The Campaigns of Napoleon
Exclusive Tables for THE SUN OF AUSTERLITZ [1805]
For use with the 1x Consolidated Rules

MARCH ATTRITION TABLE

March Distance	Modified Die Roll									
0	0-2	3,4	5,6	7,8	9,10	11,12	13+			
0.5 – 2.5		0	1,2	3,4	5,6	7,8	9,10	11,12	13+	
3 – 4			0	1,2	3,4	5,6	7,8	9,10	11,12	13+
4.5 – 5.5				0	1,2	3,4	5,6	7,8	9,10	11+
6 – 9					0	1,2	3,4	5,6	7,8	9+

APs:	11+	7 – 10	4 – 6	1 – 3	Zero										
Forage:		9+	6 – 8.9	1 – 5.9	No LOC										
Size of Force in SPs — 1-7	1-4	1-2				0	0	0	0	0	0	0	0	1	1
8-10	5-7	3-4	1-2			0	0	0	0	0	0	0	1	1	2
11-14	8-10	5-7	3-4	1-2		0	0	0	0	0	0	1	1	2	3
15-20	11-14	8-10	5-7	3-4		0	0	0	0	0	1	1	2	3	4
21-28	15-20	11-14	8-10	5-7		0	0	0	0	1	1	2	3	4	6
29-38	21-28	15-20	11-14	8-10		0	0	0	1	1	2	3	4	6	7
39-48	29-38	21-28	15-20	11-14		0	0	1	1	2	3	4	6	7	9
	39-48	29-38	21-28	15-20		0	1	1	2	3	4	6	7	9	10
		39-48	29-38	21-28		1	1	2	3	4	6	7	9	10	12
			39-48	29-38		1	2	3	4	6	7	9	10	12	14
				39-48		2	3	4	6	7	9	10	12	14	16

Die Roll Modifiers (*see ¶267*):   * Round MPs used up
-1   For each Bonus Point of Force Leader
+1   For each MP* of Forced March undertaken (max +4)
+1   For each MP* of Extended March undertaken
+1   If weather is Mud or Rain
+3   Starting Attrition modifier for a besieged Force

VIENNA MORALE CHART

Condition	Change in Levels
French capture Olmütz (*see ¶E13*)	-2*
French capture Allied Major Personality (*¶396*)	-1
French win Critical Battle (*see ¶395*)	-1
Austro-Russians win Critical Battle (*see ¶395*)	+1
Allies capture French Major Personality (*¶396*)	+1
Old Guard staked but loses round (*see ¶397*)	+1
Austro-Russians capture Brünn (*see ¶E13*)	+1*
Austro-Russians capture Pohrlitz (*see ¶E13*)	+1*
Napoleon is eliminated (*see ¶396*)	+2

* Reversed if recaptured.

WEATHER TABLE

Month	Frost	Snow	Mud	Rain	Fair
November	0	1, **2**	3, **4**	5, **6**	7
December	0, 1	**2**, 3, 4	5	**6**	7

Bold indicates Fog also applies (*see ¶142*)

Die Roll Modifiers:
-1   If previous roll was 1 (before modifier)
+1   If previous roll was 6 (before modifier)

ADMINISTRATIVE POINT POOL

Army	LOC Distance in Primary Road Hexes		
French:			
S/S Vienna:	**0-20**	**21-40**	•
S/S Krems:	•	**0-20**	**21-40**
Austro-Russian:	**0-20**	**21-40**	•
Dice Roll			
2	5	4	3
3	5	5	1
4	6	5	4
5	5	3	2
6	3	2	4
7	3	2	4
8	4	3	2
9	4	3	1
10	4	6	4
11	3	2	0
12	3	2	0

If the Army Commander is stacked with the Center of Operations, add 1 AP to the amount received (s*ee ¶99*).

