

The Battle of Austerlitz

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PART I

1). INTRODUCTION

Austerlitz is a grand tactical military simulation of Napoleon's first major battle as Emperor of the French. At Austerlitz he met and soundly defeated the combined armies of Russia and Austria.

2). LOADING THE PROGRAM

Commodore 64, Amiga and Atari ST owners please refer to the back of the manual for loading and other machine specific instructions. With the Game Disk inserted, type '1805'. After a campaign introduction, the game will load. When you get to the scenario screen (*see part 3 on Scenarios*), insert the Scenario Disk if you own the IBM 5 1/4" version. In order to install the game on a hard drive, you will first have to make a directory using the Make Directory command: `mkdir C:\AUSTRLTZ`. Then, copy from the game disk with the copy command, all the files into your new directory: `copy a: *.* C:\AUSTRLTZ`. Then copy the scenario disk to the new directory the same way. To play the game, you will need to set your current directory to the Austerlitz directory: `cd c:\AUSTRLTZ`. Then, while you are in that directory, simply type '1805' for the intro/game or just type 'main' to go directly to the game (*by-passing the intro screens*). When the program asks for the Scenario Disk to be inserted, simply ignore this and choose the scenario normally.

3). SCENARIOS

After the title screen, the scenario menu will appear. Press the arrows to choose a scenario. Press **F3** or **RETURN** to move to the MAP screen.

"Breaking of the Allied Center", - depicts the mid-morning assault on the Pratzen heights.

"Fight for the Lower Golbach", - depicts the early hour struggle on the French right flank as the Allies try to smash through to the French rear.

"Don't let them Escape!", - depicts the day long fight on the left between Lannes and Bagration, along with the mass cavalry battle of Murat and Liechtenstein.

"Historical Battle", - depicts the entire day of the battle with no variation.

"Bernadotte's Betrayal", - depicts the entire battle without Bernadotte's I Corps on the French side.

"Davout's Failure", - depicts the entire battle without Davout's HI Corps on the French side.

"Egads!", - depicts the entire battle without either Bernadotte's I Corps or Davout's HI Corps on the French side.

4). OPTIONS

After the Scenario Screen, the OPTION screen will appear. To alter the setting of the currently displayed OPTION, press the Right or Left Arrow Keys. To move to a new OPTION, press the Up or Down Arrow Keys.

The 'Allied Player': 'French Player' OPTION turns the computer player on and off for the Allies.

- Select COMPUTER to have the computer play the Allies.
- Select SEE to have the computer play, but allow you to see his moves.
- Select NO to allow a human opponent for the Allies.

The Difficulty OPTION adjusts the Artificial Intelligence of the Computer Player.

- Select EASY for a beginner level game.
- Select HISTORIC for the historical levels.
- Select HARD for a difficult game.

'Toughness' can be used to lower the morale of the selected side's units slightly, making them easier to beat. It also can be used to balance a two player game.

- Select NORMAL for the regular morale level.
- Select EASY for the lowered morale level.

The 'Morale' OPTION determines if the morale of the units is to be used in the combat calculations.

- Select YES to use morale in combat.
- Select NO to ignore morale in combat.

The 'Fatigue' OPTION determines if the fatigue of the units is to be used in the combat calculations.

- Select YES to use fatigue.
- Select NO to ignore fatigue in combat.

The 'Hidden Movement' OPTION allows you to turn hidden movement on or off.

- Select YES for the computer to use hidden movement.
- Select NO to not use hidden movement.

Note: In Human vs. Human, hidden movement is automatically turned off.

The 'Alternative Plans' OPTION determines whether the computer player will follow the Historical battle plan or create a battle plan of it's own.

- Select YES to use its own plans.
- Select NO to use the historical plans.

When you are satisfied with your selections, press 'F3' or 'RETURN' to move to the LEADER screen. If you selected to continue a saved game, you may see and change the options for the saved game.

5). LEADER SCREEN

After you have selected all the options, the computer will ask you to select a personality for the side it is going to play. By using the arrow keys, you can highlight the name of one of six different leaders on which the computer will base its strategic decisions. Once you are satisfied with your choice, hit 'RETURN'. From here you will either go to the MAP screen or be asked to choose another leader (if the computer is playing itself). *Note: There is no limitation of who can command what army. This allows Napoleon to command the Allied army, giving his benefits to them if one wishes.*

6). THE BATTLEFIELD

NOTE: In order to use a joystick on the IBM, it must be turned on by hitting 'J' on the keyboard while at the MAP screen. If you do not have a game port, and hit 'J', you will get unpredictable cursor movement. You can recover your game simply by hitting 'J' again.

Once you have selected your leader(s), you will come to a map of the battlefield. Depending on the scenario selected, the map may scroll until it hits either a border or the edge of the involved area. There are a number of different types of terrain that affect movement and combat. These are:

TERRAIN

GRAPHIC

Clear.....	empty	square
River/Steam.....	blue	lines
Frozen Lakes.....	white	solid/partial square
Bridge.....	broken	river/stream
Woods.....	green/brown	tree shapes
Village.....	brown/yellow	house shapes
Castle.....	grey	castle shape
City.....	grey	building shapes
Slope.....	radiating	brown pattern
Steep Slope.....	concentrated	brown pattern
Heights.....	clear	square at top of slopes

To find out what type of terrain the cursor is over, press the space bar (*button on mouse or joystick*). The name of the terrain type will be displayed in the information strip at the bottom of the screen.

On the right half of the display is the game speed indication. You press the number keys to adjust how fast the game will play. The current setting is displayed here. (*See part 22, TIME SETTINGS AND PAUSING, for more information*).

7). INSPECTING THE TROOPS

The French units are blue, the Russian units are dark green, and the Austrians are white. There are several different types of units:

TYPE	ICON
Infantry Column inarching firing melee	2 men feet move gun raised gun moves
Infantry Line marching firing melee	1 man feet move gun raised gun moves
Infantry-Square firing	Square guns pronounced
Cavalry melee	man on horse sabre moves
Artillery fire	cannon smoke on cannon, blast on target

NOTE: When units change to solid inverse color, they are disorganized and can not charge, but can melee and fire, inflicting lesser casualties.

8). HOW TO GIVE ORDERS

In general, orders are given to all units in the same way:

- 1). Place the cursor on the unit to be given orders,
- 2). Press the space bar to get a special cursor,
- 3). Place the cursor on the target square,
- 4). Press the space bar.

NOTE: If using the joystick or mouse, you must press the button to get the special cursor, and then WHILE HOLDING THE BUTTON, move the cursor to the target square, and then RELEASE the button to give the order.

