

THE SUN OF AUSTERLITZ [1805]

Napoleon's Campaign in Moravia, 1805

[E1] INTRODUCTION

[E6] GAME EQUIPMENT

[E9] GAME SPECIFIC RULES

[E9] Extended March Example

[E10] Vienna Morale

[E20] CAMPAIGN SCENARIO INFORMATION

ERRATA & CLARIFICATIONS

INTRODUCTION

[E1.] *The Sun of Austerlitz* simulates the decisive conclusion to Napoleon Bonaparte's First Danube campaign. After a brilliant maneuver against the Austrians at Ulm, Napoleon entered Vienna on the 13th of November, 1805. The Austrian Emperor Franz I refused the French offers of peace, as fresh Russian forces arrived in Moravia to support the Austro-Russian survivors of the retreat.

[E2.] The counter sheet in this package also includes 92 expansion counters and a sheet describing their use for OSG's *La Guerre de l'Empereur* game, neither of which is used when playing *The Sun of Austerlitz*.

[E3.] This Exclusive Rules folder contains rules particular to *The Sun of Austerlitz*, which is a part of the *Campaigns of Napoleon Series 1X*. These rules have been designed to be used with the *Campaigns of Napoleon 1X Consolidated Rules*, and unless otherwise stated, all the Consolidated Rules apply. Exclusive Rules either add to or modify the Consolidated Rules.

GAME EQUIPMENT

[E4.] This revised version of *The Sun of Austerlitz* requires the following components:

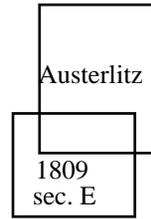
- This revised Exclusive Rules booklet
- The 1805 Exclusive Tables
- The Campaigns of Napoleon 1X Consolidated Rules
- The Common Tables for the series
- One Game Map, 22" x 34"
- One sheet of die-cut counters (280)
- Sequence of Play/Example of Play Sheet 8.5" x 11"
- Austro-Russian Organization Display 8.5" x 14"
- French Organization Display 8.5" x 11"
- Austro-Russian Leader & Unit Manifest 8.5" x 17"
- French Leader & Unit Manifest 8.5" x 17"
- Turn and Record Tracks 11" x 17"

Game Map

[E5.] The Game Map shows the fertile valley of Moravia, with its capital at Brünn. Bohemia lies to the west, Hungary begins east of the March River, Silesia lies some 50 km off the north edge, and the southernmost quarter of the map is Lower Austria. In 1805 the entire area was part of the Austro-Hungarian Empire and most of the towns were referred to in official dispatches and historical accounts by their German names. Partial hexes on the south map edge (1054 and 2854) are in play. French forces

(only) may occupy them if convenient. Also ignore Posoritz P.O.

[E6.] The diagram below shows the location of the *Sun of Austerlitz* map in relation to the eastern section of Victory Games' edition of *1809* in this same series.



Counters

[E7.] French units are sky blue, (the French Imperial Guard is dark blue with yellow values); Austrian units are white (with ochre stripe); Russian units are earthen brown; Prussian units are steel gray.

[E8.] The following Austrian and Russian Leaders have their own eponymous combat units: Austrians Kienmayer and Kolowrat; Russians Docturov, Przybyszewski, and Bagration. Each of these leaders *must* have his own combat unit on his track (as long as his leader and combat unit counters remain in play). The above leaders can be brought into play and removed from play like Major Generals, but each may only enter the map in the hex with his combat unit.

Example 1: There is one combat unit counter for the Russian I Column, and one leader counter for General Docturov, who commanded that column. If the Leader Docturov is in play, he *must* command his own I Column—with his combat unit counter always on his track on the Organization Display—as well as other units up to the limit of his Command Span. The Leader Docturov has a command Span of 5. His own combat unit has a Subordination Rating of 2; in addition he could also command Przybyszewski's combat unit [2] and Kamensky's combat unit [1]. The total of these three units under command being 5, he could command nothing further.

