

The Seven Days of 1809

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1.0 INTRODUCTION

The Seven Days of 1809 is a two-player simulation of Napoleonic warfare at the divisional level. This is a hidden-movement game, and Vedettes (see 13.0) must be employed to scout enemy positions.

The map is the playing surface, depicting the area where the battles actually occurred. A hexagonal grid overlaying the map divides the playing surface into square-mile sections termed hexes.

The playing pieces (units and leaders) represent the military formations that fought the campaign. A unit pays a variable number of Movement Points to move from one hex to another, and must stop moving when it has expended Movement Points equal to its Movement Allowance, or when it enters an Enemy Zone of Control.

The Players take turns moving their units and attacking enemy units. Combat is resolved by comparing the attacking unit's strength to the strength of the opposing unit (always in an adjacent hex). This comparison is expressed in a simple odds-ratio (2:1, 3:1...). A die is rolled and the result located on the Combat Results Table.

Leaders can place units In Command and can Reorganize eliminated units (at reduced ® strength).

1.1 Game Components

The Seven Days of 1809 contains the following components (you will need one six-sided die—not included).

- One 22 x 34" map
- One Rulebook (32 pages)
- One sheet of 280 die-cut playing pieces
- Four 8.5 x 11" March Tables (2 French, 2 Austrian)
- Charts & Tables Card (CRT, TEC, etc.)
- Turn Record Card (front & back)
- One 8.5 x 11" Casualty Record Track Card
- One game box

If any of these parts are missing, or if you have any questions concerning how the game is played write to:

The Seven Days of 1809

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1.11 Game Charts & Tables: The following Charts, Tables & Tracks are consulted during play—

- March Tables (2 French and 2 Austrian cards)
- Terrain Effects Chart-Combat Results Table (card)
- Turn Record Track ('TRC' card)
- Casualty Record Tracks (card)
- Units Awaiting Reorganization box (on the map)
- Permanently Eliminated Units box (on the map)
- Terrain Key (on the map)

4-page pull-out folder in the center of this book—

Orders Slips • Game Rules Summary • Terrain Effects Chart • Sequence of Play

1.12 The Rulebook: Contains Rules, Scenarios, Historical Commentary, and the Charts & Tables folder (4pp). The rules are divided into Major Sections—5.0 through 12.0 follow the Sequence of Play (Command–Movement–Combat Phases).

1.2 The Map

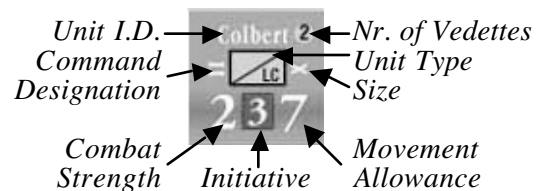
Each 16mm hex is about one mile from side to side (1750 yards, 1600 meters). Each hex has a four-digit code printed on it, used for setting up the units prior to play (see March Tables for the actual locations).

On the map, Slope hexsides represent a rise of 100 to 200 feet (on the Danube near Regensburg, 300 feet).

1.3 The Playing Pieces

The playing pieces are of four types: Combat Units, Leaders, Trains, and Markers.

1.31 Combat Units: These are color-coded to represent the troops of various nations. French units are blue. Bavarians—Lt. Blue; Württembergers—Dark Blue; other Germans—Cool Gray (see 17.1). Austrians are white. The numbers and symbols printed on the units indicate their Combat Strength, Initiative Rating, Movement Allowance, Unit Type, Size, Unit I.D. and number of Vedettes they can deploy. Most units have one Full Strength and one Reduced Strength ® counter (see 6.2).



Combat Unit Type Symbols

				LC	HC
Infantry	Cavalry	Mixed	Vedette	Light Cavalry	Heavy Cav.

Combat Unit Size:

XX Division, X Brigade, III Regiment.

1.32 Leaders: Also color-coded for nationality, a Leader displays his Name, Command Designation, Movement Allowance, and Initiative Rating *or* Command Rating. Leaders come in two types: Commanders and Officers. Commanders are: Charles and J. Liechtenstein (Austrian); Napoleon, Davout, Massena, Bessieres, and Lannes (French). The different capabilities of Commanders and Officers are explained under "Command" (*see* 7.0).

Commanders

Name



Command Designation
Command Rating [Bracket]
Movement Allowance

Officers

Name



Command Designation
Initiative Rating (Paren.)
Movement Allowance

1.33 Trains: Pontoon Trains have the unique ability to build Pontoon Bridges (*see* 9.2); Baggage Trains are important for Supply (*see* 14.1B). Trains move paying cavalry costs, and have no ZOC.



PONTOON
TRAIN



BAGGAGE
TRAIN

1.34 Markers: Markers are placed on the map to indicate status of units or bridges; they are depicted in the rules where their use is explained.

1.4 Glossary

For a good overview, read this section and the Sequence of Play (2.0), along with the game summary.

Bridge: A *Bridge* crosses a river and has a special symbol. A *Stream Bridge* is a crossing over a stream.

Combat Strength: The total manpower of a Combat Unit quantified in Combat Strength Points (SPs). One SP equals between 800 and 1,000 men.

Combat Unit: All playing pieces (except Leaders, Trains, and Markers). Only Combat Units may attack or defend against enemy Combat Units.

Combined Arms: An attacking force with both infantry and cavalry gains a combat odds shift of one column to the right. The cavalry may include vedettes (*see* 16.1) *but must have a strength of at least one* after all modifications. Combined Arms Attacks are not possible when (a) any cavalry of the force is attacking through a woods hexside; (b) attacking into a fortified town, or (c) the defending hex also contains infantry and at least one SP of cavalry (*see* 16.1).

Commanders: Leaders at the highest level who may place their subordinates (Officers and Combat Units)

"In Command" so that they may move automatically during their turn (*see* 5.11).

Command Designation: The designation (usually a Corps's Roman Numeral) shared by an Officer and the units of his command. An Officer commands all Combat Units that share his Command Designation.

Command Range: The "radius of command" beyond which a Leader cannot place forces "In Command" (*see* 7.2).

Command Rating: The number of Formations and individual Combat Units that a Commander may place "In Command" at one time (*see* 7.11).

Engage: The act of entering an Enemy Zone of Control—this requires an attack upon the adjacent Enemy unit (*see* 4.1).

Force: (a) a single stack, or (b) a Formation, excluding any out of command units.

Formation (generally Corps): A group of Combat Units with a baggage train and an Officer that share the same command designation (*see* 5.12).

Fortified Town hex: Fortified towns include Regensburg, Stadt-am-Hof, and Ingolstadt only (*see* 11.5).

In Command: Within the Command Range of a Commander, or of an Officer who is in turn In Command (*see* 7.0).

Initiative Rating: Used to determine whether or not Officers and Combat Units may move when they are not In Command (*see* 2.11).

Leaders: Commanders and Officers, including their staffs, necessary to link all parts of the army to its Chain of Command (*see* 5.0).

Mixed Type: An infantry unit with its own vedettes. Mixed type units are identified by an empty unit type symbol and pay only 1/2 MP additional for Woods hexsides. They are counted as cavalry for *stacking* purposes (only). Mixed Type are considered infantry for Combined Arms. Their Vedettes, if deployed on the map, can be counted toward the minimum one SP of cavalry needed for Combined Arms (*see* 16.4).

March Order: A March Order allows a Force to move during the Friendly Command Movement Segment regardless of Command Range (*see* 7.4).

Movement Allowance: The total of Movement Points a unit may expend during each friendly Movement Phase. Each clear terrain hex costs one Movement Point to enter. An infantry unit may move up to 5 clear terrain hexes each turn (*see* 8.1).

Officers: Leaders (of a Corps or 'Formation') who are in charge of all units that share their Command Designation. They are the second link in the chain of command, between Commanders and Combat Units.

Phasing Player: The Player whose Player-Turn is in progress (*see* 2.11).

Reorganization: To return units previously eliminated in combat back into play. Commanders may Reorganize any Combat Unit in the Recovered Section of the UAR box, while Officers may only Reorganize such Combat Units from their Formation (*see* 6.0).

Repulse: When moving forces attempt to displace enemy units out of their path. In order for a Repulse to succeed the moving force must have 5:1 odds (*see* 10.0).

Road March: In order to benefit from road terrain costs a unit must be in “Road March.” This can be declared freely by the player, but units in Road March may not stack and have other limits on their movement (*see* 8.22).

Supply Line: A Line of up to 7 connected hexes from a Combat Unit to a Baggage Train, thence up to 27 MPs along road or trail hexes to a printed supply source. The first 7 hexes of the Supply Line are termed the “Forward” Line and the remainder from the Baggage Train to the Supply Source is termed the “Trunk” Line (*see* 14.1).

Train Units: Pontoon Trains and Baggage Trains, which pay cavalry costs, and have no ZOC (*see* 9.1). Train units (only) pay double the normal terrain movement costs during Thunderstorm and Mud.

Unit I.D.: The name of the Brigade or Division General; or a Regiment’s numerical designation.

Unit Type: The combat arm, either infantry, cavalry, or mixed. Cavalry have separate terrain costs for some types of terrain (*see Terrain Effects Chart*.)

Units Awaiting Reorganization box [UAR box]: A holding area on the map for combat units which have been eliminated in combat, including those currently recovered and eligible for reorganization (*see* 6.12).

Vedettes: Vedettes provide your scouting and screening abilities. Light Cavalry units can be broken-down into a number of Vedettes indicated by the number on the unit’s counter. “Mixed Type” also have 1 or 2 vedettes each (*see* 13.0).

Woods Hexsides: Cavalry pays 3, Infantry 1 additional MP to cross a hexside completely covered by the woods pattern. Mixed Type and units of Davout’s III Corps pay 1/2 MP additional to cross (*see* 16.4). Cavalry attacking or defending across a woods hexside has its combat value halved (no effect on Infantry Combat Strength, attacking or defending). Combined Arms Attacks are not possible when the cavalry in the attack goes through a woods *hexside*.

Zone of Control: (ZOC) All six hexes adjacent to a Combat Unit. A River on the hexside blocks ZOCs—units exert no ZOC across River hexsides (bridged or unbridged—*see* 4.0).

1.5 Hidden Forces

At the beginning of each scenario, units are placed on the map as Hidden Forces, flag side up, obscuring the unit’s identity from the opposing player. The owning player may examine his own forces at any time. All forces remain hidden until revealed (*according to* 1.51).

1.51 Revealing Hidden Forces: A Hidden Force is revealed and turned face-up:

- 1) At the beginning of any Movement Phase if in an enemy ZOC—both the moving and non-moving force are revealed. Both players reveal their own Hidden Forces involved.
- 2) During the Movement Phase if involved in a Repulse—both the moving and target force are revealed.
- 3) At the beginning of any Combat Phase if in an enemy ZOC—both the attacker and defender reveal.

- 4) At the beginning of any Combat Phase if the weather is *not* fog, rain or thunderstorm—and a force on a hilltop* has a straight *Line of Sight* to an enemy force in a slope hex or clear terrain hex that is four (4) or fewer hexes distant, with *no* terrain, or any occupied hexes, intervening.

*EXAMPLE OF HILLTOP: hexes 4417, 4719, 4818.

NOTE: *The dust and smoke from any unit, friendly or enemy, blocks the LOS.*

1.52 Obscuring Hidden Forces: A Force remains revealed as long as it stays in an EZOC. As soon as units are no longer in EZOCs, or the Repulse or Combat Phase has been resolved, they are once again hidden.

1.6 Set-up

Players first select a scenario and carefully punch out the units. The units set up on the map according to the locations in the March Tables. Units may be reduced (set-up their reduced ® strength counter). The First Player always sets up his units (Hidden Forces) on the map before the Second Player. The Austrian Player is the First Player in all scenarios (*see Scenario Information, 19.3*).

1.61 Reinforcements: Leaders and Combat Units that are not set up in the scenario (labeled “OM” = Off Map) arrive later as Reinforcements. These units should be placed directly on the March Tables, in the space corresponding to the Unit I.D.

1.62 Eliminated Units: Eliminated units (“Elim”) at start are placed in the PEU (*see* 6.11).



GAME-TURN MARKER

1.63 Marker Placement: Once all units have been set up, the Game-Turn marker is placed on the turn in which the scenario starts, and any Damaged Bridges called for in the Scenario Instructions are placed on the map on the hexsides specified.

2.0 SEQUENCE OF PLAY

The Seven Days of 1809 is played in a series of sequenced Game-Turns, each of which represents either 6 hours of daylight (3 per day), or 6 hours of darkness (1 per day).

2.1 Day Game-Turns

Each Day turn is divided into two Player Turns subdivided into three Phases. The First Player resolves all three Phases of his Player Turn, then the Second Player does the same. After the Second Player Turn, the Game-Turn is complete and a new Game-Turn begins. (The Austrian Player is the first player in every scenario.)

The First Player rolls for weather (unless players agree to use historical weather as shown on the TRC). Rain prevents Advance After Combat. Thunderstorm Turns have no Combat Phase (*see* 2.3). Thunderstorm and mud double terrain costs for Train units (only).

During Fog, rain, or thunderstorm, units have no Line of Sight (*see 1.51, #4*).

2.11 First Player Turn: Each of the following Phases must be resolved in the exact order given. Any action that is out of sequence is in violation of the rules.

A. Command Phase: This phase is resolved in two segments as outlined below.

1. *Reorganization Segment.* The Phasing Player may attempt to move any eliminated Combat Units Awaiting Reorganization [UAR Box] to the recovered section (*see 6.13*). The Phasing Player may then use eligible Leaders to bring units from the Recovered Section of the UAR box back into play. The units are placed in the hex with the Leader who Reorganized them, and the Casualty Tracks (*see 12.1*) adjusted accordingly. Leaders that Reorganize combat units may not be part of the "chain of command" during the immediately following Command Segment (they may not put units In Command).

2. *Command Segment:*

- A. The Phasing Player removes all "Out of Command" markers from his forces.
- B. The player allocates his Command Points, placing Officers and Combat Units (within the Commander's Command Range) "In Command." If an Officer is placed In Command then any combat units of his Formation (within his Command Range) are "In Command."
- C. The Phasing Player may attempt to place each formation that did not receive a Command Point In Command by rolling against the formation Officer's Initiative Rating. If the die-roll is less than or equal to the Officer's Rating, the Officer and his units (within Command Range) are In Command for the remainder of the Player Turn (*see "Initiative Modifier" below*).
- D. "Out of Command" markers are placed on all forces not In Command.
- E. Reconfiguration of Pontoon Bridges (*see 9.23*).

B. Movement Phase:

1. *Command Movement Segment:* The Phasing Player may move all of his forces that are In Command up to the limit of their Movement Allowance. Reinforcements (*see 15.0*) that enter the map at this time are automatically In Command for their turn of entry. As units move across the map (during this or the following Individual Movement Segment), they may attempt to force enemy units out of the way by Repulse (*see 10.0*).

2. *Individual Unit Movement Segment:* The Phasing Player can attempt to move Combat units that are marked "Out of Command." For each Out of Command unit he wishes to move he rolls against its Initiative Rating. A die-roll equal to or less than this rating permits the unit to move up to its full Movement Allowance; however, the unit is still considered Out of Command and keeps its Out of Command marker. If the die roll is **greater** than its Initiative Rating, the unit may not move.

Initiative Modifier: *The Sound of Guns:* If within 5 hexes of any engaged units, subtract one from the

Initiative Die roll. The unit that succeeds using this modifier must march by the quickest route possible to engage in the nearest battle or draw as near as possible to the nearest battle.

