

KÖNIGGRÄTZ '66

The Austro-Prussian War Battle Game



RULES OF PLAY

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1.0 INTRODUCTION

“About 8 a.m. a burst of cheering announced the arrival of the King of Prussia on the battlefield, and a few moments later he made his way to the Hill of Dub. There he received from Prince Frederick Charles a full account of the situation, and at once gave orders for the whole of the 1st Army to advance and occupy the line of the Bistritz.”

—Lieut. Col. Neill Malcolm, D.S.O. Extract from page 107, *BOHEMIA. 1866*

Königgrätz '66 is a game covering the decisive battle of the Austrian-Prussian War. It was on this battlefield where three Prussian armies converged and fought the Austrian and Saxon armies for dominance of Germany. One player controls the Prussians and the other controls the Austrian and Saxon forces.

The following abbreviations are used in these rules:

CRT: Combat Results Table
 DR: Defender Retreat
 EZOC: Enemy Zone of Control
 LOS: Line of Sight
 MA: Movement Allowance
 MPs: Movement Points
 TEC: Terrain Effects Chart
 TM: Tactical Movement
 TQ: Troop Quality
 VP: Victory Point
 ZOC: Zone of Control

2.0 CONTENTS

2.1 Inventory

A complete game of *Königgrätz '66* contains:

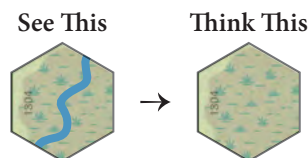
- 2 Map sheets, each 22" x 30"
- 3 counter sheets
- This rule booklet
- Two 6-sided dice
- Five Setup and Reinforcement cards
- One Scenario (Swiep Wald) Map card
- Two identical CRT/TEC player aid cards

2.2 The Map

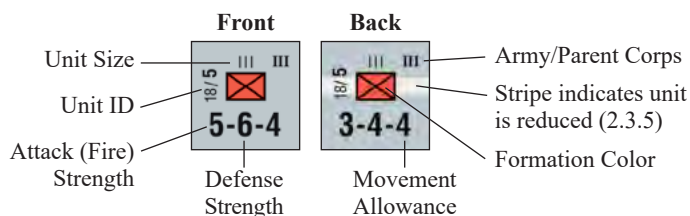
(2.2.1) Scale and Terrain: Each hex represents an area approximately 400 yards across. Consult the Terrain Effects Chart (TEC) for a complete list of the map's terrain.

(2.2.2) Hex Terrain Classification: In hexes where there is more than one terrain type, the terrain in the center of the hex determines what terrain is used on the TEC.

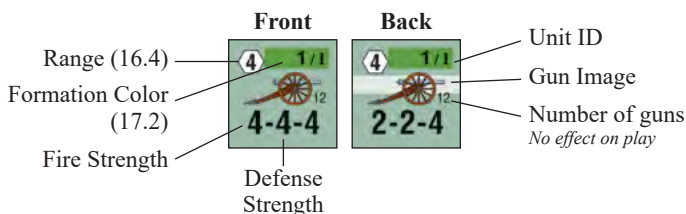
(2.2.3) Rivers that Flow Through Marsh Hexes: Ignore rivers that flow through a Marsh hex; the terrain effects of the Marsh adequately cover the river.



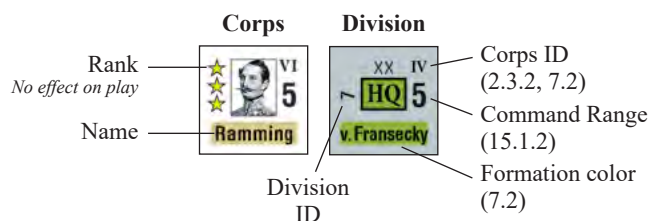
Sample Infantry Unit



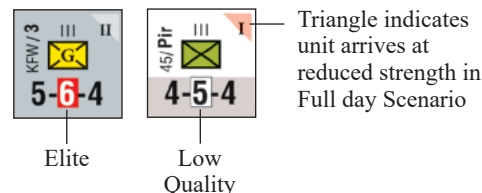
Sample Artillery Unit



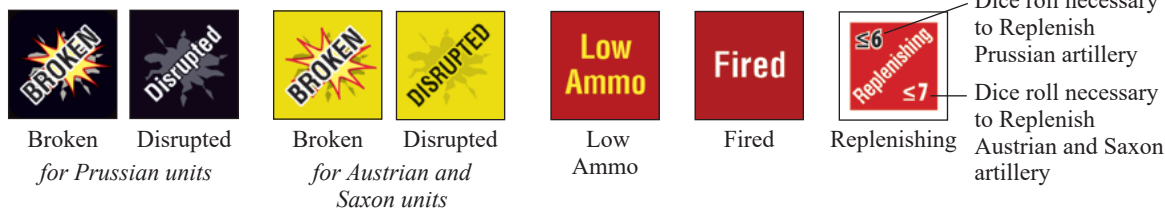
Sample Leader Units



TQ Indicator (2.3.2)



Sample Markers



2.3 The Game Pieces

(2.3.1) Types: There are three types of game pieces:

- **COMBAT UNITS:** Any unit with a Defense Strength.
- **LEADERS:** Any unit with a Command Range. HQs are Leaders of their division.
- **MARKERS:** These are simply play aids and status indicators.

(2.3.2) How to Read the Units

Attack Strength: The strength of the unit when attacking.

Defense Strength: The strength of the unit against Assaults.

Movement Allowance (MA): The maximum number of Movement Points (MPs) the unit may expend for movement.

Unit ID: The actual name or number of the unit.

Corps ID: The army corps the unit belongs to.

Troop Quality (TQ): Indicates the unit's training and current effectiveness. All units with their Defense Strength in a red box are Elite. Those with their Defense Strength in a white box are either Low Quality units or regular troops with reduced effectiveness. All other units are normal. This rating is used for the following purposes:

- Morale Check (10.4)
- The Recovery Roll (12.4.2)

Unit Size:

II = Battalion	III = Regiment	X = Brigade
XX = Division	XXX = Corps	XXXX = Army

(2.3.3) Summary of Unit Types: This is important for determining the cost to move into each hex.

	Infantry*		Cavalry
	Jaeger*		Heavy Cavalry
	Grenadier*		Artillery
	Division Headquarters (Leader)		

* = Infantry type

(2.3.4) Unit Colors: The background color of a unit denotes its nationality or army.

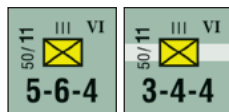
Prussian Units

	gray	1st Army
	gray-green	2nd Army
	blue-gray	Army of the Elbe

Austrian Units

	white	Austrian
	yellow	Saxons

(2.3.5) Steps: Units have either 1 or 2 steps. The reduced side is emphasized with a wide stripe across the counter.



The two steps of the Prussian 50th Regiment from the 11th Division.

3.0 SEQUENCE OF PLAY OUTLINE

A. THE PRUSSIAN PLAYER-TURN

1. The Initial Phase

Check to see if any friendly formation is released from their Movement Restrictions (20.1, 20.2).

2. The First Combat Phase

The Prussian player may Fire (8.2, 8.3) some, none or all his artillery and infantry-type units that are in Good Order. Prussian infantry and Cavalry units may Assault (8.5, 14.3) adjacent enemy units instead of firing on them.

3. The Movement Phase

The Prussian player may in any order move (5.0) some, none or all his units. Infantry and Artillery Units that Fired or conducted an Assault in the First Combat Phase may not move. Reinforcements arrive during this phase.

4. The Defender's Chaos Phase (19.2.1)

The non-phasing player randomly draws three Prussian Chaos chits and then rolls for Chaos for each. Apply the results immediately after each roll.

5. The Defender's Combat Phase

The non-phasing player may fire some, none or all his artillery and infantry-type units that are in Good Order. Good Order Infantry and Cavalry units may Assault if they do not fire.

NOTE: Units that fire, cannot advance after combat (13.1.1).

6. The Second Combat Phase

Similar to the First Combat Phase except any unit that Fired or Assaulted in the First Combat Phase may not Fire or Assault in this phase (with the exception of Cavalry which can Assault/Charge in every friendly Combat phase). See also Mandatory Assaults (8.6).

7. The Fired Marker Phase (5.5)

Players remove all Fired markers from their units, both Prussian and Austrian.

8. The Replenish Artillery Phase

STEP 1: The Prussian player rolls for Replenishing (17.3) of all *Good Order* Prussian Artillery units that have a Replenishing marker.

STEP 2: Flip all Low Ammo markers to their Replenishing side on all *Good Order* Prussian Artillery units (17.2). These units may roll for Replenishing in the next friendly Player Turn.

9. The Recovery Phase (12.4)

The Prussian player may Recover all friendly on map units that are Disrupted or Broken and not in an EZOC. Those in an EZOC must roll for Recovery (12.4.2).

10. The Phasing Player's Chaos Phase (19.2.2)

The Prussian player randomly draws three Austrian Chaos chits and then rolls for Chaos for each. Apply the results immediately after each roll.

11. The Collapse Phase (19.4)

The Prussian player checks for the Collapse of up to three “clusters” of Austrian Disrupted/Broken units. There is a limit of one Collapse per Player Turn.

B. THE AUSTRIAN PLAYER-TURN

Identical to the Prussian Player Turn except exchange the word Prussian for Austrian and vice-versa.

C. VICTORY CHECK PHASE

Automatic victory is checked at this time (21.1) or check Victory after the last turn of a scenario.

4.0 STACKING

4.1 Stacking Limits

Stacking refers to the placing of more than one Combat Unit in a hex. The Stacking Limit for both sides is two units per hex, plus any one Combat Unit with a printed Defense Strength of 2. Different unit types may stack together.

4.2 Stacking Restrictions

The stacking limit can only be exceeded during the course of Movement, Retreat, and Advance After Combat. The stacking limit must be strictly observed at the completion of all Movement and Combat Phases. The Phasing Player must correct all stacking violations at these times by eliminating enough units from the hex to satisfy the Stacking Limit.

4.3 Enemy Stacks May be Examined

Players may freely examine enemy stacks.

5.0 MOVEMENT

5.1 The Basics

Each unit has a Movement Allowance (MA) which is the normal number of Movement Points (MPs) it may expend for movement during the Movement Phase. Each hex entered costs MPs as specified on the TEC. Movement may be made by individual unit or by stack. If units are moved as a stack, every unit in the stack moves using its own rate. A stack may drop off units as it moves. A unit dropped off may not move any further during that phase. You must complete the movement of one unit or stack before starting to move another. A unit or stack may not enter a hex occupied by an enemy Combat Unit.

5.2 Road Movement

Road Rate: A unit that follows the path of a road or path may use the reduced rate of the road or path being followed.

5.3 Tactical Movement

Tactical Movement does not use MA or MPs and allows a unit to move one or two hexes. Units using Tactical Movement must abide by all the other rules of movement, specifically:

- Must stop upon entering an EZOC (6.2).
- May not cross a prohibited hexside or enter prohibited hex.

DESIGN NOTE: This rule is to make the game easier to play—no need to count MPs if you are just going to move the unit one or two hexes (even if that exceeds the units Movement Allowance).

