

# **Austerlitz**

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**The Rise of the Eagle**

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**Written by:**

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## 1 The Game

Austerlitz is a historical simulation set in the year 1808, at the start of Napoleon's rise to power. Each player takes the part of the leader of one of Europe's sixteen most powerful countries.

The first 6 chapters of these rules deal with the economic and organisational aspects of the game, chapters 7 and 8 deal with battles and their rules, chapter 9 contains the army tables for all the countries, chapter 10 the error codes, chapter 11 a short introduction to playing the game, and chapter 12 contains the Index. Read through the rules first from the beginning to get an overall picture of the game, then re-read the chapters of special interest afterwards.

After reading this rulebook send off the form enclosed for your set-up in a new game of Austerlitz. Or, if you would like to take over an empire in a game that is already running, telephone Supersonic Games and we can tell you what's available. The cost of set-up in a game of Austerlitz is written on the price sheet, together with the other costs of the game.

You will receive back from us your set up Turn report, which lists all the most important components of your empire; such as Warehouses, Political Relations, Barracks and Shipyards, Production Sites, Commanders, Brigades, Warships & Merchant ships, Baggage Trains, and Spies. The set-up turn report reflects the historical situation of each nation at the time of Austerlitz. Each nation has a navy and merchant fleet, an army plus baggage trains. The national warehouses also contain starting amounts of goods.

You will also receive the start up Political Map, which details each country's territory, population, and industry, plus information on ships sighted at sea, and storms. The political map is given out with each turn. By means of the political game map you can follow the political and economic growth of your country in Europe and the Colonies, and also the other countries' growth.

When sending in the orders for each turn you use the Austerlitz Turn Sheet, and if you are involved in a detailed Simulated Battle, you also submit your Simulated Battle Turn Sheet.

Welcome to Austerlitz, the Rise of the Eagle!

## 1.1 Maps

See Maps

## 1.1.1 Political Maps

There are two **Political Maps**, one of Europe (two pages) with 80 horizontal and 65 vertical positions, and one of the colonies (both the Caribbean and the India are on one page) with 40 x 35 positions.

The political maps change each turn due to the actions of the players; the building of production sites, the conquest of territory, or the movement of ships; plus natural forces such as storms. Updated maps will be sent out each turn.

Each map contains a lot of information, and can reveal a lot about the state of each nation in Austerlitz. Careful study of the map can reveal potential invasions and the economic condition and structure of each nation, and is a vital tool for diplomatic and military leaders.

Each co-ordinate shows three different kinds of information:

1st symbol: shows the owner of the co-ordinate

2nd symbol: shows the population density of the co-ordinate

3rd symbol: shows which production site type is situated on the co-ordinate

**Example:** H2=

*This co-ordinate belongs to Holland, the population density is 2 (20,000 people), there is a horse breeding farm on the co-ordinate.*

All together there are 16 different nations. The co-ordinates each nation owns are shown by its code character:

Code	Nation
A	Austria-Hungary
B	Confederation of the Rhine
D	Denmark
E	Spain
F	France
G	Great Britain
H	Holland
I	Italy
K	Kingdom of Portugal
M	Morocco
N	Naples
P	Prussia
R	Russia
S	Sweden
T	Ottoman Empire
W	Duchy of Warsaw

Water co-ordinates are shown by simple dots instead of symbols. If there are any storms the storm co-ordinates will be marked by a "\*\*". Sometimes ships that have been spotted at sea will be shown too, in that event the lower case code character of the owner will be shown.

**Production Sites**

The following production sites appear on the political map and are explained in section [2.8.5](#):

<b>Production Site</b>	<b>Code</b>
Barracks/Shipyard/Small Fort	& or \$
Factory	*
Weaving Mill	#
Mint	£
Estate	@
Sheep Farm	:
Horse Breeding Farm	=
Lumbercamp	%
Quarry	/
Mine	^
Vineyard	!

## 1.1.2 Regional Maps

The Regional Maps in Austerlitz never change in the course of the game. They are in the appendix of the rules. The regional maps show the regions of Europe and the Colonies, plus their terrain type and natural resources.

Each co-ordinate on these maps shows three types of information:

- 1st symbol: The home region/political sphere of the co-ordinate (see 2.4., p25)  
2nd symbol: The terrain type of the co-ordinate (see 1.1.2., p13)  
3rd symbol: The natural resources/improved production possible (see 1.1.2., p13)

**Example:** GHe

*This co-ordinate is part of the home region of Great Britain, is Hilly terrain, and if a mine is built here it will produce Ore.*

### Home Region/Political Sphere

The home region is important for building troops, decreasing population densities and tax income. The home region for some countries is split into two regions. This is indicated by the empire's code letter on the regional map being in both capital and small letters.

**Example:**

*Great Britain is divided into two regions; the mainland, which has a code symbol of 'G', and Ireland, which has a code symbol of 'g'.*

### Terrain

The following terrain types exist in AUSTERLITZ:

Code	Terrain
B	Arable land
D	Desert
G	Mountains
H	Hills
K	Karst, stony steppe
Q	Grassy prairie
W	Wood/forest
S	Swamp
T	Taiga

### Natural Resources/Improved Production

The following natural resources and improved production exist in the game:

Code	Natural resources:
g	gold
e	ore
z	zinc
w	wine
Code	Improved Production
n	foodstuff
p	horse breeding
v	sheep breeding

### Water Co-ordinates

Water co-ordinates are shown as dots, just as on the political map, or as '+' or '\*'. The latter two symbols indicate where Coastal Defence is possible. Nations can station fleets to watch their coast for invasion, so water co-ordinates where coastal defence is possible are marked by an '+' or '\*' (see 6.4.2.3., p131).

## 1.2 Turnsheets - Turn report

Each turn you will receive your Turn report detailing the current state of all aspects of your empire. Each turn in Austerlitz is one game month long.

The Turn report is as follows:

### **Personal Data**

A listing of your name and address, plus the deadline date for the next turn.

### **Account**

The last turn's charges/credits.

### **Warehouses & Population**

A listing of the contents of your empire's national warehouses (see 2.2., p21).

### **Barracks & Shipyards**

Your depots in Europe, the Caribbean and India, plus their contents (see 2.3., p22).

### **Production Sites**

All production sites in your empire (see 2.8., p41).

### **Commanders**

A listing of your commanders plus their locations (see 5.2., p91).

### **Brigades**

All your brigades and battalions (see 5.1., p74).

### **Warships & Merchant Ships**

Your naval strength (see 4.0., p62).

### **Baggage Trains**

The location and contents of all your trading baggage trains (see 2.9., p50).

### **Spies**

The latest reports from your Colonial and European spies (see 3.2., p58).

### **Army Positions**

The locations of your own and foreign armies within your empire.

### **Epidemics**

A list of all the epidemics there were in the last month (see 2.6.7., p37).

### **Order List and Error Report**

All the orders entered in the last turn, plus the error codes for orders that were not carried out (see 6.11., p161, 10., p274).

### 1.3 Trading Ports & Cities

There are 31 cities where you can trade. All of them are listed on the trading ports & cities-list with their coordinates, and each turn you will receive an updated list of all the cities plus their trading rates and goods list. (see 6.6., p139)

## 1.4 The Turn Sheet

Each turn you will get a turn sheet on which you fill in the orders for your empire for the turn. The turn sheet is divided into 23 sections, and the orders in each section are numbered. The orders for each section are executed in sequence, with all the first orders in section 1, for all empires, being executed first, then the second orders, etc. Then section 2 and so forth.

**Notes:**

Mathematical battles are generated and fought after section 18 and before section 19 of the turn sheet(see 7. Land Battles., p162).

Simulated battles are fought on the month after they are generated and before any of the orders for that month are processed(see 7.2., p182).

An army may only invade enemy territory on the month after you declare war(see 3.1.1., p57).

The turn sheet must reach us by 11am GMT on the day of the deadline by the latest. If you don't write carefully, input mistakes might occur for which we cannot take any responsibility. If you take part in a Simulated Battle, then your turn sheet should reach us a couple of days earlier than the deadline.

The top right of each section on the turn sheet contains a reference to the relevant part of the rulebook. This will allow you to find your way quickly to more information on each turn sheet topic.



### 1.5 Player's Newsletter

Each player can submit an article which will be published in a newsletter each turn. Please make sure all articles are written neatly as Supersonic will not retype any article sent. When sending us an article please write the game number and turn on the back, as it is not enough just to send us the article with your turn sheet.

The contents of the article can be varied; from propaganda statements, veiled threats, diplomacy and humour, to comments on events within the game.

We will not, however, be liable for any articles of our players, and should any of the articles be personally offensive or violate existing laws we reserve the right to remove the player from the game.

### 1.5.1 Diplomatic Mail

If for any reason an empire does not wish to be available by telephone, the ruler can either write directly to any other player on the player list or alternatively send the 'Diplomatic Mail' to Supersonic who shall forward it to the stated empire with their turn results. It is extremely important that the player sending the message clearly marks it 'Diplomatic mail' along with the recipient empires name. Any unmarked messages received by Supersonic will be published in the Newsletter.

## 2 Economy

The economy is a major part of the game and determines the course of the game and your strategy. Trade with other players and Trade Cities, the building of Production Sites and the strategic conquest of neighbouring territories, all are important in building a strong economy. And the stronger your economy, the stronger your armies.

The economic goods of your country are stored in three types of depot:

**Warehouses** : Each country has three national warehouses; one in Europe, India and the Caribbean. Warehouses do not appear on the political map.

**Barracks** : An inland depot. Barracks appear on the map.

**Shipyards** : A depot adjacent to a water co-ordinate. Shipyards appear on the map.

Only a limited selection of goods can be stored in Barracks or Shipyards.

## 2.1 Goods

There are 13 different kinds of goods in AUSTERLITZ. All of them have a code number which must be used when writing commands. Each has a different value and weight (see [6.5.2](#), p136, [6.6.3](#), p142).

GOODS			
-10- Money	-11- Citizens	-13- Economic Points	-16- Food
-18- Stone	-19- Wood	-20- Ore	-21- Zinc
-22- Horses	-23- Textiles	-24- Wool	-29- Gold
-30- Wine			

## 2.2 Warehouses

Warehouses are the economic heart of your empire. You have one warehouse for each of the maps (i.e. one for Europe, one for the Caribbean and one for India). Warehouses are used as distribution centres for your nation's economy.

Immediately at the start of the month taxes for army maintenance, etc., are taken from the warehouse. At the end of the month all goods produced by production sites are placed in the warehouse. The goods that are then needed for further production, for example the weaving of wool into textiles, are then automatically drawn from the warehouse and the converted goods placed back in the warehouse. Finally, at the end of the month, the tax-income is transferred into the warehouse.

For example, during production first all raw materials are produced (i.e. horses and sheep, stone quarries, wood camps, mines, vineyards, and estates produce), then the weaving mills will weave wool into textiles and finally factories and mints will produce economic points and Louisdore respectively.

No raw materials will be taken from the barracks or shipyards during the production phase.

If insufficient raw materials are contained within a warehouse then production of textiles, economic points or Louisdore may be limited or stopped.

### **Example:**

*A factory needs 1 unit of ore, 5 units of textiles and 20 units of wood to produce 100 economic points (EcPt). During the production phase the computer will calculate how many EcPts the factory will produce this month. For 2000 EcPts there must be 20units of ore, 100units of textiles and 400units of wood as raw materials in your warehouse, but if there is enough ore and wood but only 60units of textiles then only 1200 EcPts will be produced.*

## 2.3 Barracks and Shipyards

Barracks and shipyards are a main feature of AUSTERLITZ. At the beginning of each round you can transfer goods between your warehouse and your barracks and shipyards as you like.

Section -01- on the turn sheet is used for goods transfers.

Command: source/destination/quantity of the specified goods

**Source/destination:** fill in the registration number of the barracks/shipyard from the listing on your turn report, and use the following numbers for the warehouses:

"1" - European warehouse  
 "2" - Caribbean warehouse  
 "3" - Indian warehouse

### Notes:

When transferring to/from a national warehouse you must use the registration number shown above.

Only money can be transferred between the European, Indian or the Caribbean warehouses. The transfer of money is an abstract thing, sort of equivalent to letters of credit, etc., and is therefore possible within the game. I'm afraid, however, that goods must go the long way, via ship.

Section -01- is only used for transferring goods between warehouses and barracks/shipyards.

No transfers can be made to baggage trains and merchant ships in section -01-. Instead sections -17- and -19- on the turn sheet, Trade & Loading, must be used for those transfers. (see 6.5., p134).

The contents of your barracks and shipyards are listed on the turn report:

### Print-Out:

No.	Type	x/ y	Mny	Citz	EcPt	Wood	Hors	Text	F
204	Eur	23/20	10000	5675	100	0	0	100	2

**No.** Registration Number (see 6.1., p98)  
**Type** Location (**E**urope, **C**aribbean, **I**ndia)  
**x/y** Co-ordinate  
**F** Fortress (1 - Small, 2 - Medium, 3 - Large)

## 2.3.1 Barracks

Barracks are depots that do not have a connection to a water co-ordinate. In barracks you can set up brigades, increase headcount, train brigades, set up baggage trains and repair them. Only the following goods can be seen on the turn report, when stored in a barracks:

-10- Money   -11- Citizens   -13- Economic Points   -19- Wood   -22- Horses   -23- Textiles

## 2.3.2 Shipyards

Shipyards are depots that have a direct connection to a sea co-ordinate. Shipyards have the same functions as barracks, but additionally ships can enter and leave shipyards and can be built and repaired there as well.

**Notes:**

If you are transferring goods to/from a barracks/shipyard, you must use the depot registration number not the co-ordinates.



## 2.4 Home Regions and Political Spheres

The first symbol of each co-ordinate on the Regional Map shows the region that co-ordinate is contained within. If the co-ordinate is a part of your **Home Region** then the symbol will be the capital letter of your nation ( 1.1.1., p11) and sometimes a small letter. Each nation also has a **Political Sphere** (see 1.1.2., p13) which extends into the regions on the table below. The political spheres are:

Nation	Political Sphere
A - Austria	B, l, P, p, r, T, W
B - Confederation of the Rhine	A, d, f, H, l, P
D - Denmark	B, P, S
E - Spain	F, K, M
F - France	B, e, H, l
G - Great Britain	none <sup>1</sup>
H - Holland	B, f
I - Italy	A, B, F, N, 7
K - Kingdom of Portugal	E, M
M - Morocco	E, e, K, 7
N - Naples	l, 7
P - Prussia	A, a, B, d, W
R - Russia	a, s, T, w, 1, 2, 3
S - Sweden	D, R, 1
T - Ottoman Empire	a, r, 3, 4, 5
W - Duchy of Warsaw	a, p, R, r

If you own co-ordinates that begin with your code character (either capital or small letters) then they are part of your Home Region. If you own or conquer co-ordinates that begin with a letter or number that is in your political sphere then that co-ordinate is part of your Political Sphere. The political sphere influences the cost of setting up of troops and extra brigades (see 5.1.4., p78).

The taxes you claim from the population of your empire depends on whether the inhabitants are in your home region or outside it (see 2.5.1., p27). In your warehouses all citizens living in your home region and those living in different parts are listed separately. Your colonies have no such subdivision.

<sup>1</sup>In 1808, after the battles of Ulm and Austerlitz and the destruction of the Third Coalition, Great Britain was left without allies in Europe. Thus it has no political sphere and is not in the political sphere of another country.

## 2.5 Money

One of the currencies used at the beginning of the 19th century was the "Louisdore" which is also used as currency in Austerlitz. Money is taken from the European national warehouse, but if the European warehouse proves to be empty, then money will be taken from the Caribbean warehouse and then the Indian warehouse, in that order. If you do not have enough money in your warehouses to pay for your maintenance, at the start of the turn, you will lose those items you cannot maintain. Your commanders, ships, brigades and production sites will be lost in that order.

## 2.5.1 Taxes

The tax-income determines the financial strength of a nation. The rate of taxation determines how much every inhabitant of an empire has to pay monthly, and this rate is fixed for each country and cannot be changed. All this income is automatically transferred to your warehouse at the end of each month.

Rate of taxation:	
Rate	Nation
8	Great Britain
6	Confederation of the Rhine, Holland, Italy, Portugal, Naples
5	Denmark, Prussia, Sweden, Austria, Warsaw, Spain, France
4	Ottoman Empire, Morocco, Russia

All inhabitants living outside your home region pay 4 Louisdore tax. They are listed as 'foreigners' in your warehouse. Colonies pay a fixed rate of 3 Louisdore.

## 2.6 Inhabitants

The total inhabitants of each empire can be calculated using the political map. The second symbol of each co-ordinate shows how many inhabitants that co-ordinate has:

Population density	Inhabitants
0	0 - 1,000 (desert: 0 - 500)
1	4,000
2	10,000
3	20,000
4	40,000
5	60,000
6	90,000
7	120,000
8	160,000
9	200,000

The total inhabitants of your empire are listed on your turn report.

### 2.6.1 Home Region, Foreign and Colonial Inhabitants

The inhabitants of all 16 nations are divided into Home Region inhabitants, Foreign inhabitants and Colonial inhabitants.

Home region inhabitants are all those inhabitants living in those parts of the map that are marked with the code letter of your empire (in either capital or initial letters). The home region inhabitants are shown in your warehouse as "inhabitants".

All other inhabitants living in your empire make up your foreign inhabitants, they are marked as "foreigners" in your European warehouse.

All inhabitants living in your colonies make up your colonial inhabitants.

To calculate the total European population add the home region population and foreign region population.

## 2.6.2 Population of Conquered Areas

When new areas are conquered the inhabitants living there will not immediately pay taxes. They first need to adapt into the economic structure of your empire and be registered by your tax-collectors. It will be 5 months until all of the inhabitants of a conquered region pay their taxes.

Month	%age taxes
1st month after conquest:	50% will pay their taxes
2nd month after conquest:	60% will pay their taxes
3rd month after conquest:	70% will pay their taxes
4th month after conquest:	80% will pay their taxes
5th month after conquest:	100% will pay their taxes

The warehouse will only list the population that has been counted and registered by your tax-collectors, and only the population of home region co-ordinates will automatically be counted with 100% accuracy.

### 2.6.3 Population Growth

The population of your empire will grow monthly. All new inhabitants will be accounted for as citizens (code number 11) in your warehouse. The rate of growth can be calculated with the following calculations:

### 2.6.3.1 Europe:

There are two formulae for calculating the population growth of your empire in Europe.

Population less than 1,000,000: increase = <sup>2</sup> $z(\underline{2.5\%} - 4.0\%)$

Population over 1,000,000:

$z(\underline{2.5\%} - 4.0\%)$  minus (calculation below)

$$\frac{(\text{Total Population of Europe}) - 1,000,000}{2,000,000}$$

**Example:**

$$3,000,000 - 1,000,000 = 2,000,000$$

$$2,000,000 \div 2,000,000 = 1.0\%$$

$$z(\underline{2.5\%} - 4.0\%) - 1.0\%$$

$$= z(\underline{1.5\%} - 3.0\%)$$

E.g. If you have a total European population of 3,000,000 then the percentage population growth would be a random number between 1.5% - 3.0% of the total European population - 3,000,000.

---

<sup>2</sup>  $z(x - y)$  = a random number between 'x' and 'y'.



## 2.6.3.2 Colonies:

There are also two formulae for population growth in the colonies.

Population under 500,000: increase =  $z(3.5\% - \underline{4.5\%})$

Population over 500,000:

$z(3.5\% - \underline{4.5\%})$  minus (calculation below)

$$\frac{(\text{Population of Colony}) - 500,000}{1,000,000}$$

The calculated rate will not sink under 1.0% to 2.5% for Europe and 1.5% and 2.5% for the colonies.

## 2.6.4 Raising the Population Density of a Co-ordinate

By raising the population of your empire you increase your income from taxes and your population growth. Also, some production sites require a co-ordinate's population density to be a minimum value (see [2.8.5. Production site tables.](#), p46). To raise the population density of one or several co-ordinates write their co-ordinates in the turn sheet section -12- "Increase Population Density". Each co-ordinate's population density may only be raised by a maximum of one per month.

Command: x-co-ordinate/y-co-ordinate

**Example:** 21/20

*The population density of the co-ordinate 21/20 will be raised by 1.*

### Preconditions:

- the co-ordinate must be part of your empire
- all required goods must be available in your warehouse
- the maximum population density of the terrain type may not have been reached

The following goods are required:

Raise from	To	Required Citizens	Required Goods
0	1	4,000	320 units of wood/stone
1	2	6,000	480 units of wood/stone
2	3	10,000	800 units of wood/stone
3	4	20,000	1,600 units of stone
4	5	20,000	1,600 units of stone
5	6	30,000	2,400 units of stone
6	7	30,000	2,400 units of stone
7	8	40,000	3,200 units of stone
8	9	40,000	3,200 units of stone

Stone is used as a raw material to raise population density in most of Europe, except for Russia which needs wood to raise population density to 3. In the Colonies wood is also required to raise the population density to 3.

Maximum possible population densities:

Terrain Type	Maximum Density
B (Arable land)	9
H (Hills)	7
K (Karst, stony steppe)	4
Q (Grassy prairie)	4
W (Wood/forest)	3
T (Taiga)	1
G (Mountains)	2
S (Swamp)	1
D (Desert)	0

## 2.6.5 Decreasing Population Density

It is also possible to decrease population by reducing the population density of specific co-ordinates. To do so you must write your orders on the turn sheet section -02- "Demolish Items".

Command: x-co-ordinate/y-co-ordinate

**Example:** 21/20

*The population density of the co-ordinate 21/20 will be reduced by 1.*

**Preconditions:**

- you must have owned the co-ordinate for at least 5 months before you can reduce the population density
- a captured neutral co-ordinate also has to be owned for the specified 5 months before demolishing the population.
- you cannot reduce the density by more than 1 per month

When reducing population the following percentages of citizens will be accounted to the warehouse:

Region	%age
Home region population	80%
Foreign population	25%
Colonial population	50%

## 2.6.6 Resettling Population to Colonies

It is possible to resettle your citizens from Europe to your colonies, but it is impossible to resettle them from your colonies back to Europe. Should you attempt this then all loaded citizens will be deleted from your ships or baggage trains. It is possible though, to transport citizens between your colonies.

## 2.6.7 Epidemics

Each month 8 to 12 epidemics will occur. Each exists only for one month on one co-ordinate. The population density of that co-ordinate will decrease by 1. The co-ordinates which have been struck by epidemics are listed at the end of the turn report.

## 2.7 Food and Wine Consumption

## 2.7.1 Food Consumption

The population of a country needs the following food per turn:

1 unit of food per 1,000 inhabitants

1 unit of food per 1,000 soldiers

The consumed food will be deducted from your warehouses at the beginning of each turn.

The required quantity of food will automatically be drawn from the respective warehouse. If the stored amount is not sufficient to feed the population then the soldiers will be supplied first and then the civilians. If the civilians do not have enough food then there is a 50% chance that the population density of an unsupplied coordinate will decrease by one. Battalions that are not supplied will lose 5 - 15% of their soldiers due to desertion.

## 2.7.2 Wine Consumption

To keep your marines happy you must supply them with ample amounts of wine. One unit of wine is required per 1000 marines each month. The wine will be supplied from whichever warehouse has some in stock. Marines aboard fleets in the colonies will be supplied from Europe if there is no wine left there.

If the supply is insufficient then your marines will become discontented and rebellious, resulting in desertions, fights among your men and mutinies. This can only be avoided by giving them more pay. Therefore 1000 under supplied, sober marines will require between 6,500 and 9,500 Louisdore extra pay. Both wine and money are taken from the European national warehouse, but if the European warehouse proves to be empty, then wine and money will be taken from the Caribbean warehouse and then the Indian warehouse.



## 2.8    Production Sites

Production sites either produce or process goods. Production sites are indicated by the third symbol (see 1.1.1., p11) on each co-ordinate of the monthly political map. The total number of each type of production sites that you empire owns is listed on your turn report. Each co-ordinate can only contain one production site.

## 2.8.1 Building Production Sites

The following command is used to build production sites, and is written in section -13- of the turn sheet :

Command: (Type)/(x-co-ordinate)/(y-co-ordinate)
---

**Type:**Code number listed in 2.8.5, the production site tables; i.e. '4' for a factory, '5' for Weaving Mill, etc.

**x/y-co-ord:**Co-ordinates where you want to build the production site

**Example:** 4/21/19

*You have just built a factory on 21/19*

**Preconditions:**

- all required goods must be available in the respective warehouse
- each site requires 1,500 citizens, and these must be available in the respective warehouse
- the terrain(see 1.1.2., p13) must be suitable for the type of production site(see 2.8.5., p46)
- the population density must be within the limits given in the production site tables(see 2.8.5., p46)
- enemy brigades or federations must not be located on the co-ordinate you intend to build on(see 5.1.7.1.1., p84)

**Notes:**

In section -13-, Build Production Sites, the 'Item' number is taken from section 2.8.5, (i.e. '1' for a demolition gang, '2' for a barracks, '4' for a factory, etc. not the symbols, names or goods type.).

## 2.8.2 Production

The quantity of goods that production sites will produce can be calculated from the formulae in the production site tables. The production sites produce their goods in a logical order, i.e. sheep farms produce wool, then the textile mills produce textiles from the wool, and then the factories use the textiles to produce Economic Points.

All produce will automatically be transferred into the warehouse. Those sites which process goods, such as factories, mints and weaving mills, will take their raw materials from the warehouse and then transfer their produce directly back into it. However, if not enough raw materials are available then only as much as can be produced will be produced. If the population density is not within the given limits, then all production will cease.

### 2.8.3 Attrition of Workers

As the working conditions in the beginning of the industrial age were very poor and dangerous the attrition of workers is high. The rate of attrition for each production site is on the production site table.

The total monthly losses are indicated on your turn report, and citizens will be moved from the respective warehouse to cover the losses.

## 2.8.4 Maintenance Costs

Production sites must be maintained and repaired. The monthly maintenance costs for each type is indicated in the production site table and will be deducted from the respective warehouse automatically. If the money in the warehouse is insufficient then all unpaid-for production sites will be destroyed.

## 2.8.5 Production Site Tables

There are twelve production sites that can be built in Austerlitz.

Number	Production Site
1	Demolition Gang
2	Barracks/Shipyards
3	(Not Used)
4	Factory
5	Weaving Mill
6	Mint
7	Estate
8	Sheep Farm
9	Horse Breeding Farm
10	Lumbercamp
11	Quarry
12	Mine
13	Vineyard
15	Small Fortification

Please note that all the raw materials referred to in this section are measured in units.

### 1. Demolition Gang

To build a production site on a co-ordinate where one is already situated the existing production site must be demolished by building a Demolition Gang.

Barracks and shipyards must, however, be demolished by using the "Demolition of Items" command (see 6.10.4., p159).

### 2. Barracks/Shipyards

Barracks/Shipyards	
<b>Cost:</b>	500,000 Louisdore
<b>Terrain:</b>	B, H, K, Q, G, W, T, D
<b>Symbol:</b>	'\$', '&'
<b>Maintenance costs:</b>	25,000 Louisdore
<b>Population density:</b>	0 - 9

#### Notes:

Barracks and shipyards do not produce goods. They are depots used for storing military goods that are needed to set up troops/ships/baggage trains etc.

A barracks/shipyard can store up to 500,000 pieces/units of each goods type.

A barracks that is next to a water co-ordinate is a harbour (shipyard). It has the same function as a barracks, plus it can also build, repair and handle ships.

It is possible to sail through your own shipyards or those of a friendly nation (state relationship 3 or 4) without stopping. This can be very useful as small islands sometimes interrupt movement. If the islands have shipyards built on them, then the need to sail around is eliminated.

Barracks/shipyards that are marked by a '\$' on the map are within a trading port or trading city.

Barracks and shipyards must be carefully placed within your empire as they dictate where you can form armies, build ships, baggage trains, etc.

### 4. Factory

Factory	
<b>Cost:</b>	500,000 Louisdore
<b>Terrain:</b>	B, H
<b>Symbol:</b>	***
<b>Maintenance costs:</b>	50,000 Louisdore
<b>Population density:</b>	4 to 9
<b>Attrition:</b>	4% to 8%

# AUSTERLITZ

<b>Produce:</b>	Economic Points (EcPt -> goods no 13)
<b>Production:</b>	Between 1000 and 3000 EcPt
<b>Raw material(unit)</b>	for 100 EcPts: 1 of ore, 5 of textiles, 20 of wood

## Zinc refining:

If you have zinc stored in your warehouse then it can be expended to refine the ore used to produce EcPts. A minimum of 6 zinc per factory is required to qualify for a 35% drop in the ore consumption of a factory. Two factories would require 12 zinc to qualify for the 35% drop in both factories, and so on.

Factories in the colonies. Production efficiency falls by 25% while using the same amount of materials, i.e. in the colonies 1 unit of ore, 5 of textiles and 20units of wood will only produce 75 EcPts, not 100.

## 5. Weaving Mill

Weaving Mill	
<b>Costs:</b>	250,000 Louisdore
<b>Terrain:</b>	B, H, Q, K
<b>Symbol:</b>	'#'
<b>Maintenance costs:</b>	35,000 Louisdore
<b>Population density:</b>	3 to 9
<b>Attrition:</b>	2% to 3%
<b>Produce:</b>	Textiles (goods no 23)
<b>Production:</b>	between 50units and 200units of textiles
<b>Raw materials:</b>	2units of wool for each unit of textiles

## 6. Mint

Mint	
<b>Costs:</b>	250,000 Louisdore
<b>Terrain:</b>	B, H
<b>Symbol:</b>	'£'
<b>Maintenance costs:</b>	25,000 Louisdore
<b>Population density:</b>	4 to 9
<b>Attrition:</b>	0% to 1%
<b>Produce:</b>	Money (goods no 10)
<b>Production:</b>	between 10 and 20units of gold will be minted to Louisdore, each unit will yield between 30,000 and 45,000 Louisdore

A mint can only be built in Europe!

## 7. Estate

Estate	
<b>Cost:</b>	100,000 Louisdore
<b>Terrain:</b>	B
<b>Symbol:</b>	'@'
<b>Maintenance costs:</b>	10,000 Louisdore
<b>Population density:</b>	1 to 3
<b>Attrition:</b>	1% to 3%
<b>Produce:</b>	Food (goods no 16)
<b>Production:</b>	quantity = $75 \times z(1.2) \times CF$

CF: Climate Factor

The production of estates depends on their position on the map and the season:

Y-CO-ORDINATE	Dec-Jan	Feb-Apr	May-Jun	Jul-Aug	Sep-Nov
1 to 10	0.2	0.3	0.6	<u>1.25</u>	0.4
11 to 35	0.2	0.5	<u>1.5</u>	1.75	0.5

36 to 65	0.2	0.6	1.7	2.0	0.5
Caribbean	0.2	0.7	0.85	0.15	0.2
India	0.7	0.85	0.15	0.2	0.3

If the estate is on a co-ordinate that is marked by a "n" on the regional map then the production will rise by 20%.

## 8. Sheep Farm

Sheep Farm	
<b>Costs:</b>	150,000 Louisdore
<b>Terrain:</b>	B, H, Q, K
<b>Symbol:</b>	'.'
<b>Maintenance costs:</b>	10,000 Louisdore
<b>Population density:</b>	1 to 3
<b>Attrition:</b>	1% to 2%
<b>Produce:</b>	Wool (goods no. 24)
<b>Production:</b>	between 30 and 70 of wool

If the farm is on a co-ordinate that is marked by a "v" on the regional map then the production will rise by 40%.

## 9. Horse Breeding Farm

Horse Breeding Farm	
<b>Cost:</b>	250,000 Louisdore
<b>Terrain:</b>	B, H, Q, K
<b>Symbol:</b>	'='
<b>Maintenance Costs:</b>	10,000 Louisdore
<b>Population density:</b>	1 to 3
<b>Attrition:</b>	1% to 2%
<b>Produce:</b>	Horses (goods no. 22)
<b>Production:</b>	between 300 and 500 horses will be produced

If the farm is situated on a co-ordinate that is marked by a 'p' on the regional map then the production will rise by 40%.

## 10. Lumbercamp

Lumbercamp	
<b>Cost:</b>	200,000 Louisdore
<b>Terrain:</b>	W, T
<b>Symbol:</b>	'%'
<b>Maintenance costs:</b>	7,500 Louisdore
<b>Population density:</b>	1 to 3
<b>Attrition:</b>	2% to 6%
<b>Produce:</b>	Wood (goods no. 19)
<b>Production:</b>	between 200 and 500units. If the camp is in the Taiga then only 100 to 200units will be produced.

## 11. Quarry

Quarry	
<b>Cost:</b>	100,000 Louisdore
<b>Terrain:</b>	G
<b>Symbol:</b>	'/'
<b>Maintenance costs:</b>	5,000 Louisdore
<b>Population density:</b>	1 to 2
<b>Attrition:</b>	4% to 12%



<b>Produce:</b>	Stones (goods no. 18)
<b>Production:</b>	between 500 and 900units of stones

## 12. Mine

Mine				
<b>Cost:</b>	600,000 Louisdore			
<b>Terrain:</b>	e, z, g (on the regional map)			
<b>Symbol:</b>	'A'			
<b>Maintenance costs:</b>	60,000 Louisdore			
<b>Population density:</b>	1 to 9			
<b>Attrition:</b>	4% to 12%			
<b>Produce:</b>	e = ore			
	z = zinc			
	g = gold			
<b>Production:</b>	<b>Europe</b>	<b>Colonies</b>		
<b>ore</b>	35 - 45units	15 - 25units		
<b>zinc</b>	-- --	5 - 10units		
<b>gold</b>	10 - 30units	5 - 15units		

## 13. Vineyard

Vineyard	
<b>Cost:</b>	400,000 Louisdore
<b>Terrain:</b>	w (on the regional map)
<b>Symbol:</b>	'I'
<b>Maintenance costs:</b>	40,000 Louisdore
<b>Population density:</b>	1 to 3
<b>Attrition:</b>	1 to 2%
<b>Produce:</b>	Wine
<b>Production:</b>	Only between September and December; 20 to 40units of wine

## 15.Small Fortification

Small Fortification	
<b>Cost:</b>	1,500,000 Louis, 600 EcPts, 2,500 Wood
<b>Terrain:</b>	B, H, K, Q, G, W, T, D
<b>Symbol:</b>	'\$', '&'
<b>Maintenance costs:</b>	25,000 Louisdore
<b>Population density:</b>	0 - 9

This production site is a barracks with a small fort that can be built in a single turn. (see [5.3.1](#). p96)

## 2.9 Baggage Trains

Baggage trains are used to transport goods over land. The Loading Capacity (LC) of a baggage train is 1,500 tons (see [6.5.1.](#), p135).