NOTE: *Individual units within the Command Radius of their Officers, whose officer previously this turn failed his Initiative check, may not themselves roll for initiative.*

EXAMPLE: *Two combat units are in range of their Officer who failed in his Initiative die roll. These combat units may not roll for Initiative. If the Player did not roll for the Officer, he could roll for the units in the Individual Unit Movement Segment.*

NOTE: *Officers which successfully roll for Initiative are In Command—individual units which successfully roll for Initiative remain Out of Command (see 7.13).*

C. Combat Phase: Combat is resolved in a series of segments as outlined below:

1. Both players simultaneously reveal the identity of all their Combat Units and Leaders that are within the Line of Sight (*see 1.51*) or in a ZOC (*see "Zones of Control," 4.0*) of the enemy.
2. Defending cavalry (including Vedettes) retreat before combat as desired by the owning player (*see 16.2*). Attacking cavalry retreat before combat.
3. The Phasing Player conducts his Attacks (*see 11.3*). He must attack all enemy Combat Units in whose Zones of Control his units find themselves, and every Friendly unit in an enemy ZOC must attack.
4. If opposing forces remain engaged after the combat, they remain revealed—otherwise forces are again hidden.

2.12 Second Player Turn: The Second Player Turn is identical to the First Player Turn except the Phasing Player's identity. Command, Movement and Combat Phases are resolved as described for the First Player.

A. Command Phase

B. Movement Phase

C. Combat Phase

D. Game-Turn Marker Advancement Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track, and a new Game-Turn begins.

2.2 Night Game-Turns

The fourth Game-Turn of each 24-hour period is Night. Night Turns are resolved exactly like Day Turns except (1) the Second Player Turn is resolved before the First Player Turn; (2) the Command Phase comprises different activities; (3) Movement during the Movement Phase is only for units under March Orders (*see 7.46*); (4) there is a Supply Phase and (5) a Night Disengagement Phase; (6) there is no Combat Phase.

2.21 Second Player Night Turn**A. Command Phase**

(No *Command Segment* takes place during Night Turns. Weather at Night: If the evening turn was Thunderstorm or Mud, the night weather is Mud; otherwise Fair weather applies.)

1. March Order Dispatch Segment: During night turns only, any one friendly Force may be sent a March Order (see 7.42). This March Order takes effect on the upcoming day.

2. Reorganization Segment: All Friendly units still remaining in the Unrecovered Section of the Units Awaiting Reorganization box are shifted to the Recovered Section. During Night no actual Reorganization of units onto the map takes place.

B. Supply Phase

The Phasing Player removes all Out of Command markers from Friendly Combat Units and Leaders. He then determines the Supply and Demoralization status of each of his units.

C. Night March Phase

The only units which may move during night are those which have a current March Order in effect (not those who were just sent them in the Command Phase). They have to move according to the rules on March Orders (see 7.4)

D. Disengagement Phase

The Phasing Player moves all of his units that are in an enemy ZOC out of the enemy ZOC one or two hexes, but may not enter another enemy ZOC. If no hex is available, the units remain in place, engaged (see 4.2).

NOTE: *The only other time that units may voluntarily exit an EZOC is when Cavalry retreats before combat.*

2.22 First Player Night Turn: The First Player Night Turn is comprised of the same four phases as the Second Player Night Turn, A–D.

E. Game-Turn Marker Advancement Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track indicating the beginning of the morning turn.

2.3 Thunderstorm Game-Turns

If using historical weather a Thunderstorm Game-Turn occurs on the Evening of 19 April or, if the players roll for weather on the Weather Table, any afternoon or evening turn may be Thunderstorm. Thunderstorm Turns are resolved exactly like Day Game-Turns except that there is no Combat Phase; instead, there is a Disengagement Phase.

2.31 First Player Thunderstorm Turn**A. Command Phase**

Resolved exactly as described under 2.11.

B. Movement Phase

Resolved as described under 2.11. EXCEPTION: *No units may engage. Trains (only) have all Movement costs doubled.*

C. Disengagement Phase

Resolved exactly as described under 2.21D.

2.32 Second Player Thunderstorm Turn

Identical to the First Player Thunderstorm Turn.

D. Game-Turn Marker Advancement Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track, and a new Turn begins.

3.0 STACKING

Players may Stack more than one Friendly Combat unit in a hex at the end of the Movement Phase.

*It costs one Movement Point to stack one combat unit with another. You can move **through** a unit's hex at no extra cost. EXCEPTION: Road March (3.2)*

3.1 Stacking Limits

The number of Units permitted in a hex is limited:

3.11 Leader in Hex: A hex with a Leader may contain up to two infantry and/or Train units and three cavalry and/or Mixed Type (see 16.4 and 13.14). These units need not belong to the same formation.

EXAMPLE: Leader plus 1x inf., 1x Train, 2x breakdown brigades, 1x cav., 1x mixed, 3x vedettes.

3.12 No Leader in Hex: If no Leader is in the hex, any two Combat Units may stack, regardless of their size or type. They may be part of any formation, but may not include trains.

3.13 Infantry Breakdown: These brigade-sized units count as cavalry for stacking purposes (see 16.51).

3.14 Free Stacking Units: Leaders, Vedettes, Deployed Pontoon Bridges and all other Markers do not count against the stacking limit, do not pay the stacking MP, and other units do not have to pay to stack with them.

3.15 Vedettes: Limit each hex to 3 vedettes.

3.2 Road March

Units in Road March may not stack (see 8.22C). Units not in Road March may move **through** other Friendly units **not** in Road March. There is no extra MP cost to move through a friendly-occupied hex.

4.0 ZONES OF CONTROL

The six hexes immediately surrounding a Combat Unit are its Zone of Control. EXCEPTION: If a River hex-side intervenes (bridged or unbridged), or if the adjacent hex is a fortified town hex, then it is not in a unit's ZOC. All combat units exert a ZOC at all times regardless of the Phase or Player Turn, even if the hex is occupied by an enemy unit, or in an Enemy unit's ZOC (EZOC). Train Units have no ZOCs.

Each ZOC hex represents a battalion of infantry or a regiment of cavalry detached to harass the approaching enemy.

If a Friendly Combat Unit is in an EZOC, the opposing units are equally and mutually affected by the other's ZOC. The presence of a Friendly unit in an EZOC does not negate the EZOC effect.

EXCEPTION: (see 7.22).

4.1 Engagement

Entering an EZOC is termed "Engagement."

4.11 Combat Units may freely enter EZOCs but may not continue moving until (1) they Retreat **Before** or After Combat, (2) the **enemy** retreats or is eliminated, (3) they **Disengage** during a Night or Thunderstorm Turn, or (4) after a successful **Repulse** (see 10.0).

4.12 Leaders and Trains may not enter EZOCs voluntarily unless a Friendly Combat Unit also occupies the hex (see 8.14F).

4.2 Night Disengagement

Units must exit EZOCs during their Friendly Night or Thunderstorm Disengagement Phase, but may only move a maximum of two hexes upon disengaging, and cannot enter another EZOC in doing so. If there is no such hex available the unit remains engaged. (This is not the same as Retreat After Combat, 11.42.)

4.3 ZOCs in the Combat Phase

4.31 Engaged Units Must Attack: During the Combat Phase every Phasing Combat Unit that is in an enemy ZOC **must** attack. Every enemy Combat Unit that is in a Phasing Combat Unit's ZOC must be attacked.

EXCEPTION: *Attacking or Defending Cavalry or Vedettes may retreat before combat, as long as they are not in the ZOC of a cavalry unit with equal or greater Movement Allowance (see 16.2).*

4.32 Retreat and Advance into ZOCs: Upon a Combat result of "Dr" (or "Dr2," etc.) Combat Units must retreat out of an enemy ZOC. However, they may never retreat into an EZOC (even if there is a Friendly unit occupying the hex). **EXCEPTION:** (See 4.4.) They are eliminated if no hex free of EZOCs is available for their retreat. Victorious Combat Units may advance into the vacated enemy hex even if that hex is in an EZOC, even if they advance from one EZOC to another.

4.4 Vedettes' ZOCs

Vedettes have flexible ZOCs through which enemy combat units may retreat. (See 10.0 and 13.0.) Combat Units may retreat into the ZOC of an enemy Vedette, but not if making a retreat before combat.



EXAMPLE: *Two French units surround the Austrian unit. The Austrian may retreat—only as a result of combat—through the ZOC of either French unit only if the French unit retreated past is a Vedette.*

5.0 LEADERS

Each Leader unit represents the named person as well as his accompanying staff and escort.

Leaders perform four important functions:

- They place Combat Units In Command (see 7.0) so that they may be moved as a formation and not individually.
- They Reorganize eliminated Combat Units (see 6.0)

- They facilitate the Advance After Combat of more than one victorious Combat Unit (see 11.46).
- They facilitate Stacking (see 3.11).

5.1 Types of Leaders

Leaders are of two types: Commanders and Officers.

5.11 Commanders: Commanders stand at the top of the "chain of command." A Commander may Reorganize or place In Command any friendly Officers and Combat Units regardless of Formation. Each Commander has a Command Rating which is the number of Command Points he may execute in a given Command Phase. With each Command Point he can place In Command one Officer **plus** one Combat Unit.

EXAMPLE: *Napoleon, with a Command Rating of 3, may place three Officers and three Combat Units In Command that turn.*

5.12 Officers: Officers are the second link in the "chain of command." They are in charge of specific Formations. An Officer commands all Combat Units that share his Command Designation.

EXAMPLE: *Vandamme commands the VIII Corps (Württembergers under the French player's control). All Combat Units that bear the VIII Corps designation are part of Vandamme's Formation, and may be placed In Command only by him or by a Commander. No other Corps Officer may place these Combat Units In Command. (EXCEPTION: 5.16, 5.17).*

5.13 Officer Initiative: Each Officer has his own Initiative Rating which is used to determine if he will move if not linked to the "chain of command." If the Officer obtains a die roll equal to or less than his Initiative Rating, he is In Command (see 2.11A2).

5.14 Replacement Officers: Each side has a number of replacement officers who come into play if (and only if) a corps officer is captured. A replacement automatically enters play at the beginning of the next Friendly Command Phase stacked with any Friendly Combat Unit of that Formation. He can perform just like the Officer he replaced for that officer's formation (EXCEPTION: 5.16). Replacement Leaders are selected at random. (Rapp alone may command the German-speaking units of VII or VIII Corps.)

5.15 Napoleon: If Napoleon is stacked with an engaged force, the odds column for the ensuing combat is shifted one column in his favor at the French Player's discretion.

EXAMPLE: *Napoleon is part of a one-to-one attack, the odds shift to 1 1/2 :1. If Napoleon is defending and the odds are three to one, reduce to two-to-one.*

5.16 Davout and Massena: These Commanders are also officers of their particular formations. Their units are always In Command if within command range of their leader. These leaders may also Command any one unit not of their corps. In the event any of these commanders are eliminated they will be replaced by a replacement officer.

5.17 Ad-Hoc: *Lannes and Bessieres were given various units temporarily to create an Ad Hoc Force. Any French (not German) units may join an Ad Hoc Corps. Any French units stacked with Lannes and Bessieres respectively constitute their Ad Hoc Corps at*

that time. Ad Hoc corps are disregarded for Corps Demoralization purposes. Ad Hoc units can trace a Forward Supply Line to any friendly Baggage Train.

5.2 Leader Escorts

Charles's staff consisted of 18 General-grade officers plus one squadron of dragoons and 2 companies of infantry. Corps headquarters in the Austrian Army had four Colonels and 9 officers of the quartermaster staff, escorted by half a squadron of dragoons and one company of infantry.

Leader escorts are similar to Vedettes. When **not** stacked with a friendly combat unit (and only then), a Leader is considered a Vedette with a Combat Strength of **1/2** and **all** abilities of Vedettes (*see 13.0*)—except as follows:

5.21 ZOCs: A Leader may move **and retreat** after combat from EZOC to EZOC if each hex is occupied by Friendly Combat Units.

5.22 Capture: A leader may be captured in a retreat **after** Combat or Repulse (*see 11.42 and 5.32*). If the owning Player rolls a **6** (after modifiers) the leader (and his escort) is captured and removed from play. On a **1–5** the leader may retreat. (*See 5.14, Replacement Officers.*)

5.23 Capture Die Roll Modifiers:

If capture determination follows combat (not Repulse)

1. Add 1 to the die roll for each odds column on the 'bad' side of 1:1.
2. Subtract any Command Rating from the die roll.

EXAMPLE: A French attack at 2:1 odds results in a **Dr.** The Austrian retreats his combat units and then determines leader capture. Charles's Command Rating is "[2]," which cancels a two column disadvantage on the CRT. The net die roll modifier is zero.

5.3 Advance and Retreat

Leaders stacked with friendly combat units can always **engage** and **advance** with their stack.

5.31 Leaders and Advance After Combat: Leaders along with **all** (undemoralized) units of their stack may advance one hex into a hex vacated by the enemy as a result of combat, except during a Rain Turn.

5.32 Leaders and Retreat After Combat: Before Leaders may accompany Combat Units they are stacked with in a retreat after Combat or Repulse, every Leader in the retreating stack is subject to a separate die-roll to determine capture (*see Tables*).

5.4 Archduke Charles

Erzherzog Karl, the Austrian Commander in Chief, may have suffered from epileptic seizures. These were regarded with terror by ordinary folk and Charles had to be concealed while they were underway. It is believed that Charles suffered a seizure on the 20th of April, leaving the better part of the Austrian army doing nothing for the afternoon, losing the initiative.

5.41 Occurrence of Seizure: Each time an Austrian infantry or mixed unit is eliminated, the Austrian player rolls one die (roll **only** the first time in each Game-Turn that such a unit is lost). If the result is a "one," Charles suffers a seizure. Charles may only suffer one complete Game-Turn of seizure per game.

5.42 Turn of Effect: Seizure takes effect beginning with the Austrian Command Phase of the following turn. **EXCEPTION:** *If the eliminated unit was within Charles' Command Radius, the effect starts at the moment the unit is eliminated and ends at the end of the same Phase one Game-Turn later.*

5.43 Seizure Effects: When the seizure takes place, mark Charles "Out of Command." He may move 5 MPs (only), but may not provide command, reorganize units, or participate in an advance after combat. If Charles's seizure takes effect during a night turn, no March Order may be issued that turn (*see 7.42*).

Reorganizing



6.0 REORGANIZATION

Reorganization allows combat units that have been eliminated in combat to return to play at reduced strength. Officers Reorganize units of their Formation.

6.1 Eligibility for Reorganization

6.11 Permanently Eliminated Units

Units termed "Permanently Eliminated" would have been able to reorganize, but not within the time-span of this game.

Permanently Eliminated Units may **not** be Reorganized. The following Combat Units are ineligible for Reorganization, and are placed in the Permanently Eliminated Units box ["PEU box"] when lost in combat:

A. Already Reduced: A unit already at its Reduced Strength when it was eliminated.

B. Surrounded: A unit eliminated in combat by an **Ae, A1/2, De, D1/2, or Ex** result while surrounded by any combination of enemy Combat Units, EZOCs, or River Hexsides.

C. Unable to Retreat Fully: A unit unable to retreat the full distance specified in its "Retreat" Result is liable to be placed in the PEU box on a (modified) die roll of 4,5 or 6 (*see 11.44*).

