

## 1. The Game

AUSTERLITZ is a historical simulation set in the year 1808, at the start of Napoleon's rise to power. Each player takes the part of the leader of one of Europe's sixteen most powerful countries. It is a play-by-email game. In this type of game a player receives a turn report showing the status of his empire. He enters orders and submits them by the deadline. At the deadline orders for all 16 players are processed, and new turn reports are sent to the players. Austerlitz began as a game where the players submitted codes to be entered into the Game Engine. The Graphic User Interface (GUI) now creates the same codes for you in a more intuitive manner, using the map which comes with each game turn.

This guide is intended to give the new player enough information to play a game. For more detail, including the manual entry codes, the various formulae for calculating trade and other game details, as well as gaming suggestions, the player should refer to the main Rule Book. The chapter and section headings in this guide refer to the sections of the main Rule Book.

After reading this guide you can either join a new game of AUSTERLITZ, or take over an empire in a game that is already running. Contact us by email at [GM@austerlitz.biz](mailto:GM@austerlitz.biz), or log on to our website at [www.austerlitz.biz](http://www.austerlitz.biz). Here you can find discussions about Austerlitz, its rules, diplomacy of current games, and discussions on Napoleonic history in general.

You will receive back from us a file containing your map and Turn Report and which lists all the most important components of your empire; such as Warehouses, Political Relations, Barracks and Shipyards, Production Sites, Commanders, Brigades, Warships & Merchant ships, Baggage Trains, and Spies. The set-up turn report reflects the historical situation of each nation at the time of Austerlitz. Each nation has a navy and merchant fleet, an army plus baggage trains. The national warehouses also contain starting amounts of goods. The map also details each country's territory, population, and industry, plus information on ships sighted at sea, and storms. The map is given out with each turn. By means of the game map you can follow the political and economic growth of your country in Europe and the Colonies, and also the other countries' growth.

All that is required to play is a PC running MS Windows 95+ and internet access. If you prefer, you can print your turn report and study it away from the computer and only return to input and send your orders.

When sending in the orders for each turn you email the orders file (\*.tdf) created by the GUI, or submit the file directly using the GUI. If you are involved in a detailed Simulated Battle, you use the Simulated Battle GUI to prepare your orders.

Welcome to Austerlitz, the Rise of the Eagle!

### 1.1. Maps

#### 1.1.1. Political Maps

There are three Maps, one of Europe and one of each of the two colonies (Caribbean and Indies). The maps change each turn due to the actions of the players; the building of production sites, the conquest of territory, or the movement of ships; plus natural forces such as storms. Updated maps will be sent out each turn.

Code	Nation
A	Austria-Hungary
B	Confederation of the Rhine
D	Denmark
E	Spain
F	France
G	Great Britain
H	Holland
I	Italy
K	Kingdom of Portugal
M	Morocco
N	Naples
P	Prussia
R	Russia
S	Sweden
T	Ottoman Empire
W	Duchy of Warsaw

Pull-down menus

View Icons

Maps

Action Icons



Scrolling over the view icons will bring up a message indicating the purpose of each of the icons; for example the icon icon will show any extra resources available. The action icons will be explained under the appropriate sections. The information palette will give you information on any coordinate which you scroll over.

### Production Sites

The following production sites appear on the map and are explained in section 2.8.5.:



- Barracks/Shipyard/Small Fort
- Factory
- Weaving Mill
- Mint
- Estate
- Sheep Farm
- Horse Breeding Farm
- Lumbercamp
- Quarry
- Mine
- Vineyard

Some icons on the map will change depending on movement, builds, etc., and some elements are permanent. The regions of Europe and the Colonies, plus their terrain type and natural resources never change.

### **Home Region/Political Sphere**

The home region is important for building troops, decreasing population densities and tax income. The home region for some countries is split into two regions. This is indicated by the empire's code letter being in both capital and small letters (See. 2.4)

### **Terrain**

The following terrain types exist in AUSTERLITZ:

Arable land

Desert

Mountains

Karst, stony steppe

Wood/forest

Swamp

Taiga

### **Natural Resources/Improved Production**

The following natural resources and improved production exist in the game:

gold

ore

zinc


wine

Improved Production

foodstuff

horse breeding


sheep breeding

Scrolling over a coordinate will show that coordinates special features (if any) in the information palette. You may also click on 

## **1.2 Turnsheets - Turn report**

Each turn you will receive your Turn report detailing the current state of all aspects of your empire. Each turn in Austerlitz is one game month long.

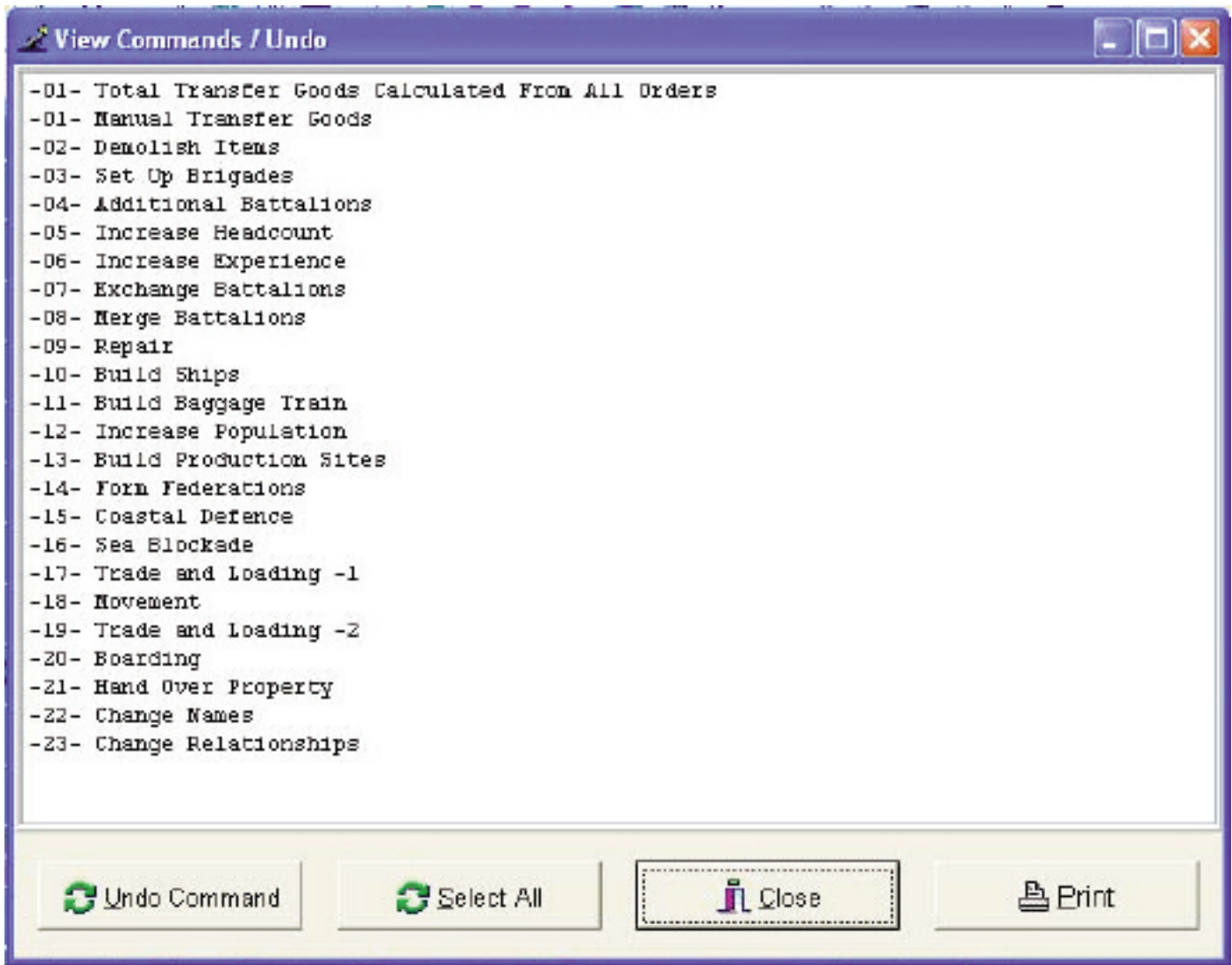
## **1.4 The Turn**

The turn is divided into 23 sections, and the orders in each section are numbered. The orders for each section are executed in sequence, with all the first orders in section 1, for all empires, being executed first, then the second orders, etc. Then section 2 and so forth. Click on the  icon to see your turn orders, in sequence.

Note: Mathematical battles are generated and fought after section 18 and before section 19 (see 7. Land Battles). Simulated battles are fought on the month after they are generated and before any of the orders for that month are processed (see 7.2).

An army may only invade enemy territory on the month after you declare war (see 3.1.1).

**The turn and any simbattle file must reach us by noon GMT on the day of the deadline by the latest.**



The Turn Commands will list each action, in the order the Game Engine proceeds.

## 1.5 Player's Newsletter

Each player can submit an article which will be published in a newsletter each turn. Select the appropriate button from the turn report. The contents of the article can be varied; from propaganda statements, veiled threats, diplomacy and humour, to comments on events within the game. We will not, however, be liable for any articles of our players, and should any of the articles be personally offensive or violate existing laws we reserve the right to remove the player from the game.

### 1.5.1 Diplomatic Mail

The ruler can either e-mail directly to any other player on the player list or alternatively send the 'Diplomatic Mail' with your orders and it will be sent to the stated empire with their turn results. The player should notice there is one button for the newsletter, and another for diplomatic mail.

## 2 Economy

The economy is a major part of the game and determines the course of the game and your strategy. Trade with other players and Trade Cities, the building of Production Sites and the strategic conquest of neighbouring territories, all are important in building a strong economy. And the stronger your economy, the stronger your armies. The economic goods of your country are stored in three types of depot:

- 1)Warehouses : Each country has three national warehouses; one in Europe, India and the Caribbean. Warehouses do not appear on the political map.
- 2)Barracks : An inland depot. Barracks appear on the map.
- 3)Shipyards : A depot adjacent to a water co-ordinate. Shipyards appear on the map.  
Only a limited selection of goods can be stored in Barracks or Shipyards.

## **2.1 Goods**

There are 13 different kinds of goods in AUSTERLITZ. Each has a different value and weight (see 6.5.2, , 6.6.3). Money, Citizens, Economic Points, Food, Stone, Wood, Ore, Zinc, Horses, Textiles, Wool, Gold, and Wine

## **2.2 Warehouses**

Warehouses are the economic heart of your empire. You have one warehouse for Europe, one for the Caribbean and one for India. Warehouses are used as distribution centres for your nation's economy.