5.4 Effects of Terrain on Movement

(5.4.1) Marsh, Rivers and Streams:

- **Marsh:** Artillery and Cavalry units may not enter a Marsh hex unless moving along a Road or Path, all other units pay 3 MPs to enter.
- **Minor River:** Infantry pays +2 to cross, Cavalry pays +3 to cross and Artillery may not cross.
- **Streams:** These flow through the middle of a hex. Artillery pays 2 MPs to enter a hex containing a Stream unless moving along a Road or Path, all other units ignore Streams.

(5.4.2) Bridges: All bridges across the Bistritz River, except the bridge at Nechanitz (hex 1301), cost one extra MP to cross, the Nechanitz bridge costs 2 extra MPs to cross. In addition, no more than **three** Combat Units per bridge may use the bridge across a Bistritz hexside each Movement Phase, all other units wishing to cross at that hexside can still cross by paying the river hexside cost as if the bridge did not exist.

DESIGN NOTE: This rule is to reflect traffic jams that occurred at these bridges. The bridge at Nechanitz was especially bad since the entire Army of the Elbe (along with ammunition wagons and baggage) had to cross a partially damaged bridge. The other bridges on the map do not cost extra MPs.

(5.4.3) Woods: Artillery are only allowed in Woods hexes if moving along a Road or Path (e.g. hex 3422). Infantry units pay 2 MPs and Cavalry pays 3 MPs to enter a Woods hex.



EXAMPLES: Unit A moves to a road paying 1 MP then follows the road paying 1/2 MP per hex and +1 MP for crossing a Bistritz bridge. Unit B uses Tactical Movement to move two hexes ignoring all MP cost. Cavalry unit C pays 3 MPs to cross a Minor River.

5.5 Fired Markers

Fired markers are used to indicate the unit has fired in the current Player Turn. Units with a Fired marker may not move. All Fired markers are removed in the Fired Marker Phase.

(8.2.2) Infantry Range: All Infantry type units have a Range of 1 hex—they may only fire at enemy units that are adjacent. They do not double their Attack Strength for Point Blank Fire (16.4).

(8.2.3) Multiple Attackers: A defending hex can be fired on by an unlimited number of units as long as no unit fires more than once. Apply the results of each Fire Combat immediately before resolving the next Fire Combat. A stack does not have to combine its strength before firing, the owning player may fire each unit in the stack separately.

(8.2.4) Procedure: Follow this procedure for each Fire Combat:

STEP 1: Select the target hex and add up the total Attack Strength of the firing units.

STEP 2: Find the Fire Table column with this value and roll two dice. The dice roll applies to all units in the hex.

STEP 3: Cross reference the modified dice result with the Fire column to find the result of the Fire Combat. Note that some defending units in the hex may have different modifiers (9.2).

STEP 4: Implement the result (if any) on the target. If the defending unit(s) must retreat (11.0)—do that now.

STEP 5: Mark all units that fired with a **Fired** marker. They may not fire again this Player Turn.

Fired

(8.2.5) Infantry Fire and Advance After Combat: Units that Fire in the First or Second Combat Phase and force all defenders in the hex to retreat may Advance After Combat (13.0) into the defender's vacated hex.

8.3 Artillery Fire Combat

(8.3.1) Restrictions: Artillery units may only fire in the First Combat Phase and in the Defender's Combat Phase—not in the Second Combat Phase. Artillery must have a Line of Sight (LOS) to the target hex (8.4).

(8.3.2) Combined Artillery Fire: Up to two Artillery units that are part of the same Formation (7.0) may combine their Attack Strength together and Fire at the same hex as long as they are stacked together or adjacent to one another. Artillery may not combine their Attack Strength with infantry.

(8.3.3) Range Effects on Fire Strength: See 16.4.

(8.3.4) Low Ammo: If doubles are rolled on the Fire Table, then all Artillery units that fired in that Fire Combat are marked Low Ammo (17.0). Such units may only fire at adjacent enemy units (Point Blank [16.4, 17.1.2]) until the marker is removed.

**Low
Ammo**

8.4 Line of Sight (LOS)

DESIGN NOTE: The terrain of the battlefield was gentle rolling hills, much like Gettysburg, Pennsylvania.

(8.4.1) General Principles: Artillery units may only fire at targets they can see. To determine this draw a straight line from the center of the firing hex to the center of the target hex. The LOS is blocked if the line enters any hex containing Blocking Terrain (see 8.4.2). Use these basic principles when determining LOS:

- A) Units always have a LOS to an adjacent hex.
- B) **RECIPROCAL CONDITIONS:** If Unit X can see Unit Y, then Unit Y can see Unit X. If Unit X cannot see Unit Y, then Unit Y cannot see Unit X.
- C) Ignore the terrain in the firing unit's and the target unit's hex. Only terrain in the intervening hexes apply to LOS.

(8.4.2) Blocking Hexes: Assume terrain completely fills the hex (100%)—don't use the perimeter of the terrain art within the hex. The illustrations below demonstrate the LOS rules. Reciprocal conditions apply to all examples.

Key:

  = Friendly unit,   = Enemy unit

No = Friendly (blue) artillery has no LOS to that target

Yes = Friendly (blue) artillery has a LOS to that target



A. Villages, Castles, Farms, Orchards, Woods, and Combat Units are Blocking Terrain. *Leaders by themselves do not block LOS.*



B. LOS is blocked if a higher elevation is between the firing unit and the target.



C. LOS is not blocked if the firing unit is on a higher elevation than the Blocking Terrain. Artillery does not need to be on the edge of an elevation drop to see their target.



D. **DANGER OF FRIENDLY FIRE:** Artillery may not fire *over* friendly units if they are adjacent to the target, even if the target is on a higher elevation than the adjacent friendly units.



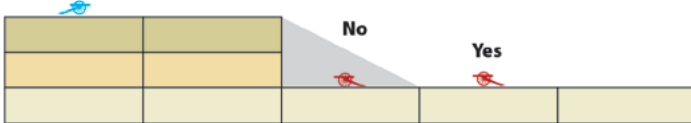
E. Woods are considered higher than Villages but not higher than an elevation increase.



F. Woods would not block LOS in this example.



G. Woods cast a 1-hex shadow of protection to the hex directly behind them, no matter how much higher the firing Artillery unit is.



H. A Steep Slope (a drop in two elevation levels) also casts a 1-hex shadow of protection to the hex directly behind it if the firing unit is not adjacent to the target.



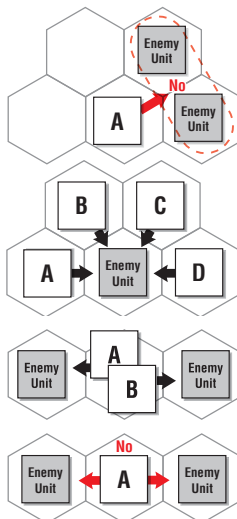
J. If the LOS passes along the hexside of a Blocking Hex the LOS is not blocked unless the opposite side is also blocked. *In the example above the Prussian Artillery unit can fire at A, but not B.*

8.5 Assault Combat

(8.5.1) General Rule: Instead of firing at an adjacent target, Infantry and Cavalry units may Assault an adjacent hex. If only Cavalry units are participating then the Assault is referred to as a Charge (14.3). If the defender is eliminated or retreats, the attacking units that participated may advance (13.1.2, 14.3.5).

(8.5.2) Multi-Hex Assault:

- The attacker may Assault only one hex at a time; he may not target two or more hexes in a single combat.
- A defending unit or stack can be attacked from up to six different adjacent hexes.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.
- No unit may split its Attack Strength to attack a second hex in a separate attack.



(8.5.3) Restrictions:

- Units from different Formations may not combine their strength to Assault the same hex.
- Artillery may not Assault. Cavalry may combine with Infantry to assault a hex if both are from the same formation.

(8.5.4) Procedure: Follow this procedure for each Assault:

STEP 1: Select the units that will Assault and indicate the target hex. The target hex must contain defending units.

STEP 2: First apply Assault Strength Modifiers (9.3.1) and then compare the combined Attack Strength of the attacking units against the total Defense Strength of the defending units and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward so the denominator is 1. The odds ratio can be higher than 6-1.

EXAMPLES: A 7 to 2 would be a 3:1, 9 to 4 = 2:1, 6 to 4 = 1:1, and a 5 to 6 = 1:2.

STEP 3: The odds column used can be shifted right or left on the table depending on Assault Column Shifts (9.3.2). If after applying column shifts the odds are higher than 6-1, then use the 6-1 column; and if lower than 1-3 then use the 1-3 column.

STEP 4: After taking column shifts into account, two 6-sided dice are rolled, and added together, and the results are implemented. Players immediately remove any step losses (10.2), perform Retreats (11.0), and Advance After Combat (13.0).

8.6 Austrian Stosstaktik (Shock Tactics)

Note, the rule applies to Austrian "regiments" only—Austrian Jaeger battalions and all Saxon and Prussian units are exempt.

A full-strength, Good Order Austrian Infantry type regiment that did not attack in the First Combat Phase **must** Assault (instead of Fire) in the *Second Combat Phase* if it is adjacent to a hex containing one or more Prussian non-Cavalry units. Mandatory Assaults don't apply in the First Combat Phase. The mandatory Assault does not apply if:

- The hexside they will assault across is a Redoubt, River, Bridge, or up a Steep Slope. *That type of attack is usually not a good idea and soldiers know it.*
- The hex they currently occupy contains friendly artillery. *Soldiers would not abandon their artillery.*

The exceptions above release them from the mandatory Assault but the Austrian player may still do a voluntary Assault across those hexsides. The Austrian player may combine units of the same Formation for the mandatory Assault if he wishes or have them attack separately. There is no limit to the number of Assaults against the same hex, but no unit may Assault more than once per combat phase.

DESIGN NOTE: The Stosstaktik was often used by fresh Austrian troops when entering combat. The tactic often failed against the Prussians and so Austrian troops soon learned to avoid it.

9.0 COMBAT MODIFIERS

9.1 Halving

A unit can never be halved more than once. When halving, always halve by individual unit (not stack) and round any fractions up to the next higher whole number.

EXAMPLE: A stack of two units each with an Attack Strength of 3 that are halved would have a combined strength of 4 ($2 + 2 = 4$).

9.2 Summary of Fire Modifiers (cumulative)

- 2 Prussian Infantry Fire (the Needle Gun)
- +2 Target is in a Woods, Village, or the Sugar Factory hex*
- +1 Target is in a Castle, Orchard, or Farm hex*
- 1 Target is in a Marsh hex
- +1 Redoubts (20.3)
- 1 Target is a Cavalry unit (not Horse Artillery)
- +1/-1 Firing up/down Steep Slope (infantry fire only)

*Artillery units do not receive terrain DRMs when attacked by Fire Combat, except in Redoubts.

EXAMPLE: A Prussian Infantry unit (-2) firing on an Austrian Infantry unit in the Woods (+2) would have a net modifier of 0.

