

# TRAUTENAU – SOOR 1866

## THE GREAT BATTLES IN THE ERA OF NAPOLEON III

These modules on the Campaign of Bohemia during the Austro-Prussian War in 1866 are the next part of the series *The Great Battles in the era of Napoléon III*, designed to recreate various battles from the period 1854-1870, using the same mechanisms. This system was developed by Luc Olivier, to whom I am grateful for allowing me to use it for this series on 1866. This version takes into account the revision of the rules used for the re-edition of *Solférino* in *Battles Magazine* (my thanks to them for letting me adapt them). The game requires use of a 6-sided die (1d6) and an opaque container (such as a mug).

Aside from the module on the battle of Sadowa, the game scale is smaller in this series (regiment scale). We have introduced a few new details, especially in terms of stacking and light infantry troops (jäger). They are indicated by a ♠.

**Game notes:** *the rules were inspired by the teachings of Ardant du Picq, a French officer and theorist of the period, who considered that fire alone could not guarantee victory and that the enemy had to be defeated by breaking their morale and through vigorous assaults that did not lead to hand-to-hand combats: either the assault fails or the enemy flees beforehand.*

### 1 - GÉNÉRALITÉS

#### 1.1 - ECHELLES DE JEU

A game turn represents one hour of real time. The night turns are indicated in dark blue.

A hexagon represents approximately 800 metres. One elevation level represents approximately 50 metres.

A steep slope corresponds to a difference of at least two levels between two adjacent hexagons.

A ravine corresponds to two hexagons of the same level separated by a hexagon side of a lower level. The units are regiments (and sometimes battalions); 1 combat point represents approximately 700-800 fantassins or 500-600 cavaliers.

#### 1.2 - TYPES OF COUNTERS

##### 1.2.1 - Commanders-in-chief

These counters have several numbers. The first is their reaction value, the second their initiative value, and the third number their movement

capacity (expressed in Movement points, MP). A Roman numeral indicates the corps commanded by this commander.

##### 1.2.2 - Formation commanders

They command brigades in the case of the Austrians and divisions (or brigades) in the case of the Prussians. Their counters indicate a command value, combat bonus and movement capacity. A Roman numeral indicates the formation's parent corps.

##### 1.2.3 - Combat units

A counter is characterised by its denomination and its parent unit (coloured band) for the drawing of markers.

**Exception:** the centralised units for the entire corps have no coloured band and are called independent units.

Light infantry units are identified by a horn symbol.

Units have three values: **combat**, **morale** (which also represents the number of step losses a unit may suffer) and **movement**.

The cavalry units with a **star** next to their combat value are heavy units.

For the artillery units, a fourth number indicates the unit's **range** in hexagons.

The *disorganised* combat units are flipped over to their back side.

##### 1.2.4 - Activation markers



The formation markers are drawn at random and allow the activation of formations. At the start of each turn, players have available both the markers of the formations already present on the map and those arriving as reinforcements that turn.

##### ♠ 1.3 - ROUNDING

All fractions are rounded up to the next whole number unless indicated otherwise.

### 2 - MORALE TEST

When a morale test is required, the player rolls **1d6**. If the result is **6 or more**, the test is successful. If it is less than **6**, it is a failure.

- ❖ Les modificateurs au test de moral sont :
  - + moral** The morale test modifiers are :
  - +morale** of the unit.
  - +1** if the unit occupies a terrain with level 2 protection or more.
  - +1** if the unit is stacked with its formation commander or the Commander in Chief.
  - +1** for a unit of the Prussian Guard.
  - +1** for a unit of light troops in a town, village or wood.
  - +1** for a unit of Austrian artillery.
  - 1 for each step loss.
  - 1 if an enemy is present on the unit's flank, even without attacking.
  - 1 if the unit is out of command.
  - 1 if its formation is demoralised.
- And for the rally tests only**
- + 1** if the formation commander or Commander in chief is adjacent.
  - 1** if the unit is within range and in the line of sight of the enemy artillery.

### 3 - STACKING

Units from the two different sides cannot be in the same hexagon at the same time.

- ❖ Each player may stack up to two infantry units (including light troops) or two artillery units or three cavalry units in a hexagon.

It is possible in these stacks to replace a single unit with an artillery unit. Moreover, it is possible

to add any number of light troops units without exceeding a total of three stacked units in the same hexagon.

**Exception in a town/village hexagon:** there can only be one infantry **or** two cavalry units **or** one artillery unit to which may be added Jäger units (respecting the 3 unit maximum per hex). Stacking rules are not taken into account **until the end** of a unit's movement (i.e. a unit may cross a hexagon that already contains friendly units). Commanders do not count for stacking.

### 4 - FACING

Each combat unit must be oriented toward a hexagon side.

The three hexes facing the unit are its front hexes; the three others are its flank hexes.

**Exception:** A non-artillery unit in a village or a town does not need to be oriented. The six hexes that surround it are all front hexes.

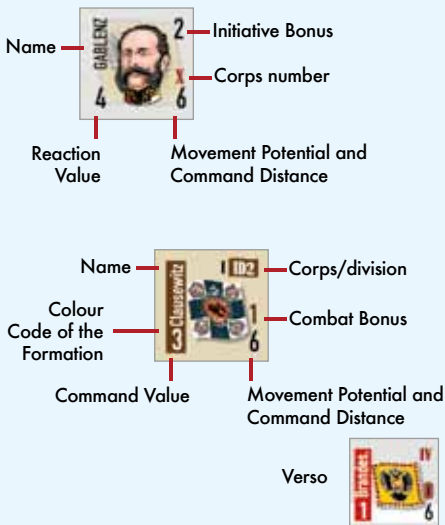
Units stacked in the same hexagon must have the same facing, artillery included.

A unit may change facing as often as desired and at any time during its movement.

A unit may change facing during an advance or a retreat after combat.

An artillery unit may change its facing by one hex side before firing a barrage, **but not before** carrying out defensive fire. If the artillery unit is stacked with other units, they must also change facing.

## DESCRIPTION OF COUNTERS





## 5 - ZONE OF CONTROL

Every combat unit exerts a zone of control (ZoC) in its front hex.

❖ A unit **does not** project a ZoC across a terrain toward which it may not go **or** across a steep slope in the upward direction only

### 5.1 - PROPERTIES OF ZOC

A unit that enters an enemy ZoC stops its movement.

