit can perform the attack.

b) Attacking units whose roll result is less than half their FV (round down) double their MF for this combat.

6.4.4 Successful attacking units that are performing their melee attack through a non-front hexside of the defender's unit(s) have their MF doubled if they are not already doubled due to the Attacker To Perform Melee Fatigue Check.

6.4.5 Defending units must also make a Defender Prior To Melee Fatigue Check if the initial Melee odds are 2-1 or greater, unless it is the target of a cavalry charge (they already have checked). Perform the check and apply the success/fail result.

6.4.6 Determine the final odds ratio by comparing the sum of all the attacking units modified MF versus the total sum of the modified defending units MF still in the hex being attacked.

6.4.7 Once the final odds ratio is determined, the attacking player consults the Melee Combat Table to find a matching odds column, applies any column shift modifiers (see Melee Combat Table on the PAC) and rolls a d10, applying any DRMs to the roll that are applicable (see modifiers list on Melee Combat Table on the PAC).

6.4.8 If there are any Leaders in either the defending or attacking hexes, a Leader Casualty Check must be made for each of those Leaders (Section 6.5).

6.4.9 If a defending hex is vacated, then the attacking player must advance at least one attacking infantry or cavalry unit into the hex up to stacking limits.

6.4.10 Melee attacks may continue as long as the phasing player has eligible units that have not melee attacked yet.

6.5 Leader Casualty

6.5.1 If a Leader is in a hex in which at least one unit is eliminated as a result of fire combat, or a Leader is in a hex that is involved in melee (attacking or defending), after the combat is resolved make a DR for the Leader.

6.5.2 If the result is a 6, then roll again.

a) If this new roll's result is a 5, the Leader is wounded and removed from play for a number of turns equal to a roll of two d6 (which could mean he is out for the rest of the game).

b) If the new roll's result is a 6, the Leader is killed and removed permanently from play (with VP awards to his opponent).

6.5.3 If a Leader is killed in a hex, any remaining subordinate units in the hex or adjacent must make a Leader Loss Fatigue Check (Section 4.2.2), and apply the succeed/fail result.

6.5.4 If a Leader is alone in a hex and an enemy unit enters the hex during movement or advance after combat, that Leader is captured. All subordinate units in an adjacent hex must make a Leader Loss Fatigue Check (Case 4.2.2).

6.5.5 A Leader unit may move with a retreating or routing unit.

6.6 Retreats

6.6.1 A stack or unit that must retreat will move towards the closest friendly-controlled (friendly-occupied or last to occupy) town or board entry hex if able to.

6.6.2 If a stack or unit cannot retreat in that direction, they will retreat in the following order of priorities:

- An empty or friendly occupied hex not in an enemy's frontal hexes (Section 4.3).
- A friendly occupied hex in an enemy's frontal hex (Section 4.3).
- An empty hex in an enemy's frontal hex (Section 4.3).

6.6.3 A unit that is unable to retreat into one of the above locations immediately becomes fatigued and must make an Unable To Retreat Fatigue Check (Case 4.2.2); if it fails this Fatigue Check, it surrenders and is removed from the game permanently.

6.6.4 A stack or unit that retreats into an enemy's frontal hex must make a Retreat Into Enemy Frontal Hex Fatigue Check (Case 4.2.2) to see if they Fatigue, or if already Fatigued, if they Rout.

6.7 Rout

6.7.1 A fatigued unit that fails any Fatigue Check other than a Remove Fatigue attempt will Rout (**Exception** Case 6.6.3).

6.7.2 A Routing unit is marked with a Rout marker.

6.7.3 A unit that has just Routed immediately moves 2 times its MA towards a friendly-controlled town or friendly board entry road hex (whichever is closer).

6.7.4 Routing units may not enter a hex in the Frontal arc of an enemy unit. If they have no other option, they are eliminated.

6.7.5 The Routing unit must attempt to be farther from the opponent's units each hex it Rout moves into.

6.7.6 If a unit is in Rout at the start of its Movement Segment, it will continue to move towards the nearest friendly-controlled town or board entry hex at its regular movement rate.