9.3 Summary of Assault Combat Modifiers

(9.3.1) Assault Strength Modifiers:

- Attacking across a Minor River = Attack Strength halved
- Attacking up a Steep Slope Hexside = Attack Strength halved
- Attacking across a Redoubt Hexside (into a Redoubt hex) = Attack Strength halved
- Defending unit is Disrupted = Defense Strength halved
- Defending unit is Broken = Defense Strength is zero*

*The only way a Broken unit could be in the defending hex is if it is stacked with an unbroken unit (12.3).

(9.3.2) Assault Column Shifts:

- 1R Cavalry Charge Bonus (14.3.4).
- 1R If the attacker has a unit participating (contributing Attack Strength) with a higher Troop Quality (TQ) rating than all units in the defender's hex.
- 1L Defender's hex contains an Infantry unit in a Village, Farm, Castle, Orchard, Sugar Factory, or Woods hex
- 1L If the defender has a unit participating with a higher TQ than all participating attacking units (a Disrupted defending unit may be used).



EXAMPLE: Two Prussian units assault the Austrian unit in the Woods. The Prussian 18/5 Regiment is halved attacking across the river. Odds are 8 to 5 = 1-1, with a Column shift left for the defender (Woods) and a column shift right for the attacker (better Troop Quality). Final odds remain at 1-1.

10.0 COMBAT RESULTS

10.1 Explanation of Combat Results

(10.1.1) Fire Combat Results

D = Disrupted: All units in the target hex become Disrupted (12.2). Any unit in the hex already Disrupted is degraded to Broken. Any unit in the hex already Broken will Rout (12.1.4). Units that become Broken (12.3) or Rout must Retreat two hexes.



A = Attrition: One unit in the target hex loses 1 step (attacker's choice). No Disruption or Retreat.

R = Retreat: All units in the target hex become Broken and must retreat two hexes. Units already Broken will Rout (12.1.4).

H+ = Hit: One unit in the target hex loses 1 step (attacker's choice). Surviving units become Broken and must Retreat two hexes. Any unit in the hex already Broken will Rout (12.1.4).

M = Morale Check: All units in the target hex must make a Morale Check (10.4). Units that fail the Morale Check degrade their Morale Level by one (12.1).

SPLIT RESULTS: Artillery and Cavalry have different DRMs than Infantry, so if they are in the same hex as Infantry there could be two different results on the Fire Table. If this is the case, apply the results separately (i.e., the artillery result does not apply to the infantry and vice versa).

(10.1.2) Assault Combat Results

D1: One unit in the target hex loses 1 step (defender's choice). Surviving defending units become Broken and must Retreat two hexes. Units already Broken will Rout (12.1.4).

DR: All defending units in the target hex become Broken and must Retreat two hexes. Units already Broken will Rout.

DRX: Both sides lose 1 step (opposing player's choice). Surviving defending units in the target hex become Broken and must Retreat two hexes. Units already Broken will Rout.

A1/DR: The attacker loses 1 step (his choice). Surviving defending units in the target hex become Broken and must Retreat two hexes. Units already Broken will Rout.

EX: Each side loses 1 step (opposing player's choice). No Retreat.

AD: All attacking units become Disrupted. No Retreat.

A1: The attacker loses 1 step (his choice), and all his participating units become Disrupted. No Retreat.

10.2 Selecting Step Losses

(10.2.1) Who Picks: The owning player always selects his step loss unless the result was H+, DRX, EX.

(10.2.2) Selection Restriction: Step losses must come from a unit that contributed attack or defense strength to the battle.

10.3 Indicating Step Losses

Flipping a unit over to its back side indicates the unit has suffered a step loss. If it is a 1-step unit, or a 2-step unit that is already flipped, then it is eliminated.

10.4 Morale Check

(10.4.1) Procedure: If a unit or stack is required to make a Morale Check, then roll two dice, use DRMs and apply that same dice result to all units in the stack—if the modified dice roll is **7 or less** then the unit passes. If the modified dice roll is **greater than 7** then the unit fails its Morale Check and has its Morale degraded by one level (12.1). Any unit that degrades to Broken or Routs (12.1.4) in a Morale Check triggered by a Fire Combat result must immediately retreat 2 hexes. Routing units that fail their Morale Check lose 1 step (12.3).

(10.4.2) DRMs: Use the following modifiers when making a Morale Check:

- 1 The unit is Elite
- +1 The unit is Low Quality

PLAY NOTE: A Leader has no effect on a Morale Check in the Combat Phase—only during the Recovery Phase.

11.0 RETREATS

11.1 Retreat Procedure

(11.1.1) Length of Retreat: When called upon to retreat by the Fire or Assault Table, defending units must abandon the hex and be retreated by the owning player two hexes. See Retreat to Covering Terrain (11.3.3) for a method to reduce a retreat to one hex.

(11.1.2) Retreat Direction Guidelines: All retreats must follow the guidelines below. The guidelines are listed in order of priority (#1 takes priority over #2, etc.).

1. Retreat to any hex that does not cause elimination (11.2).
2. EZOCs: Each hex of the retreat should avoid EZOCs, including those hexes containing friendly units. If not possible, this restriction may be ignored, but see the 2nd and 3rd bullet points of 11.2.
3. DISTANCE: Each hex of the retreat must move the retreating unit farther away from the hex where it started its retreat.
4. ENDING HEX: If possible, avoid ending the retreat in a hex within 2 hexes of an enemy unit that has a LOS to that hex.
5. If possible, retreat to a **vacant hex (one without Combat Units)**. If not possible, retreat to a hex that already contains friendly units.
6. STACKING: A stack of units forced to retreat should retreat as a stack and not split up. Units may not end their retreat in violation of Stacking Limits. If this is not possible, then those units in excess of the Stacking Limit (and were part of the retreat) must retreat one additional hex. The maximum retreat is 3 hexes.

(11.1.3) Retreating Through Friendly Units: A unit or stack can retreat into or through friendly units without penalty to either the retreating units or those that were not retreating.

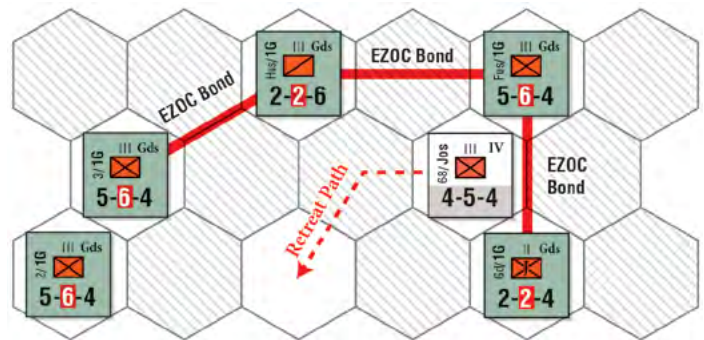
(11.1.4) Retreat and Artillery Units: Field Artillery units (16.1.1) never retreat when attacked by an Assault—they are eliminated instead. Horse Artillery may retreat due to Assault combat. Both Field and Horse Artillery forced to retreat due to Fire Combat retreat normally. Also see 11.3.2.

11.2 Elimination Due to a Retreat

Units are eliminated if they retreat:

- Into a hex occupied by an enemy unit.
- Into two consecutive vacant hexes in an EZOC.
- Between two enemy Combat Units that are two hexes apart—assume there is an “EZOC Bond” between them that prevents the retreating unit from crossing. See illustration below.
- By stopping in an EZOC.
- A unit may retreat one additional hex if that will save it from elimination, but this does not allow a unit that has retreated through two consecutive vacant hexes in EZOCs to survive.
- Off the map.
- Into or across terrain Prohibited for Movement.

In all cases above, friendly units that are not part of the retreat negate EZOCs and EZOC Bonds in the hex they occupy.



EXAMPLE: Prussian ZOCs are indicated with slashed lines. The Austrian unit has to Retreat 2 hexes and may not cross an EZOC Bond or end its Retreat in an EZOC.

11.3 Retreat and Terrain

(11.3.1) Prohibited Terrain: Retreat into Prohibited terrain causes elimination (11.2) unless retreating along a Road or Path.

(11.3.2) Rivers and Bridges: Artillery may not retreat across an unbridged Minor River. If a friendly unit occupies the far side of the bridge then a traffic jam is considered to exist at the bridge and the hexside is considered a non-bridged hexside (*artillery may not cross a bridge that has a traffic jam*).

(11.3.3) Retreat to Covering Terrain: Any unit that retreats into a Village or Woods hex that is not adjacent to an enemy unit has the option to stop and end their retreat (the unit is still Broken per the Fire/Assault result, and Routed units must still make a Morale Check to see if they lose a step).

11.4 Assaults Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an Assault in the same Combat Phase, the retreated units do not add their Defense Strength to the combat, may not be selected to satisfy a step loss, and, if required to retreat again, are eliminated. This rule does not apply to defending units that retreat again due to *Fire Combat*.

11.5 Retreats and Leaders

Leaders may be picked up by a retreating friendly unit/stack that retreats through the Leader's hex. See 15.4 for Leaders in Combat.

12.0 DISRUPTION AND RECOVERY

12.1 Disrupted, Broken, and Good Order

(12.1.1) In General: Combat Units can have three morale states: Good Order (best), Disrupted (intermediate), and Broken (worst). A unit that is neither Disrupted or Broken is in Good Order.

(12.1.2) How Units become Disrupted: By failing a Morale Check (10.4), as a result of Fire or Assault Combat (10.1) or as the result of a Collapse (19.4).

(12.1.3) How Units become Broken: As a result of Fire or Assault Combat (10.1) or as the result of a Collapse (19.4). Also, any Disrupted unit that suffers another Disrupted result becomes Broken.

(12.1.4) How units Rout: This is not a unit status, it is simply what happens when a Broken unit is Disrupted or Broken again (see 12.3, last bullet). There are no Rout markers—the unit keeps its Broken status.

12.2 Disrupted Effects

- **COMBAT:** May not Fire or Assault. Defends at half strength.
- **MOVEMENT:** Movement Allowance reduced to 2 MPs or Tactical Movement.
- **DISENGAGE:** A Disrupted unit that exits an EZOC must make a Morale Check (10.4) *after* it completes its movement—if it fails then it becomes Broken. The 2-hex retreat normally associated with a Broken result does not apply in this case.



12.3 Broken Effects

- **COMBAT:** May not Fire or Assault. Broken units have their Defense Strength reduced to zero. When a unit becomes Broken it must retreat 2 hexes (exception: Disengage [12.2]).
- **ZOC:** Broken units have no ZOC and do not stop or slow enemy movement or Advance After Combat.
- **MOVEMENT:** Movement Allowance reduced to 2 MPs or Tactical Movement.
- **DISENGAGE:** They do not make an Morale Check when exiting an EZOC.
- **INVOLUNTARY MOVEMENT:** If an enemy unit moves or advances adjacent to a Broken unit, and that Broken unit is not stacked with a friendly unit that is not Broken, then it immediately



Routs (see Rout below). The moving/advancing unit may then continue its movement/advance without delay. The same applies if a Broken unit finds itself adjacent to an enemy unit after other units it was stacked with are eliminated or move away.