**Print out:**

No.	x/y	Fed	MP	Cond	Good	Qty	Good	Qty	Mny
7001	7/35	0	75	100%	16	1000	0	0	56783

<b>No.</b>	Registration number
<b>x/y</b>	Co-ordinate where the baggage. train is located
<b>Fed</b>	Federation <sup>3</sup> the baggage. train is contained within (see <a href="#">6.2.</a> , p99)
<b>MP</b>	Movement points
<b>Good/Qty</b>	Goods and their quantity
<b>Mny</b>	Money

<sup>3</sup>A federation is a group of items. Each group can contain Baggage Trains, Brigades, Ships, and Commanders. See 6.2 for more information on forming federations.

## 2.9.1 Setting Up Baggage Train

The following command can be used to build a baggage train, and is written in section -11- of the turn sheet.

Command:    (registration number of the barracks/shipyard)
--

**Example:**    204

*You have just built a baggage train at barracks 204.*

**Preconditions:**

- the barracks/shipyard must belong to your empire
- the required goods must be in the barracks/shipyard
- there can be only 1000 baggage trains in the whole game, when that number is reached then no more can be built

The following goods are required:

- 50,000 Louisdore
- 500 units of wood
- 500 citizens
- 1000 horses

## 2.9.2 The Condition of Baggage Trains

The condition of a baggage train will decrease through use. The condition of a baggage train can be seen under "cond".

## 2.9.3 Maintenance of Baggage Trains

If a baggage train is located in one of your barracks or shipyards then you can repair it. This can be done using the following command in section -09- of the turn sheet.

Command:    (Registration number of the baggage train)
--

**Example:**    7003

*You have just repaired baggage train 7003.*

The same goods that are needed to set up baggage trains are also needed to repair them. The quantity required can be calculated with the following calculation:

quantity required for building x (100% - Cond%)

(For example, if a baggage train has a condition of 70% then it will be repaired using 30% of the materials required to build it.)

If all required goods are available in the barracks then the condition of the baggage train will be raised to 100%.

If your baggage trains are in a barracks or shipyard of another country, that country can repair it if there is a military alliance (see 3.1., p56) between your two countries.

Baggage trains can also be repaired when in a federation. To do so you must fill in the federation number instead of the baggage train's registration number. This is only possible for your own trains in your own barracks/shipyards.

## 2.9.4 Loss of Baggage Trains

A baggage train will be lost when:

- it has less than 10 MPs
- its cond has sunk below 50% with a chance of:

$$\frac{(50-\text{cond}) \times (50-\text{cond})}{25}$$

i.e. a baggage train with a condition of 30% has a 16% chance of being lost.

**Notes:**

A baggage train cannot enter or move over the territory of an empire that has a relationship of 1(war) or 2(neutral).

If a baggage train is on the territory of an empire that has a relationship of war(1) or neutral(2) it will be unable to move until the co-ordinate where it is situated is captured by your empire, or alternatively empire with a relationship of trade(3) or alliance(4) towards your empire (see 6.4.1.3.1.,p121)

## 3 Politics

The political situations in Austerlitz are many and varied. Alliances can be formed and broken, trade relations established then cut off to your advantage, and wars can be declared when the situation suits you. War in the colonies can flare up in a single month, while in the subtler political arena of Europe it takes longer to stab your enemies, and your friends.

### 3.1 State Relationships

The state relationship shows your political attitude towards other countries. Your foreign policies are shown on your turn report.

There are four different relations:

Relationship		Consequence
1	War	Your empire can conquer enemy territory in Europe and the Colonies and have battles with enemy armies.
2	Neutral/Colonial War	No troops or baggage trains of the other nation can move over your territory and their ships cannot load from or unload into your depots. You are able to conquer the other nation's territory in the Colonies and can attack their ships in Europe as a pirate.
3	Trade	Baggage trains of the other empire can move over your empire, their ships can move in and through your depots. They can unload goods into your depots.
4	Alliance	All troops and baggage trains of the other empire may move over your territory. All ships and baggage trains of the other empire can be repaired in your depots.



## 3.1.1 Change of State Relationships

The state relationship towards other nations can be changed any time. This command is written in section -23- of the turn sheet.

Command: (Nation Code)/(new relationship)
---

**Example:** H/1

*You just declared war on Holland.*

You **cannot** change a relationship by more than a factor of two at a time; i.e. you cannot change an Alliance relationship directly to 'War'. So if you have an Alliance(4) with another country, then you would first have to change the relationship to Neutral(2) and then change it to War(1) the next round. If, however, you are currently at Trade(3) then you can drop directly to War(1).

**Exception:** if another nation declared war on you then you can declare war back without having to follow the above rule.

Relationships between countries are not 'mutual', i.e. if France is allied to Spain, it does not necessarily follow that Spain is allied to France... Each country's relationships are specific to itself and are not dependent on the relationship of any other country to them.

**Note:** You cannot attack another Empire before May 1808, although you may declare war in April 1808. This allows all nations to build up their economy and prevents pre-emptive strikes on undefended territory. However, neutral territory(? on political map) can be captured from January 1808 (see [6.4.1.1.1.](#), p117).

## 3.2 Spies

Spies are your empire's eyes and ears in the courts and countryside of Europe and the Colonies. They can be more effective than armies when placed correctly, as they can warn of impending invasion<sup>4</sup> and the changing favour of your empire with the other European states. Without them an army is sightless and undirected and your empire vulnerable.

Each spy reports on the turn report as follows:

**Print out:**

No.	x/y	MP	Brd	Reports
91	19/21	75	-	134 Battalions, 0 war- and 0 merchant ships on position and 7 Brigades and 0 ships in vicinity

A spy will relay the following reports:

- number of battalions on the current position
- number of brigades on the horizontally and vertically neighbouring co-ordinates(see notes)
- number of warships and merchant ships on the current position
- number of ships on the horizontal and vertical neighbouring positions(see notes below)
- if a spy is in a depot then they will also report the relationship of that country towards **all** other nations

### Notes:

Spies do not report on the diagonal co-ordinates next to the co-ordinate where they are situated. Spies only report on the co-ordinate where they are situated and the surrounding North, South, East and West co-ordinates.

Brigades loaded on a fleet berthed in a shipyard will not be detected by a spy.

A spy has 75 movement points and may move over any territory regardless of state relations.

<sup>4</sup>During Napoleonic times, when the French invasion of Britain was more than just a possibility, spies were ordered to keep an eye on poets Samuel Taylor Coleridge and William Wordsworth. Because of their interest in the countryside they were thought to be part of a conspiracy to find landing sites for the French invasion force...

### 3.2.1 Spies for the Colonies

Each country can have up to 5 spies which are numbered 91 through 95. Spies 91, 92 and 93 can be used anywhere, 94 only in the Caribbean and 95 only in India. At the beginning of the game, a country only has a spy in a colony if they have territory in that colony and a barracks/shipyard.

The spies 94 and 95 cannot be shipped to other parts of the map. If this is tried then they will be lost.

### 3.2.2 Death of Spies

Spies will die if they are aboard a ship that sinks. Spy no. 94 and 95 will die if you try to ship them to another part of the map.

## 3.2.3 New Spies

If a spy dies then a new one will appear in one of your barracks/shipyards. If you have no barracks or shipyard in the colonies then the spies 94 and 95 cannot reappear. If you have no barracks/shipyards in Europe then the new spies will re-appear in one of your colonial barracks/shipyards.

## 4 Ships

Your nation's navy is vital to its security and also its economy. A strong war fleet can defend your coastline, plunder foreign shipping, and carry your invasion forces to an enemy's shore.

Merchant ships can cover great distances in a single month, and unlike the land-locked baggage trains, can travel the lucrative trade routes to the colonies.

## 4.1 Merchant Ships

Merchant ships transport goods over the ocean. A ship can transport up to two kinds of goods plus money in its holds.

**Print-out:**

No	Type	x/y	Flt	MP	Cond	Age	Gds	Qty	Gds	Qty	Mny
1015	33	3/34	35	40	100%	19	13	2500	11	80	80472

No	Ship's registration number
Type	Ship's type
x/y	Current position of the ship
Flt	Fleet federation that the ship is incorporated in
MP	Movement points left
Cond	Percentage condition of the ship
Age	Age of the ship
Gds/Qty	Loaded good's code number and quantity
Mny	Money

## 4.2 Warships

Warships are used to fight naval conflicts. Each warship, when part of a fleet, can also transport brigades. See section [4.10](#) for each warship's Loading Capacity.

**Print-out:**

No.	Type	Name	x/y	Flt	MP	Cond	Mar	Brigade	
1001	25	Santissima	6/40	12	20	100%	1100	0	0

Name

Name of the ship

Mar

Number of marines aboard

Brigade

Registration number and weight of the brigade on board



## 4.3 Ship Construction

The ships available for construction are listed in the Ship Table. These ships are adapted from historical ships. To build a ship the following command must be written in section -10- of the turn sheet:

Command: (shipyard)/(type)/(name)
-----------------------------------

Shipyard	Registration number of the shipyard where you want to build the ship
Type:	Number of the ship-type you want to build
Name:	Name of the new ship (warships only)

**Example:** 204/25/PRINCE REGENT

*You have just built the Prince Regent, a type 25 warship, at barracks 204.*

### Preconditions:

- the shipyard must be yours
- You must transfer the required amount of goods to the shipyard (see 4.10.Ship tables., p72), using section -01- of the turnsheet.

### Notes:

You can only name warships, merchant vessels cannot be given names.  
Ships of classes 3 to 5 cannot be built in the Colonies (see 4.10., p72).

## 4.4 Ageing of Ships

Every ship ages by 1 each month, and when it reaches its 100th month it will be declared unseaworthy and scuttled by the crew. If it is in one of your own shipyards or in the shipyard of an ally or a country that you have trade relations with, then all loaded goods will be transferred into that shipyard. If it is not then all goods are lost when the crew take to the jolly boats.

### 4.5 Ship's Condition:

A ship is not always in the same prime condition it was just after being built. The current condition in percent can be seen under 'Cond' on the turn report listing.

## 4.6 Repairing Ships

If a damaged ship is in one of your shipyards or in the shipyards of one of your allies then it can be repaired there. Write the following command in section -09- of the turn sheet, "Repair Ships and Baggage Trains".

Command: (registration number of the ship to be repaired)

Example: 1001 or alternatively 11

*You have just repaired ship 1001, or alternatively fleet 11.*

### Preconditions:

- You must transfer the required amount of goods to the shipyard (see 4.10. Ship tables., p72), using section -01- of the turnsheet.
- The owner the shipyard must give the command.

It is also possible to repair a whole fleet of ships at one time. To do so you must write the number of the federation instead of the ship's registration number. You cannot repair whole fleets of allies, only single ships. When repairing ships the same goods needed for construction will be required. The amount needed can be estimated using the following calculation. The amount of money required for repair will also be divided by 5.

$$\frac{(\text{required quantity for construction}) \times (100\% - \text{cond}\%)}{5}$$

So if a 44 cannon frigate has been involved in a battle and currently has a condition of 70%, it will require the following to repair it:

Wood:  $1100 \times (100-70)\% / 5 = 1100 \times 30\% / 5 = 66$

Economic Points:  $550 \times (100-70)\% / 5 = 550 \times 30\% / 5 = 33$

Textiles:  $50 \times (100-70)\% / 5 = 50 \times 30\% / 5 = 3$

Louisdore:  $400,000 \times (100-70)\% = 400,000 \times 30\% / 5 = 24000.$

When calculating the number of marines required the following calculation will be used:

$$(\text{marines needed when building}) - (\text{marines on board})$$

When all required goods are available in the shipyard then the ship's condition will rise to 100%.

### 4.7 Destruction/Scuttling of Ships

A ship will be scuttled by its crew if:

- it has reached the age of 100
- it has less than 6 Mps
- its condition has sunk below 50% with a possibility of:

$$\frac{(50 - \text{Cond}) \times (50 - \text{Cond})}{25}$$

## 4.8 Maintenance Costs

You have to pay a monthly maintenance fee for every ship you own. The exact costs for each ship type can be seen in the ship table.

The money needed to maintain the ships will be deducted from the warehouse. Ships whose maintenance is not paid will be lost.

## 4.9 Removing Ships

It is possible to remove unneeded ships from the game to save money and wine. To do so you must use 'Demolish Items', section -02- on the turn sheet.

Command: (ship's registration number)
---------------------------------------

If the ship is in one of your shipyards or in the shipyard of an ally when being demolished, then all loaded items and goods will be unloaded into the shipyard, except for brigades and citizens which will be lost if the ship is demolished. However, marines from a demolished ship will only be unloaded into your own shipyard. The shipyard can salvage Economic Points from the scrapped ship according to the following calculation:

$$\frac{(\text{EcPts needed for construction}) \times (\text{Cond}\%)}{2}$$

i.e., around half of the EcPts that went into a ship's construction will be reclaimed.

### **Notes:**

All brigades and citizens loaded onto ships will be lost if the ship is demolished.

Only single ships can be demolished.

## 4.10 Ship Tables

Merchant Ships:									
Type	Name	Wood	EcPt	Tex	Citz	Cost	Main	LC	MF
31	Small Merchant Ship	700	75	30	75	200,000	10,000	250	50
33	Med. Merchant Ship	1400	150	40	125	350,000	17,500	500	40
35	Large Merchant Ship	2000	250	50	200	500,000	25,000	750	30
37	Small Dhow *	500	50	40	50	150,000	7,500	200	60
39	Large. Dhow *	1000	125	50	100	300,000	15,000	400	50

Warships										
Type	Name	Wood	EcPt	Tex	Citz	Cost	Main	LC	MF	SC <sup>5</sup>
1	22 Cannon Brig	500	180	30	250	100,000	5,000	100	50	1
3	24 C Small Corsair*	500	200	40	350	150,000	7,500	100	60	1
5	28 Cannon Corvette	600	225	30	300	150,000	7,500	150	45	1
7	32 Cannon Frigate	750	375	45	350	250,000	12,500	200	45	2
9	36 C Large Corsair*	800	450	50	500	300,000	15,000	250	50	2
11	36 Cannon Frigate	900	450	45	400	300,000	15,000	250	40	2
13	44 Cannon Frigate	1100	550	50	450	400,000	20,000	300	40	2
15	54 Cannon Frigate	1200	750	45	500	500,000	25,000	400	35	3
17	64 Cannon Cruiser	1500	900	50	600	600,000	30,000	400	30	3
19	74 Cannon Cruiser	1700	1150	50	700	750,000	37,500	500	30	4
21	80 Cannon Cruiser	2000	1250	50	800	900,000	45,000	500	25	4
23	96 C Battle Ship	2500	1650	60	950	1,200,000	60,000	600	20	4
25	120 C Battle Ship	3200	2000	60	1100	1,600,000	80,000	600	20	5

### Explanation:

Type:	Code number
Name:	Name of the ship type
Wood:	Required amount of wood (in units)
EcPt:	Required amount of economic points (in units)
Tex:	Required amount of textiles (in units)
Citz:	Required number of citizens
Cost:	Price of ships
Main:	Maintenance costs for the ship
LC:	Loading capacity in tonnes (warships can only carry brigades)
MF:	Movement Factor (Movements Points of ship = condition of ship% x MF)
SC:	Ship class

\* These ships can only be built by Morocco (M) or the The Ottoman Empire (T).

<sup>5</sup>A ship's class in Austerlitz roughly corresponds to the British Navy's rating system of the 18th/19th Century. A ship with SC 5 is a First Rate line-of-battle ship, a ship with SC 4 is Second Rate, SC 3 is Third Rate, SC 2 Fourth Rate, and SC 1 Fifth Rate.



## 5 Army

## 5.1 The Army

You can use your army either to defend your country from foreign aggressors, or to further the interests of your empire in a non-peaceful way.

The warfare in Austerlitz is rich and complex. Each country has a wide selection of different troop types available (see chapter 9), from Bearskins and Highlanders, Musketeers and Pioneers, to Berbers and Religious Fanatics. The highly detailed Simulated Battles have a wide range of orders and tactics which allow each battalion group to be given specific, general and conditional orders.

## 5.1.1 Brigades

Your army will be made up of brigades. Each brigade will contain up to 7 battalions.

### Print-out:

No.	Name	x/y	MP	Fd	Bat 1	Bat 2	Bat 3	Bat 4	Bat 5	Bat 6	Bat 7
4001	Br25	19/21	36	66	Gr3 800	Ti3 800	Ti3 800	Vo3 800	Ch3 800	Cu3 800	Ma3 800

No. The brigade's registration number  
Name: The name you gave the brigade  
x/y: Current position of the brigade (This changes when a brigade is on board a ship/fleet from 'x/y' to 'State code letter/Fleet or Ship')  
Fd: Federation the brigade is incorporated in  
Bat x: Each battalion is listed with three pieces of information  
1. the type of battalion (see Army tables, 'Sh')  
2. the experience level of the battalion  
3. number of soldiers in the battalion

## 5.1.2 Battalion Types

There are different types of battalions that can be used to build up a brigade. The maximum number of soldiers a battalion can have is 800.

## 5.1.3 Army Tables

The army tables for all empires are to be found in section 9. Each empire has different specific types of brigades it can set up.

## 5.1.4 Setting Up Brigades

New brigades are formed using the "Set Up Brigades" section on the turn sheet. A maximum of eight new brigades can be created in your empire each month, although only a maximum of two can be created in foreign or colonial territory. **(There are some limitations see the following page- Preconditions).**

New brigades are set up at barracks and shipyards within your empire. The brigade will be formed during the month the order is issued and will be ready to receive orders at the beginning of the next month. They will however take part in a battle in the month that they are formed. Each brigade must be built with the standard minimum of five battalions and a maximum of seven. Battalions six and seven are known as the 'Additional Battalions'.

The set up command is written in section -03- on the turn sheet, "Set Up Brigades", and is as follows:

Command:    (Depot) / (B1) / (B2) / (B3) / (B4) / (B5) / (B6) / (B7) / (name)
---

**Example:**    254/ 1 / 1 / 3 / 3 / 3 / 0 / 0 / Brigade 34

*In depot 254 Brigade 34 is formed with the minimum five battalions.*

**Depot :** Registration number of the barracks/shipyard where the brigade is to be built

**B1-B7 :** Troop **number** for the chosen battalion type (see sections 9.1 to 9.16)

**Name :** Name you have chosen for the brigade.

Each battalion in a brigade will automatically be set up with the maximum headcount of 800 men at experience 3.

### Required Goods for Setting up Brigades:

The following goods are required to set up brigades and must be available in the barracks/shipyard where the brigade is to be set up:

For each recruit	1 citizen
For each recruit	The amount of money shown in the army table under 'CO'
For each cavalryman	1 horse
Each mounted artillery man	1 horse
For every 25 recruits	The amount of EcPts shown in the army table

### Preconditions:

- *the barracks/shipyard must belong to your empire.*
- *the required amount of money & EcPts, number of men and horses must be transferred to the depot using section -01- of the turnsheet.*
- *a brigade must be set up with at least 5 battalions. The remaining two battalions can be set up later when you need them (see 5.1.5., p80).*
- *when setting up brigades in a part of Europe that belongs to your political sphere then the required amount of money will increase by 50%.*
- *when setting up brigades in a part of Europe that neither belongs to your home region nor to your political sphere the required amount of money will triple and you cannot set up more than **one brigade per month**.*
- **not all brigades can be set up everywhere. The following limitations exist:**
  - Colonial Troops (Kt - type 19) can only be set up in Europe
  - In the Colonies you can only set up the following types:
    - Colonial Auxiliaries (Ca - type 17)
    - Mounted Colonial Troops (Mc - type 37)
    - Colonial Cavalry (Cc - type 39)
and these types cannot be set up in Europe

***-Troop types with even numbers (e.g. 2,4,10,12 etc.) can only be set up as battalions 6 and 7 - (see 5.1.5, p80 below) and only in section -04- of the turn sheet, and can only be set up in a nation's Home Region***

**Notes:**

When setting up brigades, the program only accepts the battalions as the numbers from the army tables in chapter 9, not the abbreviations.

**When setting up brigades, new elite units (i.e. even numbered troop types) can only be added to existing brigades in section -04- of the turn sheet, and can't be created with a new brigade.**

Your empire will receive it's full quota of ten commanders quicker (see 5.2.1. , p92,) by building more five battalion brigades (i.e. you should be able to build more brigades per turn).

## 5.1.5 Setting Up Additional Battalions

You can add battalions to a brigade to replace those lost through combat, or to build up 'five battalion' brigades to their maximum size by adding the sixth and seventh battalions.

This command is written on section -04- on the turn sheet, "Set Up Additional Battalions", and is as follows:

Command:    (brigade)/(battalion type)
--

**Example:**    4001/22

*You have just added a battalion, of troop type 22, into brigade 4001.*

The chosen battalion type will go into the first free space in the brigade.

All preconditions valid in section [5.1.4](#) are also valid here, with the following exceptions : The money required is doubled, and in Europe the types with even code numbers will be set up in any of the seven battalion spaces.

**Notes:**

You can't actually add additional battalions to a brigade in the same month that it is being built. A brigade is only available for this command, when it appears on your empire sheet with its id number!

When setting up additional battalions, new elite units (i.e. even numbered troop types) can only be added to existing brigades in section -04- of the turn sheet, and can't be created with a new brigade.



## 5.1.6 Increasing Headcount

Brigades that have under strength battalions due to combat losses or attrition (see [6.3.4](#), p104, [6.3.4.1](#), p105, [6.3.4.1.1](#), p106) can be brought up to their maximum headcount with the command "Increase Headcount", section -05- on the turn sheet.

Command: (Brigade)/(men to be added to each battalion) or (Federation)/(men to be added to each battalion)
---

**Example:** 4001/200 or alternatively 62/200

*You have just added 200 men to every battalion in brigade 4001, or alternatively you have just added 200 men to every battalion in federation 62.*

You can only increase the headcount if the brigade is in one of your depots. The same money, EcPts, and horses (if required) required to set up brigades are also needed to increase the headcount.

If the number of men added is more than 50% of the current size of a battalion then the battalion's experience level will drop by 1. If the number added is more than 100% of the current size of a battalion then the experience will drop by 2.

### Notes:

The men written in the above order is the number that will be added to each *battalion* in a brigade, not the total amount of men .

When adding men to a brigade you are only charged for those men that are replaced, any battalion with the maximum headcount (800) will not need any replaced and as a result you will not be charged.

European troop types (i.e. those troops that can only be set-up in Europe), operating in the colonies, can have their headcount increased as normal, with the price being taken at the 'home region' rate.

## 5.1.7 Experience Level

Each battalion has its own experience level which shows its experience gained through training and combat. The experience level influences its performance in battles. Each newly set up battalion has an initial experience of 3.

For the role of experience in Austerlitz see 5.1.6, p81, 7.1.3, p166, 7.1.4, p167, 7.2.7, p214, 7.2.8, p219, 7.2.9.1, p222, 7.2.10, p228, and 7.2.11.1.1, p231,.

## 5.1.7.1 Increasing the Experience Level

Battalions in a brigade can be trained to increase their experience level. The maximum experience level that can be reached through training is indicated in the army table under "EF". This command is written in section -06- of the turn sheet, "Increase Brigade Experience Level".

Command: (Brigade) or (Federation of Brigades)
--

Example: 4001 or alternatively 62

*You have just raised the experienced of every eligible battalion in brigade 4001, or alternatively you have just raised the experience of every eligible battalion in federation 62.*

### Preconditions:

- the brigade must be yours and it must be located in one of your depots
- all required goods must be transferred to the depot in section -01- of the turn sheet
- the maximum experience level attainable through training may not be exceeded
- the experience level cannot be raised on the same month it has been built or by more than 1 each turn

Training will cost the following :

Louisdore =(headcount x Louisdore required per soldier from army table)/10 (or 1/10 of the money required to set up the troops)

EcPts =(headcount x EcPts required per 25 solders)/200 (or 1/8 of the economic points required to set up the troops)

### Notes:

In battles trained brigades are far superior to untrained brigades. You can train whole federations of brigades, simply by entering the federation number in section -06-. The game program only accepts the brigade's registration number, rather than the brigade's name 'number' (i.e. 4001 not Brigade 25 etc.). You can't actually train a brigade in the same month that it is being built. A brigade is only available to be trained on the following month, when it appears on your empire sheet with its i.d. number! When training a brigade/federation you will only be charged for those battalions that can be trained. Battalions at maximum experience will not be trained. When training brigades/federations with mixed troop types each troop type will only be trained to it's specific maximum. European troop types (i.e. those troops that can only be set-up in Europe), operating in the colonies, can have their experience increased as normal, with the price being taken at the 'home region' rate. Brigades loaded on fleets can't have their experience raised, even if the fleet is in a shipyard.

### 5.1.7.1.1The Presence of Enemy Brigades - How they affect your orders.

The presence of enemy brigades on one of your co-ordinates prevents you performing certain actions **on that co-ordinate**. When an enemy brigade or federation is on one of your barracks, you cannot use the following orders for any of your brigades or federations **on that co-ordinate only**:

- |                      |                    |                                |
|----------------------|--------------------|--------------------------------|
| - Increase Headcount | - Raise Experience | - Set-up Additional Battalions |
| - Build New Brigades | - Fortify Barracks | - Build a Production Site      |

**Only brigades or federations located within Trade Cities and barracks with large fortresses are exempt from the effects of the presence of enemy brigades.**

## 5.1.7.2 Increasing Experience Through Battle

If a brigade takes part in a battle then each of its battalions has a certain chance of raising its experience factor.

Battle Result	%age
Won mathematical battle:	5% chance
Won simulated battle:	10% chance
Undecided simulated battle:	5% chance

Experience gained from battles can increase the experience factor to a maximum of 2 over the limit 'EF' on the Army Tables.

## 5.1.8 Exchanging Battalions

A brigade may not fulfil all needs for a certain deployment. To tailor your brigades to your needs you can interchange battalions between different brigades. To exchange battalions write down the following command in section -07- of the turn sheet.

Command: (brigade A)/(battalion 1)/(brigade B)/(battalion 2)
--

**Example:** 4001 / 1 / 4002 / 2

*Battalion 1 of brigade 4001(A) will be exchanged with battalion 2 of brigade 4002 (B)*

**Preconditions:**

- both brigades must belong to your empire
- both brigades must be on the same co-ordinate

**Notes:**

It is possible to exchange an existing battalion with an empty battalion of another brigade (you must use the empty battalion number, not zero or nothing at all.)

It is possible to reduce the amount of battalions in any brigade to the minimum two allowed (see 5.1.11. , p90,). This is done by exchanging existing battalions of a brigade with vacant battalion spaces of another.

Brigades loaded on fleets cannot be exchanged, even if the fleet is in a shipyard.

The game program only accepts the brigade's registration number, rather than the brigade's name 'number' (i.e. 4001 not Brigade 10 etc.)

## 5.1.8.1 Advantages of Exchanging Battalions

The exchange battalion section can be used to make your army more efficient. It can sometimes be advantageous to have brigades containing only two, three or four battalions. These 'cut down' brigades can be used in several ways:

To garrison occupied territory.

To conquer neutral territory (No need to waste full strength five, six or seven battalion brigades.)

For efficient use of small fleets in troop transportation. (Less battalions in a brigade the less it weighs.)

For expendable invasion armies. (ten brigades of two or three battalion brigades make effective small armies to invade an enemy heartland. However, try to avoid any areas of enemy troop movements, and use them to capture important strategic production sites and force an enemy army to split. If they happen to meet the enemy and get wiped out then it is not an irreplaceable loss.)

### **Example:**

*Build four brigades, two consisting of five battalions of quality troops and two consisting of three battalions of poor quality low cost troops and two battalions of quality troops. The following turn transfer the two quality battalions, of each of the poor brigades into the two quality brigades. You will then be left with two seven battalion quality brigades and two three battalion poor quality brigades. The three battalion poor quality brigades can then be used in any of the ways described above.*

If these poor quality brigades are to be used to invade enemy territory there might be little point training them, if they do meet an enemy army then they will probably get wiped out anyway. So, the money saved by not training them could be used in other more beneficial ways.

Remember, ten three battalion brigades of Militia can capture as much territory as ten seven battalion brigades of Guard Cavalry.

## 5.1.9 Merging Battalions

Battalions with a low headcount perform poorly in battle, and if for some reason their headcount cannot be increased (i.e. not enough cash, economic points or horses or they are not in one of your barracks) then they can instead be merged. To merge two battalions write down the following command in section -08- of the turn sheet.

Command: (Brigade A)/(Battalion 1)/(Brigade B)/(Battalion 2)

Battalion 2 of brigade B will be merged into Battalion 1 of brigade A. Battalion 2 of brigade B will no longer exist.

### Preconditions:

- both battalions must belong to your empire
- both battalions must be on the same co-ordinate
- both battalions must be of the same type

The experience factor will change according to the following calculation:

$$\frac{(\text{headcount batt1}) \times (\text{experience batt1}) + (\text{headcount batt2}) \times (\text{experience batt2})}{(\text{headcount batt1}) + (\text{headcount batt2})}$$

(i.e. the battalion will have the average both battalion's experience)

### Notes:

The battalions which are to be merged do not need to be in one of your barracks/shipyards.

If the combined headcount of the merged battalion exceeds 800 men then the excess men will be lost.

In the colonies it might not be good practice to merge battalions of European troops damaged in battles, as you can't replace the 'lost' battalion with anything but Colonial Auxiliaries or Mounted Colonials. If possible, it would be better to raise the headcount of the battalions (see [5.1.6.](#), p81.), so keeping the European troop type battalions.

Brigades loaded on fleets cannot be merged, even if the fleet is in a shipyard.



## 5.1.10 Soldiers' Pay

All soldiers of your country require pay. The pay for each battalion can be calculated as follows:

$$\frac{(\text{Headcount}) \times \sqrt{\text{SQRT}(\text{EF}) \times \text{CO}}}{35}$$

Experience Factor and CO(cost) can be found on the army tables.

The pay for your whole army is noted at the bottom of your army section. If you don't have enough money to pay your army then all unpaid troops and commanders will desert. Your army's pay is taken from the European national warehouse at the start of the month before any orders are processed.

### 5.1.11 Loss of Battalions and Brigades

If the headcount of one of your battalions sinks under 50 men due to attrition or battle losses it will dissolve. All remaining men will automatically be incorporated into a battalion of the same type. The experience factor of this battalion will change according to the following calculation:

$$\frac{(\text{headcount batt1}) \times (\text{EF batt1}) + (\text{headcount batt2}) \times (\text{EF batt2})}{(\text{headcount batt1}) + (\text{headcount batt2})}$$

headcount 2:	headcount of the dissolving battalion
headcount 1:	headcount of the receiving battalion
EF 2:	experience factor of the dissolving battalion
EF 1:	experience factor of the receiving battalion

**Notes:**

If a brigade has no battalion of the same type then the battalion with too few men will be lost.

The minimum battalions allowed in any brigade is two.

If only one battalion is left in a brigade then all men will be lost.

## 5.2 Commanders

Brigades need no commanding officer to move through your own or friendly territory, but a commander is necessary to lead them when conquering neutral or enemy territory. Brigades without a commander can move through neutral territory, but they will not conquer any co-ordinates.

### Print-out:

No.	Rank	Name	x/y	Brd	Fd	MP	ComC
1	Field Marshal	Wellington	23/20	---	61	75	19

No.	Registration number of the commander
Rank:	Commander's rank
Name:	Commander's name
x/y	Current position
Brd:	When boarded on a ship, the ship's registration number will be shown here
Fd:	When incorporated into a federation the federation's registration number will be shown here
MP:	Movement points
ComC:	Shows the command capability of the commander in a battle (see <a href="#">5.2.2.</a> , p93)

### Notes:

A commander has 75 movement points and may move over any territory regardless of state relations.

### 5.2.1 Number of Commanders

Every country can have up to 10 commanders. The exact number of commanders will depend on its number of brigades.

<b>Brigades</b>	<b>Commanders</b>
0 to 20 brigades	3 commanders
21 to 30 brigades	4 commanders
31 to 40 brigades	5 commanders
41 to 50 brigades	6 commanders
51 to 65 brigades	7 commanders
66 to 80 brigades	8 commanders
81 to 90 brigades	9 commanders
over 90 brigades	10 commanders

When a new commander appears they will always appear in Europe on the same position as one of your brigades. A new commander will always have the rank of Colonel (see [5.2.3.](#), p94).

At the start of the game some countries may begin with more than three commanders.

## 5.2.2 Command Capability

Not all commanders are equal in their ability to lead troops into battle. The command capability shows how well a commander can lead. In mathematical battles it determines how many battalions they can personally command; when under the personal command of the commander the battalion's experience factor will be temporarily raised by one for the time of the battle only (see 7.1.7., p174).

In a simulated battle the command capability shows the size of the area of influence the commander has (see 7.2.10., p228).

### 5.2.3 Rank

Each commander has a rank which depends on his command capability. A commander is paid according to his rank:

Rank	ComC	Pay/Month
Colonel	1 to 4	10,000 Louisdore
Brigadier	5 to 8	15,000 Louisdore
Major-General	9 to 12	25,000 Louisdore
Lieutenant General	13 to 16	40,000 Louisdore
Field Marshal	17 to 20	60,000 Louisdore

The monthly pay will be deducted from the warehouse at the start of the month. If the commanders cannot be paid they will desert.

## 5.3 Fortresses

If you want to give your barracks and shipyards extra protection then you must build a fortress around them. Building fortresses on newly conquered territory to strengthen your advance and to protect occupying forces (see [6.4.1.2.](#), p119), and in strategic locations such as Gibraltar (see [6.4.1.4.](#), p123) or on either side of the Strait of Copenhagen (see [6.4.2.5.](#), p133) is also sound strategy.

Fortresses give armies a defensive advantage in both mathematical and simulated battles (see [6.3.](#) p100, [6.4.2.5.](#) p133, [7.1.8.](#) p175, [7.2.2.4.](#) p188, [7.2.11.](#) p229).

### 5.3.1 Building Fortresses

To build a fortress use the command "Build Production Sites" on the turn sheet, production site '21'.

Command:	(Type) / (x) / (y)
----------	--------------------

Type: Fill in type 21 for fortresses  
 x/y: Co-ordinate where the fortress is to be built.