Just looking at a unit has no effect on the unit's orders, however, moving the cursor while looking at the unit does. To erase an old order, simply give a new order. To cancel a unit's orders, select the square that the unit is in as the target square. To do this, press the space bar, move the cursor out from the unit, then move it back to the unit and press the space bar again.

In addition to the cursor, there is a V that marks the target square. Select a unit and order it to move forward to a square. After you have issued the orders, go back to the unit and press the space bar again. There will be V in the square the unit was ordered to move to. If the unit doesn't have orders, the V will be in the same square as the unit itself. There are several different types of orders that may be given. Not all units can be given all types of orders. Below is a list of the types of orders:

- | | |
|--|----------------------------------|
| 1). Fire artillery gun.....yellow cursor | Commodore 64
Dark Gray |
| 2). Move as column.....white cursor | Purple |
| 3). Move as line.....red cursor | Red |

Here is a table of what each unit can do:

	Infantry	Cavalry	Artillery
Fire Artillery	No	No	Yes
Column Move	Yes	No	No
Line Move	Yes	Yes	Yes

To use a particular type of cursor, you must MOVE the cursor while it is the proper color. Once the cursor has been moved, it will not change color.

Cavalry - When you press the space bar, a red MOVE CURSOR appears and you can enter your orders.

Artillery - For artillery, there are two cursors, the yellow FIRE CURSOR, and the red MOVE CURSOR. When you press the space bar, the yellow FIRE CURSOR appears. If you don't move the cursor within one second, the cursor will change to a red MOVE CURSOR. If you move the cursor within one second of pressing the space bar, the yellow FIRE CURSOR will remain. If you wanted to give an artillery unit orders to fire its guns, you would press the space bar and within one second, move the yellow cursor away from the unit. Now with the yellow cursor 'locked in', move it to the target square and press the space bar to select that square as the target. Artillery can have only one type of order at a time. If you give a unit a new order, it will stop doing what it was doing and begin to execute its new order. The old order will be lost.

Infantry - There are also two cursors for Infantry. The white COLUMN CURSOR tells the units to move in column formation and the red MOVE CURSOR tells units to move in line formation. If the unit is in LINE formation, the MOVE CURSOR appears, then changes to the COLUMN CURSOR. If you tell a unit in line formation to move using the COLUMN CURSOR, the unit will first change to column formation and then begin moving. There are a few complications for units in stacks, (see part 13 Combining Units for more information).

9). CORPS ORDERS

Since there are a large number of troops, it can become quite tedious giving each unit individual orders. Austerlitz has a unique feature that allows you to give a single order to an entire maneuver element (division or Corps depending on the chain of command). The computer will then take over the command based on the historical leaders command rating and independently wield the entire element towards its goals.

To give Corps orders, hit 'F5' if you are playing the allies, or 'F6' if you are playing the French. A list of the commanders names, the strength of his command, and his men's average morale and fatigue will be displayed. By moving the arrow keys up and down, you can highlight a leader's name, and see what his current order (if any) is. Then, by hitting the right arrow, you can go to the mode list and decide which mode you wish him to take. Available orders are MOVE, ATTACK, and DEFEND. After this is done, press 'RETURN', and you will be taken to the MAP screen. A national flag for that Corps will appear either at the approximate center of the Corps, or where its last Corps orders were. You simply move the flag to where you wish the Corps to go, and press the space bar (or mouse / joystick button). Soon, that Corps will start to move towards the objective in the mode you selected. Pressing ESC returns you to the map.

If you selected the ATTACK mode, the Corps will march off in attack formation and look for enemy units to fight in the process of taking the objective. If you selected the DEFEND mode, the Corps will march off to the objective, and then go into a defensive formation and try to hold the objective. It is not a good idea to move a Corps in defense mode over large distances! If you selected MARCH mode, the Corps will march off to the objective, IGNORING enemy units, but at a slightly faster rate. It is not a good idea to have a Corps MARCH anywhere near enemy formations without friendly support.

Note: You will lose control of all units of that Corps until you cancel Corps orders. To do this, simply go back to the status screen (F5 or F6) ,and select NONE for that commander. After one minute all orders for those units will be CANCELLED. Also, once units become committed in combat heavily, the responsiveness of Corps orders will be reduced. Obviously, the computer will be trying to engage and defeat the the enemy, and moving its target around will not have much effect while its heavily involved.

10). ARMY ORDERS

When victory is certain, (or defeat imminent), you might wish to have every unit advance (or retreat) regardless of Corps organization or formation. This can be done with the GENERAL ATTACK order (or the GENERAL RETREAT order).

However, once this order is issued you will lose all control of your units unless you cancel the order (ex: Hitting 'A'orders the allied army to attack. If hit 'A' again it cancels the attack). If you cancel an Army Order you must recall your units either manually or with Corp Orders.

The Allied player uses 'A' for Attack and 'X' for Retreat. The French player uses 'F' for Attack and V for Retreat. When the computer is playing, the Attack/Retreat keys for its army are disabled.

11). MOVEMENT

Although the playing area appears continuous it is actually broken into squares for movement purposes. Each square is the size of one unit symbol and is approximately 275 yards on a side. The length of time it takes a unit to move from one square to another depends on the type of unit it is and what kind of terrain the unit is entering. A list of terrain attributes is given under 17) TERRAIN. For artillery units that have been firing, allow one to three minutes (*to relimber the guns*) before the unit begins to move.

If a unit encounters a friendly unit in its path (*units cannot pass through one another*) or a terrain feature which would slow it down, the unit will move one square to the side, if such a move will avoid the obstacle. When a unit encounters an enemy unit directly in its path, it will attempt to dislodge that unit. (*See part 16 COMBAT*).

12). COLUMN VS. LINE

Infantry units may be in one of two different formations: line or column. Line means that the troops are strung out in a line. The advantage is that every man can fire his musket at the enemy. The disadvantage is that if the line is penetrated at any point, the unit is in a dangerous position. Infantry in column are arranged in a somewhat block-like formation. The troops gain a morale boost in a 'safety in numbers' phenomenon, but most of the troops are rather useless for fighting. However, column formation did allow for a more rapid assault and was a fairly easy way to handle poorly trained men. For a unit to be able to successfully use line formation, it usually had to have a great deal of training. To convert infantry from one formation to the other, give it move orders with the cursor for that type of formation. The unit will take a few minutes to make the change in formation, then it will begin to move. If you want a unit to change formation without moving, move the cursor of the proper color out from the unit, then move it back to the unit before 'releasing' the space bar (*that is, hitting it a second time*).