Immediately at the start of the month taxes for army maintenance, etc., are taken from the warehouse. At the end of the month all goods produced by production sites are placed in the warehouse. The goods that are then needed for further production, for example the weaving of wool into textiles, are then automatically drawn from the warehouse and the converted goods placed back in the warehouse. Finally, at the end of the month, the tax-income is transferred into the warehouse.

For example, during production first all raw materials are produced (i.e. horses and sheep, stone quarries, wood camps, mines, vineyards, and estates produce), then the weaving mills will weave wool into textiles and finally factories and mints will produce economic points and Louisdore respectively.

No raw materials will be taken from the barracks or shipyards during the production phase.

If insufficient raw materials are contained within a warehouse then production of textiles, economic points or Louisdore may be limited or stopped.

By selecting the turn report, then the production analysis button and scroll to the bottom of the page, you will find an estimate of your next turn's production.

## **2.3 Barracks and Shipyards**

Barracks and shipyards are a main feature of AUSTERLITZ. At the beginning of each round you can transfer goods between your warehouse and your barracks and shipyards as you like. The GUI will automatically do most transfers for you, but you can use the pull-down menu to make your own transfers. Use the "Orders" pull-down menu, item 01 - Transfer Goods.

When delivering goods to a foreign warehouse, the GUI will ask you for a code:

- "1" - European warehouse
- "2" - Caribbean warehouse
- "3" - Indian warehouse

Only money can be transferred between the European, Indian or the Caribbean warehouses. The transfer of money is an abstract thing, sort of equivalent to letters of credit, etc., and is therefore possible within the game. I'm afraid, however, that goods must go the long way, via ship.

The contents of your barracks and shipyards are listed on the turn report.


### **2.3.1 Barracks**

Barracks are depots that do not have a connection to a water co-ordinate. In barracks you can set up brigades, increase headcount, train brigades, set up baggage trains and repair them. Only the following goods can be stored in a barracks: Money, Citizens, Economic Points, Horses, Textiles

### 2.3.2 Shipyards

Shipyards are depots that have a direct connection to a sea co-ordinate. Shipyards have the same functions as barracks, but additionally ships can enter and leave shipyards and can be built and repaired there as well.

### 2.4 Home Regions and Political Spheres

By clicking on the “Toggle Political Spheres” icon,  you will see the various political regions of the game. They never change. Your home region may have both capital and lower case letters, other regions will have different letters and numbers. Refer to the Rule Book for a complete list.

If you own co-ordinates that begin with your code character (either capital or small letters) then they are part of your Home Region. If you own or conquer co-ordinates that begin with a letter or number that is in your political sphere then that co-ordinate is part of your Political Sphere. The political sphere influences the cost of setting up of troops and extra brigades (see 5.1.4). The GUI will do the calculations for you, and show the price for each of your barracks.

The taxes you claim from the population of your empire depends on whether the inhabitants are in your home region or outside it (see 2.5.1.). In your warehouses all citizens living in your home region and those living in different parts are listed separately. Your colonies have no such subdivision.

### 2.5 Money

One of the currencies used at the beginning of the 19th century was the "Louisdore" which is also used as currency in Austerlitz. Money is taken from the European national warehouse, but if the European warehouse proves to be empty, then money will be taken from the Caribbean warehouse and then the Indian warehouse, in that order. If you do not have enough money in your warehouses to pay for your maintenance, at the start of the turn, you will lose those items you cannot maintain. Your commanders, ships, brigades and production sites will be lost in that order.

#### 2.5.1 Taxes


The tax-income determines the financial strength of a nation. The rate of taxation determines how much every inhabitant of an empire has to pay monthly, and this rate is fixed for each country and cannot be changed. All this income is automatically transferred to your warehouse at the end of each month.

Rate of taxation:

Rate	Nation
8	Great Britain
6	Confederation of the Rhine, Holland, Italy, Portugal, Naples
5	Denmark, Prussia, Sweden, Austria, Warsaw, Spain, France
4	Ottoman Empire, Morocco, Russia

All inhabitants living outside your home region pay 4 Louisdore tax. They are listed as 'foreigners' in your warehouse. Colonies pay a fixed rate of 3 Louisdore.

### 2.6 Inhabitants

Clicking on the “Toggle Population Densities”  will show you the population of each coordinate on a scale of 0 to 9. The total inhabitants of your empire are listed on your turn report.

#### 2.6.1 Home Region, Foreign and Colonial Inhabitants

The inhabitants of all 16 nations are divided into Home Region inhabitants, Foreign inhabitants and Colonial inhabitants. Home region inhabitants are all those inhabitants living in those parts of the map that are marked with the code letter of your empire (in either capital or lower case letters). The home region inhabitants are shown

in your warehouse as "inhabitants". All other inhabitants living in your empire make up your foreign inhabitants, they are marked as "foreigners" in your European warehouse. All inhabitants living in your colonies make up your colonial inhabitants.

## **2.6.2 Population of Conquered Areas**

When new areas are conquered the inhabitants living there will not immediately pay taxes. They first need to adapt into the economic structure of your empire and be registered by your tax-collectors. It will be 5 months until all of the inhabitants of a conquered region pay their taxes and until then only a proportion of taxes will be collected.

## **2.6.3 Population Growth**

The population of your empire will grow monthly. All new inhabitants will be accounted for as citizens in your warehouse. Refer to the Rule Book for details. The calculated rate will not sink under 1.0% to 2.5% for Europe and 1.5% and 2.5% for the colonies.

## **2.6.4 Raising the Population Density of a Co-ordinate**

By raising the population of your empire you increase your income from taxes and your population growth. Also, some production sites require a co-ordinate's population density to be a minimum value (see 2.8.5). Click on the "Build Production Site" icon to bring up the menu, then select the "Change Population" button. Each co-ordinate's population density may only be raised by a maximum of one per month.

Note that there are minimum limits at which no production will take place in your production sites, and most have maximum limits as well.

Stone is used as a raw material to raise population density in most of Europe, except for Russia which needs wood to raise population density to 3. In the Colonies wood is also required to raise the population density to 3.

There are maximum limits depending on terrain; if the GUI will not allow you to raise the population, it is likely because the limit has been reached. Note that you may raise population and build a production site on the same coordinate in one turn.

## **2.6.5 Decreasing Population Density**

You may also lower population using the same menu. You must have owned the co-ordinate for at least 5 months before you can reduce the population density. You cannot reduce the density by more than 1 per month. Some of the population from reducing population is sent to your warehouse.

It is possible to resettle your citizens from Europe to your colonies, but it is impossible to resettle them from your colonies back to Europe. Should you attempt this then all loaded citizens will be deleted from your ships or baggage trains. It is possible though, to transport citizens between your colonies.

## **2.6.7 Epidemics**

Each month 8 to 12 epidemics will occur. Each exists only for one month on one co-ordinate. The population density of that co-ordinate will decrease by 1. The co-ordinates which have been struck by epidemics are listed at the end of the turn report.

## **2.7 Food and Wine Consumption**

### **2.7.1 Food Consumption**

The population of a country needs the following food per turn:

1 unit of food per 1,000 inhabitants

1 unit of food per 1,000 soldiers

The required quantity of food will automatically be drawn from the respective warehouse at the beginning of each turn. If the stored amount is not sufficient to feed the population then the soldiers will be supplied first and then the civilians. If the civilians do not have enough food then there is a 50% chance that the population density of an

unsupplied co-ordinate will decrease by one. Battalions that are not supplied will lose 5 - 15% of their soldiers due to desertion.

### 2.7.2 Wine Consumption

To keep your marines happy you must supply them with ample amounts of wine. One unit of wine is required per 1000 marines each month. The wine will be supplied from whichever warehouse has some in stock. Marines aboard fleets in the colonies will be supplied from Europe if there is no wine left there. If the supply is insufficient then your marines will become discontented and rebellious, resulting in desertions, fights among your men and mutinies. This can only be avoided by giving them more pay. Therefore 1000 under supplied, sober marines will require between 6,500 and 9,500 Louisdore extra pay. Both wine and money are taken from the European national warehouse, but if the European warehouse proves to be empty, then wine and money will be taken from the Caribbean warehouse and then the Indian warehouse.

## 2.8 Production Sites

Production sites either produce or process goods. Production sites are indicated on the monthly map. The total number of each type of production sites that you empire owns is listed on your turn report. Each co-ordinate can only contain one production site.

### 2.8.1 Building Production Sites

Use the “Build Production Site” menu to build a production site. Once you have selected a coordinate, the GUI will let you know via a pull-down menu what you can build on the coordinate and the cost. The terrain (see 1.1.2.) must be suitable for the type of production site (see 2.8.5.). The population density must be within the limits given in the production site tables (see 2.8.5.). Enemy brigades or federations must not be located on the co-ordinate you intend to build on (see 5.1.7.1.1.).

To destroy a production site, you must select “demolition gang”, and this counts as one of the builds you are allowed each turn.

### 2.8.2 Production

The quantity of goods that production sites will produce can be calculated from the formula in the production site tables in the Rule Book. The production sites produce their goods in a logical order, i.e. sheep farms produce wool, then the textile mills produce textiles from the wool, and then the factories use the textiles to produce Economic Points.

All produce will automatically be transferred into the warehouse. Those sites which process goods, such as factories, mints and weaving mills, will take their raw materials from the warehouse and then transfer their produce directly back into it. However, if not enough raw materials are available then only as much as can be produced will be produced. If the population density is not within the given limits, then all production will cease.

There are minimum/maximum population requirements for each type of production site:

Site Type	Minimum	Maximum
Factory	4	9
Mint	4	9
Mill	3	9
Estate	1	3
Sheep	1	3
Horse	1	3
Lumber	1	3
Mine	1	9
Quarry	1	2
Vineyard	4	3

### 2.8.3 Attrition of Workers

As the working conditions in the beginning of the industrial age were very poor and dangerous the attrition of workers is high. The rate of attrition for each production site is on the production site table. The total monthly losses are indicated on your turn report, and citizens will be moved from the respective warehouse to cover the losses.

### 2.8.4 Maintenance Costs

Production sites must be maintained and repaired. The monthly maintenance costs for each type is indicated in the production site table and will be deducted from the respective warehouse automatically. If the money in the warehouse is insufficient then all unpaid-for production sites will be destroyed.

### 2.8.5 Production Site Tables

There are 13 production site types available in the game:

#### 1. Demolition Gang

To build a production site on a co-ordinate where one is already situated the existing production site must be demolished by building a Demolition Gang. Barracks and shipyards must, however, be demolished by using the "Demolition of Items" command (see 6.10.4).