It is prohibited to go directly from one enemy ZoC to another enemy ZoC during its movement phase.

Leaving an enemy ZoC costs half the movement points of a unit that is in command and not disorganised in addition to the cost of access to the hexagon and all the movement points for a unit that is out of command and disorganised.

Disorganised cavalry cannot enter an enemy zone of control. Other types of units can.

A ZoC cuts lines of command (see 7.2 and 9.1.2) unless the hex is occupied by a friendly unit.

A unit that retreats after combat to an enemy ZoC containing no friendly units suffers a step loss.



## 5.2 - PROPERTIES OF THE FLANKS

The three flank hexagons of an enemy unit exert no ZoC, do not prohibit movement **and** a unit that retreats to a flank hex. of an enemy unit after a combat result suffers no penalty.

## 6 - SEQUENCE OF PLAY



The battles are played in a fixed number of turns, defined by the scenario. Each game turn includes several phases. The turn ends at the end of the Rally Phase and the Turn Marker is moved forward one space.

### A - Command phase (see 7)

- Move the commanders in chief
- Check lines of command to the Commander in Chief
- Initiative (see 8)

### B - Operations phase (see 9)

Players activate the formations one after another, following the activation sequence below:

- Activate the formation commander
- Check unit command status
- Artillery unit(s) barrage fire
- Move units (including artillery units that have fired)
- Combat

The operations phase finishes when all the activation markers have been drawn.

### C - Rally phase

## 7 - COMMAND PHASE

### 7.1 - MOVEMENT OF THE COMMANDERS IN CHIEF

The commanders in chief present on the map may move, beginning with the Prussians. This is the only moment in the turn when they may move.

To be able to move, a Commander in Chief must pass a reaction test. The player rolls **1d6** and **adds** the Reaction Value of the Commander in Chief.

If the result is **6 or more**, he may move. Otherwise, he remains where he is.

**Exception 1** : if the Commander in Chief is 3 hexagons or fewer from an enemy unit, he may move automatically without taking a reaction test.

**Exception 2** : if the Commander in Chief enters as reinforcement, he may move automatically without taking a reaction test.

A Commander in Chief may move 6 cavalry movement points. He cannot enter a hex adjacent to an enemy unit unless the hex is occupied by a friendly unit. At the end of his movement, the commander in chief is turned over to his activated side (back).

## 7.2 - CHECK LINES OF COMMAND TO FORMATION COMMANDERS

To be able to direct a Formation Commander, the Commander in Chief must be able to trace a line of command (LoC) of 6 cavalry movement points to him.

This LoC may not pass through an enemy ZoC unless the hex is occupied by a friendly unit.

If a Formation Commander cannot be reached by a LoC, an Out of Command (OOC) marker is placed on his counter and his whole formation is considered *Out of Command*.



If there are several commanders in chief from the same side in a battle, each one only commands the formations that are affiliated with him on the order of battle.

## 8 - INITIATIVE

Each player rolls **1d6** and **adds** to the result the **initiative bonus** of his Commander in Chief. The player with the higher result wins the initiative for the turn. In the case of a tie, the Prussian has the initiative.

The play who has won the initiative chooses a Formation marker from those available (see 1.2.4). This formation will act first during the operations phase. All the remaining markers are placed in an opaque container.

If one side has no Commander in Chief, the initiative goes to the other side.

If neither side has a Commander in Chief, all the markers are returned to the container: neither player has the initiative

❖ If there are several commanders in chief from one side during a battle, the player rolls **1d6** for each Commander in Chief present, modifies the number by his initiative, and takes the best result. If he wins the initiative for the turn, only one formation of this Commander in Chief may be chosen to be activated first.

## 9 - OPERATIONS PHASE

Formations act in turn. The first to act is the one chosen during the initiative phase.

Once it has completed its operations, the players choose a formation marker at random from the opaque container to determine the next formation to be activated. The players continue in this way until all the formation markers have been drawn, then they move on to the rally phase.

When a formation is activated, the player follows the sequence outlined below:

### Activation phase

- Activate commander
- Check units' command status
- Barrage fire by artillery units
- Move units (including the artillery units that have fired)
- Combat.

## 9.1 - COMMANDER ACTIVATION AND CHECKING UNITS' COMMAND STATUS

### 9.1.1 - Commander Activation

If the Formation Commander is commanded by his Commander in Chief, the commander is automatically activated.

If the commander is under an OOC marker, he must take an activation test. The player rolls **1d6** and adds the formation commander's command value. If the result is **6 or more**, the formation may act normally and the OOC marker is removed from the commander. Otherwise, the formation remains out of command, all its units are out of command and the commander **may not move** during the movement phase.

### 9.1.2 - Command of the units

A unit is in command if it can trace a LoC of **6 cavalry MP**, not passing through an enemy ZoC unless that hex is occupied by a friendly unit, to its Formation commander - providing the latter does not have an OOC marker.

A unit that cannot trace this line is out of command.

### 9.1.3 - Independent Units

Independent units have no formation commander.

❖ An independent unit can only be activated once per turn and during the activation of any formation.

An independent unit is in command if it has a LoC with the activated formation commander or the Commander in Chief.

#### 9.1.4 - Out of command units

A Commander in chief may directly command, for the entire turn, a number of units out of their own Formation Commander's command, **equal** to his reaction value (independent units are included in this limit). These units must be in command range of the Commander in chief (**6 cavalry MP**). These units are considered to be in command and act as such once their formation is activated.

• If there are several commanders in chief from the same side during a battle, each Commander in Chief only commands the troops that are assigned to him on the order of battle.

An out of command unit cannot enter an Enemy ZoC. It can only move half of its movement potential – while trying to get closer to and without moving away from its formation commander.

#### 9.2 - ARTILLERY BARRAGE FIRE

Town, village and wood hexes, and hexes containing a friendly or enemy unit block lines of sight (LoS). They do not block it if the LoS only passes along the edge of such a hex and if the adjacent hex is free of any obstacles.

This type of hexagon also blocks the LoS in the same manner if it is situated on a lower level than the artillery unit but is on the same level and adjacent to the target.

A level of elevation blocks the LoS if it is:

- higher than that of the artillery unit and of the target;
- higher than that of the target and the same as that of the artillery unit;
- higher than that of the artillery and the same as that of the target.