13). COMBINING UNITS

Another advantage to column is that units from the same Corps may be grouped into a single formation, in a single square. This allows you to

concentrate many men for a powerful attack. To combine two infantry units both units must be in column, they must begin their move adjacent to each other; and, they must be from the same Corps. (*Check the unit display*). Using the COLUMN CURSOR, order one unit to move into the other. The unit will advance and merge with the non-moving unit. This may be repeated as much as you want, as long as the total strength does not exceed 6300 men. The 'stacks' of units can be moved as any other column unit. A stack cannot be changed to line formation. To separate the units, order the stacked 'unit' to move as line. Instead of the 'unit' changing to line, the last unit to join the stack will separate and move to the target square. The remainder of the stack will stay in place. This can be repeated until all of the individual units are separated. The individual names are not shown for stacked units. If all of the units are from the same division, the divisional name will be displayed. If all of the units are from the same Corps, the Corps name will be displayed.

Strength, morale, and fatigue levels are shown normally (*if the OPTIONS are chosen*). The displayed strength is the sum of the unit's individual strengths. The displayed morale is a group morale. The displayed fatigue is that of the lowest of any unit in the stack. For purposes of determining if a unit becomes disorganized or routed, the lowest morale in the stack is used. For combat calculations, each unit uses the group morale and its actual fatigue.

14). CHARGING

During the course of a battle, units normally moved at a walking pace. However, when units got near an enemy unit that they were attacking, they would close quickly to minimize the time that they were exposed to enemy fire. In the game, infantry and cavalry units will cross the last square in one minute. However, this is only under ideal conditions. Units can only charge if they are formed (*i.e. not disorganized, see part 16 COMBAT*). Also, units may only charge through clear squares. They slow to their normal pace moving through streams, woods, towns, etc..

15). INFANTRY SQUARE

Because of their mobility, cavalry could quickly move to the flanks of infantry units and cause great havoc. To counter this, infantry could change to square formation, with men facing outward in all directions. Using the square formation, infantry could stand up to even the best cavalry. In the game, when an enemy cavalry unit moves to within 2-3 squares of an infantry unit, the infantry will change to square. This will take several minutes. When the cavalry moves away, the unit will change back to its previous formation. Units in square cannot move, although they can still fire. If you wish to have a unit in square move anyway, re-issue orders. The unit will change back to formation and begin moving.

This "square override" will remain in effect until, 1). it reaches its target square, 2). you change its target to its present location, or 3). there are no cavalry units within 2-3 squares. Only formed infantry units can use square formation. Disorganized or routed infantry are at the mercy of the enemy cavalry. However, infantry units will never enter square formation if their target square is occupied by an enemy unit. In that case they will assume you wish them to attack no matter what the circumstances. Thus, it is very dangerous to order infantry to move large distances to attack, since while your attention is diverted, enemy cavalry could get off an opportunity charge. The prudent commander will always have his infantry move to a staging area before ordering his units over the last several squares to the enemy position. Obviously, as in real life, the presence of enemy cavalry makes it extremely difficult to conduct an organized infantry assault.

16) COMBAT

There are several methods of inflicting losses on enemy units. In general, the lower an attacker's morale, the fewer enemy it can kill; and, the more tired it is, the fewer losses it can inflict.

16.1). FIRE COMBAT

Artillery: Artillery may fire at targets up to five squares distant. Move the yellow cursor to the target square and within 1-3 minutes, the bombardment will begin. When you change an artillery unit's target, it will take about 1 minute to resight. Artillery's effectiveness increases as the firing distance decrease; at a distance of one square, it is much more effective. Also, artillery is more effective firing against a large unit than against a small unit. Note that artillery units firing more than one square can occasionally miss and hit squares adjacent to the target square. Also, artillery can inflict damage by bombardment on your own attackers as they close with their targets. Note that if you direct fire at a unit where the fire would be blocked (*such as behind woods*), the artillery will fire, and yes, it will be blocked and the enemy will suffer no casualties.

Infantry: Infantry only has a range of one square. Infantry units that do not have orders to move, they will fire at adjacent enemy units, if there are any. So, to have an infantry unit engage in fire combat with a unit, order it to move adjacent to the target unit. When it reaches the adjacent square, it will cease movement and begin firing.

Attached Artillery: Some cavalry and infantry units had a small number of light artillery pieces with them. Because of the small number and caliber of these guns, they only had an appreciable effect at close range. Therefore, they are handled like infantry fire. They only fire a distance of one square, *fire is handled automatically*, and there is no blast to indicate its bombardment.

ia2) MELEE COMBAT

Melee is fire combat and charges at very close quarters. When a unit attempts to move into a square occupied by an enemy unit, it will attempt to engage in melee to dislodge the enemy unit. Melee usually happens automatically when a unit closes with an enemy unit. (*Charging units take 1 minute to close after moving adjacent. If for some reason a unit cannot charge, the time will be normal time for moving across the particular terrain.*) Melee is not automatic in the following cases; 1) Artillery cannot initiate melee. 2) The defender is in limited access terrain, such as a village or castle. The advantage of melee over infantry fire is that casualties can be inflicted at a faster rate, and objectives held by the enemy can be taken. This is particularly true for units in column, which have a limited number of men who can fire.

17). TERRAIN

There are many different types of terrain. These affect both movement and combat. The following is a summary of terrain effects:

Terrain	Movement Effect	Combat Attacker	Combat Defender
Clear	Normal	None	None
Border	Prohibited, except to exit	N/A	N/A
River	Slows	Cannot Charge	None
		Disorganized (2-3 min)	
River Bridge	Slows	Cannot Charge	None
Woods	Slows Artillery Cannot enter Cavalry Cannot enter Infantry Disorganized	Cannot Charge	None
Village	Normal Blocks Artillery Fire	Cannot Charge	Reduced Losses
Castle	Normal	Cannot Charge Blocks Artillery Fire Melee not Auto	Reduced Losses
Slope	Slows	None	N/A
Steep Slope	Slows Units Disorganized	Cannot Charge Artillery Cannot Fire	None

18). MORALE & FATIGUE

Morale is a representation of how well a unit is doing psychologically. The morale of a unit will fluctuate up and down during the battle, as it is exposed to different conditions. Each unit has a maximum morale. Generally, elite units such as guards have a higher maximum than poorly trained units. The actual morale, which is what is shown on the unit display begins with the maximum morale, then is reduced based on the ratio of casualties that the unit has recently taken compared to its total strength. The effects of the casualties is gradually lessened over time. The morale is also reduced by the presence of enemy units. Cavalry has the most detrimental effect, followed by infantry. Artillery has little effect. Enemy cavalry have very little effect if your infantry units are in square formation. If enemy units are disorganized, they have less effect on morale; if they are routed, they have no effect at all.

