**Austerlitz**

# About the Game

AUSTERLITZ has been designed as a 1 player wargame, to recreate the circumstances facing Napoleon, in such a way that you can assume his part in the battle.

You command the French army including 6 intelligent corps commanders, about whom further information is given later.

Your computer opponent controls the Austro-Russian army and your aim is to achieve a decisive victory over the allies, inflicting heavy casualties in order to break the 3rd coalition before Prussia is tempted to join with the allies.

> **The computer opponent will vary its strategy, it will:-**
> **judge when to attack, hold or retreat;**
> **be tactically astute;**
> **give countless varied games.**

It is a fair contest because your opponent has no more information than is available to you and your commanders; and combat is not biased but depends on strength, morale, terrain and the random element of luck.

The main aim of Austerlitz is to simulate the problems involved in commanding a Napoleonic army. This is largely achieved through the introduction of intelligent corps commanders. The player must always be aware that his corps commanders are capable of using their own initiative and that they are also capable of being confused.

Any unit next to an enemy unit may not move directly to a new position that is also next to an enemy unit except as a result of combat.

The player can vary the degree of difficulty within each game level by imposing his own restrictions on the use of unit orders. For example, limiting the number of unit orders which may exist at any one time to 3 will make winning more difficult than with unrestricted use of unit orders.

It should be noted that in the interests of creating a challenging computer wargame based upon this actual battle some changes to historical reality have been forced upon us. The main change has been to stiffen the morale of the Russian troops to give a more balanced battle and at level 3 to marginally increase the strength of some of the Russian units.

## SECRET MOVEMENT

The game seeks to recreate the confusion of the battlefield which was accentuated at Austerlitz by the early morning mist. This is achieved by the use of secret movement for the Austro-Russian army. All enemy units will initially be displayed on the map. During the Russian movement phase any units subject to secret movement will disappear from the map and after moving, their positions will NOT be revealed on the map. For subsequent moves the map will scroll to the appropriate area where there are hidden units to give you some intelligence information but the actual location and number of units will not be shown. These hidden enemy units will be revealed:-

- when they enter a location adjacent to a French unit
- when they are encountered by a scouting French unit
- when their presence is reported to you by one of your corps commanders.
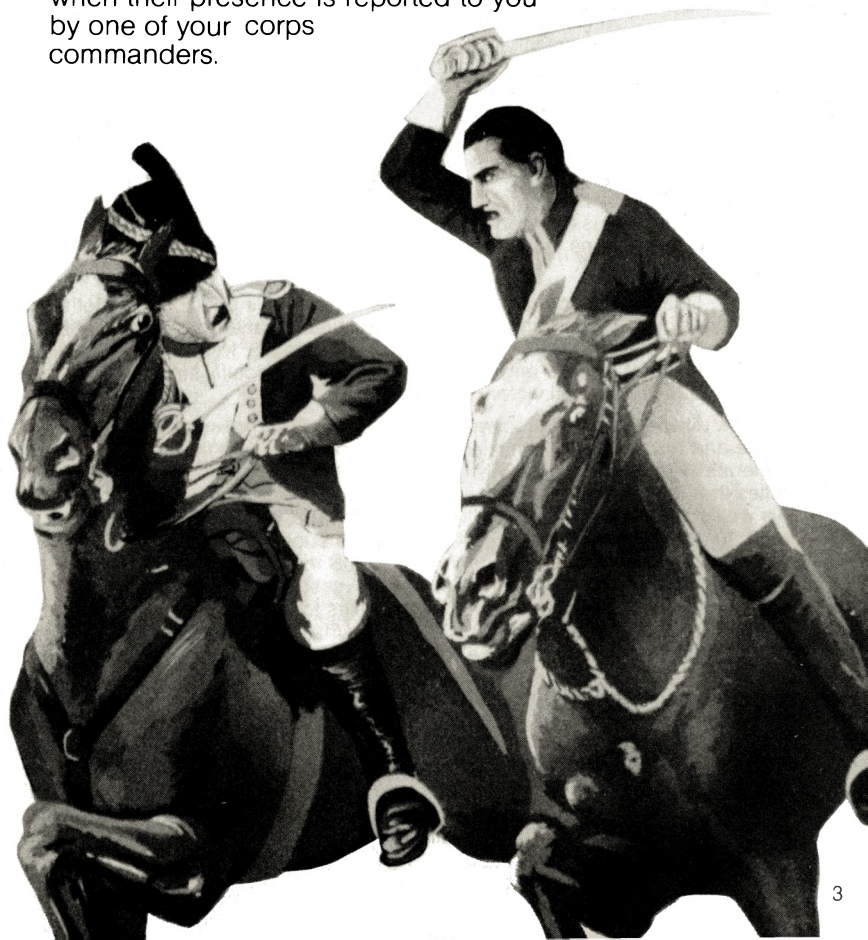
# The Background