NEGOTIATION TABLE (¶E16)

Dice Roll	-5, -4	-3	-2	-1	0	+1	+2	+3
2	•	•	•	•	•	•	•	•
3	R/A	R/A	•	•	•	•	•	•
4	R/A	R/A	R/A	R/A	•	•	•	•
5	R/A	R/A	R/A	R/A	R/A	•	•	•
6	N1	R/A	R/A	R/A	R/A	R/A	•	•
7	N1	N1	R/A	R/A	R/A	R/A	R/A	•
8	N1	N1	N1	R/A	R/A	R/A	R/A	•
9	N2	N2	N1	N1	R/A	R/A	R/A	R/A
10	N1	N1	N2	N2	N3	R/A	R/A	R/A
11	*	N2	N2	N3	N2	N2	N1	R/A
12	*	*	N2	N2	N1	N2	N1	N1

The header "Vienna Morale" spans the eight value columns.

- **•** = Cease rolling on the table
- **R/A** = Roll again at the end of the next turn
- ***** = Roll again at the end of the next turn, except during Negotiations, when it's a French Marginal Victory
- **N** = Negotiations ensue, with the number indicating the duration in turns (starting with the following turn); all N results after the first = R/A

ULTIMATUM TABLE (¶E18)

Die Roll	Result
-1, 0, 1	Prussian Ultimatum; do not roll again on this table
2-5	Roll again next turn
6	Prussia Quits Coalition; do not roll again on this table

Die Roll Modifiers:
-1 Vienna Morale is +2
-2 Vienna Morale is +3

Costs to Exit Enemy ZOCs

Enemy SPs:	1	2		3	
Enemy cav SPs:	Any	< 1	1 or 2	< 1	1+
Exiting unit type					
Infantry	+0	+1	+1	+2	+2
Cavalry	+0	+0	+1	+0	+2

TEC Notes:
- Terrain effects are cumulative for movement but not for combat.
- Use the Infantry column for artillery and bridge trains, and the Cavalry column for the Center of Operations. Cav. in a Force with inf. pays separate costs.
- Use the Cavalry column when tracing Dispatch Distance, except primary roads = 1 MP.

TERRAIN EFFECTS CHART

Hex Type	Cost Inf.	Cost Cav.	Forage Value	Affecting	Additional Combat Effects
Clear	1	1	1.2	No	None
Mountains	4	6	0	Yes	Count 9 SPs max if attacking or pursuing into or if defending in defile
Hill	1.5	1.5	0.5	Yes	None
Woods	1.5	3	0	No	Attacking into: Inf * 0.75; cav * 0.5; no bombardment into or out of hex
Wooded Hill	2	4	0	Yes	
Town	Other terrain		3	No	Force in hex may always choose Pitched unless Vedettes or in Forage Mode
Depot	1	2	4	Yes	
Citadel	1	2	6	Yes	Same as Town; first 15 defending SPs *2; defender may avoid attack (constitutes state of siege); & no bombardment allowed against
Hexside Type					
Secondary Road	1	1	NA	No	None
Primary Road	0.5	0.5	NA	No	None
Secondary River	+1	+1	NA	Yes	Pursuit losses *2 if retreated through; counterattack not required across
Primary River	Only at bridge		NA	NA	Allowed only across bridge; counterattack not required across; treat as Secondary River during Frost and Snow
Lake	Only if frozen		NA	NA	Prohibited; treat as Secondary River during Frost and Snow
Secondary Bridge	+1*	+1*	NA	Yes	None
Primary Bridge	+1*	+1*	NA	Yes	Pursuit losses *2 if retreated through
Pontoon Bridge	+1*	+1*	NA	Yes	Same as corresponding bridge
Enemy ZOC†	See above		NA	No	Pursuit losses *2 if retreated through

NA = Not applicable

* +0 if tracing LOC or Dispatch Distance, or if moving unit entered the hex before the bridge using a road

† A Force in Forage Mode exerts a ZOC only in the hex it occupies