A level of elevation does not block a LoS if it passes along the hex side and if the adjacent hex is free of obstacles.

• A LoS is never blocked if an artillery unit and the target are adjacent.

**Note:** *Bombardment against an adjacent hex is impossible across a steep slope.*

#### 9.2.2 - Barrage fire procedure

Barrage fire may only target one unit. If the target hex contains more than one unit, the player must choose which unit he is targeting.

• If a hexagon contains several artillery units of the player carrying out the barrage fire, the units fire **separately**.

The player rolls 1d6 on the Combats Table and ap-

plies the result in the same way as a normal combat, with the following **exceptions**:

- barrage fire causes no retreat after combat (see 9.5.7);
- modifiers of the hex sides (river, ravine) are not taken into account (except the difference in elevation level);
- the commander's bonus modifier is not taken into account.

#### 9.3 – MOVEMENT

Units and formation commanders move one by one by spending the number of movement points (MP) indicated on the Terrain Table.

A unit may exceed stacking limits while crossing hexagons as long as they are respected at the end of the unit's movement.

Movement points cannot be accumulated from one turn to another.

• **Note:** *a road cancels the +1 MP for a change in elevation (but not the penalty in combat). However, a path or railway does not cancel it out. The +1 MP for crossing a stream is canceled (but not the penalty in combat).*

#### 9.4 - ARRIVAL OF REINFORCEMENTS

To simulate the arrival of a column moving by road, each unit (excluding formation commanders) that enters as a reinforcement after the first unit spends the terrain cost for the first hex, multiplied by the number of units that have already entered.

Therefore, it may take formations more than one turn to enter the map.

• The reinforcement formations are considered to be in command.

• The Commander in Chief enters as reinforcement during his own movement phase.

• If several Prussian units arrive as reinforcement by the same hexagon in the same turn, the artillery units are always the last to enter as reinforcement (this may require them to enter on the following turn if they don't have enough MP).

**Historical note:** *in 1866, the Prussians always placed their artillery at the end of the column which often brought them into the battle at the end and with a mixed result. They finally learned their lesson and in 1870 the artillery was fully engaged from the beginning of the combats.*

#### 9.5 - COMBAT

A formation's combats take place once all its movements are completed. Combats are resolved in

the order chosen by the attacker, following the sequence below:

- Declaration of all the assaults
- Resolution of assaults:
  - Defensive fire
  - Attack

Hereafter, and in the tables, the term “attacker” applies to the units of the player that has an activated formation; the term “defender” applies to the other player. The term “shooter” applies to the player who rolls the die to resolve his defensive fire (the defender) or the attack (the attacker).

### 9.5.1 - Assault declaration

Only infantry (including light infantry), cavalry and formation commanders may participate in an assault.

A unit may only assault enemy units in its front hexes.

An assault is never mandatory. (i.e.: a unit may have enemy units in his front zones and not assault).

❖ If an assaulted hex contains several units, they are all attacked.

❖ A unit may assault several front hexes without necessarily attacking all of them. The combats take place separately; the player divides his combat value among the various attacks (reminder: it can attack with a combat value of 0). If there is an advance after combat, it only occurs once all the unit’s combats have been resolved.

Any enemy unit with an attacking unit in one of its front hexes may participate in defensive fire if it is not already engaged in another combat.

Several units may assault the same hex. In that case, the attacking player may choose to declare a **coordinated assault** (see 9.5.2). Otherwise, each assault is treated separately.

### ❖ 9.5.2 - Coordinated assault

If several units of a Formation Commander’s formation or independent units assault the same enemy hexagon, and if he is stacked with one of these units, he may attempt a coordinated assault. The player rolls **1d6**, adds the Formation Commander’s **command value** (+1 for the Austrian player if he only engages infantry units from a single hex in clear terrain). If the result is **6 or more**, the combat will be a coordinated assault. Otherwise, each unit combats normally and separately.

Faced with a coordinated assault, the defending

unit must share its combat value among all the combatting units, keeping in mind that it can combat with a value of 0.

- A unit of light troops only provides its d6 bonus for a single defensive combat in which its combat value is used.

- A Prussian infantry unit only provides its d6 bonus for the Dreyse needle gun for the defensive combats in which its combat values are used (i.e. a combat at 0 gives no bonus). This bonus is cumulative with the previous one. The same applies for the bonus for the Prussian Guard units.

- An artillery unit adjacent to the attacker only provides its d6 bonus for a single defensive combat in which its combat value is used.

- The surviving attacking units attack at the same time, adding up their combat values.

- A coordinated assault among attackers who are in adjacent hexes separated by a steep slope or an escarpment is **impossible**.

**Important**: for units stacked in the same hexagon and that declare an assault on the same hexagon, a coordination test (and therefore the presence of a commander) is required for the units to be able to attack together.

### 9.5.3 - Assault Resolution

Assaults are resolved one by one beginning with the defensive combat, followed by the attack.

#### A - Defensive combat

Each assaulted unit must defend itself, once per assault, following normal combat resolution (see 9.4.3) with the following distinctions:

- if the attacker is attacking through a **flank** hex, the combat value of the unit in defence is divided by two (**reminder**: a unit in a town or village only has front hexes).

- if the defending unit is assaulted by several units in a **coordinated assault**, it must divide its combat value among all the attacking units (reminder: it may combat with a combat value of 0). In this case, only the combat value used against a unit attacking the flank is divided by two.

- ❖ • similarly, if a stack of defending units is assaulted by several units in a **coordinated assault**, all the units of the stack must divide their combat value among all the attacking units.

- ❖ • Apply to the defensive combat all the modifiers listed in the Combat Table **except** the hex side modifiers linked to terrain (river, ravine).

- the terrain value of the attacking unit is **always considered to be 1**.

A unit that suffers several assaults defends itself each time.

The results of defensive combat are applied before resolving the attacks.

**Example of defensive combat:** *a defender in clear terrain with a combat value of 4 is attacked by three enemies, including one at the flank, in a coordinated assault (a commander is present and had a successful coordination die roll). During his defensive combat, he can either concentrate his 4 points against one of the frontal enemies, or attack the first with 3 and the second with 1, or 2 on the first, 1 on the second and 1 which becomes 1 on the flank; he will attack the others with 0.*

*If the commander had failed his coordination roll, the attacker should have chosen a first attacking unit with defensive combat against it alone, then if he survives, an assault. If the assault fails, a new combat would occur with a second unit then a third in the case of failure.*

## B - Attack

Units that can still attack do so.