**Example:** 21 / 23 / 20

*You have just fortified the barracks at 23 / 20*

**Preconditions:**

- the co-ordinate must belong to your empire
- there must be a barracks or shipyard on that co-ordinate
- all required goods must be available in the respective national warehouse

A fortress is built in three stages: small, medium, and large fortress.

You cannot build a large fortress from scratch, but you must first build a barracks, then small fortress, then extend it to a medium fortress and then enlarge it to a large fortress, i.e. you will need four turns to build a large fortress. It is not possible to build a barracks and fortify it one level on the same month, unless you use production site 15 (see [2.8.5](#). p46)

Required goods (units):	Stone	EcPts	Louisdore
Constructing a small fortress:	1500/wood	300	350,000
Building up to a medium fortress	4000	750	600,000
Building up to a large fortress	7500	1500	900,000

Wood is used in the Colonies to build small fortresses, while stone is used in Europe.



## 6 Game Details

This chapter contains information on many aspects of Austerlitz, including more details on filling in your orders on the Turn Sheet, plus topics as diverse as storms and piracy, guerrilla warfare and coastal defence.

The subjects covered are:

- Item Registration Numbers**
- Setting up Federations and Fleets**
- Movement**
- Warfare**
- Loading of Goods**
- Trade**
- Boarding**
- Handing Over Ships or Territory**
- Changing Names**
- Demolition of Items**
- Error Identification**

## 6.1 Item Registration Numbers

All items in Austerlitz are identified by different registration-numbers. The following table explains the numbering of each item within your empire.

Registration number	Item	Allocation
<b>1 to 10</b>	Commanders	each country has items with these numbers.
<b>11 to 60</b>	Ship federations.	"
<b>61 to 90</b>	Land federations.	"
<b>91 to 95</b>	Spies	"
<b>101 to 200</b>	Trade Cities	each trade city has its own registration number.
<b>201 to 1000</b>	Depots	every item has a unique number.
<b>1001 to 3000</b>	Ships	"
<b>4001 to 6000</b>	Brigades	"
<b>7001 to 8000</b>	Baggage Trains	"

E.g.; each country has spies numbered 91 to 95, but there will only be one depot numbered 201, one ship numbered 1001, one brigade numbered 4001 and one baggage train numbered 7001.

Each country also has the same number for its warehouses:

- '1' - Europe
- '2' - Caribbean
- '3' - India

## 6.2 Setting up Federations and Fleets

To let ships, baggage trains, commanders and brigades operate as a single unit you can combine them into Federations. You can set up 50 ship federations (fleets) and 30 land federations for commanders, baggage trains and brigades. The command to join or remove an item from a federation is written in section -14- of the turn sheet and is as follows:

Command:    (Item)/(Federation number)
--

Item:	Registration number of the item that is to join the federation
Federation:	Number of the federation the item is to join
	11 to 60 for fleets
	61 to 90 for federations

**Example:**    4001 / 61

*You have just joined brigade 4001 into federation 61*

### Preconditions:

- the item must be on the same co-ordinate as the federation unless it is the first item to be put into the federation
- the item must belong to your empire
- ships federations (fleets) are numbered 11 to 60
- commanders, baggage trains, and brigades can only enter federations numbered 61 to 90
- the item that is to be placed in the federation must not be on board a ship
- if a ship or fleet is carrying any brigades or baggage trains then it cannot leave the federation it is currently in or be incorporated in another federation

If you put an item into a federation that does not exist you thereby create that federation.

To take an item out of a federation write the federation number as '0'. However, a ship cannot be removed from a fleet if it has a brigade loaded on board.

An item contained in a federation can be directly placed in another federation. There is no need to first remove it from its current federation.

Entire federations can be directly incorporated into other federations with one command:

**Example:**    13/22

*Fleet 13 is incorporated into fleet 22. Federation number 13 can now be formed at a different co-ordinate if you wish.*

## 6.3 Movement

All items that have movement points can be moved. Movement commands are written in section -18- of the turn sheet.

Command: (item)/(dir.1)/(dis.1)/(dir.2)/(dis.2)/(dir.3)/(dis.3)
---

item:	registration number of the item to be moved
dir.x:	direction to move in
dis.x:	distance the item is to move

You can move commanders, fleets, federations, spies, ships, brigades and baggage trains. The item will move in the direction 1 for distance 1, then in the direction 2 for distance 2 and then in the direction 3 for distance 3.

Directions:
1 for North
2 for north-east
3 for east
4 for south-east
5 for south
6 for south-west
7 for west
8 for north-west
9 to move within the co-ordinate (see 6.3.7.2., p113)

A small compass card with all direction numbers is on each map.

**Example:** 62 / 5 / 3 / 7 / 2 / 6 / 2

*You have just moved federation 62 three co-ordinates to the South, two co-ordinates to the West and two co-ordinates to the south-west.*

### Preconditions:

- the item must belong to your empire
- the item must have movement points
- for sea-movement your ship/fleet must be on sea co-ordinates or in a shipyard
- an item that is in a federation cannot be moved individually**
- troops that lose a battle cannot move over/capture enemy territory for one turn (note: if single brigades that lost a battle are incorporated into a federation then the whole federation cannot move)
- troops that lose a battle can however move/retreat over their own territory or that of an allies
- if a battle is drawn then the brigades that laid siege to a fortress cannot move over enemy territory for one turn
- warships and fleets cannot move into or through enemy shipyards
- if you have a Colonial War with another country you cannot move into or through his colonial ports.
- land movement in the colonies uses double the amount of movement points(see 6.3.2., p102)**
- no item can move more than once each month (i.e. only one movement command can be used for each item).**

Items that are moved can be stopped by enemies or pirates (see 6.4.2.2, p128, 6.4.2.2.1., p129)

## 6.3.1 Movement Points

MPs show an item's ability to move - the more MPs an item has, the further it can move.  
The amount each item has is shown in the following table:

Item	Movement Points
Merchant ships	MF x condition%
Warships	MF x condition%
Commanders	75 MPs
Spies	75 MPs
Brigades	depends on troop type (see 'MP' in the army table)
Baggage trains	75 x condition%

MF: movement factor, see Ship Table (see [4.10.](#), p72)

If items are moved in federations then all items have the same MPs as the slowest item in the federation.

## 6.3.2 Consumption of Movement Points

All items consume movement points for each co-ordinate they move. If the item's remaining MPs are not sufficient to move on to the next co-ordinate then all movement stops. The starting co-ordinate is not counted when calculating MP-consumption.

Ship use one MP for each water co-ordinate they pass. Docking and undocking consume no MPs.

All land items consume the following MPs:

<b>Terrain</b>	<b>MPs</b>	<b>Terrain</b>	<b>MPs</b>
B (arable land)	4	H (hills)	6
K (karst, stony steppe)	7	Q (grassy prairie)	6
D (desert)	8	W (wood/forest)	8
T (taiga)	8	G (mountains)	12
S (swamp)	10	Mps in colonies as above	x 2

### Notes:

Land movement in the colonies uses double the amount of Mps. This is due to the absence of roads.

## 6.3.3 Forced March

It is possible to force march your troops/baggage trains if their presence is urgently required in some part of your empire. A forced march will raise your brigade's/federation's MP by 50%, but their attrition rate will triple (see 6.3.4, p104 below).

To order a forced march add 10 to the first direction command only:

**Example:** 4002 / 13 / 1 / 5 / 3

*Brigade 4002 is ordered to force march in direction 3 (East) one co-ordinate and then continue with the forced march in direction 5 (South) three co-ordinates.*

Battalions within a brigade/federation whose normal MPs are within the raised number of movement points will suffer normal attrition.

### Notes:

A forced march is only possible within your own empire. When attempting to enter foreign territory (*including that of an ally*) the movement will cease at your border.

You cannot enter or conquer foreign territory using a forced march command, your federations/brigades will stop at the border and will not enter enemy territory.

### 6.3.4 Attrition Through Movement

Movement across land and sea causes losses and wear and tear to the moving items. Attrition is deducted from a ship or baggage train's condition in %, or in the case of brigades the losses will be deducted from its men (i.e. the headcount will decrease).



## 6.3.4.1 Land

Attrition on land varies from terrain to terrain.

Attrition table:		
Terrain	Own Territory	Foreign Territory
B	0.05%	0.10%
H	0.10%	0.20%
K	0.10%	0.20%
Q	0.05%	0.10%
D	0.25%	0.50%
W	0.15%	0.30%
T	0.20%	0.30%
G	0.40%	0.80%
S	0.50%	1.00%

Attrition is higher when moving over foreign territory.

Attrition in the Colonies doubles.

#### 6.3.4.1.1 Winter

During December and January all brigades that are north of y35 and not in a barracks/shipyard will lose 1 to 2% of their men from exposure to cold.

## 6.3.4.2 Sea

Ship's attrition is calculated differently. For each movement a ship will have an attrition between 1.2%. For each storm co-ordinate passed through (\*\* on the game map) a ship will suffer additional 1.5% attrition. Each time a ship is manoeuvred against a land co-ordinate that is not a shipyard it will suffer another 1.5% attrition. Ships/fleets moving from one map to another have a 75% chance that they will lose an additional 1% of their condition through attrition (see section 6.3.6. , p110).

### 6.3.4.2.1Storms

Ship's Navigation is endangered by storms. On all three maps storms will appear at different times:

**Europe:** in the month of December 18 to 22 storms will appear. Until March two storms will either appear or disappear monthly. In April all storms will disappear.

**Caribbean:** in November 10 to 15 storms will appear. Until February up to two storms can appear or disappear monthly. In March all storms will disappear.

**India:** In April 10 to 15 storms will appear on the map. Until July up to two storms can appear or disappear monthly. In August all storms will disappear.

**Notes:**

A storm can move up to three co-ordinates a month in any direction.

A storm will be indicated by a '\*' on the map.

A storm will not be larger than 5 co-ordinates.

A ship moving through a storm co-ordinate will suffer 1 to 5% additional attrition.

Storms appear at the beginning of each turn and their movement is very difficult to anticipate.

## 6.3.5 Peaceful Movement over Foreign Territory

The following relations must exist between two countries to be able to move your items over foreign territory:

Item	Other country's relationship to you
Single Baggage train	Trade (relationship 3)
Single commander	Any relationship
Spy	Any relationship
Brigades or Federations	Alliance/(relationship 4)

### Notes:

Although another empire needs to have the above relationships in order for you to move freely over it's territory you do not have to have a corresponding relationship (i.e. if empire A has an alliance(4) to empire B, empire B can have a trade relationship(3) and still move his brigades, federations and baggage trains over A's territory.

### 6.3.6 Movement From Map To Map

Movement between Europe and the Colonies is only possible by ship. To reach those countries 'jump-off points' are used.

If you manoeuvre a ship/fleet onto a jump-off point and stop it there at the end of the turn it will continue its journey to the corresponding point on the other map and be there at the start of the next turn. If a ship/fleet stops on a jump-off point unexpectedly because of a mistake it will not move to the other map (see list of possible mistakes below).

Jump-off Points ( <i>x is the horizontal axis on the map</i> )			
Europe->Caribbean	x-1/y-11 to 20	Caribbean->Europe	x-40/y-71 to 80
Europe->India	x-1/y-41 to 50	India->Europe	x-51/y-81 to 90
Red Sea->India	x-65 to 66/y-65	India->Red Sea	x-51/y-75 to 76
Caribbean(E)->India(SW)	x-40/y-86 to 90	India(SW)->Caribbean(E)	x-56 to 60/y-99
Caribbean(W)->India(NE)	x-1/y-91 to 95	India(NE)->Caribbean(W)	x-90/y-71 to 75
Caribbean(SW)->India(SE)	x-8 to 12/y-99	India(SE)->Caribbean(SW)	x-90/y-88 to 92

#### Possible Mistakes :

- Ship/fleet is stopped by an enemy
- No more movement points
- The ship would have moved over the edge of the map and is stopped on the edge

As these mistakes prevent movement through the jump-off points you must plan your ship movement carefully.

#### Notes:

Ships and Fleets that are leaving one map to go to another, via the jump-off points, leave the current map that they are on immediately after the order in which they moved. They arrive on the other map after the movement section -18- is complete. So, it might be a good idea to move any fleets that may be under threat of attack into a jump-off point in an early movement order.

If a ship or fleet moving into a jump-off point meets an enemy then they will not move to the other map, but will stay on the current map and fight the battle which is generated.

By moving from one map to another there is a 75% chance that ships will lose an additional 1% of their condition through attrition.

6.3.7 Movement Extras

### 6.3.7.1 Processing Order

When calculating movement, the computer will process the first movement command of all countries in random order, then the second movement command in a random order, etc.

This system means that you can give certain movement commands priority to try to get to places first or attack enemy ships, etc.



## 6.3.7.2 'Remaining Stationary'

To conquer a co-ordinate (see [6.4.1.1.](#), p116 and [6.7.2.](#), p150) or to stop or attack an enemy item (see [6.4.1.3.](#), p120, [6.4.1.3.2.](#), p122) you must first move your brigade/item. However if the co-ordinate you wish to conquer or the enemy you wish to stop is on the same co-ordinate as your item then you have to move your item without leaving the co-ordinate. To do this use direction command 9 (remain stationary) and fill in a distance of 1.

**Example:** 4002 / 9 / 1 / 5 / 2 / 7 / 2

*Brigade 4002 is remaining stationary, then moving two co-ordinates to the South and two co-ordinates to the West.*

### **Notes:**

After using the remaining stationary command(9/1), in the first direction and distance command, you can continue to use the remaining two direction and distance commands in that order.

It does cost MPs to move while remaining stationary. The troops effectively march around the province, climb mountains, forge through forests, etc., and thus incur the MP cost.

If you disembark a brigade onto an island, you must use the remaining stationary command on the following month to capture the co-ordinate. You will not capture a co-ordinate simply by unloading a brigade onto it.

If you disembarck brigades onto a co-ordinate where there are enemy brigades stationed there will be no battle. To start a battle either the enemy brigades or your brigades must be given the remain stationary command.

You can use the remain stationary command in any of the direction and distance commands, you are not limited to using it on the first one.

## 6.4 Warfare

Warfare is a highly detailed part of Austerlitz. Each nation has an army table of troop types available to it, plus a wide variety of possible orders to give the troops during a Simulated Battle. Naval battles, with boarding actions, piracy, ship fires, and capture of enemy vessels, make conflict on the seas both exciting and challenging.

There is a wide combination of possible strategies that can be used in the pursuit of Empire, and sometimes when the balance between political and military diplomacy tips in favour of warfare, it is best to have armies that are both experienced **and** numerous...

### 6.4.1 Warfare on Land

### 6.4.1.1 Invasion of Enemy Territory

To increase the size of your empire you can invade a country and conquer its territory. The conditions necessary differ between Europe and the Colonies.

## 6.4.1.1.1 Invading in Europe

You can only invade another country's territory if you declare War on them.

### Preconditions:

- You can only invade enemy territory with federations made up of at least 4 brigades and one commander
- A federation can invade a maximum of three co-ordinates into enemy territory. The number of co-ordinates that can be conquered in one turn depends on the number of brigades in the federation:

minimum. 4 brigades-> 1 enemy co-ordinate (and an additional 3 neutral co-ordinates)

minimum. 7 brigades-> 2 enemy co-ordinates (and an additional 3 neutral co-ordinates)

minimum. 10 brigades-> 3 enemy co-ordinates (and an additional 3 neutral co-ordinates)

If a federation made up of at least four brigades and one commander moves over enemy territory then the following will happen:

- the territory will be awarded to your empire

- if in the same turn the co-ordinate is also invaded by another country then that country which invaded first will be the owner of the co-ordinate. However, if the second country to invade is at War(1) in Europe or at War(1)/Colonial War(2) in the Colonies with the first country, then the winner of the battle that will be generated will be the owner (there are some exceptions to this rule (see 6.4.1.6., p50).

If the co-ordinates are awarded to your empire then they will be indicated with your code character in lower case letters for one turn. In the next turn they will fully belong to your empire, the code letter will be capitalised, and the population will pay taxes, consume food and produce in production sites. This changeover is accelerated if a battle is fought on a co-ordinate. The victor will immediately be awarded the co-ordinate as a capital letter.

### Notes:

To conquer neutral territory you only need a federation made up of one brigade and one commander. Such a federation can conquer up to three co-ordinates per turn.

Neutral territory in either Europe or the colonies can be conquered from January 1808 as a state of war is not required.

If you wish to move an army over neutral territory without capturing it and hence remain undetected on the map, do not federate a commander into the federation, but move him as a separate item along with the brigades. This way your brigades will be able to use their maximum movement points when going across neutral territory, whilst remaining undetected by your enemies. If the federation does meet an enemy, the commander will still join in the battle, although not part of the federation.

Mathematical battles (see 7.Land Battles, p162) take place at the end of movement section -18- and before section -19-, so more of your forces can move in later movement orders into a co-ordinate where you expect a battle to occur, and then all your forces will join in the battle. Of course, your opponent could also do the same...

Unfortunately co-ordinates that are captured in one order cannot be used to 'leapfrog' an invasion force further into enemy territory in a subsequent order. The co-ordinates do become 'yours' when you move across, but as they weren't yours to start with, no other brigade can use them as a stepping stone...

Brigades that are loaded on a fleet which is berthed in a shipyard, will not take part in any battle that may take place there. They must be on land to take part in any battle.

### 6.4.1.1.2Invading Colonies

In the Colonies you can conquer enemy territory if your relation to the other empire is either War(1) or Neutral(2).

**Preconditions:**

*-you need federations with enough colonial troops (KT- type 19). The following requirements must be met:*

*To conquer enemy co-ordinates you need the following troops:*

- 1 co-ordinate:        1 brigade + 1 commander  
                             or 1 brigade with two battalions KT (type 19)*
- 2 co-ordinates:     4 brigades + 1 commander  
                             or 4 brigades with at least 5 battalions KT (type 19)*

*To conquer neutral co-ordinates you need the following troops:*

- 1 co-ordinate:        1 brigade with 2 battalions KT (type 19)*
- 2 co-ordinates:     1 brigade + 1 commander  
                             1 brigade with at least 5 battalions KT (type 19)*

With the exception of the brigades that require 5 KT , brigades can have the minimm 2 battalions.

## 6.4.1.2 Occupying Forces

To keep conquered territory in Europe under control you need to station occupying forces there. Separate forces must be stationed in each conquered 'region' (see 1.1.1, p11, 1.1.2, p13, 2.4., p25).

The territory of large countries is divided into two regions, which is indicated by their code character in either capital or small letters on the Regional Map. The required occupation forces depend on the size of the occupied territory:

- 1 - 3 co-ordinates require no occupying forces.
- 4 - 10 co-ordinates require one brigade of occupying forces.
- 11 - 20 co-ordinates require two brigades of occupying forces.
- 21 - 30 co-ordinates require three brigades of occupying forces.
- 31 - 40 co-ordinates require four brigades of occupying forces.

For every 10 co-ordinates after forty you will require an additional brigade.

Note: If you have just captured co-ordinates and they are showing as small letters on the map then they will not be registered as yours and as such don't count towards that month's total captured co-ordinates - The turn report will also not register them and as such the occupying forces required might be incorrect. The turn report will only count them when they become capital letters.

Example: If you have 6 captured co-ordinates in total with 3 of them being small letters then the turn report will only count the 3 capital letters and as such will report no occupying force required. However, at the start of the following turn the small letters will become capitalised and as such you would require 1 brigade of occupying forces and some co-ordinates may rebel.

An occupying brigade must be made up of at least 2 battalions of any troop type. This brigade must be stationed in the occupied territory. Territory given to you by a friendly nation also requires occupying forces. However, you do not need to station occupying forces on captured neutral co-ordinates.

If no occupying forces are stationed in a conquered region, or if they are lost or destroyed in a battle, then the uncontrolled territory can rebel and reunite with its former owner. Every uncontrolled co-ordinate has a 20% chance of reuniting with its former owner. If that country is not directed by a player or does not exist any more then those co-ordinates will become neutral (co-ordinates with '?' as a first symbol). Your turn report will indicate how many occupation forces are required in foreign territory and how many you have stationed there. However, your turn report will not give the requirements for co-ordinates you capture, in that turn (i.e. co-ordinates marked with lower case letters). you will have to wait till the following turn for these to be reported. So, if you have freshly captured co-ordinates that will take the amount of captured co-ordinates up one level you may have to station extra brigades for the following turn, in addition to those reported on the previous turn report.

### 6.4.1.3 Stopping Items

When enemy troops meet their movement is stopped and a battle occurs (but only if the conditions of 6.4.1.3.2 'Overrunning Enemy Armies' do not apply).

**Preconditions:**

**-Europe:**

- If armies of two countries meet and at least one of the countries has declared War on the other then both armies will stop and a battle will occur.
- If both armies start their movement on the same co-ordinate then one of the armies has to use direction 9 when moving, i.e. 'remain stationary' - (see 6.3.7.2., p113).
- If brigades are unloaded from ships onto enemy brigades then no battle will occur in the same round. By using movement direction 9 in the next turn a battle can be started. Troops unloaded into a battle that is already in progress will not participate in a mathematical battle (see 6.7.2., p150).

**-Colonies:**

- The conditions in Europe apply in the Colonies, with the addition that a Neutral relationship is also sufficient to stop the other empire.



## 6.4.1.3.1 Capture of Baggage Trains

If baggage trains are on enemy territory then they cannot move (see 3.1., p56) and they could be captured or destroyed. The probability of this is:

Capture or Destruction of Baggage Trains		
	Outside of depots	Within depots
<b>Captured:</b>	40%	20%
<b>Destroyed:</b>	20%	10%
<b>Unharmmed:</b>	40%	70%

### 6.4.1.3.2 Overrunning Enemy Armies

To avoid large armies having to battle with very small armies, and thus receiving a rise in experience from their battle win, the overrun rule has been introduced in Austerlitz:

When two armies meet and the ratio of their sizes is bigger than 8:1 then the smaller enemy is automatically destroyed and the larger army continues its movement. This is the case even when the smaller enemy is in a fortress (see 7.1.8.1., p176).

**An overrun will not take place if you moved two or more separate armies, over the same co-ordinate attempting to overrun an enemy, and in total they meet the required ratio for an overrun. An overrun would only happen if the required ratio is met by one of the armies.**

Defender	Attacker
1 brigade	Min of 8 brigades
2 brigades	Min of 16 brigades
3 brigades	Min of 24 brigades
4 brigades	Min of 32 brigades
5 brigades	Will always stop the enemy and a battle will occur

The overrun-rule will also apply if the smaller army meets the larger army during its own movement phase. The overrun will be indicated on your turn report with the number of brigades you either overrun or lost in an overrun.

## 6.4.1.4 Gibraltar

Gibraltar was one of Britain's most important bases on the continent at the time of Austerlitz. The secure position on the cliffs of Gibraltar made it impossible to conquer from the land side. That means that Gibraltar (9/46) can neither be conquered from 9/45 or 10/45 nor can an invasion come from there. This includes unloading troops South, when on board a fleet located in a barracks built on 9/45. To conquer Gibraltar you must come from the sea side and then unload your troops onto the cliffs where they then can attack the defender in the next turn.

### 6.4.1.5 Guerrillas

The population of Portugal, Spain and Naples were very patriotic and extremely hostile towards invading forces. Invading forces will lose between 0.2 to 0.6% of their troops each month when in they are in the home regions of those countries.

This guerrilla action will stop when Portugal has less than 15 co-ordinates, Spain less than 50 and Naples less than 25 co-ordinates of their home region.

## 6.4.1.6 Special Circumstances of Warfare

Often there can be special circumstances in warfare which aren't always obvious and can possibly lead to confusion. These usually happen when enemy territory is being invaded. Listed below are the explanations:

- When an army invades co-ordinates which do not have any enemy brigades stationed on them, then the co-ordinates will be captured and the lower case letter of the invading empire will be shown on the map. However, if on a subsequent movement order (section -18-) the owner of the territory moves an army/brigades over the same co-ordinates then they will recapture the territory, and that empire's capital letter will be shown on the map.

- When an army invades co-ordinates which do not have any enemy brigades stationed on them, then the co-ordinates will be captured and the lower case letter of the invading empire will be shown on the map. However, if on a subsequent movement order (section -18-) the owner of the territory moves an army/brigades over the co-ordinate where the enemy army is situated then the owner must win the resulting battle to recapture the co-ordinate. If the battle is lost or drawn the owner will not recapture the co-ordinate.

- When an army invades co-ordinates which do not have any enemy brigades stationed on them, then the co-ordinates will be captured and the lower case letter of the invading empire will be shown on the map. However, if on a subsequent movement order (section -18-) the owner of the territory, or an empire who is allied(4) to him, moves an army/brigades over the co-ordinate, where the enemy army is situated, then whoever fights against the common enemy/invasion must win the subsequent battle to recapture the co-ordinate. If the battle is lost or drawn the enemy will keep the co-ordinate. This means that if an allied army is fighting a battle on your co-ordinate, and you also move an army there, then there is a chance you will lose the co-ordinate to either the enemy or your ally even though you have not fought a battle.

### **Example:**

*If your army moved into the captured co-ordinate after the enemy, and the allied army, and the enemy and allied armies fought, if the allied army won the battle you would keep the co-ordinate. If the battle was lost or drawn then the enemy would keep the co-ordinate. Finally, if your army moved onto the co-ordinate before your allies army, or was already stationed there, and the enemy and allied armies fought, if the allied army won then they would get the co-ordinate, even though they were not at war with your empire. If the battle was lost or drawn the enemy would get the co-ordinate.*

### **Notes:**

Proper co-ordination between your army and that of an allied army, fighting a common enemy on your territory is essential to avoid confusion and a possible disaster.

## 6.4.2 Warfare at Sea

### 6.4.2.1 Shipyards in War

It is not possible to enter into shipyards of nations with which you have a Neutral or War relationship. If you declare War on someone when you have ships in his shipyards then your ships will be forced out of the shipyards. This also happens if a shipyard is conquered by an enemy of yours.

### 6.4.2.2 Stopping Ships

If your ships meet enemy ships during their movement then they will stop them if the following preconditions are fulfilled. An overrun may also occur (see 6.4.2.2.2, p130 below.).

<b>Your Ships</b>	<b>Will Stop these Enemy Ships</b>
Single class 1 or 2 warships or Fleets made up of only class 1 and 2.	Only class 1 or 2 ships or merchant ships or Fleets with at least one class 1 or 2 ship
Single class 3,4 or 5 warships or Fleets made up of only class 3,4 or 5 ships	Only class 3,4,5 ships or Fleets including at least one class 3,4 or 5 ship
Fleets including class 1 or 2 ships and class 3,4, or 5 ships.	All enemy warships and merchant ships



## 6.4.2.2.1Piracy

To weaken an empire without necessarily declaring war on it you can send your ships pirating against his ships and fleets.

There is no 'piracy' order as such in Austerlitz. If your fleet consists solely of warships and meets a ship of nation to which you have a neutral relationship towards, then they'll become privateers, hoist the jolly roger, and attack! There aren't any shades of neutral in the game, so if your good and noble captains come across a ship of a country that your majesty is frowning upon, then they decide to do a little frowning themselves - with cannon balls...

Your pirate fleets must consist solely of warships, however, which means that all you have to do to avoid catastrophic losses when moving a war fleet and possibly engaging a larger foe in battle is to include a merchantman. If a merchantman is included in the fleet only countries with which you are at war(1) will stop your fleet.

### **Preconditions:**

- you must have a Neutral relationship toward that empire*
- only single warships and fleets made up solely of warships can be used as pirates*
- you can only pirate by moving your ships. It is not enough to let them wait for other ships crossing their position*

In case of a sea battle the pirating side will be identified as 'PIRATE' to keep its identity a secret. Only if the pirate loses the battle will its country be revealed.

#### 6.4.2.2.2Overrunning Enemy Ships

The overrun rule for ships prevents single ships or small fleets stopping large fleets. A large fleet will continue its movement if the ratio of its tonnage to the smaller fleet's is more than 6:1 and the smaller fleet is less 4000t.

The tonnage is calculated as follows : wood required to build ship x cond%

Merchant ships only count 25% of their tonnage.

If an overrun occurs then the following will happen:

- all warships of the smaller fleet will be sunk
- the merchant ships will be captured 33% of the time, destroyed 33% of the time, or will stay with their owner 33% of the time
- the larger fleet will continue movement and no sea battle will occur
- The overrun will be indicated on your turn report with all losses and wins of both sides.

## 6.4.2.3 Coastal Defence

Many nations in the 19th century had a very effective coastal defence against enemy invasion. In Austerlitz coastal defence works the following way:

Coastal areas that can be defended are indicated by a '+' or a '\*\*' on the regional map. Each area of '+'s or '\*\*'s is a separate coastal defence area. To order a fleet to defend your coast it must be in a shipyard that is adjacent to a coastal defence sea-co-ordinate. The coastal defence command is written in section -15- of the turn sheet.

Command: (registration number of fleet)
---

If a fleet has a coastal defence order it will defend all coastal areas that are marked by a '+' or a '\*\*' and that are within its reach of movement points.

### Preconditions:

- a fleet with enemy brigades on board must end its movement on one of your coastal sea co-ordinates for your coastal defence to be sent into action
- that co-ordinate must be indicated by a '+' or a '\*\*' on the regional map
- that co-ordinate and your defence fleet must be connected through an uninterrupted line of '+' of '\*\*' sea co-ordinates
- the fleet with an coastal defence order must be in a shipyard

### Explanation:

If a fleet with enemy brigades loaded on board ends its movement on a defensible coastal co-ordinate then as many of your defending fleets will rush to the enemy as are necessary to have an advantage of at least 50% more tonnage than the enemy fleet (merchant ship's tonnage will not be counted). If the coastal defence fleet is smaller it will still attack the aggressor. Fleets with the lowest fleet-number will leave first.

By dividing your ships into different fleets you can defend your coast against several enemies.

Coastal defence can be disrupted by other enemy fleets. A decoy fleet can be set between your defending fleet and the invading fleet with brigades loaded on board. The decoy fleet will only stop the defenders if it has at least 75% of their tonnage. If it is smaller than 75% the defender will ignore it. Also, if the defender can reach the invading fleet via another route it will ignore the decoy and attack the invading force.

Coastal defence areas cannot be connected by building shipyards, but if you station fleets in shipyards where two areas cross then that fleet can defend both.

### Example:

*A fleet on Coastal Defence based in a port will only patrol the continuous path of co-ordinates that start outside the port and are symbolised by either '\*\*' or '+' - the fleet will patrol a continuous path of '\*\*'s or '+'s. For example, a fleet based in Karlskrona (43/10) would patrol the co-ordinates 43/11, 44/11, 45/10, 46/9, 46/8, 45/7, 45/6, 46/5, 47/4 and 48/3.*

### Notes:

All ships in fleets with coastal defence orders have a high attrition because of their constant patrols.

There is a 60% chance that they will lose 15% of their condition each turn.

Fleets with a coastal defence order cannot be moved.

Fleets on coastal defence are listed last in the Warships section on the turn report.

A fleet with a coastal defence order will attack a friendly fleet, belonging to a third party empire, that is loaded with enemy brigades.

### 6.4.2.4 Blockades

In the 19th century countries could weaken another by blockading sea trade<sup>6</sup>. When ordering a sea blockade you can stop ships of certain countries. The command for sea blockade is written in section -16-.

Command: (Fleet)/(State)/(State)/(State)/(State)/(State)

Fleet  
State

Blockading fleet  
Ships of this country will be stopped by the blockading fleet

The blockading fleet must be based adjacent to a shipyard. You can only blockade empires that you have a War or Neutral (1 or 2) relationship towards. A maximum of three fleets in your empire can be on blockade at one time. The fleet blockades all sea co-ordinates surrounding it, plus the one it is on.

#### Explanation:

Each blockading fleet that is outside a port protects the eight co-ordinates around it, plus the co-ordinate it is on. All co-ordinates marked with a '#' are blocked:

#	#	#
#	# Fleet	#
#	#	#

If any fleet of an enemy nation (relationship 1 or 2) enters any of the nine co-ordinates then the fleet will move to attack them. However, it must be stressed that blockades are only successful 50% of the time. The fleet will end the blockade if '0' is written in the command instead of 'State', i.e. "Fleet/0".

**Example:** 15 / H / E / F

*Fleet 15 has started a naval blockade against fleets/ships belonging to Holland, Spain and France.*

#### Preconditions:

- the fleet must be next to a land co-ordinate and adjacent to a shipyard
- you must have at least a neutral relation towards the indicated country

#### Notes:

Resultant battles from a blockade will take place on the centre co-ordinate of the blockade. If you have put a fleet on blockade and it is situated in a shipyard, then any enemy ships / fleets that are stopped will be brought into the shipyard. This will happen even if you are at war with the other nation. There will also be no ship battle as the battle co-ordinate is located in a shipyard.

Two allied fleets with blockading orders situated on the same co-ordinate will not fight together. Two allied fleets situated on the same co-ordinate, with only one fleet being on blockade will fight together.

Two allied fleets can enter a blockade and fight together against a common enemy blockading the port.

Single merchant ships or fleets made solely of merchant ships can pass safely through blockades. However, this can only happen if all ships in the blockaded co-ordinates are on blockade. If there are any enemy ships not on blockade, but in the blockaded area the merchant ships will be stopped.

<sup>6</sup>Napoleon successfully blockaded British merchantmen from the coast of Europe at the time of Austerlitz. Even the coast of Portugal, Britain's oldest ally, was cut off for British goods when Napoleon sent Marshal Junot to occupy the country in 1807.

## 6.4.2.5 Strait of Copenhagen

In the 19th century it was almost impossible for enemy fleets to pass through the Strait of Copenhagen without being shot at by coastal batteries. The strait consists of 37/15 and 38/15.

### Preconditions to shoot at fleets:

- there must be at least one large fortress on either 37/16 (initially Danish) or 38/14 (initially Swedish)
- the passing fleet must be in a state of war with at least one of the owners of the fortresses.

Probability of being hit by shellfire % = 50- (MP/2)

MP: Movement points

**Example:** a 120 cannon battleship (20 MP) has a 40% chance of being struck.

Ships that are hit will suffer losses of between 5 and 10% of their tonnage in marines.

Passing fleets with at least 750 cannons can also shoot at the coastal batteries. There is then a chance that the fortress will be reduced from a large to a medium fortress. The probability is:

Fleet Cannons	%age
750 to 1500 cannons:	50%
more than 1500 cannons:	75%

### Notes:

If no large fortress is situated at the strait then no shooting will take place.

If a fleet is stopped by another fleet in the straits then it will suffer losses by the coastal batteries first and then it will have its sea battle.