D. No Reduced Strength: A unit with no reduced strength counter. **EXCEPTION:** *Vedettes* (*see 6.3*).

E. Retreat Across Bridges: Each unit retreating across the same bridge in the same Combat Phase risks elimination and must roll the die (*see 11.43*).

6.12 Recovered Units: When they are eliminated, Combat units that are eligible for Reorganization are placed in the Units Awaiting Reorganization box [UAR box], in the Unrecovered Section.

UNITS AWAITING REORGANIZATION

Unrecovered	Recovered (Eligible for Reorg.)
Full Str. Holding	PEU

6.13 Recovery: At the beginning of *each* Friendly Reorganization Segment of a Day Game-Turn, the Phasing Player may make an Initiative die roll against the Initiative Rating of each unit in the Unrecovered Section of the UAR Box. **EXCEPTION:** *This occurs automatically at night.* On a successful die roll, the full-strength counter is moved into the Full-Strength Holding box and the reduced strength counter is placed in the Recovered Section of the UAR. Only the reduced strength Combat Units in the Recovered Section of the UAR box are Eligible for Reorganization.

6.14 Recovery Unsuccessful: If the unit fails its Initiative check it remains in the unrecovered section of the UAR box. At the beginning of each Friendly Reorganization Segment of the Night Turn, the Phasing Player transfers all Combat Units still remaining in the Unrecovered Section to the Full Strength Holding Box and places their reduced strength version in the Recovered Section.

6.15 Leader Requirements: To reorganize, Leaders must be at least 4 hexes away from the nearest enemy Combat Unit, Vedettes included (3 intervening hexes without an enemy Combat Unit). A Leader does not have to be In Command in order to Reorganize Combat Units. Officers may only Reorganize Combat Units that belong to their Formation. A Commander may Reorganize Combat Units of any Friendly Formation. Officers that reorganize may not be part of the Chain of Command for the remainder of that turn. **EXCEPTIONS:** *Reorganization of vedettes does not affect a Leader's command abilities; and there is no minimum distance to the enemy (see 6.3 and 13.13).*

6.2 Reorganization Procedure

6.21 Reorganizing Undemoralized Units: An eligible Leader may automatically Reorganize up to two Combat Units per Friendly Reorganization Segment. The Phasing Player simply removes the reduced strength Combat Units from the Recovered Section of the UAR box and places them beneath the Leader who Reorganized them. (*For Demoralized units, see 12.24.*)

6.22 Reorganizing Leader's Hex: Reorganization can take place in any type of terrain. If placing reorganized Combat Units in the Leader's hex would violate the Stacking Limit, the Combat Units already there may be Displaced.

6.23 Out of Command Markers: Each Leader that attempted Reorganization this Segment (successful or not) is marked with an Out of Command marker until the next friendly Command Segment. **EXCEPTION:** *Reorganizing vedettes do not require an Out of Command Marker.* Officers so marked may not be placed In Command during the immediately following Command Segment.

6.3 Reorganizing Vedettes

Unlike regular Combat Units, a reorganized Vedette may be returned to play at full strength (*see 6.15*).

6.31 Surrounded Vedettes: A vedette surrounded at the time of its elimination may *not* be reorganized and is placed immediately in the PEU box.

6.32 Elimination Results: A Vedette eliminated in combat goes immediately into the recovered section, unless surrounded when eliminated.

6.33 Who can Reorganize: Vedettes belong to specific Formations and must be Reorganized by that Formation's Officer (or by commanders). Independent Vedettes or Vedettes without an Officer may only be Reorganized by a Commander.



Each army has a chain of command that represents how orders are passed down through the headquarters echelons. The lowest links in the chain are the individual Combat Units. The middle links in the chain are the Formation (Corps) Officers. At the top are the Commanders.

During each Command Segment, the Phasing Player determines which of his forces are within the chain of command and which are Out of Command. Out of Command Units have to check for Initiative (see 7.15) before they can move, and cannot Advance After Combat.

7.1 Command Sequence

During the Friendly Command Segment, the Phasing Player uses the following procedure to determine which of his Officers (and Forces) are In Command.

7.11 Command Point Allocation: Commanders possess a number of Command Points equal to their Command Rating. The Command Rating is the number of Officers **and** individual units the Commander may place In Command. The Phasing Player allocates these to Forces (Officers and individual units) within the Command Range of the Commander (*see 7.2*). *Napoleon with a 3 rating, may place three officers plus three combat units in command.* If a Command Point is allocated to place an Officer In Command, then all Combat Units of his Formation within his Command Range are automatically In Command.

7.12 Individual Unit Command: Each commander may use his Command Rating to place individual units In Command (*see 7.11*). In order to be placed In Command a unit must be within the Command Range of the Commander (*see 7.2*).

7.13 Officer Initiative Checks: The Phasing Player conducts an Initiative check for each of his Officers not yet in Command: Roll the die and compare the result to the Officer's Initiative Rating. If the die is equal to or less than this rating, the Officer is In Command. Any Combat Units in his Formation that are within his Command Range are In Command. If the die roll was greater than the Initiative Rating then place an Out of Command marker on the Officer.

7.14 Out of Command Markers: After all Command Points have been allocated, the Phasing Player places Out of Command (OOC) markers on top of each Officer (or stack) not In Command. If an entire corps is out of command, place the OOC marker on the corps officer who has failed his Initiative roll. If individual units of a corps are in command, while the rest of the corps is OOC, place In Command Markers on the units in command, and place the OOC marker on the corps officer.

7.15 Combat Unit Initiative Checks: During the Individual Movement Segment Initiative checks may be performed for all Out of Command Units (except those within the command range of their Officer who has failed his Initiative die roll). If the OOC Combat Unit passes this check it *may move*, but *its Out of Command marker is not removed* and, therefore, it may not advance after combat.

7.16 Demoralization Effects: If the Formation or unit is Demoralized add one (+1) to the Initiative check die-rolls of the Officer and/or Combat Units.

7.2 Command Range

An Officer or Combat Unit may only be placed In Command by a Commander within Command Range. Command Range varies depending on how it is traced. Command Range is the same for Officers and Commanders. Not counting the Officer's hex, Command Range is:

A. 2 Hexes if neither hex (or only one) is road or trail.

B. 3 Hexes if the first two or last two hexes are connected by roads/trails.

C. 4 Hexes if traced exclusively through roads/trails.

7.21 Road March Command Range: Units of a single formation in a Road March column can be a part of the chain of command. A unit is considered In Command if it is:

A. in Road March and

B. within two hexes of another unit of its formation, on a connected road or trail, that is itself already in command.

7.22 Command Range Restrictions: Command Range may not be traced through a hex occupied by an enemy Combat Unit or an unbridged River Hex-side. (EZOCs do not block Command Range.)

7.3 Out of Command

If an Officer or Combat Unit is Out of Command at the end of a Friendly Command Phase, it remains so until the next Friendly Command Segment, when all Out of Command markers are removed. An Officer or Combat Unit In Command at the end of the Friendly Command Phase is In Command until the next Friendly Command Segment. EXCEPTION: *see 5.42.*

7.31 Out of Command Effects on Movement: Combat Units that are Out of Command may expend their full Movement Allowance during the Individual Movement Segment, *only* if they pass an individual *Initiative* check (*see 7.15*).

7.32 Out of Command Effects on Combat: Combat Units that are Out of Command may not *Advance After Combat*. Combat Units do not have to be In

Command in order to attack. (Any unit in an enemy ZOC at the start of the Combat Phase must attack.)

7.4 March Orders

Orders were carried by officers mounted on fast horses. This time out they rode cumbrous troopers borrowed from Nansouty's 1st Heavy Cavalry division. They sometimes failed to get through, and duplicate copies of dispatches were routinely sent.

A March Order allows a Force to move during each Friendly Command Movement Segment that the order is in effect (and also during Night March Phase) regardless of Command Range (*see 7.2*). A Force (*see Glossary*) may receive a March Order if it is a Reinforcement, or if it is the *one* force selected at night (*7.42*). A March Order persists from turn to turn until the first infantry or mixed unit in the Force reaches its destination (*see 7.45*).

7.41 Reinforcements: A Reinforcement Force may only be placed under a March Order on the turn of its map entry, though its arrival may be delayed indefinitely by the Player. The number of reinforcement units or reinforcement formations that may be placed under a March Order on any given turn is limited only by the number of reinforcement forces arriving on that turn.

7.42 Any One Force: Any one on-map Force (*see Glossary*) within 27 MPs (*traced like a Trunk Line—see 14.1*) of the on-map Army Commander, (Charles or Napoleon) may be placed under a March Order during each Night Command Phase, and prior to the Start of Play (*see 19.5*), regardless of command (*see the Sequence of Play, 2.2*).

7.43 Specify Objective Hex: The Player must secretly specify the Objective Hex on an Orders Slip when the March Order is issued. This objective must be revealed to the Enemy Player at the end of the game. The objective may be any village, town, or fortified town on the map. For each Force under a March Order, the Player must write down the name of the Officer or the designation of the individual unit(s) in question. A force may be assigned only one objective at a time.

7.44 Movement of Forces under a March Order:

The force must move in each subsequent turn, starting with the next morning turn (or its turn of entry) as quickly as possible, until it reaches its objective. The units under a March Order must take the shortest possible route (in terms of Movement Points) toward their Objective Hex. A Force may not enter an EZOC while under a March Order. If its path would bring it into an EZOC, the Force must stop outside the EZOC. A Force given the March Order must move at its maximum Movement Allowance each turn. The Force is *not* required to use road march.

7.45 Forces Removed from March Orders: When any infantry (or mixed) unit of the Force reaches its objective, the March Order is removed and no longer in effect. For the remainder of the Friendly Player Turn, the force is Demoralized (*see 12.0*). A Force is removed from the March Order at the end of any phase in which:

- A.** an infantry unit in the Force reaches its objective;
- B.** any unit in the Force moves *adjacent* to an EZOC;

C. at the Player's option, if the force is *in command* during the friendly Command Phase.

7.46 March Orders at Night: A Force under a March Order may expend its full Movement Allowance at Night (subject to provisions of 7.43 and 7.44). Forces under a March Order are the only forces which can make a full, regular move during the Night March Phase. At the Player's option, during his Night Command Phase the objective hex in the March Order of any of his forces may be changed. This changed objective counts as the "one" March Order issued. A change in objective does not cause Demoralization.

7.47 Austrian General Retreat March Order:

The Austrian Army moved much quicker in retreat than in advance (up to four times as fast). The Austrian Player may issue the General Retreat March Order, which differs from a regular March Order in that (1) *all* Austrian leaders and units are considered to have the order—including out of command forces; (2) the Objective Hex for a given unit can *only* be the closest Austrian Supply Source under friendly control, tracing the line as allowed by the rules of supply (14.12); (3) the order may be issued during the Command Phase of any turn and takes effect at the start of the following friendly Player-Turn. (*It may be cancelled per 7.45A-C.*)

8.0 MOVEMENT

During the Movement Phase, the Phasing Player may move all, some, or none of his Units and Leaders up to their full Movement Allowance in any direction, subject to their Command status, Initiative, terrain restrictions, and the presence of Enemy units and EZOCs. A unit must be In Command, or must pass an Initiative check, to be able to move (see 7.1 and 7.31).

8.1 Movement Procedure

The Phasing Player may move units individually or as a stack (EXCEPTION: *see Road March, 8.2*). Whether moving individually or by stack, the move must be completed prior to moving the next individual unit or stack. Units may only move from hex to contiguous hex paying MPs for each hex along the way.

8.11 Terrain and Movement: Each hex costs a number of Movement Points. This number of Movement Points varies depending on the terrain in the hex and on the hexside crossed to enter the hex. A "Woods Hexside" is one completely covered by the woods pattern.

8.12 Movement Point Costs: (*See the Terrain Effects Chart printed on the charts & tables card*). The MP costs are deducted from the Movement Allowance of the unit as it moves from hex to hex. All Movement Point costs are cumulative. When the unit has insufficient Movement Points left to pay the cost of the next hex, that unit must cease moving (*see 8.14*).

EXAMPLE: *Moving from one clear hex to another costs one Movement Point. If a stream hexside intervened between the hexes the stream hexside would add two more MPs. An Infantry Combat Unit moving*

across a woods hexside pays one additional Movement Point. Crossing a hexside which is surrounded by woods on both sides of the stream costs an additional Movement Point for a total of four.

8.13 Cavalry Costs: Trains, Leaders, Cavalry and Vedettes pay the cavalry costs for all terrain types.

8.14 Movement Restrictions:

A. A unit may never expend more Movement Points than its Movement Allowance in a single Movement Phase.

EXCEPTION: *If the cost of terrain in the hex and hexside exceeds the printed Movement Allowance of the unit, the unit may move one hex per turn.*

B. Unused Movement Points may not be saved up from turn to turn. When a unit ceases movement, all unused Movement Points are forfeit. Movement Points may not be given or loaned to other units that have not yet moved.

C. Once the Phasing Player has removed his hand from the playing piece he is moving he may not return to moving that piece without the consent of his opponent.

D. A maximum of two Combat Units may end a Movement Phase stacked in a single hex, unless a Leader is present (*see 3.11*).

E. A Combat Unit must stop the moment it enters an EZOC. EXCEPTION: *See 10.0, Repulse.*

F. A Unit cannot enter a hex occupied by an opposing combat unit. A train may enter an enemy ZOC only if the hex is also occupied by a Friendly Combat Unit. A Leader (but not a unit) *may* move from enemy ZOC to enemy ZOC if each of these hexes are occupied by Friendly Combat Units.

G. Units must be In Command or pass an Initiative check to be able to move (*see 2.11B*).



8.2 Road March

Europe introduced paved roads during the half-century between the Seven Years War and the Napoleonic Wars. The Grande Armée learned how to take advantage of the greater mobility they afforded.

In order to benefit fully from the road, a unit would have to make a long narrow column: transport in the middle, infantrymen marching off to either side.

8.21 Road March Procedure: All units (including Trains) may use Road March. As the Phasing Player begins to move a unit on the road, he declares that it will use the road advantage and is marked with a "Road March" marker. Such a unit is "In Road March" until declared otherwise.

NOTE: *There is no cost to declare Road March, and no cost to rotate the directional arrow on the Marker.*

The player may declare the unit in Road March at any point in the unit's movement, but does not pay Road March movement rates until it is declared. Each hex from Road to contiguous Road (not trail) costs one-half (1/2) Movement Point in Road March, and there is no extra cost for bridges (a cavalry unit with 6 Movement Points could move a maximum of 12 hexes along a road). A unit in Road March need not

remain on road hexes, but is in Road March until the Road March marker is removed (*see* 8.23).

8.22 Restrictions: The restrictions (A-J below) apply to combat units and trains. (Vedettes and Leaders ignore Road March restrictions and are ignored by units in Road March.) A unit in Road March:

- A.** May **not** make a regular attack during the Combat Phase.
- B.** Must attempt a repulse if it enters an EZOC.
- C.** May **not** stack or move as part of a stack.
- D.** May **not** move through a hex containing other units in Road March.
- E.** May **not** enter a hex connected by road to an adjacent Friendly unit which is in Road March.
- F.** May end the Movement Phase adjacent to Friendly units which are **not** in Road March.
- G.** May move through units that are **not** in Road March; however, the latter may **not** move through a unit in Road March.
- H.** Is **not** penalized for being in Road March if attacked, but immediately removes its Road March marker.
- I.** May leave the road and remain under a Road March Marker.
- J.** Is In Command if within two hexes of another unit of its formation that is already In Command.