On December 2nd 1804, a new factor entered into European affairs when Napoleon was crowned Emperor of France. The resulting hostility of the other European powers was predictable and efforts were made to organise resistance to this new French Emperor.

In April 1805 a Russo-British alliance was concluded against Napoleon. Prussia resisted all efforts to join in this pact but, because of a secret pact between Russia and Austria, the latter was persuaded to join, thereby creating the Third Coalition against France. With this diplomatic reversal Napoleon, typically, made his response on the battlefield, with an Austrian army surrendering at Ulm in October 1805. This defeat of the Austrian general, Mack left the Austro-Russian force under the command of the Russian general, Kutusov. Kutusov skillfully avoided Napoleon's pursuit but his actions left Vienna wide open, which the French entered on November 14.

Despite the occupation of Vienna, Napoleon's position was not strong. Winter was fast approaching, his army corps were scattered over a wide area and Russian armies were moving to reinforce the Austrians. In addition there was a growing risk that Prussia might join the coalition especially since the Allies had been heartened by their naval victory at Trafalgar.

Napoleon sought to tempt the Russian Tsar, Alexander to risk a decisive battle and he successfully misled the Allies into believing that they could inflict a serious defeat against a heavily outnumbered French army. So confident were the Allies that they totally overlooked Napoleon's ability to rapidly manoeuvre and deploy his well disciplined army. In a little more than 2 days Napoleon brought up reinforcements over a distance of 50-70 miles such that when the forces met at Austerlitz on the morning of December 2 1805 the 80,000+ allied troops found themselves facing a French army of 70,000 vastly superior French troops. Napoleon's tactics had also tempted the Allies to weaken their centre and in the presence of the Emperors of Russia and Austria, the Emperor of France siezed the highground of the Pratzenberg and cut the Allied army in two. The outcome of the battle could be in no doubt whatsoever. By the end of the day Napoleon had demonstrated that his formidable, highly trained French army was superior to any force that the Allies could muster, he had achieved one of his most decisive victories and inflicted some 27,000 casualties on the Austro-Russian army whilst suffering only some 9,000 casualties as an absolute maximum. Some figures put French losses at considerably less than 8,000. More importantly the Austrians immediately sued for peace, signing the Treaty of Pressburg on December 27 and the Tsar retreated to Russia. The Third Coalition was in ruins.

# Biographical sketches

### BERNADOTTE  Jean Baptiste Jules (1763-1844)
Prince of Ponte Corve
Born in Pau
Marshal of France 1804
Crown Prince of Sweden 1810
Extremely brave, tall and dashing, Bernadotte was keen and intelligent, but always the "enemy of his superiors".
Ambitious and constantly involved in intrigues. It is impossible to determine how many of his apparent failures as a corps commander were actually intentional.

### DAVOUT  Louis Nicolas (1770-1823)
Duke of Auerstadt, Prince of Eckmuhl
Born at Annoux
Marshal of France 1804
Of all the Marshals, Davout had the strongest character. He was obeyed by his subordinates, even Vandamme, but was respected rather than loved.
His troops were always the best trained, equipped and disciplined in the Grande Armee and permitted no looting.
Excellent tactician and strategist; never defeated.
Soldiers called him "The Just".