- **ROUT:** When a Broken unit suffers another Disrupted or Retreat result, or its Morale is degraded, or if an enemy unit moves or advances adjacent to it and the Broken unit is not stacked with a friendly unit that is not Broken, then it retreats 2 hexes and makes a Morale Check (10.4)—if it fails the Morale Check it loses 1 step. If a stack of Broken units are Routed, use only one Morale Check dice roll for the stack and apply it to each unit. It is possible that every Broken unit in the stack could lose a step.

EXAMPLE: A stack of two Broken units (one that is Low Quality and the other is regular) suffers a Retreat result from artillery fire. The stack is retreated 2 hexes (per the rules of 11.0) and makes a Morale Check. If the dice roll is 7, then the Low Quality unit loses a step while the other does not.

12.4 Recovery Phase

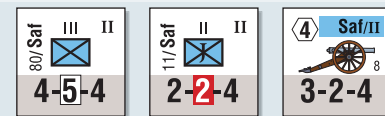
(12.4.1) Automatic Recovery: During the Recovery Phase all friendly Combat Units that are Disrupted or Broken and are not adjacent to an enemy unit automatically recover one Level—Disrupted markers are removed and Broken becomes Disrupted. See also 20.4.

PLAY NOTE: In situations where there are a lot of Disrupted and Broken units on the map, players should Recover the Disrupted units first and then Recover the Broken units.

(12.4.2) The Recovery Roll: During the Recovery Phase the phasing player's units that are Disrupted or Broken and adjacent to an enemy unit (in any state of Morale) must roll for recovery. Make a Morale Check (10.4) for each hex containing Disrupted or Broken units and apply that dice roll to all Disrupted/Broken units in that hex. Modify dice roll for each unit by the DRMs listed below. Those units that pass their Morale Check recover one level. Those that don't pass remain in their present state.

DIE ROLL MODIFIERS:

- 1 unit is Elite
- +1 unit is Low Quality
- 2 unit is stacked with or adjacent to their Formation Leader or Army Commander



EXAMPLE: If the Recovery dice roll is 7, then the Jaeger battalion and the artillery battery would recover one level while the Low Quality infantry regiment would not recover.

13.0 ADVANCE AFTER COMBAT

13.1 The Basics

(13.1.1) Advance After Combat in Fire Combat: If all defending units in a hex are eliminated or retreat, then any or all non-Artillery units that participated in the attack (up to the stacking limit) may advance into the defender's vacated hex. Artillery may never Advance After Combat. *Advancing is not allowed after Fire Combat in the Defender's Combat Phase.*

(13.1.2) Advance After Combat in Assault Combat: The same as Advance After Combat in Fire Combat except all defending Field artillery units to be retreated are eliminated instead (16.2). *Advancing is allowed after an Assault/Charge in the Defender's Combat Phase.* See 14.3.5 and 14.3.6 for Cavalry Advance After Combat.

(13.1.3) Advance and Terrain: No unit may advance into a hex or across a hexside that is prohibited to it in normal movement.

14.0 CAVALRY UNITS

14.1 Characteristics

- Suffer a -1 DRM on the Fire Column if fired upon (9.2).
- Cannot Fire, only Assault (14.3).
- Never place a Fired marker on a Cavalry unit—if they attack in the First Combat Phase they may still move in the Movement Phase and even Assault/Charge again in the Second Combat Phase.



NOTE: Cavalry and Heavy Cavalry are treated the same.

14.2 Cavalry Screening

During the Second Combat Phase defending Cavalry Units that are not stacked with Infantry or Artillery have these benefits:

- Treat D1 results as DR results on the Assault Table.
- Treat H+ Results as R (Retreat) results on the Fire Table.

DESIGN NOTE: It is assumed the cavalry units moved sufficiently away from the approaching enemy to avoid serious casualties.

14.3 Cavalry Charge

(14.3.1) In General: When Cavalry units Assault without combining with friendly Infantry units it is called a Cavalry Charge. Cavalry Charges use the Assault Table. A charge can take place in the First Combat Phase, the Second Combat Phase, and in the Defender's Combat Phase. A Charge allows the possibility of a 2-hex Advance After Combat and the Charge Bonus (14.3.4).

(14.3.2) Restrictions:

- Cavalry may not Assault/Charge into a hex or across a hexside that it is prohibited from entering in the Movement Phase.
- Cavalry units from different Formations may not participate in the same Charge.

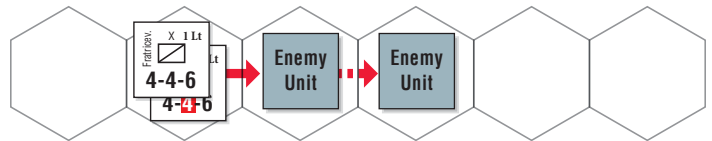
(14.3.3) Cavalry and Infantry Assaults: Cavalry units may combine with Infantry from the same Formation to Assault a hex but they may not earn the benefits of a Charge (14.3.1).

(14.3.4) Charge Bonus: If a Cavalry Charge takes place against a defender in a Clear hex (void of a stream), then the attacking Cavalry units receive a one column shift right on the Assault Table. The Bonus is not received if:

- The defender's hex includes cavalry.
- Friendly Infantry units contribute to the Assault.

This bonus shift applies in all Combat Phases—First, Second, and Defender's. If using the Charge Bonus the Cavalry units **MUST** Advance After Combat (14.3.5).

(14.3.5) Cavalry Advance After Combat: Cavalry units that are involved in a Charge that eliminates or forces the defender to retreat may Advance After Combat up to two hexes or advance one hex and Charge again. The first hex must be into the defender's vacated hex but the second hex may be in any direction (even back to their original hex). Cavalry ignore all EZOCs when advancing after combat. If the Charge Bonus was used the cavalry *must* advance into the vacated hex (and may then stop, charge again, or advance one more hex).



EXAMPLE: The two cavalry brigades Assault the enemy unit and force it to retreat. They may now enter the defender's vacated hex and Assault again the enemy unit in the next hex.

(14.3.6) Cavalry Assault/Charge in the Defender's Combat Phase: A successful Cavalry Assault/Charge in the Defender's Combat Phase is always limited to a one hex Advance After Combat into the vacated hex.

15.0 LEADER UNITS

15.1 Purpose and Command Range

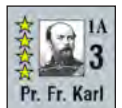
(15.1.1) Purpose: The presence of a Leader will help units under their command avoid effects from the Chaos Table (19.1), and provide a favorable DRM during Recovery and Artillery Replenishing.

(15.1.2) Range: The large number on the right side of each Leader is the Leader's Command Range in hexes. Range may NOT be traced through enemy units or a vacant hex in an EZOC; it is otherwise unaffected by terrain. Units within Command Range of their Leader are considered In Command, otherwise they are Out of Command.

15.2 Leader Unit Properties

Leader Units have the following properties:

- Have an MA of 7 (15.3).
- Have no ZOC.
- Do not block LOS.
- Have no stacking value—any number may occupy a hex.
- May not Fire or Assault.
- May not be selected for a step loss in combat.
- May freely Retreat and Advance After Combat with units they are stacked with.



15.3 Moving Leader Units

All Leaders have an MA of 7. Leader Units move like all other Infantry units and may use the road rate.

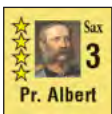
15.4 Leaders in Combat

Leaders are never eliminated, but they may be replaced. If a Leader is in a hex where all friendly Combat Units are eliminated, or the Leader is by himself and an enemy Combat Unit moves, advances, or retreats adjacent to it, then he is repositioned to a hex with a friendly Combat Unit (owning player's choice). To see if the Leader survives—roll a die: on a 1-3 he is flipped to his REPL side; on a 4-6 he survives and does not flip. If a Leader is already on its REPL side then just reposition him to the nearest friendly Combat Unit of his Formation.

15.5 Leader Benefits

- Provide a -2 DRM to Recovery dice rolls for units in their Formation that are stacked with or adjacent to the Leader (12.4.2).
- Provide a -2 DRM to Artillery Replenishing dice rolls if the Leader is in or adjacent to the Artillery unit's hex and is the unit's Formation Leader (17.3.2).
- Units within Command Range of their Leader are protected from most results on the Chaos Table (19.2).

15.6 Commanding Generals

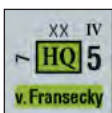


(15.6.1) Army Commanders: Army Commanders have 4 stars. Army Commanders provide the benefits of rule 15.5 to all units in their army. Army Commanders do not

provide benefits to units in different friendly armies; i.e., Benedek provides no benefits to Saxon units and Prince Albert provides no benefits to Austrian units.



(15.6.2) Senior Cavalry Commander: Prince Albrecht of Prussia commands the Prussian Reserve Cavalry Corps comprised of the 1st and 2nd Cavalry Divisions of 1st Army.



(15.6.3) Corps and Division Leaders: Corps Leaders are indicated with 3 stars, while division leaders are represented by an HQ. These Leaders provide the benefits

of rule 15.5 to the units of their formation only. *Prussian HQs are treated as Leaders in all respects.*

(15.6.4) Austrian Cavalry Divisions: These units have no Commanding General other than their Army Commander, treat them as army-level units.



16.0 ARTILLERY UNITS

16.1 Artillery Units in General



(16.1.1) There are two types of Artillery Units—Field and Horse. Horse Artillery is identified with the head of a horse, all others are Field. When only the term “Artillery” is used, then the rule refers to both types.

(16.1.2) Quick Summary of Artillery: Artillery units may not Assault—only Fire. Artillery units may Fire twice per Game Turn—once in the friendly First Combat Phase and again in the Defender's Combat Phase of the opponent's Player Turn. Artillery cannot fire in the Second Combat Phase. When used place a Fired marker on the Artillery unit. The marker is removed in the Fired Markers Phase.

16.2 Properties

- They may not fire in the Second Combat Phase—only in the First Combat Phase and the Defender's Combat Phase.
- Up to two Artillery units may combine together and fire at the same target if they are adjacent or stacked together and are from the same Formation.
- The only favorable Terrain modifier they may use when defending from Fire Combat and Assaults is the Redoubt modifier.
- NO RETREAT: Field Artillery is eliminated if forced to retreat due to an Assault (11.1.4).

16.3 Moving Artillery Units

Artillery units move like any other unit except they may not enter Marsh and Woods hexes, cross unbridged rivers, and pay 2 MPs for each Stream hex they enter (unless moving along a Road or Path).

16.4 Range

Every Artillery unit has its Range printed on its counter. All Ranges of 2 are highlighted in blue. Range affects its Attack Strength:

- POINT BLANK (adjacent): Printed Attack Strength is doubled.
- REGULAR: Artillery unit firing within its printed range—use printed Attack Strength.
- LONG RANGE: All artillery, except those with a range of 2, may fire 2 hexes beyond their printed range at half strength (rounded up). Those with a printed range of 2 may only fire 1 hex beyond at half strength.

DESIGN NOTE: 12-pdr guns (those with a range of 2) were smooth bore and were not effective at long range.

16.5 Artillery Defending in Combat

Artillery units use their Defense Strength if attacked by an Assault or Cavalry Charge. Disrupted Artillery units defend at half strength.