A unit in Road March is considered to be marching for five hours, and resting for one hour out of six. A unit in Road March must Repulse (in 'B' above), because only its avant garde (probably a reinforced light infantry regiment) would be able to attack from the march. However, should that repulse fail, the unit would begin to concentrate and change to a battle formation. It's unusual for an enemy attack to catch a unit in Road March because it would have time to pull back into linear formation.

8.23 Removing Road March Markers: You may not remove a Road March Marker from a unit in an EZOC during the Friendly Movement Phase. It costs one Movement Point to remove a Road March marker from a Train or Combat Unit voluntarily during the Movement Phase. *Unaccompanied Leaders and vedettes do not need Road March Markers—they always pay road movement rates.*

EXAMPLE: A Combat Unit with a Movement Allowance of 5 could move onto a road hex (1 MP), declare Road March and move two hexes along a road (1 MP), leave the road hex and move into a clear hex (1 MP), expend a Movement Point to remove the Road March marker (1 MP), and then move one more hex into an enemy ZOC (attacking the enemy Combat unit in the following Combat Phase).

8.24 Paying Trail Costs on Roads: A unit that is moving along a road (or trail) pays one Movement Point per hex if moving from trail or road to connected trail/road hexes, whether in Road March or not. A unit needn't be in Road March to obtain the Trail benefit.

8.3 Bridges and Stream Bridges

A **Bridge** spans a **River** and is depicted by a symbol][on the map. **Stream Bridges** have no symbol to denote

them. Stream Bridges are considered to exist wherever a Road or Trail crosses a Stream hexside.

8.31 Bridges and Movement: Units may only cross a River hexside by moving over a Bridge. It costs an extra Movement Point (+ 1 MP) to cross a Bridge or Stream Bridge. It costs two extra Movement Points (+2 MPs) to cross a Pontoon Bridge.

EXCEPTION: *Units in Road March, Leaders, and Vedettes never pay extra MPs to cross a Bridge or Stream Bridge or Pontoon. Train Units must use Bridges (or Stream Bridges) to cross a River (or Stream) hexside; however, they pay no extra MP cost. Baggage Trains may not cross pontoon bridges.*

8.32 Bridges and Combat: Combat Units may only attack across Rivers at undamaged Bridges. If all Combat Units are attacking across a Bridge, the Combat Strength of the defending unit is doubled. Zones of Control do not extend across Bridges. Units are never required to attack across Bridges. **NOTE:** *The above applies to Bridges only, not Stream Bridges (see also 16.12).*



DAMAGED BRIDGE MARKER

8.33 Damaging and Repairing Bridges

Bridges can be damaged. **EXCEPTION:** *the stone bridge at Regensburg may not be damaged.* Bridges may be repaired by Combat Units of either side. (*Pontoon Bridges may be destroyed or captured—see 9.17.*) Nothing may move across a damaged bridge.

8.34 Damaging Stream Bridges: Any Combat Unit (excluding Vedettes) in Command may attempt to damage a stream bridge by expending one Movement Point in either hex adjoining the bridged hexside. The player must declare why this point is being expended. **NOTE:** *Units in an enemy ZOC may not expend the Movement Point necessary to cause the damage.*

After expending the Movement Point the Phasing Player rolls a die. The attempt succeeds on a 4 or less (mark it with a "Burnt Bridge" marker). The number of damage attempts a Combat Unit may make in a single turn is limited only by its remaining Movement Points. (A unit with a movement allowance of 5 could make up to five damage attempts in a single turn.) Damaged Stream Bridges do not exist for purposes of movement or tracing supply.

8.35 Damaging Bridges: Except where specified below, the procedure for damaging Bridges is identical to damaging Stream Bridges.

- A.** Only Infantry (or Mixed) units In Command may damage Bridges.
- B.** It costs 2 Movement Points for each attempt to damage a Bridge.
- C.** An attempt to damage a Bridge succeeds on a roll of 3 or less.
- D.** The Stone Bridge at Regensburg can't be damaged.
- E.** ZOCs do not extend across damaged "bridges."

8.36 Austrian Bridge Die Roll Modifier: The Austrians were slow to destroy bridges. The Austrian player must add +1 to the die roll when damaging bridges.

8.37 Repairing Bridges: Repairing a damaged bridge is almost the opposite of the procedure for damaging it. It costs 1 Movement Point to repair a Stream Bridge; and 2 MPs to repair a Bridge. Infantry units in command, only, may repair a Bridge. However, players must also observe the following:

A. Neither end of the bridge may be occupied by an enemy Combat Unit.

B. The player must roll a 4 or less to repair a stream bridge or 3 or less for a bridge.

C. If either end of the bridge is in an EZOC, the repair die roll is increased by +2.

D. If Napoleon is with the Combat Unit attempting to repair the bridge the repair die-roll is decreased by -2.

8.38 Crossing a Repaired Bridge: A bridge may be used the moment it is repaired. However, the cost to cross this bridge, for this Movement Phase only, is equal to the cost in Movement Points that were required to repair it. Every Combat Unit that crosses the bridge this movement phase must pay this movement penalty.

8.39 Tracing Supply on a Repaired Bridge: A bridge may be used for tracing Supply starting on the turn following its repair.

9.0 TRAINS & PONTOONS

9.1 Train Units

Pontoon Trains have the unique ability to build Bridges (*see 9.2*); Baggage Trains are important for Supply (*see 14.1B*). Train Units have restrictions on their movement.

9.11 Movement: All trains have a Movement Allowance of 5 MPs. Train units pay cavalry costs for movement. They may use Road March like any other unit. During **Mud** or Thunderstorm turns, their Movement Costs are doubled for all types of terrain.

9.12 Restricted Terrain: Trains may not enter Slope hexes or cross streams *except* via roads and trails.

9.13 Trains and EZOCs: Trains may not enter an enemy ZOC unless the hex is occupied by a Friendly Combat Unit.

9.14 Combat Restrictions: Trains do not have a Combat Strength and cannot defend or attack.

9.15 Eliminated Trains: Trains that are removed from play are placed in the Permanently Eliminated Units box [PEU box]. They may not be reorganized.

9.16 Retreat of Pontoon Trains: Pontoon Trains must roll prior to retreating if the Combat Result calls for their retreat. On a 5 or 6, the Pontoon Train is abandoned and the owning player rolls again (*see 9.17*). Any other result and the Pontoon Train must retreat to the same hex that the accompanying Combat Unit retreated to.

9.17 Destruction of Pontoon Trains: A Pontoon Train may be captured intact on a 1, 2 or 3, and is destroyed on a 4, 5 or 6. The owning Player must roll if it is in an enemy ZOC and not accompanied by a Friendly Combat Unit. (Baggage Trains can also be captured—*see 14.33*)

9.18 Initiative of Pontoon Trains: Pontoon Trains

move automatically without requiring command, *nor* do they have to roll for Initiative. Their Movement Allowance is 5.

9.19 Formations: Unlike Baggage Trains, Pontoon Trains do not belong to a Formation (*see 19.24*).



9.2 Pontoon Bridges

Combat Units must pay 2 Movement Points to cross a Pontoon Bridge, unless the units are using Road March, (or unless another bridge is on the same hexside). Pontoon Bridges may be deployed across Rivers or streams. A Pontoon Bridge can be built on a hexside containing an existing bridge. In this case the normal cost of +1 MP for the existing bridge no longer applies, nor would the +2 MP cost for crossing the Pontoon Bridge.

NOTE: *Pontoon Train units have the Train printed on their reverse side. Nonetheless, while the flag-side is visible they are considered limbered-up and in train mode. The Pontoon Train has a Movement Allowance is 5 when the flag-side is visible.*

9.21 Deploying Pontoon Bridges: If the Pontoon Train is adjacent to a River hexside during the Friendly Movement Phase, the Phasing Player may deploy a Pontoon Bridge there by simply flipping the counter over onto the hexside so that it is no longer in either hex. It costs no Movement Points to deploy a Pontoon Bridge; however, Pontoon Trains that have a "Road March" marker on them may not deploy a Pontoon Bridge.

9.22 Deployment Restrictions: If the hex into which the Pontoon Bridge is to extend is occupied by an enemy Combat Unit, the Pontoon Bridge may not be deployed. Pontoon Bridges may be deployed into an EZOC. For either end to be in a slope hex there must be a road or trail in the hex (*see 9.12*).

9.23 Reconfiguring a Pontoon Train: A Pontoon Bridge may be reconfigured into a Pontoon Train during the Friendly Command Segment simply by flipping the unit over to its Flag side. The Pontoon Train can be reconfigured in either of the two hexes adjacent (you can reform a pontoon train at one end if the other end is in an EZOC). Pontoon Trains must be reconfigured at Step "E." of the Command Segment. (Nothing may cross a Pontoon Bridge in the turn it is reconfigured into a Pontoon Train.) A Pontoon Train may move in the same turn that it is reconfigured but may not deploy into a Pontoon Bridge.

9.24 Turn of Deployment: If the Phasing Player wishes to cross Combat Units over a Pontoon Bridge in the same turn it is deployed he rolls a die immediately prior to the first unit's crossing (it must move up to the Bridge before rolling the die). The result indicates the number of Movement Points that it will cost any unit to cross the bridge this turn. Die roll of 1, 2 = 2 MPs; 3, 4 = 3 MPs; 5, 6 = 4 MPs. **EXCEPTION:** *see 8.14 A.* If on an existing bridge there is no extra cost (*see 9.2*)

Modifier: If Napoleon is adjacent to the pontoon bridge subtract -2 from the die roll.

9.25 Combat Effects of Pontoon Bridges: Deployed Pontoon Bridges do not have a Combat Strength, Movement Allowance, or a ZOC. Once deployed they are fixed in position. (*See 11.31E.*)

9.26 Crossing an Enemy Pontoon Bridge: Leaders and Combat Units may freely Move, Advance After Combat, and Retreat across enemy Pontoon Bridges. A Pontoon Bridge *may* be reconfigured into a Pontoon Train by the enemy Player and may be captured or destroyed (*see 9.17*). The enemy can deploy a captured pontoon bridge.



10.0 REPULSE

During the Movement Phase (only) the Phasing Player may attempt to displace enemy units out of way of his units. This process is called Repulse. In order for a Repulse to succeed the units must have 5:1 odds.

NOTE: A Repulse is not Combat—it is part of Movement.

10.1 Repulse Procedure

Combat Units that start in (or enter) an enemy ZOC may Repulse the enemy unit projecting it. The Combat Units attempting Repulse must first expend the Movement Points to enter the contested hex.

10.11 Resolving a Repulse Attempt: The Phasing player reveals the identity of the Combat Units attempting Repulse as well as the enemy unit. The Repulse succeeds if the odds are five-to-one (5:1) or greater. A moving force must simultaneously Repulse all enemy Combat Units that project a ZOC into its hex.

10.12 Terrain Effects on Repulse

A. Combat Strengths on both sides may be modified by Terrain (*see Terrain Effects on Combat*); other Combat modifiers do not apply. The Repulsing stack pays the highest Movement Point cost of all the hexes occupied by the enemy units.

B. A Repulse against a Fortified Town is not allowed.

C. Retreating units may not pass through River Hex-sides (*see 11.43*)

10.2 Repulse Effects

10.21 Effects of a Successful Repulse: If the Repulse succeeds then the Repulsed enemy units immediately retreat two (2) hexes. The Repulsing stack must enter the vacated hex (it has already paid the Movement Point cost). If there is more than one vacated hex, the Repulsing Player chooses one. After a successful Repulse the units may continue moving to the limit of their Movement Allowance, and may even attempt subsequent Repulses. A given Combat Unit could be Repulsed any number of times in a single turn.

10.22 Effects of a Failed Repulse: If the Repulse attempt is unsuccessful, the Repulsing stack immediately ceases movement. This stack must attack the unit it attempted to Repulse in the following Combat Phase.

Other Friendly units may join this attack. This attack is conducted at two odds columns less than the actual odds. *No* other column shifts apply.

NOTE: *If in Road March the Repulsing stack immediately removes its Road March marker.*

EXAMPLE: *14 Strength Points attacking 3 would normally resolve at (4:1); after a two column shift, the combat is resolved at (2:1).*

10.23 Repulse of Vedettes. Vedettes may Repulse and be Repulsed like other combat units (*Leader Repulse, see 5.22*).

11.0 COMBAT

All Combat between opposing units occurs during the Combat Phase. Only adjacent Combat Units may be attacked. The attacker conducts a series of Attacks in the order he desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack.

11.1 Combat Sequence

Each Combat is resolved in a series of steps which must be played through in their exact order. Throughout the following sequence the Phasing Player is referred to as the Attacker, the non-Phasing Player is the Defender.

1. Both the attacker and defender reveal their Hidden Forces either in enemy ZOC or within Line of Sight.
2. Define which units will attack which defenders.
3. If the defending stack is composed entirely of cavalry, the defender may make a Retreat Before Combat with all of his cavalry (including Vedettes) at his option (*see 13.22 and 16.2*).
4. The attacker may have all of his cavalry (including Vedettes) make a Retreat Before Combat. If stacked with infantry they may not Retreat Before Combat.
5. Determine the odds including effects of Terrain.
6. Roll the die and apply the results (*see 11.4*)
7. Adjust Casualty Level Markers to reflect results.

After all attacks are resolved, all stacks that are not in EZOCs are once again hidden. This ends the Combat Phase.

11.2 Defining Combat

The Phasing Player must define all his attacks before resolving them.

11.21 All Engaged Units Must Attack: The attacker may define his attacks freely—provided all enemy units in his ZOCs are attacked, and all of his engaged Combat Units attack. All of the defending Combat Units in a stack must be attacked as a single combined combat strength. They may not be attacked separately. All attacking Combat Units in a single stack must attack as one combined Combat strength.

NOTE: *Phasing Cavalry that retreats before combat does not count as attacking that unit.*

11.22 Adjacent units not in ZOCs: Adjacent units that are not in a Zone of Control (because of River or Fortified Town) may be attacked, except across an unbridged River hexside. However, all of the enemy

units that exert a ZOC into the attacking unit's hex must be attacked in the same Combat Phase by this unit or some other unit.

11.23 Multi-Hex Defense: A defending stack may be attacked by up to six enemy stacks (one in each adjacent hex). However, a single stack may only be attacked once per Combat Phase. All attackers must combine into one single attack strength if they are to attack the same enemy stack.

11.24 Multi-Hex Attack: An attacking stack may attack up to six adjacent stacks (assuming it is surrounded). If an attacking stack is located in the ZOC of several enemy stacks, and no other Friendly stack is adjacent to the enemy stacks, it must attack all of the enemy stacks as one attack (and the defender may choose the one applicable terrain modifier that is most beneficial to him).

11.3 Determining Combat Odds

To resolve each attack the attacking Player divides the total Combat Strength of his Combat Units by the total Combat Strength of the defending stack. This is expressed as an odds ratio.

EXAMPLE: 14 Attacking Strength Points divided by 6 defending Strength Points reduces to two and one-third to one (2.33:1). The remaining fraction is rounded off in the favor of the defender, to two-to-one (2:1). 15 SPs attacking 10 would be resolved at 1.5:1 odds.

Having calculated the combat odds ratio, the attacking player locates the appropriate column on the Combat Results Table and rolls the die. Cross referencing the die roll with the odds column gives the Combat Result, which is applied immediately (before another combat may be resolved).

NOTE. The combat odds column may be modified by terrain and other factors (see 10.22, 16.0) or by Napoleon (see 5.15).