### LANNES  Jean (1769-1809)
Duke of Montebello, Prince of Sievers
Born at Lectoure
Marshal of France 1804
An active, driving, aggressive fighter; calm and relaxed under fire.
The ideal advance guard commander.
Mortally wounded at the Battle of Aspern Essling May 1809. "He was a swordsman when I found him and a paladin when I lost him" – Napoleon.

### MURAT  Joachim (1767-1815)
Grand Duke of Berg, King of Naples
Born near Cahors
Marshal of France 1804
A thoroughly complex character.
Wonderful eye for terrain and noted for his ability to animate and carry along masses of men.
Little tactical skill and no concept of strategy.
Probably the bravest man in the World in battle but without courage or judgement elsewhere.

### OUDINOT  Nicolas Charles (1767-1847)
Duke of Reggio
Born at Bar-le-Duc
Marshal of France 1809
A highly capable infantry officer but never mastered the employment of combined arms.
Incapable of independent command. Personally brave; wounded 34 times.

### SOULT  Nicolas Jean de Dieu (1769-1851)
Duke of Dalmatia
Born in southern France
Marshal of France 1804
Tactics excellent; little strategic sense.
Shared men's worst hardships to set an example.
As young officer showed outstanding courage; by 1808, directed, rather than led but still met emergencies with his old daring.
Soldiers called him "Iron Hand".

# Playing the Game

## A    GETTING STARTED

After initial loading, achieved using the command LOAD " ", you must first select the level of difficulty.

    1.    Learners' Level to allow you to become accustomed to the play of the game.

    2.    The Standard Game.

    3.    A Challenge for the proficient in which the strengths and morale of some of the Allied divisions are increased to encourage a bolder and more vigorous challenge from your computer opponent.

## B    INITIAL FAMILIARISATION

Using the Cursor Keys scroll around the map area which has been carefully designed to be both as clear and as uncluttered as possible. All the major terrain features are present on the map but most of the defensible strong points are already occupied. For the sake of clarity the map is larger than a single screen yet is has been designed to always allow the whole width of the screen to be used for displaying the map. As a result all text and messages are shown in windows which are let into the map area when required. At the same time the unit symbols have been kept as simple as possible to allow them to quickly convey the maximum of relevant information to you and also to ensure that the map area is not so large that you cannot readily keep your screen centred on the area where the action is occurring.

Before starting to play you should use the Order and Terrain command keys to inspect the map and pin point the key strong points which the Allies are holding, these can then be put in perspective by reference to the map in this booklet.

## C    OUTLINE OF PLAY

### CONTROL

Your command of the army is achieved in one of the 3 following ways:-

    i)    by giving units individual orders

    ii)    by giving orders to the intelligent corps commanders

    iii)    by any combination of the two.

Hence, 6 corps orders can command the whole army and the game can move fast.

While deciding and giving your orders, you can:-

    scroll the map at will

    obtain information on the strength and morale of your units;

    obtain information on the strength of those enemy units which are in range, you will not be told their morale;

    examine terrain features hidden by units (it affects movement and combat).

These can be done in any order, as you control the sequence, simply by using the relevant command keys.

With your orders complete, the game goes smoothly through its phases:-

    i)    commanders may ask you for urgent (Y/N) decisions, you may accept their advice or proceed with your original orders;

    ii)    your units then move, manoeuvring as best they can;

    iii)    combat follows between units in contact, losses are reported, retreats and routes are shown;
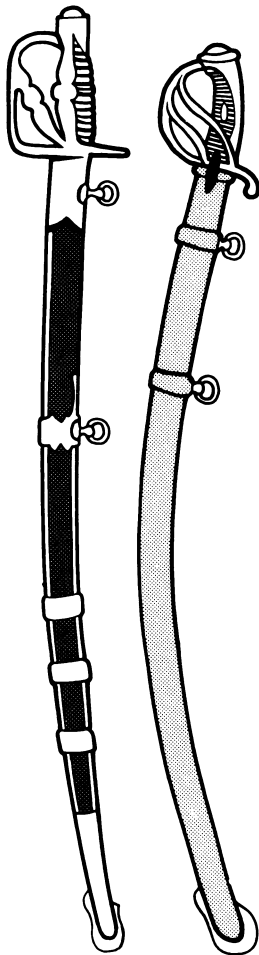
iv)    the computer moves its units, followed by combat as before.