**Assault example:** *Continuation of the defensive combat example. After the defensive combat, two attackers remain with combat values of 5 and 4, attacking the front hexes. As indicated, a commander is present (with +2 combat bonus) and passed his coordination test. The two attackers add up their values:  $5+4 = 9$  This value is divided by the clear terrain protection value of 1 for a result of 9, which is the maximum column, plus 2 on the die and another 2 for the commander. The result is automatically  $D+1$ . The defender's counter is turned over and a "1 loss" marker is placed on top. If the defender had been in a village with a terrain protection of 2, the combat value would have been divided by 2, for a result of 6 plus 2 to the die roll for the commander bonus.*

## 9.5.4 - Retreat before combat

- A unit may retreat one hexagon (and up to 2 for cavalry facing infantry) instead of engaging in defensive combat if the unit has MP **greater than or equal** to those of its attacker(s).

A unit (except units of light troops) that retreats and has **as many but not more** MP as the attacking unit(s), become disorganised or suffers a step loss if it was already disorganised.

A unit that retreats may change facing by 1 hex side.

Retreat may not occur in Enemy ZoC unless there is a friendly unit there. If there is a friendly unit and the stacking limits have been exceeded, the retreating unit continues its movement until it finds a hexagon that fulfils the stacking and facing conditions. All the units in the hexes it crosses then become Disorganised if they weren't already. If they were, nothing changes for them.

One of the attacking units **may** occupy the evacuated hexagon like for an advance after combat.

## 9.5.5 - Combat procedure

The attacker takes the combat value of his unit and divides it by the terrain value of the targeted unit's hex (**reminder:** for defensive combat, this value is always 1). He then adds or subtracts any possible column modifiers listed below the Combat Results Table. This figure gives the column to be used on the Combat Results Table.

The player rolls **1d6**, applies any possible die roll modifiers listed below the Combat Results Table. The results are applied immediately.

## 9.5.6 - Artillery and defensive combat

An artillery unit on its own in a hex is automatically eliminated if the unit assaulting it survives defensive combat.

- Once and only once per activation, an artillery unit's combat value may be added to that of a unit of its formation that suffers an assault to resolve the defensive combat (and therefore shared among different attackers), if the artillery unit is not itself attacked. For this to happen, the attacking unit(s) must be at half range and in its line of sight.

The artillery unit may not change its facing before this defensive support.

Defensive fire by the artillery at a steep slope is only possible against the units that attack it (and not in defensive support of other units).

## 9.5.7 - Combat results

–: nothing happens, the war continues.

**T:** the unit tests its morale. If it is successful, nothing happens. If it fails, the unit is disorganised and follows the result D.

**D:** the unit is *Disorganised* and is flipped to its back side. The unit retreats one hex (see 9.5.7) **unless** the result was occasioned by **an artillery barrage** or if it is in a town. If it was already disorganised, it remains so and suffers a step loss as well (place a Loss marker on it, see 9.5.10).



**D+1**: same result as above with an additional step loss for one unit of the stack, excluding artillery.

↻ The result **D** or **T** applies to all the units stacked in the same hexagon that participated in the combat (except artillery) but each unit take its own morale test.

### 9.5.8 - Retreat after combat

scenario.

A unit that retreats into an enemy ZoC with no friendly unit present suffers a step loss.

A unit may retreat through several hexagons containing friendly units until it reaches a hex that satisfies stacking and facing restrictions.

All the units in the hexagons that were crossed in this way become *Disorganised* if they weren't already. If they were, nothing new happens to them.

A unit that cannot retreat suffers a step loss.

An artillery unit of the defender that is stacked with a friendly unit that retreats is immediately eliminated.

Retreats are managed by the owning player, according to the following priorities :

- avoiding enemy ZoC ;
- toward the terrain that costs the fewest MP.

A unit may always change facing by one (and only one) hexagon side after a retreat following combat.

### 9.5.9 - Advance after combat

When a defending unit retreats as a result of combat, one of the attacking units **must** advance into the vacant hex.

If several units participated in the assault (coordinated assault) and one of them is a cavalry unit, that is the unit that must advance.

A unit may always change facing by one and only one hex side following advance after combat.

A unit **never** advances after combat following **defensive combat**.

An artillery unit never advances after combat.

ZoC rules are ignored for advance after combat

### 9.5.10 - Step loss



A unit that suffers a step loss has the appropriate marker placed on it (-1).

A unit that has received as many step losses as its moral value is **eliminated**.

### 9.5.11 - Cavalry charges

A cavalry unit must get itself into order and charge in order to attack an enemy unit. There-

fore it may only move 3 MP during its movement if it wants to attack.

It defends as if it were an infantry unit.

A cavalry unit always becomes disorganised after the resolution of an attack, no matter the result. If the result of the Defensive Combat has already made it disorganised, it does not suffer any additional losses.

**Exception** : if the attacked unit retreats before combat (9.5.4), the cavalry unit is not disorganised after its attack.

A disorganised cavalry unit cannot attack. It defends normally.

### 9.5.12 - Commanders in chief and combat

A Commander in Chief provides no combat bonus. A Commander in Chief always retreats if he is stacked with a unit that retreats after combat.

A Commander in Chief **may** advance if he is stacked with a unit that advances after combat.

A Commander in Chief is automatically eliminated if the units with which he is stacked are eliminated.

↻ After a barrage fire whose result is anything other than "-", and if the Formation Commander is stacked with the targeted unit, the player rolls **2d6**. On a **2** or **12**, the Commander in Chief is eliminated.

During an enemy movement phase, if the Commander in Chief finds himself alone in a hexagon and adjacent to an enemy unit, he is immediately replaced on the closest friendly unit in terms of MP.

### 9.5.13 - Formation commanders and combat

A Formation commander stacked with a unit in defence for attack **may** add his combat bonus to the die roll.

A Formation Commander may try to organise a Coordinated assault (see 9.5.2)

In both the above cases, the Formation Commander is considered to be participating in the combat.

A Formation Commander **does not** supply his combat bonus to artillery fire.