#### 2. Barracks/Shipyards

Barracks and shipyards do not produce goods. They are depots used for storing military goods that are needed to set up troops/ships/baggage trains etc. A barracks that is next to a water co-ordinate is a harbour (shipyard). It has the same function as a barracks, plus it can also build, repair and handle ships. It is possible to sail through your own shipyards or those of a friendly nation (state relationship 3 or 4) without stopping. This can be very useful as small islands sometimes interrupt movement. If the islands have shipyards built on them, then the need to sail around is eliminated. Barracks and shipyards must be carefully placed within your empire as they dictate where you can form armies, build ships, baggage trains, etc.

#### 3. Factory

Factories use 1 unit of ore, 5 of textiles and 20 of wood to produce 100 Economic Points.

If you have zinc stored in your warehouse then it can be expended to refine the ore used to produce EcPts. In the colonies, production efficiency falls by 25% while using the same amount of materials, i.e. in the colonies 1 unit of ore, 5 of textiles and 20units of wood will only produce 75 EcPts, not 100.

#### 4. Weaving Mill

A mill uses 2 units of wool to produce one unit of textiles.

#### 5. Mint

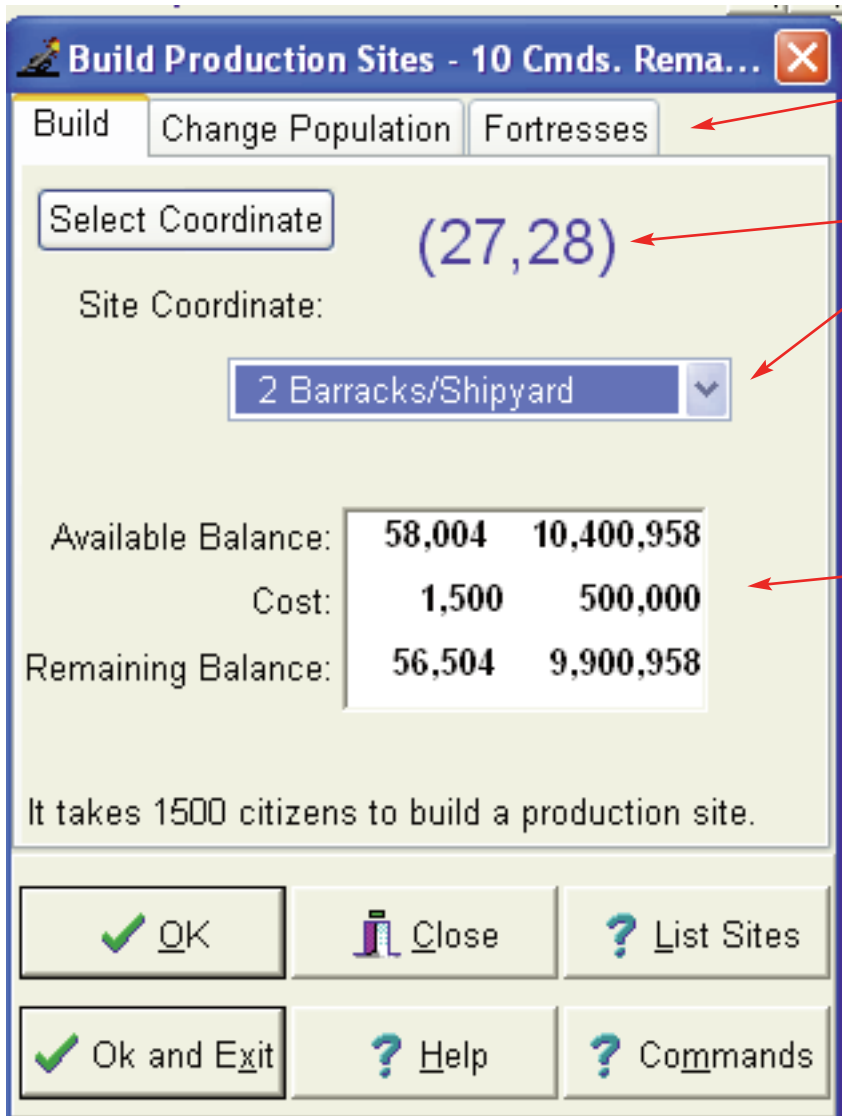
Between 10 and 20 units of gold will be minted to Louisdore, each unit will yield between 30,000 and 45,000 Louisdore. A mint can only be built in Europe!

#### 6. Estate

The production of estates depends on their position on the map and the season:

Y-CO-ORDINATE	Dec-Jan	Feb-Apr	May-Jun	Jul-Aug	Sep-Nov
1 to 10	0.2	0.3	0.6	1.25	0.4
11 to 35	0.2	0.5	1.5	1.75	0.5
36 to 65	0.2	0.6	1.7	2.0	0.5
Caribbean	0.2	0.7	0.85	0.15	0.2
India	0.7	0.85	0.15	0.2	0.3

If the estate is on an improved resources co-ordinate then the production will rise by 20%.



Note: 3 Menu

1) Select Coordinate  
2) Select Type of New Build

The information palette gives the cost and the GUI will take the resources out of your reserves.

### 7. Sheep Farm

Produces between 30 and 70 of wool per turn. If the farm is on an improved resources co-ordinate then the production will rise by 40%.

### 8. Horse Breeding Farm

Produces between 300 and 500 horses per turn, Improved resources will increase production by 40%.

### 9. Lumbercamp

Produces between 200 and 500 units. If the camp is in the Taiga then only 100 to 200 units will be produced.

### 10. Quarry

Produces between 500 and 900 units of stones per turn.

### 11. Mine

Production:	Europe	Colonies
ore	35 - 45 units	15 - 25 units
zinc	-- --	5 - 10 units
gold	10 - 30 units	5 - 15 units

## 12. Vineyard

Vineyards only produce between September and December; 20 to 40 units of wine per turn.

## 13. Small Fortification

This production site is a barracks with a small fort that can be built in a single turn. (see 5.3.1.).

## 2.9 Baggage Trains

Baggage trains are used to transport goods over land. The Loading Capacity (LC) of a baggage train is 1,500 tons (see 6.5.1.).

### 2.9.1 Setting Up Baggage Train

To build a baggage train, use the pull-down menu "Orders" - 9,11 - Baggage Trains. The menu will prompt you to select a barracks where your new baggage train will be built. Note that you must first transfer the necessary resources from your warehouse to the correct barracks using section 01, Transfer Goods.

### 2.9.2 The Condition of Baggage Trains

The condition of a baggage train will decrease through use. The condition of a baggage train can be seen under "cond".

### 2.9.3 Maintenance of Baggage Trains

If a baggage train is located in one of your barracks or shipyards then you can repair it. This can be done using the 9,11 - Baggage Trains order. The same goods that are needed to set up baggage trains are also needed to repair them. If all required goods are available in the barracks then the condition of the baggage train will be raised to 100%.

### 2.9.4 Loss of Baggage Trains

A baggage train will be lost when:

- it has less than 10 MPs
- when its cond has sunk below 50% there is a chance it will be lost.

Notes: A baggage train cannot enter or move over the territory of an empire that has a relationship of 1 (war) or 2 (neutral). If a baggage train is on the territory of an empire that has a relationship of war(1) or neutral(2) it will be unable to move until the co-ordinate where it is situated is captured by your empire, or alternatively empire with a relationship of trade(3) or alliance(4) towards your empire (see 6.4.1.3.1)

## 3 Politics

The political situations in Austerlitz are many and varied. Alliances can be formed and broken, trade relations established then cut off to your advantage, and wars can be declared when the situation suits you. War in the colonies can flare up in a single month, while in the subtler political arena of Europe it takes longer to stab your enemies, and your friends.

### 3.1 State Relationships

The state relationship shows your political attitude towards other countries. Your foreign policies are shown on your turn report.

There are four different relations:

- 1 *War* Your empire can conquer enemy territory in Europe and the Colonies and have battles with enemy armies.
- 2 *Neutral/Colonial War* No troops or baggage trains of the other nation can move over your territory and their ships cannot load from or unload into your depots. You are able to conquer the other nation's territory in the

Colonies and can attack their ships in Europe as a pirate.

3 *Trade* Baggage trains of the other empire can move over your empire, their ships can move in and through your depots. They can unload goods into your depots.

4 *Alliance* All troops and baggage trains of the other empire may move over your territory. All ships and baggage trains of the other empire can be repaired in your depots.

### 3.1.1 Change of State Relationships

The state relationship towards other nations can be changed any time, section 23 of the turn. You cannot change a relationship by more than a factor of two at a time; i.e. you cannot change an Alliance relationship directly to 'War'. So if you have an Alliance (4) with another country, then you would first have to change the relationship to Neutral (2) and then change it to War (1) the next round. If, however, you are currently at Trade (3) then you can drop directly to War (1).

Exception: if another nation declared war on you then you can declare war back without having to follow the above rule.

Relationships between countries are not 'mutual', i.e. if France is allied to Spain, it does not necessarily follow that Spain is allied to France. Each country's relationships are specific to itself and are not dependent on the relationship of any other country to them.

Note: You cannot attack another Empire before May 1808, although you may declare war in April 1808. This allows all nations to build up their economy and prevents pre-emptive strikes on undefended territory. However, neutral territory can be captured from January 1808 (see 6.4.1.1.1).

## 3.2 Spies

Spies are your empire's eyes and ears in the courts and countryside of Europe and the Colonies. They can be more effective than armies when placed correctly, as they can warn of impending invasion and the changing favour of your empire with the other European states. Without them an army is sightless and undirected and your empire vulnerable.

A spy will give you the following information:

- number of battalions on the current position
- number of brigades on the horizontally and vertically neighbouring co-ordinates
- number of warships and merchant ships on the current position
- number of ships on the horizontal and vertical neighbouring positions
- if a spy is in a depot then they will also report the relationship of that country towards all other nations

Note: Spies do not report on the diagonal co-ordinates next to the co-ordinate where they are situated. Spies only report on the co-ordinate where they are situated and the surrounding North, South, East and West co-ordinates. Brigades loaded on a fleet berthed in a shipyard will not be detected by a spy. A spy has 75 movement points and may move over any territory regardless of state relations.

### 3.2.1 Spies for the Colonies

Each country can have up to 5 spies which are numbered 91 through 95. Spies 91, 92 and 93 can be used anywhere, 94 only in the Caribbean and 95 only in India. At the beginning of the game, a country only has a spy in a colony if they have territory in that colony and a barracks/shipyard. The spies 94 and 95 cannot be shipped to other parts of the map. If this is tried then they will be lost.

