Napoleonic Brigade Series:

Austerlitz

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Introduction

Austerlitz is the premiere game in the *Napoleonic Brigade Series*. Fought on December 2nd, 1805, it remains one of Napoleon's finest battles. Through daring maneuver and timing, the French Emperor defeated the superior combined forces of the Russians and Austrians.

1.0 The Santon Redoubt and Sokolnitz Castle

The fortification on Santon Hill (A36.32) and the Sokolnitz Castle (B17.30) are subject to the following:

1.0a Only one infantry and up to two gun points can occupy each of these hexes.

1.0b Units in these hexes have an all-around frontal facing regardless of formation.

1.0c A unit in one of these hexes which is fired on receives the benefits for being in a trench for combat and morale purposes.

2.0 French Special Rules
2.1 Attachments and Detachments

Up to one division from each corps may be detached from its parent and attached to another corps. This restriction does not limit the number of divisions which may be given divisional goals. Any French brigade may be given divisional goals.

Exception: All cavalry units may be detached and assigned to the Cavalry Corps.

2.2 Independent Brigades

Ind-C-4 and Ind-C-5 have no divisional affiliation. Both of these brigades trace all command radii directly to their parent corps HQ. If wrecked, these units suffer the -6 (wrecked of wrecked division) penalty, not just the -4 (wrecked brigade) one. These units do not count when determining Corps Attack Stoppage.

2.3 The Imperial Guard

The French Imperial Guard is an independent unit commanded by Marshal Bessieres as a single independent division. All orders, initiative, and command radii apply as if it were a single formation.

For wrecked and Corps Attack Stoppage purposes, it is treated as if it had two divisions—one of the infantry and one of the cavalry. These are marked by the notation "i" or "c" in the unit code.

2.4 Acting Army Commanders

Napoleon never clearly specified an order of precedence among his Marshals, mostly because of family (the Bonaparte clan was both large and greedy) and political problems. Hence, if Bonaparte is wounded, the player may replace him with any Marshal of France. Within the confines of the game, we will avoid the ugly scene which would surely follow.

Should the Emperor get killed, the French player is banished from wargaming forever and is held solely responsible for the collapse of the French empire and the shattering of the history of the entire modern era.

2.5 Anti-Initiatives

There are none.

3.0 Allied Special Rules
3.1 The Tsar and the Kaiser

Tsar Alexander and Kaiser Francis I are the respective heads of the Russian and Austrian Empires. They must stack with either the Army HQ or with any unit of the same nationality (Russian for Alexander, Austrian for Francis) but may never stack with a unit of the other nation—with the exception of the other leader and the common Army HQ, as applicable.

Each Emperor's command and initiative rating is 0, but their morale rating is 4. Each must use initiative to issue orders, see 3.2a below. See the victory conditions should either man be killed or wounded.

3.2 Katusov, Command, and the Royalty

Prince Katusov is nominally in command of the Allied army and only he may issue regular orders (as army commander) to the Allied Forces. The two Emperors may only issue orders to units of the same nationality using initiative.

3.2a <u>Royal Initiative.</u> An initiative roll for either Emperor does not count against normal chain of command restrictions—each Emperor, in effect, gets a "free" roll for initiative each turn. Successful initiative **only** grants them the ability to issue **one** order (with a 0 army leader's command points) to a subordinate commander. That order must be accepted through the normal procedures. Note that each Emperor may **only** issue such orders to leaders of the same nationality as himself.

3.2b <u>Command of the Allied Army.</u> Since the Allied Army does not contain a corps structure, all orders are sent to the various divisions in the form of divisional goals. These goals should be made quite specific as to geographical limits since these units will not have a HQ tying them down. For examples of such orders, note the historical orders given in the scenarios. Note that since there are no Corps HQs, Allied commanders need not 'touch base' to implement an accepted order.

Below is a list of the commands of the army requiring orders to be sent to it separately from the others.

AG-L	Advanced Guard, Left Wing, Keinmeyer
1-L	1st Column, Left Wing, Doctorov
2-L	2nd Column, Left Wing, Langaron
3-L	3rd Column, Left Wing, Przybyczewsky

The Gamers

1-C	1st Division, Center, Miloradovitch
2-C	2nd Division, Center, Kollowrath
Cv	Cavalry, Liechtenstein
Right	The Right Wing, Bagration
Gd	The Russian Imperial Guard, Constantine

3.2c Allied "Corps" Commanders.

Buxhowden:

Buxhowden nominally commands the Left Wing. In the game, he automatically commands the portion of the Left Wing with which he currently stacks and his 'command' changes each Command Phase **automatically** based on which column he is stacked with at that time. He can only 'command' one of the columns at any one time, but he **must** command the one he is stacked with and he **must** stack with one of them every turn. When in command of one of his columns (1-L, 2-L, 3-L), he supersedes the actual commander for order reception, initiative, attack stoppage, and command radius purposes. Both commanders may still rally troops and use their other morale functions.

Buxhowden may make a 'free' initiative roll each turn (one which does not negate the ability of the other commanders in the Left Wing to also check, with the exception of whomever Buxhowden has supplanted as division commander who cannot roll at all). A Loose Cannon result for Buxhowden affects only the division he is currently stacked with.

If Buxhowden becomes a casualty, he is not replaced.

Kollowrath:

Kollowrath nominally commands the Center and, specifically, the 2nd Division of the Center. For game purposes, he commands only 2-C. 1-C has no command radius requirement to be within with respect to Kollowrath.

Bagration:

Bagration commands the Right Wing. In the game, the only remaining part of the Right Wing under Bagration's command is the Advanced Guard of the Right Wing (Right or Rgt) since the rest of his force was sent with the Left Wing to reinforce Buxhowden's attack. For all orders and command radius purposes, Bagration commands the Right Wing as a single division.

For wrecked formation, and Corps Attack Stoppage purposes, treat the infantry and cavalry brigades of the Right Wing as separate divisions. *For instance, if two of the three infantry brigades are wrecked, but only one of the four cavalry brigades is wrecked, then the infantry 'division' is wrecked, but the cavalry one is not. For stoppage rolls, the Right would then be a force of two divisions, one of which is wrecked.*

3.3 Acting Army Commanders

The following is a list of the seniority of the Allied leaders. Should Katusov become a casualty, his replacement is the highest ranked surviving leader.

1. Prince Katusov
2. Tsar Alexander I
3. Kaiser Francis I
4. Liechtenstein
5. Bagration
6. Buxhowden
7. Kollowrath

3.4 Attack Stoppage

Given the confused nature of the Allied command structure, all Corps Attack Stoppage checks are made by each of the command organizations outlined in 3.2b above. For example, 2-L would check separately from the other divisions of the Center. The only exception is the Right Wing which checks as a corps of two divisions, one of infantry and one of cavalry.

3.5 Anti-Initiatives

There are none. Exception: Should Kaiser Francis I take army command (God forbid!) all order acceptance calculations have a -2 applied and all Allied initiative rolls suffer a -2.