17.0 LOW AMMO

17.1 How it is Earned and the Effects



(17.1.1) How: If doubles are rolled while using the Fire Table then all Artillery units that participated in that fire are marked Low Ammo. Infantry type units never suffer Low Ammo.

(17.1.2) Effects: Artillery units on Low Ammo cannot fire at regular or long range again until the marker is removed. They may fire at Point Blank Range at regular (printed) strength. Low Ammo has no effect on an Artillery unit's MA.

DESIGN NOTE: In this game Artillery units never completely run out of ammo, it is assumed they stop firing at ranged targets and save their ammunition for close range targets.

17.2 Flipping Low Ammo to Replenishing

During Step #2 of the owning player's Replenish Artillery Phase flip all the phasing player's Low Ammo markers to their Replenishing side on Good Order Artillery units. Adjacent enemy units have no effect on flipping Low Ammo markers.

DESIGN NOTE: Low Ammo markers are flipped after rolling for Replenishing—so an Artillery unit can never Replenish in the same turn it becomes low on ammo.

17.3 Removing Replenishing Markers



(17.3.1) Procedure: During Step #1 of the owning player's Replenish Artillery Phase all his Good Order Artillery units with a Replenishing marker may make a removal roll. Roll individually for each unit. Modify the dice roll by the modifiers listed below. If the modified dice roll is **7 or less**, then the marker is removed. If not, the marker remains on the unit and the owning player may try again in his next Replenish Artillery Phase.

(17.3.2) Replenishing DRMs:

- +1 Prussian Artillery*
- −2 Unit is stacked with or adjacent to its Army or Formation Leader.

**DESIGN NOTE: The Prussian armies attacked from the march and so their supply wagons were towards the end of the march columns. The Austrians had been in place for more than three days and had an easier time replenishing their artillery batteries.*

(17.3.3) Restrictions:

- Artillery unit must be in Good Order (12.1.1).
- Artillery unit must be able to trace a Supply Path (17.3.5).

(17.3.4) Replenishing Marker Effects: Same as Low Ammo—they can only fire at Point Blank Range (at printed strength, not double strength). If an Artillery unit with a Replenishing marker moves more than two hexes, or if while firing at Point Blank Range they suffer a Low Ammo result on the Fire Table, then flip the Replenishing marker back to the Low Ammo side.

(17.3.5) Supply Path: A Supply Path is a path of hexes traced from an Artillery unit to its Army Commander or to a friendly Entry Hex. For the Austrian player it can also trace to any hex of Königgrätz. The path may run up to five hexes from the Artillery unit to the nearest road or path, then any distance along roads/paths. The path may not enter any hex or cross any hexside that is prohibited to Cavalry units. Nor may it enter a hex containing an enemy unit or a vacant hex in an EZOC.

18.0 REINFORCEMENTS

18.1 Reinforcements in General

(18.1.1) Arrival: Reinforcements arrive during the owning player's Movement Phase. The number of units that may arrive each turn through the same Entry Hex is indicated on the Reinforcement card. Units may arrive in any order and may use the road rate if entering the map via a road.

(18.1.2) Staggered Arrival: If more than one Combat Unit arrives through the same Entry Hex then the first one receives its full MA, the second unit reduces its MA by one, and the third (if any) reduces its MA by two MPs. None may use Tactical Movement.

EXAMPLE: If three Infantry type units arrive through the same road hex the first unit would receive 4 MPs, the second unit 3 MPs, and the third unit 2 MPs.

(18.1.3) Reinforcement Leaders: A Leader does not count against the "3 units per turn" limit. They arrive at no cost and may use their full MA.

(18.1.4) Army of the Elbe: The three units per turn arrival limit applies to the Army as a whole (Entry Hex A), not to each division.



19.0 CHAOS AND COLLAPSE

19.1 Chaos in General

(19.1.1) Two Chaos Phases: There are two Chaos phases in each Player Turn—one for the defender and one for the Phasing Player.

(19.1.2) Chaos Markers: Each Formation has a Chaos marker. Before the game starts place all the appropriate Austrian Chaos markers (as specified for the scenario) into an opaque cup and place all the appropriate Prussian Chaos markers into a different cup. When a Formation arrives as a Reinforcement or an Austrian Reserve Formation is released place its Chaos marker into the respective cup.

19.2 The Chaos Phases

(19.2.1) The Defender's Chaos Phase: During this phase the defender randomly draws three Chaos markers from his opponent's Chaos marker cup and then rolls a 2d6 on the Chaos Table for each of the three Formations. If the Chaos Table result has an effect it must be applied against a unit within that Formation. Implement the results immediately. At the end of the phase place the three Chaos markers back in the cup.

(19.2.2) The Phasing Player's Chaos Phase: This phase is the same as the Defender's Chaos Phase except the Phasing player will be drawing the Formation markers and applying the Chaos against the defender.

19.3 Explanation of Chaos Table Results

- **MOVE:** A unit in that Formation can be moved two hexes using Tactical Movement.
- **DISRUPT:** A unit in that Formation can be Disrupted. Only Good Order units may be targeted, you cannot degrade units already Disrupted to Broken.

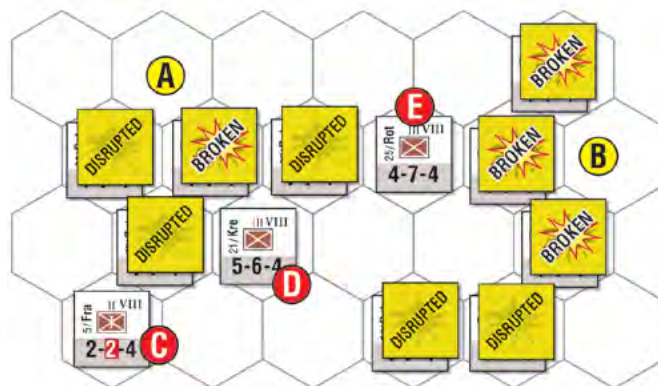
19.4 Collapse

When a cluster of units become Disrupted or Broken they may cause a collapse in morale of that cluster of units plus all units adjacent to the cluster.

(19.4.1) Definition of Cluster: A “cluster of enemy Disrupted or Broken units” is a group of three or more hexes in which each hex is adjacent to at least one other hex in the group, and each hex contains either a Disrupted or Broken unit.

(19.4.2) Procedure: Find up to three Clusters of enemy Disrupted and Broken units (19.4.4) and roll two dice for each. Apply a -2

DRM if the Cluster contains two or more hexes containing Broken units (not all units in the hex need to be Broken). If the modified dice roll is equal to or less than the size of the Cluster (measured in hexes), then all units in that Cluster, plus all of your opponent's units in adjacent hexes to the Cluster, degrade one Level of Morale (12.1). After degrading those units, retreat all *Broken* units in the Cluster 2 hexes. Good Order units that became Disrupted do not retreat.



EXAMPLE: Cluster A has four hexes and would collapse on a dice roll of 4 or less causing units C, D, and E to Disrupt and all 4 hexes of the Cluster to downgrade one Level of Morale. Cluster B has five hexes, three of which contain Broken units which causes the dice roll to be modified by -2. It would collapse on a dice roll of 7 or less.

(19.4.3) Collapse and Rout: All units in a Cluster that are already Broken will Rout (12.3) when their morale level is downgraded (and lose a step if they then fail their Morale Check [10.4]).

(19.4.4) Maximum of Three Checks and One Collapse: No more than three Collapse Checks per phase are allowed and no more than one Cluster can be affected per Player Turn—once one Cluster is affected the others are ignored.

DESIGN NOTE: Since one Cluster can retreat into another Cluster and make that second Cluster totally unrecognizable we have chosen to avoid that situation altogether. One Collapse is enough.

19.5 Demoralization of Formations

(19.5.1) How: Each Formation has a number in the lower right corner of their Formation Eliminated Box. If the number of eliminated Combat Units from that Formation equals or exceeds that number then the Formation is considered to be Demoralized. Count units with a Defense Strength of 2 on their full-strength side as half of a unit.

(19.5.2) When: Demoralization Effects occur immediately. Once Demoralized, a Formation remains Demoralized for the remainder of the game.

(19.5.3) Effects: A Demoralized Formation suffers the following effects:

- Units in a Demoralized Formation cannot Recover.
- Remove the Leader of the Formation and place it in the Formation's Eliminated Box. The Leader no longer helps Replenish artillery, Recover units, or shield units from Chaos results.

20.0 SPECIAL RULES

20.1 Prussian III Corps

(20.1.1) Movement Restrictions: The Prussian III Corps (5th and 6th Divisions) may not move across the Bistritz River (or into a Bistritz Marsh hex) until Released. Artillery units in the corps may fire while the movement restrictions are active.

(20.1.2) Released: The III Corps is automatically released on Game Turn 12 or at the start of any Prussian Player Turn if there are no Austrian units in any of the Woods hexes of the Hola Wald or Swiep Wald. When released they may move without restrictions.

20.2 Austrian Movement Restrictions

(20.2.1) The Austrian Reserves: The Austrian I, II, VI, and VIII Corps, and the five army-level cavalry divisions (1st Lt., 2nd Lt., 1st Res., 2nd Res., and 3rd Res.) may not move until Released. The 1st and 3rd Reserve Cavalry Divisions are released on Turn 5, the other 3 are released on Turn 12, or if triggered by a nearby Prussian unit—whichever occurs first. Each Formation is released separately when the condition occurs for that Formation. Artillery units in the Formation may fire while still in Reserve.

PLAY NOTE: The five cavalry divisions belong to the Army Reserve and their Chaos marker is already in play.

- **AUTOMATIC EARLY RELEASE:** A Reserve Formation is automatically and *immediately* released if a Prussian unit moves within **5 hexes** of any unit of the Formation. The units may move normally in the next Austrian Player Turn. At this time place the Formation's Chaos marker into the Austrian Chaos cup.
- **PRUSSIAN UNIT IS WITHIN 6-10 HEXES:** If a Prussian unit is within 6-10 hexes of an Austrian Formation in Reserve during the Austrian Initial Phase, there is a chance it will trigger the release of that Formation. Check for release by rolling two dice. Take the difference between those two dice (the dice differential) and add 5 to that number—the sum is expressed as X. If a Prussian Combat Unit is within X hexes of any unit in that Formation (LOS does not matter) then that Formation is Released. Place the Formation's Chaos marker into the Austrian Chaos cup, that Formation may move and operate normally starting that turn. Each Formation with a Prussian unit within 6-10 hexes rolls separately.

EXAMPLE: The Austrian player rolls a 3 and a 5 for the Austrian VI Corps. The difference between 3 and 5 is 2, 2+5=7. If a Prussian unit is within 7 hexes of any unit in the VI Corps then that Corps is released. Note that the dice differential can be 0 if doubles are rolled.



(20.2.2) Austrian Army Reserve Artillery: The four Austrian reserve Artillery units (the 10-8-3s) may only move if they start their move within Command Range of Benedek (before Benedek moves) or within 5 hexes of an enemy unit. Their MA is in a blue box as a visual reminder of this rule. There is no restriction on these Artillery units firing.