### 3.2.2 Death of Spies

Spies will die if they are aboard a ship that sinks. Spy no. 94 and 95 will die if you try to ship them to another part of the map.

### 3.2.3 New Spies

If a spy dies then a new one will appear in one of your barracks/shipyards. If you have no barracks or shipyard in the colonies then the spies 94 and 95 cannot reappear. If you have no barracks/shipyards in Europe then the new spies will re-appear in one of your colonial barracks/shipyards.

## 4 Ships

Your nation's navy is vital to its security and also its economy. A strong war fleet can defend your coastline, plunder foreign shipping, and carry your invasion forces to an enemy's shore. Merchant ships can cover great distances in a single month, and unlike the land-locked baggage trains, can travel the lucrative trade routes to the colonies.

### 4.1 Merchant Ships

Merchant ships transport goods over the ocean. A ship can transport up to two kinds of goods plus money in its holds. Your turn report lists the details of your merchant ships.

### 4.2 Warships

Warships are used to fight naval conflicts. Each warship, when part of a fleet, can also transport brigades. See section 4.10 for each warship's Loading Capacity. Your turn report lists the details of your warships.

### 4.3 Ship Construction

The ships available for construction are listed on the "Build or Repair Ships" menu. You must build the ship in a shipyard and you must own the shipyard.

Notes:

You can only name warships, merchant vessels cannot be given names.

Ships of classes 3 to 5 cannot be built in the Colonies (see 4.10.).

### 4.4 Ageing of Ships

Every ship ages by 1 each month, and when it reaches its 100th month it will be declared unseaworthy and scuttled by the crew. If it is in one of your own shipyards or in the shipyard of an ally or a country that you have trade relations with, then all loaded goods will be transferred into that shipyard. If it is not then all goods are lost when the crew take to the jolly boats.

### 4.5 Ship's Condition

A ship is not always in the same prime condition it was just after being built. The current condition in percent can be seen under 'Cond' on the turn report. Condition affects the movement rate.

### 4.6 Repairing Ships

If a damaged ship is in one of your shipyards or in the shipyards of one of your allies then it can be repaired there. Use the Build and Repair Ships menu. It is also possible to repair a whole fleet of ships at one time. You cannot repair whole fleets of allies, only single ships.

### 4.7 Destruction/Scuttling of Ships

A ship will be scuttled by its crew if:

-it has reached the age of 100

-it has less than 6 Mps

-its condition has sunk below 50% it may be destroyed by chance (See 4.7)

## 4.8 Maintenance Costs

You have to pay a monthly maintenance fee for every ship you own. The exact costs for each ship type can be found in the rule book. The money needed to maintain the ships will be deducted from the warehouse. Ships whose maintenance is not paid will be lost.

## 4.9 Removing Ships

It is possible to remove unneeded ships from the game to save money and wine. To do so you must use 'Demolish Items', section -02.

If the ship is in one of your shipyards or in the shipyard of an ally when being demolished, then all loaded items and goods will be unloaded into the shipyard, except for brigades and citizens which will be lost if the ship is demolished. However, marines from a demolished ship will only be unloaded into your own shipyard. The shipyard can salvage a percentage of the Economic Points from the scrapped ship, see the rule book.

All brigades and citizens loaded onto ships will be lost if the ship is demolished. Only single ships can be demolished.

# 5 Army

## 5.1 The Army

You can use your army either to defend your country from foreign aggressors, or to further the interests of your empire in a non-peaceful way.

The warfare in Austerlitz is rich and complex. Each country has a wide selection of different troop types available, from Bearskins and Highlanders, Musketeers and Pioneers, to Berbers and Religious Fanatics. The highly detailed Simulated Battles have a wide range of orders and tactics which allow each battalion group to be given specific, general and conditional orders.

### 5.1.1 Brigades

Your army will be made up of brigades. Each brigade will contain up to 7 battalions. The Turn Report lists your brigades, and gives details about each.


### 5.1.2 Battalion Types

There are different types of battalions for different classes of soldier that can be used to build up a brigade. The maximum number of soldiers a battalion can have is 800.

### 5.1.3 Army Tables

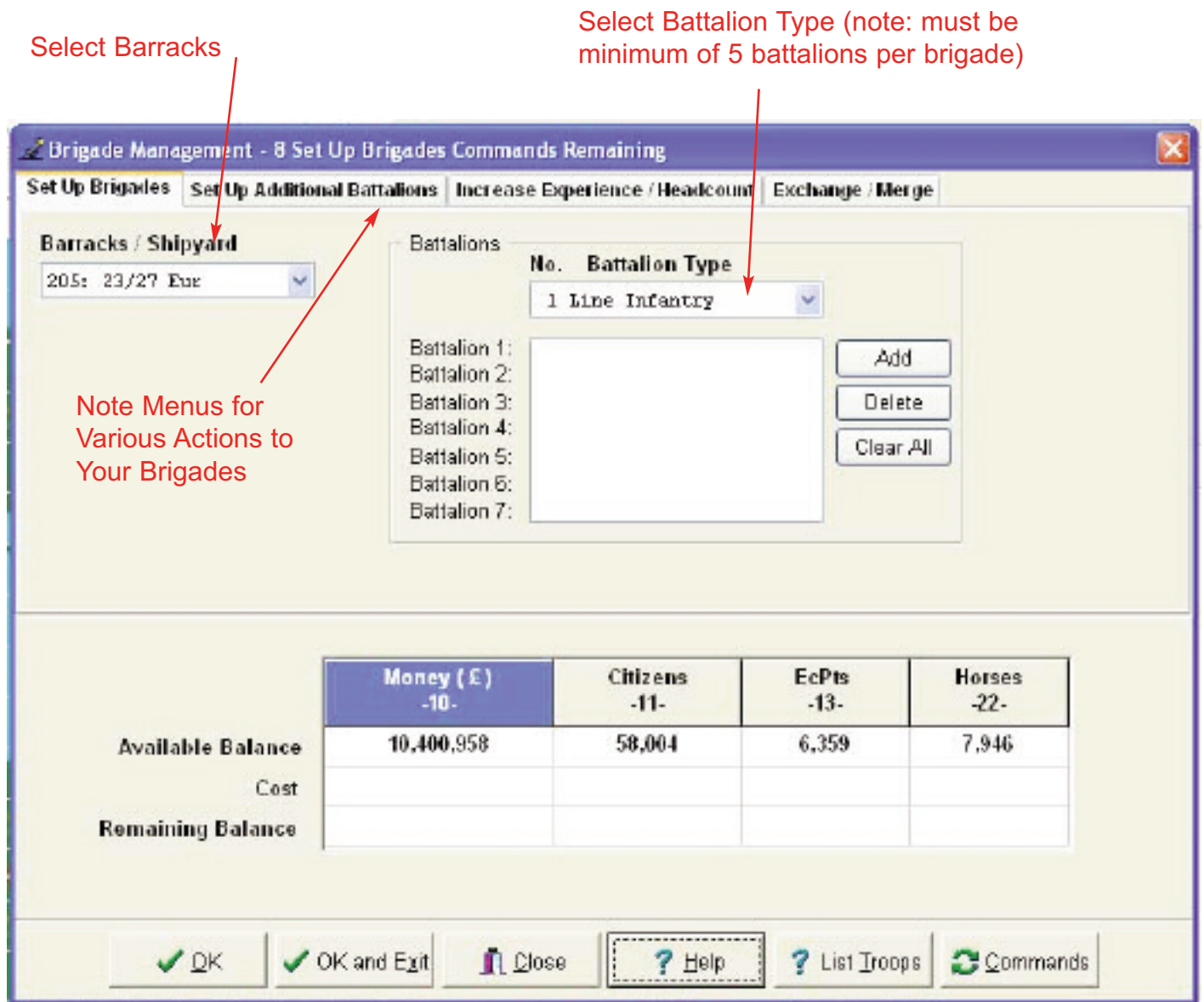
The army tables for all empires are to be found in the Rule Book, chapter 9. Each empire has different specific types of brigades it can set up of infantry, cavalry and artillery. The Gui has a pull-down menu under the "Brigade Management" menu.

### 5.1.4 Setting Up Brigades

New brigades are formed using the "Brigade Management" menu.  A maximum of eight new brigades can be created in your empire each month, although only a maximum of two can be created in foreign or colonial territory. New brigades are set up at barracks and shipyards within your empire. The brigade will be formed during the month the order is issued and will be ready to receive orders at the beginning of the next month. They will however take part in a battle in the month that they are formed. Each brigade must be built with the standard minimum of five battalions and a maximum of seven. Battalions six and seven are known as the 'Additional Battalions'.

You may choose which barracks/depot you wish to set up your new brigade.

Each battalion in a brigade will automatically be set up with the maximum headcount of 800 men at experience 3. The Brigade Management menu will calculate the cost for you, details of expenses can be found in the Rule Book.



The GUI will make the calculations of citizens, money and EcPts. The Game Engine will deduct the necessary amounts from your warehouse when the turn is processed,

Preconditions:

- the barracks/shipyard must belong to your empire.
- the required amount of money & EcPts, number of men and horses must be available.
- a brigade must be set up with at least 5 battalions. The remaining two battalions can be set up later when you need them (see 5.1.5).
- when setting up brigades in a part of Europe that belongs to your political sphere but not your home region then the required amount of money will increase by 50%.
- when setting up brigades in a part of Europe that neither belongs to your home region nor to your political sphere the required amount of money will triple and you cannot set up more than one brigade per month.
- not all brigades can be set up everywhere. The following limitations exist:
  - Colonial Troops (Kt) can only be set up in Europe
    - In the Colonies you can only set up the following types:
      - Colonial Auxiliaries (Ca)
      - Mounted Colonial Troops (Mc)

## Colonial Cavalry (Cc)

and these types cannot be set up in Europe

- Troop types with even numbers (e.g. 2,4,10,12 etc.) can only be set up as battalions 6 and 7 - (see 5.1.5) using the “Set Up Additional Battalions” button on the Brigade Management menu, and can only be set up in a nation's Home Region.

When setting up brigades, new elite units (i.e. even numbered troop types) can only be added to existing brigades and can't be created with a new brigade.

### **The Presence of Enemy Brigades - How they affect your orders.**

The presence of enemy brigades on one of your co-ordinates prevents you performing certain actions on that co-ordinate. When an enemy brigade or federation is on one of your barracks, you cannot use the following orders for any of your brigades or federations on that co-ordinate only:

- Increase Headcount
- Raise Experience
- Set-up Additional Battalions
- Build New Brigades
- Fortify Barracks
- Build a Production Site (Fortress)

*Only brigades or federations located within Trade Cities and barracks with large fortresses are exempt from the effects of the presence of enemy brigades.*

Your empire will receive it's full quota of ten commanders quicker (see 5.2.1.) by building more five battalion brigades (i.e. you should be able to build more brigades per turn).