If both fortresses can shoot at a fleet then only one will actually do so.

Ships will only suffer losses when moving into the strait, not when moving out of it.

Firing on fleets from land is only possible at these co-ordinates and at no other position on the maps.

## 6.5 Loading of Goods

Goods can be loaded and offloaded between trade cities, barracks and shipyards, national warehouses, baggage trains and merchant ships.

Command:	(good)/(quantity)/(source)/(destination)
----------	--

good:	Code number of the good to be loaded/offloaded
quantity:	Quantity of the good to be loaded/offloaded
source:	Registration number of the item the goods are to be taken from
destination:	Registration number of the item where the goods are to be loaded onto

A baggage train/merchant ship can also empty **all** it is carrying into a barracks/shipyard or national warehouse using only one command. If 'A' is written as the good's code number in the above command and the quantity of goods written as a high number (i.e. 10000) then all the item's goods are unloaded. However, this command does not empty all the money that the items may be carrying. You must use the good type 10(money) and a high number in order to unload all monies.

**Example:** 13 / 5000 / 204 / 1001

*Ship 1001 has just loaded 5000 Economic Points from barracks 204.*

### Notes:

When loading goods into merchant ships/baggage trains incorporated in a federation, you must use the individual ship/baggage train registration numbers not the federation number. (i.e. individually load them directly onto the ships/baggage trains in the federation so that the program knows where everything goes).

Transferring of goods directly between your baggage trains or ships can take place at sea or on land, although the items must be on the same co-ordinate, (i.e. If two merchant ships are on the same co-ordinate you can transfer goods from one to the other using sections -17- and -19- of the turn sheet.). For the command to be carried out the conditions in the following chapters must be met.

## 6.5.1 Loading Capacity

Every item can store up to 2 billion Louisdore. Although, all items have different loading capacities:

Item	Capacity
Barracks/shipyards/warehouses	500,000 units or pieces of each type of goods
Baggage Trains	1,500 tons of up to two types of goods
Merchant ships	See LC (loading capacity) in the ship table, up to two types of goods. Warships can't carry goods.

**Notes:**

Warships cannot carry goods. They can only carry brigades.

## 6.5.2 Weight of Goods

One unit of a good is not always a ton. The following list contains the exact weights for loading:

Weight of Goods	Goods
1 unit = 1 ton	food, ore, zinc, textiles, wool, gold, wine
3 units = 1 ton	stone, wood
5 units = 1 ton	horses
10 units = 1 ton	citizens
25 units = 1 ton	economic points

Money has no weight.



## 6.5.3 Position of Items During Loading

To load goods between items they must be on the same co-ordinate.

If goods are to be loaded directly into or from the warehouse (see 2.2., p21) then the item must be in a barracks or a shipyard. The registration numbers to be used for the warehouses are:

'1' for the European warehouse

'2' for the Caribbean warehouse

'3' for the Indian warehouse

Thus to load goods directly from a baggage train/ merchant ship to a national warehouse the item must be within a barracks/shipyard. You cannot transfer goods to or from baggage trains and ships in section -01-.

In addition to using section -1- of the turn sheet, items can also be transferred from barracks/shipyards to a national warehouse, and vice versa, using sections -17- and -19-, "Trade and Loading", on the turn sheet.

### 6.5.4 Loading of Foreign Goods

If you are loading and unloading between your own items you will encounter no problems. But if either the source or the destination of the load-command is a foreign item, i.e. one belonging to another player, the following conditions must be fulfilled:

Source	Destination	Relationship
Own	Foreign	The other nation must have at least a <b>Trade</b> relationship towards you

## 6.6 Trade

With every turn we will send you a list of trade cities. You can buy and sell in the cities by loading and unloading into them. The money either earned or used will be placed in or taken from your item (shipyard/barracks, ship, baggage train).

Trading between the cities of Europe and the Colonies can be a great source of wealth for your empire and also a source of vital goods.

No	x/y	City	No	x/y	City	No	x/y	City
101	5/41	Lisbon	102	5/55	Rabat	103	13/41	Madrid
104	23/20	London	105	23/27	Paris	106	28/20	Amsterdam
107	30/49	Tunis	108	35/27	Munich	109	35/40	Rome
110	37/16	Copenhagen	111	38/43	Naples	112	39/22	Berlin
113	41/29	Vienna	114	43/10	Karlskrona	115	52/20	Warsaw
116	58/6	Petersburg	117	58/40	Istanbul	118	58/60	Cairo
119	69/17	Moscow						
131	9/84	Vera Cruz	132	13/73	New Orleans	133	22/80	Santiago de Cuba
134	26/92	Cartagena	135	35/83	Martinique	136	40/96	Belem
141	56/79	Goa	142	62/88	Trincomale	143	68/75	Calcutta
144	75/95	Padany	145	82/88	Saigon	146	83/75	Haiphong

Trade and the loading/unloading of goods is carried out both before and after movement during a turn. All trade/loading commands must be written in section -17- of the turn sheet, "Trade and Loading - 1", and section -19-, "Trade and Loading - 2". All trade command 1's for each empire are executed first, then the command 2's, etc.

Command: goods/quantity/source item/destination item

Goods	Goods number (see <a href="#">2.1</a> , p20)
Quantity	Quantity of goods
Source item	Registration number (see <a href="#">6.1</a> , p98) of source item, the item from which the goods are taken
Destination item	Registration number of destination item, the item to which the goods are given

## 6.6.1 Buying Goods

If you want to buy goods in a trade city fill in the centre's registration number as 'source' in the loading command (i.e. you are taking goods from the city). The 'destination' item must of course be on the same position as the trade city. If you have a depot on the same position you can transfer any goods you are buying directly into that.

The money needed to buy one 'unit' of goods is calculated as follows:

$$\frac{1600 \times GF \times Rate}{\sqrt{SQRT(QtyC + 10)}}$$

GF:	Goods factor (see 6.6.3 below., p139)
Rate:	Current rate of the city, taken from the trade city table
QtyC:	Quantity of the goods to be bought currently available in the city
SQRT:	Square root

**Example:** 29 / 50 / 104 / 1001

*Ship 1001 has just bought 50 units of gold from trade city 104 (London).*

### Notes:

When buying goods from a trade city, the money must be present in the 'destination' item, whether that item is a ship, baggage train, barracks or warehouse.

If not enough money is available to make the purchase then only as much as the buying (destination) item can afford to pay for will be purchased.

An item can only purchase as much of the required goods- as the trade city has available.

When buying goods from a trade city, the money must be present in the 'destination' item, whether that item is a ship, baggage train, barracks or warehouse.

## 6.6.2 Selling Goods

If you want to sell goods fill in the trade centre's registration number as destination of the loading command.  
The selling price of each unit of goods can be calculated as follows:

$$\frac{1500 \times \text{GF} \times \text{Rate}}{\sqrt{\text{SQRT}(\text{QtyC} + 10)} + \sqrt{\text{SQRT}(\text{QtyS})}}$$

GF:	Goods Factor
Rate:	Current rate of the trade city
QtyC:	Quantity of the bought good type currently in the city
QtyS:	Quantity of the goods to be sold
SQRT:	Square root

**Example:** 29 / 50 / 1001 / 104

*Ship 1001 has just sold 50 units of gold to trade city 104 (London).*

### Notes:

All money earned through this sale will be given to the selling (source) item.

To sell goods the item must be on the same position as the trade city.

If during trading you cannot purchase all of a goods type that you would want, either because of lack of money or lack of the goods, then no error is generated.

### 6.6.3 Goods Factor

The actual value of goods is determined by two factors: the rate of the trade city and the goods factor (GF). The following table also summarises all other information on goods types:

Id No.	Goods	GF	Weight of Goods
-11-	Citizens	0	10 units = 1 ton
-13-	EcPt	6	25 units = 1 ton
-16-	Food	4	1 units = 1 ton
-18-	Stone	1	3 units = 1 ton
-19-	Wood	3	3 units = 1 ton
-20-	Ore	30	1 units = 1 ton
-21-	Zinc	45	1 units = 1 ton
-22-	Horses	2	5 units = 1 ton
-23-	Textiles	5	1 units = 1 ton
-24-	Wool	2	1 units = 1 ton
-29-	Gold	35	1 units = 1 ton
-30-	Wine	8	1 units = 1 ton

## 6.6.4 Trade City Rates

Since price levels are different all over Europe and the Colonies, trade cities have different 'rates'. Rates usually fluctuate between 2 and 6, and can change by a factor of two every month. If a country has more than one trade city on its territory then all those cities have the same rate.

### **Notes:**

Trade city rates can remain static for several months they are not guaranteed to always swing in your favour. If the rates are low and you purchase everything in the city, expecting the rate to rise again to the maximum, it's possible that the rate might remain static and cause you some problems. This could be potentially damaging for your empire, especially if you have used a considerable amount of your cash reserves to purchase the goods, or alternatively sold a large amount of your goods, at a high price, expecting the rate to fall, so leaving yourself short. It's great having plenty of free cash, but your population can't eat louisore.

## 6.6.5 Trading - How it works

Buying and selling goods is actually pretty straightforward once you know how the formulas work!

### **Buying**

To calculate the cost per unit when buying goods the following formula is used (see 6.6.1., p140):

$$\frac{1600 \times GF \times Rate}{\sqrt{SQRT(QtyC + 10)}}$$

So the cost to buy one unit of Gold (Goods Factor 35 - see 6.6.3, p57) from a trade city with a rate of 6, and with 100 units currently in the city would be:

$$\frac{1600 \times 35 \times 6}{\sqrt{SQRT(100 + 10)}}$$

or...

$$\frac{336,000}{10.49}$$

or 32,031 Louisdore per unit. So to buy 50 units would cost 50 x 32,031 = 1,601,550 Louisdore!

### **Selling**

Selling goods is much the same, with just one added complication. The formula is (see 6.6.2., p141):

$$\frac{1500 \times GF \times Rate}{\sqrt{SQRT(QtyC + 10)} + \sqrt{SQRT(QtyS)}}$$

So the price for selling one unit of food (Goods Factor of 4) at a trade city with a rate of 5, with 1000 units currently in the city and selling a total of 500 units would be:

$$\frac{1500 \times 4 \times 5}{\sqrt{SQRT(1000 + 10)} + \sqrt{SQRT(500)}}$$

or...

$$\frac{30,000}{31.78 + 22.36} = \frac{30,000}{54.14}$$

or 554 Louisdore per unit. The grand total when selling 500 units of food would be 554 x 500 = 277,000 Louisdore.

### **Notes:**

The sale price for goods does depend very much on how much you sell! The formula in the rulebook does reflect supply and demand, so if you sell 1,000 units you will get a lower price per unit than if you sell one unit only!

To get the most money out of trading it's better to sell a lot of small amounts many times than one large amount once. So instead of selling 1,000 units in one order, you will get more money if you sell 100 units ten times! To help us input all the multiple orders, it's best to write 'ten times' next to the order you wish to repeat, and we'll then duplicate it ten times (or however many times you want). However, you are still limited to just the normal 18 trade commands, inclusive of any repeated multiple orders.

When buying goods from a trade city, the money must be present in the 'destination' item, whether that item is a ship, baggage train, barracks or warehouse.



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You can actually trade directly from your national warehouse into a trade city that you own. You don't have to go 'via' a baggage train. (e.g. If you were playing Austria the command to do the trading would be, for example, '13 / 1000 / 1 / 113' to sell 1000 EcPts from your European national warehouse into Vienna).

If during trading you cannot purchase all of a goods type that you would want, either because of lack of money or lack of the goods, then no error code is generated.

If you are transferring goods from your national warehouse to a ship or baggage train there is no need to go 'via' a barracks/shipyard. You can simply transfer the goods directly into the item, as long as it is positioned in one of your barracks.

If you have a baggage train loaded with goods situated in a friendly shipyard and you want to retrieve the goods, sail a merchant ship/fleet into the shipyard and unload the goods from the baggage train directly into the individual ships (i.e. in section -17- or -19-, the baggage train would be the source and the ship would be the destination). If the baggage train had used its cash reserves purchasing the goods and you wanted to supply it with more, ensure that one of the ships sent to pick up the goods has been loaded with money and simply transfer it into the baggage train at the same time it is transferring the goods.

When no error code appears you assume that there was no problem and that the trading was completed, when in fact no trading has taken place... Usually the problem arises when Louisdore are transferred into the ship or baggage train in the same month that the item is going to buy the goods, and because the national warehouse may be out of money by the time the transfer money order is placed in sections -17- or -19-, nothing is transferred. Then the ship or baggage train sets off, completes its 'non' purchases, no errors are generated, and nothing is bought.

### 6.6.6 Purchase of Goods by the Population

During the 'trade and loading' phases in the processing of a turn (sections -17- and -19-) there is a chance that the population of a country will buy some of the trade goods. Between commands 11 and 18 every good type currently in the trade city will be checked, and if more than a certain quantity is present then the population will buy a certain amount of that good type. In game terms, this means that suddenly a certain amount of the good type will disappear.

#### **Example:**

*After the 11th loading command of the first 'trade and loading' phase all good types of all trade cities will be checked. In the first city 14,500 EcPts are stored. The population will buy 7,300 EcPts, and thus only 7,200 EcPts are available for loading. Next, food will be checked. There are only 620 units of food stored there, so the population will buy none of that. This will go on until all goods of all trade cities are checked. This check will be repeated during the second 'loading of goods' phase.*

## 6.7 Boarding

To transport items that can only move over land you can board them onto ships. You can transport brigades, baggage trains, commanders and spies using this method. This command is written in section -20- of the turn sheet, and is as follows:

Command:    (order)/(item)/(ship or fleet)/(owner)
--

Order:	E - board 1 - unload to the north 3 - unload to the east 5 - unload to the south 7 - unload to the west 9 - unload onto position
Item:	Registration number of the item to be loaded
Ship/Fleet:	Registration number of the ship or fleet the item is to be loaded onto
Owner:	Owner of the ship/fleet, fill in only if the ship or fleet belongs to another empire

## 6.7.1 Boarding of Items

The following preconditions apply when boarding items on ships.

### Preconditions:

- fill in the order 'E'
- the item must belong to your empire
- the ship or fleet must belong to your empire or to an empire that has a Alliance (4) relation towards you
- the ship/fleet must have enough loading capacity
- the item must be on the same co-ordinate or horizontally or vertically adjacent to the ship/fleet(i.e. North, South, East, West)
- commanders and brigades involved in a battle cannot be loaded
- brigades and baggage trains can only be loaded onto a fleet
- commanders and spies can only be loaded onto a single ship

Items have the following weight

Item	Weight
Spies and Commanders:	no weight
Cavalryman	400 kilos <sup>7</sup>
Infantryman	200 kilos
Artilleryman	600 kilos
Mounted Artillery	600 kilos
Baggage trains	500 tons + the weight of goods loaded

To work out the weight of each battalion in tons, use this simple formula:

$$\frac{\text{Troop type weight (kilos)} \times \text{number of men in battalion}}{1,000}$$

To work out the weight of each brigade in tons, use the formula below:

$$\text{Weight of battalion} \times \text{number of battalions in brigade}$$

**Example:** E / 4001 / 11      E / 2 / 1001

*Brigade 4001 has just boarded fleet 11, while commander 2 has boarded ship 1001 which is part of fleet 11.*

### Notes:

All fleets must have enough loading capacity for the items.

Items will be divided between all ships of a fleet. However, only one brigade, or part of one brigade may be loaded onto a single warship.

### Example:

*A brigade weighing 800 tons is loaded onto a fleet consisting of two type 25 warships (total loading capacity 1200 tons), 600 tons will load onto one warship and 200 tons onto the other. The remaining loading capacity of the second type 25 cannot be used. However, if instead of the second type 25 warship there was a type 33 merchant ship the brigade would still be loaded, but the remaining 300 tons on the merchant ship could still be utilised by a part of another brigade.*

Merchant ships can carry part of two brigades up to their maximum loading capacity.

Brigades boarded onto fleets are loaded following the numerical order of ship numbers, the ship with the lowest i.d. number being loaded first, then the next lowest i.d. number etc...

<sup>7</sup>One ton (t) = 1000 kilos (k). The loading capacity of ships is measured in tons.

Your turn report will show you which items, or part items, are loaded onto which ships of a fleet.

Spies and commanders can only be boarded onto single ships. On the turn sheet you must use the individual ship registration number rather than the fleet number it is part of. As these items have no weight that ship can also be loaded with other items.

Federations cannot board fleets. In section -20- of the turn sheet use the individual brigade numbers rather than the federation number.

An item loaded onto a single ship or fleet is automatically removed from it's federation if you write in the individual brigade number, you do not need to use section -14- of the turn sheet.

A brigade may be loaded onto a single ship, if that ship has enough loading capacity and is a fleet in it's own right.

Brigades that are loaded on a fleet that is berthed in a shipyard, will not take part in any battle which may happen on the shipyard co-ordinate.

The quantity of troops that is listed as being on board a fleet is actually the tonnage of troops on board that particular vessel rather than the number of soldiers.

If a fleet on which your brigades are being transported is involved in a sea battle(see 8., p249) you may lose some of the troops in the brigades. This is especially relevant if you lose a ship which has part of a brigade on board. Although your brigades might appear to be at full strength on your turnsheet, while still onboard the fleet, the true headcount will only appear when they are disembarked.

## 6.7.2 Unloading of items

The following preconditions apply when unloading items from a ship.

### Preconditions:

- one of the orders 1,3,5,7 or 9 must be given (see [6.7.](#), p147)
- the item must belong to your empire
- the co-ordinate the item is to be loaded onto must be land co-ordinate
- if the fleet that is transporting items has lost a sea battle it cannot unload those items during that month
- the destination co-ordinate must be either
  - a neutral co-ordinate '?'
  - the owner must have an Alliance (4)relationship to your empire
  - you must have declared War on the owner (Europe & Colonies)
  - you must have a Neutral relationship towards the owner (Colonies only)

Example: 3 / 4001 3 / 2

*Brigade 4001 and commander 2 have just unloaded to the East.*

### Notes:

You only need to specify the fleet number and owner if the fleet on which your brigades are loaded does not belong to you.

The owner is that empire whose code character (small or capital) marks the co-ordinate on the previous monthly political map contained within the turn report.

The item will be unloaded in the ordered direction.

Unloading does not count as a movement. This means you **cannot** start a battle just by unloading your troops onto a position where enemy troops are situated. However, if a simulated battle is generated on that co-ordinate then the unloaded troops will participate.

You cannot capture any co-ordinates simply by unloading. You must use the remaining stationary command(see [6.3.7.2.](#), p113) on the following turn.

If a commander or spy is on a ship that sinks then they will drown. All troops loaded on that ship will also be lost.

## 6.7.3 Transporting Brigades by Sea

To move your armies overseas, or to capture territory that cannot be invaded from land you must transport your army by sea and launch a naval invasion. This will take you a minimum of two turns.

### Example:

*You have 4 brigades and a commander in one of your shipyards, which you want to transport to North Africa. Fleet 15 is also in the shipyard.*

### First Turn:-

*In section -20- of the turn sheet, using the command '**E / (brigade registration number) / 15**' for each separate brigade (not the federation number), and the command '**E / (commanders registration number) / any ship in fleet 15**' (you must specify a ship i.d. number for the commander to board (see 6.7.1., p148).*

### Notes:

Brigades will also board a fleet that is situated adjacent to the land co-ordinate the brigades are on (i.e. North, South, East or West) using the 'E' command alone - no boarding direction needs to be specified(see 6.7.1., p148)

### Second Turn:-

*With the brigades and commander safely on board move the fleet to the desired location using section -18- of the turn sheet (see 6.3. , p100 & 6.3.6., p110).*

*The fleet has berthed at another of your shipyards.*

*In section -20- of the turn sheet, using the command '**9 / (brigade number)**', for all four brigades and command '**9 / (commander number)**', the troops and commander will disembark onto that co-ordinate.*

### Notes:

If the fleet was on a co-ordinate adjacent to the coast, and not in a shipyard, instead of command 9 you would use the unload commands 1, 3, 5, 7 (see 6.7. Boarding., p147) and they would land on the coast.

You can't unload onto a diagonal co-ordinate.

If you are not landing on a co-ordinate belonging to your empire certain conditions must be met (see 6.7.2. preconditions., p150).

When troops are disembarked onto a co-ordinate they do nothing that month except climb off the ships and stand on the beach. Unfortunately they can't conquer any territory or participate in any battles, unless a simulated battle is generated on the co-ordinate on which they land. To conquer the co-ordinate the following month they must be given a '9 / 1' movement order(see 6.3.7.2., p113).

If the fleet on which your brigades are being transported is involved in a sea battle(see 8., p249) you may lose some of the headcount of the brigades. This is especially relevant if you lose a ship which has part of a brigade on board. Although your brigades might appear to be at full strength on your turnsheet, while still onboard the fleet, the true headcount will only appear when they are disembarked.

## 6.8 Handing Over Ships or Territory

Sometimes, in the interest of diplomacy or necessity, one nation might want to hand over some of its ships or territory to another. These commands are written in section -21- of the turn sheet.

### Handing over Ships:

Command: (country)/(ship)
---------------------------

Country: Code character of the country you want to give the ship to  
 Ship: Registration number of the ship

**Example:** E / 1001

*You have just handed over ship 1001 to Spain*

### Preconditions:

- the ship must belong to your empire
- the ship must be in a shipyard of the other empire
- no items may be loaded onto the ship that is handed over

### Notes:

Baggage trains cannot be handed over to other empires.

Fleets cannot be handed over to other empires, single ships only.

All goods loaded will be handed over with the ship. Any citizens (good type 11) loaded will be lost.

During war it is possible to cede your merchant ships to an ally who is not involved, so allowing your ally to carry on trading on your behalf.

### Handing over territory:

Command: (Country)/(x)/(y)
----------------------------

country: Code character of the empire to receive the territory  
 x/y: Co-ordinate of the territory

**Example:** E / 23/20

*You have just handed over co-ordinate 23/20 to Spain.*

### Preconditions:

- the territory must belong to your empire
- at least one brigade of the new owner must be on the co-ordinate that is to be handed over

### Notes:

If a barracks/shipyard is located on the co-ordinate then all citizens in it will be lost.

When a co-ordinate is ceded to an ally, and a barracks is then situated on it, the new owner can use this barracks as a base for baggage trains, so allowing easier trading between distant allies.

Any co-ordinate situated close to the jump-off points (see 6.3.6, p110) can be strategically important to another empire located far away, and could be ceded in order to cement alliances or simply sold to the highest bidder.



## 6.8.1 Starting a Colonial Position

To start a position in the colonies when you don't have any colonial holdings is difficult, but not impossible. Since your colonial national warehouse will be empty, you must first get hold of a barracks and transfer those goods required into the warehouse. You can do this by conquest:

### **Example:**

*Set Sail from Europe with a brigade and a commander, some food and Ecpt's. Capture a neutral co-ordinate with a population density of at least 1. As soon as this co-ordinate is captured you will automatically be given the colonial warehouse. Next transfer money from Europe into the colonial warehouse and demolish the co-ordinate density - you can demolish captured neutral co-ordinates straight away(see 2.6.5., p35). You will then have citizens and money in the warehouse and you then simply build your barracks and transfer in the food and Ecpt's etc. from your ships.*

Alternatively it can be accomplished by having a co-ordinate ceded to you by a friendly power. Either way, make sure you have the goods required to start a colony, i.e. food, ecpt's, etc., on board your ships and ready to transfer into the new warehouse once you have your barracks!

## 6.9 Changing Names

Names of brigades, warships, commanders and emperors can be changed at any time. Commands to rename items are written in section -22- of the turn sheet.

Command:    (registration number of item)/(new name)
--

**Notes:**

The new name can be up to 15 characters long.

The registration number of the emperor is '0', and his name can be up to 25 characters long.

Example:    0 / NAPOLEON

*You have just named your ruler Napoleon.*

### 6.10 Demolition of Items

It is possible to demolish most of the items of your empire by writing the following orders on the turn sheet section -02- "Demolish Items".

## 6.10.1 Population

See 2.6.5.

## 6.10.2 Demolishing Ships

See 4.9.

### 6.10.3 Demolishing Battalions

To demolish a battalion and regain some of the soldiers and horses the following command can be given:

Command:    (brigade)/(battalion)
-----------------------------------

Brigade:	Registration number of the brigade whose battalions are to be demolished
Battalion:	Number of the battalion (1 - 7) to be demolished

**Example:**    4001 / 7

*You have just demolished battalion 7 of brigade 4001*

**Notes:**

To demolish a whole brigade write an 'A' instead of the battalion number.

Brigades loaded on fleets cannot be demolished, even if the fleet is in a shipyard.

To demolish troops they must be in a barracks/shipyard. 75% of the soldiers and 75% of the horses will be accounted to the depot, the rest will be lost.

## 6.10.4 Demolishing Barracks and Shipyards

To demolish barracks or shipyards the following command can be written in the "Demolish Items" section on the turn sheet.

Command:    (depot registration number)
---

Goods that are stored in the depot will be transferred into the warehouse.

### Notes

-It is not possible to demolish depots that are on the same position as a trade city.

## 6.10.5 Demolishing Production Sites

See 2.8.5, "Demolition Gang".



## 6.11 Error Identification

With each turn report you will receive a list of all the orders that were input. After this is a list of error reports, which detail any mistakes that occurred during the turn.

The error codes are printed at the bottom of the sheet that lists the orders inputted, and they are listed as follows --x y z--, where x, y and z are:

x - The section of the turn sheet the error occurred in

y - The order number where the error occurred

z - The error itself (see 10. Error Codes, p274)

**Example:** --4 2 13--

**4** - Section 4 on the turn sheet - "Set up Additional Battalions"

**2** - The error was in Order Number 2

**13** - Error number 13 - "Not enough EcPts to carry out the order."

In the printout of the orders entered the following symbols will be replaced :

'.' will appear to separate the numbers in each order.

'0' will sometimes appear instead of 'A' or 'E'

The error codes are explained in the appendix, [10.1](#), [10.2](#), [10.3](#), etc.

## 7 Land Battles

When troops of two enemy nations meet a battle will occur. If both armies are small, or one side is smaller than the other, then a Mathematical Battle will take place. However, if both sides are large then a full-scale Simulated Battle will be fought, when both players will have the opportunity to plan their troops' movement and strategy on the battlefield.

### Notes:

Mathematical battles take place at the end of movement section -18- and before section -19-, so more of your forces can move in later movement orders into a co-ordinate where you expect a battle to occur, and all your forces will then join in the battle. Of course, your opponent could also do the same...

Only mathematical battles, not simulated, will be generated against Dead Empires.

Two countries who are allied will not fight together against a common enemy. Only one of the two countries will fight, and that is decided randomly.

### Example:

*If Holland and France are allied, and their armies meet their common enemy Spain on a co-ordinate, either Holland or France will fight Spain - the other country will do nothing (see [6.4.1.6.](#), p125) . The only time that two countries will fight together is during a sea battle, when their fleets will combine to fight a common enemy (see 8. Sea Battles., p249).*

## 7.1 Mathematical Battle

### 7.1.1 Conditions for a Mathematical Battle

If two armies meet and one or both of them is not big enough for a simulated battle then a mathematical battle will be fought.

An army is not big enough for a simulated battle if it has less than 100 battalions, or where each battalion contains less than 500 men.

## 7.1.2 Course of a Mathematical Battle

In a mathematical battle you cannot change the course of the action. The troops fight to the best of their ability, but without your guidance.

Each Mathematical battle has 5 combat rounds:

Round 1:	Artillery long-range combat
Round 2:	Troop long-range combat
Round 3:	Hand-to-Hand combat
Round 4:	Hand-to-Hand combat
Round 5:	Troop long-range combat

Each of the combat rounds is explained in the following sections.

### 7.1.3 Long-Range Combat

In Round 1 the artillery battalions, including fortress artillery (see 7.1.8.3., p178), of both sides will fire on the opposition. In Round 2, before the troops close for hand-to-hand combat, all troops equipped with muskets/rifles shoot at the enemy - The artillery also continues to shell during this round.

The long-range combat points of all firing troops are calculated, first for round 1, then for round 2:

$$\frac{EF \times \sqrt{LR \times RG} \times Men \times TF \times z(1.2)}{333}$$

EF:	Experience factor (see battalion lists on turn report)
LR:	Long-Range combat points (see army table)
RG:	Firing range (see 9. Army Tables., p257)
Men:	Headcount
TF:	Terrain factor (see <u>7.1.5.</u> , p168)
z(1.2):	Random number between 1 and 2
SQRT( ):	Square root

This calculation is made for each battalion that fires on the enemy. The total of all the battalions makes up the long-range combat points of the army. These points are then divided among all enemy battalions, and each battalion will lose one man for each point. (see 7.1.6., p169)

**Notes:**

In all battles trained brigades are far superior to untrained brigades.

## 7.1.4 Hand-To-Hand Combat

When both sides converge and the firing stops, then a hand-to-hand melee begins. The hand-to-hand combat points of each battalion are calculated as follows:

$$\frac{EF \times \sqrt{SQRT(HC)} \times Men \times TF \times z(1.2)}{250}$$

EF:	Experience factor (see battalion lists on turn report)
HC:	Hand-to-Hand combat points (see 9. Army Tables., p257)
Men:	Headcount (see battalion list on turn report)
TF:	Terrain factor (see 7.1.5 below., p163)
z(1.2):	Random number between 1 and 2
SQRT():	Square root

The combined combat points of all battalions make up the army's hand-to-hand combat points. The combat points are divided between all enemy battalions, which lose approximately one man per point.

## 7.1.5 Terrain

The effectiveness of troops is influenced by the terrain of the battlefield. The value in the following table is used as TF in the above calculations:

<b>Troop type</b> (see Tables in section 9)	<b>B (Arable Land)</b> <b>Q (Grassy Prairie)</b>	<b>H (Hills)</b> <b>K (Karst)</b> <b>T (Taiga)</b>	<b>W (Wood)</b>	<b>G (Mountains)</b> <b>D (Desert)</b>	<b>S (Swamp)</b>
Infantry (not Sk)	100%	80%	50%	50%	45%
Skirmisher (Sk)	100%	100%	75%	75%	65%
Light Cavalry (Lc)	100%	100%	60%	50%	35%
Heavy Cavalry (Not Lc)	100%	80%	35%	35%	25%
All Artillery (types 41&43)	100%	80%	35%	50%	25%
Mounted Artillery (type 45)	100%	90%	50%	75%	25%

The terrain of the battlefield is indicated on the battle sheet.



### 7.1.6 Special Troops

### 7.1.6.1 Cuirassier

These troops suffer 25% fewer casualties from long-range combat. They are marked with a 'Cu' in the army table.

### 7.1.6.2 Colonial Auxiliary Troops

The Experience Factor of all colonial troops (type 37, 17 and 39) will be decreased by 1 when fighting in Europe.

### 7.1.6.3 Religious Fanatics

Only Morocco can have religious fanatics as troops. When fighting in the home region of Morocco their experience factor will be raised by 1.

## 7.1.6.4 Pioneers

Since Pioneers do not directly influence a battle's outcome they only suffer 50% of the usual losses and only have 75% of the usual combat points.

### 7.1.7 Commanders

The best commander present on the battlefield will command your empire's troops. This commander will then increase the experience factor of as many of your battalions as their command capability allows (see 5.2.2., p93). The commander of the losing army has a 20% chance of dying on the field of honour. In case of a draw or a victory the commander has a 5% chance of getting killed. The victorious commander's command capability will rise by 1 to 2 points.

### 7.1.8 Fortresses in Mathematical Battles

If a fortress exists on the battlefield then the owning side has an extra defensive advantage.

### 7.1.8.1 Conditions for a Fortress-Battle

A full mathematical battle where one side is defending a fortress will only occur if the attacker has enough artillery or pioneers in his army to assault the fortress.

Required Artillery Strength:	
Small fortress:	2 battalions heavy artillery
Medium fortress:	4 battalions heavy artillery
Large fortress:	8 battalions heavy artillery

If the attacker does not have enough heavy artillery in his army then they can substitute one battalion of heavy artillery with either 2 battalions light artillery or with 4 battalions of pioneers. Battalions can be deployed in combination, you only have to reach the required number of heavy artillery battalions or their substitutes.

#### Example:

*To attack a medium fortress you could attack with the following battalions:*

*2 battalions heavy artillery*

*2 battalions mounted artillery (counts as 1 heavy battalion)*

*1 battalions light artillery (counts as 0.5 heavy battalions)*

*2 battalions pioneers (counts as 0.5 heavy battalions)*

#### Notes:

All artillery and pioneer battalions that are used to attack a fortress must have a minimum headcount of 500 men and an experience factor of at least 5.

If the attacking army does not have the required artillery a limited mathematical battle will occur. In this event the defender will shell the attacker for five rounds with fire from the fortress artillery(see [7.1.8.3.](#), p178), and the attacking army will not inflict any casualties on the defending forces unless they have their own artillery which would return fire. The attacking army will then not be able to capture enemy territory for one turn (see [7.1.9.](#), p179). However, it is possible for the losing army to move/retreat over their own territory or that of an ally.

If the defending army has at least twice the total number of men than the attacking army, then the defenders will leave the fortress and engage the enemy outside the fortress walls. This will happen even if the attacking army does not have enough artillery to storm the fortress.

If the attacking army has sufficient brigades to overrun the fortress defenders then an overrun will take place as the attackers storm the fortress (see [6.4.1.3.2.](#), p122).



## 7.1.8.2 Protection In a Fortress

If one side owns a fortress on the battlefield then they suffer fewer losses. The extra protection depends on the size of the fortress:

Fortress	Losses
Small fortress:	Defender suffers only 80% of the normal losses
Medium fortress:	Defender suffers only 65% of the normal losses
Large fortress:	Defender suffers only 45% of the normal losses

**Notes:**

If the owner of the fortress loses the battle there is a 90% chance of the fortress being degraded by 1 level.

If the owner wins there is only a 25% chance of the fortress being degraded by 1 level.

### 7.1.8.3 Fortress Artillery

All fortress have their own artillery which will take part in mathematical battles. This artillery has the following long range fire points:

$$\text{FortressFactor} \times \text{TerrainFactor} \times z(1.2)$$

Fortress	Factor
Small fortress:	500
Medium fortress:	1000
Large fortress:	1500

The terrain factor is taken from section 7.1.5.

## 7.1.9 Victory

To determine the victorious side in a mathematical battle the relative losses of both sides are compared. Both side's original headcount is divided by their losses taken in the battle, and if the difference between the two figures is 2 or more then the side with the higher value will win. If the difference is less than two then the battle is a draw.