3.6 Attachments and Detachments

In the historical game, no attachment from one group to another is possible. Any Allied brigade may be given divisional goals.

3.7 The Cavalry

Liechtenstein commands all of the elements of his Cavalry "Corps" (Cv) as one division for all game purposes.

4.0 Minor Variants
4.1 French Options

4.1a One or both Allied Emperors must roll for initiative every turn—in the hopes of producing a suitably large number of loose cannon rolls—each of which allows the French player to issue one order to an Allied force of the same nationality as the Emperor in question. Each Emperor suffers a

loose cannon on a roll of 2 or 3. One or both Emperors may be selected for this option. Each selected Emperor must make the above roll every turn. Each Emperor selected gives the Allied player 2 VPs.

This maximizes the dangerously interfering role that each Emperor (Alexander, especially) was capable of. It can be used as a balancing factor between players of different skill levels.

4.1b In both scenarios 3, 4 & 5, the French player may start the game with some of his forces concealed using hidden deployment. Any French unit which sets up on level 7 or lower may be removed from the map and have its set up hex written down secretly. These units are not placed on the map until an Allied unit can trace an LOS to a unit's set up hex (don't forget to limit the LOS due to the fog) or when an Allied unit comes to or within 5 hexes of a hidden unit. Hidden units must deploy immediately should they move or fire. This option gives the Allied player 8 VPs.

4.1c In scenarios 3, 4 & 5, the French player may set up his troops anywhere he chooses, as long as they remain west of the Goldbach. Troops which historically set up east of the Goldbach may set up in their historical positions or anywhere west of the stream, as the player desires. In scenarios 3 & 4, the freely deployed French forces set up last, after all other troops of both sides are set up. In scenario 5, the freely deployed French are set up after the Allied player has written all his orders and scheduled all of his arrivals. This option gives the Allied player 5 VPs.

4.2 Allied Options

4.2a Allow Katusov to be deployed and play on his inverted side, with a leader rating of 3. This option gives the French player 5 VPs.

Historically, Katusov did not want to fight at Austerlitz. The dangerously cumbersome plans crafted by the Allies on the evening of December 1st were done over his protests. Disagreeing with his Emperor and much less sanguine of success than most of his subordinates, Katusov seemed uninvolved as the battle unfolded. Here, it is assumed the Prince took a more active hand in the events.

4.2b Allow Buxhowden to command the Left Wing as a complete corps. The Left Wing (1-L, 2-L, and 3-L) acts as a normal corps except that Buxhowden acts as the corps HQ for order receipt and command radius calculations. This option

gives the French player 8 VPs.

Here we assume that Buxhowden had the time to assimilate his forces, the staff with which to exert proper command, and the skill to handle such a large force. All of these are big assumptions which place a powerful unified command in the hands of the Allies.

4.2c Return one or two of the numbered columns of the Left Wing to Bagration's command. They now are part of the Right Wing again and the Right Wing acts as a regular corps under Bagration (as did the Left Wing in 4.2b above). Take the chosen units out of the initial set up and these units arrive with the Right Wing. Treat the units of the original Right Wing (those marked Rgt) as before (two divisions with one commander), but replace Bagration with a Replacement Leader when he takes command of the corps. Use this only for scenarios beginning before 7:00am December 2nd. For each column reattached, give the French player 2 VPs.

The Allies mixed and matched their forces so badly the night before that they were working under a severe command handicap. Many of the troops assigned to reinforce Buxhowden's attack were taken from Bagration's command. This option assumes that many of these troops remained under Bagration. For simplicity's sake, these assignments are approximate.

5.0 General Special Rules
5.1 Fog
The daylight turns from 6:00am to 9:30am are affected by fog limiting visibility. Each such turn has a visibility number printed on the Turn Record Track—no unit can see or shoot further than the distance given on the track. For the sake of simplicity, no restriction is made on cavalry charges or countercharges because of fog—as an option, allow only such cavalry charges and countercharges against targets the cavalry can see before the action begins.

The fog visibility of the 9:00am and 9:30am turns only affects LOS traces with one or both end points at or below level 5. Visibility is unlimited at level 6 or higher. These turns have their visibility number in parenthesis to remind the players of this.

5.2 The First Player
In all scenarios, the Allied Player always moves first.

5.3 Orders

In this game (as in all others of the *NBS* or *CWB* for that matter), the historical orders given in the scenarios are for reference. Players may use them if they desire, or may rewrite all or some of them before beginning play, as players desire. Any of these orders, historical or player devised, are accepted before the game begins.

This is especially important for players to note here in **Austerlitz** because the historical Allied plan generally leads to the historical disaster!

6.0 Victory Conditions
The ultimate objective of Napoleonic combat was to achieve the decisive battle and crush one's opponent—thus ending the war in a single fight. Hence, victory points in **Austerlitz** are awarded for enemy losses and crippled enemy commands.

These conditions are used for scenarios 3, 4, and 5. Scenarios 1 and 2 have their own victory conditions.

6.1 Points for Losses
Add up each sides total losses (casualties only, not stragglers) and compare the total to the following:

VPs Awarded to Opponent	French Losses	Allied Losses
0	0-84	0-89
5	85-109	90-119
10	110-139	120-149
15	140-164	150-179
20	165-194	180-209
25	195-219	210-239
30	220-274	240-299
35	275 +	300 +

6.2 Points for Wrecked Formations
The following points are awarded for damaging specific formations: corps for the French, columns for the Allies. The points are awarded if 50% or more of a given formation's brigades are wrecked counting casualties alone. Ignore the status of wrecked divisions and count only the total number of wrecked brigades vs. the total number of brigades in the formation. Ignore all detachments and attachments, count every formation with its original printed affiliations.

French (Points for the Allied Player)

Formation	VPs
1 Corps	4
3 Corps	4
4 Corps	8
5 Corps	8
Cavalry	6
Imperial Guard	8

Allied (Points for the French Player)

Formation	VPs
AG-L	2
1-L	6
2-L	4
3-L	3
Center	6
Right	6
Cavalry	5
Russian Imp. Gd	6

6.3 Leader Losses
If Napoleon or Alexander is killed, the opposing player immediately wins a Massive Victory.

If Napoleon or Alexander is wounded or if Francis becomes either killed or wounded, the opposing player is awarded 20 VPs.

6.4 Balance of Victory
After totalling each side's VPs, subtract the French total from the Allied one and compare the result (positive or negative) to the below.

-25 or Less	French Massive Victory
-18 to -24	French Major Victory
-10 to -17	French Minor Victory
9 to -9	Draw
17 to 10	Allied Minor Victory
24 to 18	Allied Major Victory
25 or More	Allied Massive Victory

7.0 Scenarios
7.1 Scenario 1: Battle for the Goldbach Stream
The Battle of Austerlitz opened with a massive Allied attack against one lone French Division assigned to defend the French right flank. LeGrand's three infantry brigades faced Buxhowden's entire Left Wing—almost half the Allied army. Buxhowden's mission was to cross the Goldbach in preparation for the main attack northwards against Napoleon's army.

