

CORPS	UNIT	DEPLOY	
BÜXHOWDEN	Sivers Art. (2 counters)	R-T4-4421	
Kienmayer 3525 (Detachment)	Stutterheim (2 counters)	In Kienmayer's command range	
	Degenfeld (horse art.) (2 counters)		
	Rakowsky sqn.		
	Liechtenstein		
	Nostitz		
Dokhturov	Carneville	R-T2-4426	
	Grenzer Art. (2 counters)		
	Pantenius		
	Liders		
	Urusov		
Langeron	Löwis	R-T3-4426	
	Inzov		
	Löwis Art. (2 counters)	R-T4-4426	
	Urusov Art. (2 counters)		
	Liders Art. (2 counters)		
Denisov cossacks			
Kamensky (2 counters)			
Przbichevsky	Balk	R-T4-4421	
	Laptev		
	Olsufiev III (2 counters)	R-T5-4421	
	Olsufiev Art. (2 counters)		
	Kamensky Art. (2 counters)		
Wimpffen			
Strik (2 counters)			
KUTUSOV	Miller III	R-T5-4419	
	Wimpffen Art. (2 counters)		
	Strik Art. (2 counters)		
MILORADOVICH	Art. Park B (2 counters)	R-T8-4421	
	Art. Park A (2 counters)		
Wodniansky	Miloradovich Art. (2 counters)		
	Berg Art. (2 counters)		
Milordovich	Monakhtin	R-T6-4421	
	Hentzy		
Kollowrath	Repninsky	R-T7-4421	
	Berg		
	Jurczik	R-T7-4421	
	Sterndahl		
	Rakowsky II		
Rottermund			
Kollowrath Art. (2 counters)			
BAGRATION	Yashvil horse Art. (2 counters)	R-T6-4407 In March Column *	
4109	Voropajsky - St.Peterburg		
	Wittgenstein		
	Gogel		
	Dolgoruki (2 counters)		
	Dolgoruki Art. (2 counters)		
	Kisheliev - Malakhov cossacks		
	Sisoyev - Kaznekhov cossacks		
LIECHTENSTEIN	Caramelli		R-T13-4412
Hohenlohe	Weber		
Von Essen	Zocchi horse Art. (2 counters)	R-T13-4412	
	Shepelev - Gd.Uhlans cossacks		
	Zakomelsky - Uvarov cossacks		
	Minitzky - Lisanevich cossacks		
	Elisabetgrad cossacks		
	Gordjeiev - Issaiev cossacks		
	Melentlev - Denissov II cossacks		
	Ignatiev Art. (2 counters)		
	Yermolov Art. (2 counters)		
	KONSTANTIN		Kaspersky Art.
	Kostenetsky Art.		
	Czar Alexander		
Constantin	Kaiser Franz	R-T16-4412	
	Eiler Art. (2 counters)		
	Reslyna Art. (2 counters)		
	Chernozubov cossacks		
	Kologrivov		
	Jankovich		
Maliutin	Khrapovitsky	R-T17-4412	
	Kozlovsky		
	Depreradovich		
	Lobanov		
MERVELDT	Chernozubov cossacks	R-T18-3639	
	Mertens Art. (2 counters)		
	Militia Art. (2 counters)		
	Roschkowsky		
	Schustekh		
	Mondet		

Moravian Sun

December 2nd, 1805

Battle of Austerlitz

Austerlitz
CAMPAIGN GAME

Allied Set up

The Scenario start at Turn 1 and ends at turn 24. Always follow stacking limitations. If any overstack occurs, excess unit(s) can be placed in adjacent hex(es).

If not specified, the Commander can stack with any one unit in his Formation.

R means Reinforcement and T is the game turn they enter in map.

Put Reinforcements on Turn track.

Start conditions

December, the 1st

Weather at the game start: OVERCAST.

No DRM on weather die roll for the second turn.

