

December 2nd, 1805

Battle of Austerlitz

Austerlitz CAMPAIGN GAME

French 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:

SOULT	Advance
LANNES	Defend
MURAT	Advance

CORPS	UNIT	DEPLOY
SOULT - IV		
2212 St.Hilaire 1912	Laribossière Art. (2 counters) Morand Thiebault (2 counters)	Within Leader's command range
Vandamme 2212	Varè (2 counters) Schiner Ferey (2 counters) Candras (2 counters) Vandamme Art. (2 counters)	Within Leader's command range
Legrand 2022	Merle Fery Levasseur (2 counters) Legrand Art. (2 counters) Margaron Cavalry (2 counters) Margaron horse Art. (2 counters)	Within Leader's command range
Boye 2913	Scafort Boye (2 counters) Boye horse Art.	Within Leader's command range
LANNES - V		
2707		
Caffarelli	Eppler Demont Debilly Foucher Art. (2 counters)	R-T7-1006 March Column
Suchet 2707	Suchet Art. (2 counters) (SANTON) Claparède Beker Valhubert	2806 Within Leader's command range
Walther 2304	Sebastiani Roget Boussart Walther horse Art.	Within Leader's command range
BERNADOTTE - I		R - T9 - 1006
Rivaud	Dumoulin (2 counters) Pachod Eble Art. (2 counters)	R - T9 - 1006 March Column
Drouet	Frere (2 counters) Drouet Art. (2 counters) Werle	R - T10 - 1006 March Column
MURAT - RC		
3706	Hannique horse Art. (2 counters)	
Nansouty 1908	St. Germain Piston Houssaye	Within Leader's command range
d'Hautpoul 3207	Fontaine St.Sulpice	Within Leader's command range
Kellermann 3705	Marizy (2 counters) Picard (3 counters) Kellermann horse Art. (2 counters) Milhaud Treilhard Fauconnet	Within Leader's command range
NAPOLEON		
2408 - Zuran		
BESSIÈRES Gd		R - T10 - 1006
Oudinot 2408 - Zuran	Couin Art. (2 counters) Laplanche Dupas Ruffin Oudinot Art. (2 counters)	Within Leader's command range
Rapp	Morland Ordener Soules Grenadiers Lechi Rapp Art. (4 counters)	R - T10 - 1006
DAVOUT - III		
Friant	Kister Lochet (2 counters) Heudelet Sorbier Art. (2 counters)	R - T13 - 1022 March column
Bourcier	Sahuc Laplanche Bourcier horse Art. (2 counters)	R - T13 - 1022 March column



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CORPS	UNIT	DEPLOY
SOULT - IV		
2515		
St.Hilaire 2517	Morand Thiebault (2 counters) Laribossière Art. (2 counters)	Within Leader's command range
Vandamme 2713	Varè (2 counters) Schiner Ferey (2 counters) Candras (2 counters) Vandamme Art. (2 counters)	Within Leader's command range
Legrand 2225 (Detachment)	Legrand Art. (2 counters) Margaron horse Art. (2 counters) Levasseur (2 counters) Fery Merle Margaron Cavalry (2 counters)	Within Leader's command range Pheasantry, any hex Tellnitz, any hex Sokolnitz, any hex
Boye 2515	Boye (2 counters) Scalfort Boye horse Art.	Within Leader's command range
LANNES - V		
2709	Sebastiani Roget	Within Leader's command range
Walther 2307	Boussart Walther horse Art.	
Caffarelli 2607	Eppler Demont Debilly Foucher Art. (2 counters)	Within Leader's command range
Suchet 2806	Suchet Art. (2 counters) Beker Valhubert Claparède	With or adjacent to leader
BERNADOTTE - I		
1507		
Rivaud 1608	Dumoulin (2 counters) Pacthod Eble Art. (2 counters)	Within Leader's command range
Drouet 1408	Werle Frere (2 counters) Drouet Art. (2 counters)	Within Leader's command range
MURAT - RC		
Nansouty 2311	St. Germain Piston Houssaye	Within Leader's command range
d'Hautpoul 2112	Hannique horse Art. (2 counters) Fontaine St.Sulpice	Within Leader's command range
Kellermann 2410	Marizy (2 counters) Picard (3 counters) Kellermann horse Art. (2 counters) Milhaud Treilhard Fauconnet	Within Leader's command range
NAPOLEON		
Zuran hill 2408		
BESSIERES Gd		
2107	Couin Art. (2 counters)	Within Leader's command range
Oudinot 1907	Laplanche Dupas Ruffin Oudinot Art. (2 counters)	Within Leader's command range
Rapp 2009	Morland Ordener Soules Grenadiers Lechi Rapp Art. (4 counters)	Within Leader's command range
DAVOUT - III		
Friant	Kister Lochet (2 counters) Heudelet Sorbier Art. (2 counters)	R - T13 - 1538 March column
Bourcier	Sahuc Laplanche Bourcier horse Art. (2 counters)	R - T14 - 1538 March column

Austerlitz BATTLE SCENARIO

French 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:

BERNADOTTE	March
SOULT	Advance
LANNES	Advance
MURAT	Advance
BESSIÈRES	March
LEGRAND	Defense