GAME SPECIFIC RULES

II.b.2 EXTENDED MARCH EXAMPLE

Davout's March north from Vienna.

[E9.] Davout leads a French Force initially comprising 8 SPs of Friant's and Viallanes' units (later adding Bourcier's unit en route) and uses his leader bonus.

29-30 November. Vienna to Musoff.

9:30 PM, 29 November: *Departed from Vienna.*

With 7 APs and 8 SPs, the Force will use the 3rd line in the body of the chart to find its attrition loss. Forced March 5 MPs to 2946. The first die is a 6 + 4 (F.M. mod.) -1 (Leader) = 9—Loss of 2 SPs.

French Movement Phase

Now the force strength is 6, so the 2nd line is used.

Using Extended March costs 2 APs: March Distance is 9 MPs to 2231. The 2nd die is a 2 + 4 (Extended) -1 (Leader) = 5—Loss of 1 SP. *Picked up Bourcier's cavalry division (2 SPs) in Nikolsburg, Nov 30th pm.*

1-2 December. Musoff to Sokolnitz.

(With Bourcier's addition the Force strength is back up to 7, again the 2nd line is used).

FM 4 MPs to 1926. The 3rd die is a 4 + 4 (F.M. modifier) -1 (Leader) = 7—Loss of 1 SP.

Arrived Gr. Raigern, 7 PM, 1 Dec.

French Movement Phase

Departed at 5:30 AM, strength 6—arrived hex 2024, 10 AM, 2 Dec. March 3 MPs. The 4th die is a 6 - 1 (Leader) = 5—No Loss. Total loss for the trip: 4 SPs.

IV. VIENNA MORALE

[E10.] *The French occupied Vienna on November 11th 1805. However, the Imperial Court withdrew in time to unite with the Russian Armies. The term "Vienna Morale" in this sense refers to the Court of Vienna.*

[E11.] Austro-Russian morale is recorded on the Vienna Morale Track. Morale may be positive, zero, or negative. If Vienna Morale is between +4 and -5 (exclusive) at the end of the last Game-Turn, the Level of Victory is determined by the Levels of Victory Chart (§E44).

[E12.] At the start of each Scenario, place the Vienna Morale Marker on the zero space of the Track (see §E36); thereafter morale will change as defined in the Standard Rules and as below:

Capture of Political Features

[E13.] In addition to Morale Changes as outlined in the Standard Rules (§197-99), Vienna Morale also changes by one for the capture of the depots listed below. To acquire the morale shift the player must succeed in entering a named leader with 4 infantry SPs or more into the depot. These effects are reversed if the depot is recaptured. The Austro-Russian Player cannot acquire these points in games starting on 15 November.

- **French Player captures Olmütz:** Morale -1.
- **Austro-Russian captures Brünn:** Morale +1.
- **Austro-Russian captures Pohlritz:** Morale +1.

Effects of Morale on Ending the Game

[E14.] At the end of any Game-Turn in which Vienna Morale is +4, the game is over and the Austro-Russian Player wins. At the end of any Game-Turn in which Morale is -5, the game is over and the French Player wins (see §E37).

Effects of Morale on Determining Victory

[E15.] Level of Victory depends upon the current Morale at the end of the Campaign Game (see §E37).

Negotiation Table

[E16.] At the end of each Game-Turn (provided no Austro-Russian Forces occupy Brünn at that moment), the French Player will roll two dice on the Negotiation Table. As long as no Austro-Russian Forces occupy Brünn at the end of a turn, the French Player must roll on the Negotiation Table until he receives an "Austro-Russian refusal" result. Upon occurrence of Austro-Russian refusal the French player must begin to roll on the Ultimatum Table (see §E18).