A Formation Commander always retreats if he is stacked with a unit that retreats after combat.

A Formation Commander **may** advance if he is stacked with a unit that advances after combat.

A Formation Commander is automatically eliminated if the units with which he is stacked are eliminated.



❖ After a combat in which a Formation Commander participated or after a barrage fire whose result is anything other than “-”, and if the Formation Commander is stacked with the targeted unit, the player rolls **2d6**. On a **2** or **12**, the Formation Commander is eliminated.

An eliminated Formation Commander’s counter is immediately turned over to its “Aide de Camp” side and is placed on any unit of the formation still in play. The Aide de Camp becomes the new commander of the formation.

If an Aide de Camp is eliminated, the counter is replaced on any unit of the formation that is still in play on the following turn.

❖ During an enemy movement phase, if a Formation Commander finds himself alone in a hexagon and adjacent to an enemy unit, he is immediately replaced on the closest friendly unit in terms of MP.

## 10 - RALLY

### 10.1 - RALLY TEST

During the rally phase, a disorganised unit may try to reorganise itself. It must take a morale test, remaining disorganised if it fails, or is flipped to its initial side if it passes.

A rally test may not be attempted if the unit is in the ZoC of an organised enemy unit.

Step losses may never be recovered.

### 10.2 - DEMORALISED FORMATIONS



Once a formation reaches its demoralisation threshold given in the scenario, the formation moves to a *demoralised* status.

❖ The units of a *demoralised* formation cannot voluntarily enter the ZoC of an enemy unit.

During their movement phase, the units of a demoralised formation must move closer to their map edge or else not move at all if this is not possible.

The units of a demoralised formation suffer an additional penalty of **-1** for their morale tests.

❖ Independent units are **never** demoralised. ♦

## 11 - THE BATTLE OF TRAUTENAU

Following the general Prussian plan to move the Sudentens to the 2nd Prussian Army, the 1st Prussian corps crosses the mountains farther north than the V corps which combats the same day at Nachod and moves toward Traute-

nau. The objective of the Prussian commander is to advance toward Gitschin in order to attack from the rear the Austrian forces who are battling the 1st Prussian Army. The X Austrian corps, who has received the order to block the way at the exit of the narrow pass, arrives dispersed on the hills at the moment the Prussians arrive in the valley.

### 11.1 - SPECIAL RULES

#### 11.1.1 - Duration

Beginning of the battle at 09.00

End of the battle act 20.00.

#### 11.1.2 - Demoralisation thresholds

Formation	Step	Demo	VP
<b>Austrian X corps</b>			
Bde Mondel	6	3	1
Bde Grivicic	6	3	1
Bde von Knebel	6	3	1
Bde Wimpffen	5	3	1
Independent units	5	3	1

#### Prussian I corps

1 <sup>st</sup> Div - von Grossmann	12	6	2
2 <sup>nd</sup> Div - von Clausewitz	11	5	2
Reserve cavalry brigade von Bredow			
	2	1	1
Independent units	4	2	1

The independent units do not suffer the effects of demoralisation but if they reach their demoralisation threshold this counts in the determination of VP.

#### 11.1.3 - Line of retreat

**Prussians:** northern edge to the east of Aupa (0301 to 1501) and eastern edge from 1601 to 1603.

**Austrians:** southern edge (0118 to 1618).

#### 11.1.4 - Independent Austrian units

The two independent units of Austrian cavalry are always in command during the first two turns.

#### 11.1.5 - Prussian inaction

Apart from the 1st Hussar regiment, the units of the Clausewitz division cannot be activated before the 11.00 turn or if they have been attacked.

In the case of a tie in the initiative test, the Austrian player has the initiative for the turn (exception to the rule).

## 11.2 - PLACEMENT

### Prussian Army

#### 1<sup>st</sup> Division

- 1<sup>st</sup> Jägers + 1<sup>st</sup> Dragons: **0904**
- *Von Grossmann* + 1<sup>st</sup> Brigade - 1<sup>st</sup> Grenadiers + Art I-3: **0903 (Wolta)**
- 1<sup>st</sup> Brigade - 41<sup>st</sup> IR: **0902**

#### 2<sup>nd</sup> Division

- *Von Clausewitz* + 3<sup>rd</sup> Brigade - 44<sup>th</sup> RI: **1004 (Parschnitz)**
- 3<sup>rd</sup> Brigade - 4<sup>th</sup> Grenadiers + Art I-4: **1104**
- 4<sup>th</sup> Brigade - 5<sup>th</sup> Grenadiers + 4<sup>th</sup> Brigade - 45<sup>th</sup> IR: **1003**
- 1<sup>st</sup> Hussards: **0904**

### Austrian Army

- 2<sup>nd</sup> Dragons Windlschgraetz: **0508 (Hohenbruck)**
- 9<sup>th</sup> Uhlans Mensdorff: **0608**

#### Brigade Mondel

- 12<sup>th</sup> Jägers: **0608**
- *Mondel* + 24<sup>th</sup> IR Parme + Art 1/III: **0509**
- 10<sup>th</sup> IR Mazzucheili : **0609**

## 11.3- REINFORCEMENTS

### Prussian Army

**11.00:** *von Bonin*: **0901**

**12.00:** Art I-2 + Cavalry reserve brigade: *von Bredow* + 12<sup>th</sup> Uhlans + 8<sup>th</sup> Uhlans: **1603**

**13.00:** Art I-1 : **0901**

**16.00:** 1<sup>st</sup> division: 2<sup>nd</sup> Brigade - 3<sup>rd</sup> Grenadiers + 2<sup>nd</sup> Brigade - 43<sup>rd</sup> IR: **0901**

### Austrian Army

**9.00:** Art 2/III (Brigade Grivicic): **0118**

**10.00:** *Gablentz* + Art 7-8/III + Art 5-9-10/III: **0118**

**13.00:** Brigade Grivicic: the rest of the brigade (the entire brigade except Art 2/III): **0118**

**14.00:** Brigade Wimpffen (entire brigade): **0118**

**15.00:** Brigade von Knebel (entire brigade): **0118**

## 11.4 - VICTORY CONDITIONS

### 11.4.1 - Victory points

he following locations award VP to the player who controls them:

Trautenau: **2 VP**

**Note:** *si au moins un des deux hex de 0607 ou 0707 est occupé par l'ennemi, aucun PV n'est marqué pour le contrôle de Trautenau.*

Neu-Rognitz: **2 VP**

Alt-Rognitz: **1 VP**

A location is controlled if all its hexagons were last occupied by a friendly unit and if none of the hexagons is both in enemy ZoC and free of friendly units. If it is not possible to trace a continuous line of hexes excluding enemy units of ZoC without a friendly unit present toward the friendly map edge, the control of the location awards VP to neither its owner nor his adversary.