### Example:

Army A: 40,000 men, 5,880 losses value= $(40000/5880)=\underline{6.8}$   
Army B: 10,000 men, 7,895 losses value= $(10000/7895)=\underline{2.5}$

The value of army A is 4.3 points higher than that of army B. Therefore army A wins the mathematical battle. The victorious side will be awarded with the co-ordinate where the battle took place. The losing side will suffer additional losses of up to 15% of its headcount, with a minimum of 25 men lost per battalion.

### Notes:

The losing army will not be able to capture enemy territory for one turn (see 7.1.9., p179). However, it is possible for the losing force to move/retreat over its own territory or that of an ally.

### 7.1.10 Rise in Experience

Each of the winner's battalions have a 10% chance of their experience factor rising by 1. Experience gained through battle cannot raise a battalion's experience more than 2 higher than the maximum value given in the army table (see 5.1.7.1., p83).

### 7.1.11 Print-Out of a Mathematical Battle

The Mathematical Print-out will list :

- The Battle number, Game number, Date, Participating nations, Battlefield Co-ordinates.
- The battalions whose experience was raised by the commander.
- The battle with all the combat rounds.
- The winner.
- The remaining armies of both sides, with all losses and raised experience factors.

## 7.2 Simulated Land Battle

The Simulated Battle in Austerlitz is a detailed wargame, where both sides in the battle are given a printout of the battle field and the basic composition of the armies. It is then up to the individual players to plan their strategies. The battlefield contains many types of terrain, plus altitude, which makes the selection and placement of troops of crucial importance. Also on the battlefield are local villages, fortresses and other strategic points of great value during the course of the conflict.

Both players position their federations (see [7.2.3.4.](#), p193) in their set-up area of the map (see [7.2.2.2.](#), p186), and then give each one under their command, orders that they will attempt to carry out during the battle. The Simulated Battle is then played, and both sides receive a printout of each of the 25 rounds in the battle. They can follow the movements of their troops, and watch as their plans and strategies unfold, hopefully to victory!

When a simulated battle takes place you will receive a printout of all the simulated battle set-up details with that month's turn report. The printout contains a map of the battlefield, plus all the forces aligned on each side, and a list of strategic points (see [7.2.2.4.](#), p188). Both combatants will then fill out their simulated battle turn sheet and send it to Supersonic before the deadline for the next turn. The battle will take place on the month after the battle set-up sheet was generated.

If one of the combatants does not submit any orders then penalty losses will be awarded against the player who did not submit orders. (see [7.2.3.4.](#) notes, p193).

### **Notes:**

A simulated battle will not be generated against a Dead or Free Empire, it will be replaced by a mathematical battle or penalty losses (see [7.2.3.4.](#) notes, p193). If a simulated battle has already been generated and a position is then made free, the remaining player should submit battle orders in case the empire is taken over.

### 7.2.1 Conditions for a Simulated Battle

If two enemy armies with more than 100 battalions each, with each battalion having a minimum headcount of 500 men, then a simulated battle will take place.

## 7.2.2 The Battlefield

The battlefield in a simulated battle has a size of 45 x 40 positions = 1800 co-ordinates. Each co-ordinate has both a terrain and an altitude:



## 7.2.2.1 Battlefield Terrain

The possible terrain's on the battlefield are:

Symbol	Terrain:
'.'	clear terrain
'W'	wood/forest
'b'	bushes, shrubs
'#'	village
'*'	river
'\$'	fortress wall
'/'	pontoon bridge
'ii'	entrenchment

The composition of a battlefield depends on the main terrain of the co-ordinate where the battle is to be fought. The main terrain can be found by looking at the regional map ( e.g. a simulated battle on a forest co-ordinate will have most of the battlefield as forest.)

The altitude across the battlefield will also depend on the main terrain on the regional map. Altitude generally ranges from 1 to 4, and affects battalion-group movement (see 7.2.6., p212) and long range combat (see 7.2.7., p214).

### **Notes:**

It is sound practice, when you receive the battlefield map, to lightly shade the different altitude levels and any obstructions using coloured pencils. This will provide a clear view of any strategic areas (e.g. hills, valleys, woods, bushes, villages etc.).

### 7.2.2.2 Division of the Battlefield

The battlefield is divided into three areas; the two set-up areas at either end of the field where the armies are placed, and the battle-area in between.

Army	Set-up Area
A:	x 11 to 35/y 1 to 10
B:	x 11 to 35/y 31 to 40

**Notes:**

All battalions must start on co-ordinates within their own set-up area.

Army 'A' is set up across the top end of the map, and will be listed first on the simulated battle set-up sheet.

Army 'B' is set up along the bottom, and it's forces will be listed underneath those of army A.

On the battle report army A's federations are always underlined.

## 7.2.2.3 Villages

Every battlefield has villages. The exact number of villages depends on the population density of the battlefield's co-ordinate.

$$\text{number of villages} = \text{population density} + 2$$

In each set-up-area there is at least one village.

### 7.2.2.4 Strategic Points

In each set-up-area there are three points of special strategic interest.

- Point 1:** In a village
- Point 2:** Within the fortress or the highest point of the set-up-area
- Point 3:** The highest or second highest point of the set-up-area

All strategic points are at least 5 co-ordinates apart.

### 7.2.3 The Simulated Battle Turn Sheet

The simulated battle has a special turn sheet, and all orders and commands the army is to receive are written on this sheet. At the top of the turn sheet you must fill in your country, the battle number and the game number. The following sections contain information on filling out the simulated battle turn sheet.

### 7.2.3.1 The Commander's Federation

Write down the federation the commander will be included within on the simulated battle turn sheet. If this federation is shot at or attacked during the battle then there is a chance that the commander will die (see 7.2.10., p228).

**Notes:**

If the commander is not allocated a federation number (see 7.2.3.4., p193) then they will not take part in the battle and your army will lose moral (see 7.2.9.4., p225) before the battle begins.

## 7.2.3.2 Digging Entrenchment's

If you own a fortress on the battlefield then you can dig entrenchment's. You must write down the co-ordinates where you want to dig them on the turn sheet, however, these fortress entrenchment's must be built within your set-up area.

### 7.2.3.3 Battalion Groups

The battalions of both armies are automatically divided into 'battalion-groups', each one of which is made up of 2-4 battalions of the same troop type. As it is favourable to have as many as possible, and thus have more flexibility in your battle plan, the battalion groups will be made up of two battalions for small armies and four battalions for large armies. In any case each army will have battalion groups of the same size. These battalion groups are then positioned on the co-ordinates from where they will begin the battle (see 7.2.2.2., p186)

If not enough battalions of a certain type are available to make a battalion group then they will be put together with battalions of a similar type. In this case the combat ratings of the weakest type will be used for the group.

**Notes:**

Battalions with a headcount lower than 350 will not participate in the battle.



## 7.2.3.4 Federations

The battalion groups in a simulated battle will be known as federations while on the battlefield, with each federation being one battalion group. To deploy your battalion groups into federations, simply write down each battalion group number next to the federation number of your choice on the turn sheet. These federations are simply to provide flexibility when placing your battalion groups. You are not bound by any rule to deploy battalion group 1 as federation 1.

A maximum of 180 federations in total can participate in a simulated battle. If the combined number of battalion groups for both sides exceeds 180 then each side can field only a proportion of their army.

### **Example:**

*If one side has 130 battalion groups and the other has 90 battalion groups, for a total of 220, then each side can deploy only 180/220 of their battalion groups as federations, or 106 federations and 74 federations.*

It is your decision as commander of the army to select which battalion groups will be deployed into federations in order to participate in the battle. The simulated battle set-up sheet details exactly how many federations you can field.

### **Notes:**

Failure to submit a set of simulated battle orders will have the following penalty:

Player who correctly submits orders automatically wins the battle.

25% casualties suffered by the player of the losing army.

Winning army battalions have a 10% chance of their experience factor rising by 1 point. (see 7.1.10. p180)

No substitute mathematical battle will be fought.

Winning empire automatically gains co-ordinate if that co-ordinate is owned by the losing empire.

Losing army's commander suffers 1.2 points drop in ComC. (see 5.2.2. p93)

Losing army cannot initiate a follow-up battle and cannot move for one turn.

Losing brigades cannot participate in any other battle for one turn, except where an enemy initiates direct combat with the losing brigades, or federations.

Penalty losses will be awarded against your empire in a simulated battle if; You do not submit an orders sheet, you do not attempt to position all the battalion groups you have been allocated up to the maximum number of federations you can field, you position your federations in the wrong set-up area, or outside the set-up area, or you do not submit a set of orders on or before the process date of the game.

### 7.2.3.4.1 Setting Up Federations

You have to fill in the co-ordinates of the federation's starting position under 'x/y'. This position must be within your own set-up-area (see 7.2.3.4.1, p194).

**Notes:**

If you set up a federation on a position outside of your set-up-area then it will not participate in the battle.

A federation may only be set up on a position from which it can move. (see 7.2.6, p212)

If you accidentally set up a federation on a position where another federation is already situated or on a position where it is blocked (see MP Table 7.2.6, p212), then it will be set up on a suitable position further back.

## 7.2.3.4.2Time of Attack

'Att' is the battle round on which the federation will attack. It will not move until the battle round that you have entered. If you fill in '1' or '0' then it will attack in the first round.

### 7.2.3.4.3Orders

You must give a federation orders to follow or it will simply stay on its position, do nothing and wait to be attacked. There are six orders that you can give each federation; the basic order, an alternative order, a formation and up to two destinations. There is also an additional order that gives extra detail to your orders (see 7.2.5.2., p202).

## 7.2.3.4.4 Alternative Orders

At the beginning of a battle a federation will follow the original orders it was given. However, if a certain condition arises then an alternative order may be executed (see 7.2.5.5., p210).

## 7.2.4 The Course of Battle

The exact course of a simulated battle is explained in this section, and in the following sections an explanation of the commands that can be given to your battle federations (see 7.2.5.) is provided.

A battle consists of 25 battle rounds. In each of these rounds are two half-rounds with the following actions:

**1st. half-round:**

- evasive movements of both armies
- gathering of troops
- movement of army A
- defensive fire of army B
- offensive fire of army A
- simultaneous hand-to-hand combat of both armies
- morale check

**2nd. half-round:**

- evasive movements of both armies
- gathering of troops
- movement of army B
- defensive fire of army A
- offensive fire of army B
- simultaneous hand-to-hand combat
- morale check

Throughout each half round the federations follow the orders that they were given at the start of the battle.

Information about orders, movement, combat and victory conditions are in the following sections.

## 7.2.5 Orders

These orders let a federation move towards a destination while performing an action:

Order	Action
11	<b>Attack if in Reach.</b> Will attack all troop types indicated in the additional order if they are within its <i>simulated battle</i> movement range (see 9. Army tables., p257) in one of the half-rounds.
12	<b>Attack on Sight.</b> Will attack all troop types indicated in the additional order if they are in line of sight during a half-round (the enemy's distance does not affect on this order - if they are seen the battalion group will attempt to attack)
13	<b>Staged Retreat.</b> If enemy federations are closer than 'x' co-ordinates from the current position (in direction of the enemy set-up-area) then it will pull back 'x' co-ordinates towards its own set-up-area. The distance 'x' is to be written in the additional order. If no number is specified then the federation will attempt to keep a distance of 5.

The following orders let your federations move towards strategic points. The additional order will specify the order of the points to be attacked (see 7.2.5.2.2., p204).

Order	Action
21	<b>Attack All Enemy Strategic Points.</b> Move towards the enemy's strategic points.
22	<b>Attack Unguarded Enemy Strategic Points.</b> Move towards the enemy's strategic points if they are not occupied by enemy federations.
23	<b>Defend Own Strategic Pts.</b> Move towards own strategic points.
24	<b>Recover Own Strategic Pts.</b> Move towards own strategic points if they are captured by the enemy.

Order	Action
31	<b>Attack and Reform.</b> The federation will attack the troop type indicated in the additional order (see <u>7.2.5.2.1.</u> , p203) if it is within its simulated battle movement range (see 9. Army tables., p257) during its own half-round. After the attack it will return to its previous position, if that position is listed as destination 1.
32	<b>Indiscriminate Fire Upon Enemy.</b> The federation will move to the first indicated destination and shoot towards the second destination (see <u>7.2.5.3.</u> , p208) if an enemy federation or a fortress wall is situated there. If no destination 2 is given it will remain stationary and shoot towards destination 1.
33	<b>Selective Fire Upon Enemy.</b> The federation moves toward the indicated destination (see <u>7.2.5.3.</u> , p208) and tries to shoot at those troop types indicated in the additional order (see <u>7.2.5.2.1.</u> , p203). <i>(If specified troop type isn't found the federation will find other targets.)</i>
34	<b>Retreat from Battlefield.</b> The federation retreats until it reaches the furthest position back and then will flee from the battle field from round 15 onwards. It will try to avoid hand-to-hand combat and stay away from the enemy while retreating and while waiting to leave the battlefield.. <i>(Please note, that your army will take extra casualties, on top of those suffered in the battle, when fleeing the field.)</i>

**Pioneers Only:** Orders 36 - 39 can only be given to Pioneers.

Order	Action
36	<b>Dig Entrenchment's.</b> The pioneer federation will try to move to the indicated destination and dig entrenchment's there (see <u>7.2.11.2.</u> , p232).
37	<b>Build Pontoon Bridge.</b> The pioneer federation will move to the indicated destination and build a pontoon bridge across neighbouring river co-ordinates (see <u>7.2.11.3.</u> , p233).
38	<b>Move and Destroy Entrenchment's.</b> The pioneer federation will move towards the indicated destination but if in the beginning of a half-round an enemy entrenchment is in its line of sight it will move towards that and try to destroy it (see <u>7.2.11.2.</u> , p232).
39	<b>Move and Destroy Pontoon Bridges.</b> The pioneer federation will move towards the indicated destination but if in the beginning of a half-round an enemy pontoon bridge is in its line of sight it will move towards it and try to destroy it (see <u>7.2.11.3.</u> , p233).

## 7.2.5.1 Detachment Orders

To move a group of federations as one organised force you must build a 'detachment of federations' using the orders below.

Order	Position of Follower around Leader
41	in front of
42	ahead and left of
43	right of
44	behind and right of
45	behind of
46	behind and left of
47	left of
48	ahead and right of

Each detachment of federations has a single 'leading federation' that all others will follow exactly. The 'following federations' will copy exactly the orders given to the leading federation. Each 'following federations' order describes its position around this leader. The number of the leading federation is written as the 'Additional Order' for each of the following federations.

**Example:**

Fd	Batt Group	x/y	Start Attack	Order	Additional Order	Form	Dest 1 x/y	Dest 2 x/y	Alternative Condition	Order	Additional Order	Formation	Dest 1 x/y	Dest 2 x/y
1	12	19/33	0	33	30	1	10/25	8/11	41	22	6	2	/	/
2	13	18/33	0	47	1	1	/	/					/	/
3	14	20/33	0	43	1	1	/	/					/	/

*Federation 1 (battalion group 12) is the leading federation and has order 33 (selective fire upon enemy see 7.2.5. , p199), with an additional order 30 (no reaction to any troop types see 7.2.5.2.1. , p203). It is in column and is moving from round one towards dest 1. When dest 1 is reached, it moves towards dest 2. When dest 2 is reached it is given alternative condition 41 (see 7.2.5.5., p210) and order 22 (attack unguarded enemy strategic points), and in the additional order the sequence of strategic points to attack (see 7.2.5.2.2., p204). It is also changing its formation to line. Federation 2 (battalion group 13) is positioned to the left of federation 1, federation 3 (battalion group 14) is positioned to the right of federation 1. Both these federations are following the leader, fed 1(see additional order on example) and are copying all of its orders exactly.*

### Notes:

When setting up detachments, to the left and right of the leader, it is always assumed that the army is facing the enemy. So, if you are army A, set up at the top of the page, you must read the placements by looking down the field (i.e. turning the page upside down) to find the true left and right.

The exact battlefield position of each following federation depends on the direction the leading federation is marching in. As the leader changes direction during a march the detachment will change around it.

If the leader is killed or flees the battlefield the 'following federations' continue with the leaders original orders, the next consecutive federation number in the detachment will become leader.

The following orders also form detachments, but in this case the 'following federations' will change positions with the leader if the leading federation is involved in a hand-to-hand combat (see 7.2.8., p219).

Order	Position of Follower around Leader
51	in front of
52	ahead and left of



# AUSTERLITZ

53	right of
54	behind and right of
55	behind of
56	behind and left of
57	left of
58	ahead and right of

## Example:

Fd	Batt Group	x/y	Start Attack	Order	Additional Order	Formation	Dest 1 x/y	Dest 2 x/y	Alternative Condition	Order	Additional Order	Formation	Dest 1 x/y	Dest 2 x/y
1	12	19/33	0	33	30	1	10/25	8/11	41	22		2	/	/
2	16	19/34	0	55	1	1	/	/					/	/
3	13	18/33	0	47	1	1	/	/					/	/
4	14	20/33	0	42	1	1	/	/					/	/
5	15	18/34	0	46	1	1	/	/					/	/
6	17	20/34	0	44	1	1	/	/					/	/

Federation 1 is the leader, federations 2, 3, 4, 5 and 6 are following federation 1 at the positions described in the orders.

3	1	4
5	2	6

If fed 1 meets an enemy federation, it will change positions with fed 2 until the enemy is destroyed or flees. If fed 1 is destroyed or flees then fed 2 will become the leader and will follow fed 1's original orders. If fed 2 is destroyed or flees, fed 3 becomes the leader etc.

	EN	
3	2	4
5	1	6

EN = Enemy Federation

## Notes:

This is a particularly good tactic if the leading federation is superior at long range combat (see [7.2.7.](#), p214), and the federation that it will change position with is better at hand to hand combat (see [7.2.8.](#), p219).

This is also a good tactic if the leading federation contains the simulated battle commander and you don't want to risk him being killed (see [7.2.10.](#), p228).

The leaders federation number, not the battalion group number that must be entered as the additional order for the following federations.

### 7.2.5.2 Additional Orders

Almost all of the above orders can have additional orders specifying extra information.

## 7.2.5.2.1 Troop Types

Federations under the orders 11, 12, 31 and 33 react towards certain troop types. These troop types are as follows:

Order	Troop Types
0	all troop types
1	infantry moving in a column
2	infantry moving in a line formation
3	skirmishing infantry
4	infantry in a square formation
5	fleeing infantry
7	infantry in line formation or in a column
8	skirmishing infantry or infantry in a line or column formation
9	infantry - any formation
11	cavalry in a column formation
12	cavalry in a line formation
13	skirmishing cavalry
15	fleeing cavalry
19	cavalry - all formations
21	artillery
28	all fleeing enemy federations
29	all troop types
30	no reaction to any troop type

### 7.2.5.2.2 Strategic Points

Orders 21 - 24 need the sequence of strategic points to be specified in the additional order. The following additional orders are possible:

Order	Strategic Point Sequence
1	1st - 2nd - 3rd strategic point
2	1st - 3rd - 2nd strategic point
3	2nd - 1st - 3rd strategic point
4	2nd - 3rd - 1st strategic point
5	3rd - 1st - 2nd strategic point
6	3rd - 2nd - 1st strategic point

**Notes:**

The strategic points for both armies are listed in the simulated battle set-up details on the turn report. Strategic point 1 is the first co-ordinate listed beside your armies strategic points.

## 7.2.5.2.3Distance

For order 13 write down the minimum distance that the federation must keep from the enemy.

#### 7.2.5.2.4 Detachments

Orders no. 41 - 48 and 51 to 58 The federation number of the leading federation which is to be followed **should be written as the additional order on the simulated battle turnsheet.**

## 7.2.5.2.5No Additional Orders

The orders no. 32, 34, 36 - 39 do not need any additional specifications.

### 7.2.5.3 Destination Co-ordinates

The orders no. 11 - 13, 31, 33 and 36 - 39 require destination co-ordinates, although order 32 requires destination 2 as a target co-ordinate only. A federation with these orders will always move to the first destination and then to the second destination. The federation will follow the orders it was given during its movement.

**Notes:**

**ORDER 32** - A federation given this order will move to the first indicated destination, assuming that it is different from the starting co-ordinates, and fire towards the second destination. However, if the starting co-ordinates are the same as destination 1 the federation will stand where it was set up and fire at destination 2. If the starting co-ordinates are different than destination 1, but no destination 2 is given, then the federation will also remain stationary and fire towards destination 1. Federations will choose a new target if there are no enemy troops/fortress walls at the targeted co-ordinate, or if the line of sight is blocked (villages, woods, etc.). Please note that if order 32 is given the last destination will not be reached - only fired at. If you do use this order then you cannot use alternative condition 41 (see 7.2.5.5 p210), as your troops will never reach the last destination and the order will not be carried out. It would be better to use a specific round number as an alternative condition.

**ORDER 33** - To leave a federation on its original starting co-ordinate, but still fire at the enemy order 33 could be given, and the starting co-ordinate must also be written as destination 1. This would produce similar action as order 32 with no destination 2 stated, except it would immediately look to fire at enemy troops rather than initially at a specific target co-ordinate. Federations with a troop type specified will fire at a random target if the troop type specified is not within range/visible.

With the above explanations accepted it would then be a reasonable assumption to use order 33 when federations are constantly moving and firing at random or standing stationary and firing at random. Order 32 could be used when federations are advancing to a specific point and initially employing targeted fire, or remaining stationary and initially employing targeted fire, with the knowledge that if there is nothing to fire at in the targeted area the federation will try to find another target.

To leave a federation on its original starting co-ordinate, but still fire at the enemy order 33 must be given, and the starting co-ordinate must also be written as destination 1.

**ORDER 13** - Artillery given this order will not fire even if they remain stationary for a full turn. This order should only be used with infantry or cavalry.

**ORDER 11** - Troops, especially cavalry given this order will always look for new targets and could well be wiped out completely if they are fighting a defensive battle. To keep federations attacking the enemy but within reach of friendly defences use order 31 instead.



## 7.2.5.4 Troop Formations

You can choose a individual formation for each of your federations. The federation will participate in the battle in that formation. The following formations are possible:

Order No.	Formation	Abbreviation
1	Column	Co
2	Line	Li
3	Skirmishing	Sk
4	Square	Sq

**Notes:**

Not every troop type can move in every formation.

The formations available to each troop type are indicated in each nation's army table (see 9., p257) in the 'formation' column. Remember to write the order number only, on the simulated battle turnsheet.

### 7.2.5.5 Alternative Orders/Conditions

A federation can receive two orders. The first order is executed at the beginning of the battle, the second one will be executed when a certain pre-decided condition occurs. The following conditions exist:

No.	Condition	
1 - 25	Beginning of this battle round	
30	Head-count of the federation (battalion group) has sunk below:	750 men
31	"	1000 men
32	"	1250 men
33	"	1500 men
34	"	1750 men
35	"	2000 men
36	"	2250 men
37	"	2500 men
38	"	2750 men
39	"	3000 men
41	The last destination has been reached	
45	Own army has gained an advantage	
46	The enemy army has gained an advantage	

**Notes:**

An advantage is deemed to be: when your forces capture an enemy strategic point.

An advantage to the enemy is deemed to be: when the enemy forces capture one of your strategic points.

## 7.2.5.6 Simplified Orders

The orders explained in 7.2.5 can be used in numerous ways, but to facilitate filling out the order sheet there are some simplified orders that are derived from those orders in 7.2.5. You cannot fill in any additional orders for these orders but they do need destinations and formations.

### **Order 1 + formation order.**

The federation will march in the direction of the given destination and ignore all enemy federations on its way. If no destination are given the federation will stay on its current position and defend it.

*(i.e. order 11 with additional order 30) (see 7.2.5.2.1., p203)*

### **Order 2 + formation order.**

The federation will move towards the given destination but it will attack all enemy troops in its line of sight in the beginning of a half-round if it can reach them with its Mps.

*(i.e. order 11, additional order 0)(see 7.2.5.2.1., p203)*

### **Order 3 + formation order.**

Same as order 2 but it will march in direction of a sighted enemy even if it cannot reach it with its Mps in that half-round.

*(i.e. order 12, additional order 0)(see 7.2.5.2.1., p203)*

### **Order 4 + formation order.**

The federation will stay on its current position but should an enemy federation be in its line of sight at the beginning of a half-round it will attack it. After the end of the combat it will return to its previous position.

*(i.e. order 31, additional order 0)(see 7.2.5.2.1., p203)*

### **Order 5 + formation order.**

The federation will move towards the given destination, but should it sight an enemy federation that is closer than 5 co-ordinates then it will move back towards its own set-up-area and stay at a distance of 5 co-ordinates to the enemy.

*(i.e. order 13, additional order 5)(see 7.2.5.2.1., p203)*

## 7.2.6 Movement

Every federation moves once a battle round, except those federations that are fleeing/evading (see 7.2.6., p212).

In the first half-round the troops of Army A will move, and in the second half-round those of army B. The order of movement will begin with federation 1 and then continue with the other federations accordingly.

Before a federation moves its destination will be calculated from the orders it was given. The destination can be an enemy that it has been ordered to attack. The federation will try to move directly toward its destination, and should it encounter an obstacle it will try to move around it. The terrain types that are obstacles for each troop type can be found in the MP-table.

The distance a troop type can move is found under 'SP' in the army table (see 9., p257). The distance it can cover depends on the battlefield terrain it will cross.

MP Table:

Terrain	Infantry	Cavalry	Artillery
Clear terrain	2 Mps	2 Mps	2 Mps
Forest/Woods**	4 Mps	8 Mps**	<b>*Blocked*</b>
Bushes/shrubs	3 Mps	4 Mps	<b>*Blocked*</b>
Villages	4 Mps	<b>*Blocked*</b>	<b>*Blocked*</b>
Entrenchment's	4 Mps	8 Mps	6 Mps
River	25 Mps	25 Mps	25 Mps
Pontoon bridges	4 Mps	4 Mps	4 Mps
+ 1 Altitude Level	+1 MP	+1 MP	+1 MP
Fortress Walls^	<b>*Blocked*</b>	<b>*Blocked*</b>	<b>*Blocked*</b>

### Notes:

Troop types that are **\*blocked\*** by a certain terrain type cannot move over it, although they may be able to move around it.

Troop types that are **\*blocked\*** by a terrain type can engage an enemy situated on the blocked terrain, in long range combat (see 7.2.7., p214.), if possible (see Army tables 9.).

\*\*Light cavalry (LC under 'Troop Specifications' on the Army Table) can enter and set up in forests; all other cavalry cannot enter forests and are blocked from setting up in these areas (see 7.2.8, p219)

^Fortress walls can be destroyed during the battle and as such all troop types will be able to move over them (see 7.2.11.1.1. p231).

Federations positioned in a simulated battle cannot be given starting co-ordinates which include terrain types from which they are blocked (see 7.2.6., p212).

If the terrain altitude rises then the consumption of Mps will rise also. For each rise in one altitude level one extra Mp is used.

### Example:

*An infantry federation marches from a co-ordinate with altitude 2 to a forest co-ordinate with an altitude of 4. It will use 4 Mps for the forest terrain and an extra 2 Mps for the difference in altitude.*

No matter how high the cost in movement points a federation will be able to move at least one co-ordinate in a round, except when crossing rivers ( see 7.2.11.3., p89), if it is not blocked by an obstacle (see above table).

If a federation starts its movement next to an enemy federation, or meets an enemy federation during its movement, all movement will cease and hand-to-hand combat will begin (see 7.2.8., p219).

When movement begins then a number of morale checks will take place. These determine if movement will begin, if the federation will flee or if a square formation will be formed. (see 7.2.9.1, p222, 7.2.9, p221.)

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Federations can move over friendly federations to reach their destination, but they cannot stop on the same co-ordinate as another federation. In this case the federation will stop on a co-ordinate close to the other federation as possible.

## 7.2.7 Long-Range Combat

Troops who have long-range fighting ability (see 'LR' in the army table) can participate in long-range combat.

### Preconditions:

- An enemy federation fired upon must be within the given range ('RG' in the army table)
- The line of sight may not be disrupted by villages, forests, hills or bushes (see 7.2.2.1., p185)
- If a friendly federation is between the firing federation and the enemy then the firing federation can only shoot if the friendly federation is at least one altitude value lower than its own co-ordinate. The only exception here is if the federation is shooting against fortress walls, as in this case it shoots over the heads of the troops in any federations.
- The shooting federation may not be involved in hand-to-hand combat at the beginning of the half-round.

Long-Range combat points are calculated as follows:

$$\frac{LR \times EF \times Men \times z(1.3)}{1500}$$

LR: Long range factor (see army table)  
 EF: Experience factor  
 Men: Head-count  
 z(1.3): Random number between 1 and 3

### Notes:

The combat points at the end of all calculations show the number of soldiers the enemy will lose to the long range fire.

The formation a federation is marching in and the formation of the enemy target influences the result of long range combat. Different formations affect the number of soldiers exposed to enemy fire, and the number of soldiers able to fire directly at an opponent.

Firing Federation			
Formation	Infantry	Cavalry	Artillery
Column	40%	40%	100%
Line	80%	80%	---
Skirmish	100%	100%	---
Square	20%	---	---
Flight	0%	0%	0%

### Example:

Only 40% of an infantry federation marching in column can fire at the enemy.

Target Federation			
Formation	Infantry	Cavalry	Artillery
Column	100%	85%	80%
Line	80%	75%	---
Skirmish	50%	40%	---
Square	100%	---	---
Flight	100%	90%	100%

### Example:

Only 80% of infantry federation advancing in line are exposed to enemy fire.

The distance of the enemy federation also influences the result:

Distance	Infantry/Cavalry	Artillery (La, Ha, Ma)
1	100%	250%
2	80%	200%

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3	50%	150%
4	50%	100%
5	50%	75%
6 and more	35%	75%

## Example:

*If artillery are engaged with an enemy federation at a range of one co-ordinate they will attack with 250% ( x 2.5) total fire power.*

The result will also be influenced by the terrain the enemy is on:

Terrain	%
Clear	100%
Forest	60%
Bushes	80%
Village	50%
Fort. wall	---
River, bridge	125%

## Example:

*Only 60% of an enemy federation situated on forest terrain will be exposed to your fire.*

## Other modifications:

- Cavalry that are Armoured (Cuirassiers - army table: Cu) have 30% fewer casualties.
- Troops that have moved during the half-round only shoot with 75% effectiveness.
- Artillery that has moved during the same half-round or the one before cannot have any long-range combat
- Troops that are engaged in a hand-to-hand combat after a flight cannot be shot at

In every half-round there is the following long-range combat:

### 7.2.7.1 Defensive Fire

Defensive fire occurs when a federation shoots at any enemy federation in its line of sight.

In the first half-round army B will shoot its defensive fire and in the second half-round army A will have its defensive fire.

Defensive fire has an effectiveness of only 75%.



## 7.2.7.2 Offensive fire

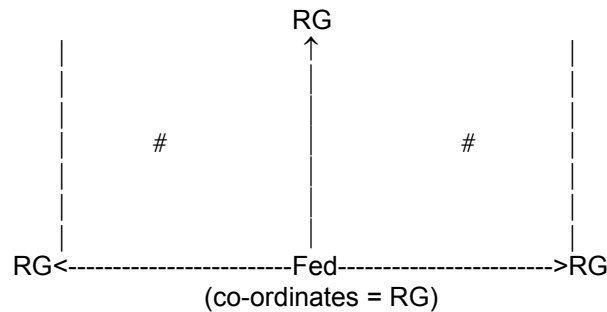
The offensive fire will be carried out by army A in the first half-round and by army B in the second half-round.

The federation will shoot at any federation in its line of sight. Offensive fire has an effectiveness of 100%, but if the firing federation has moved it will only have an effectiveness of 75%.

### 7.2.7.3 Long range combat - effective firing range

To calculate the range (in co-ordinates) of firing federations draw out the RG (see army tables) in co-ordinates to the West, East and directly North of the federation. Then form two 'firing squares' by drawing equal lines from these points. This will represent the federations effective firing range.

The following diagram will show the effective firing range of federations involved in long range combat.



All enemy federations within the 'firing squares' marked with a '#' will be within range.

#### Example:

*A federation of riflemen would be able to fire at enemy federations, in line of sight, within two 'firing squares' measuring 8 x 8 co-ordinates from either side and in front of it.*

#### Notes:

When drawing out the 'firing squares' do not include the co-ordinate where the firing federation is situated. Measure from the co-ordinates at either side and directly in front of the firing federation.

## 7.2.8 Hand-to-Hand Combat

If two enemy federations are on either horizontally or vertically adjacent co-ordinates (i.e. North, South, East and West) they will engage in hand-to-hand combat.

Federations engaged in hand-to-hand combat cannot shoot, be shot at or move unless they flee.

If more than one enemy federation is on an adjacent co-ordinate your federation can only fight with one of them per half-round(see 7.2.4., p198).

Two federations can only engage in hand to hand combat if both are able to enter the other's co-ordinate's terrain type (see 7.2.6., p212). That means that a cavalry federation cannot engage in hand to hand combat with an infantry federation which is in a village. However, they can engage in long range combat with the appropriate penalties (see 7.2.7., p214).

### Combat points:

The basic calculation for hand-to-hand combat points is :

$$\frac{HC \times EF \times Men \times z(1.3)}{1500}$$

HC: Hand-to-Hand combat factor  
 EF: Experience factor  
 Men: Head-count  
 z(1.3): Random number between 1 and 3

The following conditions modify the above result:

Firing federation's formation:

Formation	Infantry	Cavalry	Artillery
Column	100%	100%	100%
Line	60%	60% <sup>8</sup>	---
Skirmishing	40%	40%	---
Square:	35%	---	---
Flight:	40%	40%	40%

### Example:

Only 60% of an infantry federation advancing in line would engage the enemy federation in hand to hand combat.

### Other modifications:

-light cavalry<sup>9</sup> (LC under 'Troop Specifications' on the Army Table) have 35% less effectiveness against infantry in forests; all other cavalry cannot enter forests

-light cavalry has 20% less effectiveness against infantry in bushes

-all other cavalry has 30% less effectiveness against infantry in bushes

-heavy cavalry has 15% less effectiveness against light cavalry

-all infantry suffer 20% fewer casualties when in a village

-cavalry with lances<sup>10</sup> have 20% less effectiveness against other cavalry

<sup>8</sup>**Exception:** A cavalry federation equipped with lances fighting in a line formation will have an effectiveness of 200% against an infantry federation.

<sup>9</sup>Troop Types that are Light Cavalry have 'Lc' in the column 'Troop Specification' on the Army Tables.