[E17.] If "Negotiation" results, there will be a temporary halt to all combat by both sides, of up to three turns duration. Both sides execute only their respective Administrative and Forced March Segments during the turns of negotiations. Attrition has

to be determined each turn as usual. After the specified number of turns, regular play will resume. The French player must continue rolling on the Negotiation Table during and after Negotiations. However, Negotiations cannot occur more than once per game. (See the Negotiation Table.)

Ultimatum Table

[E18.] At the end of each turn after a result of "Refusal" (including the turn of Refusal) the French Player will roll on the Ultimatum Table. If "Prussian Ultimatum" results on this table, the definition of the Levels of Victory will change (see §E37). Two turns after the Prussian Ultimatum, the Prussian units arrive under the command of Leader Hohenlohe, on hex 1301, at maximum strength.

Effects of Vienna Morale on Attrition

[E19.] The Austro-Russian Player must always *subtract* the current Vienna Morale from the die roll when determining Attrition. If Morale is negative, subtracting a negative will result in a positive modifier (see §267). French Attrition die rolls are *not* affected by Vienna Morale.

CAMPAIGN SCENARIO INFORMATION

[E20.] With turns of active campaigning taking about 30 minutes to complete, two Players can complete the Campaign in 6-8 hours of playing time. A shortened Campaign Game can begin on 27-28 November (saving 3 hours). Set up time: 15 minutes.

First Player

[E21.] In all scenarios of *The Sun of Austerlitz*, the Austro-Russian Player is the First Player.

Game Start

[E22.] In *The Sun of Austerlitz*, the Campaign Game can start on 15-16 November or 27-28 November. Place the Game-Turn Marker on the Turn Record Track on the appropriate date.

Game Start: 15-16 November

The Manuever of Hollabrunn: Kutusov's Army attempts to escape from Murat and unite with Buxhöwden's supporting Army coming from the north-east.

Alternative Start Date: 27-28 November.

The Austro-Russian Advance: This scenario will generate a free-form set-up for the battle of Austerlitz (or perhaps the battle will be fought elsewhere). Both Players will have time to adjust their dispositions and pursue alternative strategies.

Scenario End Date

[E23.] The Campaign Scenario covers the period from 15 November 1805 through 16 December. The Campaign Scenario ends with 15-16 December 1805 (*exception:* see §E14) regardless of start date.

Scenario End Date: 15-16 December

This was the date at which 80,000 Austrian troops under Charles would have been able to intervene, either attacking Vienna or appearing on the map around hex 3942.

Administrative Point Levels

[E24.] The Accumulated AP Levels, specified for each side in each scenario, show where on the Accumulated AP Track to place the AP Level Markers (x1, x10) at the start of the scenario.

Each player will use the Attrition Table column corresponding to the number of Accumulated APs.

Accumulated APs:

15-16 November: FRENCH 3, AUSTRO-RUSSIAN 10

27-28 November: FRENCH 4, AUSTRO-RUSSIAN 16

Special Rule: French First Turn Administration

[E25.] The French may not receive or spend any Administrative Points on 15-16 Nov. (see ¶96 and ¶168).

Supply Sources At Start

[E26.] Supply Sources may be freely chosen by the players in any hex listed for that army on the Communications Table. In the Campaign Game, S/S hexes are on the mapedge only. Once assigned, the S/S may only be changed as specified under ¶101, *Changing the Supply Source*.

Centers of Operations

[E27.] The Centers of Operations may be set-up freely at the owning player's discretion.

[E28.] Both Centers of Operations are Active at the start of the Campaign Game. **Note:** the French Player receives no new APs and cannot create any Movement Commands on the 15-16 Nov. turn.

Citadels

[E29.] Brünn (Brno) and Olmütz (Olomouc) are the only two Citadel hexes on the map. Neither is considered to be under siege at the start of either scenario, and each starts under the control of the player who has a garrison in each (see ¶E30).