Once the Prussian controls Trautenau and hex **0607** and **0707**, he may evacuate his units by the road in 0107. The Prussian wins **1 VP** for every three units that evacuate without losses (excluding commanders) and only if the road from **0107** to **0901** is outside of enemy ZoC (regardless of any friendly units in the zone). The evacuated units cannot return to the game.

Each camp wins **1 VP** for every 2 enemy step losses. (NB No half points; 1 VP awarded for 3 enemy step losses, for example).

Each demoralised enemy formation awards the number of VP indicated on the table. At the end of the game, if a unit cannot trace a continuous line avoiding enemy units or enemy ZoC containing no friendly units toward the friendly map edge, it is taken prisoner and eliminated. Take this into account when determining the demoralisation threshold.

At the end of the game, the players calculate their victory points and the lower score is subtracted from the higher score.

### 11.4.2 - Victory level

**5 VP or more:** Major victory

**From 2 to 4 VP:** : Minor victory

**1 VP or fewer:** tied game.

Starting with the 17.00 turn, at the end of each turn, on a **1d6 + the Austrian victory level  $\geq 6$** , General Bonin panics and the game ends immediately in a major victory for the Austrians.

## 12 - THE BATTLE OF SOOR

The previous day, the Austrian X corps was victorious against the Prussian 1st corps and their attempt to unblock the Sudetens' passage.

The Prussians were pushed back and withdrew to the other side of the border.

But the Austrian losses were great and the X corps attempts to withdraw to the south to rejoin the majority of the Austrian forces.

It is at this point that the Prussian Guard corps, who had moved around to the south the previous day, arrives at the Austrian line of retreat.

## 12.1 - SPECIAL RULES

### 12.1.1 - Duration

Beginning of the battle at 10.00

End of the battle at 20.00

### 12.1.2 - Demoralisation thresholds

Formation	Step	Demo	VP
<b>Austrian X Corps</b>			
Bde Mondel	6	3	1
Bde Grivicic	6	3	1
Bde Knebel	6	3	1
Brigade Wimpffen	5	3	1
Independent Units	5	3	1
<b>Prussian Guard Corps</b>			
1 <sup>st</sup> DivG, von Gärtringen	12	9	3
2 <sup>nd</sup> DivG, von Plonskl	12	9	3

The independent units do not suffer the effects of demoralisation but if they reach their demoralisation threshold this counts in the determination of VP.

Losses present at the beginning of the scenario count in the calculation of the demoralisation threshold [i.e. it only takes one loss for brigade Knebel to become demoralised].

### 12.1.3 - Line of retreat

**Prussians:** eastern edge from 1613 to 1618.

**Austrians:** only the southern edge of the map (0118 to 0518) through the 12.00 turn then only the western edge starting at 13.00 (0113 to 0118).

### 12.1.4 - Receiving orders

Far from its corps commander, the brigade Grivicic doesn't move until 11.00 when it hears the cannons firing from a distance. This brigade's marker isn't placed in the bowl for drawing markers until the 11.00 turn. This brigade cannot be activated during the 10.00 turn.

### 12.1.5 - Austrian plan

Until the middle of the day, the Austrian commander is convinced that the IV corps will come to support him at Kaile's elevation level. Until the end of the 12.00 turn, the Austrian units cannot position themselves more than one hex to the west of the road that goes from Trautenuau, passes through Burkersdorf and continues south to **0118**.

This restriction is lifted starting with the 13.00 turn: the Austrian command learns that the IV

corps will not be coming and so decides to withdraw to the west.

## 12.2 - SET-UP

### Prussian Army

#### 1<sup>st</sup> Guards Division

- 1<sup>st</sup> Brigade - 1<sup>st</sup> IR + Jägers: **0915 (Staudenz)**
- Hussards: **1015**
- *Hiller von Gärtringen* + 2<sup>nd</sup> Brigade Fusillers: **1214 (Ober Raatsch)**
- 2<sup>nd</sup> Brigade - 2<sup>nd</sup> IR: **1314 (Raatsch)**
- 1<sup>st</sup> Brigade - 3<sup>rd</sup> IR + Art G-2: **1414 (Unter Raatsch)**
- Art G-2: **1514**

#### 2<sup>e</sup> Division de la Garde

- Tirailleurs + 3<sup>rd</sup> Uhlans de la Garde: **1613 (Eipel)**
- *Württemberg + von Plonskl* + 3<sup>rd</sup> Brigade (Grenadiers 1 et Grenadiers 3): **1612**

### Austrian Army

- *Gablentz* + Art 7-8/III: **0513 (Burkersdorf)**
- Art 5-9-10/III: **0514**
- 2<sup>nd</sup> Dragons Windlschgraetz + 9<sup>th</sup> Uhlans Mendorff: **0910 (Alt-Rognitz)**

#### Brigade Mondel

- *Mondel* + 10<sup>e</sup> IR Mazzucheili + 12<sup>nd</sup> Jägers: **0508 (Hohenbruck)**
- 24<sup>th</sup> IR Parme (1 perte) + Art 1/III: **0507**

#### Brigade Grivicic

- *Grivicic* + 23<sup>rd</sup> IR Ajroldi (1 perte) + 16<sup>th</sup> Jägers: **0806 (Kriebnitz)**
- 2<sup>nd</sup> IR Empereur Alexandre: **0805**
- Art 2/III: **0707**

#### Brigade von Knebel

- *Von Knebel* + 3<sup>rd</sup> IR Arch. Charles (1 perte) + Art 3/III: **0612**
- 1<sup>st</sup> RI Empereur F-Josef (1 perte): **0611 (Neu Rognitz)**
- 28<sup>th</sup> Jägers: **0606 (Trautenuau)**

#### Brigade Wimpffen

- *Wimpffen* + 13<sup>rd</sup> IR Bamberg: **0606 (Trautenuau)**
- 53<sup>rd</sup> IR Arch. Etienne + Art 4/III: **0506**

## 12.3- REINFORCEMENTS

### Prussian Army

**10.00: 2nd Guards Division:** 4<sup>th</sup> Brigade (Grenadiers 2 et 4) + Art G-3: **par route en 1613.**

### Austrian Army

None

## 12.4 - VICTORY CONDITIONS

### 12.4.1 - Victory points

At the end of the 12.00 turn, the Austrian player wins **2 VP** if he controls **Burkersdorf**, **Neu Rognitz** and **Alt Rognitz**. He wins **1 VP** if he controls at least one of these hex. He win an additional **2 VP** if he controls Kaile.

