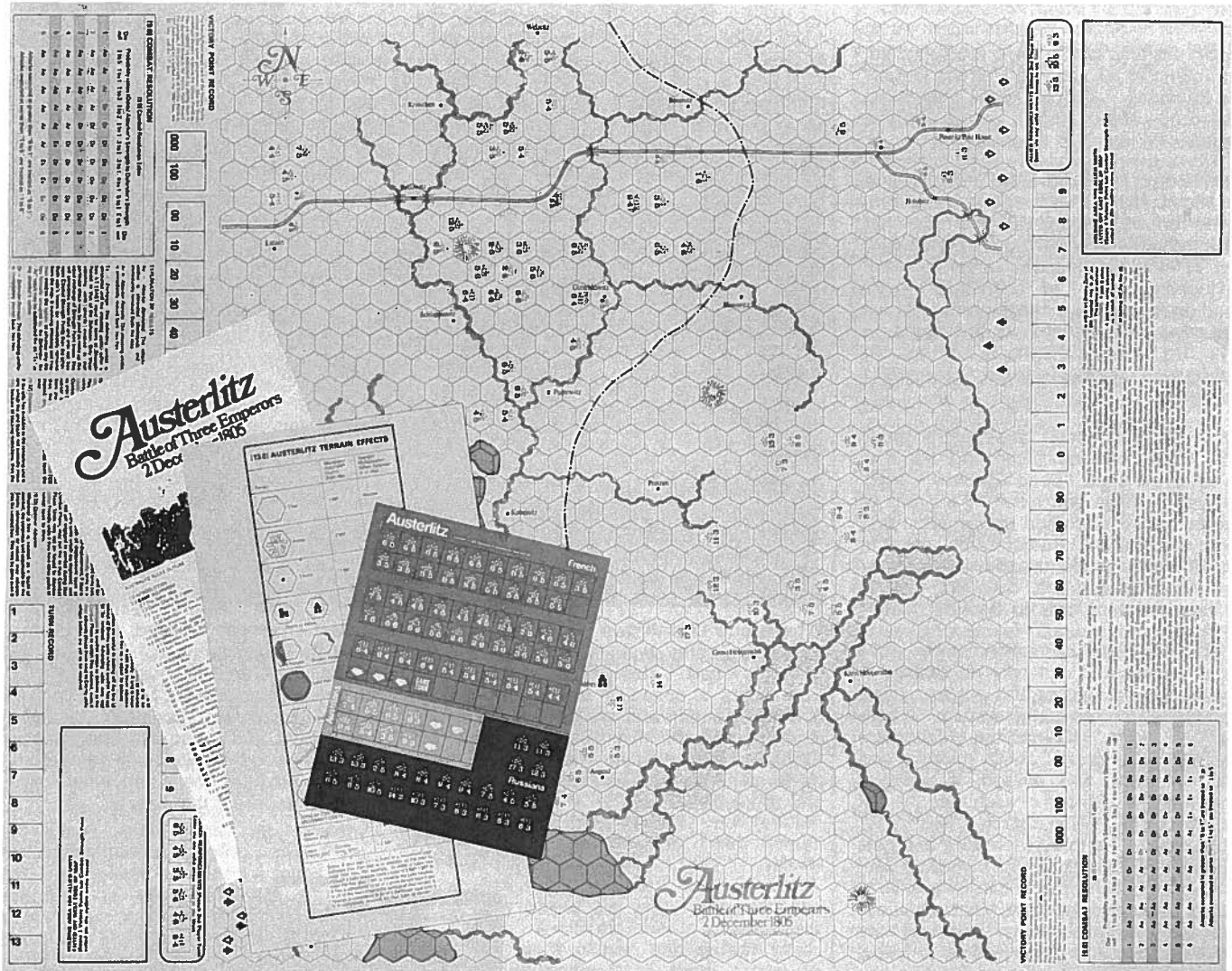


Austerlitz

The Battle of Three Emperors, 2 December 1805

- Demoralization rules
- Ultra-“clean” game-system
- Historical Order-of-Battle



“The sun of Austerlitz,” Napoleon’s lucky star, rose on 2 December 1805 over the successful French assault on the Pratzen Heights. Facing superior numbers Napoleon had gambled and offered the dominant ground to the enemy. The enemy denuded their center in their flank march to take the bait. That morning Napoleon attacked.

Austerlitz is a tactical simulation of the battle between the French Army under Napoleon and the Austrian and Russian Armies under Tsar Alexander of Russia. Known as the Battle of the Three Emperors, it ended the War of the Third Coalition (1805) with the annihilation of the Allied

Army. It is noted as one of Napoleon’s greatest victories.

Austerlitz is based on the game system used in both *Napoleon at Waterloo* and the highly popular *Borodino* (both SPI designs). The 22" x 28" two-color mapsheet portrays the battlefield in Austrian Moravia. The die-cut units represent the actual brigades and divisions that contested the battle. A full historical OB and commentary are also included in the rule book.

Austerlitz is distinguished from its predecessors by the effects of the winter battle terrain, and by the compositional differences in the opposing armies. Napoleon’s

army was at its peak. The Allied force was disorganized and green. The battle focuses on the Allied storming of Sokolnitz Castle, strongpoint of the weaker French flank, while the French attempt to pierce the Allied Center. Historically, the “nick of time” appearance of French reinforcements on their threatened flank saved Napoleon from a disastrous defeat.

Austerlitz is a tense balancing act of two dissimilar armies both committed to the attack. *Austerlitz* is available (boxed) from Simulations Publications for \$6.00.