Garrisons

[E30.] At the start of each scenario, in addition to the Supply Source garrison, each player may place Garrison markers as specified below. They act like Supply Source garrisons (see ¶77). If Brünn or Olmütz are captured, the capturing player may create a garrison by deducting one SP from an infantry unit in the hex.

Garrisons:

15-16 November: Russian—Brünn, Olmütz.

27-28 November: French—Brünn, Russian—Olmütz.

Vedettes

[E31.] Vedettes can be placed at start according to the rules governing their placement (see ¶24).

Bridge Trains

[E32.] The Austro-Russian Player receives two bridge trains, one of which is assigned to Kutusov, and the other to Buxhöwden. The French Player receives one bridge train which he may place with any leader at the beginning of the scenario.

Reinforcements

[E33.] Any combat unit that is not in play at the start of the scenario and not marked 'repl.' may be introduced into play by the owning Player as a reinforcement unit—as specified on the Turn Record Track—during the Reinforcement Segment of the Movement Phase (see ¶152 and ¶154).

Special Rule: Napoleon's Arrival

[E34.] 15-16 November: Napoleon with his Force and Bessieres's may advance their arrival to the Forced March Phase

of Turn 1 if any enemy forces approach within 7 hexes of Floridsdorf (2854).

Special Rule: Gudin's Arrival

[E35.] Gudin's Division was sent for at the last minute. Roll the die on 29-30 November to determine the arrival of Gudin's Division. (Klein's cavalry will accompany Gudin as part of his force.)

Note: The Turn Record Track shows the "Historical" arrival of Gudin's division. Unlike other reinforcements, the units of Davout's III Corps arrive during the French Forced March Segment of the specified turn, and may automatically move their maximum Movement Allowance during the entry segment.

-
- 1 Gudin's Force arrives 1 turn earlier than shown.
 - 2-3 Gudin's Force arrives historically.
 - 4-5 Gudin's Force arrives one turn late.
 - 6 Gudin's Force arrives two turns late.
-

Vienna Morale

[E36.] The Vienna Morale Marker begins every scenario at "zero."

Victory Conditions

[E37.] The Victory Conditions determine who wins the game.

Automatic Victory: (see ¶E14)

Other Levels of Victory:

If no automatic victory condition is met prior to the end of the game, the level of Vienna Morale at the end of the game determines the Level of Victory. This depends upon whether the "Prussian Ultimatum" result has occurred or not (see ¶E18).

<i>Vienna Morale</i>	<i>With Ultimatum</i>	<i>Without Ultimatum</i>
+3	Aus.-Rus. Operational	Aus.-Rus. Tactical
+2	Aus.-Rus. Operational	Aus.-Rus. Tactical
+1	Aus.-Rus. Tactical	Aus.-Rus. Marginal
0	Aus.-Rus. Tactical	Aus.-Rus. Marginal
-1	Aus.-Rus. Marginal	Fr. Marginal
-2	Fr. Marginal	Fr. Tactical
-3	Fr. Tactical	Fr. Tactical
-4	Fr. Operational	Fr. Operational

ERRATA & CLARIFICATIONS

EXAMPLE OF PLAY

The example still accurately reflects the flow of play. However, it contains a few errors regarding exact positions and exact strengths, so cannot be relied upon in every detail.

MAP

Klosterneuburg (2553), Straze (3995) and Kremsier (3411) are not practicable as depots since they are not on primary roads, unless a unit is in the same hex.

COUNTERS

Change the Subordination Rating of Essen I to 1.5.

MANIFESTS

Austro-Russian Unit Manifest, 27-28 Nov.:

Kolowrat is under Leader Kolowrat (not Kutusov).

French Leader Manifest, 27-28 Nov.:

Maj. General 1 Cav, Bourcier, should be in 3238.

GAME-TURN RECORD TRACK

- Bernadotte enters with the I Corps on turn 2.
- The Songis artillery unit enters with Napoleon on turn 2.
- It is correct that Ferdinand enters at the same hex as Wrede.