

Austerlitz Updater

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Introduction

This kit upgrades The Gamers' Austerlitz to NBS 3.0 rules compatability. Enjoy.

Sections in italics are overruled by the "Weyrother Option" at the end of the rules.

1.0 General Special Rules

1.1 The Terrain

1.1a

The Santon Redoubt and the Sokolnitz castle are fortified terrain. Treat as villages for movement (but not combat) purposes. A maximum of two gun points may fire out of these hexes.

1.1b

Unlike later games, Austerlitz uses a different, layer cake model for portraying elevation. Elevation changes, slopes and steep slopes are marked hexside features. Pay the cost for crossing the hexside, in addition to the hex terrain. Always use the worst type of terrain in case a hexside is both an elevation change and a slope.

1.1c

Units retreating across ponds lose all steps as stragglers. Despite the dramatic pictures most of the Russians trying to retreat across the ponds got away.

1.1d

The Littawa is a tributary, not a river.

1.1e

Fanatics may draw a wall around the Pheasant Garden (that has no effect in the game <ELLER? MAN SLOGS OM DEN >) and as well a three or four vineyards scattered on the North and East side of Stare Vinohrady.

1.2 Counter Nomenclature

The counters of the different nationalities that took part in the battle are colored as follows:

France: Light Blue with a Dark Blue Icon

Russian: Green with a red icon.

Austrian: White with a red icon

1.3 Troop Training

Only French units can use Combat Column.

1.4 Fog

The 6:00am to 9:30am turns 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. Allow only cavalry charges and countercharges against targets the cavalry can see before the charge begins.

The fog 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.

To thicken the fog, let 3-4, Ind C-4 and 4b (hf) set up hidden with the unit's locations noted on a paper. The hidden units may not move before they are spotted by an Allied unit and placed on the map.

1.5 Very Recommended Special Rule

We can not enough stress how much using the Concealed Forces Rules in our new rule set will improve your Austerlitz experience.

1.6 Cossacks

The cossack unit may only charge (including reaction charge) target stacks that are disorganized or routed. If a cossack unit is targeted by a cavalry charge, it immediately retreats six hexes and becomes blown. The charging unit is not blown, but may not move further or charge again this phase (except for reaction charges).

2.0 French Special Rules

2.1 Attachments and Detachments

Up to one division from each corps may be detached and attached to another corps. Any French brigade or division may be given independent orders. 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. These units do not count when determining Corps Attack Stoppage.

2.3 The Imperial Guard

The French Imperial Guard counts as one independent division commanded by Bessieres. For wreckage and 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 and it is likely— had he been wounded or killed — that the army would have been commanded by either Berthier or Soult for the rest of the battle.

3.0 Allied Special Rules

3.1 The Tsar and the Kaiser

Tsar Alexander and Kaiser Franz I may never affect a unit from the other guy's nation. Each Emperor's command and initiative rating is 0, but their rating when affecting troops is 4. The two Emperors may use initiative to issue orders to units of their own nationality. *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 to a subordinate commander.*

3.2 Katusov

Prince Katusov is nominally in command of the Allied army and only he may issue orders to the any unit.

3.3 Allied “Corps” Commanders.

Buxhöwden nominally commands the Left Wing. In the game, he automatically commands the portion of the Left Wing with which he is currently stacked. This may change each Command Phase based on which column he is stacked with. 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 lead troops. *Buxhöwden may make a “free” initiative roll each turn (one which does not negate the ability of the commanders in the Left Wing to also check, with the exception of whomever Buxhöwden has supplanted as division commander who cannot roll at all).* A Loose Cannon result for Buxhöwden affects only the division he is currently stacked with. If Buxhöwden becomes a casualty, he is not replaced.

Kollowrath & Miloradovich. Since no one seems to have been sure who was in command of the 4th Column (or was it “Center Wing”?), identical orders may be sent to Kollowrath and Miloradovich, in effect two orders at the cost of one. Compute distances and acceptance individually.

Bagration commands the Right Wing. For all orders and command radius purposes, Bagration commands the Right Wing as a single division. He has a command radius of 8 MPs. For wrecked formation, and Corps Attack Stoppage purposes, treat the infantry and cavalry brigades of the Right Wing as separate divisions.

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

3.4 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.. Tsar Alexander I
2. Kaiser Franz I
3. Liechtenstein
4. Bagration
5. Buxhowden
6. Kollowrath

3.5 The Kaiser Takes Command!

Should Kaiser Franz I take army command (God forbid!) all order acceptance calculations have a -2 (table shifts) applied and all Allied initiative rolls suffer a -2.

3.6 Attachments and Detachments

No attachment from one group to another is possible. Any Allied brigade may be given an independent order.

4.0 General Scenario Rules

4.1 The First Player

In all scenarios, the Allied Player always moves first.

4.2 Victory Conditions

The ultimate objective of Napoleonic strategy was to force a 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 wrecked formations.

4.3 Points for Losses

Add up each sides total losses (casualties only, including skirmishers, not stragglers) and compare the total to the following:

VPs 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 +

Each side also earns 1 point per 5 enemy gun points lost.