(20.2.3) North Edge Entry Zones: Austrian units may not block Prussian 2nd Army units from entering the map. There are dashed

red lines printed on the map to indicate this. Austrian units may Fire across the lines but may not move, advance, or Assault across the lines.

20.3 Artillery Redoubts

Artillery Redoubts are a hexside feature—not a hex feature. They provide the benefits listed below only if attacked across the Redoubt hexside.

- **FIRE COMBAT:** +1 DRM against units in the hex. A Redoubt is the only terrain modifier that benefits Artillery units.
- **ASSAULT:** Units attacking across a Redoubt hexside (into a Redoubt hex) have their Attack Strength halved (rounded up).

PLAY NOTE: The redoubts are numbered on the map for historical interest only.

20.4 End of Day Fatigue

On Turns 15 and 16 there is no more automatic Recovery (12.4.1) for units that are not adjacent to an enemy unit—they must roll for Recovery. Units adjacent to an enemy unit suffer a +2 DRM to their Recovery dice roll. Leaders still provide the -2 Recovery DRM per existing rules so would cancel the +2 DRM where appropriate.

21.0 HOW TO WIN

21.1 Automatic Victory

(21.1.1) The Victory Check Phase: Automatic Victory is checked during the Victory Check Phase at the end of each Game. If neither player has won an Automatic Victory at that time then the game continues.

(21.1.2) Prussian Automatic Victory: The Prussian player wins if he has a Combat Unit in Good Order on the road that runs from Wschestar (hex 1825) to Prager Vorstadt (hex 0534), inclusive of hexes 1825 and 0534.

(21.1.3) Austrian Automatic Victory: The Prussian player needs to have at least 3 VPs by the end of Turn 12 or the Austrian player wins an Automatic Victory.

21.2 VPs

Only the Prussian player records VPs. All hexes that are outlined in yellow with a yellow star are worth 1 VP each except Chlum (Benedek's HQ—hex 2522) which is worth 2 VPs. Each Austrian Formation that becomes Demoralized (19.5) gives the Prussian player 1 VP, and each Prussian Formation that becomes Demoralized subtracts 1 VP. If a VP hex is recaptured, the VP is lost until retaken by the Prussian player. Keep track of the current VP total on the VP Track. If the Prussian player has 9 or more VPs at the end of Game Turn 16 he wins the game.

21.3 End of Game Victory

At the end of the game, on-map VP hexes do not need to be controlled by the Prussian player to be counted as a VP—any that are still in Austrian control but cannot trace a Supply Path (17.3.5) back to Königgrätz are counted as Prussian VPs. With this end-game adjustment, if the Prussian player has still not won an Automatic Victory or achieved 9 VPs, then the Austrian player wins.

22.0 OPTIONAL RULES

The following rules can be ignored for the first few times you play the game. Once you become familiar with the game you can add some or all to the game.

22.1 Roads and Enemy Units

Due to enemy skirmishers, sharpshooters, and artillery, all roads cost 1 MP per hex (instead of ½ MP) if the road is within two hexes of an enemy Combat Unit of any type.

22.2 Activating Reserve Formations

When a Reserve Formation is activated it must abide by the following movement restrictions on the first turn of activation. After the first turn it is released from these restrictions.

- Only one unit in the Formation may use its full MA.
- Only one unit in the Formation may use a reduced rate of –1 MP to its MA.
- Only one unit in the Formation may use a reduced rate of –2 MPs to its MA.
- All other units in the Formation may only use Tactical Movement.

DESIGN NOTE: This is to simulate the Formation organizing and moving off in a column.

22.3 Artillery Optional Rules

(22.3.1) Artillery Moving Adjacent: Artillery units that move adjacent to an enemy unit that is either in Good Order or Disrupted will automatically (and immediately) become Disrupted.

(22.3.2) Artillery Long Range Adjustments

- Artillery units increase their **Long Range** by one hex for every two Levels of height advantage they have over the target hex.
- Artillery units decrease their **Long Range** by one hex for every two Levels the Artillery unit is below the target hex. Long Range cannot be reduced below zero.

(22.3.3) Artillery Firing from Woods: If an Artillery unit is in a Wooded Road/Path hex, then no more than 3 Strength Points of artillery (6 guns) may fire out of each hexside, representing the constricted terrain and reduced field of fire. If the Artillery unit's strength is greater than 3, then its strength is reduced to 3. If two Artillery units were stacked in such a hex, one could fire in one direction and the other could fire out of the hex through a different hexside. Point Blank fire may double the 3 Strength Points to 6.



(22.3.4) Horse Artillery: Horse Artillery that did not fire in the First Combat Phase may fire at half strength (round up) in the Second Combat Phase even if they moved. A Horse Artillery unit firing in the Second Combat Phase at Point Blank range would be halved and doubled so it would use its printed Attack Strength. This rule should be used in conjunction with artillery being automatically Disrupted if they move adjacent to an enemy unit (22.3.1).

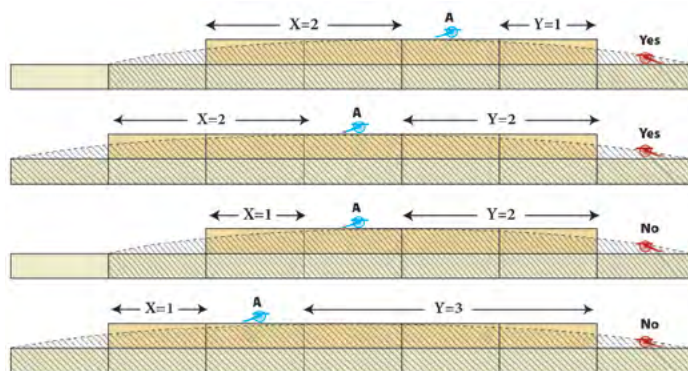
22.4 Optional LOS Restriction

The following rule is provided as a tool to resolving LOS disputes—it will not solve every situation. We encourage players to use common sense and to give your opponent the benefit of the doubt.

If an Artillery unit is firing at a target on a lower elevation, and the LOS passes through “two or more hexes” where the Elevation Level is the same as the Elevation Level of the firing unit, the LOS may be blocked if to the rear of the firing artillery, in a direction that is exactly opposite to the line of fire, the path encounters a lower elevation before it encounters a higher elevation. If it does encounter a lower elevation then apply this formula:

The Artillery unit can see the target if X is greater than or equal to Y. X being the distance to the rear slope and Y being the distance to the forward slope.

DESIGN NOTE: If X is less than Y then it is assumed that the firing Artillery unit is on the opposite side of a gentle slope.



EXAMPLES: In the first two examples X is greater than or equal to Y so Artillery unit A has a LOS. In the last two examples X is less than Y so it does not have a LOS to the target.

If there is a higher elevation to the rear of the Artillery unit then “two or more hexes where the Elevation Level is the same as the Elevation Level of the firing unit” does not block LOS.



EXAMPLE: Artillery units A and B have a LOS to both targets.

22.5 Burning Villages



Any time double 1s or double 6s are rolled in artillery fire against a target in a Village hex, the village is considered set on fire. Place an “On Fire” marker in the hex. When this happens the units in the burning Village must immediately be Retreated by the owning player 1 or 2 hexes (his choice) to a non-Burning hex. The Retreat must abide by the rules of Retreat (11.0). The unit's morale is not reduced unless the unit is moved adjacent to an enemy unit—if it does, reduce the unit by one Morale Level.

During the Victory Check Phase rotate 180 degrees all On Fire markers and flip any that were already rotated to the Burned Village side. On Fire markers are considered Blocking Terrain for LOS. No unit may enter a hex while the marker is in the hex. Burned Villages provide defensive DRM of only +1.

SCENARIOS



S1. THE FULL DAY SCENARIO

S1.1 Set Up and Scenario Data

- **Maps:** Both maps are used.
- **Setup:** Use the Full Day Setup and Reinforcement Cards.
- All Rules are in effect.
- **At Start VPs:** The Prussian player starts with 1 VP for Nechanitz.
- **Start and End Times:** This scenario starts on Turn 1 and ends at the completion of Turn 16 (21.3) or if a player wins an Automatic Victory (21.1)—whichever occurs first.
- **Who Moves First:** The Prussians

S1.2 Special Rules

(S1.2.1) Turn 1: The Prussian player skips his Initial Phase and starts the game with his 1st Combat Phase.

(S1.2.2) Elbe River: Hexes east of the Elbe River are out of play for this scenario.

S2. THE SWIEP WALD

S2.1 Set Up and Scenario Data

- **Map:** Use *The Swiep Wald* Map.
- **Setup:** Use *The Swiep Wald* Setup and Reinforcement Card. No other Combat Units or Leaders are used in this scenario.
- **Start and End Times:** Use the Turn Track on the map. This scenario starts on Turn 1 and ends at the completion of Turn 6 or if the Prussian player wins an Automatic Victory—whichever occurs first.
- **Who Moves First:** The Prussians. Skip the Initial Phase.
- **End Game Victory Conditions:** If at the end of the game the Prussian player occupies any two of the 10 hexes of Swiep Wald he wins. If not, the Austrian player wins.
- **Automatic Victory Conditions:** If at the end of any Game Turn the Prussian player occupies either Cistowes or one of the Maslowed village hexes, the game ends immediately in a Prussian victory.

S2.2 Special Rules

(S2.2.1) Chaos Rolls: Instead of drawing three formations from a cup, players roll a 1d6 and use the table below to determine if one of their Formations is affected by Chaos. If it is, then the player rolls on the standard Chaos Table for its effect.

Swiep Wald Chaos Table

Die Roll	Austrian Formation	Prussian Formation
1	NE	7th Division
2	II Corps	7th Division
3	III Corps	8th Division
4	IV Corps	NE
5	NE	NE
6	NE	NE
NE = No Effect		

(S2.2.2) Staggered Arrival: Reinforcements enter the map using the rules of staggered arrival (18.1.2).

(S2.2.3) Artillery Fire Zones: These are the hexes on the map with parallel hatching lines. All Austrian units in the Prussian Artillery Fire Zone must make a Morale Check (10.4) each *Prussian* First Combat Phase and *Prussian* Defender's Combat Phase. If they fail their Morale is decreased one level. The same is true with Prussian units in the Austrian Artillery Fire Zone—they must make a Morale Check each *Austrian* First Combat Phase and each *Austrian* Defender's Combat Phase.

(S2.2.4) Entry Hexes: Rule 20.2.3 (North Edge Entry Zones) is in effect—Austrian units may not block Prussian units arriving at E. Likewise, Austrian units must remain one hex away from D Entry Hexes. Austrian units that are scheduled to arrive at B or C may arrive through any hexside within the arrows (inclusive).