11.31 Terrain Effects on Combat: The terrain in the defending force's hex, or the hexside separating the defending force from the attacker, may affect their respective Combat Strengths.

A. Towns: Defending Combat Units have their Combat Strengths increased by 50%.

B. Slopes, Streams & Stream Bridges: If all of the attacking stacks are attacking across Streams, and/or uphill across Slope hexsides, the defending force has its combat strength increased by 50%. A defender only gets the slope benefit if defending in a hilltop and attacked from the slope hex (see *Terrain Key on map*). **EXAMPLE OF HILLTOP:** 4417, 4719, 4818.

C. Fortified Town: (see 11.5)

D. Woods Hexsides: Cavalry attacking or defending across a woods hexside has its combat value halved.

E. Bridges: If all Combat Units are attacking across a bridged river hexside, the defender is doubled.

NOTE: Combat modifiers for one side are not cumulative. In other words, a Combat Unit defending in a town, and being attacked from across a stream is not doubled and then increased by half. Always use the one best modifier available to the defender.

EXAMPLE: Cavalry attacking across a Woods Hexside into a town is halved while the defender (in the town) is increased by 50%.

11.4 Applying Combat Results

Combat Results are applied as follows:

Ae (De): All attacking (defending) Combat Units are eliminated.

A^{1/2} (D^{1/2}): At least 1/2 of the attacking (defending) Combat Strength Points are eliminated (owning player's choice of units).

Ex (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least 50% of the Combat Strength of the weaker side. **EXCEPTION:** If one side (not both) is an all-vedette force, the other side loses 0%. Compare (unmodified) face-value SPs of all units.

Ar (Ar2, 3, 4): All attacking Combat Units must retreat 1 (2, 3, or 4) hexes.

Dr (Dr2, 3, 4): All Defending Units must retreat 1 (2, 3, or 4) hexes.

EXAMPLE: Ex (Exchange). The weaker side has 11 SPs and the other side has four units, with 2, 3, 8, and 10 SPs. Half of 11 is 5.5 and he must lose more, so he removes the '8.' If the weaker side had 16 SPs instead, the other force would still lose the 8.

Napoleonic battles often swung back and forth— one side then the other gaining a temporary advantage. After six hours of this constant swing both sides are bloodied to very little effect. That is why there are so many Exchange results.

In play with Hidden Forces—which is recommended once the basics are mastered— both sides can make the Exchange work to their advantage. Large units need small units to protect their flanks. In general deploy small and large forces side by side, and use your Vedettes to prevent surprises. The changes to the Combat Results Table (new with Seven Days of 1809), are designed to remove some imbalance in Exchange losses.

When a unit is eliminated, that means it has lost its cohesion and is disordered. In Napoleonic battles, a disordered unit has no combat value. This usually means the unit has sustained 30% to 40% casualties.

If the unit's formation is disordered it loses its capacity to attack and defend. Units relied for their effectiveness upon hundreds of muskets firing in the same direction, or the physical presence of a line of men to receive a charge.

11.41 Reorganization Eligibility: Any time a full-strength Combat Unit is eliminated the owning Player must determine if it could have retreated 1 hex (even though the result does not specify a retreat). If able to retreat it is placed in the Unrecovered Section of the UAR box. If unable to retreat, the unit must be placed in the Permanently Eliminated Units box. Combat Units that are already at their reduced strength, or that do not have a reduced strength counter, are automatically placed in the PEU box. **EXCEPTION.** Eliminated Vedettes (see 13.13).

11.42 Retreat After Combat: On a Result of "Retreat," the owning Player must move his units 1 or more hexes (as specified by the result) from the hex

they occupied at the moment of combat. A retreating Combat Unit may not cross a prohibited hexside, enter an enemy ZOC, enter hexes occupied by enemy Combat Units, or exceed stacking limits. A leader or train unit that is stacked with Combat Units that are forced to retreat must roll for capture.

EXCEPTION: *Combat Units may retreat into the ZOCs of an enemy Vedette, or even into a hex currently occupied by an enemy Vedette if no other path of retreat is available (the enemy Vedette is Displaced; see 11.45).*

11.43 Retreat Across Bridges: If units or stacks must retreat across a Bridge (not a Stream Bridge), each unit retreating across the same Bridge in the same Combat Phase risks elimination and must roll the die: the first unit to cross is permanently eliminated on a 6; the second is eliminated on a roll of 5 or 6, etc. The owning player chooses the order of retreat. Such units are not eligible for reorganization (place in PEU box).

11.44 Units Unable to Retreat Fully: Units which are forced to retreat off the map are eliminated and placed in the UAR box (unrecovered). If a Combat Unit can retreat only part of the way because of a prohibited hexside, EZOC and/or enemy Combat Units, it is eliminated and is liable to be placed in the PEU box whether it was at its reduced strength or not. Roll one die. On a (modified) roll of 1, 2 or 3 place the unit in the UAR Box. It will enter the PEU box on a result of 4, 5 or 6.

Modifiers:

A. For each odds column below 1:1 in the combat which caused the unit's elimination, add one to the die roll above. If the unit was defending, add one to the die roll for each odds column above 1:1. **EXAMPLE:** *A unit attacking at 1:1.5 (or defending at 1.5:1) will add one when determining whether to enter the PEU.*

B. Subtract the unit's Initiative.

11.45 Displacement: If the only path available to a retreating force would cause it to exceed the stacking limits for the hex, then one or more Combat Units in the hex must be displaced to make room for it. Displaced Combat Units retreat one hex, observing all restrictions governing retreat after combat. However, if the Combat Units to be Displaced cannot themselves retreat, the originally retreated force is eliminated instead and will roll to determine PEU entry (see 11.44). **NOTE:** *A force that is displaced may displace other Combat Units if no other path of retreat is available. Displaced units may not enter Enemy ZOCs.*

Enemy Vedettes may be Displaced if no other legal path of retreat is available to the retreating force, and if the Vedettes are not accompanied by other Combat Units.

11.46 Advance After Combat:

Whenever an enemy stack is eliminated or forced to retreat after combat, one or more friendly units that participated in the combat—whether as attacker or defender—may advance and occupy the vacated hex.

A. One (1) Infantry Unit or Mixed Type plus all cavalry in a given attack may advance if no leader is present, (or he doesn't advance).

B. All Combat Units in a hex, plus any cavalry in adjacent hexes, may advance if a leader is in the stack and advances along with them.

EXCEPTIONS: *No Demoralized or Out of Command units may advance after Combat. During Rain, no units may advance.*

If the enemy force occupied two or more hexes before retreating, attacking cavalry (only) may advance into the second of the vacated hexes. Combat Units and Leaders may choose not to advance. The option to advance must be exercised immediately. A unit may never be attacked, or attack again, after it has Advanced After Combat (even if it advances into an EZOC that has yet to have its Combat resolved).

11.47 Optional Cavalry Impetus and Control:

In any Advance After Combat where cavalry is included in the advancing force (not demoralized), and there is no leader in the stack, roll the die. On a roll of "1" or "2," no advance of any kind may take place by any unit. On a roll of "3" or "4," the Player maintains control and may advance any unit type, or not advance, freely (*within 11.46A*). On a "5" or "6," **all** cavalry **must** advance after combat.

11.5 Fortified Towns

Fortified Towns are Stadt am Hof, Regensburg (hex 4904 only), and Ingolstadt. The defending infantry in a fortified town hex is considered to be a "Garrison" inside the fortification. The defensive benefits (11.54) apply to Infantry/Mixed in the Fortified Town (only).

11.51 Stacking in Fortified Towns: There are no additional stacking limits in Fortified Towns.

11.52 ZOCs and Fortified Towns: ZOCs do not extend into Fortified Towns. All units in Fortified Towns **do** exert a ZOC at all times and must be attacked by enemy combat units in their ZOC.

11.53 Attacks by Garrisons: Garrisons are not forced to attack. If they choose to attack all of the enemy units in their ZOC must be attacked

11.54 Attacks upon Garrisons: When Infantry and/or Mixed unit(s) in a Fortified Town are attacked:

A. Regardless of the actual odds, the combat odds column used may not be higher than 2:1.

B. All **Dr** (and **Dr2**, etc.) results are ignored, unless the defender wishes to accept them.

C. **D**^{1/2} results are treated as **Ex** results.

D. The attacker may not receive a Combined Arms odds shift, but may receive one for Napoleon (5.15).

11.55 Supply in Fortified Towns: Garrisons are not demoralized for being Out of Supply (see 14.0). However, Out of Supply Garrisons may run out of ammunition (see 11.56).

11.56 Surrender of Units in Fortified Towns:

Troops carried 50 rounds—enough for 2 or 3 turns of combat. Without ammunition they had to surrender.

On any turn after a Night they are judged Out of Supply, friendly units in a Fortified Town may not attack; and when defending, must enter the PEU box on a Combat Result of "S" (Surrender). **NOTE:** *All units other than Out of Supply units in Fortified Towns ignore "S" results.*

11.57 Repulse Against Fortified Towns: Repulsing a Garrison is not permitted.



DEMORALIZED MARKER

12.0 DEMORALIZATION

Units become demoralized in either of two ways—if their formation reaches its Demoralization Level due to Combat losses (12.11), or if the unit is Out of Supply (14.0). Demoralized units may not Advance After Combat; they may end up in the PEU box as they attempt to Reorganize; and their Initiative Die Rolls are increased by one (see 12.2).

12.1 Demoralization Levels

Each player has a Casualty Track which he uses to record Friendly losses. The March Table Card will indicate which units (if any) have been lost prior to the start date. When the first Friendly Combat Unit of a Formation is eliminated, this unit becomes the “Casualty Level Marker” for its Formation. Individual units which have been eliminated prior to the start date must be placed on the Casualty Track to record the strength already lost. As further units are eliminated, the Owning Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to the unit’s full Combat Strength. NOTE: *Vedettes, train, Independent Units (see 17.2) and Leaders do not count toward Demoralization.*

12.11 Becoming Demoralized: A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level (where its Command Designation is printed on the Casualty Track). Place a “Demoralized” marker on the Officer commanding the formation.

EXAMPLE: *The French IV Corps Demoralization Level is 21. When the Casualty Level marker reaches or passes the “IV,” the IV Corps becomes Demoralized.*

12.12 Rallying From Demoralization: When an eliminated Combat Unit is Reorganized, that Formation’s Casualty Level marker is reduced by an amount equal to the unit’s *full* (not reduced) Combat Strength. The moment the Casualty Marker for that Formation moves below its Demoralization Level, the Formation is rallied from Demoralization and the Demoralized Marker is removed.

12.13 Demoralization of Individual Combat Units: Combat Units can also become Demoralized if Out of Supply (see 14.0). However, in this case only the out-of-supply Combat Unit receives the Out of Supply Marker, and the unit rallies from Demoralization during the next Supply Phase in which its Supply Line is reestablished.

12.2 Demoralization Effects

12.21 Initiative: One (+ 1) is added to all Initiative die rolls checked by Demoralized Officers and Combat Units.

12.22 Road March: Demoralized Leaders and Combat Units *may* Road March normally. They may be given March Orders.

12.23 Advance After Combat: Demoralized Combat Units may not Advance after Combat.

12.24 Reorganization: Reorganization of a Demoralized Combat Unit does not automatically succeed (per 6.21). Instead, the Phasing Player must roll a die for each Combat Unit of a Demoralized Formation he attempts to Reorganize. If this die-roll is a “5” or “6” the reorganization attempt fails and the unit is permanently eliminated and placed in the PEU box. EXCEPTION: *Bavarian demoralized units must pass an Initiative check (e.g., Pr. Royal must roll 1 or 2.)*



13.0 VEDETTES

Light Cavalry (“LC”) and “Mixed Type” units can generate a number of Vedette units. Each Vedette is roughly a regiment—between 250 and 500 men. These fast-moving patrols were used to screen an army against enemy reconnaissance, to perform reconnaissance, and to protect the flanks of the larger units. The less-efficient Austrian Vedettes have a Movement Allowance of 5. Vedettes function exactly like other cavalry units except as explained below, and Leaders are treated like Vedettes except as explained in 5.2 and 5.3.

13.1 Vedette Breakdown and Reassembly

Each unit with vedettes has a number printed on its counter, to indicate the number of Vedette units provided for that unit.

EXAMPLE: *Colbert’s light cavalry brigade of the French II Corps has a “2” in a circle. The two Vedettes in the French Army designated “II” correspond to the regiments in Colbert’s brigade (the 9th Hussars, 7th and 20th Chasseurs).*

13.11 Creating Vedettes: Prior to moving, any light cavalry unit may break-down into its corresponding Vedette units. It may only do this during its own Movement Phase. The Phasing Player simply removes the unit from the map and replaces it with the Vedettes. The unit is then placed in the Full Strength Holding Box. (*Mixed Type parent units remain on the map—see 13.3.*) Vedettes may move in the same turn in which they are deployed.

13.12 Reassembling the Unit: The light cavalry unit may return to the map. To Reassemble the unit, the correct number of Vedettes from that corps must end their Movement Phase in the same hex, and they must arrive with one MP remaining to expend as the cost of Reassembling. Then, simply remove the Vedette units and replace them with the parent unit.

NOTE: *Vedettes may not reassemble in an enemy ZOC (see 6.3). Vedettes of the French III and VII Corps may reassemble into any brigade of their formation regardless of their original parent unit.*

13.13 Vedettes and Reorganization: Vedettes that are eliminated as a result of combat are placed *immediately* in the Recovered box (instead of rolling for Initiative) unless they were surrounded by enemy units and/or EZOCs and River Hexsides at the moment of combat. In this case they are placed in the PEU Box (see 6.3). Reorganized (reduced-strength) parent units may not put their Vedettes into play for the remainder of the game. Vedettes of Mixed Type units can remain in play if the parent unit is eliminated in combat and even if the parent unit is Reorganized.

13.14 Vedettes and Stacking: Vedettes do not count against the stacking limit. However, no more than 3 vedettes may occupy the same hex at any one time.

13.2 Vedettes in Combat

13.21 Vedettes and Retreat: Vedettes's ZOCs do not block enemy retreats. Enemy Combat Units may retreat into the ZOC of a Friendly Vedette. Vedettes may be displaced (see 11.45).

13.22 Retreat Before Combat: Vedettes may voluntarily Retreat Before Combat. (*Cavalry can also retreat before combat—see 16.2.*) After an attack has been declared and the Hidden Forces of both sides have been revealed, some or all of the Vedettes, on both sides, may retreat up to two (2) hexes prior to the odds calculation. The defending player executes this retreat before the attacking player. Vedettes may not retreat if they are stacked with Friendly infantry or mixed units. Vedettes stacked with Friendly cavalry may retreat before combat if the cavalry also retreat. Attacking units may not advance into the hex vacated by Vedettes that retreat before combat.

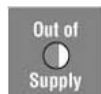
13.23 Vedettes and Combined Arms: Vedettes do count as cavalry for Combined Arms (see 16.1) if the combined strength of the Vedettes is at least one SP.

13.24 Vedettes and Exchange: In any Exchange result involving an all-vedette force, all the vedettes are eliminated and the stronger side is not affected (no units are lost by the stronger side). EXCEPTION: *This does not apply if both sides comprise only vedettes.*

13.25 Vedettes and Repulse: If a vedette makes a repulse attempt, the target of the repulse is revealed, followed by a regular combat with a column shift due to Repulse (see 10.0).