The game turn is over and you can survey the situation and issue new orders, if necessary. A result is declared when it is judged you have succeeded or failed in your aims, see Victory conditions.

In reporting the casualties from Combat it should be noted that casualties are calculated in discreet blocks of 500 men and where casualties are less than 500 they will be recorded as nil. It will also be seen when a unit is in combat with more than one enemy unit, that if it receives casualties in excess of 500 men from each enemy unit, then it will report 2 or 3 successive casualty figures during the one round. Because its own troops will be divided to defend against each enemy unit then the casualties it inflicts will be relatively light. If a unit retreats into the path of an enemy unit it will receive further casualties, whilst any unit that routs will be immediately removed from the game.

# D    DETAILED INFORMATION

## CURSOR CONTROL
In all cases press A to access cursor and use the arrow keys to control its movement.

## UNIT DETAILS: HIDDEN TERRAIN
Move cursor onto unit: press appropriate key and keep it pressed. If you wish to access the same unit immediately afterwards press enter.

## ORDERS
To issue an order move the Cursor onto the unit. Press O.

## UNIT ORDER
Each unit, except corps commanders may be given a direct unit order and will move towards the objective position set regardless of the current corps order. Individual units can only be given movement orders and do not have the same range of options which are available when giving orders to corps commanders.

## UNIT ORDER DELETION
Press U: unit returns to corps command.

## CORPS COMMAND UNIT
Each unit marked with a C represents the corps command unit of that corps and if eliminated then the next division becomes the corps commander providing that it is not subject to a unit order.

## CORPS ORDERS

### Move
Press M: move cursor to target position: press T: answer question. The corps commander will move towards the target position set. During normal corps movement the other two divisions of the corps ape the movement of the corps commander, unless one or other is subject to a unit command. During movement, if the corps command unit is within 2 positions of the enemy (one position = width of a unit) he may decide to engage the enemy units.

When subject to a move order the corps commander may lose control of his other divisions particularly if the corps command units movement is baulked by other units. If possible ensure that the corps commander's route is clear.

### Engage
The corps command unit will search up to two positions distant for enemy units and will move next to those units if any are located, as will the other two divisions of the corps if they are within two positions of an enemy unit.

### Hold
This order results in all units of a corps remaining in position. It can be used in conjunction with a move order coming into effect only when the move has been completed.

### Full Command
The corps commander will search up to 3 positions distant for enemy units and will engage any such units.

If a division in the corps is likely to sustain severe losses then under full command, unlike an engage order, that unit will not engage. Under certain circumstances the corps commanders may be able to make better decisions than the player due to direct access of all relevant data immediately prior to making their decisions.

### Retreat
Press R: move Cursor to target position: Press T.

The corps will move towards what is now its new base position. Under a retreat order a corps commander will ignore the enemy and will not engage except by accident no matter how close enemy units may be.

### Withdraw

The corps moves towards what is now its new base position at a slower speed and attempts to avoid enemy units during such movement.

## BASE POSITION

A corps commander's base position is initially the position the unit starts the game on.

While a corps command unit is on its base position the following rules apply:-

A corps commander will never search more than two positions distant for engage or movement purposes.

Any division under corps command more than two positions from its corps commander will move towards its corps command unit.

## CORPS INTEGRITY

Units which become separated from their corps commander by more than two positions will move towards their corps commander if the corps as a whole is subject to a move order.

