

## V1.1 Notes

The counters have been upgraded as well as the maps. This is due to the efforts of Rafa and James. I have tried to add in some of the options that others play but I am not sure how successful this has been. The pieces can either be moved by the mouse or by the keyboard. Right click on the counters to see the options available.

I have found that Goetz offers the clearest and most complete guide to Austerlitz at the moment. He has given a great deal more time to the allied side of the struggle than most authors. This has led to a number of misconceptions being cleared up. However it is not my intent to design a new game and as such I have left all the counters in place. The one exception is that I have added the 1<sup>st</sup> Dragoons.

With respect to the order of battle.

For the French the 2<sup>nd</sup> and 3<sup>rd</sup> Dragoon Divisions were attached to the Reserve Cavalry Corps and all started on the left flank of the French Army. The light cavalry from the 1<sup>st</sup> Corps was also attached to the Reserve Cavalry Corps. The Grenadier Division was attached to the Imperial Guard and held in reserve.

For the Allies Buxhowden commanded the left wing which consisted of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> columns with Kienmayer's Advance Guard. Kutuzov effectively commanded the 4<sup>th</sup> column even though he was supposed to be commander in chief. Alexander was the overall commander for the battle. The 5<sup>th</sup> column under Liechtenstein was supposed to form the link between the 4<sup>th</sup> column and Bagration who commanded the right wing, also known as the Advance Guard.

As for the units present, there are several that are included in the original counter mix that were not there. They are:

Vienna Jaegers.

13<sup>th</sup> and 21<sup>st</sup> Chasseurs a Cheval.

25<sup>th</sup> Dragoons.

Gendarmerie d'Elite

All protecting the line of communications.

The 6<sup>th</sup> and 9<sup>th</sup> Chasseurs a Cheval do not seem to have even been in the Austerlitz campaign.

The 1<sup>st</sup> Dragoons from the 1<sup>st</sup> Cavalry Division did arrive in time and for simplicity can take the place of the 25<sup>th</sup> Dragoons.

The 8<sup>th</sup> Hussars did not arrive until 3pm, west of Kobelnitz.

The numbers represented by each side appear to have a number of errors. However, it does not appear to me that it will effect the game at all. The one exception is that the French are given more cavalry then they actually had and the allies less. However the French cavalry on the day however performed far better then their numbers and the Allies less.

You will need the original Austerlitz rules to play the game.

If you have any questions, please contact me via vassal.