13.3 Vedettes of Mixed Type Units

"Mixed Type" (see 1.31) can form Vedettes during the Movement Phase. When setting out Vedettes of Mixed Type, do not remove the parent unit; it continues to function normally, with no reduction in strength.



14.0 SUPPLY

The Phasing Player must determine the supply status of each Friendly Combat Unit during the Supply

Segment of each Friendly Night Player Turn. Out of Supply units are marked "Out of Supply" and suffer the effects of Demoralization (12.0). When a unit is judged Out of Supply in a night turn it stays Out of Supply until the next night. The marker may be removed at the next Supply Phase if its Supply Line is reestablished. If already Demoralized, there is no further effect for being Out of Supply.

14.1 Tracing Supply Lines

A Combat Unit is in supply if it can trace a Forward Supply Line (see Glossary), no more than 7 hexes long (not counting the unit's hex), through any type of terrain, either:

A. Directly to a Friendly Supply Source, or

B. To its own Corps Baggage Train. If the Corps Baggage Train is not on a **road** hex, with a "Trunk" Line (see Glossary) of 27 MPs or less to a Friendly Supply Source, units may **not** trace a Supply Line to it. A Trunk Line may comprise up to 27 MPs of connected road and/or trail hexes including the Baggage Train and a Friendly Supply Source.

C. To another Friendly Baggage Train. No more than one unit of a different formation (the nearest one out of supply) may trace to each Friendly Baggage Train. EXCEPTION: *Any number of Independent units may trace to a friendly Baggage Train (see 17.2).*

14.11 Passable Terrain: The Forward Supply Line (only) may traverse any type of passable terrain. Each counts as one hex.

14.12 Impassible Terrain: Supply Lines may not run across Pontoon Bridges nor through unbridged River or Stream Hexsides, nor through a hex occupied by an enemy Combat Unit (including Vedettes). Supply Lines are blocked by the physical presence of enemy combat units. EZOCs do **not** block Supply Lines.

14.2 Supply Source Hexes

14.21 Location: Each side has Supply Source hexes which are indicated on the map by a circle labeled "A" or "F." **Austrian: 0133, 2934, 4934, 5201, 6122** (see 21.6 for Austrian I Corps Supply Sources).

French: 0111, 0116, 0801, Regensburg (4904).

NOTE: *Regensburg may function as a French Supply Source only if the town has its own "Trunk" Supply Line to another French Supply Source.*

14.22 Corps Baggage Train units: Each corps has its own baggage train. Each Corps Baggage Train can provide supply to all units in its Corps within range (see 14.3). A unit may only trace to the Baggage Train of its own Corps. EXCEPTION: *Austrian II Reserve Corps and independent units (see 17.2) have no baggage train. Independent and Ad Hoc units can trace to any Friendly baggage train. One unit of a different formation may trace to each friendly Baggage Train (see 14.1C).*

14.23 Austrian Supply Source—Munich: *The Austrian General Jellacic with the 2nd Division of VI Corps occupied Munich, a large supply base. He later received conflicting orders from Hiller and Charles and remained in Munich, defending the Munich exit hex (0133; see 20.16).*



14.3 Baggage Trains

The Austrians have seven baggage trains and the French five. Baggage Trains belong to specific formations as shown by their Command Designation. The Austrian “II Reserve” Corps and French “Ind.” Units have no Baggage train (*see 14.1C*). A Baggage Train serves to extend a unit’s supply line (*see 14.1*).

14.31 How Baggage Trains Move: Baggage Trains move like trains (*see 9.1*). However, Baggage Trains may not cross a pontoon bridge. In Mud or Thunderstorm they double all Movement Point costs.

14.32 Automatic: Baggage Trains move automatically without requiring command, *nor* do they have to roll for Initiative. Their Movement Allowance is 5.

14.33 Capturing Baggage Trains: In Combat, Baggage trains retreat like trains (*see 9.16*). A Baggage Train is captured when an enemy Combat Unit comes adjacent to it, if the Baggage Train is not accompanied in its hex by a friendly Combat Unit. Captured Baggage Trains are removed from play (to the PEU box). One Victory Point is awarded to the side that captures a Baggage Train (*see 20.14*). Captured Baggage Trains may not be used by the capturing player.

14.34 OOS: If an out of supply unit captures an enemy baggage train the unit’s OOS marker is removed. If the enemy baggage is captured by a larger force, all friendly out-of-supply forces which participated in the capture remove their OOS Markers.

14.4 Fortified Towns

Units defending in a Fortified Town are never considered demoralized; however, if Out of Supply they will surrender on an “S” Combat Result (*see 11.56*).

15.0 REINFORCEMENTS

Reinforcements enter play on the turn and hex specified on the Reinforcement Track and on the March Tables. Reinforcements always enter during the Friendly Command Movement Segment of the indicated Game-Turn (unless delayed, see 15.22).

15.1 How Reinforcements Enter the Map

Reinforcements may move (In Command) and engage freely on their turn of entry. Reinforcements may be placed under a “March Order” on the turn of entry at the Player’s discretion (*see 7.41*).

15.11 Stacking: When more than one Combat Unit is scheduled to arrive at the same entry hex in the same turn, they may arrive stacked as long as they do not violate the stacking limit.

15.12 Additional Stacks: Each subsequent stack to enter at the same hex that turn pays one more Movement Point. **EXAMPLE:** *The second stack to enter will pay one extra Movement Point; the third stack enters at two additional Movement Points.*

15.13 Road March: Reinforcements may enter the map using Road March (unstacked). In this case the first unit pays only the road value of the first hex, and each subsequent unit to enter pays one additional MP.

15.2 Changing Reinforcement Entry

15.21 Blocked Entry Hexes: If the entry hex is occupied by an enemy combat unit, or EZOC (except Vedette ZOC), the Reinforcement may instead enter along that map-edge in the nearest hex to the entry hex clear of enemy units and EZOCs.

15.22 Delayed Entry: Players may delay the entry of Reinforcements indefinitely. However, no other scheduled Reinforcement may enter at this entry hex until the delayed Reinforcements have been brought onto the map (the follow-on reinforcements may enter in the same or subsequent turns). No one portion of a Reinforcement force may be delayed. Either all the units scheduled to arrive at that hex are brought onto the map, or none.

16.0 SPECIAL UNIT ABILITIES

16.1 Combined Arms

If an attacking force includes both infantry/mixed and cavalry, the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1:1 attack becomes a 1.5:1).

NOTE: *The cavalry in this attack must have a strength of at least one after all modifications.*

EXCEPTION: *If the defending hex also contains infantry/mixed and cavalry the Combined Arms is negated—unless the attacker has Heavy Cavalry and the defender has only Light Cavalry.*

NOTE: *There is never an odds shift because of defender’s Combined Arms.*

16.11 Mixed Type: Attacking Mixed Type units may count their Vedettes toward the one SP needed for Combined Arms, only if deployed on the map.

16.12 Terrain Effects on Combined Arms: Combined Arms Attacks are not possible: (1) when cavalry attacks through a woods hexside; (2) against Fortified Towns; (3) against Bridges. **EXCEPTION:** *Combined Arms attacks are permitted against a bridge hexside if any Heavy Cavalry is present in the attack.* **NOTE:** *Combined Arms are permitted against Stream Bridges with just Light Cavalry in the attack.*

16.2 Cavalry Retreat Before Combat

Attacking or Defending Cavalry and Vedettes (plus any accompanying leaders) may elect to retreat one or two hexes out of an EZOC prior to combat, as long as they are not in the EZOC of a *cavalry unit with equal or greater Movement Allowance*. **EXCEPTION:** *Vedettes*. During this retreat units may not enter an EZOC. **EXCEPTION:** *Vedette EZOCs*. The enemy units may not advance into the hex vacated by cavalry retreating before combat. A unit can take only one retreat before combat per turn.

NOTE: *Cavalry and Vedettes may not retreat before combat if stacked with infantry/mixed or non-retreating cavalry, or if they are surrounded.*

16.21 Vedette Reconnaissance: Vedettes and regular cavalry can engage without any intention of attacking, just to discover the enemy force during the Combat Phase and then retreat before combat (*see 11.1*.)

16.22 Supply and Morale: Supply and Morale do not affect a cavalry unit's ability to retreat before combat.

16.23 Leaders: Leaders retreating before combat do *not* roll for capture (*see 5.22*).

16.3 Heavy Cavalry

Heavy cavalry units ("HC") may *subtract one* from the die when attacking Light Cavalry. This effect is cancelled if there is any other type of unit in the defending force besides Light Cavalry. Remember that all cavalry may retreat before combat if attacked by slower units.

16.31 Combined Arms: Light Cavalry does not negate a Combined Arms that includes Heavy Cavalry (*see 16.1*). Heavy Cavalry attacking a bridge may achieve a Combined Arms (*see 16.12*).

16.4 Mixed (Infantry and Cavalry) Unit Type

Mixed type units have an empty unit type symbol and pay 1/2 MP additional for Woods hexsides. They are counted with cavalry for stacking purposes, but are considered infantry for Combined Arms. Their Vedettes can be counted toward the one SP of cavalry needed for Combined Arms.

16.41 French III Corps: Because of their training and equipment, Morand, Friant, Gudin, and St. Hilaire of Davout's French III Corps pay only 1/2 MP additional for Woods hexsides. They stack like normal infantry.



BRIGADE BREAKDOWN UNIT

16.5 Brigade Breakdown Units

Any infantry division on either side can break-down into 2 or 3 generic Brigades. (Austrians labeled A–E; French A–G at various strengths). Each will have two counters but you can start with the ® strength if necessary to reach your total strength. The combined strength of the brigades created must total at least one SP *less* than the total strength of the division. The division must be in command in order to break down or reassemble. The Phasing Player simply removes the unit from the map and replaces it with the brigade units. The full-strength unit is then placed in the Full Strength Holding Box.

16.51 Stacking: "Breakdown" Brigade units count as cavalry for stacking purposes (*see 3.13*).

16.52 Reassembly: To reform a Division reverse the process above. It costs each brigade one MP (plus one MP for stacking). All the brigades must be in the same hex (they may be ®). Remove them and replace the parent unit on the map.

16.54 Lost Brigades: If any brigade from a division is permanently eliminated then the division may not be reorganized. The brigade is counted as eliminated [in PEU box] for Corps demoralization purposes. If all brigades of a division are PEU, replace them in the box with the division's full-strength counter.

17.0 COMMAND STRUCTURE

17.1 French Army Command Structure

The French Player controls both French and German-speaking forces—Bavarians (VII), Badeners and Hessians (IV), and Württembergers (VIII), plus Rouyer. These forces are Friendly to the French Player and behave like French units for all purposes, including command. EXCEPTION: *They may not be part of Ad Hoc Corps (see 5.17).*

17.2 Independent Combat Units

French Heavy Cavalry and other Independent units may rely on their own Initiative to move; or may be placed In Command directly by a Friendly Commander. French units stacked with Lannes and Bessieres (Ad Hoc "corps") are Independent units. Independent units and Austrian II Reserve Corps units can trace to any Friendly baggage train (*see 14.1*).

17.21 Independent Casualties: Casualties incurred by French Heavy Cavalry and other Independent units aren't tallied on the Casualty Track. These Units have no "Corps" Morale and their losses don't affect morale. EXCEPTION: *Ad Hoc units lost still count against the morale of their original Formation.*

18.0 TEAM PLAY

Command of the Austrian forces may be split between two players. One player controls Ludwig's V Corps, Hiller's VI Corps, and Kienmayer's II Reserve Corps, while the other commands all other formations of the Austrian army. The French Forces may be split between a Napoleon player and Davout who controls the III Corps. Any additional French Player should represent Massena and control IV and II Corps.

18.1 Communication Among Players

Players on the same side may not discuss the game with one another unless the leaders they represent are in the same or adjacent hexes. Players may exchange written messages carried by aides de camp.

18.11 Aide-de-Camp Messengers

Originating in the hex of the commander sending them, written notes may be passed among team players. They are carried by aides-de-camp who have a Movement Allowance of 14 MPs per turn (French), or 11 MPs (Austrian).

18.12 Messengers movement: Pay cavalry Movement Point costs for all terrain. Messengers may not cross unbridged River Hexsides. Messengers do not physically appear on the map; their route is plotted on the Orders Slip instead. (Have your opponent(s) step away from the map while this is figured.) Plot all road junctions (use hex numbers for Messenger move plot only).

18.13 Content: A written message may be of any length but may not reference hex numbers. A message may reference geographic locations such as, "Move Liechtenstein to guard the bridge at Rotten-

burg;" "Establish a roadblock two miles south of Langquaid." With the exception of hex numbers, subject matter in these messages is unrestricted.

18.14 Prior to Napoleon's arrival: messages to/from Napoleon should be traced to hex 0102 until he arrives as a reinforcement. Until then the Napoleon Player should remain in another room, unable to see the game map or other game components.

18.15 Reading Messages: A message may be read during the Command Phase in the turn it arrives. Opposing players may not examine these messages.

EXCEPTIONS: If a Leader is captured, the capturing player may examine all messages so far received by that Leader. At the end of the game opposing players may examine all messages.

19.0 SCENARIOS

The Seven Days of 1809 includes Four Scenarios. Players select which scenario they intend to play, and then refer to the Scenario Information (see 21.0).

19.1 Variable Campaign Start Dates

Scenarios One, Two and Three are "Battle Scenarios" and must start on the Game-Turn specified. The Campaign Scenario has alternate start-dates, which provide the historical positions of the armies on any day between 16 and 22 April inclusive. At the players' mutual agreement commence the Campaign Scenarios at the start of any day. If your playing time is limited, select your start date depending upon the time available (allow 30 minutes per Game-Turn).

19.2 Setting Up the Scenarios

The Game-Turn marker is placed in the space for Game Start on the Turn Record Track. All forces set-up on the map flag-up so that their identity is concealed. Units already reorganized (labeled ®) must set-up their reduced-strength counter. Eliminated units must be placed in the PEU box. Each scenario includes the turns listed under duration (21.0) as starting and ending turns.

19.21 March Tables: The Austrian Player refers to the March Tables for the Austrian Army; the French Player employs the March Tables for the French Army. The March Tables specify the set-up location for each unit and Leader by Date. Each row lists an individual combat unit or leader. The hex numbers show where units are located at the start of that day. If this space is dark gray and says "OM" the unit or leader in question is not available (off-map).

Place all the combat units and leaders directly on the March Tables first, in the space corresponding to their unit i.d., and then displace all the units onto the map from there. Should the setup at the beginning of a scenario have a hex overstacked, displace the excess units at the owning player's choice.

Set-ups specifying "Det." indicate that the unit sets up in substitute brigade breakdown units instead of its named unit counter (see 16.5).

19.22 Morning Positions: The Austrian and French March Tables show the starting locations of all units

and leaders at the beginning of each day's march. The column labeled "20 Apr." indicates positions at the morning of 20 April. These positions would be used for a scenario beginning on the Morning of 20 April. Each Scenario starts on the morning turn. *EXCEPTION: on 16 April, positions are for the afternoon turn. Scenario One starts on 16 April & begins on the afternoon turn.*

19.23 Reinforcements: See the Turn Record Track for units and leaders listed in the columns labeled "French Reinforcements" and "Austrian Reinforcements." Any units and leaders that appear on the March Table with the notation "OM" for that day may enter the game later as Reinforcements. Reinforcements arrive in the morning unless afternoon ('aft.') or evening ('eve.') is specified.