S3. THE MORNING SCENARIO

S3.1 Set Up and Scenario Data

- **Map:** Uses the West map only.
- **Setup:** Use the same Setup and Reinforcement Cards as the Full Day scenario but ignore Austrian units that do not start on the West map.
- **Reinforcements:** Use the Morning Scenario Reinforcement card.
- **Start and End Times:** This scenario starts on Turn 1 and ends at the completion of Turn 7 or if a player wins an Automatic Victory—whichever occurs first.
- **Who Moves First:** The Prussians move first. Play begins with the Prussian 1st Combat Phase, skip the Prussian Initial Phase.
- **End Game Victory Conditions:** The Prussian player wins if he has 6 VPs at the end of Turn 7. VPs are awarded for the following:
 - ◇ 2VPs for the Chlum hex and 1 VP for all other VP hexes (same as in the Full Day Scenario).
 - ◇ 1 VP for each Wooded Swiepe Wald hex the Prussian player has Combat Units in.
 - ◇ 1 VP if there are no Austrian Combat Units in the Hola Wald.
 - ◇ 1 VP if all Village hexes north of Nechanitz and within 2 hexes of the Bistritz River are in Prussian control (or Prussian units were the last to pass through).

Automatic Victory Conditions: Are not used in this scenario.

PLAY NOTE: The Prussian player starts with 1 VP for Nechanitz. He can win the game if he clears the Hola Wald (1 VP), all the villages near the Bistritz River (1 VP), and controls three hexes of the Swiepe Wald (3 VPs).

S3.2 Special Rules

- **East Map Edge:** Any unit that moves or retreats off the map edge is considered eliminated.
- **Austrian Reserves:** The four Austrian Reserve Formations (I Corps, VIII Corps, 2nd Res. Cav. and 1st Lt. Cav.) that start on the West map cannot move until released per the standard release rules.
- The Demoralization rules are not used in this scenario so there is no need to keep track of eliminated units.

S3.3 Seven Turn 2-Map Scenario

Players may play the full 2-map scenario and end it at the end of Turn 7. In this case use all the information for the Full Day scenario but use the Victory Conditions from this scenario.



S4. THE AFTERNOON SCENARIO

S4.1 Set Up and Scenario Data

- **Map:** Use both maps.
- **Setup:** Use the Afternoon Scenario Setup and Reinforcement Cards.
- **At Start VPs:** The Prussian player starts with 3 VPs for Nechanitz, the Linden Trees, and Maslowed.
- **Start and End Times:** This scenario starts on Turn 10 and ends at the completion of Turn 16 or if a player wins an Automatic Victory—whichever occurs first.
- **Who Moves First:** The Prussians move first. Play begins with the Prussian 1st Combat Phase, skip the Prussian Initial Phase.
- **End Game Victory Conditions:** Same as in the Full Day Scenario.
- **Automatic Victory Conditions:** Are not used in this scenario.

S4.2 Special Rules

(S4.2.1) Austrian Reserve Release on First Turn: The Austrian player cannot roll for release of a Formation on the first Game Turn but the Automatic Release if within 5 hexes rule is in effect on Game Turn 10.

(S4.2.2) Special VPs: Award the Austrian player 1 VP for each Corps Formation that is able to withdraw eight Good Order Combat Units across the Elbe River. Count units that have a Defense Strength of 2 on their full strength side as only a half unit. Each Austrian VP subtracts from the Prussian VP count.

(S4.2.3) Elbe River: Austrian and Saxon units may cross the Elbe River at a bridge hexside paying +1 MP. Units using Tactical Movement do not pay this extra MP cost. A maximum of three units may cross each Elbe River bridge per turn. The east side of the Elbe is out of play for Prussian units.

DESIGN NOTE: The special VP award is only provided in case players want to experiment with an early withdrawal of the Army of the North. We found that most Austrian players find that too dangerous and simply try to hold their ground until the game ends.

HINTS ON PLAY

Artillery

You will often have an inclination to charge your infantry forward, but that often leads to them getting decimated by artillery fire. Artillery is very powerful in this game and you have to be very patient and smart to overcome it. That means waiting until the batteries have been silenced (Disrupted), are low on ammo, or you are able to go around the enemy artillery through the woods.

Woods

Because artillery is so powerful you will find the infantry battles will occur in the Hola Wald and the Swiep Wald. The Prussian player should send his 7th Division into the Swiep Wald and some or all of the 8th Division. The Austrian player will be drawn into the Swiep Wald to protect the flanks of his artillery. It is common for the battle of the Swiep Wald to go on for many turns—up until the 2nd Army arrives.

Artillery Defensive Fire

Two things you should consider before firing your artillery in this phase. Since there is a 16.6% chance of running Low on Ammo each time you fire, the target hex should be important. The second thing is the phasing player's Recovery Phase comes after the Defender's Combat Phase so a Disrupted result against a unit is worthless unless you are targeting an infantry unit about to attack or an artillery unit that is trying to replenish. Therefore, unless you are firing with 4 or more factors or protecting a hex under attack, it is often not wise to fire your artillery in this phase.

The Army of the Elbe

Once most of this army gets into play it should be able to push back the Saxons. If you are the Prussian player be sure to use the woods around Hradek to advance one of your divisions. This will stretch the Saxon line or outflank it.

The Prussian 1st Army

You will be tempted to use this army as a powerful strike force but will soon find out that the Austrian artillery is too powerful. Your best bet is to tie down the Austrians until the 2nd Army arrives.

The Prussian 2nd Army

Around noon the 2nd Army starts to arrive and this is your hammer. But don't send it in immediately, wait a few turns to build up your strength, get your artillery into position, and then strike. I've found heading towards the Linden Trees hex (3428) with one of the Guards divisions plus the 11th Division works best. Let the other Guards division plus the Prussian 1st Division go for Chlum.

The Austrians

Your strength is in your artillery and if the Prussian player is not careful you can punish his army badly. Unfortunately, the Prussian player has enough units to keep you busy, so most of the time you will be reacting to his moves and not have the strength for any strong counter moves. Don't try to hold onto the hexes west of the Bistritz River for long—you will only lose those units. Fall back into the Hola Wald and the Swiep Wald.

The Austrian II Corps

This is the far right flank of the Austrian line. There are 3 VP hexes behind this line so it is important to hold. The Austrian player should be able to hold this line without much trouble unless the Prussian player commits both the 11th and 12th Divisions against it.

The Saxons

In this sector you will soon be outnumbered, so it might be best to fall back to Probus (1516) and let the Prussian player trigger the release of the Austrian VIII corps.

Cavalry

Cavalry is vulnerable to artillery fire so should be kept in the rear until needed. If used at the right moment when the enemy is disrupted and beginning to break it can wreak havoc and push the enemy line into collapse. If you use cavalry to charge an intact line of artillery units you will probably suffer badly.

DESIGNER'S NOTES

The Gettysburg of Europe

One of the reasons this battle caught my attention was its similarities to Gettysburg. The Austrian army, like the Union army at Gettysburg, had a defensive line that was shaped like a huge fish-hook. The Prussian army, like the Rebels at Gettysburg, are arriving from the north and west. The battle was as important to the fate of Germany as Gettysburg was to the fate of the U.S. and it occurred only three years after Gettysburg.

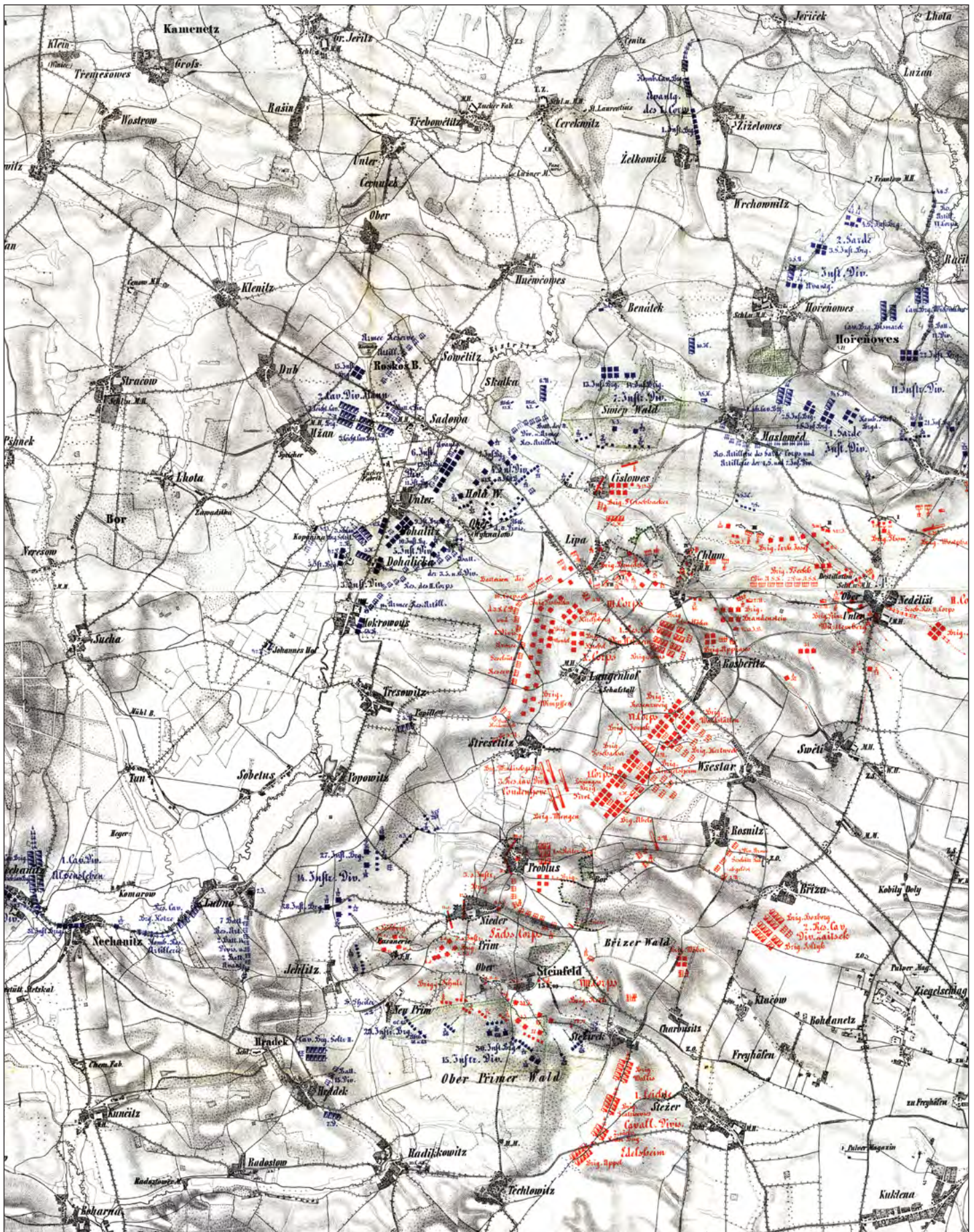
Objectives

I had the following objectives for this game:

- To provide a regimental-level game on the entire battle. As far as I know that had not been done yet. It was challenging since it was arguably the largest battle of the 19th Century (Leipzig is the challenger) and the battlefield front line from Nechanitz to Sadowa to the Elbe River is about 16 miles long. More than twice the size of Gettysburg.
- The game had to be easy to play. Most gamers are not familiar with the battle and they would not play a complicated game on a subject they knew little about. It would have a fair number of combat units so the movement and combat rules had to avoid tedious procedures.
- Keep the game to a maximum of two sheets of combat units and one sheet of markers.