4.4 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

4.5 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

5.0 If using the original counters

- The following units are Heavy Cavalry units (all others are considered Light):

French: 1-1HC-C, 2-1HC-C, 3-1HC-C, 1-2HC-C, 2-2HC-C, 1c-IG

Allied: 2b-Gd, 3-Rgt, 1,2-1-Cv

- An L after the Gun Point number means the guns are Light, an H means Heavy guns.

- French skirmishers are considered elite, and have a B morale rating. The few Coalition skirmishers are normal skirmishers with a C morale rating.

- Oudinot, Kienmayer and Bagration are considered Fighters.

- Ditch all wagons.

6.0 Random Events Table

- 1 Allied: Lingerin Fog / Cold / French: Lingerin Fog / Cold
- 2 Allied: Katusov Wakes Up / French: Cautious Murat
- 3 Allied: Royal Inspiration / French: Napoleon Checks on Joseph
- 4 Allied: Royal Inspiration / French: Napoleon Shows Off
- 5 Allied: Division Gets Lost / French: "We are all grenadiers!"
- 6 Allied: Wing Commander Resurgent / French: Telepathy?

Lingerin Fog / Cold - If rolled before 10:00 the fog effects of the 9:30 turn will remain during the 10:00 turn as well. If rolled after 9:30, in the December cold all rolls for straggler recovery will suffer a -1 modifier during the current and next complete hour.

Katusov Wakes Up - Katusov decides that that he cannot passively watch the approaching disaster. He is flipped to his "3" side and remains that way until either the Kaiser or the Tsar rolls a loose cannon result, at which time Katusov reverts to his normal, disgusted, self. (Note that the random event "Royal Inspiration" is enough to make Katusov despair again.)

Cautious Murat - Having been chastised by the Emperor for his rash behavior during the previous week, Murat decides to adopt a cautious stance. He may not roll for initiative during the rest of the game his subordinates have their commander ratings reduced by 1 when rolling for initiative. If this event is rolled again, Murat reverts to normal.

Royal Inspiration - One of the Royals intervene, roll one die to determine which one and then roll another die. On 1-3, the Regent in question must issue one engage-order written by the French player. On 4-5 the Regent in question must issue one engage-order written by the Allied player. On a 6 the regent will stop either an order in transit or cause one unaccepted order to be thrown away. Chose one available order at random and remember that the Royals only can affect troops of their own nationality.

Napoleon Checks on Joseph - Joseph Bonaparte, the Emperor's not-so-martial brother, commanded the 4th Line Rgt in Vandamme's Division. When this event occurs, Napoleon decides to check on Joseph and must move right away to 2-1-4 and spend a complete Command Phase phase with it. Napoleon may not issue any orders while yelling at his brother.

Napoleon Shows Off - The Emperor thinks (more or less correctly) that he has things so perfectly under control that he does not need to issue any orders this turn. And so does the player. No new orders may be issued this turn. "We will wait another quarter of an hour."

Division Gets Lost - The confused allied command structure made life permanent hell for the divisional commanders. When this event occurs one randomly determined division currently under engage orders may not move closer to the enemy (except to reaction charge) during this turn while the commander tries to sort things out.

"We are all grenadiers!" - The French troops where confident, bordering on reckless, during the battle. When this event occurs the Allied player determines one French infantry brigade that must try to enter Close Combat with an eligible target during the next Movement Phase. It reverts to normal the next turn.

Wing Commander Resurgent - Katusov and the Allied wing commanders try to take control of things. Roll one die: on 1-3 Buxhöwden may function as per optional rule 4.2b, on 4-5 Bagration may function as per optional rule 4.2c, and on a 6 Kollowrath may be given an order with 1-C attached. All these arrangements are for the purpose of one order and one order only.

Telepathy? - Napoleon displayed an uncanny grasp of his opponent's intentions during the battle. When this event occurs the French player may ask the Allied player to reveal the order of one of his formations.

7.0 Scenarios (There can only be one.)**The Sun of Austerlitz****First Turn:** 6:00am, December 2nd**Last Turn:** 5:00pm, December 2nd**Turn Length:** 23 turns**French Information:****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: A28.28

Reinforcements:

8:00am, Entry Area F: 3 Corps

Orders:

3-4 Division has an independent order to defend the line of the Goldbach Stream, including Sokolnitz, Telnitz, or the Pheasant Garden. The brigades are considered to be under separate independent orders until Davout arrives.

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 has no orders.

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

5 Corps has orders to defend the French left flank and to stop any Allied attack west along the Olmutz Road.

No other unit has orders.

Allied Information:**Set Up:**

AG-L: w/3 B30.20

Buxhöwden, 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, Franz, Katusov, Army HQ: A53.08

Gd: w/i 3 A60.05

Reinforcements:

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

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 defensive position south of Kobelnitz, north of the Pheasant Garden, east of the Goldbach Stream, and west of hexrow 27.xx.

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

Gd has no orders

The Weyrother Option

This is a set of rules attempt to show how the Allied side really was led and are more suited for the historical enthusiast than the player who wants to play a fair game. A streak of masochism and a really bad French player will help as well the Allies. Enjoy.