19.24 Bridge and Baggage Trains: The Austrian Pontoon Trains must be set-up within 5 hexes of Kolowrat and Hiller respectively. The French had no Pontoon Train. Austrian pontoons may be deployed over rivers at the start of any scenario (one with Kolowrat and one with Hiller). The various Baggage Trains set up within seven hexes of any unit in their respective Corps (if on map) or enter as reinforcements *behind* all the other units of their corps. Each corps has its own train unit (see 14.3).

19.25 Army Commanders: Charles and Napoleon (if in play at start) may set-up with any Friendly force, or may use their historical location at the Owing Player's option.

19.26 Vedettes: Vedettes may be deployed at the beginning of a scenario, at the owning player's option. Vedettes may set-up anywhere within two hexes of their parent unit (not in EZOCs); the cavalry parent unit for such vedettes is placed in the Full-Strength Units Holding box. The first player deploys all his Vedettes first, then the second player deploys his.

19.3 Scenario Information

The following information is detailed in section 21.0.

19.31 First Player: The Austrian Player is the First Player in all scenarios.

19.32 Duration: The starting and ending turns of the scenario are listed (inclusive).

19.33 Special Rules: Rules which apply only to this scenario.

19.34 Damaged bridges: Any bridges damaged at the start of the scenario are listed.

19.35 Prior Losses: On some dates some units have already been eliminated. If designated ® they have been reorganized and set-up at their reduced strengths. (Choose the separate reduced-state unit labeled ®.) Units listed as "Elim" are permanently eliminated and are placed on the Morale Track as Casualty Level Markers in the space corresponding to their full strength, or in the PEU box.

19.4 Reinforcements

All Reinforcement entries are shown on the Turn Record Track. Reinforcements enter at the hex specified, arriving on the map edge. If an officer's name is listed, all of his units which are **not** listed separately somewhere else arrive on the same turn. (If there are such

units detached from his command, they will be listed by name).

NOTE: *It may be most convenient for players to leave reinforcement units and leaders set-up on the March Tables until their arrival.*

19.5 March Order

One March Order per player may be issued prior to the start of any scenario, to any friendly force in play on the map, which is within 27 MPs of the friendly Army Commander (Charles or Napoleon)—*if* he is on-map at the start of the scenario (see 7.42).

20.0 VICTORY CONDITIONS

Victory Conditions apply to all scenarios alike. Victory is awarded to the player with the most points at the end of the game; or, in the Campaign Game according to the ratio of each player's Victory Point total at the end of play (see 21.43).

20.1 Victory Point Awards

Victory Points are awarded at the end of the game, depending upon the strength of combat units eliminated, enemy corps demoralized, control of certain terrain features, for exiting the map, etc.

20.11 Ratio of Total Combat Strength Eliminated

The French Player may gain or lose up to 3 VPs depending upon the ratio of Austrian-to-French casualties.

Austrian: French loss—	1:2	1:1	1.5:1	2:1	3:1+
French Victory Points	-3	-1	+1	+2	+3

Determine the ratio of total Austrian-to-French Combat Strength in the PEU, Unrecovered and Recovered boxes at the end of play, and award or remove VPs from the French Player accordingly. EXAMPLE. A ratio of 2.9-to-1 still yields two VPs. "Total Combat Strength Eliminated" includes combat losses accrued before the start of the scenario, units permanently eliminated and those still awaiting reorganization. (Eliminated Vedettes do not grant VPs.) Do not count units in the Full Strength Holding Box.

20.12 Total Austrian Strength Points Eliminated

The Austrian Player may receive or lose Victory Points depending upon the total number of Strength Points in the *Austrian* PEU, Unrecovered and Recovered boxes, as follows—

0-12	13-30	31-35	36-40	41-45	46-50	51-57	58+
0	2VP	1VP	0	-2VP	-3VP	-4VP	-5VP

20.13 Enemy Corps Demoralized: The French Player receives one point for each Austrian Corps Demoralized at the end of play. The Austrian Player receives two points for each French Corps Demoralized at the end of play. EXCEPTION: *The Austrian Player receives 5VPs if Davout's III Corps is demoralized.*

20.14 Captured Baggage Trains: The Enemy Player receives one VP for each Baggage Train captured.



ENEMY CONTROL MARKER

20.15 Control: Each Player receives *one* point for each *Friendly* Supply Source *not* controlled by the Enemy at the end of the scenario. In addition, the Austrian Player (only) receives one VP for each Danube bridge controlled at both ends (a maximum of five). To be considered in control of one of these hexes, a friendly Combat Unit must physically occupy the hex, or be the last Combat Unit to have occupied or moved through it. (If the Enemy controls it, place a Control Marker in the hex.) If the occupying unit is Out of Supply at the moment it enters or moves through the hex, the hex is not controlled.

20.16 Munich: The Austrian Supply Source in hex 0133 can't be entered by French units. *It was protected by Jellacic's off map division in Munich.*

20.17 Bellegarde's Supply Sources: The Austrian Player receives VPs for either 2201 or 3501 only if Bellegarde's I Corps enters at that hex (see 21.47).

20.2 Levels of Victory

In the battle scenarios the player with the most VPs at the end of the game wins. Levels of Victory in the Campaign Game are specified in 21.43.

20.3 Automatic Victory

The game immediately ends in an Austrian Victory the moment Napoleon is captured.

20.4 Exiting the Map

The Austrian Player may choose to exit his units, and French units may exit in pursuit of them. Units may only exit the map at an Austrian Supply Source hex. The unit pays Movement Point cost of the hex it is leaving. Exited leaders may not reorganize units. Units forced to *retreat* off the map are eliminated (see 11.44). Units which voluntarily exit the map cannot be returned to play, but are *not* considered eliminated for victory point purposes.

20.41 Austrian Exit Hexes: The Austrian exit hexes are their Supply Source Hexes, including Bellegarde's entry hex *if* he enters (20.17). EXCEPTION: *No one may exit at 0133.*

20.42 French Exit Hexes: French units may exit only at hexes where Austrian units have previously exited as many or more strength points. (If the Austrians do not exit, neither can the French; if they exit 10 SPs at hex 2934, the French may exit up to 10 SPs there.)

20.43 VP Award: (a) The French Player receives 1 Victory Point if the face-value total of French Combat strength exited equals two-thirds of the Austrian strength exited. (b) The Austrian Player receives 1 VP for exiting his units if the French Player fails to exit two-thirds of their face-value. (He may also wish to exit his units to prevent their destruction, and the loss of VPs). (c) The French Player receives 2 VPs if the total of eliminated SPs in the *French* PEU and UAR boxes at the end of the game is zero.

NOTE: *French units listed as "OM" on 22 and 23 April historically exited at the south map edge to pursue Hiller and Ludwig.*

21.0 SCENARIO INFORMATION

Scenario Overview

- 21.1 The Austrian Advance (16 Turns)
- 21.2 The Battle of Abensberg (7 Turns)
- 21.3 The Battle of Eckmühl (7 Turns)
- 21.4 The Campaign Game (various start dates)

21.1 Scenario One — The Austrian Advance

21.11 Introduction: This battle scenario begins with the Austrian army approaching the bridges at Landshut. These two bridges were repaired during the morning. The Bavarian Corps will endeavor to prevent the Austrians from reaching the Danube before Davout has linked-up with forces under Napoleon. Here the Austrian Player benefits from intelligence on the French forces not shared by his historical counterpart.

21.12 Duration: Afternoon 16 Apr. - Morning 20 Apr.

21.13 Special Rules: In Scenario One, *grant* 2 Victory Points to the French because the French have not had time to inflict losses. The two Campaign Arrival Alternatives (21.46 and 21.47) *may* be used with Scenario One at both Players' mutual consent.

21.14 Damaged bridges: All bridges are standing.

21.2 Scenario Two — The Battle of Abensberg

21.21 Introduction: This scenario begins with the critical link-up of Davout's III Corps with compatriots arriving from the west.

21.22 Duration: Morning 20 Apr. - Evening 21 Apr.

21.23 Special Rules: none

21.24 Damaged bridges: 2611.

21.3 Scenario Three — The Battle of Eckmühl

21.31 Introduction: In this scenario, the Austrian left wing has already begun its retreat toward Landshut, pursued by a large force under Napoleon. The Austrians control Regensburg and will fight a delaying action.

21.32 Duration: Morning 21 Apr. - Evening 22 Apr.

21.33 Special Rules: Austrian V and VI Corps baggage trains and pontoon train must set up within 3 hexes of Altdorf (hex 2929). Charles's seizure has already occurred prior to the game (*see* 5.4).

21.34 Damaged bridges: 0224, 2720.

21.4 The Campaign Game

21.41 Introduction: For an historical outcome the best start date is 19 or 20 April. Start on the 16th and see what Charles could have done if he had knowledge of French positions. (Use the two variable arrival Alternatives A & B to put him back in the dark.)

21.42 Duration: The Campaign game may begin on any day but always ends on the afternoon of 23 April.

21.43 Ratio of Victory Points (French : Austrian)

- less than 1 : 2 Austrian *Decisive* Victory
- less than 1 : 1 Austrian Victory

less than 1.5 : 1 Draw

less than 2.5 : 1 French Victory

2.5 : 1+ French *Decisive* Victory

The total of Victory Points achieved by the two players is expressed as a ratio, which determines the winning side and the level of victory. A "draw" means neither side wins (with war continuing for up to ten more weeks).

If the Austrian Player has one more VP at the end of the game than the French Player, he wins the game. The French Player will need to out-achieve his opponent by 50% to win a 'Victory.'

21.44 Damaged bridges: depends on start date.

Apr 16th and 17th: All bridges are standing.

Apr. 18th, 19th, and 20th: 2611.

Apr. 21st: 0224 and 2720.

Apr. 22nd and 23rd: All bridges are standing.

21.45 Pontoon Bridge: Apr. 23rd: 5005.

21.46 Alternative A: Massena's Arrival

If Massena had concentrated his Corps when first notified by Napoleon of imminent orders, his troops would have arrived sooner on the map. On the evening of 18 April, during the Command Movement Segment the French Player will roll one die:

1. All II and IV Corps units arrive 2 turns in advance of their historical arrival (II Corps arrives now).
2. All II and IV Corps units arrive 1 turn in advance.
- 3-5 No change.
6. All II and IV Corps units arrive one turn late.

Place the II and IV Corps Officers on the TRC as necessary to reflect the result. This alternative cannot be used with campaign starts later than 18 April.

21.47 Alternative B: Bellegarde's Austrian I Corps

Historically Bellegarde's I Corps made a feint toward Ingolstadt but withdrew on Charles' orders before entering the map.

Each *Morning* on April 21st and 22nd (only), during his Command Movement Segment, the Austrian Player rolls one die: on a "one" the entire I Corps enters at 2201 or 3501 (I Corps may treat the entry hex as its Supply Source but disregard this for Victory Point purposes.) If a 2–6 is rolled, I Corps does not enter that turn.

Modifiers:

- a) For *each* infantry division of the French III Corps that has previously crossed the Naab River (into 4401 or 4402) subtract *two* from the I Corps die roll.
- b) For every Austrian Infantry Division (and for every two Austrian Infantry or Mixed brigades) currently north of the Danube west of hexrow 4400 (inclusive)—subtract *one* from the I Corps die roll. EXCEPTION: *Do not count units of Kolowrat's II Corps.*

HISTORICAL NOTES

KEVIN ZUCKER

Background

Welcomed as liberators in 1806, within three years the French in Germany were resented as an army of occupation. Still, while insurgency developed in Spain, Germany slumbered.

By invading Spain in 1807, Napoleon found his quagmire, and he would fight the remainder of his wars in Central Europe with one hand tied behind his back. After attending to his shaky alliance with Russia at the Congress of Erfurt in September 1808, the Emperor departed to cure his Spanish ulcer by attending to the fighting there in person. Austria ventured to take advantage of his absence to regain some of her lost territory.

Napoleon became aware of Austrian troop mobilizations and on January 23rd, 1809, he departed for Paris to prepare for the coming campaign. He again settled on Vienna as his ultimate objective, but realized the Austrians would be ready to march before he was. The French and their allies were as yet widely dispersed—during the campaign's opening stages they would be on the defensive. The theme of the Abensberg-Eckmühl operation is the French Army's transition from delaying defense.

The transition from the defensive to the offensive is one of the most delicate operations in war.

— Napoleon

The Theatre of Operations

Because its level course made it the natural route for invasion of the Austrian heartland, Napoleon twice used the Danube River valley to strike at the Austrian capital.

The theater of the campaign is bounded by the Danube and Isar Rivers in eastern Bavaria, an area 50 miles long and 25 to 30 mi. wide. The country south of Ratisbon has wooded hills 90-120 meters (330 feet) above the valley of the Danube. (Elevations on the game map are shown in meters; e.g. "Δ 412.")

Landshut was the residence of the Bavarian dukes from 1204 to 1503, who built the castle of Trausnitz. Industries included brewing, textiles, furniture, chocolate and tobacco processing. The Archduke Charles staged his central attacking column through the town.

His objective was Regensburg, the Roman *Castra Regina*, established on a site which, as Goethe put it, "was bound to attract a city." It became the capital of the Dukes of Bavaria in AD 530. The Imperial Diet met there from 1663 until dissolved in 1806.

The Austrian Army

After its disastrous defeat in 1805 the Austrian Army implemented a modernization program, though the French still held the tactical edge. In fighting Davout's III Corps they were opposed to the best of the French, and acquitted themselves well. Their failure was due to a lack of initiative on the part of their leaders. By the time of Wagram, the Austrians had revised

their antiquated and leisurely concepts of war and were on a fairly equal footing with the French for the first time.

I. Armeekorps, G. d. K. Graf Bellegarde— 25700
24 Bn., 14 Sqn., 62 Guns, 2 Pioneer Cos. (+ 2 Bn., 2 Sqn. detached in Bohemia).

II. Armeekorps, FZM. Graf Kolowrat— 22151
19 Bn., 7 Sqn., 65 Guns, 2 Pioneer Cos.
Detached: 1 bn. for the siege of the fortress Oberhaus.
attached: Brigade Rottermund: 12 Sqn. (Dragoons) — 1549, 2 Pontoneer Div. with 50 Pontoons.

III. Armeekorps, FML. Fst. Hohenzollern— 23603
25 Bn., 8 Sqn., 96 Guns, 2 Pioneer Cos.

IV. Armeekorps, FML. Fst. Rosenberg— 15000
14 Bn., 15 Sqn., 62 Guns, 2 Pioneer Cos. (+ 5 Bn., 1 Sqn., 1 Batt. with FML. v. Dedovich and GM. v. Reinwald detached for the siege of Oberhaus (Passau)
attached: Brigade Vecsey: 5 Bn., 8 Sqn. — 6191
arriving as reinforcements: 2 Bns.
Reinwald was intended to join IV Corps, but got bundled up in Hiller's retreat after Landshut.

V. Armeekorps, FML. Archduke Ludwig— 24191
28 Bn., 24 Sqn., 96 Guns, 2 Pioneer Cos.
arriving as reinforcements during the advance to the Isar: 1 Line Bn. and 3 Bns. Vienna Volunteers.

VI. Armeekorps, FML. Freiherr v. Hiller— 31792
28 Bn., 24 Sqn., 96 Guns, 2 Pioneer Cos.
arriving as reinf. on 18. Apr: 3 Bn. Vienna Volunteers.

I. Reserve Korps, GdK. Fst. Liechtenstein— 14369
12 Bn. (Grenadiers), 24 Sqn. Cuirassiers (Rottermund det. to II Corps), 34 Guns, 2 Pioneer Cos.

