

# Austerlitz

## ERRATA

1. Entry Hex C should be the road entering at A63.07
2. In scenario 7.3, Napoleon, the HQ, and the French Army supply set up in hex A28.29, not A28.28.
3. In section 1.0, the Stanton Redoubt is in A34.32, not A36.32 and the Sokolnitz Castle is in A17.29, not A17.30.
4. In 1.0a, the sentence should begin "Only one infantry unit..."
5. In scenario 7.5, the units told to be at "elevation 5 or lower" should be at "elevation 6 or lower."
6. The Allied player is limited to no more than 5 full strength Skirmisher units at anyone time. Note that two reduced strength skirmishers can replace one full strength one. This total is for the combined Russian-Austrian armies, not for each one separately.
7. The Pheasant Garden consists of hexes B19.28, B19.29, and B19.30 only.

## RULES UPDATE

The following units are Heavy Cavalry;

French: 1-1HC-C, 2-1HC-C, 3-1HC-C, 1-2HC-C, 2-2HC-C, 1C-IG

Allied: 2b-Gd. 3-Rgt, 1,2-1-Cv

Remove the Ammunition Wagons from both sides. Do not use the Artillery Ammunition Tracks.

## HISTORICAL NOTES

Buxhövdén's counter should be green. He was Russian, after all.

Fanatics may draw a wall around the Pheasant Garden (that has no effect in the game) as well as three or four vineyards scattered on the North and East side of Stare Vinohrady. One of Lichtenstein's charges got entangled in these.

## GENERAL SUGGESTIONS & COMMENTS

One may ignore errata #6 above and instead let 1-AG-L deploy two skirmishers and 1-1-L, 1a-Gd, 2a-2-C and J1-Rgt one skirmisher each.

Some people feel that the 2.1 rules are too generous with loose cannon results and that this gives the Allies a severe disadvantage. People so inclined may want to lower all chances of loose cannon results to 11-12.

There was a number of immobile guns in the Stanton Redoubt. Enthusiasts may place a couple of French Gun-points there. These guns may not move.

To thicken the fog, let 3-4, Ind C-4 and 4b (hf) set up hidden within the Division's "defense zone" with the units locations noted on a paper. The hidden units may not move before they are spotted by an Allied unit and placed on the map.