During engage movements any division of a corps not in close proximity to the enemy will move towards its corps commander.

## COMBAT

Combat occurs between all opposing units occupying adjacent positions.

One unit attacking two enemy units with no other friendly unit adjacent attacks at half strength.

## MOVEMENT ALLOWANCE

In each game turn the maximum movement allowance is:-

Infantry Divisions - 6 movement points.

Cavalry Divisions - 10 movement points

In addition the type of terrain on which the two armies are located can both reduce movement and affect combat strength:-

| TERRAIN | MOVEMENT COST | COMBAT ADJUSTMENT |
|---|---|---|
| Clear | 2 | — |
| Town | 2 | defender + 2 |
| Stream | 3 : cavalry 4 | attacker - 2 |
| Ridge | 4 | defender + 3 |
| Castle | 2 | defender + 2 |
| Frozen Lake | 6 | — |

The governing terrain of any unit is that displayed in the top left hand corner as it is printed on the map.

## UNIT STRENGTHS

The combat adjustment figures above relate to the standard strength point which is based upon the formula:

500 men = 1 strength point.

## MORALE

The morale level of a unit adds strength points to the unit as follows:-

Excellent + 6:  Good + 4:  Low + 2:
Very Good + 5:  Fair + 3:  Poor + 1:  Abysmal + 0

## E  VICTORY CONDITIONS

The battle is deemed over when the Austro-Russian army has at least 7,500 men within two positions of the left hand map edge in the top half of the map;

OR when either army is reduced to 6 units or less;
OR when either army is reduced to less than 20,000 men.

It should be noted that the above conditions only signal the termination of the game they DO NOT of themselves indicate who is the victor. Hence, 7,500 Russian troops close to left hand edge will certainly bring the game to an end but that end may well be reported as a glorious French victory. Victory is determined by the strength of the two remaining armies and their respective military positions. Historically, Napoleon achieved a decisive victory at Austerlitz and with the whole of Europe arming against him he needed to. Therefore whilst the player may achieve a marginal or substantial victory the only real achievement at levels one and two is a decisive one. At level three any type of victory will be an achievement.

At the end of the battle, if you wish to play again you will have to reload from cassette: Press Enter and start recorder. This is due to the fact that there is insufficient memory to hold a copy of all initial data.

If you wish to continue the present battle enter Y, and fight on.

Because more than one check is made to determine that the battle is over you may have to enter Y more than once.

# Keys, Commands and Symbols

The game provides for a wide variety of different orders to be given, as a result of which it has been necessary to program it for keyboard rather than joystick control.

| COMMAND | SPECTRUM KEY | AMSTRAD KEY | CBM 64 KEY |
|---|---|---|---|
| Move Cursor up (or scroll map) | 7 (Cursor Key) | Cursor Key | Cursor Key |
| Down | 6 (Cursor Key) | Cursor Key | Cursor Key |
| Left | 5 (Cursor Key) | Cursor Key | Cursor Key |
| Right | 8 (Cursor Key) | Cursor Key | Cursor Key |
| Access Units to Start Order Phase | A | A | A |
| Print details of strength and morale of unit under Cursor | D | D | D |
| Show terrain on which unit is standing | T | T | T |
| Delete unit order and return Division to corps command | U | U | U |
| Exit current phase | E | E | f1 |
| Give order to unit | O | O | O |
| Move unit | M | M | M |
| Give full commands to corps | F | F | F |
| Hold present position | H | H | H |
| Withdraw | W | W | W |
| Retreat | R | R | R |
| Engage Enemy | E | E | E |
| Select target position to move to | T | T | T |
| Command end of turn movement | Ø | COPY | f7 |

**Highground (Plateau)**

**Castle**

**Towns/Villages**

**Frozen Lake and Marsh**

**Cavalry Division** — The u denotes it is under unit command.

**Infantry Division** — The 2 is the corps number. C 2 — The C shows it is the corps command unit.

**Detail Report** — 4500 — Strength — V. G. — Morale

9
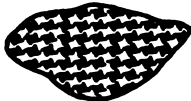
# Victory Hints

Take your time to appraise yourself of the current situation and the locations of the main defensible points in the area.