<sup>10</sup>Cavalry troops that are equipped with lances have 'Lr' in the column 'Troop Specification' on the Army Tables.

- cavalry has 80% less effectiveness against infantry and artillery in entrenchment's
- infantry has 60% less effectiveness against other infantry or artillery in entrenchment's
- if one federation is on higher terrain than another it has 10% more effectiveness

When skirmishing federations engage in hand-to-hand combat they will try to change into a column formation.  
The chance of success is:

$$(EF \times 10\%) - 30\%$$

**Example:**

*A federation of riflemen, with an experience factor of 5 (see simulated battle set-up or report), in skirmish order would have a 20% chance of forming a column.*

$$\begin{aligned} & (5 \times 10\%) - 30\% \\ \Rightarrow & 50\% - 30\% \\ = & 20\% \end{aligned}$$

### 7.2.9 Morale

There are different situations when a federation's morale will be checked:

### 7.2.9.1 Morale Check Calculation

The basic morale check calculation is as follows:

$$\text{moral\%} = 50 + (\text{EF} \times 5)$$

EF: experience factor of the federation as modified below.

The program will create a random number between 0-100%, and if the random number is less than the result of the above calculation then the federation has passed the morale check.

#### **Modifications to EF for Morale Checks:**

The EF of a federation undergoing a morale check will be decreased by the following value for the morale check only:

$$\frac{\text{morale level of the army}\%^{11}}{20\%}$$

#### **Example:**

*An infantry federation with an experience factor (EF) of 5 has to make a moral check. The army moral is at 40%.*

$$40\% \div 20\% = 2$$

*Then use the moral formula adding in the modification to the federations EF:*

$$50 + ((5 - 2) \times 5) = 15$$

$$50 + 15 = 65\%$$

*The infantry federation would make the moral check only if the random percentage that is generated by the program was less than 65%.*

(The result of the above calculation is always rounded up to a whole number.)

The EF of a federation undergoing a morale check will also be raised by 1 if the commander is within line of sight and within his area of influence (see 7.2.10., p228)

<sup>11</sup>The morale level of the army increases as federations are destroyed or flee the field of battle (see 7.2.12.2).

## 7.2.9.2 Morale Check Before An Attack

If a federation meets an enemy during movement it will undergo morale checks in the following order:

Morale check modification for an attacking federation:

Attacker	Defender	Result
Infantry	Infantry	morale check
Infantry	Cavalry	morale check - 20%
Infantry	Artillery	morale check - 10%
Cavalry	Infantry	morale check, then the form square check will be performed
Cavalry	Cavalry	morale check
Cavalry	Artillery	morale check

If the federation passes the check then it will attack the enemy. If it fails then it will not move in that half-round. Artillery will not attack an enemy federation in hand-to-hand combat, and will stop two co-ordinates from the enemy.

If cavalry attack infantry, then the infantry will attempt to form a square, if such a formation is available to them (see army tables). The infantry first have a morale check at -10% to form the square. If this is passed then the troops will form the square. The cavalry will then have to penetrate the square formation by making a morale check at -35%. If the cavalry pass the check then they will attack the infantry federation and the infantry will flee. If the cavalry fail this test then they will remain two co-ordinates from the enemy and will flee.

### 7.2.9.3 Morale Check Because of High Losses

If a federation takes substantial losses during one half-round then the federation will have to undergo a morale check or flee.

Losses	Check
2.5%	morale check
5.10%	morale check -10%
over 10%	morale check -20%



### 7.2.9.4 Death of the Commander

If the commander of an army is killed or does not take part in the battle (see 7.2.10., p228), then all federations must undergo a morale check at -10%.

### 7.2.9.5 Escape and Evasion

Federations which fail their morale check (see 7.2.9., p221) will flee. They will move directly backwards towards their set-up-area and will not start any hand-to-hand combat or long-range combat. If they meet any enemy federations during their flight they will stop 2 co-ordinates away from them. Fleeing federations move with 60% of their Mps every half-round, which means they are about 20% faster than other federations. Fleeing troops can reform and rejoin the battle (see 7.2.9.6., p227).

Fleeing troops will not leave the battlefield until round 15.

### 7.2.9.6 Morale Check to Reform after Flight

A fleeing federation has a morale check at -60% every half-round to see if it will rejoin the fight.

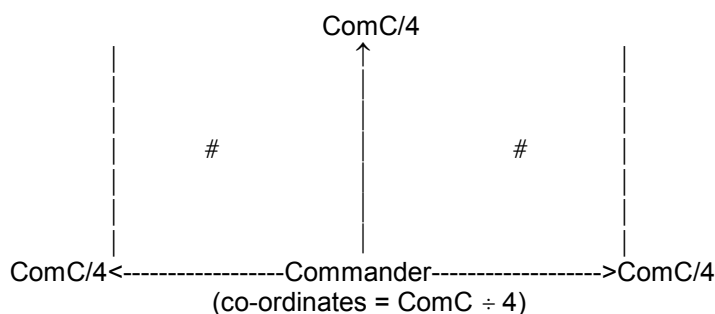
## 7.2.10 The Commander

If an army has one or more commanders the one with the greatest ComC<sup>12</sup> will command your troops.

Write the federation number the commander is to be incorporated into on the box provided on simulated battle turn sheet.

To calculate the commanders 'area of influence' (in co-ordinates) measure and draw out the ComC/4 in co-ordinates to the West, East and directly North of the federation. Then form two 'areas of influence' by drawing equal lines from these points. These squares will represent the commanders area of influence.

The following diagram will show the 'area of influence' of a commander involved in a simulated battle.



### Example:

*Commanders with a maximum ComC of 20 will have an 'area of influence' measuring 5 x 5 co-ordinates from either side and in front of them.*

The commander will raise all EF of friendly federations within the 'area of influence' marked on the above diagram with a '#'.

The commander will raise by one the EF of a federation undergoing a morale check, in a simulated battle, if the federation is in the line of sight and not outside his 'area of influence'.

### Notes:

When drawing out the 'area of influence' do not include the co-ordinate where the commander is situated. Measure from the co-ordinates at either side and directly in front of the commander.

If the commander's federation is being shot at then there is a 1% chance of the commander being killed.

If the commander is killed then all federations must undergo a morale check at -10% or flee.

If the commander is not allocated a federation number (see [7.2.3.4.](#), p193) then they will not take part in the battle and your army will lose moral (see [7.2.9.4.](#), p225) before the battle begins.

If your army is victorious then your commander's ComC will rise by 2 to 4 points. If your commander did not take part in the battle, his ComC will not be raised.

<sup>12</sup>Command Capability (see turn report for each Commander's 'ComC').

### 7.2.11 Fortresses and Defensive Installations

Fortresses and other defensive installations can play a large part in Simulated Battles in Austerlitz, and are important in the long term defence of depots and strategically important territory. However, even if you have a fortress on the co-ordinate, it is not guaranteed to appear on the simulated battle map.

### 7.2.11.1 .....Fortresses

If one nation owns a fortress on the battlefield then the owner places his armies in set-up area A (see 7.2.2.2., p186). The owner will have the following advantages:

Fortress	Advantage
Small fortress	Small wall Strength 100 + 10 entrenchment's
Medium fortress	Strength 350 fortress wall + 5 entrenchment's
Large fortress	Strength 500 fortress wall + 10 entrenchment's

These entrenchment's may only be dug in your own set-up-area. The co-ordinates of the fortress entrenchment's are entered in the boxes at the top of the simulated battle turn sheet. You will always get any entrenchment's, you are entitled to, even if there is no fortress appears on the battle map.

The fortress is 3 x 3 co-ordinates, with a courtyard that has one strategic point. You cannot set up more than one federation in the courtyard and no federations can be set up on the walls.

## 7.2.11.1.1 ..... Destroying Fortress Walls

A fortress wall can only be destroyed by artillery and pioneers.

-If an artillery federation shoots at a fortress wall then that wall will lose the following strength:

$$\frac{EF \times LR \times Men \times z(1.3)}{1500}$$

=> x Number of battalions in the federation

-If pioneer federations are next to the fortress wall then they will try to destroy it. The chance of success will be:

$$EF \times 5\%$$

If the federation manages to blow the wall up there is a 10% chance that the wall will be destroyed completely. In the other case it will lose between 25 and 75 points of strength.

If the wall-points are eliminated then the wall is destroyed and enemy troops can enter.

## 7.2.11.2 .....Entrenchment's

Entrenchment's are either placed in a start-up area if a nation has a fortress, or are built by pioneer federations during the battle.

### **Preconditions:**

- the federation must be following order no. 36 (see 7.2.5., p199)
- the federation must have reached destination 1 or 2 (see 7.2.5.3., p208)
- the federation will stay on that co-ordinate for three rounds and if the federation was not engaged in hand to hand combat then an entrenchment will have been built
- if the federation is on destination 1 then it will try to move to destination 2 and build an entrenchment there too.
- an entrenchment can only be built on clear terrain '.'
- entrenchment's built before the battle has started may only be built within the own set-up-area and only if you own a fortress
- a pioneer entrenchment can only be built in that half of the map where you have your set-up-area:

army A:	x 1 to 45/y 1 to 20
army B:	x 1 to 45/y 21 to 40

### **An entrenchment will give you the following advantages:**

- infantry and artillery in entrenchment's suffer 60% fewer casualties against infantry in hand-to-hand combat
- infantry and artillery suffer 80% fewer casualties against cavalry in hand-to-hand combat.
- infantry and artillery suffer 50% fewer casualties from enemy long range fire, including artillery.

Entrenchment's can be destroyed if a pioneer federation is next to an entrenchment. The chance of this happening is :

EF x 5% per half-round



## 7.2.11.3..... Pontoon Bridges

River crossing takes a lot of time (see 7.2.6., p212). To make it faster and easier you can build pontoon bridges over rivers with your pioneer federations.

### **Preconditions:**

*-the federation must follow order no. 37 (see 7.2.5., p199)*

*-the federation must have reached destination 1 or 2 (see 7.2.5.3., p208)*

*-the federation must stay there for three rounds without engaging in hand-to-hand combat, at which point a pontoon bridge will be built over a vertically or horizontally adjacent river co-ordinate.*

*-if the federation is on destination 1 it will try to reach destination 2 and build a pontoon bridge there too.*

*-pontoon bridges can only be built in that half of the map that contains your set-up-area:*

army A:	x 1 to 45/y 1 to 20
army B:	x 1 to 45/y 21 to 40

Pontoon bridges have the advantage that troops only need 4 Mps to cross over it.

Pontoon bridges can be destroyed by pioneer federations with a chance of:

EF x 7.5% per half-round

## 7.2.12 Winning Simulated Battles

A simulated battle can be won in two ways:

### 7.2.12.1..... Capture of Strategic Points

If an army occupies two of its own and two enemy strategic points then it has won the battle.

### 7.2.12.2 .....Victory by Morale

Each army has a morale level which depends on its dropped out federations (federations which have retreated from the battle) and their experience factor.

At the beginning of a battle the morale of both armies will be totalled by adding together the experience factor of all deployed federations.

Federations that are not deployed count as 'drop-out' federations with an experience factor of 6 during the entire battle.

The morale level of an army is a percentage that measures the strength of the army that has left the battlefield or been destroyed.

As more and more federations drop out of the battle then the morale level of the army will rise according to the following calculation:

$$\text{Level\%} = (\text{total EF of all dropped out federations.}) / (\text{level at the begin of the battle})$$

If one army's level is 40% higher than the other then it has lost the battle.

A federation counts as dropped out when:

-it was completely destroyed

-it is fleeing

## 7.2.12.3..... The Aftermath of Victory

If one side wins then all enemy federations will begin to flee from the battlefield. The battle will go on until all losing federations have fled the battlefield.

The battalions of the winning army have a 10% chance of their experience level rising, though the level cannot rise more than 2 points greater than the experience level attainable through training (see army tables column 'EF').

The command capability of the victorious commander will rise by 2 to 4 points.

If the loser owned a fortress on the battlefield there is an 80% chance that its fortress level will sink by 1.

The co-ordinate where the battle took place will be awarded to the winner, although there are some exceptions (see 6.4.1.6., p50).

The losing army will take extra casualties, on top of those suffered in the battle, when it flees the field.

### 7.2.13 Drawing Simulated Battles

If neither side wins a conclusive victory then the Simulated Battle is drawn. Both sides retire to their starting positions.

If either side wishes to continue the battle they must move their army in direction 9 distance 1, i.e. remain stationary (see 6.3.7.2., p113). There is a 50% chance of the sides re-engaging.



A complete summary of each federation before the battle is given. This allows a first look at the enemy's battle tactics and distribution of their army.

<b>Fd</b>	<b>x/ y</b>	<b>Ty</b>	<b>Od</b>	<b>F</b>	<b>Men</b>	<b>EF</b>
<b>1</b>	<b>16/ 9</b>	<b>GR</b>	<b>11</b>	<b>*</b>	<b>1582</b>	<b>8.0</b>
<b>6</b>	<b>33/10</b>	<b>GR</b>	<b>33</b>	<b>*</b>	<b>1582</b>	<b>8.0</b>

**Fd-** Federation

**x/y-** Current Co-ordinate

**Ty-** Type of Troops

**Od-** Order the federation will follow at the start of the battle

**F-** Formation (Not relevant) at Initial Deployment

**Men-** Number of men in Federation.

**EF-** Experience factor. The Experience factor can be fractional, for example 7.5, if two battalions with different experience factors are merged together to form the federation.



### 7.2.14.1The Battle Round

Round: 23      Morale level: A: 14 %      B: 9 %

Federations of Spain (underlined see 7.2.2.2., p186)																																													
Fd	x/	y	Ty	Od	F	Men	G1	G2	Fd	x/	y	Ty	Od	F	Men	G1	G2	Fd	x/	y	Ty	Od	F	Men	G1	G2	Fd	x/	y	Ty	Od	F	Men	G1	G2										
1	20/26	Gr	11			K	1279	0	2	24/25	GR	11			K	2117	37-37	3	35/31	GR	11			K	1164	0	4	34/28	GR	11			K	1222	0	5	32/29	GR	53	K	624	0	-54		
6	32/31	GR	11			K	1350	-20	20	8	5/36	Li	11			K	1582	0	9	23/33	Ln	11			K	416	-39>39	10	24/28	Ln	11			K	147	-24	11	34/31	Ln	57	K	1577	0		
12	22/6	Ln	33			K	1582	0	0	13	21/27	Ln	11			K	1008	0-38	15	21/7	Ln	33			K	1582	0	16	26/30	Ln	11			K	319	-24	24	17	30/18	Ln	53	K	1582	0	0
18	30/26	Rm	42	1			491	0=54	20	30/41	Pi	36	K	1582	0	0	21	23/4	Pi	36	K	1582	0	0	22	26/3	Pi	36	K	1582	0	0	23	23/37	Rm	41	P	1582	0	0					
24	6/36	Rm	57			P	1582	0	0	25	33/30	Rm	41	P	1253	0	0	26	4/36	Rm	53	K	1582	0	0	27	25/27	Pi	11	K	1059	-38	37	28	5/39	Rm	44	P	1100	0=54					
29	30/26	Rm	11			P	187	53	22	30/13	Rm	13	P	1582	0	0	31	28/3	Rm	33	K	1582	0	0	32	22/31	Rm	11	K	320	-14	38	33	31/27	Rm	11	K	1108	53	-35					
34	34/32	Rm	11			P	919	55	35	35/29	Rm	11	K	1000	0	0	36	26/3	Rm	33	K	1582	0	0	37	29/3	Rm	33	K	1582	0	0	38	33/1	Rm	33	K	1582	0	0					
39	4/37	Rm	42			P	1582	0	0	40	6/37	Rm	48			P	1582	0	0	41	3/40	Cu	58	K	1582	0	0	42	2/40	Cu	51	K	1582	0	0	43	1/40	Cu	52	K	1582	0	0		
44	34/30	Dr	11			K	1565	0	0	45	24/27	Dr	57	L	1468	0	0	46	24/29	Dr	11	K	1367	-0	18	47	2/39	Hu	11	P	1582	0	0	48	23/29	Hu	43	K	1304	26	38				
49	3/39	Hu	47			K	1582	0	0	50	33/31	Hu	43	K	1426	55	15	51	35/30	Hu	57	L	1574	0	0	52	14/23	La	33			1582	-13	-38	53	13/24	La	33			1582	-12	38		
54	11/25	La	33			K	1582	-8	8	55	10/26	La	33			1582	-12	-8	56	42/28	Ma	33			1582	46	28																		

Federations of France																																											
Fd	x/	y	Ty	Od	F	Men	G1	G2	Fd	x/	y	Ty	Od	F	Men	G1	G2	Fd	x/	y	Ty	Od	F	Men	G1	G2	Fd	x/	y	Ty	Od	F	Men	G1	G2								
1	28/34	Ha	33			1592-	9.28		2	30/33	Ha	33			1592-	2-2		3	31/33	Ma	33			1593-	2.10		4	24/36	Ma	33			1512	0	0	5	31/31	Gr	33	k	1569	33	6
6	24/35	Ln	33	k		1249	0-9		7	31/37	Ln	33	k		1589	0	0	8	21/35	Ma	33	k		162	0-9		9	28/32	Ti	33	k		1593	28.29		10	27/33	Ti	33	k	1592-	9	0
11	31/32	Ti	33	p		1552-	6.45		12	21/38	Ti	33	f		818-	9	0	13	25/34	Gr	33	k		1360-48-	9		14	26/33	Gr	33	k		1449.48	0		15	29/32	Gr	33	k	1593	0	0
16	23/35	Ti	33	k		149	0	0	18	25/32	Ti	33	k		899-46-	9		19	33/35	Ti	33	k		815	0	0	20	32/32	Ti	33	k		1237=	6	6	21	33/33	Ti	33	k	974	0	0
22	30/31	Ti	33	k		1567-	2.28		23	30/32	Ti	33	k		1592	0	0	24	26/31	Ti	33	p		1232=16	16	0	25	27/32	Ti	33	k		1592.28.29			26	26/32	Ti	33	k	1481.32.48		
27	31/36	Ti	33	p		1592	0	0	28	33/38	Ti	33	p		1474	0	0	29	31/34	Ti	33	p		1593	0	0	30	31/35	Ti	33	p		1586	0	0	31	28/33	Ti	33	p	1591.28.28		
32	28/35	Ti	33	p		1593-	9.32		33	28/36	Ti	33	p		1592.48-	9		34	28/37	Ti	33	p		1592.32-	9		35	27/31	Ti	33	k		1521	14.29		36	28/31	Ti	33	k	1542	28.28	
37	29/31	Ti	33	k		1574-	2.28		38	24/33	Ti	33	f		228-	9	9	39	23/34	Ti	33	k		531=	9=9		40	29/35	Ti	33	p		1591	0	0	41	30/34	Ti	33	k	1591	0-27	
42	23/36	Ti	33	k		966	0	0	43	25/35	Ti	33	k		1349	0-9		44	25/36	Ti	33	k		1592	0	0	45	32/34	Ti	33	k		1311	0	0	46	32/35	Ti	33	k	1143	0	0
47	32/36	Ti	33	k		1363	0	0	48	32/37	Ti	33	k		1594	0	0	49	32/38	Ti	33	k		1592	0	0	50	30/38	Ti	33	k		1591	0	0	51	27/34	Ti	33	k	1593	0	0
52	27/35	Ti	33	k		1588.32	0		53	29/33	Ti	33	f		900	29	0	54	31/30	Ti	33	f		1324	0>28		55	33/32	Ti	33	k		316	34	50	56	30/35	Ti	33	p	1591	0	0

At the top of each battle round's report the morale level of both sides is given.

This begins at 0%, and increases as federations route and flee the battlefield, and strategic points are captured.

If one side's commander is killed then the army's morale becomes 100% and the troops begin to flee the battlefield.

A complete summary of each federation's actions during each round of the battle is given.

Fd	x/ y	Ty	Od	F	Men	G1	G2
1	20/26	GR	11	k	1279	0	0
6	32/31	GR	11	f	1350	=20	20

**Fd** Federation  
**x/y** Current Co-ordinate  
**Ty** Type of Troops  
**Od** Order the federation is currently following  
**F** Current Formation:

Letter (Capitalised for Cavalry)	Formation
k	Column
l	Line
p	Skirmish
#	Square
f	Flight!

**Men** Number of men remaining in Federation. This reflects the number of casualties taken during the round.  
**G1** Activity in first Half Round of Combat  
**G2** Activity in second Half Round of Combat

Symbol	Explanation
Blank	Involved in Hand-to-Hand combat with enemy federation
-	Long Range Fire on enemy federation
=	Hand-to-Hand combat and Long Range Fire with the same enemy federation.
>	Hand-to-Hand combat with same enemy federation as the last half-round, Long Range Fire with enemy federation

In the example above, Federation 6 of the Spanish army was engaged with the French federation 20 in both hand-to-hand combat and long range fire in the first half-round, and then only hand-to-hand in the second. However, due to the combined attack from the French Grenadiers and Tirailleurs in federations 5, 11 and 20, the federation's morale has failed and it is beginning to flee from the battlefield.

Also from the example, Federation 1 was holding station until an enemy presented itself within its movement distance.

When a federation flees the battlefield it no longer appears on the battle report.

## 7.2.14.2 Battle Summary

At the end of the Simulated Battle a Summary is printed which gives the result of the battle, together with the losses taken by both sides. The remaining federations of both sides are also listed, with the number of men remaining in each.

A U S T E R L I T Z                      Simulated battle No.     32  
the Rise of the Eagle     Month: February   1809 A.D. Game: AU- 10

The Battle ends Undecided

Remaining army of Spain     (Losses : 22177 )

Field Marshal Y. CUESTA             (Command Capability of 18)

Battalion Federations of Spain

Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF	Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF	Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF
1	GR	640	8	640	8	---	-	---	-	2	GR	79	8	79	8	---	-	---	-	3	GR	582	8	582	8	---	-	---	-
4	GR	611	8	611	8	---	-	---	-	5	GR	310	8	310	8	---	-	---	-	6	GR	675	8	675	8	---	-	---	-
7	--	0	0	0	0	---	-	---	-	8	Li	791	6	791	7	---	-	---	-	9	Ln	118	6	118	6	---	-	---	-
10	Ln	24	6	24	6	---	-	---	-	11	Ln	789	6	789	6	---	-	---	-	12	Ln	791	6	791	6	---	-	---	-
13	Ln	504	6	504	6	---	-	---	-	14	--	0	0	0	0	---	-	---	-	15	Ln	791	4	791	4	---	-	---	-
16	--	0	0	0	0	---	-	---	-	17	Ln	791	4	791	4	---	-	---	-	18	Ln	199	4	199	4	---	-	---	-
19	--	0	0	0	0	---	-	---	-	20	Pi	791	6	791	6	---	-	---	-	21	Pi	791	6	791	6	---	-	---	-
22	Pi	791	6	791	6	---	-	---	-	23	Rm	791	7	791	7	---	-	---	-	24	Rm	791	7	791	7	---	-	---	-
25	Rm	616	7	616	7	---	-	---	-	26	Rm	791	7	791	7	---	-	---	-	27	Rm	522	6	522	6	---	-	---	-
28	Rm	507	6	507	5	---	-	---	-	29	Rm	79	5	79	5	---	-	---	-	30	Rm	791	5	791	5	---	-	---	-
31	Rm	791	5	791	5	---	-	---	-	32	Rm	128	5	128	4	---	-	---	-	33	Rm	325	4	325	4	---	-	---	-
34	Rm	408	4	408	4	---	-	---	-	35	Rm	500	4	500	4	---	-	---	-	36	Rm	791	4	791	4	---	-	---	-
37	Rm	791	4	791	4	---	-	---	-	38	Rm	791	4	791	4	---	-	---	-	39	Rm	791	4	791	4	---	-	---	-
40	Rm	791	4	791	4	---	-	---	-	41	Cu	791	8	791	8	---	-	---	-	42	Cu	791	8	791	8	---	-	---	-
43	Cu	791	8	791	8	---	-	---	-	44	Dr	776	7	776	7	---	-	---	-	45	Dr	678	7	678	7	---	-	---	-
46	Dr	670	7	670	7	---	-	---	-	47	Hu	791	7	791	7	---	-	---	-	48	Hu	634	7	634	4	---	-	---	-
49	Hu	791	4	791	4	---	-	---	-	50	Hu	691	4	691	7	---	-	---	-	51	Uh	787	7	787	7	---	-	---	-
52	La	791	6	791	6	---	-	---	-	53	La	791	6	791	6	---	-	---	-	54	La	791	6	791	6	---	-	---	-
55	La	791	6	791	6	---	-	---	-	56	Ma	791	7	791	7	---	-	---	-										

Remaining army of France     (Losses : 16134 )

Colonel KELLERMANN             (Command Capability of 4)

Battalion Federations of France

Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF	Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF	Fd	Type	Men	EF	Men	EF	Men	EF	Men	EF
1	Ln	625	7	625	7	---	-	---	-	2	Ln	794	7	795	3	---	-	---	-	3	Gr	782	7	783	7	---	-	---	-
4	Gr	678	3	678	3	---	-	---	-	5	Gr	724	3	724	3	---	-	---	-	6	Gr	797	3	796	3	---	-	---	-
7	--	0	0	0	0	---	-	---	-	8	Ti	797	7	796	7	---	-	---	-	9	Ti	797	7	795	7	---	-	---	-
10	Ti	770	7	770	7	---	-	---	-	11	Ti	368	7	368	7	---	-	---	-	12	--	0	0	0	0	---	-	---	-
13	Ti	681	5	681	5	---	-	---	-	14	Ti	429	5	429	5	---	-	---	-	15	Ti	297	5	297	4	---	-	---	-
16	Ti	591	4	593	4	---	-	---	-	17	Ti	487	4	487	4	---	-	---	-	18	Ti	781	4	781	4	---	-	---	-
19	Ti	797	4	795	4	---	-	---	-	20	Ti	512	4	510	4	---	-	---	-	21	Ti	797	4	795	4	---	-	---	-
22	Ti	741	4	740	4	---	-	---	-	23	Ti	795	4	797	4	---	-	---	-	24	Ti	706	4	705	4	---	-	---	-
25	Ti	796	4	797	4	---	-	---	-	26	Ti	794	4	792	4	---	-	---	-	27	Ti	796	4	795	4	---	-	---	-
28	Ti	796	4	797	4	---	-	---	-	29	Ti	796	4	796	4	---	-	---	-	30	Ti	795	4	797	4	---	-	---	-
31	Ti	752	4	753	4	---	-	---	-	32	Ti	767	4	767	4	---	-	---	-	33	Ti	782	4	782	4	---	-	---	-
34	Ti	62	4	62	4	---	-	---	-	35	Ti	195	4	195	4	---	-	---	-	36	Ti	796	4	795	4	---	-	---	-
37	Ti	795	4	796	3	---	-	---	-	38	Ti	428	3	429	3	---	-	---	-	39	Ti	645	3	645	3	---	-	---	-
40	Ti	795	3	797	3	---	-	---	-	41	Ti	656	3	655	3	---	-	---	-	42	Ti	572	3	571	3	---	-	---	-
43	Ti	668	3	669	3	---	-	---	-	44	Ti	797	3	797	3	---	-	---	-	45	Ti	796	3	796	3	---	-	---	-
46	Ti	795	3	796	3	---	-	---	-	47	Ti	796	3	797	3	---	-	---	-	48	Ti	795	3	793	3	---	-	---	-
49	Ti	438	3	437	3	---	-	---	-	50	Ti	635	3	637	3	---	-	---	-	51	Ti	85	3	85	3	---	-	---	-
52	Ti	796	3	795	3	---	-	---	-	53	Ha	795	7	797	7	---	-	---	-	54	Ha	796	6	796	6	---	-	---	-
55	Ma	796	7	797	7	---	-	---	-	56	Ma	757	3	755	3	---	-	---	-										

### 7.2.14.3 Simulated Battle Tactics and Tips

This section will provide some simple tactics and tips for use in simulated battles. However, these are only guidelines and it is up to every player to decide which, if any, of these tactics should be used.

It is worth spending some time when you receive your simulated battle set-up getting to know the troops that you and your opponent are deploying. Study your opponents army as much as you do your own, try to put yourself in his position and decide how you would fight the battle if you were the enemy. The knowledge gained from this should provide you with clear options and plans of your own, to cover all eventualities.

Altitude levels can be extremely useful in several different ways. When you receive the simulated battle set-up it is a good idea to colour the different altitude levels on the map with coloured pencils (light colours for low terrain and darker colours for high terrain). Now when you study the map the different colours will enable you to see more clearly the valleys, hills, and strategic areas.

#### **Altitude Notes:**

Hills or high altitudes are perfect for providing tiered defensive positions, as troops stationed on higher altitudes can fire over the heads of those situated on a lower altitude (see 7.2.7., p214) directly in front of them.

Artillery federations placed on high altitudes within range of the enemy positions (see 7.2.7.3., p218), can provide covering fire for advancing federations, and pound enemy defences. As a result some of the enemy federations might lose moral and flee before your advancing federations even fire a shot at them.

Defensive positions placed on long sloping hills can provide an extra couple of rounds of long range fire, as the enemy federations use up valuable movement points to climb the hill.

Study the terrain carefully as it can be of great benefit when setting up defensive positions or finding the best avenues of attack.

#### **Terrain Notes:**

Infantry placed in entrenchment's, woods, villages and bushes suffer less casualties and are less likely to lose moral and flee due to high casualty rates (see 7.2.9.3., p224).

Experienced federations placed in entrenchment's can prove very difficult to defeat.

If you are planning to attack you must study the terrain carefully, and work out exactly how many rounds it will take for every troop type to cross to a certain point (i.e. artillery is very slow, some infantry move faster than others and cavalry are very quick).

It will take federations moving through woods, bushes, villages and rivers longer to get to a specific point than it would federations moving over clear terrain (see 7.2.6., p212). If you do not take the time to work these handicaps into your federation movements you may find that your massed attack turns into a trickle of federations arriving a couple of rounds apart (see army notes below). The latter scenario provides defensive federations with a tremendous advantage, as they are only fighting a small amount of your attacking force at any one time. Advancing federations can suffer significantly less casualties and get closer to enemy positions by moving through woods or emerging from behind a hill.

The size of an army can be important in simulated battles, although experience and quality are what really count. Untrained federations can simply lose moral and flee as soon as they are fired upon and poor quality troops don't have the necessary skill to be an important factor.

#### **Attacking Tactics (see also terrain and altitude notes:)**

Before attacking you should decide on a strategy that best suits your army. This could be to capture two strategic points or simply to inflict a high number of casualties on the enemy federations and morally defeating them (see 7.2.12.2., p236).

When attacking, a general rule that may be followed is to attack in strength. A 'half hearted' attack has less chance of success and a higher number of casualties may be taken.

To support an attack it is good practice to place any artillery federations you may have on high ground overlooking the enemy deployment area and strategic points. Allow the artillery time to reach their destination and pour a couple of rounds of fire onto the enemy positions before the main assault.

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A combined attack in strength on a small front might provide the important break through and secure a route by having local superiority or by capturing a strategic point. Cavalry with their high Hand-to-Hand combat skill, used in support of an infantry thrust, can be very effective when using this strategy.

Clouds of advancing skirmish federations can inflict a steady stream of casualties on the enemy lines that could gradually weaken them for the main assault. Order thirteen, distance 5 (see [7.2.5.](#) , p199) is a good tactic which will keep skirmishers at their optimum firing range. Remember to delay the attack until the skirmishers and artillery have done their job.

Cavalry attacking from the flanks can provide a diversion by opening a second or third front. In so doing they can provide relief for the federations attacking on the main front.

Elite troops (even numbered troop types) are expensive to rebuild or replace, so don't waste them by throwing them at enemy lines unsupported. Remember, with their high experience they will fight till virtually the last man.

Federations attacking in line will inflict heavy casualties on enemy federations in column (see [7.2.7.](#) , p214).

## Example:

e	e	e	e	P	e	e			e	P	e	e			e	e						
e	e	e	e	e	e	e	e			e	e			e	e							
		e	e	e	e	e	e	e		e		e		e								
							e	e	e	e	e	e	e	e								
																						a
							s		s		s		s		s							a
							s		s		s		s		s							a
c	c						g	g	g	g	g	g	g	g	g	g					a	a
c	c							g	g	g	g	g	g	g	g	g	g			a	a	
c	c								g	g	g	g	g	g	g	g	g	g		a		
c	c																					

'e' = enemy federations      's' = skirmishers      'g' = infantry      'c' = cavalry      'a' = artillery  
'shaded areas' = bushes      'P' = strategic points

The example above represents an ideal attacking scenario, although you might never encounter such a situation, this could be used as a basis for most attacks.

*The skirmishers are waiting, in bushes, for the other federations of slower infantry to arrive meanwhile they are firing at the enemy line. When the artillery and infantry eventually arrive, don't attack for a couple of rounds, so giving the artillery time to set up on high ground and fire at the enemy. When the main thrust is ready to advance, move the infantry several rounds (depending on the terrain) before the skirmishers (see [7.2.6.](#) , p212), allowing them to get ahead of the skirmish line (see [7.2.6.](#) , p212). The cavalry, with a predetermined order (see [7.2.5.4.](#) , p209), can either delay their attack till the main force meets the enemy and then attack a flank, or join in the main thrust to help punch a hole in the enemy lines.*

Remember that there is more chance of losing a battle if you employ the wrong attacking tactics.

**Defensive Tactics (see also terrain and altitude notes):**

When fighting a defensively you should decide whether to defend two or three strategic points. Study the terrain and altitude advantages, and try to look for any obvious enemy lines of attack before committing yourself.

The general rule for defence is to bring as much fire power down upon the advancing enemy federations before they hit your front.

Place artillery federations in strategically important areas (i.e. a position from which they can use their range to good effect), preferably on high ground.

A tactic worth considering is to place the artillery federations in an 'arrow head' formation in the middle of your defences, if any high ground is located there.

## Example:

		↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓		
	↓	↓											↓	↓	
↓	↓													↓	↓
↓								g							↓
							g	a	g						
		g		g		g	a		a	g					
	g	s	g	s	g	a				a	g		g		
g	s				a			a			a	g	s	g	
	g							a					s	g	
g	s							a						s	g
	g							a						g	
g	s													s	g

'a' = artillery federations 'g' = infantry federations 's' = skirmishing infantry '↓' = enemy advance

*This tactic allows your artillery to fire down on enemy federations, whichever front they attack, whilst also providing protection for your flanks.*

*It might also be a good idea to position some infantry federations on the co-ordinates (ideally on a lower altitude) between the artillery and the enemy, this will provide protection for the artillery against any infantry attacks (see above example).*

*These infantry federations will engage any attacking enemy federations in Hand-to-Hand combat, allowing the artillery to continue to fire.*

*If the artillery or infantry federations are placed in entrenchment's they can prove very difficult to route.*

Build entrenchment's, if possible, on the strategic points you are defending and position federations with good Hand-to-Hand combat ratings in the entrenchment's.