Starting with the 13.00 turn, the Austrian player may evacuate units by the hex on the western edge of the map from 0113 to 0118 but with no gain in VP. Once a unit has exited the map, it cannot return to the game.

Control of a location : see 11.4.1.

At the end of the game, the Prussian player wins **1 VP** for every 2 Austrian step losses lost in combat (the step losses already present at the beginning of the scenario do not count) or for those remaining on the map that cannot trace a continuous line of hex avoiding enemies or ZoC containing no friendly units toward hex **0113** to **0118**. A commander who remains stuck on the map in this way counts as one step loss.

The Austrian player wins **1 VP** for every 2 enemy step losses. He loses **1 VP** for every 4 combat steps still on the map and not imprisoned (starting with the 1st step).

Each demoralised enemy formation awards the number of VP indicated on the table. At the end of the game, take the captured Austrian units into account when calculating the demoralisation threshold.

At the end of the game, the players calculate their victory points and the lower score is subtracted from the higher score.

### 12.4.2 - Victory level

**5 VP or more** : Major victory

**From 2 to 4 VP** : Minor victory

**1 VP or fewer** : tied game.

## 13 - JOINING THE TWO BATTLES

We invite players to play the two days of combat one after the other, while taking into account the uncertainties regarding the possible reinforcements for each camp after the results of the first day. In fact, the Austrian IV corps was positioned farther south to cover the retreat of the VI and VIII corps. What would have happened if Benedek, instead of planning on withdrawing his forces to the western bank of the Elbe, had pushed the troops on this bank farther ahead to throw back the Prussian 2nd Army beyond the Sudetenland.

*Note : If the Austrian IV Corps enters the game, players who bought the game with the battles of Nachod and Skalitz [NaeVictis 157] can use the activation markers provided for the brigades of this corps. Otherwise, when a player draws an activation marker indicating both a Prussian unit and an Austrian IV Corps unit, the first unit to be activated is the one belonging to the camp with the initiative for the turn. The marker is then returned to the bowl and will be used to activate another unit when drawn again. It is then removed from the bowl until the end of the current turn.*

### 13.1 - BATTLE OF TRAUTENAU

Historically, the troops of the 1st Division of the Prussian Guard were close to the combat at Trautenau around 13.00. But General Bonin was certain of victory and refused their support.

The Prussian player may decide to bring in as reinforcements at 13.00 via **1603** all of the units of the 1st Division of the Guard (HQ + 7 units) who are linked to General Bonin in terms of command until the end of the game.

With this reinforcement, if General Bonin panics at the end of the Battle of Trautenau, the Battle of Soor is not played and a major Austrian victory is automatically declared.

### 13.2 - SEQUENCE BETWEEN THE TWO DAYS

- If General Bonin panicked, all the Prussian troops present are withdrawn. The Austrian player must place a brigade of the X corps within one hex of **Trautenau**, one brigade within one hex of **Kriblitz**, one brigade within one hex of **Hohenbruck**. The last brigade as well as the independent units are placed freely above line XX10. Only one Austrian brigade and the independent units may be activated (as the player chooses) on the first two turns.

- If General Bonin did not panic, at the end of the first day, the units in enemy ZoC that are in hexagons of protection level 1 **must** move to exit the enemy ZoC. This movement occurs under the same conditions as a retreat after combat. Moreover, for the player who lost the battle, the unit must take a morale test. The player who lost the combat begins the retreat; the Prussian in the case of a tie. In either case, the second day of combat begins at 08.00.

## 13.3 - REINFORCEMENTS FOR THE BATTLE OF SOOR

### 13.3.1 - Austrian Army

Starting with the 08.00 turn and until the end of the 12.00 turn, on a **1d6 = 1**, the Austrian IV corps enters by the road in **0118** at a rate of one brigade per turn (the test ends as soon as he rolls a 1). Festetics enters with the 1st Brigade in reinforcement. The four independent units (three artillery and one cavalry) enter the game on the following turn, the entry turn of the last brigade.

**Note:** *the Prince of Prussia's cavalry counter, independent unit of the IV corps, has been provided with the Nachod/Skalitz game. If the player does not have this game (which is a shame...), this doesn't affect the rules (it is assumed the cavaliers have gone exploring elsewhere).*

### 13.3.2 - Prussian Army

**08.00: 1st Guards Division:** 1<sup>st</sup> Brigade - 1<sup>st</sup> IR + Jägers: **Eipel road in 1613**

**09.00: Württemberg + 1<sup>st</sup> Guards Division:** von Hiller + Hussards + 2<sup>nd</sup> Brigade Fusillers + 2<sup>nd</sup> Brigade - 2<sup>nd</sup> IR + 1<sup>st</sup> Brigade - 3<sup>rd</sup> IR + Art G-2: **Eipel road in 1613**

**10.00:** The entire **2nd Guards Division:** **Eipel road in 1613**

**Note:** *if the 1st Guards Division enters as reinforcements during the Battle of Trautenau, the division is already on the battlefield. Ignore these reinforcements. Württemberg enters as reinforcement as well as the 2nd Guards Division at 09.00.*

From the moment the Austrian IV corps enters the game, the Prussian 1st Corps, if it had fled during the Battle of Trautenau, may also return to the game. Starting with the next turn, the entrance of the first troops of the Austrian IV corps and through the end of the 17.00 turn, on **1d6 ≥ 5**, the units of the Prussian 1st corps return by the path in **1603** at a rate of one division per turn. (The test ends once the player gets a successful die roll).

Once the Austrian IV corps has entered the game, the Austrian line of retreat is the southern edge of the map from **0118** to **0518**.