### **5.1.5 Setting Up Additional Battalions**

You can add battalions to a brigade to replace those lost through combat, or to build up ‘ five battalion’ brigades to their maximum size by adding the sixth and seventh battalions using the “Set Up Additional Battalions” button. The money required is doubled.

Note:

You can't actually add additional battalions to a brigade in the same month that it is being built. A brigade is only available for this command, when it appears on your empire sheet with its id number!

### **5.1.6 Increasing Headcount**

Brigades that have under strength battalions due to combat losses or attrition (see 6.3.4, 6.3.4.1, 6.3.4.1.1) can be brought up to their maximum headcount with the command "Increase Experience/Headcount", on the Brigade Management menu.

You can only increase the headcount if the brigade is in one of your depots. The same money, EcPts, and horses (if required) required to set up brigades are also needed to increase the headcount. If the number of men added is more than 50% of the current size of a battalion then the battalion's experience level will drop by 1. If the number added is more than 100% of the current size of a battalion then the experience will drop by 2.

Notes:

When adding men to a brigade you are only charged for those men that are replaced, any battalion with the maximum headcount (800) will not need any replaced and as a result you will not be charged. European troop types (i.e. those troops that can only be set-up in Europe), operating in the colonies, can have their headcount increased as normal, with the price being taken at the ‘home region’ rate.

### 5.1.7 Experience Level

Each battalion has its own experience level which shows its experience gained through training and combat. The experience level influences its performance in battles. Each newly set up battalion has an initial experience of 3. For the role of experience in Austerlitz see 5.1.6, 7.1.3, 7.1.4, 7.2.7, 7.2.8, 7.2.9.1, 7.2.10, and 7.2.11.1.1,.

#### 5.1.7.1 Increasing the Experience Level

Battalions in a brigade can be trained to increase their experience level. The maximum experience level that can be reached through training is indicated in the army table under "EF". This command is made in the Brigade Management menu, under "Increase Experience/Headcount". You may train by Federation or brigade.

Preconditions:

- the brigade must be yours and it must be located in one of your depots
- the maximum experience level attainable through training may not be exceeded
- the experience level cannot be raised on the same month it has been built or by more than 1 each turn

Notes:

In battles trained brigades are far superior to untrained brigades. You can't actually train a brigade in the same month that it is being built. A brigade is only available to be trained on the following month, when it appears on your empire sheet with its i.d. number! When training a brigade/federation you will only be charged for those battalions that can be trained. Battalions at maximum experience will not be trained. When training brigades/federations with mixed troop types each troop type will only be trained to its specific maximum. European troop types (i.e. those troops that can only be set-up in Europe), operating in the colonies, can have their experience increased as normal, with the price being taken at the 'home region' rate. Brigades loaded on fleets can't have their experience raised, even if the fleet is in a shipyard.

##### 5.1.7.1.1 The Presence of Enemy Brigades - How they affect your orders.

The presence of enemy brigades on one of your co-ordinates prevents you performing certain actions on that co-ordinate. When an enemy brigade or federation is on one of your barracks, you cannot use the following orders for any of your brigades or federations on that co-ordinate only:

- Increase Headcount
- Raise Experience
- Set-up Additional Battalions
- Build New Brigades
- Fortify Barracks
- Build a Production Site (Fortress)

Only brigades or federations located within Trade Cities and barracks with large fortresses are exempt from the effects of the presence of enemy brigades.

#### 5.1.7.2 Increasing Experience Through Battle

If a brigade takes part in a battle then each of its battalions has a certain chance of raising its experience factor. Experience gained from battles can increase the experience factor to a maximum of 2 over the limit 'EF' on the Army Tables.

### 5.1.8 Exchanging Battalions

A brigade may not fulfil all needs for a certain deployment. To tailor your brigades to your needs you can interchange battalions between different brigades. To exchange battalions use the Brigade Management menu, select the "Exchange/Merge" button. Both brigades must be on the same co-ordinate

Notes:

It is possible to exchange an existing battalion with an empty battalion of another brigade (you must use the empty battalion number, not zero or nothing at all.)

It is possible to reduce the amount of battalions in any brigade to the minimum two allowed (see 5.1.11.). This is done by exchanging existing battalions of a brigade with vacant battalion spaces of another.

Brigades loaded on fleets cannot be exchanged, even if the fleet is in a shipyard.

#### **5.1.8.1 Advantages of Exchanging Battalions**

The exchange battalion section can be used to make your army more efficient. It can sometimes be advantageous to have brigades containing only two, three or four battalions.

#### **5.1.9 Merging Battalions**

Battalions with a low headcount perform poorly in battle, and if for some reason their headcount cannot be increased (i.e. not enough cash, economic points or horses or they are not in one of your barracks) then they can instead be merged. To merge two battalions use the 'Exchange/Merge' button on the Brigade Management menu.

Preconditions:

- both battalions must belong to your empire
- both battalions must be on the same co-ordinate
- both battalions must be of the same type

The experience factor will change if depending on the strength and experience level of the two battalions, see the Rule Book for details.

Notes:

The battalions which are to be merged do not need to be in one of your barracks/shipyards.

If the combined headcount of the merged battalion exceeds 800 men then the excess men will be lost.

In the colonies it might not be good practice to merge battalions of European troops damaged in battles, as you can't replace the 'lost' battalion with anything but Colonial Auxiliaries or Mounted Colonials. If possible, it would be better to raise the headcount of the battalions (see 5.1.6.), so keeping the European troop type battalions.

Brigades loaded on fleets cannot be merged, even if the fleet is in a shipyard.

#### **5.1.10 Soldiers' Pay**

All soldiers of your country require pay, the better troop types requiring larger pay. See the Rule Book for the calculation, the GUI will deduct the necessary amount each turn. If you don't have enough money to pay your army then all unpaid troops and commanders will desert. Your army's pay is taken from the European national warehouse at the start of the month before any orders are processed.

#### **5.1.11 Loss of Battalions and Brigades**

If the headcount of one of your battalions sinks under 50 men due to attrition or battle losses it will dissolve. All remaining men will automatically be incorporated into a battalion of the same type. The experience factor of this battalion may change.

Notes:

If a brigade has no battalion of the same type then the battalion with too few men will be lost.

The minimum battalions allowed in any brigade is two.

If only one battalion is left in a brigade then all men will be lost.

#### **5.2 Commanders**

Brigades need no commanding officer to move through your own or friendly territory, but a commander is necessary to lead them when conquering neutral or enemy territory. Brigades without a commander can move through neutral territory, but they will not conquer any co-ordinates.

The Turn Report gives details of each commander. A commander has 75 movement points and may move over any territory regardless of state relations.

### 5.2.1 Number of Commanders

Every country can have up to 10 commanders. The exact number of commanders will depend on its number of brigades, as you add brigades more commanders will join your army. When a new commander appears they will always appear in Europe on the same position as one of your brigades. A new commander will always have the rank of Colonel (see 5.2.3.). At the start of the game some countries may begin with more than three commanders.

### 5.2.2 Command Capability

Not all commanders are equal in their ability to lead troops into battle. The command capability shows how well a commander can lead. In mathematical battles it determines how many battalions they can personally command; when under the personal command of the commander the battalion's experience factor will be temporarily raised by one for the time of the battle only (see 7.1.7.).

In a simulated battle the command capability shows the size of the area of influence the commander has (see 7.2.10.).

### 5.2.3 Rank

Each commander has a rank which depends on his command capability. A commander is paid according to his rank. The monthly pay will be deducted from the warehouse at the start of the month. If the commanders cannot be paid they will desert.

## 6 Game Details

This section contains information on many aspects of Austerlitz, including more details on filling in your orders, plus topics as diverse as storms and piracy, guerrilla warfare and coastal defence.

### 6.1 Item Registration Numbers

All items in Austerlitz are identified by different registration-numbers, you will find them used on your Turn Report. E.g.; each country has spies numbered 91 to 95, but there will only be one depot numbered 201 in the game, one ship numbered 1001, one brigade numbered 4001 and one baggage train numbered 7001, etc.


Each country also has the same number for its warehouses:

'1' - Europe

'2' - Caribbean

'3' - India

### 6.2 Setting up Federations and Fleets

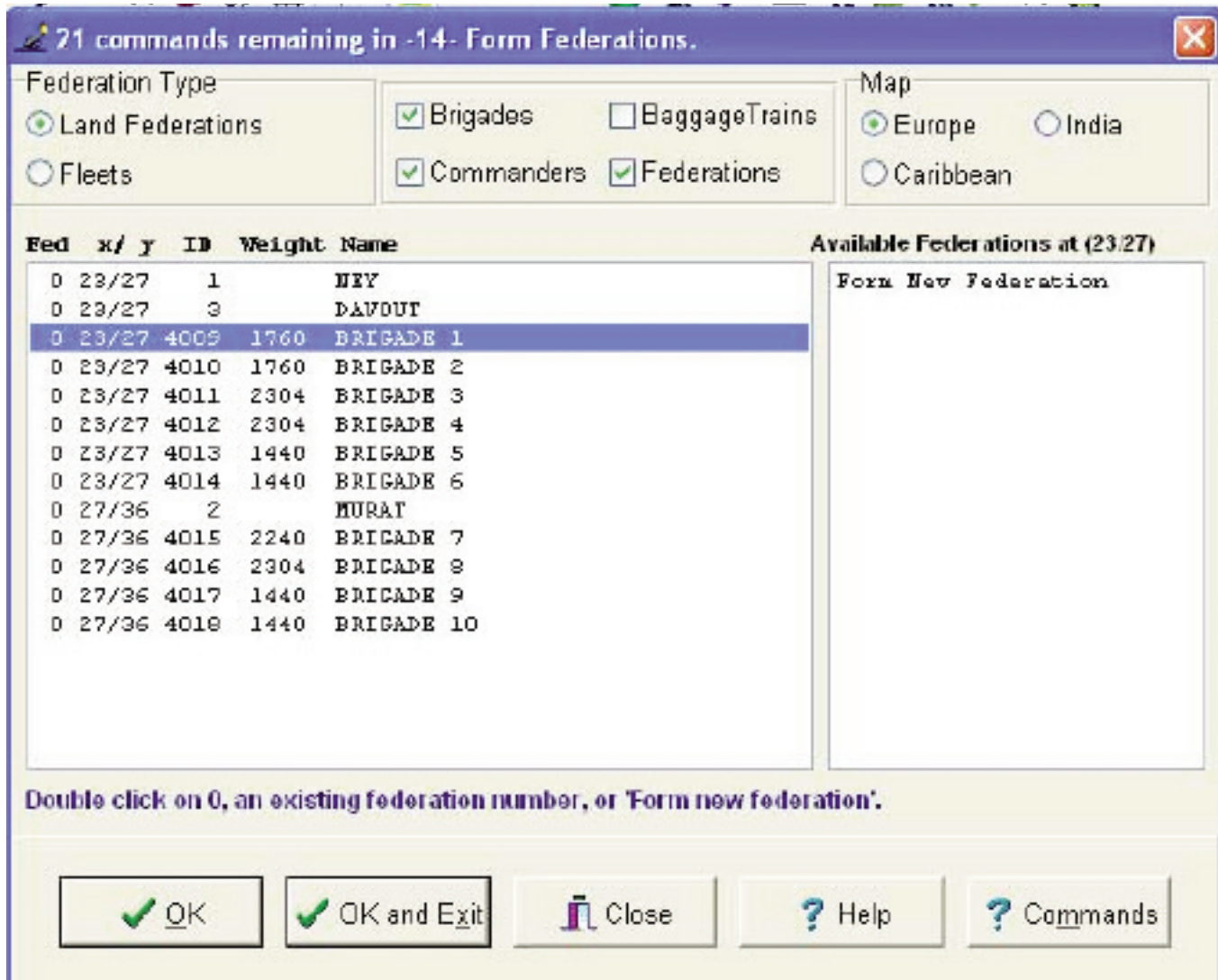
To let ships, baggage trains, commanders and brigades operate as a single unit you can combine them into Federations. You can set up 50 ship federations (fleets) and 30 land federations for commanders, baggage trains and brigades. They are set up using the "Form Federations" menu,  where each federation/fleet will be given a number.