When giving orders to your corps commanders or individual units, give regard to the strength and morale of your own unit and that of the Russian unit they will be facing. In particular seek to avoid situations which will cause you excessive casualties especially in making frontal assaults on strong points or in allowing a unit to be attacked by 2 or more enemy units.

Take heed of your corps commanders' advice until you know the game better, it should help avoid excessive casualties.

Whilst the simulation accurately reflects the initial problems that faced Napoleon historically, it has been adapted to cater for divergent strategies both for the player and the computer opponent. In other words it is a simulation, not a duplication, of history.

Historically the French army's greatest asset was its ability to fight a battle of manoeuvre and the player will find this more successful.

This facilitates a battle of manoeuvre and allows the player to create a great deal of variety between games. Simply put, the player will get out of this game as much as he is prepared to put in.

When an attack succeeds exploit that success, when in difficulty use defensive terrain as effectively as possible.

Use relatively strong units to greatest effect throughout the simulation by moving them from one critical point to another as quickly as possible.

The best strategies to use are those most readily adaptable to meet changing circumstances.

The computer opponent has four opening options all of which will make use of the facility of giving secret orders. A legitimate role for your cavalry can be as scouting units to report on the location of enemy units. Cavalry are rather weak and headstrong bear this in mind when you are offered advice by their commander.

Austerlitz demands a more defensive approach than Waterloo, seek to reinforce and defend strong points against which the enemy force can be worn down. Choose your moment carefully before attacking to allow your units to have decisive advantages over the enemy. The messages from your corps commanders will assist you in choosing the right moment to strike. There is no physical target for you to capture your main aim must be to inflict maximum casualties, whilst minimising your own losses.

# Acknowledgements

# Bibliography

If you would like to read further about Napoleon or the composition and uniforms of Napoleonic armies, then the following books are recommended, although we are unable to guarantee their current availability.

| TITLE | AUTHOR | PUBLISHER |
| --- | --- | --- |
| Napoleon | Felix Markham | Weidenfeld & Nicolson |
| A Military History of the Napoleonic Wars | Elting and Esposito | AMS Press, New York |
| L'Uniforme et Les Armes des Soldats du Premier Empire | L. & F. Funcken | Casterman (English language edition is available) |
| Europe and the French Imperium 1799-1814 | Geoffrey Bruun | Harper Torchbooks (Paperback) |
| Napoleon For & Against | Pieter Geyl | Jonathan Cape |

# Warmaster Wargames from Lothlorien

If you have enjoyed playing 'Austerlitz' and, like Napoleon have scored a decisive victory at the site of one of his great triumphs, then you may wish to test yourself at the site of his last defeat. 'Waterloo' the companion game to 'Austerlitz' is also available from Lothlorien again being programmed by Ken Wright.

Other titles available include:-
    Confrontation
    Confrontation Scenarios Volume I
    Confrontation Scenarios Volume II
    Overlords
    Redcoats
    *Battle Builder
    *Arena
    *The Bulge (The Battle for Antwerp)

Adventure Games: Special Operations, Masters of Serebal, Time Sanctuary.

*If you would like further details of Lothlorien wargames or would like information about free membership and other benefits of the Warmaster Club, then please write to Lothlorien at 56A Park Lane, Poynton, Cheshire SK12 1RE.*

*Lothlorien games published by Argus Press Software.

# LOTHLORIEN

- ● Welatitz
- Bosenitz ●
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- Holubitz ●
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- Girschkowitz ●
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- ● Puntowitz
- ● Pratzen
- ● Kobelnitz
- ● Marxdorf
- ● Sokolnitz Castle
- Sokolnitz ●
- Greater Hostjeradek ●
- Kleiner Hostjeradek ●
- Augezd ●
- ● Tellnitz
- Satschan