## 13.4 - VICTORY CONDITIONS

The victory conditions for the Battle of Trautenau (first day) remain unchanged. If Bonin panics at the end of the battle, the Austrian player is considered to have won a major victory with **5 VP**.

The victory conditions for the Battle of Soor (second day) remain unchanged as long as the Austrian IV corps has not entered the game. If it has entered as reinforcement, the following locations award VP to the player who controls them at the end of the game only (no VP obtained at 12.00):

- **Trautenau: 1 VP (0 VP** if the Prussian 1st corps fled during the Battle of Trautenau and did not return to the map before the end of the Battle of Soor).
- **Eipel: 1 VP (2 VP** if the Prussian 1st corps fled during the Battle of Trautenau and did not return to the map before the end of the Battle of Soor).
- **Neu Rognitz: 1 VP**
- **Rudersdorf: 1 VP**
- **Staudenz: 1 VP**
- **Kaile: 1 VP**

Control of a location: see 11.4.1.

determine the final victory level. The victory level thresholds remain the same when tallying the VP:

**5 VP or more:** Major victory

**From 2 to 4 VP:** Minor victory

**1 VP or fewer:** tied game.

The demoralisation thresholds of the formations award VP for each day of battle as soon as they are crossed. They remain the same each day, even if a formation suffered losses on the first day. Any formation that becomes demoralised during the second day gives VP (even if it isn't initially present in the scenario of Soor). Any formation that is demoralised on the first day remains so on the second but does not award any additional VP for this second day.

Formation	Steps	Demo	VP
<b>Austrian IV corps</b>			
Brigade Brandestsein	6	3	1
Brigade Archiduc Joseph	6	3	1
Brigade Fleischbaker	6	3	1
Brigade Pöckh	6	3	1
Independent units	4	2	1



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## MORALE AND RALLY

### Common modifiers

- + morale** of unit
- +1** for terrain with protection 2 or +
- +1** if the commander in chief or the formation commander is stacked
- +1** if unit of the Prussian Guard
- +1** if unit of light troops in woods, town or village
- +1** for Austrian artillery unit
- 1** per level of loss
- 1** if out of command (if the formation commander is on the map)
- 1** if there is an enemy presence on the flank
- 1** if the formation is demoralised
- 1** during a night turn

### For Rally only

- +1** if the commander in chief or the formation commander is stacked
- 1** if within range of the enemy artillery

## TERRAIN EFFECTS TABLE

Type	Movement	Blocks the LoS?	Combat /(defensive protection)
<b>Clear, levels 1-4</b>	Standard	No	None (1)
<b>Niveau</b> ↘	+1 MP/level <sup>1</sup>	No	-1 col. ↘ per level +1 col. ↘ if a single level
	<b>Art</b> : prohibited except for road/path/railway <b>Cav</b> : prohibited by a steep slope except on a road/path/railway		0 col. if ↘ steep descending slope
<b>Escarpment</b>	Uncrossable except by road/path/railway	No	Prohibited except bombardment or via road/path/railway -1 col. in addition to the modifier ≠ of level
<b>Ravine</b>	+1 MP	No	-1 col.
<b>Village</b>	Other terrain <sup>2</sup>	Yes	Facing 360° [2]
<b>Town</b>	Other terrain <sup>2</sup>	Yes	Facing 360° [3]
<b>Marsh</b>	Inf.: 2 MP <sup>2</sup> Cav. & art.: prohibited except via road/path/railway	No	None (1)
<b>Woods</b>	Cav. disorganised <sup>2-3</sup> Art. & Cav.: +2 MP <sup>2</sup> Inf.: +1 MP <sup>2</sup> (jägers: +0 MP)	Yes	None (2)
<b>Path</b>	1 MP	No	None
<b>Road</b>	1 MP <sup>4</sup>	No	None
<b>Railway</b>	1 MP	No	None
<b>Stream</b>	+1 MP <sup>2</sup>	No	-1 on die <sup>5</sup>
<b>River</b>	Uncrossable without a bridge	No	Prohibited except via a bridge: -1 col <sup>5</sup>

1- A road cancels the penalty (but not a path or a railway).  
 2- Like a road/path if entered by a road/path.  
 3- Acquires no losses if already disorganised  
 4- Gain or +1MP for free (2 for the cavalry) at the end of movement if at least 2 hex have been crossed consecutively by a road  
 5- If at least one attack across the river

## COMBAT RESULTS TABLE

Die	0 -	1	2	3	4	5	6	7
<b>0 -</b>	-	-	-	-	-	-	T	T
<b>1</b>	-	-	-	-	-	T	T	D
<b>2</b>	-	-	-	-	T	T	D	D
<b>3</b>	-	-	-	T	T	D	D	D
<b>4</b>	-	-	T	T	D	D	D	D + 1
<b>5</b>	-	T	T	D	D	D	D + 1	D + 1
<b>6 +</b>	T	T	D	D	D	D + 1	D + 1	D + 1

-: Nothing; **T**: Morale test; **D**: Disorganisation; **D + 1**: Disorganisation +1 loss

• **Terrain protection** (see table) Note : any division goes first; for the defensive combats, the terrain protection is always 1

• **Defence value modifier**

Combat value divided by 2 (rounded up) on an enemy attacking the flank

• **Column modifiers**

-1 for each level of loss

-1 **per level** (-1 regardless of the difference for artillery fire) for the shooter if the target is higher than the shooters (smallest difference if there are several units)

-1 for a river (across a bridge)

+1 for the shooter if the target is at a lower level than one of the shooters (0 if there is a steep slope downward)

-1 for a ravine or escarpment

+1 for the defender if there is at least one unit of Prussian infantry in defence (Dreyse needle gun)

-1 for a night turn

• **Die roll modifiers**

+1 for a Prussian Guard unit

+1 for each column greater than 7

+ bonus of the formation commander (except for artillery fire)

+1 if the artillery is adjacent to the enemy

+1 (attack) for at least one unit of heavy cavalry against units without heavy cavalry

+1 (defensive fire) if there is at least one unit of heavy cavalry only against non heavy cavalry only

+1 for light troops (attacker or defender) if the attacked hex is in a town, village or wood

+2 for the attacker if at least one of the defender's flanks is attacked

-1 for a stream