Start at the 5 Phase (Initiative). The Initiative is Allied, all Formations are "in command" under the following Orders:

BÜXHOWDEN	Advance
BAGRATION	Advance

* They must keep this march mode and cannot change orders until they reach Bagration's command range. They are considered in command until then.



CORPS	UNIT	DEPLOY
BAGRATION 3906	Wittgenstein Gogel Dolgoruki (2 counters) St. Peterburg Voropajsky Dolgoruki Art. (2 counters) Yashvil horse Art. (2 counters) Kisheliev - Malakhov cossacks Sisoyev - Kaznekhov cossacks	Within Leader's command range 4207 3906 Max two hexes from 3906
LIECHTENSTEIN 3712	Hohenlohe 3514 Caramelli Weber Zocchi horse Art. (2 counters)	Within Leader's command range
Von Essen 3511	Ignatiev Art. (2 counters) Yermolov Art. (2 counters) Shepelev - Zakomelsky cossacks Gd.Uhlans cossacks Uvarov - Minitzky cossacks Lisanevich - Elisabetgrad cossacks Gordjeiev - Issaiev cossacks Melentlev - Denisov II cossacks	Within Leader's command range 3311 or adjacent
KUTUSOV 4419	Art. Park B (2 counters) Art. Park A (2 counters)	With the leader With the leader
MILORADOVICH 3717	Wodniansky 3718 Miloradovich 3717 Repninsky Berg Art. (2 counters) Berg Miloradovich Art. (2 counters)	Within Leader's command range Within Leader's command range
Kollowrath 3920	Jurczik Kollowrath Art. (2 counters) Rakowsky II Rottermund Sterndahl	Within Leader's command range
BÜXHOWDEN 3123	Kienmayer 2830 Stutterheim (2 counters) Degenfeld horse Art. (2 counters) Rakowsky sqn. Liechtenstein Nostitz Carneville Grenzer Art. (2 counters)	Within Leader's command range
Dokhturov 2927	Pantenius Löwis Löwis Art. (2 counters) Liders Liders Art. (2 counters) Urusov Urusov Art. (2 counters) Inzov Denisov cossacks	Within Leader's command range
Langeron 2923	Kamensky (2 counters) Balk Kamensky Art. (2 counters) Olsufiev III (2 counters) Olsufiev Art. (2 counters) Laptev	Within Leader's command range
Przbichevsky 3121	Wimpffen Wimpffen Art. (2 counters) Miller III Strik (2 counters) Strik Art. (2 counters)	Within Leader's command range
KONSTANTIN R -T16 - 4419 Czar Alexander Kaiser Franz	Kaspersky Art. (2 counters) Kostenetsky Art. (2 counters) Kozlovsky Khrapovitsky Eiler Art. (2 counters) Jankovich Kologrivov Resleyna Art. (2 counters)	March column
Maliutin R -T15 - 4412	Chernozubov cossacks Deperadovich Lobanov Mertens Art. (2 counters) Militia Art. (2 counters)	March column
MERVELDT R -T18 - 3639	Roschkowsky Schustekh Mondet	March column

Moravian Sun

December 2nd, 1805

Battle of Austerlitz

LIVING
Austerlitz
BATTLE SCENARIO

Allied Set up

The Scenario start on turn 13 and ends on turn 24.

Always follow stacking limitations. If any overstack occurs, excess unit(s) can be placed in adjacent hex(es).

If not specified, the Commander can stack with any one unit in his Formation.

R means Reinforcement and T is the game turn they enter in map.

Put Reinforcements on Turn track.

Start conditions

December, the 2nd

Weather at the game start: SLEET.

No DRM on weather die roll for the second turn.

Start at the 5 Phase (Initiative). The Initiative is Allied, all Formations are "in command" under the following Orders:

BÜXHOWDEN	Advance
MILORADOVICH	Advance
BAGRATION	Advance
LIECHTENSTEIN	Advance