First Turn: 6:00am, December 2nd
Last Turn: 10:00am, December 2nd
Turn Length: 9 turns
Map Area: Use Map B only

French Information:

Artillery Ammunition: Unlimited

Set Up:
Ind C-4, 1-3-4: **w/i 1 of any hex of Telnitz**
2-3-4: **w/i 1 of any hex of Sokolnitz**
3-3-4: **any hex of the Pheasant Garden**
4b (h-f): **with or adjacent to any of the 3-4 Brigades**

Reinforcements:
8:00am, Entry Area F: 3 Corps

Orders:
3-4 Division has a divisional goal creating a defensive zone within which it is free to fight and maneuver to defend the line of the Goldbach Stream. This zone extends within 5 hexes of any hex of Sokolnitz, Telnitz, or the Pheasant Garden. Movement outside this zone would require new orders or an emergency corps retreat.

3 Corps has the same orders as 3-4. When it arrives, 3-4 ceases to be under its divisional goal and becomes attached to 3 Corps.

Allied Information:
Artillery Ammunition: 30

Set Up:
AG-L: **w/3 B30.20**
Left Supply, Buxhowden, 1-L:
        w/i 3 B40.25
2-L: **w/i 3 B35.35**

Reinforcements:
7:30am, on the north edge of Map B, between B25.35 and B29.35: 3-L

Orders:
AG-L, 1-L: Advance and capture Telnitz.

2-L: Begin at 7:00am to advance and capture Sokolnitz.

3-L: Advance and capture the Pheasant Garden.

Victory Determination:
Allied Major Victory: Capture all hexes of Telnitz, Sokolnitz, and the Pheasant Garden and wreck at least two of the three French divisions. (Count stragglers for this purpose.)

Allied Minor Victory: Fulfill either all the geographic conditions **OR** the wrecked unit conditions listed above, but not both.

French Major Victory: The Allied player fulfills neither of his conditions.

7.2 Scenario 2: The Olmutz Road
This scenario examines the advance—and subsequent retreat—of the Allied Right Wing. It is distinctive since it covers the bulk of the cavalry fighting of the battle.

It is also a good example of why it is difficult to single out portions of the battle. For both sides, major forces had only fleeting roles on that portion of the map in play here. The Jaegers of the Russian Imperial Guard actually defended the town of Blaswitz at the start and were attacked by Lannes' 5th Corps. The Russians withdrew, however, in response to the capture of the Pratzen Heights—an event completely beyond the scope of the scenario. I have elected to include only those forces actually involved in significant fighting along the Olmutz Road.

First Turn: 9:00am, December 2nd
Last Turn: 12:30pm, December 2nd
Turn Length: 8 Turns
Map Area in Play: All hexes north of Axx.15 and east of the Ricka Brook, Map A only.

French Information:
Artillery Ammunition: 30

Set Up:
5 Corps (less G-5): **w/i 5 A40.30**
Cavalry Corps (plus 3D-4 and C-1):
        w/i 5 A32.25

Reinforcements:
None

Orders:
5 Corps is to defend the Olmutz Road to the vicinity of the Ricka Brook.

Cavalry Corps is to support the 5th Corps and protect its right flank.

Allied Information:
Artillery Ammunition: 30

Set Up:
Right: **w/i 3 A58.29**
Cv: **w/i 3 A44.25**

Reinforcements:
None

Orders:
Right is to attack along the Olmutz Road to capture the Santon Redoubt and drive the French back across the Ricka Brook.

Cv is to defend between Right's left flank and the play area edge.

Victory Determination:
Each player is awarded 2 VPs for every enemy brigade which is permanently wrecked (ignore stragglers) and 1 VP for each brigade not counted earlier but was wrecked if stragglers counted.

Total the VPs for each side. The side with more VPs has won a Minor Victory.

7.3 Scenario 3: The Sun of Austerlitz
At 6:00am, December 2nd, 1805, the combined Russo-Austrian army descended from its lofty positions along the Pratzen Heights to attack Napoleon's Grande Armee along the Goldbach Stream. By the end of the day, the Allies had lost 15,000 casualties and would lose another 12,000 in the subsequent pursuit—with the survivors badly scattered and completely demoralized. In one stroke, two of Europe's great powers were humbled. Another 10 years of warfare would be required before the French Emperor was finally defeated and the balance of power restored to the continent.

First Turn: 6:00am, December 2nd
Last Turn: 5:00pm, December 2nd
Turn Length: 23 turns

French Information:
Artillery Ammunition: 125

Set Up:
Ind C-4, 1-3-4: **w/i 1 any hex of Telnitz**
2-3-4: **w/i 1 any hex of Sokolnitz**
3-3-4: **in any hex of the Pheasant Garden**
4b (h-f): **with or adjacent to any 3-4 Brigade**
Rest of 4 Corps: **w/i 3 of any hex of Puntowitz, west of the Goldbach Stream**
1 Corps (less C-1): **w/i 3 A15.30**
IG: **w/i 2 A18.27**
G-5: **w/i 2 A25.25**
Rest of 5 Corps: **w/i 6 A41.30**
C Corps (plus 3D-4 and C-1): **w/i 3 A13.25**
Napoleon, Army HQ, Army Supply: **A28.28**

Reinforcements:

8:00am, Entry Area F: 3 Corps

Orders:
3-4 Division has a divisional goal creating a defensive zone within which it is free to fight and maneuver to defend the line of the Goldbach Stream. This zone extends within 5 hexes of any hex of Sokolnitz, Telnitz, or the Pheasant Garden. Movement outside this zone would require new orders or an emergency corps retreat.

3 Corps has the same orders as 3-4. When it arrives, 3-4 ceases to be under its divisional goal and becomes attached to 3 Corps.

G-5 has been detached from 5 Corps and is awaiting orders.

3D-4 and **C-1** are attached to the Cavalry Corps.

No other unit has orders.

Allied Information:
Artillery Ammunition: 150

Set Up:
AG-L: **w/3 B30.20**
Left Supply, Buxhowden, 1-L: **w/i 3 B40.25**
2-L: **w/i 3 B35.35**
3-L: **w/i 4 A42.07**
Cv: **w/i 3 B34.25**
1-C, 2-C, Center Supply: **w/i 5 A50.07**
Alexander, Francis, Katusov, Army HQ, Army Supply: **A53.08**
Gd, RIG Supply: **w/i 3 A60.05**

Reinforcements:
8:30am, Entry Area A: Rgt (all), Right Supply

Orders:
AG-L and **1-L** are to advance and capture Telnitz,

2-L is to allow the Cavalry to pass north of its current position, then advance southwest to capture Sokolnitz. The Cavalry has "passed" when all of its units are north of Axx.05.

3-L is to advance and capture the Pheasant Garden.

Cv is to move north across the Pratzen Heights to defend between Blaswitz and the Olmutz Road, east of the A45.xx hexrow.