In this variant the Allied player plays the role of the Austrian Staff- Officer Major-General Franz Weyrother. He has managed to become the Tsar's pet Austrian intellectual and has therefore been singled out as the right man to plan the battle that will crush Napoleon's army once and for all. After all, Weyrother knows about maps and can write long and purposeful-sounding orders. That few Russian officers at brigade level can read German does not worry anyone, nor does the fact that most divisional commanders has no orderlies or that Katusov has slept through the final briefing cause much concern.

Writing the Weyrother Plan

The basic problem for the Weyrother player is that once the game begins the dignitaries around him will scatter to the winds and cease to pay attention to him. Hence the player must write orders for the entire battle before the game begins. All these orders are accepted at start of the game. The orders might of course be staged orders like: "The Advanced Guard is to capture Telnitz and then to move north and capture Marxdorf," and the steps might be conditional in one way or another: "The Advance Guard is to capture Telnitz and then to move north and capture Marxdorf when 2nd Column has captured Sokolnitz." Note that since they are the Tsar's younger brother's private property, the Russian Guard may not be given any orders.

Set Up

Set up "The Sun of Austerlitz" scenario as usual, but remove the Allied Army HQ and let Katusov deploy with his "3" side up. As soon as the scenario starts, Weyrother is out of the game (he was briefly involved in the fighting on the Pratzen, but that was all). The Allied player is now struck with the plan, and any changes to it have to be done by using initiative.

New Orders

All allied commanders may roll for initiative as per the normal rules. Should a Commander suffer a loose cannon the normal rules apply.

Furthermore the Allied player must roll for initiative each turn for at least two of the following commanders: Katusov; Tsar Alexander; Kaiser Franz, or Buxhöwden. The Allied player may not choose the same two commanders in two consecutive turns and no commander may roll for initiative three turns in a row. The Allied player may not roll for a commander who has left the map. Unless told otherwise by the results below, these characters may move about as they please and affect troops' reactions during the game. Note that Buxhöwden and Franz are slightly limited regarding what it pleases them to do.

General of Infantry Mikhail Larionovich Golenishchev-Katusov

Katusov was normally a solid and ruthless general, known among other things for his taste in young women and reading French porn and also the fact that he had managed to survive two shots through his head during his career. But Katusov was fed up with both the Tsar and the situation in general and was quite exhausted as well. He may move about at will over the field.

Katusov Initiative

- When Katusov rolls successfully for initiative, he may issue an order to any division in the Allied army.
- If he fails he goes on as above, looking depressed.
- If he gets a Loose Cannon result, he starts to sulk in a bad way. He flips over to his "0" side but soldiers on. A new Loose Cannon will reverse this result.

General-Lieutenant Friedrich Wilhelm Buxhöwden

An archetypal Russian brute, fond of whores and dogs, who went to war with a 139-man household in tow. This anachronism must start stacked with, and therefore in command of the L-1 Column. He may only move with the L-1 column or move to take command of any other of the columns in his command and lead that one instead (all as per the normal Buxhöwden Rule).

Buxhöwden Initiative

- If Buxhöwden rolls successfully for initiative he may issue an order to any division in his command.
- If he fails he goes on as above, terrorizing his subordinates.
- If he gets a Loose Cannon result he feels that he needs a rest (he was quite drunk according to Langeron) and moves of to the nearest town/village hex behind the lines (French player's choice in case of ties). He is then out of the whole thing until he successfully rolls initiative. He then returns to his command and may also issue a in-person order in the next command phase.

Kaiser Franz the First of The Holy Roman Empire

A prematurely aged man who had not yet recovered from the disaster at Ulm and who had no delusions about his own martial abilities. He may move about at will over the field as long as he ends each turn out of range of any French artillery.

Franz Initiative

- When Franz rolls successfully for initiative he may issue an order to any Austrian division in the army.
- If he fails he goes on as above, looking a bit out of it.
- If he gets a Loose Cannon result his courtiers have convinced him about his need for safety and he withdraws to the nearest town/village hex that is also out of sight of the all French troops. He will stay there until he either rolls a successful initiative and returns to normal or he rolls a new Loose Cannon, in which case he has been convinced to withdraw to somewhere even safer, perhaps even off the map.

Tsar Alexander the First of Russia

A dashing young man full of endearing noble qualities as well as a slight manic-depressive streak and a somewhat loose hold on reality. He may move about at will over the field.

Alexander Initiative

- When Alexander rolls successfully for initiative he may issue an order to any Russian division in the army.
- If he fails he goes on as above, looking both excited and terrified.
- If he gets a Loose Cannon result the French Player may write the order Alexander sends to any Allied division on the map. The order is handled as any other order and its contents are not revealed to the Allied player before it is accepted.

Victory?

There are no special victory conditions for this variant, just personal honor.

Note that the original Weyrother plan of turning the French right was actually quite good and would have worked fine against most other armies. The problem of it was not the concept, but rather the execution. Had the two armies at Austerlitz changed sides of the field as well as plans, the French still would have won, since they had the organization and leadership capable of executing a plan such as Weyrother's.