Preconditions:

- the item must be on the same co-ordinate as the federation unless it is the first item to be put into the federation
- the item must belong to your empire
- the item that is to be placed in the federation must not be on board a ship
- if a ship or fleet is carrying any brigades or baggage trains then it cannot leave the federation it is currently in or be incorporated in another federation


To take an item out of a federation select '0' in the menu. However, a ship cannot be removed from a fleet if it has a brigade loaded on board. An item contained in a federation can be directly placed in another federation.

There is no need to first remove it from its current federation.



Highlight unit you wish to assign, and double-click on the unit you are assigning it to. Note the buttons for land and fleets, types of units, and maps.

### 6.3 Movement

All items that have movement points can be moved. Use the “Movement Order” icon,  select the coordinate your item is on, then click in a straight line to indicate where you want your item to go. You must use straight lines to indicate where you are going, the GUI will count the terrain as you go. You may also ‘move in place’, see 6.3.7.2.

You can move commanders, fleets, federations, spies, ships, brigades and baggage trains.

Preconditions:

- the item must belong to your empire
- the item must have movement points
- for sea-movement your ship/fleet must be on sea co-ordinates or in a shipyard
- an item that is in a federation cannot be moved individually
- troops that lose a battle cannot move over/capture enemy territory for one turn (note: if single brigades that lost a battle are incorporated into a federation then the whole federation cannot move)
- troops that lose a battle can however move/retreat over their own territory or that of an ally.
- if a battle is drawn then the brigades that laid siege to a fortress cannot move over enemy territory for one turn
- warships and fleets cannot move into or through enemy shipyards.
- if you have a Colonial War with another country you cannot move into or through his colonial ports.

-land movement in the colonies uses double the amount of movement points(see 6.3.2.)  
 -no item can move more than once each month (i.e. only one movement command can be used for each item).  
 Items that are moved can be stopped by enemies or pirates (see 6.4.2.2, 6.4.2.2.1.)

**6.3.1 Movement Points**

MPs show an item's ability to move - the more MPs an item has, the further it can move. If items are moved in federations then all items have the same MPs as the slowest item in the federation.

**6.3.2 Consumption of Movement Points**

All items consume movement points for each co-ordinate they move. If the item's remaining MPs are not sufficient to move on to the next co-ordinate then all movement stops. The starting co-ordinate is not counted when calculating MP-consumption.

Ship use one MP for each water co-ordinate they pass. Docking and undocking consume no extra MPs.

Terrain	MPs	Terrain	MPs
arable land	4	hills	6
karst, stony steppe	7	Q (grassy prairie)	6
D (desert)	8	W (wood/forest)	8
T (taiga)	8	G (mountains)	12
S (swamp)	10	Mps in colonies as above	x 2

Land movement in the colonies uses double the amount of Mps due to the absence of roads.

**6.3.3 Forced March**

It is possible to force march your troops/baggage trains if their presence is urgently required in some part of your empire. A forced march will raise your brigade's/federation's MP by 50%, but their attrition rate will triple (see 6.3.4). The pop-up menu for movement has a button to select forced march.

A forced march is only possible within your own empire. When attempting to enter foreign territory (including that of an ally) the movement will cease at your border. You cannot enter or conquer foreign territory using a forced march command, your federations/brigades will stop at the border and will not enter enemy territory.

**6.3.4 Attrition Through Movement**

Movement across land and sea causes losses and wear and tear to the moving items. Attrition is deducted from a ship or baggage train's condition in %, or in the case of brigades the losses will be deducted from its men (i.e. the headcount will decrease).

**6.3.4.1 Land**

Attrition on land varies with terrain type, refer to the Rule Book for details. Attrition is higher when moving over foreign territory, and double in the colonies.

**6.3.4.1.1 Winter**

During December and January all brigades that are north of y35 and not in a barracks/shipyard will lose 1 to 2% of their men from exposure to cold.

**6.3.4.2 Sea**

Ship's attrition is calculated differently, with additional attrition for storms, manoeuvring against a land coordinate and moving from map to map (see section 6.3.6.).

**6.3.4.2.1 Storms**

A storm can move up to three co-ordinates a month in any direction. A ship moving through a storm co-ordinate

will suffer 1 to 5% additional attrition. Storms appear at the beginning of each turn and their movement is very difficult to anticipate.

### 6.3.5 Peaceful Movement over Foreign Territory

The following relations must exist between two countries to be able to move your items over foreign territory:

Item	Other country's relationship to you
Single Baggage train	Trade (relationship 3)
Single commander	Any relationship
Spy	Any relationship
Brigades or Federations	Alliance/(relationship 4)

Although another empire needs to have the above relationships in order for you to move freely over its territory you do not have to have a corresponding relationship (i.e. if empire A has an alliance(4) to empire B, empire B can have a trade relationship(3) and still move his brigades, federations and baggage trains over A's territory.

### 6.3.6 Movement From Map To Map

Movement between Europe and the Colonies is only possible by ship. To reach those countries 'jump-off points' are used and are labelled C, I or E on the map. If you manoeuvre a ship/fleet onto a jump-off point and stop it there at the end of the turn it will continue its journey to the corresponding point on the other map and be there at the start of the next turn.

Notes:

Ships and Fleets that are leaving one map to go to another, via the jump-off points, leave the current map that they are on immediately after the order in which they moved. They arrive on the other map after the movement section -18- is complete. So, it might be a good idea to move any fleets that may be under threat of attack into a jump-off point in an early movement order.

If a ship or fleet moving into a jump-off point meets an enemy then they will not move to the other map, but will stay on the current map and fight the battle which is generated.

#### 6.3.7.1 Processing Order

When calculating movement, the computer will process the first movement command of all countries in random order, then the second movement command in a random order, etc. This system means that you can give certain movement commands priority to try to get to places first or attack enemy ships, etc.

#### 6.3.7.2 'Remaining Stationary'

To conquer a co-ordinate (see 6.4.1.1.,and 6.7.2.) or to stop or attack an enemy item (see 6.4.1.3, 6.4.1.3.2.) you must first move your brigade/item. However if the co-ordinate you wish to conquer or the enemy you wish to stop is on the same co-ordinate as your item then you have to move your item without leaving the co-ordinate. To do this click on the original coordinate as your destination coordinate.

After 'remaining stationary' as the first direction and distance command, you can continue to use the remaining two direction and distance commands in that order. It does cost MPs to move while remaining stationary. The troops effectively march around the province, climb mountains, forge through forests, etc., and thus incur the MP cost.

If you disembark a brigade onto an island, you must use the remaining stationary command on the following month to capture the co-ordinate. You will not capture a co-ordinate simply by unloading a brigade onto it. If you disembark brigades onto a co-ordinate where there are enemy brigades stationed there will be no battle. To start a battle either the enemy brigades or your brigades must be given the remain stationary command.

You can use the remain stationary command in any of the direction and distance commands, you are not limited to using it on the first one.

## 6.4 Warfare

Warfare is a highly detailed part of Austerlitz. Each nation has an army table of troop types available to it, plus a wide variety of possible orders to give the troops during a Simulated Battle. Naval battles, with boarding actions, piracy, ship fires, and capture of enemy vessels, make conflict on the seas both exciting and challenging. There is a wide combination of possible strategies that can be used in the pursuit of Empire, and sometimes when the balance between political and military diplomacy tips in favour of warfare, it is best to have armies that are both experienced and numerous.

### 6.4.1 Warfare on Land

#### 6.4.1.1 Invasion of Enemy Territory

To increase the size of your empire you can invade a country and conquer its territory. The conditions necessary differ between Europe and the Colonies.

##### 6.4.1.1.1 Invading in Europe

You can only invade another country's territory if you declare War on them.

Preconditions:

- You can only invade enemy territory with federations made up of at least 4 brigades and one commander
- A federation can invade a maximum of three co-ordinates into enemy territory. The number of co-ordinates that can be conquered in one turn depends on the number of brigades in the federation:

4 brigades	1 enemy co-ordinate	(and an additional 3 neutral co-ordinates)
7 brigades	2 enemy co-ordinates	(and an additional 3 neutral co-ordinates)
10 brigades	3 enemy co-ordinates	(and an additional 3 neutral co-ordinates)

Notes:

To conquer neutral territory you only need a federation made up of one brigade and one commander. Such a federation can conquer up to three co-ordinates per turn. Neutral territory in either Europe or the colonies can be conquered from January 1808 as a state of war is not required.

If you wish to move an army over neutral territory without capturing it and hence remain undetected on the map, do not federate a commander into the federation, but move him as a separate item along with the brigades. This way your brigades will be able to use their maximum movement points when going across neutral territory, whilst remaining undetected by your enemies. If the federation does meet an enemy, the commander will still join in the battle, although not part of the federation.

Mathematical battles (see 7.Land Battles) take place at the end of movement section -18- and before section -19-, so more of your forces can move in later movement orders into a co-ordinate where you expect a battle to occur, and then all your forces will join in the battle. Of course, your opponent could also do the same.

