

TURN RECORD TRACK

01.00-06.00 Night
 • Draw Card
 • March Order
 • Recovery & Supply
 • Night March

	Gross-beern	Katz-bach	Kulm	Denn-ewitz
07.00				
08.00				
09.00	START Fr			START
10.00		START		Fr Coal
11.00				Fr
12.00	Fr Coal	Fr		Fr
13.00				Fr Coal
14.00	Coal	Fr		Fr Coal
15.00				Coal
16.00	Coal	Fr		Coal
17.00			START Fr	Coal
18.00	Fr		Fr	
19.00				
20.00				

21.00-24.00 Night
 • Draw Card
 • Night March
 • Disengagement

Four Lost Battles

WEATHER TABLE

Roll for Weather on the first turn of each battle.
 Roll again each time you play a Weather card.

Die Roll	Weather Condition
0, 1	Mud, Rain
2	Rain (Fog if 07.00 Turn)
3-6	Fair
7-8	Duststorm

Weather Die Roll Modifier:
 Apply to all weather die rolls in a given battle.
 Grossbeeren: +1 Katzbach: -1
 Kulm: 0 Dennewitz: +2

WEATHER EFFECTS

	Inf. SPs	Ar* Res	Train MPs	LOS
T-Strm	x1/2	Shock	x2	No
Mud	•	•	x2	Yes
Rain	•	•	•	No
Fog	•	•	•	No
Dust	•	•	•	No
Fair	•	•	•	Yes

Thunderstorm results from card play only.
 During thunderstorm, Ar* results become Shock
 • = No effect

TURN RECORD TRACK KEY:

START = First Game-Turn of battle
 Fr = French Reinforcements enter
 Coal = Coalition Reinforcements enter
 Only First Day Reinforcements are shown.

IF SECOND DAY APPLIES

After 21.00-24.00 turn, re-set the marker at 01.00-06.00. Re-shuffle discards into Main Deck. Check Scenario Information for Second Day Reinforcements.