1-C and **2-C** take up a position south of Kobelnitz, north of the Pheasant Garden, east of the Goldbach Stream, and west of hexrow 27.xx. These orders are not attack orders, only orders to move into the above positions.

Rgt is to attack along the Olmutz Road to capture the Santon Hill & Redoubt.

Gd has no orders, it is in army reserve.

As it stands, these are only the preliminary orders for the larger Allied plan of turning Napoleon's flank west of the Goldbach. Once all the units of the Left and Center have fulfilled the above, further orders will be needed which direct both commands to attack due north, astride the Goldbach, with Center advancing along the stream's east bank.

These further orders (like any other in the game system) are here for historical interest and the players are free to pursue other options.

Victory Determination:
Use the standard game victory conditions, 6.0

7.4 Scenario 4: Katusov in Command!
All the conditions in this scenario are the same, except that all the Allied orders are thrown out and the Allied player generates all the orders he wants before the French units are set up. These orders are all accepted prior to play.

7.5 Scenario 5: The Advance to Battle
On the 26th of November, Napoleon ordered Soult (commanding the 4th Corps) to abandon Austerlitz and retire behind the Pratzen Heights while feigning disorder. At the same time, he brought forward the bulk of the Grande Armee to join with Soult and prepared to receive the combined armies of the Tsar and the Kaiser. On December 1st, the Allies arrived on the scene...

First Turn: 10:00am, December 1st
Last Turn: 5:00pm, December 2nd
Turn Length: 50 turns

French Information:
Artillery Ammunition: 125

Set Up:
1 Corps: **w/i 5 A15.30, on elevation 5 or lower**
5 Corps (less G-5): **w/i 6 Santon Hill**
IG, G-5: **w/i 3 A29.25, on elevation 5 or lower**
4 Corps (less 3-4, 4b (h-f)): **w/i 5 of any hex of Puntowitz, in the town or west of the stream**
3-4, 4b (h-f): **one brigade each in the towns of Kobelnitz, Sokolnitz, and Telnitz. The artillery may deploy with any of these brigades.**
C Corps: **w/i 3 A14.25, elevation 5 or lower**
Napoleon, Army HQ, Army Supply: **A28.28**

Reinforcements:
8:00am, December 2nd, anywhere along the west edge of Map B: 3 Corps

Orders:
3-4 has the same orders as in scenario 1, with the modification that it can also be at or within 5 hexes of Kobelnitz as well.

No other French units have orders.

Allied Information:
Artillery Ammunition: 150

Set Up:
No units start the game set up.

Reinforcements:
Before the game, the Allied player jots down the entry area and time of arrival for each of his columns (see definition below), subject to the following restrictions:

1. All Allied columns must enter through entry hexes A, B, C, D, or E.
2. No more than one Allied column can be plotted to arrive at a given entry hex on a given turn.
3. Each column must enter on a hour turn.

Beginning when the first scheduled arrival is to occur, the Allied player rolls to see if those reinforcements arrive. If the roll is successful, the reinforcements arrive that turn. If not, they are delayed until the next hour turn (when the player again rolls for arrival). Roll for each force attempting to enter on a given hour turn separately.

The base roll for success here is a 9 or more on two dice. Modify this roll by the following:

-1 if Entry Area A is used
-2 for Entry Area E

No reinforcement may enter through a given entry hex until all previously

scheduled reinforcements have successfully made it onto the map. Roll for all forces awaiting entry separately. If an arriving column further back in the queue rolls successfully, it retains that successful roll until it can use it, but can't use it until all earlier members of the queue make it onto the map. Columns hanging on to successful rolls awaiting the entry of a 'blocking' force arrive one per turn starting the turn after the blocking force makes it onto the map. Units behind such a block may always roll for entry, they just may not enter the map until the road ahead of them is clear.

Alexander, Francis, Katusov, and the Army HQ and Supply may be assigned to any arriving column and arrive when it does.

The Left Supply may be assigned to any column of the Left Wing and arrive when it does.

The various columns composing the Allied army are the distinct command elements listed in 3.2b above. These columns may not be broken up for arrival purposes.

Orders:

Any orders the Allied player wishes to write out.

Victory Determination:

Use the standard game victory conditions, 6.0

Designer's Notes

While Napoleon had more than 70,000 men on the field, only about 45,000 were needed to defeat the Allies. The French 1st Corps, the Grenadier Division, and most of the Imperial Guard either didn't see action or barely got involved. Except for one critical moment atop the Pratzen, the Guard and the Grenadiers remained in reserve all day. The Allies, despite a significant superiority in men, put up a miserable front.

Why then, did the Allies perform so poorly ? Command differences are at the heart of the answer. The French had the advantage of Napoleon—a leader they trusted implicitly—and whose battle-plan was as flexible as it was cunning. The Allies, by way of contrast, had no such unity of command. While the troops were perfectly willing to die for the Tsar or Kaiser (as appropriate), the senior command was split. Katusov was nominally in charge, but the Allied plan was conceived and executed in the face of his demonstrated disapproval—by way of the supremely overconfident, inexperienced, young staff of the Tsar. The major flaw in the Allied plan was simple: it was based on

the misconception that the French were in a panicked retreat and would do nothing more than remain motionless while they were destroyed.

Unquestionably, the mid-level organization of the Allied army contributed to the disaster as well. The Russian army lacked the standardization that characterized the French Corps System. This lack of familiarity within the major sub-units of the Allied army greatly aggravated the natural delays in responding to the changing circumstances of the battlefield. Napoleon used this crippling lethargy to his advantage. While the decisive battle raged on the Pratzen Heights, almost 30,000 Allied troops remained inactive around Telnitz and Sokolnitz. Only after he crushed the Allied center did Napoleon turn to deal with this potentially decisive concentration to the south. The game reflects this—overtly—in the lousy ratings of Allied commanders as well as more subtly in the various wreck level discrepancies between the two armies.

The Allied army is at once both fragile and durable. Many specific brigades (especially the Russians) are very strong and can suffer a lot of punishment before they become wrecked. Most of the larger commands, however, are more fragile than the French—with wrecked levels often set at less than half of the component brigades. The net effect is that as the Allies get seriously engaged, they suffer a greater chance of stoppage, and generally spend more time contemplating their navels than do the French.

Researching this battle proved to be quite interesting. My map source ultimately came from David Chandler, who responded to my letter of inquiry by sending a xerox of a British Army topo map. Since low-level (1:25,000) topo maps of Communist and formerly Communist countries are still difficult to find, this was a great help. My other major map source was an Austrian Imperial map prepared in the 1870's and 1880's done at a scale of one mile to the inch. While not a contour map, it was useful in locating most other features, including villages and vegetation.

My most difficult choices were made in the OB. The Allied OB can be described as vague at best. Not that the various formations aren't listed or are of unknown strength—detail on the various infantry and cavalry regiments was quite good. The mid-level organization, however, is spotty. Brigade and divisional affiliations were haphazard and were often casual arrangements made on the spur of the moment. In the end, I used the most accepted version of this organization.