For combined units, the maximum morale is the morale of the lowest unit in the stack, so combining good and poor units is not a great idea. The casualties and strengths of all units are combined to find the effects on morale. Then the presence of adjacent enemy units is taken into account. Thus, by flanking an enemy unit, you will not only inflict more casualties, but cause a greater drop in the enemy units morale, causing it to break sooner.

If the morale of a unit drops to the FAIR LEVEL, the unit will become disorganized (*shown in solid, inversed color*), if the morale drops past POOR, it will become routed, and attempt to retreat. When a unit routs, its maximum morale is permanently reduced. As a unit gets away from enemy units and stops taking casualties, the morale that is displayed will gradually return to its maximum. The higher the unit's morale, the faster it will recover from disorganization (but only while resting; not while moving, firing or meleeing).

Fatigue will be increased with movement and combat. The higher a unit's fatigue value, the more ineffective in combat it will be. Combat is more detrimental to a unit's fatigue than moving. If a unit ceases activity, its fatigue will be lowered based on how much time you allow the unit to rest.

19). HIDDEN MOVEMENT

If this OPTION is selected, not all of the enemy units will be visible at all times. Certain terrain features, (such as forest, the heights, and villages) will block line of sight from your units to enemy units, thus keeping the enemy units hidden. Most of the battlefield is clear, since the tactics of the day demanded this. Thus, enemy commanders usually could see the enemy unless he was 1). Out of range, 2). There was combat between the units producing a lot of smoke, or 3). If weather conditions affected visibility.

At Austerlitz, hidden movement will be most affected by an early morning fog. When the battle starts, the visible range will only be a few squares, except for units on the heights, which were above the fog and visible to the enemy command. Around 8:00 am, the sun will rise high enough and start burning away the fog, and visible range will gradually increase to its maximum range of several miles. Also, units in combat will block line of site to the units behind them. Due to the largely clear terrain and number of units, this will usually not be sufficient to hide the units behind those in combat. However, occasionally it will, and can lead to some unexpected reinforcements for the enemy. Thus, it is wise to use the highly mobile Light Cavalry to keep watch on the enemy.

20). ARMY DEMORALIZATION

During the game, the computer constantly tabulates the number of destroyed, routed, and disorganized units for each army, according to the following formula:

Destroyed Units: 4 x Unit's Value
Routed Units: 2 x Unit's Value
Disorganized Units: 1 x Unit's Value

A unit's value depends on its significance. Guard Units are weighed more heavily than small, unimportant units. For stacks, calculations are done separately for each unit in the stack (*in other words, a stack does not count as one unit*). If the sum of these points is ever greater than a predesignated value, that army is said to be demoralized. The opposing side's anthem is played and each unit in the demoralized army has its maximum morale permanently reduced. Also, a demoralized army's strength lost due to rout (*those who run away or were captured*) is counted in the casualty totals for victory determination. The number of men lost when a unit is routing is usually fairly large. Therefore, demoralizing the enemy army (*and getting the extra points*) is usually crucial to winning. A short time after one side is demoralized, the other side will get a bonus added to their army morale as victory becomes certain. Even so, it is not wise to accept demoralization of the enemy as the end-all to victory, thus sending every unit blindly forward. This will usually result in your own army becoming demoralized as your units hit enemy pockets of resistance piece meal and are routed themselves!

21). WINNING THE GAME

The score is calculated by starting with a base score, adding in the number of Allied killed/wounded and then subtracting the number of the French killed/wounded. In addition, if an army is demoralized, the men of that army who were lost due to rout are also counted. At the end of the game, the computer will analyze the final score and tell you the Historical outcome based on the battle.

For a Marginal Victory, a short version of the victor's anthem will be played.

For a Decisive Victory, a long version of victor's anthem will be played.

For a Draw, no anthem will be played.

22). SETTING THE SPEED AND PAUSING

To pause the game, just press 'P'. To resume the game, do any game action or press 'G'. The number keys are to control how fast the game plays. The settings are as follows:

1 = 1 second per game minute
2 = 3 seconds per game minute
3 = 5 seconds per game minute
4 = 7 seconds per game minute
5 = 10 seconds per game minute
6 = 15 seconds per game minute
7 = 20 seconds per game minute
8 = 30 seconds per game minute
9 = 60 seconds per game minute
0 = execute 1 game minute, then stop.

Please note that these are target times. In the bigger scenarios, the clock will only advance after the mover, combat, and if the computer is playing, AI routines execute. Selecting a speed faster than the computer is executing will not have an adverse affect on the game, but it may not go that fast. If 'O' is pressed, the game will stop the clock from advancing, yet allow you to still give orders. That way, if things are more than you can cope with, you can pause time. Remember, though, that in real life this could not be done.

23). SAVING THE GAME, ENDING THE GAME

To save the game, press 'F3'. The game will stop and a "SAVE GAME" screen will appear. Type in the name you wish to use for the saved game file. You may use up to 8 characters. The game will add a .BOX extender to the 8 character filename that you have chosen. You may end any game at any time, and see your current score by pressing 'F9'. This ends the game, after saving the game you can resume the game by pressing 'F4' or start another game by pressing 'F10'. Note that your current score is displayed in the upper right hand side of the screen. If it looks low during the course of play, remember that when you demoralize the enemy, it will jump in your favor (*higher for French, lower for Allies*), and if you are demoralized, it will jump in the enemy's favor.

PART II

1). HISTORY

With English gold supporting Royalist plots against France, and Napoleon training what would eventually be the Grande Armee', the Treaty of Amiens was destined to fail. In 1805, England formed the Third Coalition, consisting of Austria, Russia, Naples and Sweden. Napoleon wished to invade England, and stop the wars at their source. However, English domination of the seas, and the gathering storm to the east led to a drastic change in plans; before his enemies could combine for their advance into France, he would have to swiftly deploy eastwards and defeat them in detail.

For the Allies, it was a matter of survival for their regimes. They had first thought little of the French Revolution, but now for ten years they had been at war, first with the radical revolutionaries who pledged that all kings should die, and next with the unconquerable Napoleon. For them, war was necessary to reestablish the old order, which of course was how God intended it to be.

The Austrians confidently went forward before their Russian allies arrived, and paid for it at Ulm; an entire army surrounded and captured. Within the first few weeks of the campaign, Napoleon stood triumphantly on the Danube.

However, all was not safe for the Emperor. The Austrians had an army in the south, and another organizing in the north. He was far from home with his lines of communication unsafe and supplies running out. He had to end the war. With the Russians finally arriving in strength, and desertion in his army growing as the winter wore on, conditions seemed bleak.

The Allied plan under Kutuzov was sound. Wait and gather their strength, and let the French retreat or fight a battle on the Allies' terms. But when the young wolves on Czar Alexander's staff saw Napoleon in an apparently weak position near Austerlitz, they had to give battle. Glory was for those who acted!