Unfortunately co-ordinates that are captured in one order cannot be used to 'leapfrog' an invasion force further into enemy territory in a subsequent order. The co-ordinates do become 'yours' when you move across, but as they weren't yours to start with, no other brigade can use them as a stepping stone...

Brigades that are loaded on a fleet which is berthed in a shipyard, will not take part in any battle that may take place there. They must be on land to take part in any battle.

##### 6.4.1.1.2 Invading Colonies

In the Colonies you can conquer enemy territory if your relation to the other empire is either War(1) or Neutral(2).

You need federations with enough colonial troops (KT) or a commander. The following requirements must be met:

To conquer **enemy** co-ordinates you need the following troops:

- 1 co-ordinate: 1 brigade + 1 commander  
or 1 brigade with 2 battalions KT
  - 2 co-ordinates: 4 brigades + 1 commander  
or 4 brigades with at least 5 battalions KT
- To conquer **neutral** co-ordinates you need the following troops:
- 1 co-ordinate: 1 brigade with 2 battalions KT
  - 2 co-ordinates: 1 brigade + 1 commander  
or 1 brigade with at least 5 battalions KT

With the exception of the brigades that require 5 KT , brigades can have the minimum 2 battalions.

#### 6.4.1.2 Occupying Forces

To keep conquered territory in Europe under control you need to station occupying forces there. The information palette will let you know what you need. If no occupying forces are stationed in a conquered region, or if they are lost or destroyed in a battle, then the uncontrolled territory can rebel and reunite with its former owner. Every uncontrolled co-ordinate has a 20% chance of reuniting with its former owner.

#### 6.4.1.3 Stopping Items

When enemy troops meet their movement is stopped and a battle occurs (but only if the conditions of 6.4.1.3.2 'Overrunning Enemy Armies' do not apply).

If both armies start their movement on the same co-ordinate then one of the armies has to move in place, i.e. 'remain stationary' - (see 6.3.7.2).

If brigades are unloaded from ships onto enemy brigades then no battle will occur in the same round. By moving in place in the next turn a battle can be started. Troops unloaded into a battle that is already in progress will not participate in a mathematical battle (see 6.7.2.).

##### 6.4.1.3.1 Capture of Baggage Trains

If baggage trains are on enemy territory then they cannot move (see 3.1.) and they could be captured or destroyed. Consult the Rule Book for the probabilities.

##### 6.4.1.3.2 Overrunning Enemy Armies

When two armies meet and the ratio of their sizes is bigger than 8:1 then the smaller enemy is automatically destroyed and the larger army continues its movement. This is the case even when the smaller enemy is in a fortress (see 7.1.8.1.). An overrun will not take place if you moved two or more separate armies, over the same co-ordinate attempting to overrun an enemy, and in total they meet the required ratio for an overrun. An overrun would only happen if the required ratio is met by one of the armies.

Defender	Attacker
1 brigade	Min of 8 brigades
2 brigades	Min of 16 brigades
3 brigades	Min of 24 brigades
4 brigades	Min of 32 brigades
5 brigades	Will always stop the enemy and a battle will occur

The overrun-rule will also apply if the smaller army meets the larger army during its own movement phase. The overrun will be indicated on your turn report with the number of brigades you either overrun or lost in an overrun.

##### 6.4.1.4 Gibraltar

Gibraltar was one of Britain's most important bases on the continent at the time of Austerlitz. The secure position on the cliffs of Gibraltar made it impossible to conquer from the land side. To conquer Gibraltar you must

come from the sea side and then unload your troops onto the cliffs where they then can attack the defender in the next turn.

#### **6.4.1.5 Guerrillas**

There may be additional losses to invaders (between 0.2 to 0.6% of their troops each month) when in Portugal, Spain or Naples.

### **6.4.2 Warfare at Sea**

#### **6.4.2.1 Shipyards in War**

It is not possible to enter into shipyards of nations with which you have a Neutral or War relationship.

If you declare War on someone when you have ships in his shipyards then your ships will be forced out of the shipyards. This also happens if a shipyard is conquered by an enemy of yours.

#### **6.4.2.2 Stopping Ships**

If your ships meet enemy ships during their movement then they may stop them. Refer to the Rule Book for more detail. An overrun may also occur (see 6.4.2.2.2).

##### **6.4.2.2.1 Piracy**

To weaken an empire without necessarily declaring war on it you can send your ships pirating against his ships and fleets. There is no 'piracy' order as such in Austerlitz. If your fleet consists solely of warships and meets a ship of nation to which you have a neutral (2) relationship towards, then they'll become privateers, hoist the jolly roger, and attack! Your pirate fleets must consist solely of warships, however, which means that all you have to do to avoid catastrophic losses when moving a war fleet and possibly engaging a larger foe in battle is to include a merchantman. If a merchantman is included in the fleet only countries with which you are at war (1) will stop your fleet.

##### **6.4.2.2.2 Overrunning Enemy Ships**

The overrun rule for ships prevents single ships or small fleets stopping large fleets. Refer to the Rule Book for the requirements for an overrun at sea.

#### **6.4.2.3 Coastal Defence**


To order a fleet to defend your coast it must be in a shipyard that is adjacent to a coastal defence sea-co-ordinate. The coastal defence command is written in section -15- of the turn sheet. The fleet must be in a shipyard, the menu will list any fleets which may qualify.

If a fleet with enemy brigades loaded on board ends its movement on a defensible coastal co-ordinate then as many of your defending fleets will rush to the enemy as are necessary to have an advantage of at least 50% more tonnage than the enemy fleet (merchant ship's tonnage will not be counted). If the coastal defence fleet is smaller it will still attack the aggressor. Fleets with the lowest fleet-number will leave first. By dividing your ships into different fleets you can defend your coast against several enemies.

#### **6.4.2.4 Blockades**

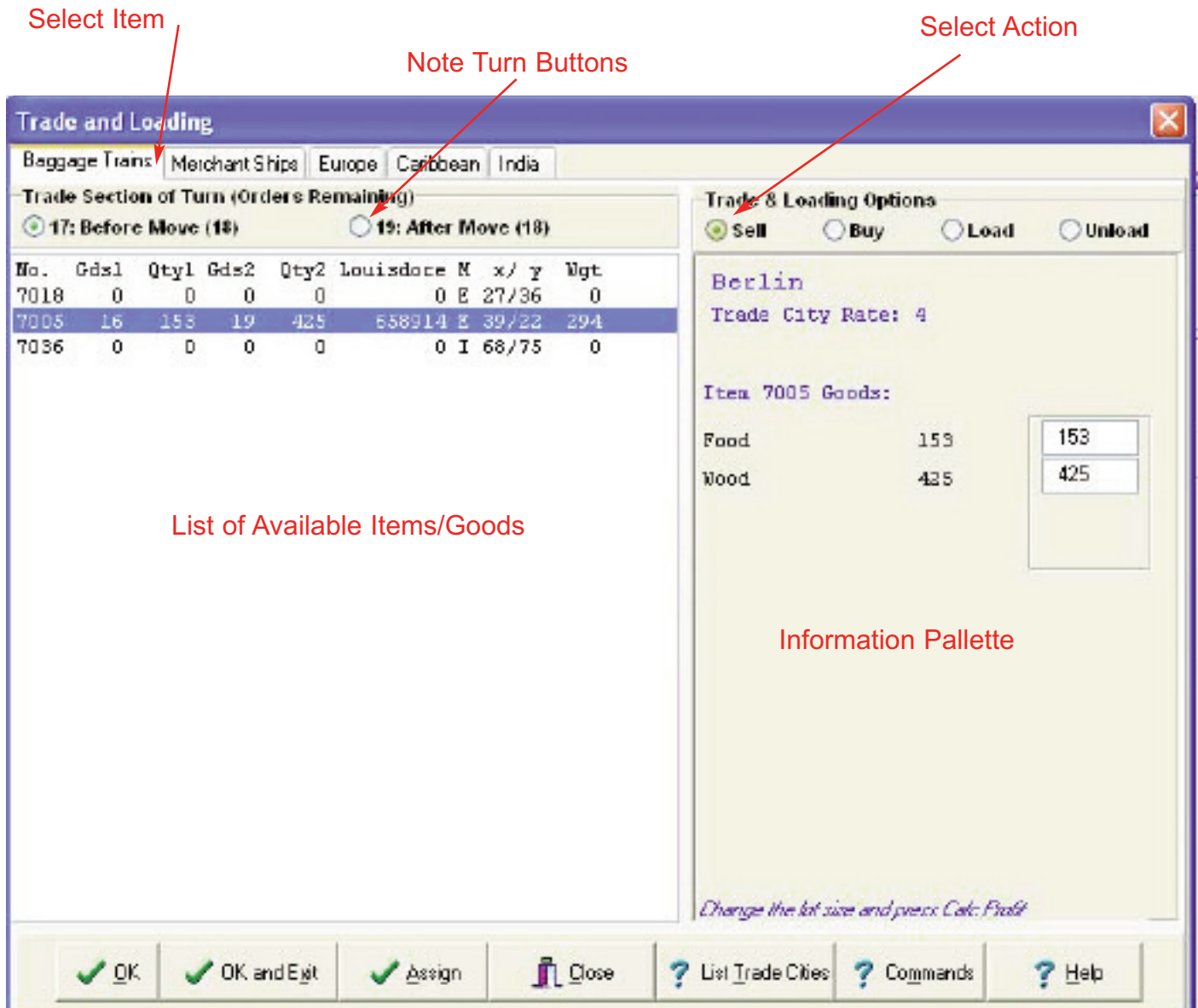
You may blockade an enemy port if you have a fleet adjacent to the port. Use Order 16 on the "Orders" pull-down menu, a list of ports eligible to blockade will be listed. If any fleet of an enemy nation (relationship 1 or 2) enters any of the adjacent co-ordinates then the fleet will move to attack them. However, it must be stressed that blockades are only successful 50% of the time.

### **6.5 Loading of Goods**

Goods can be loaded and offloaded between trade cities, barracks and shipyards, national warehouses, baggage trains and merchant ships in the "Trade and Loading" menu.  A baggage train/merchant ship can also empty

all it is carrying into a barracks/shipyard or national warehouse using only one command. If 'A' is written as the good's code number in the above command and the quantity of goods written as a high number (i.e. 10000) then all the item's goods are unloaded. However, this command does not empty all the money that the items may be carrying., you must use a seperate order to unload money.

Note: Transferring of goods directly between your baggage trains or ships can take place at sea or on land, although the items must be on the same co-ordinate, (i.e. If two merchant ships are on the same co-ordinate you can transfer goods from one to the other).