The French (at least) had a set table of organization, though my most readily available sources were either sketchy about brigade attachment (Duffy) or omitted it altogether (Chandler). I contacted George Nafziger who provided a much more substantial OB taken from a massive French source which has been long out of print.

While I used the brigade level for the basic French unit; I couldn't do the same for the Allies. Most Allied brigades were the size of divisions (4-6,000 men) and too unwieldy for a single counter. Hence, in many cases, I used the regiment as the basic unit and in some instances I divided the larger brigades into halves. At one point, I studied the idea of using French regiments as well—since each French brigade had a regimental breakdown. I found that this created too many counters and converted a fairly fluid game into rigid, linear combat. It seemed to take a step away from Napoleonic action, so I returned to brigades. While I admit that counter space limitations forced me to use some rather cryptic abbreviations, I hope the more detailed OB in the body of the rules will clear up any questions a player might have about exactly who it is he's maneuvering around the map.

One hidden strength of the Russians are all the light cannon brought along by the Tsar's men. Both forces are relatively equal in heavy guns, but the Russians have all those regimental pieces trailing along. While they tend to be slow, they do pack an added wallop once it comes down to simple slugging. Historically, most of these guns accompanied the attack along the Goldbach and never got into a position where they could be useful. A more clever Allied commander will use them to great effect and they can turn the tide against a sloppy French player.

Some comments about the terrain are in order. In playtesting, the question of frozen ponds, swamps, and streams arose. Yes, the weather was cold enough to freeze these features, but it didn't form ice thick enough to render them insignificant. All of these features were regarded as impassable by the combatants for normal purposes. Even the famous story of the Allies fleeing over the ice of the Satchen Pond has been greatly exaggerated. Only a handful of troops attempted to escape directly over the ice and they quickly perished.

Overall, both armies are fairly well matched—with an edge going to the French in staying power and speed of response which offsets the great individual strengths of the various Allied brigades and the overall Allied superiority in men and cannon.

Battle Notes

Austerlitz was the culmination—and defeat—of the Third Coalition whose intent was to crush Napoleon and restore the rightful French King. The principal conspirators, Austria and Russia laid plans with Britain to concentrate huge forces across the continent of Europe. They intended to defeat Bonaparte with sheer mass if nothing else. William Pitt, English Prime Minister, schemed to assemble almost 500,000 men against France. They expected Prussia to add an additional 200,000 troops to the horde as French defeat became obvious.

Britain declared war on May 16, 1803. It took Pitt almost two years to forge the Third Coalition. Napoleon utterly defeated it in just over four months, from the end of August to December 1805.

The French Emperor achieved this stunning success by the simple expedient of striking first. Allied plans called for four separate armies to undertake operations. In Northern Germany, a joint force of 100,000 British, Swedish and mainly Russian troops planned to liberate Hanover, technically a property of the English Monarch. It was currently under French dominion. In Bavaria (one of the few French allies), 170,000 men in equal numbers, Russian and Austrian, would do battle on the Rhine frontier. Most expected that Northern Italy, the scene of Napoleon's previous triumphs, would be the main stage again. So, the Archduke Charles, Austria's finest general, massed 100,000 Austrian troops in that area. A mixture of British, Albanian, Russian and Bourbon troops, 50,000 strong, planned to liberate the Kingdom of Naples before turning north to support Archduke Charles.

Once assembled, these troops would outnumber the French everywhere they fought. However, concentration required time. On August 9, Austria finally agreed to join the coalition. The lengthy mobilization process began. Aside from raising new forces and reserves from within Austria, the Russians had to march across all of central Europe before joining their allies on the French frontiers. As a further complication, Prussia remained neutral, forcing the northern Russians into time-consuming detours. Napoleon did not intend to give his enemies that time. The Grande Armee was encamped along the Channel Coast, and had been there for more than a year, seeking a way onto England's vulnerable soil. Now, with continental foes to fight, Bonaparte turned eastwards. First, Napoleon levied 150,000 more conscripts to join his 250,000 men currently under arms. These new troops would serve as replacements and reinforcements for the frontier forces as the war progressed.

However, the bulk of the active army would strike first. Leaving only small forces to protect the North German and Italian fronts, the main French force of almost 200,000 headed for Bavaria and the Austrian army that was under Mack's command. On September 10, Mack initiated hostilities by occupying the Bavarian city of Ulm. Essentially, he halted there and awaited the Russian army scheduled to join him. The lead French forces crossed the Rhine into Bavaria with impressive speed. They arrived by September 24, having left their camps at Boulogne only 21 days before. Napoleon outclassed Mack from the start.

Napoleon enveloped the Austrians with a wide turning movement to the north and east instead of confronting them head-on. After several small actions, the Austrians found themselves all but surrounded by October 15. Mack opened surrender negotiations the next day. At first, he hoped to stall long enough to allow the Russians to come up. It soon became apparent that no help was near. On October 20, he surrendered his immediate force of 27,000. Other forces followed suit. Napoleon swept 65,000 Austrians from the map without even a major action. The one bright spot for Allied fortunes was off the coast of Spain. Nelson's British fleet destroyed the combined Franco-Spanish fleet under Villeneuve on October 21.

However, naval victory did little to solve the Allies' immediate problems in Austria. Katusov, the Russian commander marching to relieve Mack, quickly reversed his steps once news of the surrender reached him. The French promptly pursued, plunging deep into the Austrian Empire. On November 12, Murat's French cavalry occupied Vienna (seizing the main bridge over the Danube in a daring bluff) and the Allies sought desperately to concentrate.

Napoleon's rapid strike into the heart of Austria rendered significant Allied forces irrelevant. The slowly assembling joint army in Hanover would not be a factor in the now decisive theater of Central Europe. Archduke Charles found himself and his command similarly out of place in Northern Italy. They were too far away to save their capitol. French troops under Massena and Prince Eugene conducted active operations to ensure that Charles would have a hard time disengaging back into Austria. The only forces still able to contest the French were the assembling Russians. Two main columns, the retreating one under Katusov and a new one under Buxhowden, linked up in late November despite Napoleon's efforts to prevent that juncture. Further accessions also augmented the Allied command. Some small Austrian forces were present, but the bulk of the army intended to save Francis II, the Austrian Emperor, was Russian.

The last two weeks of November consisted of shadowboxing as both sides sought to concentrate troops for the impending decisive battle. The rapid pursuit, as well as detachments needed to garrison the country and screen against Charles' approaching Army of Italy, widely scattered Napoleon's command. The French pursuit officially halted at Brunn on the 23rd, 50-60 miles Northeast of Vienna. They then began the process of reconcentration.

The Allies desperately sought time. Murat agreed to a temporary armistice on November 15, but the action at Hollabrunn broke it the next day. By the end of November, Francis II and Alexander I had managed to assemble about 85,000 troops near Olmutz, some miles to the east of Brunn.