Napoleon bloodied the bait with a feigned retreat off the Pratzen Plateau, which ending the Allied debate. They would attack! Sweeping down off the Pratzen they now possessed, they would turn Napoleon's weak right under Legrand and roll up his entire army. Kutuzov asked what they would do in case Napoleon did not sit still for their masterpiece? He spent the rest of the battle asleep or drunk, unheard.

December 2nd opened with a thick fog. The Allies set their plan into motion, not knowing that Napoleon intended to smash their center just as they left the Pratzen. As long as Legrand could hold the Allies just a little while, the Allied army's fate was virtually sealed. The Allied advance was slow and bungled. Entire columns crossed through each other. Legrand was pushed behind the brook, but Davout arrived in time from the south, leaving the Allied advance stymied. As the sun rose over the hills and burned away the fog, Napoleon launched Soult (St. Hilaire and Vandamme), against the Pratzen. The decision swayed in the balance for a short time, but finally the Allied line broke, and the plateau was taken!

At the far left of the French line, Lannes and Bagration sparred off with the opposing Heavy Cavalry of both armies charging each other, making much noise but with little results. On the right, Napoleon personally directed the destruction of the Allied left while Bernadotte thwarted Constantino's attempt to save the Allied center.

Around 4:30 pm a snow storm brought the battle to an end. The French had won a decisive victory, while Czar Alexander was left weeping. The French had less than 2,000 dead, with approximately 7,000 wounded. The Allies suffered at least 15,000 killed and wounded with a further 10,000+ captured. The French took home forty-five enemy standards and over 180 Allied cannon. The Russians returned home, and the Coalition collapsed. The ruling members of English aristocracy raged... the revolution would live!

2). THE SCENARIOS

SUN OF AUSTERLITZ - Breaking of the Allied Center

8:30 am to 11:00 am

Scores

Allies need: below 13,000

French need: over 18,000

Knowing the Allied intentions of trying to turn his flank, Napoleon planned to wait until the Pratzen Plateau was void of the enemy, then quickly attack it cutting the Allied army in two. However, the Allied incompetence was even worse than Napoleon thought! The divisions of St. Hillaire and Vandamme met the conscripts of Kollowrath, the Russians of Milorodovich, who recalled several units from the Prybyshevsky's III column, and the French found themselves outnumbered! However, a stiff charge by Vandamme broke Milorodovich, sweeping the Allies from the plateau and sealing the fate of the Allied army.

CHECKED BY DAVOUT! • Fight for the Lower Golbach

6:30 am to 10:30 am

Allies must attempt to get 16 units at least 2 squares south of the Brook.
French must stop them.

This scenario depicts the early morning struggle on the French Right. The Allies planned to swiftly turn the French flank and get behind Napoleon's army, crushing it in the process. However a stubborn defense by Legrand and the timely arrival of Davout halted the advance, and led to the complete destruction of the Allied attack columns when St. Hillaire and Vandamme of Soult's IV Corps suddenly appeared in their rear and drove them into the Frozen Ponds.

DON'T LET THEM ESCAPE

9:00 am to 3:00 pm

Scores

Allies need: below 30,000

French need: above 37,000

While the battle was fought and won on the right of the French line, both sides expected the left to be a pinning maneuver. Historically, when the battle was lost for the Allies, Bagration fought a stubborn defense and saved his troops, forming the nucleus of the army which would later face the French in 1807-1808.

HISTORICAL BATTLE

6:30 am to 4:30 pm

Scores

Allies need: below 48,300

French need: above 88,450

This allows you to play the entire battle as the side of your choice. However, regardless of the side you play, you will be forced to decisively defeat your opponent, and time will be the critical factor. The battle is relatively short, and so while you must move quickly, you must also give your units time enough to get in the optimum positions, otherwise the bulk of the enemy can slip away. Unlike in many turn games, where timing is washed away and lost in countless phases, and where the sense of timing is simulated with percentage chances of your units moving, here you control when the key blow is made. Remember, he who takes the battlefield can claim to have won, but he who wins the war writes the history!

BERNADOTTE'S BETRAYAL

6:30 am to 4:30 pm

Scores

Allies need: below 48,300

French need: above 88,450

Marshal Bernadotte was one of the many individuals who wanted a hand in ruling France, but lost out when Napoleon seized power. Though receiving his Marshal's Baton in 1804 (*because he married Napoleon's old girlfriend Desiree*) he remained extremely jealous of Napoleon, ultimately betraying him and fighting against France. This scenario is the same as the Historical Scenario, but theorizes that Bernadotte might have conveniently not made it to the battle. This leaves the French without their strongest reserve Corps, and improves the Allied chances considerably.

DAVOUTS FAILURE

6:30 am to 4:30 pm

Scores

Allies need: below 48,300

French need: above 88,450

Davout NEVER failed. Napoleon's equal on the battlefield, he held the right of Napoleon's line more times than any other Marshal. This scenario theorizes that Davout does not make it to the battlefield. While he historically only made it with half of his command, it was enough to check the Allied advance, and allow Napoleon to destroy the Allied Army!

EGADSI

6:30 am to 4:30 pm

Scores

Allies need: below 48,300

French need: above 88,450

This scenario combines Bernadotte's Betrayal and Davout's Failure. Historically, Napoleon did not use Oudinot's Grenadiers or the Imperial Guard. Bernadotte was in fact used sparingly. It has been estimated that Napoleon used 45,000 men to defeat 90,000. For the French, this scenario makes any mistake costly. For the Allies, I hope you can finally win.

3). BIOGRAPHIES OF LEADERS

Three leaders of each side are provided, each of whom fights the battle differently. For added variation, each side can have any of the six leaders command it.

THE FRENCH

Ney, Michel (1769 - 1815). "Bravest of the brave". Enlisted in the army in 1788, rose to rank of Marshal of France in 1804. Ney served in all major Napoleonic Campaigns, and distinguished himself as a competent tactician and excellent rear guard fighter when he managed to keep his head. Ney was a man of extremes, he either clung to the letter of his orders, or disobeyed them completely. Throughout his career he never quite managed to learn the art of combined arms, which was demonstrated most disastrously at Quatra Bras and Waterloo in 1815.

Davout, Louis Nicolas (1770 - 1823). "The Just". Commissioned in the Cavalry in 1789, he was later expelled from the army at the beginning of the French Revolution for insubordination. Returned to military service in 1792 as a commander of a volunteer battalion. To the surprise of many, Davout

was made a Marshal in 1804. Famous for his defense of Hamburg 1813-14, surrendering only after Napoleon's first abdication, Davout is considered by some to be a tactical equivalent of Napoleon. He was cold, methodical, incorruptible, and quiet. An expert organizer, his troops were always the best trained, equipped and disciplined on the battlefield. Through his career, Davout proved to be one of the greatest military leaders of the Napoleonic era. He was never defeated.