If a federation, defending a strategic point, is destroyed or flees, it is an advantage to have another federation standing close by with order twenty-four (see [7.2.5.](#) , p199) to recover that specific strategic point (see [7.2.5.2.2.](#) , p204).

A simple tactic than can be of great effect is what could be called the 'chequer board' defence. Place infantry federations with superior Hand-to-Hand skill (i.e. Grenadiers) in lines, on alternate squares. Next position

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infantry federations with superior Long Range skill (i.e. Riflemen) in a line behind the Hand-to-Hand infantry, again on alternate co-ordinates (see example below).

## Example:

	↓	↓									
g			↓	↓	↓	↓	↓	↓			
r	g								↓		
	r	g								↓	
a		r	g		g		g		g		g
	a		r	g	r	g	r	g	r	g	r
				a		a		a			

'g' = grenadiers    'r' = riflemen    'a' = artillery    '↓' = enemy advance

*As enemy federations advance they meet the grenadiers and should move into the empty shaded co-ordinates, engaging the grenadiers in Hand-to-Hand combat.*

*The riflemen due to their position (i.e. diagonally), are immune to Hand-to-Hand combat. Hence the riflemen can pour fire at point blank range into the enemy while the grenadiers engage them at close quarters - very effective.*

*If the grenadiers were in entrenchment's this would provide added protection, so making them less susceptible to moral loss.*

*This tactic if combined with artillery, placed behind the front line (see above diagram), should inflict heavy casualties on the enemy and could cause many of the attacking federations to flee.*

## Army Notes:

If you outnumber the enemy 2:1, 3:2, etc. you should be thinking about attacking.

If you are advancing it is good practice to give destination co-ordinates short of where the main attack is going to take place, and an alternative condition (see 7.2.5.5., p210) from a predetermined round to start the attack. That way there is every chance that slower federations or those moving through rougher terrain will arrive and the attack will start at full strength. However, try to avoid placing federations on clear terrain within range of any positions where your opponent may site artillery federations.

If there are equivalent forces on both sides, look carefully at the terrain and troop types before committing yourself to attack (see terrain notes). However, if the co-ordinate is important you might be forced to try a limited attack, which will carry a certain degree of risk, or even a full scale assault.

Try to match your troop types that have special capabilities against the troop types they are most effective against (i.e. lancers against skirmishing infantry, etc.). This will involve a certain degree of good luck or judgement on your part (see 7.2.8., p219).

Work out carefully the effective firing range of each troop type, and place them accordingly (see 7.2.7.3., p218).

If you are fighting a defensive battle it is a good idea if you place your commander in an experienced federation with as many inexperienced federations within his area of influence (see 7.2.10., p228). That way the inexperienced federations will have a better chance of surviving a moral check (see 7.2.9., p221).

If you are attacking place the commander in a federation or detachment (see 7.2.5., p199) whose orders are important to the successful completion of the battle. The extra moral the commander gives the federation might just prove crucial. However, be careful not to place him in a federation where he could easily be killed.

If attacking in force, remember to leave a small number of, possibly inexperienced, federations behind to occupy and guard your own strategic points.

When attacking if your forces have to ford a river, then make sure that where they attempt to cross is far enough away from any enemy federations to ensure that your men get across safely. If your federations try to cross a river within the range of the enemy then your troops may be decimated as they struggle through the water.

If you are defending a fortress against an overwhelming force, try to position your defences in a way that if your federations route they do not become trapped between the fortress walls and the enemy. If this scenario develops then these troops will not return fire on the enemy and will be massacred while trying to scramble up the walls.

When defending always guard your flanks. If cavalry federations manoeuvre around your flank and line up behind your defences and your main front routes, then the fleeing federations will become caught in a deadly crossfire without anywhere to run. They will not fire upon the enemy and will take very heavy casualties before escaping from the battlefield.

Overall the advantage that the defending army has is that it can prepare a good defensive position, although, it must prepare for all contingencies. The advantage the attacking army has is that it can concentrate a large portion of it's forces against a relatively small area of the defensive line. Battles between evenly matched opponents can be a mixture of both.

In simulated battles it is all down to the imagination of the players and this is the most important aspect of a battle. Austerlitz is a very flexible game, and there are numerous tactics that one can use, some only working under certain conditions. The general principle being; We can only learn by our mistakes and revel in our victories!



## 8 Sea Battles

The time of Napoleon was a time of great naval battles, when the sea power of each of the nations of Europe affected their destiny. Napoleon's dream of the conquest of Egypt and India was shattered by Nelson at the Battle of the Nile in Aboukir Bay in 1798. His subsequent invasion of Great Britain, which required control of the Channel for only a few days, was thwarted by Britain's ceaseless coastal defence. Eventually Napoleon had to withdraw his invasion troops, and his fleets were finally destroyed at Trafalgar in 1805.

Austerlitz gives you the chance to develop the naval strength of your nation, build warships and merchantmen, and use them in trade, invasion or conquest. When fleets or single warships of two enemy empires meet on open sea, a sea battle will occur.

### Notes:

Overruns are also applicable in sea battles (see 6.4.2.2.2., p130).

In sea battles allied empires can fight together, although, only two allied empires may join their fleets together at any one time to fight a common enemy.

An empire's navy is also free to pirate, although they do not have to be at war(1) with the other empire (see 6.4.2.2.1., p129).

## 8.1 Course of a Sea Battle

A sea battle is a mathematical battle between the strengths of the opposing fleets. Sea battles have 8 battle rounds:

Rnd	Action
1.	Long-Range combat of all ships
2.	Long-Range combat of all ships
3.	Long-Range combat of all ships
4.	Hand-to-Hand combat of the boarding ships
5.	Hand-to-Hand combat of the boarding ships
6.	Long-Range combat of all non-boarding ships
7.	Long-Range combat of all ships
8.	Capturing of merchant ships

8.2    Sea Combat

## 8.2.1 Fleet Manoeuvres

Each warship will choose an enemy ship at the beginning of a long-range combat round and open fire on it.

Not all ships will shoot at each other. Class 1 or 2 ships ('SC' in the ship table) will only shoot at class 1, 2 or 3 ships.

Class 4 and 5 ships can shoot at class 1 and 2 ships, however their fire will have only 50% of the normal effectiveness as the smaller ships are very fast.

Class 3 ships will shoot at all ships.

### Exception:

If your fleet has no class 1 and 2 ships and the enemy side has three times the number of class 1 and 2 ships than your class 4 and 5 ships, then the enemy's smaller ships will also shoot at your 4 and 5 class ships.

### Combat:

To calculate the starting tonnage of ships involved in combat the following formula is used:

$$\text{Starting tonnage} = (\text{amount of wood required to build} \times \text{condition}\%)$$

To calculate the combat points of a ship the following equation is used:

$$\text{CP} = (\text{cannon}/2) \times z(1.3) \times \sqrt{\text{SQRT}(\text{Morale})} \times \text{cond}\% \times \sqrt{\text{SQRT}(\text{ship class of firing ship})}$$

CP:	Combat points
Cannon:	Number of cannons on board
Ship class:	See ship table (see <a href="#">4.10.</a> , p72)
Morale:	Morale of the fleet's owner (see <a href="#">8.3.</a> , p255)
Cond%:	Condition of the ship

The enemy ship will suffer the following losses:

$$\text{Tonnage lost} = \text{CP} / \sqrt{\text{SQRT}(\text{ship class of target ship})}$$

$$\text{Marines lost} = \text{CP}/6$$

## 8.2.2 Hand-to-Hand Combat

To win a naval conflict in the 18th and 19th centuries the commanders of the fleets had to sink the enemy fleet, or attempt to disable them through long-range combat then close and board the enemy ships with their marines in order to capture them.

To capture enemy warships your ships must close, board the enemy and engage them in hand-to-hand combat.

At the beginning of each hand-to-hand combat round each one of your ships will choose two possible target ships, one enemy of the same class and an enemy 1 class lower or higher. Class three warships can board class four and five warships.

Non-boarded ships will be chosen in preference to ships that have already been boarded, but if no unengaged ships remain then some ships will be boarded by two ships. Your ship will then attempt to board either target ship if it has not been boarded itself, with a 50% chance of boarding each unengaged enemy and a 90% chance of boarding an already engaged enemy.

At the end of the first hand-to-hand combat round there is a 10% chance of the ships separating.

The combat points of both sides will be calculated as follows:

$$CP = (\text{marines} \times z(1.2))/6$$

The enemy will lose one man per combat point. These losses will be calculated for both sides simultaneously.

This attack will be repeated three times during each combat round.

At the end of each attack the program will check if one side has more than three times the number of marines compared to its enemy. In this case the ship with fewer men will be captured and the remaining marines of the victor will be divided between both ships. However, if enemy battalions are present on the captured ship it will not be captured but will be sunk instead.

The following symbols will appear on the print-out to indicate the outcome of combat:

Symbol	Explanation
*	This ship has captured an enemy ship
!	This ship was captured by an enemy
F	These ships have separated (flight)
-	No conclusive result after three hand-to-hand combat rounds

### 8.2.3 Capturing Merchant Ships

The winner of the sea battle (see 8.4 below., p256) can capture enemy merchant ships.

Each class 1 and 2 ship has a 50% chance of capturing an enemy merchant ship. The captured ship will suffer losses of 10 to 20%.

If the defeated fleet still has class 4 and 5 ships each of these ships will safeguard two of its merchant ships from the enemy.

**Example:**

*The winner of the sea battle has 8 class 2 ships and the defeated fleet has 2 class 5 ships and 6 merchant ships. The winner cannot capture more than two merchant ships.  
If any troops are loaded on captured merchant ships then the ships will be sunk.*

## 8.3 Morale

Each nation has a fixed morale value at sea:

Morale	Nation
8	G <sup>13</sup>
7	F, H
6	D, E, K, S
5	M, R, T
4	A, B, I, N, P, W

**Notes:**

Morocco has a morale of 6 for its corsair ships (types 3 and 9).

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<sup>13</sup>Ships of the British Navy were almost continuously at sea, so the seamanship and morale of British marines was first-class.

## 8.4 Victory

To determine the victor of a sea battle the losses of both sides are compared:

<u>Fleet A</u>			
Tonnage:	Before 8221	After 4398	Percent losses: <u>46.50%</u>
Marines:	Before 1102	After 743	Percent losses: <u>33.39%</u>
			<b>Average: <u>39.95%</u></b>
<u>Fleet B</u>			
Tonnage:	Before 10214	After 8004	Percent losses: <u>21.64%</u>
Marines:	Before 1411	After 992	Percent losses: <u>29.70%</u>
			<b>Average: <u>25.67%</u></b>

Fleet B won the sea battle.

The average losses of both fleets' warships (merchant ships will not count as they cannot participate in the fight) will be calculated and compared.

If one of the fleet's losses are at least 8% smaller than the other's that fleet has won the battle.

If the difference is smaller than 8% then the battle is a draw.



## 9 Army Tables

This section includes the Army Tables which contain a list of all troop types for all nations in Austerlitz.

Each army table is split into three sections: Foot Soldiers, Mounted Troops and Artillery. The legends for the tables are as follows:

Column	Detail	Column	Detail
<b>Sh</b>	Short name of Battalion type	<b>CO</b>	Cost of each new recruit in Louisdore (see <a href="#">5.1.4.</a> , p78)
<b>EcPt</b>	Economic Points required per 25 troops (see <a href="#">5.1.4.</a> , p78)	<b>EF</b>	Maximum Experience Factor from Training (see <a href="#">5.1.7.1</a> , p83, <a href="#">5.1.7.2.</a> , p85)
<b>HC</b>	Hand-to-Hand Combat points (see <a href="#">7.1.4</a> , p167, <a href="#">7.2.8</a> , p219)	<b>LR</b>	Long Range combat points (see <a href="#">7.1.3</a> , p166, <a href="#">7.2.7</a> , p214, <a href="#">7.2.11.1.1.</a> , p231)
<b>RG</b>	Long Range Combat Firing Range (see <a href="#">7.1.3</a> , p166, <a href="#">7.2.7</a> , p214)	<b>SP</b>	Movement Points in Simulated Battle (see <a href="#">7.2.6</a> , p212)
<b>MP</b>	Movement points (see <a href="#">6.3.1</a> , p101)	<b>Formation</b>	Formations permitted ( <a href="#">7.2.5.3</a> , p208) : <b>Co</b> - Column <b>Li</b> - Line <b>Sk</b> - Skirmish <b>Sq</b> - Square
<b>TS</b>	Troop Specification : <b>Lr</b> - Lancers (see <a href="#">7.2.8</a> , p219), <b>Lc</b> - Light Cavalry (see <a href="#">7.2.8</a> , p219), <b>Cu</b> - Cuirassier (see <a href="#">7.1.6.1</a> , p170, <a href="#">7.2.7</a> , p214)		

### Notes:

Remember that when setting up brigades the following limitations exist :

- Colonial Troops (Kt - type 19) can only be set up in Europe.
- In the Colonies you can only set up the following types:
 

Colonial Auxiliaries (Ca - type 17), Mounted Colonial Troops (Mc - type 37),

Colonial Cavalry (Cc - type 39) and these types cannot be set up in Europe
- All types with even numbers (e.g. 2,4,10,12 etc.) can only be set up as Additional Battalions, i.e. battalions 6 and 7 - (see [5.1.5.](#), p80) in section -04- of the turn sheet

## 9.1 Army Table for Austria-Hungary

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Fusilier	Fu	100	4	6	4	2	6	6	28	Co,Li, Sq	
3	Grenadier	GR	140	5	8	6	3	6	6	28	Co,Li, Sq	
5	Rifleman	Rm	130	5	8	4	3	8	8	28	Co,Li,Sk	
7	Veteran Reserve	Vr	70	3	6	3	1	6	8	32	Co	
9	Light infantry	Li	120	4	6	4	2	8	8	28	Co,Li,Sk	
11	Pioneers	Pi	160	7	7	2	1	6	6	28	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	500	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	200	14	9	8	-	-	14	32	Co,Li	Cu
23	Dragoon	Dr	150	8	7	6	1	3	18	40	Co,Li	
25	Hussar	Hu	100	5	8	4	1	7	20	40	Co,Li,Sk	Lc
27	Uhlán	Uh	150	8	7	5	-	-	20	40	Co,Li	Lc,Lr
29	Reserve Cavalry	Rc	70	3	5	3	1	3	18	32	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	180	12	7	1	5	12	6	28	Co	
43	Heavy Artillery	Ha	300	20	7	1	6	15	4	24	Co	
45	Mounted Artillery	Ma	220	15	7	1	5	10	12	40	Co	

## 9.2 Army Table for the Confederation of the Rhine

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Fusilier	Fu	100	4	7	4	2	6	6	32	Co,Li, Sq	
3	Grenadier	GR	140	5	8	6	3	6	6	32	Co,Li, Sq	
5	Rifleman	Rm	120	5	7	4	3	8	8	32	Co,Li,Sk	
7	Musketeer	Mu	70	3	6	3	1	6	8	32	Co,Li	
9	Pioneers	Pi	150	7	7	2	1	6	6	32	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	450	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	200	14	7	8	-	-	12	32	Co,Li	Cu
23	Dragoon	Dr	160	8	7	6	1	3	18	40	Co,Li	
25	Garde de Corps	GC	250	14	8	8	2	3	14	32	Co,Li	Cu
27	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
29	Uhlán	Uh	150	8	7	5	-	-	20	40	Co,Li	Lc,Lr
31	Reserve Cavalry	Rc	80	3	5	3	1	3	20	40	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co,Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	180	12	7	1	5	12	6	32	Co	
43	Heavy Artillery	Ha	320	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	230	16	8	1	6	10	12	40	Co	

### 9.3 Army Table for Denmark

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Grenadier	GR	150	5	8	6	3	6	6	28	Co,Li, Sq	
3	Line Infantry	Ln	100	4	7	4	2	6	6	28	Co,Li, Sq	
5	Rifleman	Rm	120	5	8	3	3	8	8	28	Co,Li,Sk	
7	Veteran Reserve	Vr	80	2	5	3	1	6	6	28	Co	
9	Pioneers	Pi	150	7	7	2	1	6	6	28	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	450	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Dragoon	Dr	160	8	7	6	1	3	18	36	Co,Li	
23	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
24	Carabiniers	Cr	260	11	8	7	4	5	14	32	Co,Li,Sk	
25	King's Garde	Kg	230	14	9	8	2	3	14	32	Co,Li	Cu
27	Uhlán	Uh	150	8	7	4	-	-	20	40	Co,Li	Lc,Lr
29	Reserve Cavalry	Rc	80	3	5	3	1	3	18	40	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	28	Co	
43	Heavy Artillery	Ha	350	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	220	16	7	1	6	10	12	40	Co	

## 9.4 Army Table for Spain

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Grenadier	GR	160	5	8	5	3	6	6	28	Co,Li, Sq	
3	Light Infantry	Li	100	4	6	3	2	8	8	28	Co,Li,Sk	
5	Line Infantry	Ln	100	4	6	4	2	6	6	28	Co,Li, Sq	
7	Militia	Mi	80	2	5	3	1	6	8	28	Co	
9	Pioneers	Pi	180	7	6	2	1	6	6	28	Co	
11	Riflemen	Rm	130	5	7	3	3	8	8	28	Co,Li,Sk	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	400	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	220	14	8	8	-	-	14	28	Co,Li	Cu
22	Garde de Corps	Gc	230	14	10	8	2	3	14	32	Co,Li	Cu
23	Dragoon	Dr	180	8	7	6	1	3	18	36	Co,Li	
25	Hussar	Hu	120	5	7	4	1	7	20	36	Co,Li,Sk	Lc
27	Uhlán	Uh	160	8	7	5	-	-	20	36	Co,Li	Lc,Lr
29	Militia Cavalry	Ml	80	3	5	3	1	3	20	40	Co,	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	6	1	5	12	6	28	Co	
43	Heavy Artillery	Ha	330	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	250	16	7	1	6	10	12	36	Co	

## 9.5 Army Table for France

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Line Infantry	Ln	100	4	7	3	2	6	8	32	Co,Li, Sq	
2	Old Garde	Og	300	10	10	7	4	6	6	32	Co,Li, Sq	
3	Grenadier	Gr	140	5	8	6	3	6	6	32	Co,Li, Sq	
5	Tirailleur	Ti	130	4	7	4	3	8	8	32	Co,Li,Sk	
7	Voltigeure	Vo	110	4	7	4	2	8	8	32	Co,Li,Sk	
9	Militia	Mi	70	3	6	3	1	6	8	32	Co	
11	Pioneers	Pi	150	7	7	2	1	6	6	32	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	400	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Chevauleger Lancier	Cl	160	8	7	5	-	-	18	40	Co,Li	Lc,Lr
22	Garde du Corps	Gc	280	14	10	9	3	3	14	32	Co,Li	Lr,Cu
23	Cuirassier	Cu	200	14	8	8	-	-	14	32	Co,Li	Cu
24	Carabinier	Cr	250	10	8	7	4	5	14	32	Co,Li,	
25	Dragoon	Dr	150	8	7	6	1	3	18	40	Co,Li	
27	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
29	Militia Cavalry	MI	80	3	5	3	1	3	18	40	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	180	12	7	1	5	12	6	32	Co	
43	Heavy Artillery	Ha	300	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	200	16	8	1	6	10	12	40	Co	

## 9.6 Army Table for Great Britain

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Bearskin	Be	160	5	8	5	3	6	6	26	Co,Li, Sq	
2	Footguard	Fg	300	9	10	6	4	6	6	26	Co,Li, Sq	
3	Highlander	Hi	130	4	7	5	3	8	8	32	Co,Li,Sk	
5	Pioneers	Pi	160	7	8	2	1	6	8	28	Co	
7	Line Infantry	Ln	120	4	7	3	2	6	6	26	Co,Li, Sq	
9	Rifleman	Rm	300	9	8	3	4	8	8	28	Co,Li,Sk	
11	Militia	Mi	70	3	6	2	2	6	8	24	Co	
13	Kings German Legion	KL	130	4	7	4	2	6	6	26	Co,Li, Sq	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	400	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Dragoon	Dr	180	8	8	6	2	3	18	32	Co,Li	
22	Household	Hh	260	14	10	8	3	3	14	32	Co,Li,	Cu
23	Light Dragoons	ID	160	6	7	5	2	7	20	36	Co,Li,Sk	Lc
25	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
27	Chasseur Britanique	CB	85	8	7	5	-	-	20	40	Co,Li	Lc, Lr
29	Militia Cavalry	MI	70	3	5	3	1	3	20	40	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	26	Co	
43	Heavy Artillery	Ha	310	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	250	16	8	1	6	10	12	40	Co	

## 9.7 Army Table for Holland

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Fusilier	Fu	100	4	7	4	2	6	6	32	Co,Li, Sq	
3	Grenadier	GR	160	5	8	6	3	6	6	32	Co,Li, Sq	
5	Rifleman	Rm	120	5	7	4	3	8	8	32	Co,Li,Sk	
7	Musketeer	Mu	70	3	6	3	1	6	8	32	Co,Li	
9	Pioneers	Pi	150	7	7	2	1	6	6	32	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	400	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	200	14	7	8	-	-	12	32	Co,Li	Cu
23	Dragoon	Dr	160	8	7	6	1	3	18	40	Co,Li	
25	Garde du Corps	Gc	250	14	9	8	2	3	14	32	Co,Li	Cu
27	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
29	Uhlán	Uh	150	8	7	5	-	-	20	40	Co,Li	Lc,Lr
31	Militia Cavalry	MI	80	3	5	3	1	3	20	40	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	180	12	7	1	5	12	6	32	Co	
43	Heavy Artillery	Ha	320	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	230	16	8	1	6	10	12	40	Co	



## 9.8 Army Table for Italy

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Fusilier	Fu	100	4	7	4	2	6	6	32	Co,Li, Sq	
3	Grenadier	GR	160	5	8	6	3	6	6	32	Co,Li, Sq	
5	Rifleman	Rm	120	5	7	4	3	8	8	32	Co,Li,Sk	
7	Musketeer	Mu	70	3	6	3	1	6	8	32	Co,Li	
9	Pioneers	Pi	150	7	7	2	1	6	6	32	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	450	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	210	14	7	8	-	-	12	32	Co,Li,	Cu
23	Dragoon	Dr	160	8	7	6	1	3	18	40	Co,Li	
25	Garde de Corps	GC	250	14	8	8	2	3	14	32	Co,Li	Cu
27	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
29	Uhlán	Uh	150	8	7	5	-	-	20	40	Co,Li	Lc,Lr
31	Reserve Cavalry	Rc	80	3	5	3	1	3	20	40	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	180	12	7	1	5	12	6	32	Co	
43	Heavy Artillery	Ha	320	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	230	16	8	1	6	10	12	40	Co	

## 9.9 Army Table for Kingdom of Portugal

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Grenadier	GR	160	5	8	5	3	6	6	26	Co,Li, Sq	
3	Line Infantry	Ln	110	4	7	4	2	6	6	26	Co,Li, Sq	
5	Cazadores	Cz	140	5	7	3	3	8	8	28	Co,Li,Sk	
7	Atiradores	AT	250	8	7	3	4	8	8	28	Co,Li,Sk	
9	Militia	Mi	70	2	5	2	1	6	6	26	Co	
11	Pioneers	Pi	160	7	7	2	1	6	6	26	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	400	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Light Dragoons	ID	160	7	7	5	2	7	20	36	Co,Li,Sk	Lc
23	Dragoon	Dr	180	8	7	6	1	3	18	36	Co,Li	
25	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
27	Uhlán	Uh	150	8	7	5	-	-	20	40	Co,Li	Lc,Lr
29	Reserve Cavalry	Rc	80	3	5	3	1	3	20	40	Co	Lc
31	Cuirassier	Cu	210	14	7	8	-	-	14	32	Co,Li	Cu
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	26	Co	
43	Heavy Artillery	Ha	330	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	250	16	7	1	6	10	12	40	Co	

## 9.10 Army Table for Morocco

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Nomads	No	50	2	5	2	1	6	8	32	Co	
3	Zoaves	Zo	100	4	6	3	2	8	6	26	Co,Li,Sk	
5	Turcos	Tc	120	4	6	3	2	6	6	26	Co,Li, Sq	
7	Religious Fanatics	Rf	60	1	5	3	-	-	8	32	Co	
9	Palace Guard	Pa	140	5	7	4	1	6	6	26	Co,Li, Sq	
11	Pioneers	Pi	200	7	6	2	1	6	6	24	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	450	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Berber	Be	60	2	5	2	1	3	20	40	Co,Li,Sk	Lc
23	Dragoon	Dr	300	8	6	5	1	3	18	32	Co,Li	
25	Hussar	Hu	200	5	6	4	1	7	20	36	Co,Li,Sk	Lc
27	Camel Troops	Ct	180	8	6	5	-	-	20	40	Co,Li	Lc,Lr
29	Tuareg	Tu	60	3	5	4	1	7	20	40	Co,Li,Sk	Lc
31	Siphais	Si	350	15	7	7	-	-	14	32	Co,Li	Lr,Cu
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	26	Co	
43	Heavy Artillery	Ha	320	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	250	15	7	1	5	10	12	40	Co	

## 9.11 Army Table for Naples

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Grenadier	GR	160	5	8	5	3	6	6	28	Co,Li, Sq	
3	Light Infantry	Li	110	4	6	3	2	8	8	28	Co,Li,Sk	
5	Line Infantry	Ln	100	4	6	4	2	6	6	28	Co,Li, Sq	
7	Militia	Mi	70	2	5	3	1	6	8	28	Co	
9	Pioneers	Pi	180	7	6	2	1	6	6	28	Co	
11	Riflemen	Rm	130	5	7	3	3	8	8	28	Co,Li,Sk	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	450	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	220	14	7	8	-	-	14	28	Co,Li,	Cu
22	Garde du Corps	GC	300	14	10	8	2	3	14	32	Co,Li	Cu
23	Dragoon	Dr	180	8	7	6	1	3	18	36	Co,Li	
25	Hussar	Hu	120	5	6	4	1	7	20	40	Co,Li,Sk	Lc
27	Uhlán	Uh	160	8	7	5	-	-	20	40	Co,Li	Lc,Lr
29	Reserve Cavalry	Rc	80	3	5	3	1	3	20	40	Co	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	28	Co	
43	Heavy Artillery	Ha	320	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	250	16	7	1	6	10	12	36	Co	

## 9.12 Army Table for Prussia

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Fusilier	Fu	100	4	7	5	2	6	6	28	Co,Li, Sq	
2	Avantgarde	Av	250	10	10	7	4	6	6	28	Co,Li, Sq	
3	Grenadier	GR	140	5	8	6	3	6	6	28	Co,Li, Sq	
5	Rifleman	Rm	130	5	8	3	3	8	8	28	Co,Li,Sk	
7	Veteran Reserve	Vr	60	3	7	3	1	6	8	28	Co	
9	Pioneers	Pi	160	7	8	2	1	6	6	28	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	500	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	220	14	7	8	-	-	12	32	Co,Li,	Cu
23	Dragoon	Dr	180	8	7	6	1	3	18	36	Co,Li	
25	Hussar	Hu	120	5	7	4	1	7	20	40	Co,Li,Sk	Lc
29	Uhlán	Uh	180	8	7	5	-	-	20	40	Co,Li	Lc,Lr
31	Mounted Reserve	Mr	70	3	6	4	1	4	18	36	Co,Li	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	28	Co	
43	Heavy Artillery	Ha	350	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	280	16	7	1	6	10	12	36	Co	

## 9.13 Army Table for Russia

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Grenadier	GR	150	5	8	6	3	6	6	24	Co,Li, Sq	
2	Garde Grenadiers	Gg	300	10	10	7	4	6	6	24	Co,Li, Sq	
3	Rifleman	Rm	120	5	7	3	3	8	8	24	Co,Li,Sk	
4	Garde Riflemen	GA	300	10	10	5	4	8	8	24	Co,Li,Sk	
5	Musketeer	Mu	90	4	6	4	2	6	6	24	Co,Li, Sq	
7	Pioneers	Pi	190	7	6	2	1	6	6	24	Co	
9	Farmer Militia	Fm	70	2	5	3	1	6	10	32	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	500	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Cuirassier	Cu	230	14	8	8	-	-	12	32	Co,Li	Cu
22	Garde Cuirassier	Gc	270	14	10	8	2	3	12	32	Co,Li	Cu
23	Dragoon	Dr	160	8	7	6	1	3	18	32	Co,Li	
25	Hussar	Hu	120	5	7	4	1	7	20	36	Co,Li,Sk	Lc
27	Cossacks	Co	80	4	5	5	-	-	20	40	Co,Li	Lc,Lr
29	Uhlán	Uh	140	8	7	5	-	-	20	36	Co,Li	Lc,Lr
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	24	Co	
43	Heavy Artillery	Ha	300	20	8	1	6	15	4	24	Co	
45	Mounted Artillery	Ma	250	15	7	1	5	10	12	36	Co	

## 9.14 Army Table for Sweden

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Grenadier	GR	150	5	8	6	3	6	6	28	Co,Li, Sq	
3	Militia	Mi	70	2	6	3	1	6	8	28	Co	
5	Musketeer	Mu	100	4	7	4	2	6	6	28	Co,Li, Sq	
7	Riflemen	Rm	120	4	8	3	3	8	8	28	Co,Li,Sk	
9	Pioneers	Pi	150	7	7	2	1	6	6	28	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	450	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Dragoon	Dr	160	8	7	6	1	3	18	40	Co,Li	
22	Special Garde	SG	300	14	10	8	3	3	14	32	Co,Li	Cu
23	Irregulars	Ir	80	3	5	3	1	3	20	40	Co	Lc
25	Cuirassier	Cu	220	14	7	8	-	-	12	32	Co,Li	Cu
27	Hussar	Hu	100	5	7	4	1	7	20	40	Co,Li,Sk	Lc
29	Uhlán	Uh	150	8	7	5	-	-	18	40	Co,Li	Lc,Lr
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	28	Co	
43	Heavy Artillery	Ha	320	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	250	16	7	1	6	10	12	36	Co	

## 9.15 Army Table for the Ottoman Empire

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Palace Guard	PG	200	6	7	4	3	6	8	24	Co,Li, Sq	
3	Warriors	Wa	70	1	5	2	-	-	10	28	Co	
5	Light Infantry	Li	130	5	6	3	2	8	8	24	Co,Li,Sk	
7	Line Infantry	Ln	100	5	6	3	2	6	6	24	Co,Li, Sq	
9	Janitshars	Ja	75	2	5	3	1	6	8	28	Co,Li	
11	Pioneer	Pi	200	7	6	2	1	6	6	24	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	500	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Sipahis	Sp	350	15	8	7	-	-	14	32	Co,Li	Lr,Cu
23	Dragoon	Dr	200	8	6	5	1	3	18	36	Co,Li	
25	Hussar	Hu	150	5	6	4	1	7	20	36	Co,Li,Sk	Lc
27	Mamelukes	Mm	110	4	8	4	-	-	20	40	Ko,Li	Lc
29	Uhlán	Uh	180	8	6	4	-	-	20	36	Co,Li	Lc,Lr
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	230	12	7	1	5	12	6	24	Co	
43	Heavy Artillery	Ha	360	20	7	1	6	15	4	24	Co	
45	Mounted Artillery	Ma	280	15	7	1	5	10	12	36	Co	



## 9.16 Army Table for Duchy of Warsaw

No	Battalion type	Sh	CO	EcPt	EF	HC	LR	RG	SP	MP	Formation	TS
1	Fusilier	Fu	100	4	6	4	2	6	6	32	Co,Li, Sq	
3	Grenadier	GR	160	5	8	6	3	6	6	32	Co,Li, Sq	
5	Voltigeur	Vo	120	4	7	4	3	8	8	32	Co,Li,Sk	
7	Militia	Mi	80	2	5	3	1	6	8	32	Co	
9	Pioneers	Pi	180	7	7	2	1	6	6	32	Co	
17	Colonial Auxiliaries	Ca	70	2	4	2	1	6	10	32	Co	
19	Colonial Troops	Kt	500	5	6	4	2	6	8	32	Co,Li,Sk,Sq	
21	Chevauleger Lancier	Cl	120	8	7	6	-		20	40	Co,Li	Lc,Lr
22	Garde Chevauleger	Gc	250	14	10	8	2	3	14	32	Co,Li	Cu
23	Cuirassier	Cu	200	14	8	8	-	-	12	32	Co,Li,	Cu
25	Cossacks	Co	90	4	6	5	-	-	20	40	Co,Li	Lc,Lr
27	Mounted Riflemen	MR	120	6	7	4	2	7	20	40	Co,Li,Sk	Lc
29	Hussar	Hu	110	5	6	4	1	7	20	40	Co,Li,Sk	Lc
37	Mounted Colonials	Mc	100	2	4	3	1	6	20	40	Co, Sk	Lc
39	Colonial Cavalry	Cc	120	2	4	4	-	-	20	40	Co,Li	Lc,Lr
41	Light Artillery	La	200	12	7	1	5	12	6	32	Co	
43	Heavy Artillery	Ha	300	20	7	1	5	15	4	24	Co	
45	Mounted Artillery	Ma	250	15	7	1	5	10	12	40	Co	

## 10 Error Codes

The error codes are printed at the bottom of the sheet that lists the orders inputted, and they are listed as follows --x y z--, where x, y and z are:

- x - The section of the turn sheet the error occurred in
- y - The order number where the error occurred
- z - The error itself (see 10. Error Codes)

Where sections are listed together, the error codes listed below them refer to all the sections.

The codes for the errors listed on the Turn report are as follows:

## 10.1 Error Codes - Transfer Goods

2. Source and Destination are the same item.
3. The Source does not exist.
4. Incorrect Source registration number.
5. The Source is not in your Empire (see 2.3., p22).
6. The Destination does not exist.
7. Incorrect Destination registration number.
8. The Destination is not in your Empire (see 2.3., p22).