### 6.5.1 Loading Capacity

Every item has loading capacities, the Trade and Loading menu will calculate the weight for you and let you know if you are over. Warships cannot carry goods, they can only carry brigades. Money has no weight.

### 6.5.3 Position of Items During Loading

To load goods between items they must be on the same co-ordinate. The Trade and Loading menu will list all available items that cargo may be loaded to, using the pull-down menu. Care should be taken to select which item you wish to load.

#### **6.5.4 Loading of Foreign Goods**

If you are loading and unloading between your own items you will encounter no problems. But if either the source or the destination of the load-command is a foreign item, i.e. one belonging to another player, you must have at least a Trade relationship towards with the other nation.

### **6.6 Trade**

You can buy and sell in the cities by loading and unloading into them. The money either earned or used will be placed in or taken from your item (shipyard/barracks, ship, baggage train). Trading between the cities of Europe and the Colonies can be a great source of wealth for your empire and also a source of vital goods.

Trade centres are marked on the GUI map, and the rates and quantity of goods are shown on the Information Palette.

Trade and the loading/unloading of goods is carried out both before and after movement during a turn, in sections 17 and 19. All trade command 1's for each empire are executed first, then the command 2's, etc.

The Trade and Loading menus will show you the cost/profit of any trades you make in that trade centre. The price of goods varies with the quantity of goods being traded and the market rate for a trade city (between 2 and 6, the higher the number the higher the price), as well as an inherent value for each type of resource. Citizens can never be bought or sold.

#### **6.6.1 Buying Goods**

Simply use the buy, sell, load or unload buttons in the trade and loading menu in order to trade in the market. The GUI will do the calculations for you, and add/subtract the necessary cash from your warehouse.

Notes:

If not enough money is available to make the purchase then only as much as the buying (destination) item can afford to pay for will be purchased. An item can only purchase as much of the required goods- as the trade city has available.

When buying goods from a trade city, the money must be present in the 'destination' item, whether that item is a ship, baggage train, barracks or warehouse.

#### **6.6.2 Selling Goods**

Use the 'sell' button in the Trade and Loading menu.

Notes:

All money earned through this sale will be given to the selling (source) item. To sell goods the item must be on the same position as the trade city. If during trading you cannot purchase all of a goods type that you would want, either because of lack of money or lack of the goods, then no error is generated, and the transaction will stop when the limit if cash/goods is reached.

#### **6.6.4 Trade City Rates**

Since price levels are different all over Europe and the Colonies, trade cities have different 'rates'. Rates usually fluctuate between 2 and 6, and can change by a factor of two every month. If a country has more than one trade city on its territory then all those cities have the same rate.

#### **6.6.5 Trading - How it works**

The sale price for goods does depend very much on how much you sell! The formula in the rulebook does reflect supply and demand, so if you sell 1,000 units you will get a lower price per unit than if you sell one unit only! To get the most money out of trading it's better to sell a lot of small amounts many times than one large amount once. So instead of selling 1,000 units in one order, you will get more money if you sell 100 units ten times!

You can trade directly from your national warehouse into a trade city that you own. You don't have to go 'via' a baggage train. To trade in centres you do not own, you must send the goods via ship or baggage train and must have a status 3 or 4 with the owner of the trade centre, or it must be a neutral trade centre.

If you are transferring goods from your national warehouse to a ship or baggage train there is no need to go 'via'

a barracks/shipyard. You can simply transfer the goods directly into the item, as long as it is positioned in one of your barracks. Click on the “Trade and Loading” Icon

### **6.6.7 Purchase of Goods by the Population**

During the ‘trade and loading’ phases in the processing of a turn (sections -17- and -19-) there is a chance that the population of a country will buy some of the trade goods. Between commands 11 and 18 every good type currently in the trade city will be checked, and if more than a certain quantity is present then the population will buy a certain amount of that good type.

## **6.7 Boarding**

To transport items that can only move over land you can board them onto ships. You can transport brigades, baggage trains, commanders and spies using this method. You must use the pull-down menu “Orders”, and section 20. Note that there are 2 parts to section 20, boarding and unloading.

The buttons on the menu will give you lists of eligible items and the fleets that can carry them. The GUI will calculate the weight of any boarded items.

### **6.7.1 Boarding of Items**

The following preconditions apply when boarding items on ships.

- the item must belong to your empire
- the ship or fleet must belong to your empire or to an empire that has a Alliance (4) relation towards you
- the ship/fleet must have enough loading capacity
- the item must be on the same co-ordinate or horizontally or vertically adjacent to the ship/fleet(i.e. North, South, East, West)
- commanders and brigades involved in a battle cannot be loaded
- brigades and baggage trains can only be loaded onto a fleet
- commanders and spies can only be loaded onto a single ship

Items will be divided between all ships of a fleet by the GUI. However, only one brigade, or part of one brigade may be loaded onto a single warship. Merchant ships can carry part of two brigades up to their maximum loading capacity.

Your turn report will show you which items, or part items, are loaded onto which ships of a fleet. Federations cannot board fleets. The individual brigades must be loaded. An item loaded onto a single ship or fleet is automatically removed from its federation, you do not have to use the Form Federations menu. Brigades that are loaded on a fleet that is berthed in a shipyard, will not take part in any battle which may happen on the shipyard co-ordinate.

If a fleet on which your brigades are being transported is involved in a sea battle(see 8.) you may lose some of the troops in the brigades. This is especially relevant if you lose a ship which has part of a brigade on board.

Although your brigades might appear to be at full strength on your turnsheet, while still onboard the fleet, the true headcount will only appear when they are disembarked.

### **6.7.2 Unloading of items**

Use the Orders pull-down, and section 20-Unloading. Select the fleet/ship and the destination of the unit being unloaded.

- if the fleet that is transporting items has lost a sea battle it cannot unload those items during that month
- the destination co-ordinate must be either:

- a neutral co-ordinate

- the owner must have an Alliance (4)relationship to your empire

- you must have declared War on the owner (Europe & Colonies)

- you must have a Neutral relationship towards the owner (Colonies only)

Unloading does not count as a movement. This means you cannot start a battle just by unloading your troops onto a position where enemy troops are situated. However, if a simulated battle is generated on that co-ordinate then the unloaded troops will participate.

You cannot capture any co-ordinates simply by unloading. You must use the remaining stationary command(see 6.3.7.2.) on the following turn.

If a commander or spy is on a ship that sinks then they will drown. All troops loaded on that ship will also be lost.

### **6.7.3 Transporting Brigades by Sea**

To move your armies overseas, or to capture territory that cannot be invaded from land you must transport your army by sea and launch a naval invasion. This will take you a minimum of two turns. You can't unload onto a diagonal co-ordinate.

### **6.8 Handing Over Ships or Territory**

Sometimes, in the interest of diplomacy or necessity, one nation might want to hand over some of its ships or territory to another. Use the "Orders" pull-down menu, section 21. By pressing the buttons, you will get lists of any ships/coordinates which may be handed over to another empire. Fleets cannot be handed over to other empires, single ships only. All goods loaded will be handed over with the ship. Any citizens loaded will be lost.

At least one brigade of the new owner must be on the co-ordinate that is to be handed over. If a barracks/shipyard is located on the co-ordinate then all citizens in it will be lost.

#### **6.8.1 Starting a Colonial Position**

To start a position in the colonies when you don't have any colonial holdings is difficult, but not impossible. Since your colonial national warehouse will be empty, you must first get hold of a barracks and transfer those goods required into the warehouse. You can do this by conquest.

Alternatively it can be accomplished by having a co-ordinate ceded to you by a friendly power. Either way, make sure you have the goods required to start a colony, i.e. food, ecpt's, etc., on board your ships and ready to transfer into the new warehouse once you have your barracks!

### **6.9 Changing Names**

Names of brigades, warships, commanders and emperors can be changed at any time. Use the "Orders: pull-down menu, section22 "Change Names".

### **6.10 Demolition of Items**

It is possible to demolish most of the items of your empire by using the "orders" pull-down menu, section 2. To demolish troops they must be in a barracks/shipyard. 75% of the soldiers and 75% of the horses will be accounted to the depot, the rest will be lost.

## **7.1 Mathematical Battle**

### **7.1.1 Conditions for a Mathematical Battle**

If two armies meet and one or both of them is not big enough for a simulated battle then a mathematical battle will be fought. An army is not big enough for a simulated battle if it does not have at least 100 battalions with a headcount of 500 or greater men.

### **7.1.2 Course of a Mathematical Battle**

In a mathematical battle you cannot change the course of the action. The troops fight to the best of their ability, but without your guidance.

Round 1:	Artillery long-range combat
Round 2:	Troop long-range combat
Round 3:	Hand-to-Hand combat
Round 4:	Cavalry only Hand-to-Hand combat
Round 5:	Morale Check
Round 6:	Hand-to-Hand combat
Round 7:	Troop long-range combat

The Morale Check is performed at Round 4: a random number is generated for each battalion and a unit may flee (not participate in the 3 remaining rounds of combat) if the unit fails morale. The lower the EF number, the greater the chance of a unit fleeing combat. Untrained, green troops are very likely to flee !

Consult the Rule Book for the formula used to calculate casualties, but effectiveness will increase with the training level of your army. Likewise, some troops will be more effective in hand-to-hand combat, others in long-range combat.

In all battles trained brigades are far superior to untrained brigades.

Casualties are evenly distributed through the participating brigades.

## **7.1.6 Special Troops**

### **7.1.6.1 Cuirassier**

These troops suffer 25% fewer casualties from long-range combat. They are marked with a 'Cu' in the army table at the back of the Rule Book.

### **7.1.6.2 Colonial Auxiliary Troops**

The Experience Factor of all colonial troops will be decreased by 1 when fighting in Europe.

### **7.1.6.3 Religious Fanatics**

Only Morocco can have religious fanatics as troops. When fighting in the home region of Morocco their experience factor will be raised by 1.

### **7.1.6.4 Pioneers**

Since Pioneers do not directly influence a battle's outcome they only suffer 50% of the usual losses and only have 75% of the usual combat points.

## **7.1.7 Commanders**

The best commander present on the battlefield will command your empire's troops. This commander will then increase the experience factor of as many of your battalions as their command capability allows (see 5.2.2.). The commander of the losing army has a 20% chance of dying on the field of honour. In case of a draw or a victory the commander has a 5% chance of getting killed. The victorious commander's command capability will rise by 1 to 2 points.

## **7.1.8 Fortresses in Mathematical Battles**

If a fortress exists on the battlefield then the owning side has an extra defensive advantage.

The Simulated Battle and SimBattle GUI are treated in a separate manual.