II. Reserve Korps, FML. Frh. v. Kienmayer— 6690
5 Bn. (Grenadiers), 24 Sqn. (12 Cuirassiers/12 Dragoons), 20 Guns, 2 Pioneer Cos.

Austrian Commanders

The Archduke Charles (Karl), the Emperor's brother, had fought to modernize the Army after the cataclysm of 1805. The only Austrian in a class with the best of Napoleon's Marshals, he succeeded to some degree over considerable resistance from conservative officers like Hiller. His reforms did not lead to marked increases in initiative among the higher echelon. He was seconded by chief of staff Johann v. Prochaska and aides-de-camp Grünne, Colloredo, v. Wimpffen, and Auersperg. The jealous Hiller was imposed on him by the Emperor. Hiller's idea was to reconnoiter in person and then ride back to instruct his idling troops. Posted to guard the left of the army, Hiller sidled to his right, allowing Massena to slip through to Landshut. The Archduke Ludwig, also placed on the Army's left wing in a post most likely to encounter Napoleon, was only 25 years old and—despite his complete lack of experience in war—resented his sub-

ordination to Hiller. Kolowrat, Liechtenstein and Kienmayer had fought well at Austerlitz in 1805. A few brigade commanders held promise—Radetzky, Thierry, Nostitz, Vecsey, Crenneville, Kayser, and Stutterheim.

The French Armée de l'Allemagne

The Army of Germany was not the instrument that Napoleon had used to such devastating effect in 1805-07 against Austria, Prussia, or Russia. Most of those troops were dead, debilitated, or transferred to Spain. An important exception was III Corps. Aside from these proven veterans, two new Corps were created—the II and IV—supplemented by two Corps of German Confederation of the Rhine troops. Of the 114,635 French troops, 23,300 were conscripts (concentrated in Divisions Tharreau, Claparede, Molitor and Boudet) and half of these were completely untrained. The army lacked the cannon needed to bolster its untried formations.¹

Each infantry division comprised two or more brigades, each of two or three regiments. The regiment was the soldier's "nuclear family" which looked to his needs, and it was to the regiment's eagle that he rallied on the battlefield. Each regiment comprised two, three or four battalions in the field and one in the depot at home, which provided a stream of replacements from the same area. The battalions in turn comprised several "line" companies, plus one of tall grenadiers, and one of light and nimble *voltigeurs*.

The Cavalry comprised three divisions of armor-clad *cuirassiers* on huge Belgian mounts; a single light division of hussars and *chasseurs*; plus the light cavalry brigades attached to the Corps.

II Corps—Oudinot— 21388²

Oudinot's Grenadier division (which had been depleted by drafts for Spain) was expanded to two divisions with the introduction of raw conscripts, including beardless youths of 17. Their designation, *demi-brigades d'elite*, was misleading—less than one-third of these troops had previously seen combat. Hampered by inflexibility on the battlefield, the conscripts of the two divisions had benefited from training with the Imperial Guard.

1. Inf.-Div. Tharreau: 16 Bns., 18 Guns – 7145

2. Inf.-Div. Claparede: 16 Bns., 18 Guns – 8860

Lt. Cav.-Brig. Colbert: 9 Sqds. – 2183

3. H Cav.-Div. Espagne: 16 Sqds., 6 Guns – 3200

III Corps—Davout— 60597

The incomparable III Corps had stopped a force of double its numbers at Austerlitz in 1805 and again at Auerstadt in 1806. Under the stern gaze of Marshal Davout, the combat-proven divisions of Gudin, Friant, and Morand had not noticeably declined in effectiveness despite serious casualties in three campaigns. All their regiments were capable of deploying into skirmish order like light infantry. These three were joined

by St. Hilaire's division, formerly of Soult's old IV Corps, which included one of the most formidable of all French infantry regiments—the 57th. Each of these four main divisions contained 15 battalions, 15 guns, and 11,350 men (on average). Demont's Reserve division comprised 10 understrength battalions of new 4th battalion recruits, with 15 guns—3215 men. The Corps light cavalry component under Montbrun (3 brigades) was expanded in proportion to the infantry, with 24 Sqds and 5218 men. St. Sulpice's independent Cuirassier Division was attached—16 Sqds., 6 Guns, 3411 men.

IV Corps—Massena— 37559

A mixture of veteran and conscript French troops plus two German brigades. Division Legrand included one brigade of French and one of Baden troops—mainly conscripts with a cadre of veterans of the 1807 campaign. Their Dragoons were attached to Marulaz's Light Cavalry. The 24th Light and 4th Line Regiments under Carra Saint Cyr were veterans; the division also contained a brigade of Hesse-Darmstadt troops. Molitor and Boudet comprised over 50% of new recruits.

Inf.-Div. Legrand: 13 Bns., 24 Guns – 10458

(includes Baden Brigade of 7 Bns., 12 Guns—5517 infantry in three regiments and one Jäger battalion, 435 Light Dragoons, 348 gunners.)

Inf.-Div. Carra St. Cyr: 14 Bns., 18 Guns – 11553
(includes the Hessian Brigade of 6 Bns., 6 Guns.)

3. Inf.-Div. Molitor: 10 Bns., 12 Guns – 7166

4. Inf.-Div. Boudet: 7 Bns., 12 Guns – 5628

Lt. Cav.-Div. Marulaz: 18 Sqds. – 2765

VII Corps—Lefebvre (Bavarian)— 27603

The Bavarian army had made the transition from the inflexible drill of the 18th century to the adaptable tactics of the French. Mobilized on 25th February 1809, the Army comprised 13 Infantry Regiments, 7 Lt Infantry battalions, 2 Rgts. of Dragoons, 4 of Light Cavalry, and 20 batteries of Artillery, 13 of which served with VII Corps.

1st Div.—Crown Prince Ludwig: 9 Bns., 6 Sqds., 18 Guns – 8782

2nd Div.—Wrede: : 9 Bns., 8 Sqds., 18 Guns – 8944

3rd Div.—Deroy: 10 Bns., 8 Sqds., 18 Guns – 9751

Artillery Reserve: 18 Guns

Each division comprised two infantry and one cavalry brigades, supported by three batteries.

VIII Corps—Vandamme (Württemberg)— 12242

A wagon train provided by Württemberg brought supplies from their own depot at Heidenheim (north of Ulm) to troops in the field. The light infantry under Hügel featured prominently in the battle of Abensberg.

Inf.-Div. Neubronn: 14 Bns.— 9615 (two infantry brigades and Hügel's Lt. Infantry brigade)

Cav.-Bde. Wöllwarth: 16 Sqds. – 2214 (2 brigades)

Artillery: 22 Guns (459 artillerymen, three batteries)

Independent Units

Div. Rouyer (German states): 9 Bns.— 6777

¹ Bowden and Tarbox, "Armies on the Danube 1809," p. 61.

² French strengths in "Studienbehefte der k. u. k. Kriegsschule: Regensburg 1809" Verlag der k. u. k. Kriegsschule, Wien 1911.

1. Hvy Cav.- Div. Nansouty: 24 Sqds. (Brigades De-france, Doumerc, and St. Germain), 12 Guns – 4833

French Commanders

The leaders of this rapidly assembled French Army were still the best in the world, though some showed signs of decline. By this time Lannes was the equal of Davout or Massena in his prime. Bessieres, Oudinot, Lannes and Massena were recalled from Spain. Massena had not served under the Emperor for ten years, and his initiative was flagging. Oudinot was an old grenadier, who impetuously put himself in the front ranks. Davout was a meticulous organizer and strict disciplinarian who also grasped strategy—a rare quality among all Napoleon’s marshals. Vandamme was abrasive and failed to cooperate with the other Corps Officers.

To find the necessary officers and NCOs for the newly-created formations, every expedient was resorted to, with officers drawn from depots, from retirement, from academies, as well as thousands of newly-commissioned sergeants.

French Plans

Napoleon selected the fortified town of Regensburg on the Danube as his center of operations. From this bridgehead he would be able to parry an Austrian thrust regardless of which bank it followed. “Napoleon planned to form a new version of his famed *bataillon carré* around Ratisbon, capable of meeting an attack from any direction and of turning any situation to the French advantage. A combination of unanticipated Austrian aggressiveness and plain bungling on the part of poor Berthier, hopelessly out of his depth amid this welter of instructions, was to lead to the near ruination of Napoleon’s carefully considered schemes.”³

Austrian Plans

By avoiding large detachments on secondary fronts, the Austrians were able to concentrate almost 200,000 men for the attack on Bavaria. The Archduke Charles favored a surprise attack against Davout’s command from Bohemia. However, poor communications with Bohemia would delay baggage trains. The Aulic Council, which had to approve war plans, were in favor of a more limited offensive from the south bank. This would alleviate communications and supply problems, protect Vienna from a French advance on that side, and place the army in a position to support the forces of Archduke John in the Tyrol. With news of Oudinot’s and Massena’s threatening appearance at Ulm, Charles was forced to adopt the lesser strategy, and it took two weeks to transfer six corps from Bohemia across the Danube.

Bellegarde’s I and Kolowrat’s II Corps remained in Bohemia to attack through Cham toward Ratisbon. After crossing the River Inn at Scharding, and the Isar at Landshut, the Austrian center and reserve would advance on Kelheim to cross the Danube behind Da-

vout and possibly cut his line of retreat, while the left wing guarded against a move by Massena and Oudinot from the west.

The Outbreak of War

The Austrians made no formal declaration of war, merely handing a note to M. Otto, head of the French legation at Munich. This provided a degree of surprise, although the maneuvers of the Austrians in their approach to the frontier were known. Initial concentrations in Bohemia, *north* of the Danube, led Napoleon to think the main attack would come from that side.

Opening Moves

Davout marched from Erfurt to Nuremberg to block any Austrian moves westward from Bohemia. Oudinot’s II Corps moved to Augsburg, and Massena’s IV Corps to Ulm. The French army was well positioned to deal with an offensive on either side of the Danube. Due to Berthier’s misunderstanding of his master’s intentions, Davout was ordered to retreat toward Ingolstadt by the south bank, directly into the path of 127,000 Austrians. Marshal Lefebvre’s VII Corps was pushed forward along the Isar River to screen French deployments against Austrian moves south of the Danube. As in 1805, Austria began the campaign by attacking Bavaria.

THE CAMPAIGN

*Set-up each day’s March Tables as you read along.*⁴

16 APRIL Landshut

Deroy’s Bavarian Division delayed the Austrian crossing for a few hours, then fell back before Radetzky’s Avant Garde on Siegenberg on the Abens. Wrede and the other Bavarians gathered in support.

17 APRIL

Austrian vedettes reached Siegenburg, Rohr and Eckmühl; Traffic behind them became entangled at the bridges.

18 APRIL

Charles directed four Corps to intercept Davout south of Regensburg, while the three Bavarian Divisions prepared to stop them at the Abens River line.

19 APRIL Bad Abbach

After finally collecting at Ratisbon, Davout’s Corps was marching toward Neustadt in four columns when his flanking cavalry came into contact with the heads of Charles’s northbound columns. Charles now believed the game was in his pocket and that the anticipated opportunity of destroying Davout had materialized. Fortunately for the French, the Austrian attack failed to account for Davout’s rapid westward move-

³ David G. Chandler, *The Campaigns of Napoleon*, p. 673

⁴ This section contains quotes from Chandler, pp. 684-691

ment, and as a result two of their three columns struck empty air south of Regensburg, only the westernmost corps making contact with Davout's rear guard.

20 APRIL Teugn-Hausen

Divisions Friant and St. Hilaire found little difficulty in repulsing the ill-directed and lethargic Austrians with heavy loss, while their compatriots, Morand and Gudin, hurried their divisions westward through the dangerous Saal defile to join up with the Bavarians who were also hotly engaged. Their meeting actually took place in the vicinity of Abensberg, whither Lefebvre had retired during the preceding 24 hours.

Abensberg

The attack by the French center, beginning at 9:00 AM, took a little over two hours to crash the brittle barrier formed by Archduke Louis's Vth Corps. By midday, Napoleon's strategic penetration was accomplished, and it appeared that nothing could save the Austrian army from piecemeal destruction.

22 APRIL Landshut

Withdrawing from the vicinity of Pfaffenhofen, Hiller was able to re-cross the Isar safely with the remnants of three corps, leaving a strong garrison to hold the Landshut bridges. Although the piles were already on fire, Mouton—who would gain his fame at Lobau later in 1809—gallantly led his men over the bridge, captured the island in the middle, then stormed over the second span of the crossing into Landshut itself, entirely disregarding the fact that the enemy were still massed in the town. Seeing Mouton leading the way at Landshut Napoleon exclaimed, "my lamb (*mouton*) is a Lion."

Lindach

Charles intended to move two corps to Abbach to secure undisputed control of the river bank and cut Napoleon off from the Danube and his presumed lines of communication. The Austrian troops met stiff opposition from Davout, who had been left to defend this front, when at 1:30 PM the sound of gunfire from the south revealed the approach of Napoleon and the main body. Davout lost no time in ordering his men to attack along the whole line, despite their numerical inferiority, and this action had the desired effect of pinning the Austrians.

Regensburg

Lacking tools to damage the bridge, Colonel Courtard's garrison regiment surrendered, opening Charles route into Bohemia. Kolowrat's corps hurried across at once.

Eckmühl

Rearguard action by the Austrian IV Corps against superior numbers: the Bavarian divisions of Deroy and Prince Royal attacking the right of the Eckmühl position while General Demont moved up the valley of the Gross Laber to cover the crossing of Napoleon's advanced guard under Lannes. Very soon General Vandamme's Württembergers captured

Buckhausen. Lannes's two divisions fell on the Austrians holding the eastern approaches to Eckmühl, Gudin's troops seizing the important heights of Rogging. Napoleon's favorite frontal attack linked with an outflanking column was working with great efficiency. The 10th Regiment of Light Infantry succeeded in storming the village of Laichling and soon after took possession of the wood of Unterlaichling

Alt Eglofsheim

The Austrian commander in chief ordered an immediate retreat to Regensburg. This movement proceeded throughout the darkness, covered by the cavalry.

23 APRIL Ratisbon

During the night the Austrians crossed the Danube on a pontoon bridge downstream from the town. Their cavalry covering this operation were driven in by Nansouty. In the afternoon Charles abandoned Ratisbon, and during the French "bombardment" of the town's ancient walls (with 12-pounders) Napoleon was slightly wounded. Some kind of breach was made and two of Lannes's aides-de-camp scaled the wall near the Straubing Gate. Gudin got through the gate and reached the bridge, trapping the remaining Austrians in the town.

Napoleon ordered Massena to Passau, downstream from Straubing, while Davout crossed the Danube to follow Charles; and Lefebvre with Deroy's and Demont's divisions followed by Prince Royal marched to Landshut.

Continuation of the Campaign

Charles's force reached Cham, near Bohemia, with Bellegarde following. These 90,000 men retired into Bohemia to reorganize, with Kolowrat toward Pilsen to watch Saxony. Hiller and Ludwig turned on Bessieres, catching Wrede and Marulaz with their backs to the Rott River. Bessieres retired to Vilsbiburg and Hiller escaped. Massena occupied Linz on 3 May, driving Hiller from Ebelsberg to Krems and then across the Danube at Mautern. Lannes reached Vienna on May 10th. Charles united his army to oppose the French crossing at Aspern-Essling on May 21st, and with new determination drove Napoleon onto Lobau Island.