Historically Davout commanded the "vaunted" III Corps of the Grande Armee, whose timely arrival on the French right stymied the allied advance. Davout as an opponent, should offer a challenge to the experienced player.

Bonaparte, Napoleon (1769 - 1821). Emperor of the French, Napoleon gained the rank of General and command of the Army of Italy in 1796 by distinguishing himself at the Siege of Toulon, and later by dispersing a royalist mob with the famous "whiff of grape shot". Victory followed victory as Napoleon demonstrated strategic understanding never before seen in the history of war. After a failed campaign in Egypt, where Napoleon was trying to strike at English trade and relieve France from England's menacing war effort, he returned to a France defeated on many fronts and with the ruling Directory corrupt and failing. Many different groups were scheming for power, but Napoleon, with the help of his brother Lucien, acted and seized control. After the Battle of Marengo destroyed the Second Coalition, Napoleon achieved peace with the Treaty of Amiens. On December 2nd, 1804, Napoleon was crowned Emperor of the French after a huge plebescite in his favor. He went on to make France Europe's most socially and intellectually advanced country, while beating off the attacks of European Monarchies. In 1812, with news of Russia's betrayal of the Treaty of Tilst, and with hope to end the wars once and for all, Napoleon attempted to invade and subdue Russia before the war was brought into Central Europe. However, years of victory left Napoleon complacent, and he was defeated. Napoleon again demonstrated his brilliance in 1813 and 1814, but the European Monarchies stirred up Nationalism (*which eventually destroyed them*) to defeat the "aggressive" French. Napoleon was exiled, but returned in 1815 for the "Hundred Days". He eventually lost at Waterloo, but secured for himself the solitary place in history as the greatest soldier the world has ever seen. Historically, Napoleon commanded the French army and crushed the Allies. The Grand Armee's confidence and morale under Napoleon was at its highest peak. Only those commanders who have learned the art of Napoleonic Warfare, should attempt to oppose Napoleon.

THE ALLIES

Czar Alexander. Came to power after the murder of his father, Paul. Participated in much of the Napoleonic Wars, though he know nothing of military matters. He felt he was the savior of Europe from Napoleon while stifling the freedom of his own people. He did show remarkable steadfastness in the Russian Campaign and introduced many reforms in the Russian Military.

Historically, he was in command of the Austro-Russian army, though he was easily persuaded by those who spoke of victory and ignored Kutusov's pleas to wait. Alexander should provide the easiest opponent for the new commander.

Bagration, Peter (1765-1812). Entered the Russian Army in 1782, and by 1799 had served with distinction against the Turks and in Poland. In 1808, he made a daring march across the frozen Gulf of Finland to seize the Aland Islands from the Swedes. He was mortally wounded at the battle of Borodino in 1812.

Bagration, though tactically tenacious, never demonstrated any strategic skill, and was unfit for large independent command. A furious, stubborn, inspiring leader of men, he was much like Ney: personally fearless, reckless, and very aggressive. At the Battle of Austerlitz, he commanded the Advance Guard, the finest Allied troops on the field. While a much better leader than Alexander, he was not as cautious or thoughtful as Kutusov, thus providing a moderate opponent on the battlefield.

Kutusov, Mikhail Larionovich (1745-1813). Entered the army in 1759. Served in Poland, 1764-69, and against the Turks, 1770-74 and 1788-91. In 1805, he commanded the Russian expeditionary force sent to aid Austria. He filled administrative posts thereafter until 1812 when he was recalled to supreme command against Napoleon.

Wise and cautious, more than any other allied leader he knew the limitations of his men, and the potential of the enemy. Only he saw the impending disaster at Austerlitz, but was out-voted by Alexander I, and his war-hungry staff. He will provide the greatest challenge of the Allied leaders.

Players new to real-time games may find the gap between the traditional turn oriented board games and the realism of simultaneous execution frustrating. We recommend that new players first master the art of defense with the first scenario and read the following commentary by Field Marshal R. Cromwell Bastian III, veteran of l'Battaile de la Playtestour'.

4). TACTICAL NOTES FOR THE SUN OF AUSTERLITZ SCENARIO

December 2nd, 1805

Attention soldiers of Austro-Russian Army:

In order to properly send the heads of Vandamme and St. Hilaire back to Napoleon on a silver platter, we must remember that ours is a defensive position, and the attack will only be used when victory is certain.

Because firepower is greatest when line formation is used, it is the best defense possible. Stacked units may not use line formation, so we must unstack our combined units. We will then deploy in line formation on the left of the map (*our right flank*), at a position near the crest of the slope. Due to our position, the French will be advancing up the slope.

This will slow them down, allowing us more time for counter-maneuver and fire combat. Our main strength lies in the 23rd Infantry regiment. We will use this behemoth as the keystone by positioning it in the middle of our line. Although our regiments are small, we have many so that a reserve of one or two regiments may be kept just behind our center. Column formation should be used for these reserves, thus adding a speed of deployment that will allow them to quickly fill any gaps, and a morale bonus in case melee is necessary. In the event of one of our regiments breaking, we must immediately move one of the reserve units into the open cavity. The positioning of our foot artillery unit is of the utmost importance. It is the strength that will hopefully ward off any French attempt to break our defense. Its deployment should be in the center behind our line, thus providing a devastating bombardment that will protect our entire Corps.

Our tactics should be the same for the Russians. While Kollowrath's Austrians are holding the right flank, the Russians will be defending the left flank. Again, positioning of reserve regiments just behind our line is very important so that any French breakthroughs will not be exploited. Our Russian foot artillery should be deployed behind our center providing fire to all fronts.

After the French have repeatedly beaten themselves against on our line of musket fire, and has disorganized and is retreating, THIS is the time to stike and wipe up the lot. By shifting Kollowrath's Austrians into column formation, we may attempt to envelope the French by moving around their left flank. With our Russians, we will move in column towards their center (*or what's left of it*) and attempt to engage in melee using our larger regiments, thus pinning the enemy and allowing time for the Austrian envelopment. With all successful, the French center will be broken, and allow us to destroy their entire army.

Having vanquished the French in the introductory 'Sun of Austerlitz' scenario, you probably are ready to take the command of an entire army and lead them to victory. If so, then you will find it necessary to attack. Many new players find attacking difficult, and become frustrated when their units rout. Here are some tips to help you find success. Have units arrive at the point of attack at the same time. If they advance alone, then they will probably be repulsed. When faced with a line of defense, try to maneuver around a flank where you can put three units against one. Multi-unit attacks are very successful, and can lead to a domino effect along the enemy line.

