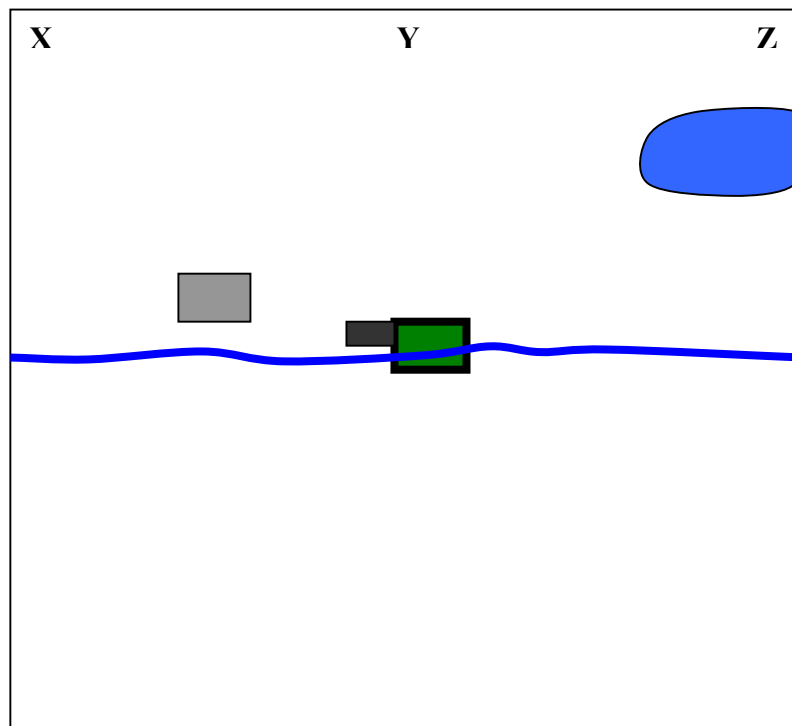


DBN Scenario

The Attack on Sokolnitz at the Battle of Austerlitz - 2 December 1805

This small scenario recreates the initial Allied attack at Austerlitz. The Allies attack onto the weak French right flank in the early hours of a frozen and very foggy morning, attacking from the South and Pratzen Heights. The game is fought on a 2' x 2' area. The lake and stream are frozen and are Bad Going for Cavalry and Artillery. The stream affords +1 to the defender of the bank in Close Combat. The light gray area is the village of Sokolnitz and is classed as a NLF, the dark gray square is Sokolnitz Castle and is classed as a Strong Point. The green area is the walled 'Pheasantry' and is classed as a NLF .



French Forces: 1 x CinC; *Marshal Davout* (+1 CAP)
1 x Div Cdr; *General Legrand* (800paces)
1 x Ms
2 x LI (one is the *Tirailleurs du Po & Corse*)
1 x LC
1 x FA

Reinforcements: @ Corner X from turn 6, 2 x Ms, 1 x LC, CinC *Davout*.
@ Corner Z from turn 8, 1 x Ms, 1 x LC.

Allied Forces: 1 x CinC; *General Buxhowden* (Russian) (-1 CAP)
1 x Div Cdr; *General Kienmayer* (Austrian) (800paces -1 CAP)
1 x Ms (Russian Grenadiers)
2 x Ms (Russian)
1 x LI (Russian)
2 x LI(M) (Austrian Grenzer)
2 x LC (Austrian, one is 'Superior' the 'O'Reilly 3rd Cheveau-Leger)
1 x IC (Cossacks)
1 x HA(M) (Austrian)

Reinforcements, from the southern table edge from turn 6:
2 x Ms (Russian)
1 x LC (Russian)
1 x FA (Russian)

Deployment:

French deploy in the fog first, up to 1200paces in from the northern table edge along the stream line.
Allies deploy 800paces in from the southern table edge. Allies move first.

Morning Fog:

The morning fog had a great influence on the way the battle was fought; therefore this is reflected in the rules as follows.

All units are initially classed as being in the fog, therefore all French units (*excluding the Commander*) need not be initially deployed onto the table, until they move or an enemy unit moves within 200paces.

No unit in the fog may move or fire more than 200paces per game turn.

From Game Turn 3 the fog is reduced to 600paces out from the East/West stream, 400paces from Turn 4, 200paces from Turn 5 and then totally disperses from game Turn 8.

Also for Command Radius purposes, the fog restricts Line of Sight.

Command & Control:

French;

Legrand initially acts as CinC with the CAP dice until *Davout* arrives and takes over the CAP dice throw.

Legrand then becomes a Super-Numery Commander with no CAP dice, no Radius and with 1 intrinsic CAP.

Allies;

The CinC *Buxhowden* can only directly command Russians. *Kienmayer* can only command the Austrians and the Cossacks. *Buxhowden*, as CinC can allocate CAPs to *Kienmayer*.

Allied Troops National Characteristics:

All Russian Muskets (Ms) have a maximum Firing Range of 100paces and are classed as 'Stoic'.

Excluding Grenadiers, all other Russian Infantry conduct Fire Combat as Militia Class.

The Russian Grenadiers Close Combat as Elite.

The Austrian LI(M) (Grenzer) close combat as Line/Regular Class.

Cossacks have 1 intrinsic CAP per turn.

Corners X and Z:

For ease of gaming purposes no Allied unit can move within 300paces of Corner X or Z until the French units at those points are on the table.

Victory Conditions:

French must achieve 6 VP to win, Allies must achieve 5 VP.

With 2 extra VP for the capture of Point 'Y'.

Note:

The use of cotton wool to mark the foggy area is very useful and adds to the atmosphere.