The leading French troops were at Austerlitz, a town of significant size between Brunn and Olmutz. On November 30, Napoleon ordered these troops, the 4th Corps under Soult, to retreat westward across the Pratzen Heights to lure the Allies into an attack. The ploy worked, since the Pratzen Heights were a major defensive obstacle when approached from the east. Their abandonment implied that Napoleon had overextended his army and made them vulnerable. The Allied army prepared to advance and attack before Napoleon could unite his scattered forces. Katusov, the nominal overall commander, was wary of a trap, but the Tsar and his personal staff were eager for military glory and dismissed the older man's fears.

Katusov was correct. On December 1, Bernadotte's French 1st Corps joined Bonaparte, while Davout arrived to report that his 3rd Corps would be up the next morning after a brutal 70 mile march. These reinforcements raised the Grande Armee's strength to almost 75,000 men, enough to meet the Russians and Austrians in open battle. Napoleon completed his dispositions for the battle. The French soldiers held an impromptu torch light procession that night to honor their Emperor.

The Russians finished their own planning that evening. The Allied Army possessed little formal organization in contrast to its opponent, and the final Allied plans only exacerbated that situation. Technically, the army was divided into three wings—Left, Right and Center. These were not formal, corps-like structures, but loose commands assigned as the high command saw fit. The high command assigned "Columns" of varying size and composition

to the wings as dictated by the plans. For the coming battle, the Left Wing, commanded by Buxhowden, had almost two thirds of the army. These troops would attack at dawn, moving west (off the recently occupied Pratzen Heights) to capture the towns of Sokolnitz and Telnitz that were astride the Goldbach Brook. Next, the Left Wing would pivot due north and attack the bulk of the French army massed near the Olmutz road. The Center planned to move in support of the Left, and join in the northern attack after the Goldbach crossing. The Allied cavalry, under Leichtenstein's command had an independent role to defend near the town of Blaswitz and prevent Napoleon from launching his own attack due east. Bagration's Right Wing, now little more than a single column arrived that morning from Olmutz. It joined the cavalry in its mission. Later, after the main blow began along the Goldbach valley, both Liechtenstein and Bagration were supposed to attack due west and help finish Bonaparte's destruction. As an army reserve, the Tsar could call on the 10,000 infantry and cavalry of the Russian Imperial Guard.

There was a major flaw in the Russian plan. It called for two-thirds of the army—The Left and Center—to march southwest while the cavalry and the Right deployed over a mile to the northeast. The result was a gaping hole in the Allied center. This left the dominant Pratzen Heights entirely undefended and cut the Allied army in half. Katusov disagreed completely with the Allied plan. He also did not believe the Tsar and his coterie's assessment that Napoleon was already half-beaten, evidenced by the hasty French abandonment of Austerlitz and the Pratzen. However, once superseded, Katusov did little more than doze off and grumble about overconfidence.

Napoleon might almost have sat in on the Allied council of war. He planned to screen the flanks along the Goldbach and the Olmutz roads, and use Soult's 4th Corps for a dramatic strike at the Allied middle, seizing the Pratzen Heights. From there, Bonaparte planned to turn to the northeast, crushing all Allied forces along the Olmutz Road with the combined might of the 1st and 5th Corps, aided by Murat's 7,500 man Cavalry Corps. He detached only one division, Legrand's 3rd of the 4th Corps, to defend Telnitz and Sokolnitz against the expected Allied attack there. Davout's men, a division each of cavalry and infantry were approaching from the south and would be available to reinforce Legrand if needed. Early in the morning, scouts confirmed the basic assumptions of the Allied plans. After

a few minor troop shifts, Napoleon awaited battle.

Dawn on December 2 saw an intense fog that clouded the battlefield and obscured visibility. It dissipated rapidly from the high ground but clung to the stream valleys until late in the morning. This would have a dramatic impact on the coming fight. The Allies began to put their plan in motion. Lack of visibility immediately marred the plan. Liechtenstein's Cavalry, on their way north towards Blaswitz, moved across the line of march of the Left Wing. This delayed their start but Katusov ordered the attacks to begin after prodding from the Tsar.

Lead elements of the Left Wing struck first around Telnitz unhindered by the movement of the Allied Cavalry. As the rest of the Allies came up, they joined in the attack. Fighting spread to Sokolnitz and the Pheasant Garden. One could hardly expect Legrand's 6,000 French troops to repulse the more than 50,000 Allies sent against them, but they did execute a masterful defense.

By about 9:00 a.m., both Telnitz and Sokolnitz were in Allied hands. They were crossing the Goldbach to start phase two of the Tsar's plan. The timely arrival of Davout's men—Friant's Infantry Division and Boucier's Division of Dragoon Cavalry—repulsed the lead Allied forces and reestablished the line of the Goldbach even to the point of retaking both towns. With this reversal, Buxhowden's Left Wing ground to an indecisive halt, immobilizing more than half the Allied army.

Two of the most famous incidents in Napoleonic lore stem from Austerlitz. When Legrand retreated from Telnitz and Sokolnitz, the Emperor commented, "Space I can recover, time, never." Marshall Soult's remaining two divisions of the 4th Corps remained concealed by fog at the Pratzen Heights' base waiting to assail the Allied Center. A little while later, Bonaparte turned to Soult and asked him how long his men would take to advance up the heights. "Less than 20 minutes, Sire," came the answer. "In that case, we will wait another quarter of an hour," replied Bonaparte.

At 9:00 a.m., Soult got the order. The two remaining divisions of the 4th Corps advanced up the western slopes of Pratzen Heights. They advanced unopposed since all available Allied troops had gone north or south. Only the tardy 4th Column, Kollowrath's Center Wing, reversed itself to return to the Pratzen. As they arrived, the two divisions attacked the now-established French. They failed to make headway despite bloody fighting. Fighting simultaneously developed in the North along the Olmutz road. Bagration's Right Wing,

supported by Liechtenstein's Allied Cavalry, advanced to meet the French of Lannes' 5th Corps. Murat's French cavalry force also came forward to counter the Allied horse. A substantial cavalry battle developed between Blasowitz and the Olmutz Road. However, Murat's troopers drove off the Allied cavalry and Bagration slowly withdrew eastwards towards Olmutz by noon, out-numbered and unsupported.

In the center, the Allies fared no better. Portions of Langeron's 2nd Column were recalled. They stubbornly attacked on the Pratzen. The French repulsed them in turn. Finally, about midday, the last Allied force joined in: the Russian Imperial Guard, lead by Arch Duke Constantine. While some of the Guardsmen had gone forward previously, the bulk of this elite force had not yet seen action. Bonaparte arrived just in time to witness this last assault. He transferred his headquarters from the Zurlan forward to the Pratzen. The French Imperial Guard, Oudinot's elite Grenadier Division and Bernadotte's uncommitted 1st Corps accompanied him. The new French arrivals ensured the repulse of the Russian Guards who suffered severely. Constantine's command retired to Krzenowitz unpursued by the French.