6.7.7 A Routing unit that arrives adjacent to a friendly-controlled town hex no longer has to Rout move.

6.7.8 A Routing unit that reaches the board entry hex will move off the map.

6.7.9 Routing units that exit the map are considered eliminated.

6.7.10 Players attempt to rally Routed units during the Recovery Phase (Module 7.0).

6.7.11 A Routed unit that is melee attacked by enemy units immediately performs a Defender Prior To Melee Fatigue Check (Case 4.2.2) with a +1 DRM without regard to the odds restriction. If it passes, it stands and fights at half MF (round up). If it fails, it surrenders and is removed from the game permanently.

6.7.12 If a Routing unit enters a hex with friendly units, those units must make a Hex Entered By Routing Unit Fatigue Check. If this also caused an over-stack situation, perform this check first and then the over-stack check if still required.

7.0 RECOVERY PHASE

Once the Activation Phase is concluded, both players perform their end of turn functions during this phase.

7.1 General Rules

7.1.1 Both players roll to recover units from Fatigue or rally from Rout status to Fatigued status first.

a) Cavalry units that charged this turn and have a charge marker on them may not roll for fatigue recovery (although they can roll to recover from Rout). Remove the Charge markers from the cavalry units at the end of this phase.

b) A player makes a Remove Fatigue or Rally from Rout Fatigue Check (Case 4.2.2) for each of their units in that state and applies the success/fail result as shown on the Fatigue Check Table (see PAC).

d) If successful, a Routed unit removes the Rout marker but remains Fatigued.

e) A unit that rolls a successful Remove Fatigue check is flipped to its front side indicating it is no longer Fatigued (Normal status).

7.1.3 Routed units cannot recover from Rout if adjacent to an enemy unit.

7.1.4 Once all units on both sides have made all their recovery attempts, the turn ends and players move the turn marker to the next turn box on the Turn Record Track starting a new turn (**Exception** Optional Section 11.3).

7.1.5 If this is the last turn of the game, players determine the winner of the game (Module 10.0).

8.0 SPECIAL RULES

8.1 Night

8.1.1 Starting with the game turn 10 (5pm) and onwards, all fire combat is adversely affected:

a) All fire into adjacent hexes is shifted one column to the left.

b) Artillery firing at targets 2-4 hexes away is shifted two columns to the left.

8.2 Coalition Grand Battery

8.2.1 Printed on the map are 3 hexes that represent the Grand Battery of 162 guns that Kutusov defensively placed to cover the river and the approaches to Krems (and thus did not participate in the battle).

8.2.2 The Coalition can stack one unit only in a Grand Battery hex.

8.2.3 The Coalition player can fire with an FF of 20 out of each **hexside** with a gun.

8.2.4 The hex defends with an MF of 20.

8.2.5 The hex has an FV of 5. They are never fatigued, but if they Rout, the guns are considered eliminated in the hex.

8.2.6 If mandated to retreat and the French are able advance into a Grand Battery hex, the guns are considered eliminated in that hex.

8.2.7 Place a blank counter into the hex to represent the guns elimination.

8.3 French Elite Battalion

General Gazan took the best troops from the 100th and 103rd Regiments to form this battalion.

8.3.1 Until this unit is disbanded and removed from the game, the units of the 100th and 103rd Regiments have their Fire Factor reduced by 1 and their Melee Factor reduced by 2.

8.3.2 Any turn, during the Reinforcement Phase, the French player can declare the Elite unit disbanded (permanently remove it from the game) and then all units of the 100th and 103rd Regiments fight with their printed values.

8.3.3 If this unit is eliminated, the 100th and 103rd regiments will fight with their lowered FF and MF until the Elite battalion is regrouped. When the French Player regroupes this unit, it

is not brought onto the map; instead the two regiments will be able to fight at full printed values. It is still considered one unit eliminated for the Coalition Victory conditions.

8.4 French Strong Point

8.4.1 Only the French Elite Battalion may occupy the Strong Point hex while it is on the map.

8.4.2 The Elite unit has Frontal hexes in all 6 surrounding hexes when it occupies the Strong Point.

8.4.3 See the TEC on the PAC for its combat effects.

8.4.4 If the Elite unit moves out of or is forced to retreat from the Strong Point, the Strong Point is removed from the game permanently.