Use cavalry to threaten infantry without engaging. If the infantry goes into square, use friendly infantry to enter into fire combat, and artillery to bombard the compact formation. If the enemy comes out of the square, then have the cavalry advance along with infantry, but still do not engage. The most common mistake in this game is to feel that once units are adjacent, one should have them melee. Most casualties are caused by fire combat, and when an enemy unit routs.

Heavy cavalry are the elite of your shock troops. However, they were also fragile. It takes time to reorganize after a charge, and they become fatigued quickly. Save the heavy cavalry for moments of decision, and if you win the battle without using it, consider yourself a better General.

And finally, learn when to slow down the pace and allow your army to recover. Pushing them too hard can cause your army to demoralize, even at the point of victory.

5). DESIGNER'S NOTES

There is no comparison between Austerlitz and other wargames. Austerlitz is the first computer wargame to begin to utilize the computer's capabilities on a Grand Tactical scale, unlike those weak, slow, unrealistic board game clones. The Artificial Intelligence which drives the computer player is broken into three levels. On the Grand Tactical or highest level, the computer analyzes the battle to determine broad concepts: where to attack, who to send and when to retreat, or launch an all out attack.

Once this is decided, another module handles the coordination of the maneuver elements (divisions, Corps, columns). This was, by far, the most difficult element in the design. From this module, targets for each Corps are selected which are most likely to bring about the success of the Grand Tactical plan.

With these targets, the tactical module takes over and gives the orders to the individual units. Here things like artillery fire, units going into line to fire or column to assault towns, and the commitment of cavalry are decided. Also, the status of the Corps is checked, and if necessary, the tactical module can override the Corps orders and give them new ones.

Leaders are very, very important, though there are none to move around. The army leaders affect the way the Grand Tactics are decided. Each maneuver element is also rated based on the leader involved, and any other factor which might affect its performance. One should find playing the French against the Allies a tremendous difference between the easy and hardest level. Instead of just affecting the numbers in the calculations, the computer will actually change its tactics and utilize its army better. I was tired of having to lower my side's morale, and a number of other things in order to have a real challenge!

In the real battle, the French command system functioned well, though there were some problems when Napoleon was directing the destruction of the Allies near the ponds. It appears that somehow Murat and Lannes on the far left did not receive Napoleon's orders to advance, and Bagration got away.

The Allied system was abysmal. Some Allied orders were not even issued until after 8:00 am... and the battle had been decided! In fact, the AI for this game is many times better than the historical Allied command, but was kept this way for gaming purposes. With this AI system, there are 3906 possible targets for each of the 140 units. Of course the deployment of the armies certainly does cut this down, but I feel not having a system based on predefined locations makes this game a great improvement over many that exist today. With the AI the way it is, we could also offer the player Corps Orders. With this, the player takes over the responsibility of the Grand Tactics and Corps Coordination, but allows the computer to handle the tactics of a particular situation.

This is not only more realistic, but allows one's attention to be centered on an event without the battle being lost out of view. But, also like history, you as the commander can take personal control over any Corps at any time.

The 'real-time' also allows for a much greater feel for how the battles were fought, and the decisions made. There are no turns and phases, and no ridiculous rules or 'points' to limit things that could not have happened in real life, but usually do in board games, or computer board games. A manual should explain how to play, not list rules which limit the player. Rules are themselves attempts to cover up a limitation in the system. An example of this would be the cavalry dilemma in a board game. Because of their high rate of movement, cavalry could usually get behind units in their movement phase and cause the elimination of a unit unrealistically. To counter this, rules were developed to hinder the movement of cavalry, the most popular being a morale check before they moved in case they decided 'not to go'. However, this in itself is a horrible solution which has now infiltrated the computer industry. In Austerlitz, cavalry are moved at will. Because the enemy can react to their movement, surrounds are naturally difficult to achieve. This is how it should be.

This game was designed to be quick, exciting, and highly playable. Most importantly, enjoyment and fun has been brought back to the stagnant world of computer wargames. I hope the other bigger companies will spend a lot more time on each release so that the industry can be revitalized and the current decline of military simulations can be halted. Vive l'Empereur!

Stephen M. Beckett II

6). ORDER OF BATTLE

Each Maneuverable Leader has his name in **BOLD**. Following that is a rating of how that element responds to Corps ORDERS, (based on Strength, Morale, and Leadership)

French Order of Battle:

I Corps **Bernadotte**, Marshal Jean Baptiste Jules (Below Average)

Kellerman		
Hussars	1310	Lt. Cavalry
Rivaud		
8th	1910	Infantry 3 Guns
45th	1650	Infantry
54th	1570	Infantry
Drouet		
27L	2010	Infantry 3 Guns
94th	1830	Infantry
95th	2060	Infantry
8th Ft Artillery	18	Guns

III Corps **Davout**, Marshal Louis Nicolas (Average)

Friant		
108th	845	Infantry
15L	467	Infantry
33rd	750	Infantry
111th	664	Infantry
48th	583	Infantry
Bourcier		
Dragoons	1447	Heavy Cavalry 3 Guns
2nd H. Artillery	9	Guns

IV Corps Soult, Marshal Jean de Dieu

St. **Hilaire** (Above Average)

10 L	1500	Infantry
14th	1600	Infantry
36th	1600	Infantry
43rd	1600	Infantry
55th	1600	Infantry
5th Ft. Artillery	16	Guns

Vandamme (Above Average)

24L	1350	Infantry
46th	1610	Infantry
57th	1830	Infantry
4th	1880	Infantry
28th	1690	Infantry
Laribois Artillery	17	Guns

Legrand (Above Average)

26L	1400	Infantry
18th	1200	Infantry
75th	1200	Infantry
Tir corses	450	Infantry
Margaron		
Ch.a' Cheval	735	Lt. Cavalry

V Corps Lannes, Marshal Jean

Suchet (Above Average)

17L	1450	Infantry
34th	1300	Infantry
40th	1360	Infantry
64th	855	Infantry
88th	1590	Infantry
7th Ft. Artillery	22	Guns

V Corps (Cont'd)

Caffarelli (Above Average)

13L	1380	Infantry
17th	1420	Infantry
30th	1170	Infantry
51st	1200	Infantry
61st	1230	Infantry
Fauconnet		
Ch.a' Cheval	500	Lt. Cavalry

Murat, Marshal Joachim (Above Average)