With Bagration and Liechten-stein in retreat on the north flank and Constantine repulsed in the center, only the confused mass of troops in the south remained an effective Allied threat. Napoleon turned his attention to this force for the final act. Davout's line along the Goldbach acted as an anvil. Meanwhile, the decisive mass of French forces on top of the Pratzen moved southwest to catch Buxhowden and Kollowrath's commands in the rear. Soon Bonaparte had trapped the remaining Allies on three sides. Their only retreat route lay across the frozen ponds to the south. Tradition claims that as the Allies began to flee across the Satchen Pond, Napoleon ordered his cannon to fire on the ice, breaking it and drowning thousands of fleeing men. History greatly exaggerated the impact and magnitude of this loss. Later evidence indicates that only a few hundred men suffered this ignoble fate.

Nonetheless, Napoleon had decisively smashed the last organized Allied force. Allied battle casualties numbered 15,000 with another 20,000 taken prisoner. On December 4, Napoleon's chief of Intelligence observed the Russians retiring eastward. He estimated their remaining strength at no more than 26,000 men of all arms. The French losses ran to about 9,000 men: 1,300 killed, 7,000 wounded, and 600 prisoners. Realizing the extent of their defeat, the Allied Emperors went

their separate ways. Alexander, now much wiser in the art of war, returned to Russia, leaving Kaiser Francis II the unpleasant task of meeting Napoleon himself and asking for terms. On December 4, the two leaders met. They declared an armistice with future plans for peace terms.

Austerlitz raised France to dominance in Europe. The next year, 1806, the Prussians took their turn as Napoleon humbled them at Jena and Auerstadt. England worked tirelessly for the next ten years to raise coalitions against "the Ogre", but only the combined weight of all Europe would finally bring Bonaparte down.

Annotated Bibliography

Chandler, David, *Austerlitz 1805*, Osprey Publishing, London, 1990.

Part of an excellent new series designed to present historical engagements in a managable form, this book is the best overview of the battle itself and the campaign leading up to it. However, the OB is spotty.

Chandler, David, *The Campaigns of Napoleon,* New York & London, 1967

Chandler's major work addressing all of Napoleon's wars. Much solid work on Austerlitz here as well which includes the strategic picture. This work includes an excellent introduction to Napoleonic battle tactics and techniques as well as discussions about the Emperor's operational methods. A monumental work and quite readable, too.

Duffy, C.J., *Austerlitz,* London, 1977.

Duffy presents more detail than Chandler, but includes fewer maps. A good follow-on to *Austerlitz 1805* with a better OB.

Stutterheim, General, *A Detailed Account of the Battle of Austerlitz*, (reprint) Cambridge, 1985

Stutterheim was an Austrian commander and this is the best contemporary Allied view. It includes some Allied OB information.

Thiebault, P.C.F, *Memiors du Baron Thiebault*, 3 vols, Paris, 1894.

Thiebault was a brigade commander on the French side and his work is the best of the contemporary French accounts.

George Nafziger provided useful Order of Battle information. This information is available direct from him (for this and other time periods and battles) for a reasonable fee at:

George Nafziger
8801 Tammy Drive
West Chester, OH 45069

Thanks to Dr. Chandler, himself, who provided a copy of a British Army Topographical map of the Austerlitz region. Austerlitz is now in the Czech Republic currently called Slavkov—for those of you with the means to pursue an actual visit to the battlefield. We *share* your joy of being able to visit the field and aren't in the least bitter ...

A number of accounts were consulted in passing, but these provided little new information from that found in the above.

Organization of the Armies
The Grande Armee

(Emperor Napoleon Bonoparte)

1st Corps (Marshal Bernadotte)
    1st Division (Raffiniere)
        1st Brigade (8th, 45th Line Rgts) (Dumoulin)
        2nd Brigade (54th Line Rgts) (Pacthod)
    2nd Division (Drouet)
        1st Brigade (27th Light Rgt) (Werle)
        2nd Brigade (94th, 95th Line Rgts) (Frere)
    Light Cavalry Division (Kellermann)
        1st Brigade (2nd, 4th Hussar Rgts) (Picard)
        2nd Brigade (16th, 22th Chasseurs au Cheval Rgts) (Milhaud)
        3rd Brigade (5th Chasseurs au Cheval Rgt, 5th Hussar Rgt)
(unknown)

3rd Corps (Marshal Davout)

    2nd Division (Friant)
        1st Brigade (15th Light Rgt, 33rd Line Rgt) (Kister)
        2nd Brigade (48th, 111th Line Rgts) (Lochet)
        3rd Brigade (108th Line Rgt) (Heudelet)
    4th Dragoon Division (Bourcier)
        1st Brigade (15th, 17th, 18th Dragoon Rgts) (Laplanche)
        2nd Brigade (19th, 25th, 28th Dragoon Rgts) (Sahuc)

4th Corps (Marshal Soult)
    1st Division (St. Hilaire)
        1st Brigade (10th Light Rgt, 14th Line Rgt) (Morand)
        2nd Brigade (36th, 43rd Line Rgts) (Thiebault)
        3rd Brigade (55th Line Rgt) (Ware)
    2nd Division (Vandamme)
        1st Brigade (24th Light Rgt, 4th Line Rgt) (Schiner)
        2nd Brigade (28th, 46th Line Rgts) (Fery)
        3rd Brigade (57th Line Rgt) (Candres)
    3rd Division (LeGrand)
        1st Brigade (26th Light Rgt, Corse Chasseur Rgt) (Merle)
        2nd Brigade (Tir. du Po, 3rd Line Rgt) (Ferey)
        3rd Brigade (18th, 75th Line Rgts) (Levasseur)
    3rd Dragoon Division (Beaumont)
        1st Brigade (5th, 8th, 9th Dragoon Rgts) (Bayer)
        2nd Brigade (12th, 16th Dragoon Rgts) (Scalfort)
    Cavalry Brigade (11th, 26th Chasseurs au Cheval Rgts, 8 Hussar Rgt) (Margaron)

5th Corps (Marshal Lannes)
    1st Division (Cafarelli)
        1st Brigade (17th, 30th, 51st Line Rgts) (Demont)
        2nd Brigade (13th Light Rgt, 61st Line Rgt) (Eppler)
    3rd Division (Suchet)
        1st Brigade (17th Light Rgt, 34th Line Rgt) (Becker)
        2nd Brigade (40th, 64th Line Rgts) (Valhubert)
        3rd Brigade (88th Line Rgt) (Claparede)
    Grenadier Division (Oudinot)
        1st Brigade (1st, 2nd Converged Grenadier Rgts) (Laplanche-Mortiers)
        2nd Brigade (3rd, 4th Converged Grenadier Rgts) (Dupas)
        3rd Brigade (5th Converged Grenadier Rgt) (Ruffin)
    Cavalry Brigade (9th, 10th Hussar Rgts) (Treilhard)