9.0 SCENARIO SETUP

The Historical game starts on the 1st Coalition Impulse (French General Gaidorge has already activated with the 4th Légère Regiment) of the 7AM turn (Turn 1) and ends at the 7PM Turn (Turn 13).

9.1 Coalition (sets up first)

9.1.1 The Coalition begins in control of all towns and villages except those noted in the French setup (9.3.1). The Coalition player initially sets up Columns I and V. Column II and III units should be set aside ready to be placed on the map once they muster. **Game Play Note** *Column IV units are not used in the regular game.*

9.1.2 Column I units can set up in hexes 2411-12 and 2511-13.

9.1.3 Column V's units and Kutusov are set up on or within 2 hexes of its column number printed on the map (2810), but not west of the 28XX hex row.

9.1.4 Only Column I's units may activate right from the start of the game.

9.2 Coalition Mustering

9.2.1 Starting Turn 2, the Coalition player begins rolling to have units of Columns II and III muster and become available to be activated.

9.2.2 Starting Turn 2 during the Reinforcement Phase, make an individual d6 roll for each of these Columns. If the result is within the range of values printed below their box on the II and III Columns row of the current turn on the Turn Record Track, the column musters and is available to activate this turn.

9.2.3 When Column II musters, deploy its units on the map within 2 hexes of its column number printed on the map (0805) in any Level 1 or town hexes.

9.2.4 When Column III musters, deploy its units on the map within 2 hexes of its column number printed on the map (1307) in Level 2 terrain hexes only.

9.2.5 When Column II musters, the Coalition player must also decide on the size of the Rear Guard that he will leave behind.

- If he leaves 4 infantry battalions and 2 cavalry squadrons, there is no change to the Victory Conditions.
- For each unit less than that he leaves for Rear Guard duty, it increases the number of battalions by one that the Coalition needs to eliminate for each Victory Level.
 - Leaving more behind has no Victory Level benefits for the Coalition.
 - These units may only operate in the hexes of XX01 to XX06.

9.2.6 Column V's units are not released unless a French unit comes within three hexes of any one of their setup hexes, at which point they are all released and can move and fight normally.

9.2.7 Column VI units are automatically deployed on or adjacent to their setup hex (3309) if the French come within three hexes of that hex. These units, once deployed, cannot move unless forced to retreat by combat. These units are directly under the command of General Kutusov.

9.3 French (set up second)

9.3.1 The French start the game controlling Dürenstein, Oberloiben, Unterloiben, and Rothenhof. All units listed below are to be set up oriented as the player desires:

4th Légère Regiment + General Gaiendorge (4 units) 2014 and 2015. These units are already activated for the 1st turn (Leader flipped).

One Dragoon Squadron in 1914.

100th Regiment + 3 Artillery units + General Campana (7 units) in 1615, 1616, and 1617 (one battalion and battery in each hex).

One Dragoon Squadron each in 1214 and 1314.

Marshal Mortier + General Gazan (2 Leaders) in 1418

1st Battalion/103rd Regiment (1 unit) in 1119.

2nd and 3rd Battalions/103rd Regiment (2 units) in 0715.

Strong Point + Elite Battalion in 1815.

9.4 French Activation

9.4.1 The only French units that can activate from the start are the 4th Légère Regiment, the one Dragoon Squadron in hex 1914, and General Gaiendorge.

9.4.2 The Elite unit in the Strong Point cannot move until an Impulse after one of the following two conditions occurs:

- A Coalition unit moves next to it.
- It is turn 6 or later and Marshal Mortier or General Gazan are in the hex with or adjacent to the unit.

9.4.3 The balance of General Gazan's Division (General Campana plus his 2nd Brigade and the two Dragoon Squadrons) and Marshal Mortier will be eligible to activate after one of the following conditions occurs:

- Coalition Column I units move into or west of hexrow 18XX
- It is Turn 4

9.5 French Movement Restrictions

9.5.1 All units of the French at-start forces are restricted in their movement. They are unable to move north of the dark blue hexside line on the map (0816-1912) until Mortier has successfully made his "Alert" roll. The possible turns for this are noted as red Turn boxes on the Turn Record Track.