Cavalry Reserve

Division Nansouty	1390	Heavy Cavalry
Division D'Hautpoul	1045	Heavy Cavalry
Division Walther	1245	Heavy Cavalry
Division Beaumont	1250	Heavy Cavalry (Commanded by Boye)
Division Milhaud	425	Light Cavalry
Division Treilhard	305	Light Cavalry
Mossel Horse Artillery	12	Guns

Emperor's Reserve

Division **Oudinot** (Above Average)

1 Rgt.d'elite	980	Infantry
2 Rgt.d'elite	1100	Infantry
3 Rgt.d'elite	1090	Infantry
4 Rgt.d'elite	1000	Infantry
5 Rgt.d'elite	1230	Infantry
Reserve Artillery	10	Guns

Imperial Guard

Bessieres, Marshal Jean Baptiste (Above Average)

Gren.a' Pied	1345	Infantry
Chas.a' Pied	1270	Infantry
Gd Royal	700	Infantry
Ordener	1035	Heavy Cavalry
Imp.Gd. H.Arty	24	Guns
Santone Arty	18	Guns (Can not move)

Austro - Russian Army:

Kienmayer, Lieutenant Field Marshal Baron (Below Average)

Left Wind Advance Guard

N.7 Frontier	500	Infantry
N.14 Frontier	1300	Infantry
N.15 Frontier	1300	Infantry
Nostitz	1000	Infantry
Stutterheim	1940	Lt. Cavalry
Stutterheim	12	Guns

Dokhturov, Lieutenant general (Average)

First Column

Lewis			
7 Jag	650	Infantry	
New Inkermanland	2000	Infantry	6 Guns
Yaroslav	2000	Infantry	6 Guns
Leiders			
Vladimir	2000	Infantry	6 Guns
Bryansk	2000	Infantry	6 Guns
Urusov			
Vyatka	2000	Infantry	6 Guns
Moscow	1400	Infantry	6 Guns
KievGren	1000	Infantry	4 Guns
3 Ft. Artillery	24	Guns	

Langeron, Lieutenant General Count (Average)

Second Column

Soulima			
8 Jag	1970	Infantry	5 Guns
Olsuvev			
Vibourg	2000	Infantry	5 Guns
Perm	2000	Infantry	5 Guns
Kursk	2000	Infantry	5 Guns
Kamensky			
Ryazan	2000	Infantry	5 Guns
Fanagoria Gren	2000	Infantry	5 Guns

Prebyshevsky, Lieutenant General (Below Average)

Third Column

Muller			
7 Jag	1275	Infantry	5 Guns
Galicia	1500	Infantry	5 Guns
Butyrsk	1700	Infantry	5 Guns
Wimpfen			
Narva	1600	Infantry	5 Guns
Podolia	700	Infantry	5 Guns
Azov	900	Infantry	5 Guns

Miloradovich, Lieutenant general (Below Average)

Fourth Column

Adv. Gd. Apcheron	500	Infantry	
Adv. Gd. Novogorod	1330	Infantry	6 Guns
Berg			
Little Russia Gren	1500	Infantry	6 Guns
Smolensk	1500	Infantry	6 Guns
Repninsky			
Novgorod	670	Infantry	
Apcheron	1000	Infantry	
Ft Arty.	12	Guns	

Kollowrath, Lieutenant Field Marshal Count Karl (Below Average)

Fourth Column

Jurczeck

1	Inf	1000	Infantry	3	Guns
9	Inf	600	Infantry	3	Guns
55	Inf	600	Infantry	3	Guns
38	Inf	500	Infantry		
58	Inf	500	Infantry	3	Guns
49	Inf	700	Infantry	3	Guns
29	Inf	400	Infantry		
Vienna Jag		300	Infantry		

Rottermund

23	Inf	6000	Infantry	10	Guns
20	Inf	900	Infantry	3	Guns
24	Inf	600	Infantry		

Hvy. Ft. Artillery	24	Guns
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Liechtenstein, Lieutenant Field Marshal Prince Johann (Average)

Fifth Column

Penitzky

Hussars	1000	Light Cavalry
Dragoons	1000	Heavy Cavalry

Czeplew

Uhlans	1000	Light Cavalry
Cossacks	1150	Light Cavalry

Hohenlohe

Cuirassiers	1100	Heavy Cavalry
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Ermolov

Horse Artillery	16	Guns
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Bagration, Lieutenant General Prince (Above Average)

Advance Guard of Austro-Russian Army

Ulanus

5 Jag	2000	Infantry	4	Guns
6 jag	1800	Infantry	4	Guns
Cossacks	1000	Light Cavalry		

Dolgolruky

Arkhangelgorod	2000	Infantry	4	Guns
Old Inkermanland	2400	Infantry	4	Guns
Pskov	2000	Infantry	4	Guns

Wittgenstein

Hussars	2000	Light Cavalry
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Chaplits

Cuirassiers	1300	Heavy Cavalry
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Jachvil

Horse Artillery	12	Guns
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Battalion Artillery	18	Guns
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Constantino, Grand Duke (Above Average)

Reserve (Russian Army Guard)

Jankovich

Preobrazhensky	1500	Infantry		
Semenovsky	1400	Infantry	6	Guns
Izmailovsky	1000	Infantry	6	Guns
Guard Jag	530	Infantry	6	Guns

Kologrivov

Hussars	800	Light Cavalry
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Onachkovitch

Cuirassiers	1000	Heavy Cavalry
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Depreradovich

Cuirassiers	800	Heavy Cavalry
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Maliutin

Lieb Gren	2300	Infantry
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Reserve 1 Artillery	17	Guns
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Reserve 2 Artillery	17	Guns
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8). FREQUENTLY ASKED QUESTIONS

Q: Why don't my infantry units stack?

A: There are a number of requirements for units to merge together. First, they must be of the same formation. (Corps or Column). Second, the limit in one square is 6350 men. Third, the units must start adjacent to each other. This was done to prevent accidental stacking when units are ordered over large distances. The best procedure for stacking is as follows: move the units adjacent, have them stop, give one orders to move into the other.

Q: How do I change an infantry unit's formation without moving it?

A: With the cursor over the unit, press the fire button (spacebar first time). When the appropriate color cursor (line or column) appears, move the cursor away from the unit. Then move it back to the unit and release the fire button (spacebar second time). This will not affect stacks.

9). GAME CREDITS

Game System Design: Stephen Marshall Beckett II and Steve Krenek

IBM: Stephen Marshall Beckett II, Steve Krenek and Robert Cromwell Bastian III

ATARI ST: Stephen Marshall Beckett II and Robert Cromwell Bastian III

C64: Ray Vallieres, Jr.

AMIGA: Jeff Jones

Scenarios and Map: Stephen Marshall Beckett II

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Manual Layout: Steve Nolan

Order of Battle provided by: John Wladis

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