Cavalry Corps (Marshal Murat)
    2nd Dragoon Division (Wathier)
        1st Brigade (3rd, 6th, 10th Dragoon Rgts) (Royer)
        2nd Brigade (11th, 13th, 22nd Dragoon Rgts) (Boussard)
    1st Heavy Cavalry Division (Nansoulty)
        1st Brigade (1st, 2nd Carabinier Rgts) (Piston)
        2nd Brigade (2nd, 9th Cuirassier Rgts) (l'Houssaye)
        3rd Brigade (3rd, 12th Cuirassier Rgts) (St. Germaine)
    2nd Heavy Cavalry Division (d'Hautpoul)
        1st Brigade (1st, 5th Cuirassier Rgts) (St. Sulspice)
        2nd Brigade (10th, 11th Cuirassier Rgts) (unknown)

Imperial Guard (Marshal Bessieres)
    Infantry of the Guard
        1st Brigade (1st, 2nd Grenadier Rgts) (Hulin)
        2nd Brigade (1st, 2nd Chasseur Rgts) (Soules)
        3rd Brigade (Italian Royal Guard) (Lecchi)
    Cavalry of the Guard
        1st Brigade (Grenadiers a Cheval) (Ordener)
        2nd Brigade (Chasseurs au Cheval, Mamelukes) (Morland)
        3rd Brigade (Gendarmes d'Elite) (Savary)

The Combined Russian and Auistrian Armies

(Prince Katusov, Tsar Alexander I, Kaiser Francis I)

Left Wing (General of Infantry Buxhowden)
    Advanced Guard (Keinmeyer)
        1st Brigade (Carneville)
            (Vienna Jaegers, Broder Grenz Rgt, 1st, 2nd Szekler Grenz Rgts)
        2nd Brigade (Stutterheim)
            (O'Reilly Chevauleger Rgt, Merveldt Uhlan Rgt)
        3rd Brigade (Nostitz)
            (Schwartzenberg Uhlam Rgt, Hesse-Homberg Hussar Rgt)
        4th Brigade (Liechtenstein)
            (Szekler Hussar Rgt)
    1st Column (Doctorov)
        1st Brigade (Lewis)
            (5th, 7th Jaeger Rgts, New Ingremanland Musketeer Rgt)
        2nd Brigade (Urasov)
            Y2-1-L (Yaroslav Musketeer Rgt)
            V2-1-L (Vladimir Musketeer Rgt)
            B2-1-L (Briansk Musketeer Rgt)
        3rd Brigade (Lieders)
            V3-1-L (Viatka Musketeer Rgt)
            G3-1-L (Moscow, Kiev Grenadier Rgts)
    2nd Column (Langeron)
        1st Brigade (Olsusiev)
            (8th Jaeger Rgt, Vyborg Musketeer Rgt)
        2nd Brigade (Kamenskoi)
            K2-2-L (Kursk Musketeer Rgt)
            P2-2-L (Perm Musketeer Rgt)
        3rd Brigade (Kamenski)
            R3-2-L (Riazan Musketeer Rgt)
            F3-2-L (Fangoria Musketeer Rgt)
    3rd Column (Przybyczewsky)
        1st Brigade (Muller)
            G1-3-L (a Bn of 7th Jaeger Rgt, Galitz Musketeer Rgt)
            B1-3-L (a Bn of 7th Jaeger Rgt, Butrsk Musketeer Rgt)
        2nd Brigade (Stryk)
            (Narva, Azov (1 Bn), Podolsk (1Bn) Musketeer Rgt)

Center Wing (Field Marshal Count Kollowrath)
    1st Division (Miloradovich)
        1st Brigade (Wodniansky)
            This formation consisted of only the Archduke John Dragoons (125 men).
            It has been incorporated into the Cavalry.
        2nd Brigade (Berg)
            (Maloslavitz, Smolensk Musketeer Rgts)
        3rd Brigade (Repnin)
            (Apcheron, Novogorod Musketeer Rgts)
    2nd Division (Kollowrath)
        1st Brigade (Rottermund)
            This brigade consists of six Bns of the Salzberg Landwehr Rgt, one Bn of the
            Kaunitz Inf. Rgt and one of the Auersperg Inf. Rgt. These 8 Bns are divided equally
            between 1a-2-C and 1b-2-C.
        2nd Brigade (Jurschek)
            The following have been evenly divided between 2a-2-C and 2b-2-C:
                1 Co of 6th Bn Kaiser Inf Rgt #1
                2nd Bn, Czartorysky Inf Rgt #9
                one Bn, Reuss-Greitz Inf Rgt #55
                one Bn, Wurttemberg Inf Rgt #38
                3rd Bn, Beaulieu Rgt #58
                6th Bn, Kerpen Rgt #49
                4th Bn, Lindenau Inf Rgt #29
                6th Bn, Mittrowsky Inf Rgt #40

Right Wing (Generalmajor Prince Bagration)
> Advanced Guard
>> 1st Brigade (Dolgoruki)
>>> J1-Rgt (5th, 6th Jaeger Rgt)
>>> A1-Rgt (Archangel Musketeer Rgt)
>>> P1-Rgt (Pskov Musketeer Rgt)
>> 2nd Brigade (Engelhardt)
>>> (Ingremanland Dragoon Rgt)
>> 3rd Brigade (unknown)
>>> (Leib Kurassier Rgt, Tver, St. Petersburg Dragoon Rgts)
>> 4th Brigade (Wittgenstein)
>>> (Pavlovgrad, Mariopol Hussar Rgts)
>> 5th Brigade (Czaplitz)
>>> (Isejew, Kusilev, Charusmkov Cossack Rgts)

Cavalry (Field Marshal Prince Liechtenstein)
> 1st Division (Hohenlohe)
>> 1st Brigade (Carmelly)
>> 2nd Brigade (Weber)
>>> (Nassau #5, Lorraine #7, Kasier #1 Cuirassier Rgts)
>>> Note that 1st and 2nd Brigades have been consolidated into one unit,
>>> 1,2-1-Cv.
> 2nd Division (Essen)
>> 1st Brigade (Tchepelev)
>>> (Grand Duke Constantine Uhlan Rgt)
> 3rd Division (Uvarov)
>> 1st Brigade (Penitzky)
>>> D1-3-Cv (Kharkov, Chernikov Dragoon Rgts)
>>> H1-3-Cv (Elizabethgrad Hussar Rgt)

Russian Imperial Guard (Grand Duke Constantine)
> 1st (Infantry) Brigade (Kollowrizov)
>> The follwoing have been divided between 1a-Gd and 1b-Gd:
>>> Guard Jaeger Bn
>>> Semonovsky Guard Rgt
>>> Preobragensky Guard Rgt
>>> Ismailovsky Guard Rgt
>>> Leib Grenadier Rgt
> 2nd (Cavalry) Brigade (Jancowitz)
>> 2a-Gd (Guard Hussar Rgt, Chevalier Guard Rgt)
>> 2b-Gd (Horse Guard Rgt)