9.5.2 Alert Roll On the turn after the first unit of Coalition Column II crosses the light blue line printed on hexsides from 0406-0710 on the map, the French player makes a d6 Alert roll during the Reinforcement Phase.

a) If the result is 4+, Mortier has become aware of the threat behind him and can now begin moving his troops north of the dark blue line.

b) For each turn following the first turn an Alert roll is made, a +1 DRM applies. (*Game Play Note This means that the third turn following the first turn of this roll will be an automatic success and these movement restrictions will be negated.*)

9.5.3 This movement restriction is immediately canceled if a Coalition Column II unit comes within 4 hexes of a French at-start unit noted above or if Dupont's Division arrives on the map.

9.6 Reinforcements:

9.6.1 Coalition The Coalition receives no reinforcements in the game.

9.6.2 French Starting Turn 6 (12 Noon) during the Reinforcement Phase, the French player begins rolling one d6 for the arrival of Dupont's Division at the start of each Reinforcement Phase until it arrives.

9.6.3 On a DR result within the numerical range printed below the "Dupont" box of the turn on its row of the Turn Record Track, the Division (all units) will begin to arrive.

9.6.4 Dupont's units enter on or adjacent to the road hex 0109 with the first unit/stack arriving with its full MA and all those behind entering the same hex with one less MP than the unit/stack that just entered ahead of it (2nd unit/stack entering same hex has -1 MP, 3rd unit/stack entering same hex has -2 MP, 4th unit/stack entering same hex has -3 MP, etc).

9.6.5 For players wishing to use the historical arrival order, here is the order:

- **1st Turn Available:** 9th Légère + 32nd Ligne + General Dupont and General Rouyer (6 units).
- **1-3 Turns after all units of the first arrival turn have entered the map** (make a DR: 1-2: 1 turn, 3-4: 2 turns, 5-6: 3 turns): 96th Ligne + Divisional Artillery + Divisional Cavalry + General Marchand (8 units).

10.0 VICTORY

Victory and its Level is determined at the conclusion of Game Turn 13 unless an Automatic Victory is achieved.

10.1 Automatic Victory

10.1.1 If at any point during the game Marshal Mortier or Murat is killed or captured, the Coalition player automatically wins a Strategic victory.

10.1.2 If at any point during the game General Kutusov is killed or captured, the French player automatically wins a Strategic victory.

10.2 Levels of Victory

10.2.1 At the end of Game Turn 13, both players assess the situation on the map and compare French losses to the Levels listed below to determine if who has won the game and at what level. Compare the two levels to determine victory.

10.2.2 French Victory Levels

Strategic French – control Dürenstein, Unterloiben and Oberloiben by having at least two battalions in Dürenstein and one each in the other towns, and the road from Unterloiben is clear (not enemy-occupied) of Coalition units all the way to where it exits off the west edge of the map (0109).

Tactical French – French control Dürenstein and Oberloiben with at least one battalion in each, plus the road is clear of Coalition units from Oberloiben to the west edge of the map where it exits (0109).

10.2.3 Battalion Equivalents

a) The three at-start Dragoon cavalry squadrons of the French are equal to one battalion.

b) The 3 artillery units of the French in Gazan's Division are equal to one battalion.

c) The two artillery units of Dupont's Division are equal to one battalion.

d) Each French General killed or captured is equal to one battalion.

10.2.4 Coalition Victory Levels

Strategic Coalition: Eliminate 10 battalions or their equivalent of French units from Gazan's Division or 16 battalions or equivalent total from all French forces.

Tactical Coalition: Eliminate 6 battalions or their equivalent of French units from Gazan's Division or 9 battalions or their equivalent from all French forces.

10.2.5 If one player achieves a higher level of victory than the other player, then that player is the winner of the game.

10.2.6 If both players achieve the same level of victory, then the Coalition player wins.

10.2.7 Draw (Historical result) The game is a draw if the French and Coalition players both do not achieve their Tactical Level of Victory.

10.2.8 Units that are regrouped and returned to the map are still considered an eliminated unit for Coalition VP purposes. If they are eliminated again, they are considered as an additional unit eliminated.