## 10.2 Error Codes - Demolish Items

2. Incorrect item registration number.
3. Incorrect x/y co-ordinate.
4. The item specified does not belong to you.
5. The population of the co-ordinate is already zero.
6. The population has already been reduced this turn (see 2.6.5., p35).
7. The co-ordinate has not been under your control for five months (see 2.6.5., p35).
8. The item does not exist.
9. The item is not in a barracks or shipyard (see 6.10.3., p158).
10. A barracks/shipyard that is in a Trade City cannot be demolished (see 6.10.4., p159).

## 10.3 Error Codes - Set Up Brigades

See 10.8

## 10.4 Error Codes - Set Up Additional Battalions

See 10.8

## 10.5 Error Codes - Increase Headcount

See 10.8

## 10.6 Error Codes - Increase Brigade Experience

See 10.8



## 10.7 Error Codes - Exchange Battalions

See 10.8

## 10.8 Error Codes - Merge Battalions

2. The brigade must be set up with a minimum of 5 battalions (see 5.1.4., p78).
3. Incorrect barracks registration number.
4. Barracks does not exist.
5. Barracks is not in your territory.
6. No more than two brigades can be set up in territory outside your empire's political sphere (see 5.1.4., p78, 2.4., p25).
7. No more brigades can be set up in the game as there are no remaining registration numbers (see 6.1., p98).
8. Incorrect brigade registration number for battalions 6 or 7.
9. Incorrect brigade registration number
- 10-. The following goods were not available:
  10. Louisdore (Money)
  11. People
  13. Economic Points
  22. Horses
31. The brigade is not on the map.
32. The brigade does not exist.
33. The brigade belongs to another player.
34. The brigade is not in a barracks/shipyard.
35. This troop type cannot be set up in the Colonies (see 9, p257).
36. Your empire cannot build this troop type (see 9.1 to 9.16., p257).
37. The headcount is already at the maximum. (see 5.1.6., p81).
38. The Experience Level is already at the maximum (see 5.1.7.1., p83).
39. Incorrect Battalion number.
40. The brigades are not at the same position.
41. This troop type can only be set up in the Colonies.
42. Different troop types cannot be merged.
50. The order could not be carried out as enemy brigades are present.
51. No More than two brigades can be built in total in the colonies.

## 10.9 Error Codes - Repair Ships & Baggage Trains

See 10.11.

## 10.10 Error Codes - Build Ships

See 10.11.

## 10.11 Error Codes - Build Baggage Train

2. Incorrect registration number for barracks/shipyard.
3. The barracks/shipyard doesn't exist.
4. The barracks/shipyard does not belong to you.
5. Ship type does not exist.
6. You cannot build a ship in a barracks.
7. Ships of classes 3 to 5 cannot be built in the colonies (see [4.3.](#), p65).
8. This ship type can only be built by Morocco and the Ottoman Empire.
9. No more ships can be built in the game as there are no remaining registration numbers (see [6.1.](#), p98).
- 10-. The following goods were not available:
  10. Louisdore (Money)
  11. People
  13. Economic Points
  19. Wood
  22. Horses
  23. Textiles
31. The ship/baggage train does not exist.
32. The ship/baggage train is not on the map.
33. The ship/baggage train is not in one of your empire's barracks or shipyard.
34. The ship/baggage train is not in a barracks or shipyard.
35. Incorrect registration number for the repaired item.

## 10.12 Error Codes - Increase Population Density

2. The co-ordinate does not exist.
3. The co-ordinate is not in your territory or is a water co-ordinate.
4. The population density of this co-ordinate has already been increased this month.
5. The population density of the co-ordinate is at the maximum (see 2.6.4., p34).
- 10-. The following goods were not available:
  11. People
  18. Stone
  19. Wood

## 10.13 Error Codes - Build Production Sites

2. The co-ordinate does not exist.
3. The co-ordinate is owned by another player.
4. Wrong terrain type (see 2.8.5., p46).
5. There are no mineable resources in this co-ordinate (see 2.8.5., p46).
6. The barracks/shipyard on this co-ordinate must be destroyed using "Demolish Items" (see 6.10.4., p159) before a production site can be built.
7. The population density of the co-ordinate is too low (see 2.8.5., p46).
8. The population density of the co-ordinate is too high (see 2.8.5., p46).
9. No more production sites can be built in the game as there are no remaining registration numbers (see 6.1., p98).
- 10-. The following goods were not available:
  10. Money 18. Stone
  11. People 19. Wood
31. A fortress can only be built on a co-ordinate where there is a barracks or shipyard (see 5.3.1., p96).
32. The fortress on the co-ordinate is already at the maximum size (see 5.3.1., p96).
33. Mints can only be built in Europe.
34. Barracks and Shipyards cannot be destroyed with a demolition gang (see 6.10.4., p159)
40. The order could not be carried out as enemy brigades are present.
41. You cannot build and then fortify a barracks on the same turn.
42. You cannot fortify a barracks twice on the same turn.

## 10.14 Error Codes - Form Federations

2. Incorrect item registration number.
3. The item can only join a federation numbered 61-90 or 0 (see 6.1., p98).
4. The item can only join a federation numbered 11-60 or 0 (see 6.1., p98).
5. The ship/fleet cannot join another federation while it is loaded with brigades or caravans/the item on board the ship/fleet cannot be directly moved into a federation (see 6.2., p99).
6. The item is owned by another player.
7. The item does not exist.
8. The item is not on the map.
9. The item and the federation are on different co-ordinates (see 6.1., p98).



## 10.15 Error Codes - Coastal Defence

No error codes.

## 10.16 Error Codes - Sea Blockade

2. The fleet does not exist.
3. The fleet is not in a shipyard (see [6.4.2.4.](#), p132).
4. The fleet is not next to a land co-ordinate.
5. Your relationship towards the empire to be blockaded is not War or Neutral (see [6.4.2.4.](#), p132).
6. You are only allowed a maximum of three fleets on blockade.

## 10.17 Error Codes - Trade & Loading -1-

See Error Codes for Trade & Loading -2-, 10.19.

## 10.18 Error Codes - Movement

2. Incorrect registration number.
3. The item belongs to another empire.
4. This item has already been moved this month.
5. The item is involved in a battle.
6. The item does not exist.
7. The item is not on the map.
8. The item cannot be moved separately while in a federation.
9. An invalid direction was specified.
10. The item crossed the edge of the map.
11. The item's movement was stopped when it reached a water co-ordinate.
12. The item's movement was stopped when it attempted to enter a land co-ordinate that was not a shipyard.
13. Items can only be forced marched while on your own territory (see 6.3.3., p103).
14. Item has run out of Movement Points.
15. Baggage trains cannot be moved over the territory of empires who have a War or Neutral (1 or 2) relationship towards you (see 3.1., p56).
16. Troops without a General can only move over empires who have a Alliance (4) relationship towards you (see 6.3.5., p109).
17. Troops with a General can only move over empires who have a Alliance (4) relationship towards you (see 6.3.5., p109).
18. You cannot attack another empire from Gibraltar and another empire cannot conquer Gibraltar from the land side (see 6.4.1.4., p123).
19. The item was stopped by an enemy (see 6.4.1.3., p120).
20. The shipyard your item attempted to move into is owned by an empire with a War (1) relationship towards your empire.
21. The maximum movement possible for an invading army has been reached (see 6.4.1.1.1., p117, 6.4.1.1.2., p118).
22. One or more brigades has lost a battle this month and cannot move (6.3., p100).
23. The fleet is on Coastal Defence or Blockade and cannot be moved (see 6.4.2.3., p131, 6.4.2.4., p132).
30. The Brigade / Federation was involved in a simulated battle penalty loss and cannot move this turn(see 7.2.3.4., p193).

### 10.19 Error Codes - Trade & Loading -2-

2. Incorrect registration number for source.
3. Incorrect registration number for destination.
4. The goods cannot be transferred from the national warehouse as the destination item is not at a barracks/shipyard (see 6.5.3., p137).
5. The goods cannot be transferred into the national warehouse as the source item is not at a barracks/shipyard (see 6.5.3., p137).
6. You cannot transfer goods from one depot directly to another.
7. The source and destination are the same item.
8. The source is not on the map.
9. The destination is not on the map.
10. The source item is owned by another player.
11. Both the source and destination items are owned by another player.
12. Source and Destination are not in the same co-ordinate.
13. You cannot load goods onto warships (see 4.10., p72).
14. The 'A' Order can only be used to transfer goods from a ship/baggage train to a depot/trade city (see 6.5., p134).
15. The source has no goods to transfer.
16. The destination has no spare capacity.
17. The source and destination are on different maps.
18. There is not enough money available in the destination item for you to buy the goods.
19. There is no money available in the destination item to purchase the goods.

## 10.20 Error Codes - Boarding

- 2 The item to be loaded belongs to another empire.
3. Incorrect registration number for the item to be loaded.
4. Incorrect ship/fleet registration number.
5. The item to be loaded is not on the map.
6. The item to be loaded does not exist.
7. The item to be loaded is involved in a battle.
8. Fleet does not have sufficient loading capacity.
9. Spies and Generals can only be loaded onto single ships (see 6.7.1., p148).
10. Brigades and baggage trains can only be loaded onto fleets (see 6.7.1., p148).
11. The item to be loaded is not in the same co-ordinate as the ship/fleet, and it is also not vertically or horizontally adjacent to the ship/fleet (see 6.7.1., p148).
12. The empire that owns the item to be loaded does not have a Alliance (4) relationship with the empire that owns the ship/fleet (see 6.7.1., p148).
13. The empire that owns the ship/fleet does not have a Alliance (4) relationship with the empire that owns the item to be loaded.
14. The item is not on board a ship/fleet.
15. The item can only be unloaded on the ship/fleet's position, or on a co-ordinate horizontally or vertically adjacent to it (see 6.7.2., p150).
16. The unload co-ordinate is outside the boundaries of the map.
17. Item is disembarking onto a water co-ordinate.
18. The item cannot be unloaded in the same month that it was loaded.
19. There is not a state of War or Alliance between the owner of the co-ordinate and the owner of the disembarking troops (See 6.7.2.).
20. The fleet has lost a battle.

### 10.21 Error Codes - Hand Over Ships and Territory

2. The item does not belong to your empire.
3. The item does not exist.
4. The item is not on the map.
5. Brigades/baggage trains are loaded on the ship (see 6.8., p152).
6. The owner of the shipyard at which the ship is berthed is not the new owner of the vessel (see 6.8., p152).
7. The ship is not in one of the new owner's shipyards (see 6.8., p152).
8. The co-ordinate specified does not contain one of the new owner's brigades (see 6.8., p152).
9. Incorrect item registration number.

## 10.22 Error Codes - Change Names

2. Incorrect registration number.
3. The item is owned by another empire.
4. Merchant ships do not have names.



### 10.23 Error Codes - Change State Relationships

2. An incorrect relationship was specified.
3. You cannot specify a state relationship towards your own empire.
4. A state relationship cannot go from Alliance (4) to War (1) in one month (see 3.1.1., p57).
5. A state relationship cannot go from War (1) to Alliance (4) in one month (see 3.1.1., p57).
6. War cannot be entered into until May 1808 (see 3.1.1., p57).

## 11 The First Turn in Austerlitz

This section contains basic advice on your first turn in Austerlitz, plus some tips on playing the game. It is by no means exhaustive, but should help get your empire off to a good start. Some of the following methods are particular to Supersonic, developed during the time we have been playing, so don't take this as the 'one true way' to play Austerlitz. If you create new, and different (and better) methods then be sure and keep them secret from your enemies...

## 11.1 Preparation in Advance

Some advance preparation can be done before your first turn in Austerlitz arrives.

The regional maps in the appendices are consulted countless times during play, so photocopy them if possible so they do not become too worn. (Permission is given to photocopy the Austerlitz Regional Maps for personal use only.) Glue the two European maps of one set of the copies together so the whole of Europe can be taken in at a glance, and glue the Caribbean and Indian Subcontinent on the reverse. Use glue in preference to sticky tape as it is difficult, if not impossible, to write legibly on sticky tape.

To improve clarity on the Regional Maps use coloured pencils and fill in the different terrain types; light colours for the easier terrain (i.e. B, H, Q & K) and darker colours for the difficult terrain (i.e. D, W, T, S & G). You will find that the easy trading routes and invasion routes 'leap' out of the page at you.

Use a pen to mark in the location and registration numbers of the trade cities on the regional map copies (see 6.6., p139). Find and mark clearly all the areas of extra production, especially mines, in your territory and those territories nearby... (see 2.8.5., p46). Also mark all unclaimed extra production in the Colonies, i.e. those in Neutral (?) territory. Use these to plan your policies of Colonial and European expansion (see 6.4.1.1.1., p117, 6.4.1.1.2., p118).

Next, work out which types of battalions you want to build and using the QUICK REFERENCE TABLES (see 11.4., p309) fill in the battalion type and the cost in lousidore, economic points and horses (if required) per battalion. This will save you having to work it out time and time again. Alternatively if you have a Personal Computer you can ask Supersonic to provide the spreadsheet files which they have designed for this purpose (see 11.5.2., p312).

## 11.2 The Set-Up/First Turn

As with the Regional Maps, join the Political Maps in the rulebook (or the set-up turn) together for easy reference. To improve clarity on the Political Maps use a pen and mark the borders between the different empires. Take a bit of time, find your empire across all the maps and pencil in the co-ordinates. Evaluate the strategic importance of some of your territory - is it ripe for capture by enemies, or would it make a good base from which to further your interests?

Circle the territory of other empires within the game. This will allow you to see where potential alliances and conflicts might develop, and in future turns this will reveal invasions, and the economic strategy of other nations from the production sites visible on the map.

Your empire begins with substantial stocks in the national warehouses, an established navy, small army, plus several depots. Plot the positions of these items on the monthly political map on the turn report; your armies, commanders, spies, warships, merchant ships and baggage trains; using coloured pens for each type of item, or different colour pins. This will give an overall picture of the distribution of your forces around the globe.

Find all your barracks/shipyards and calculate their strategic value. If they're near the frontier of another country this will allow rapid deployment of troops and also a good border defence, but they can be vulnerable to raids. Fortify them if possible (see 5.3., p95).

## 11.2.1 Economics

The basis of your economy is money - without Louisdore nothing can be built. To calculate the amount of capital you have to spend each month, total the tax income for your empire (see 2.5.1., p27) then deduct the cost of fleet and production site maintenance, plus the pay of the army and the Commanders (see turn report). Keep a record of each national warehouse's Louisdore while planning your turn.

To work out how much louisdore you have to spend each turn, deduct the maintenance costs of your production sites, commanders, army and navy from the 'gross' amount you have in the national warehouse (see current monthly turn report). You will then be left with a 'net' amount with which you can spend. It is extremely important not to over spend and run out of louisdore, if you have no money to pay for your army and commanders they will desert your empire.

To build a powerful army and navy, then you must develop a balanced economy that will be able to support them. The first few months are crucial for the building of production sites and the raising of population densities (see 2.6.4. , p34). The latter purpose is to bring in more taxes, however, don't leave yourself short of citizens which are required to build your army and navy.

### **Notes:**

Your army, navy, commanders are paid at the beginning of each month and the louisdore is taken directly from your national warehouse, along with production site maintenance (louisdore and citizens), before any orders are processed.

The tax received from your population is deposited into your national warehouse at the end of each turn.

Production sites produce at the beginning of each month. However, your population, army and navy are fed before any estates produce food.

### 11.2.1.1 .....Starting Production

Your empire begins Austerlitz with no production sites. It is your decision, as your country's leader, to decide how your empire is to develop.

Section 2.8 contains the population, terrain and financial requirements of all types of production sites. The regional map contains the terrain types and enhanced production for the co-ordinates, and the political map contains the population density. Use the maps to place your production sites in the best possible locations, and build on the enhanced production co-ordinates if possible. Some production sites, typically mines, are expensive to build, so be sure your warehouse can stand the initial cost.

Typical first turn builds

To facilitate the best possible start to your nation's economy you need to plan the production site builds carefully. Below are some examples and tips on how to achieve this.

Example:

*First Turn - One Factory, one Weaving Mill, one Ore Mine, one Mint, any other mines and four to six Sheep Farms.*

First build a Factory (type 4 production site) plus the other production sites required to supply the factory with its raw materials:

A Factory needs - one weaving mill - half an ore mine - one and a third lumbercamps.  
A Weaving Mill needs - approximately five sheep farms.

These initial builds will produce the economic points which are used to construct all items in Austerlitz, and will get your economy off to a good start. Mints and Gold Mines produce valuable revenue and should be built as quickly as possible.

In your initial start-up your national warehouses will stock goods of all types. So, again careful planning should dictate which sites need to be built first.

*Second Turn - One Factory, one Weaving Mill, three Lumbercamps and as many Sheep Farms as possible.*

If you are thinking of developing a strong navy you will need to start building extra Weaving Mills and Lumbercamps to over produce and provide a surplus with which to build ships.

There should be enough food to last several months, so, although essential in the long run, Estates do not require to be built for the first three to four turns. Then build enough estates to supply your growing population, approximately eighteen to twenty four estates for every one million population, you may also produce a surplus to provide stocks for winter or which can be used in trade.

If you are going to build cavalry you will need to build Horse Breeding Farms.

Vineyards only produce between September and December inclusive, so there is very little point building them before August as you will be paying maintenance for the sites although they will produce nothing.

Concentrate on building up production initially, then once your economy is running properly with all the goods being produced that you desire, divert some of your money and goods to building armies. The 'arms race' can happen quickly in Austerlitz. Every empire begins the game with effective naval and armed forces, but those empires who build for victory can gain a decisive edge over their neighbours. Lightning raids to take valuable territory, followed by suing for peace, a tactic favoured in Napoleonic times, is equally effective in Austerlitz.

#### **Notes:**

Factories will use as much of the required goods as they can to produce economic points, so if you wish to be left with goods to build certain items, build extra production sites and over produce those types required.

If you are left with a surplus of goods you can transfer them to a 'safe' barracks, where they will not be used in the production of economic points.

## AUSTERLITZ

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It is not a good idea to group important production sites together, as a lightning raid by an enemy empire could result in a complete breakdown of your economy.

The population density of important sites should ideally be raised one level above the minimum necessary. That way if an epidemic strikes the co-ordinate you will not lose valuable production.

## 11.2.1.2 .....Trade

Plot the positions of your empire's baggage trains and merchant ships, and take a note of their contents. Most of your merchant fleet and baggage trains will need to be supplied with money to begin trading, so transfer Louisdore directly to them from the national warehouse (see 6.5, p134, 6.5.3, p137.). Be careful in the first turn, however, not to remove so much from the warehouse that your economy is crippled, building of production sites suffers or your population starves... Write the rates of the Trade Cities for the current month on the political map and plot trade routes between them. Look for the best possible routes on which you can buy low and sell high. A difference of 2 between the buying rate and selling rate is essential for profitable trade.

The trade formulae (see 6.6.1, p140, 6.6.2, p141) favour buying goods from a trade city at which there are a lot of that particular type of goods, then selling them at a trade city which has none. Also, it is more profitable to sell goods in small quantities rather than in one large sale. Check the formulas to see if this is right... Land based trade is limited at the start of the game due to the low number of baggage trains of most empires. Build one or two extra baggage trains to increase your trading potential.

### **Notes:**

Several months supply of food is essential, especially in winter.

Don't rely on one empire or route for all your trading, if the political situation changes and these avenues are closed (the empire changes state relations to neutral or war) your economy could be seriously damaged.

Don't send large quantities of goods on one baggage train, again if the political situation changes and the baggage train is stuck where you can't recover it, make sure it is just a small loss.

For efficient sea trade form merchant vessels into fleets as quickly as possible.

Merchant Fleets are less likely to be spotted at sea and appear on the monthly turn report maps.



## 11.2.2 Warfare

There are some defensive measures you can take to protect your empire against the outbreak of hostilities in May 1808 (see [3.1.1.](#), p57).

Move your armies to protect your borders, and station them in barracks if possible. However, if you are planning an invasion, or simply don't want an enemy spy to discover how strong your armies are, move the brigades to areas where spies are not likely to ply their trade.

### Example:

*If you are planning to invade a neighbouring empire and have five trained brigades in a strategically placed barracks, build another five in the same barracks, so giving ten in total. On the same month move the trained brigades onto a diagonal co-ordinate beside the barracks. Any spies which are in the barracks would simply report that there are still only five brigades in the barracks, when in fact you have a potential invasion force (spies only report on the co-ordinate they are on and the North, South, East and West surrounding co-ordinates). When the time is right (i.e. you are happy with the experience level of the new brigades) change your state relationship to war and move the other five out to join the original five brigades and build some more brigades in the barracks. You will then be able to mount a surprise attack on the next month with the ten brigades and a commander, once federated - Although the spy might report the change of relationship they will also report that there are not enough brigades in the barracks to mount an invasion.*

It is a good idea to regularly move your armies around your empire to keep any possible enemies guessing your strength and positions.

Move spies to the capitals/barracks of near neighbours to keep an eye on their troop and ship deployments (see [3.2.](#), p58).

Even though no invasion can happen before May 1808, there is nothing to stop an empire deploying troops in preparation for one.

Keep your spies moving even when everything appears quiet - you never know what they will 'stumble' across.

If you plan to move troops to the colonies to increase your overseas strength, or prepare for a surprise European naval invasion, then set up fleets to transport brigades in the early turns.

A large fleet is required to carry a brigade (see [6.7.1.](#), p148) and it's best to move your ships into fleets as soon as possible (see [6.2.](#), p99). Remember that both warships (see [6.7.1.](#), p148) and merchant ships can carry an invasion force. However, if you do not want a navy, then sell it to an ally or exchange it for territory.

If you build Colonial Troops don't waste valuable time training them in Europe. Load them onto a fleet the turn after they are mustered along with the required amount of economic points to train them a couple of levels, and set sail for the colonies. They can simply be trained once they have reached their destination in the colonies with the economic points you have transported and lousidore from your colonial warehouse. The training must take place in a barracks or shipyard belonging to your empire.

When fighting land battles there is a great deal of argument over which type and size of army is best. A couple of points to remember are; the more troops, regardless of type or training, you have in a mathematical battle, will allow the casualties your army takes to be spread evenly over a greater number of men and could be a deciding factor.

The quality and experience of an army involved in a simulated battle, regardless of size, is extremely important as your troops are less likely to lose their moral and flee the battlefield.

### Notes:

In a mathematical battle quantity can get the upper hand on quality.

In a simulated battle quality and experience are the most important factors.

It takes longer to train quality troops to their maximum experience factor, so it is best to build these troops as soon as possible.

If you split a large army to invade enemy territory with several small armies, keep these armies within one turn's march of each other. This tactic will provide any of the small armies, which may be attacked, to be reinforced by the others. Alternatively you can always make sure that the armies are going to finish their separate movements on the same co-ordinate, so forming a large force for maximum protection, at the end of each turn.

If you are planning to launch a seaborne invasion, a month before the intended invasion, move your commander to the co-ordinate where you plan to land your brigades. This tactic will allow you to unload the maximum number of brigades (i.e. sixteen) in one turn, as your commander will already be there. In a seaborne invasion you will have to run a 'shuttle' of fleets to unload the maximum number of brigades each turn (i.e. move the fleet and unload the brigades on one month, move back to base, providing it is within reach, and load more brigades on the next and move back and unload on the third etc.). This tactic will provide the best chance of establishing a 'beachhead', leading to success. If you have a large navy it might be possible to have two fleets running at the same time, so providing a constant supply of reinforcements. The best seaborne invasions are those where you land your brigades on an ally's territory and actually invade the enemy from land.

At the start of Austerlitz the 'Form Federation' commands are at a premium, so they must be used effectively, so, form as many items as possible into federations/fleets; and train, raise headcount, repair and move in federations/fleets. In fact you'll find that even the 218 orders available in Austerlitz are at a premium, as the game is so rich and diverse that your attention will be drawn across the European and Colonial maps in a number of different 'games' within the game.

## 11.3 Austerlitz 'Plans and Strategy'

The best way to play Austerlitz, we find, is to find the best strategy to suit your empire, then divide that strategy into a number of 'plans' that progress over several turns, and then deal with each plan when doing the turn. For each plan decide on your objective and how to attempt it. Then write the orders that will carry out the task for that month, and prefix each order with the turn sheet section number.

For example, a plan to construct the Suez canal on the North African co-ordinates on 64/60 & 64/61, to provide a quicker route to the colonies, might be: **Build troops to capture and protect the canal from French aggression.**

**Turn 1:** Set up two Brigades, in section -03- of the turn sheet, to capture and protect the Canal. Remember that you will have to first transfer the goods required to build the brigades into barracks 327 in section -01- of the turn sheet.

- 1.) 327/5/5/5/5/0/0/SUEZ GARRISON 1
- 2.) 327/5/5/5/5/5/0/0/SUEZ GARRISON 2

Form a Fleet in section -14- of the turn sheet to Transport the Brigades.

- 1.) 1354/11
- 2.) 1357/11
- 3.) 1358/11
- 4.) 1363/11
- 5.) 1366/11
- 6.) 1368/11
- 7.) 1371/11
- 8.) 1376/11

**Turn 2:** Train brigades in section -06- of the turn sheet, again remembering to transfer the goods required to train the brigades in section -01- of the turn sheet.

- 1.) 4001
- 2.) 4002

And Load onto the fleet, along with a commander in section -20- of the turn sheet.

- 1.) E/4001/11
- 2.) E/4002/11
- 3.) E/3/1354

**Turn 3:** Move fleet 11 to 64/60 using section -18- of the turn sheet..

- 1.) 11/6/8/5/2

And unload brigades and commander to the south onto 64/60 in section -20- of the turn sheet.

- 1.) 5/4001
- 2.) 5/4002
- 3.) 5/3

**Turn 4:** Form a federation in section -14- of the turn sheet.

- 1.) 4001/61
- 2.) 4002/61
- 3.) 3/61

And capture 64/60 using remain stationary command in section -18- of the turn sheet, then move south to capture 64/61.

- 1.) 61/9/1/5/1

**Turn 5:** Build shipyards to form Suez canal on 64/60 & 64/61 in section -13- of the turn sheet.

- 1.) 2/64/60
- 2.) 2/64/61

The time taken to complete this plan could be shortened if you transport one or two of your existing brigades instead of building new ones.

When filling out the turn sheet each plan can be dealt with in turn, and the orders for each section copied onto the sheet. Give each plan a priority, and the orders for the high priority plans can be written first in each section of the turn sheet (see [1.2](#), p14, [6.6.5.](#), p144). Essential operations will thus be assured of being carried out. Advanced planning also ensures there are no delays when a forgotten aspect is dealt with.

Another technique that can be used is to tick the turn report as each item is used to make sure the resources of your empire are being utilised to the full. Use the turn report to record what each item is doing.

### 11.4 Quick Reference Tables

At the very back of the rulebook you will find two quick reference tables.

The first table is a collection of all the most commonly used information that you will find yourself referring to time and time again.

The second is an army table, which you can fill in at your leisure. The idea being; when you work out all the costs of battalions and brigades specific to your empire you can simply write in the cost of each different type of battalion on the sheet, along with it's weight in tons etc. There is also a small section for you to record individual fleet loading capacities. Just work out the capacity in tons of the fleet and write it in the boxes provided, it can save you considerable time and effort turn after turn. Remember to use a pencil and rubber, they will enable you to use the table again. Permission is given to photocopy the Quick Reference Army Table.

## 11.5 Diplomacy

Diplomacy is a major part of Austerlitz. Talk to the other players within the game. Write to them, fax them, phone them, because if you remain silent there's a chance you'll be mistaken for a drop-out position, and regarded as a legitimate target.

If you receive a letter, take the time to reply to it, as if you are friends with your neighbours then there is less of a chance that they'll attack you without provocation and there is every chance that you could persuade them to go to neutral or even war to your potential foe.

Diplomacy can be the best weapon you can use. If you are allied with another nation you have effectively doubled your strength, and a strong alliance can mean mutually beneficial trade, unhindered transport of troops, secure frontiers that allow you to concentrate your armed forces elsewhere, etc. And, of course, to deceive someone you *must* talk to them...

If you are sneaky, dishonest and untrustworthy the other players will remember, news will quickly spread, and you might find problems when trying to get others to trust you. However, this does not mean that you have to be absolutely straight and up front. If you 'do the dirty' on another player just make sure that it is in a clever, funny, subtle or strange way and you just might earn some respect.

If a weaker empire is being attacked by a strong one, or a powerful alliance, it could be worth helping them out in a small way; supplying them with lousidore, economic points, ore, food etc. If they manage to survive the invasion, you will have a grateful ally and they might one day return the favour. If you stand back and do or say nothing you might find yourself becoming the next target...

As well as looking for friends and allies you should also try to find out about any potential enemy nearby; swap spy reports etc. Diplomacy keeps information flowing within the game.

### 11.5.1 The Player Newsletter

The players' newsletter is the source of rumour and comment within the game. Newsletter submissions are usually written in national character, but need not be so.

Contribute to the players' newsletter whenever you can. At the start of the game bombastic declarations, threats, bad jokes, claims of piracy and counter piracy, plus reports of war brewing up in the Colonies, are usually the order of the day. See section 1.5 for more information.

## 11.5.2 Endword

If you have joined a new game, then along with this rulebook you should have received a 'sneak preview' of your first turn. This will give you a bit of time to plan your strategy, pick your friends and target your first victims. We suggest you have a good meal, sit on your favourite seat with a large glass of your favourite tipple and digest your first turn at leisure. Remember you will receive another first turn through the post, exactly the same as the one you now have, although the Trade Cities (goods type & rate), and your empire's population/inhabitants might differ slightly. Your first turn proper will be complete with proper process date.

Any problems or queries, no matter how silly you think they might be, don't hesitate to give us a call (Mon - Fri, 9am - 5:30pm) on 01563 821022 and we will try to answer any problems as quickly and comprehensively as possible. Please do not sit say nothing and tear your hair out, when there are already several bald game administrators only a phone call away. If you own a PC or have access to one, we have designed a spread sheet on Microsoft Excel to do all the calculations you will ever need in Austerlitz - what calculations? - just wait! - *(Important - you must have a copy of this spreadsheet package or one of the following packages; Lotus 1.2.3 or Microsoft Works {a customised version of the spread sheet is available in these formats}*. The spread sheet cuts down the time taken to complete your turn and the best bit is it's free, just send an **unformatted** disc to us and we shall return to you a copy of the spread sheet files - no problem!

Austerlitz is a wargame in a grand scale, taking place across Europe, the Caribbean and the Indian subcontinent. It can be played as three separate games, between which it is possible to transfer goods, men and ships. Austerlitz is a game of conquest and diplomacy, a game that is rich and diverse, complex without being complicated, but most of all a game of fun! We hope you enjoy playing the game as much as we have. Supersonic believe it to be the best game of its type, and we hope you will too. It only remains to welcome you to the world of Austerlitz, the Rise of the Eagle!

*Sam and Scott at Supersonic Games*



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Terrain	MPs	Terrain	MPs	Terrain	MPs
B (arable land)	4	D (desert)	8	G (mountains)	12
H (hills)	6	K (karst, stony steppe)	7	Q (grassy prairie)	6
S (swamp)	10	T (taiga)	8	W (wood/forest)	8

(See Terrain and Resources Key 1.1.2 p13, Movement Points 6.3.2 p102, 6.4.2.3 p52)

Terrain	MPs	Terrain	MPs	Terrain	MPs
B (arable land)	4	D (desert)	8	G (mountains)	12
H (hills)	6	K (karst, stony steppe)	7	Q (grassy prairie)	6
S (swamp)	10	T (taiga)	8	W (wood/forest)	8

	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90
70	?H	?D	?D	?D	?H	?He?	?H	?W	?H	?Gg?	?G	?G	?G	?G	?G	?G	?Gz?	?G	?Gg?	?W	?W	?W	?W	?H	?Ge?	?H	?W	?W	?B	?B	?W	?W	?B	?W	?H	?H	?B	*	70	
71	?D	?B	?D	?H	?W	?H	?W	?W	?B	?B	?H	?H	?H	?H	?B	?B	?B	?B	?B	?W	?H	?G	?G	?W	?W	?G	?G	?H	?H	?B	?W	?B	?B	?W	?B	?B	*	. C		
72	?D	?B	?H	?B	?B	?S	?S	?S	?B	?B	?Hg?	?H	?B	?W	?B	?B	?B	?B	?B	?H	?H	?B	?W	?H	?H	?G	?H	?W	?H	?G	?Gz?	?W	?W	?B	?Bw?	?B	?B	*	. W A	
73	*	*	*	?B	?S	?S	?S	?Bn?	?B	?W	?H	?H	?W	?B	?B	?W	?B	?B	?B	?Bn?	?Bn?	?H	?W	?G	?Gg?	?G	?H	?W	?B	?B	?Bn	*	*	?B	*	.	. E R			
74	.	.	.	*	?Bn?	?Bn?	?Bn?	?B	?B	?H	?H	?H	?H	?B	?H	?B	?B	?B	?B	?Bn?	?W	?Bn?	?Bn?	?H	?G	?H	?W	?H	?H	?W	?Bn	*	.	.	*	.	.	S		
R	.	.	.	.	*	?Bn?	?S	?S	?H	?H	?H	?W	?B	?H	?H	?W	?H	?H	?B	*	*	?Bn?	?H	?H	?W	?W	?H	?G	?G	?Ge?	?G	?H	?W	*	.	.	?H	?H	.	T
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77	.	.	.	.	*	?B	?B	?H	?H	?B	?H	?B	?H	?W	?W	?H	*	.	.	.	.	*	?B	?B	?H	?W	?B	?B	?Bw?	?W	?H	?W	?Bn	*	.	.	.	.	77	
78	.	.	.	.	*	?B	?B	?H	?Be?	?H	?W	?W	?W	?H	?Bn	*	.	.	.	.	.	*	?H	?W	?H	?W	?B	?B	?W	?W	?H	?W	?H	?Bn	*	.	.	.	78	
79	.	.	.	.	*	?B	?B	?H	?H	?B	?W	?H	?W	?H	?Bn	*	.	.	.	.	.	*	?B	?W	?H	?W	?B	?B	?W	?W	?G	?H	?W	?B	*	.	.	.	79	
80	.	.	.	.	.	*	?B	?H	?W	?H	?H	?W	?H	?Bn?	?S	*	.	.	.	.	.	*	?S	?W	?H	?B	?W	?B	?B	?B	?W	?He?	?H	?W	?W	?H	*	.	.	80
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## AUSTERLITZ Political Map

(See 1.1.1.)

[illegible]

**AUSTERLITZ**      **Political Map**  
The Rise of the Eagle    January 1808

(See 1.1.1.)

65 71.70.  
41 42