Scale

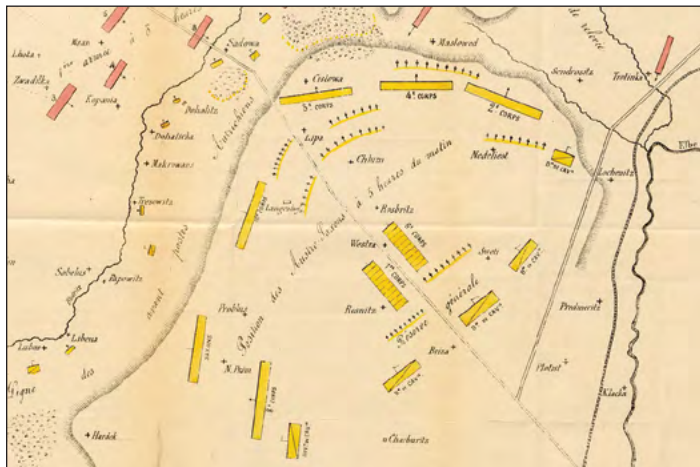
I picked a 400 yards per hex scale so the map would fit on a standard dining room table. This worked nicely with cannon ranges and made all infantry fire limited to adjacent hexes. With infantry units having a movement allowance of 4 across open ground and 8 hexes along a road per turn (1.8 miles) this required me to make each game turn last between 30 to 45 minutes (average marching speed being 3.4 mph). I picked 45 minutes so as to keep the game at a reasonable length and justified it by assuming 10 to 15 minutes was lost time due to fog of war or hurry up and wait situations.



Situation around 1 PM, July 3rd

The At Start Positions

Austrian Cavalry Divisions: The game starts at 8 AM but not all the Austrian Cavalry divisions are in their historical 8 AM position. I start them where Benedek intended them to be when the battle started—in a reserve behind his army. At 8 AM some were only just heading in that direction.



A map maker's rough vision of Benedek's at start plan.

Austrian VI Corps: A lot of discussion went into whether the Austrian VI Corps should start north or south of the main Sadowa-Königgrätz road. There is evidence for both. My theory is it started north of the road, on high ground as the reserve for the right flank; perhaps it moved south of the road in the early afternoon when Prussian artillery fire came in range.



One of the maps showing the VI Corps north of the main road.

The Prussian Needle Gun

Rifle experts may question giving the Prussians a -2 DRM on the Fire Table because the Prussian breach loading Dreyse rifle had its faults and was inferior to the Austrian rifle in some respects (like range, reliability, and accuracy). However, the Dreyse rifle allowed Prussian infantry to get off 2-5 shots (depending on the source) in the same time it took an Austrian infantryman with their muzzle loading Lorenz to fire just one. After the Austrians had suffered numerous defeats in the minor engagements leading up to the battle rumor spread of the deadly effects of the rifle. This became a factor in demoralizing Benedek and his army before the battle even began. In playtesting we tried a -1 DRM but it just didn't produce the desired results.

Austrian Artillery

In the years leading up to 1866 the Austrian army had completely modernized their artillery branch with rifled steel cannons which improved their range and accuracy. The Prussians had only partially modernized their artillery and about a third of their cannons were still the old 12-pdr smoothbores. On top of that, each Austrian battery had 8 guns compared to the 6 gun Prussian batteries so the Austrian artillery units in this game generally outclass the Prussians.



In an effort to keep the number of combat units to a manageable size, many batteries of the same type are grouped together. The most obvious case are the four Austrian reserve artillery units which represent four batteries with a total of 32 guns.

Chaos

I wanted a little chaos in the game but not so much that it might determine who would win the game. The chaos table and rules went through many variations as I tried to boil it down to a simple form. The result was a mechanism that made players keep their formations together without command rules and added some fun situations to the game.

Collapse

One of the important events in the battle was the collapse of the Austrian VIII Corps. An event like this would not happen in a standard war game so I needed a rule where that might happen in certain situations. The rule also made it possible to recreate the disintegration of the Austrian army in the late afternoon.

No Facing, No Command Rules

Facing: At the scale of 400 yards per hex I saw no reason to have rules for facing. In which direction a unit should face is a detail that would be left to the unit's commander and not to the commander of the army. It is assumed that the unit will face in the best direction that suits the situation.

Command Rules: In an effort to keep the game easy to play all command rules were avoided. The fog of war and the limits of what a commander can handle are all covered by the chaos rules.

The Saxons

Prussian and Austrian regiments had three battalions to a regiment, while the Saxons had four battalions to a brigade (not counting the Jaeger battalions). Therefore I split the Saxon brigades into two half-size brigades of two battalions each. This allows them a bit more staying power and reflects on their good performance in the battle.

What Ifs

Early Release of Reserves: If you've read a book on the battle you're going to be interested in exploring what would have happened if Benedek had released his reserves earlier. I think you can see by just setting up the game that Benedek had a fair chance of pushing the 1st Army off the map. I didn't allow that in the game because Benedek was not inclined to go on the offensive and had no clear idea of the forces in front of him and how close the Prussian 2nd Army was. If players would like to explore that they

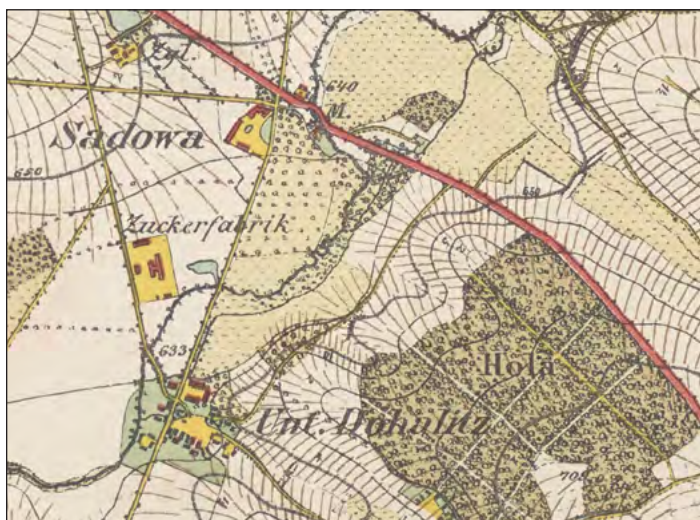
have all the tools in this game to do so. I would recommend that if you allow early release of the Austrian reserves you also add in unknown arrival times for the Prussian 2nd Army.

No Cavalry Commanders

With the exception of the Prussian Cavalry Corps I didn't add in cavalry commanders, therefore they will often be the target of chaos results. I did this to keep the number of leaders to a minimum but justified it by the assumption that enthusiastic cavalry commanders would often make unwise decisions.

LOS Rules

Line of Sight rules are hard to write. While 90% of the time it is obvious that one unit can see another unit, it's that other 10% that requires precise wording. I tried to keep the LOS rules in this game as simple as possible, but playtesters would find situations where the simple rules bent believability. Since those situations rarely occurred I moved them to the Optional Rules section. Players can use them if they wish but they are still not perfect.



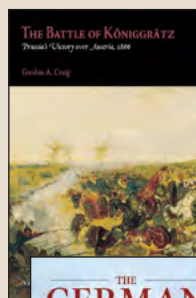
A close up view of the Sugar Factory (Zuckerfabrik). Brick and stone buildings are indicated in red.

The Map

With the help of my developer Michal Pinka, we dug up just about every available map of the battlefield, including scores of battle maps and typographical maps from German and Bohemian sources. Austria did two outstanding military land surveys in the late 1800s which were of tremendous help. Much of the detail had to be simplified for a hex-based game map, but the end product provides a good representation of the area. I've toured the battlefield and was amazed at how little it has changed since 1866 and highly recommend visiting it. There is a nice museum at Chlum and the entire 16 mile long battlefield has many sign boards and monuments located at important sites. It is honored in Czechia in much the same way as Gettysburg is in the U.S.

—Mark Simonitch, April 2026

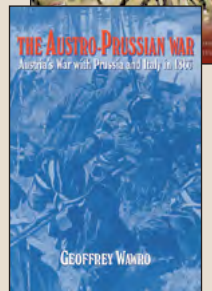
Book Suggestions



If you are interested in learning more about the battle a good place to start is Gordon Craig's *The Battle of Königgrätz, Prussia's Victory over Austria, 1866*. It is a very easy read and it hits all the exciting highlights of the campaign and battle.



Once you've read that move on to the very entertaining *The German War of 1866, The Bohemian and Moravian Campaign* by Theodor Fontane. Published back in 1870, it is full of information and written in a very direct and fresh style. This was the book that convinced me I needed to design a game on the topic.



If more is needed then move on to either Geoffrey Wawro's *The Austro-Prussian War: Austria's War with Prussia and Italy in 1866*, or Quintin Barry's *The Road to Königgrätz, Helmuth von Moltke and the Austro-Prussian War 1866*. Wawro's book is very solid and goes into depth on the mistakes and lost opportunities of Benedek's army. Barry's book is also good and concentrates on von Moltke's involvement. The book is a little more dense than the others so should not be the first book you read.

CREDITS

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Explanation of At Start Step Losses

The battle of Königgrätz occurred 8 days after the first clash in Bohemia at Podol on June 26th. Eight battles occurred that week before Königgrätz where each side suffered losses, especially the Austrians. Units that start reduced represent those losses.

The Battle at Podol, June 26th

Poschacher's brigade (Austrian I Corps) vs Horn's 8th Division (Prussian 1st Army)

APPROXIMATE LOSSES:

- Prussian losses, 12 officers and 118 men
- Austrian, 33 officers and 1015 men

AFFECT ON GAME: -1 Austrian step to the 34/Pos Regt.

The Battle of Münchengrätz, June 27th

Austrian I Corps vs the Prussian 7th and 8th Divisions

APPROXIMATE LOSSES:

- Prussian losses: less than 350
- Austrian losses: 20 officers, 2000 men (mostly prisoners)

AFFECT ON GAME: -2 steps to the Austrian I Corps

The Battle of Nachod, June 27th

Austrian VI Corps (Ramming) vs the Prussian V Corps

APPROXIMATE LOSSES:

- Prussian losses: 1122 men
- Austrian losses: 5719* men, 8 guns

*The Prussian account differs by about +1500 men.

AFFECT ON GAME: -6 steps to VI Corps and -1 step to the Prussian 9th Division

The Battle of Trautenau, June 27th

Austrian X Corps vs Prussian I Corps

APPROXIMATE LOSSES:

- Prussian losses: 63 officers, 1200 men
- Austrian losses: 196 officers, 5500 men

AFFECT ON GAME: -5 Austrian steps to X Corps and -2 steps to the 1st Prussian Division.

The Battle at Gitschin (Jicin), June 28th

Austrian I Corps (Clam-Gallas), 1st Light Cavalry Division, and the Saxon Corps (Prince Albert) vs the Prussian 3rd (Werder) and 5th (Trumpling's) Divisions

APPROXIMATE LOSSES:

- Prussian losses: 114 officers, 2498 men, and 56 horses
- Austrian losses: 210 officers, 5280 men, and 222 horses
- Saxons: 26 officers, 566 men

AFFECT ON GAME: -4 steps to Austrian I Corps, -1 step from the Saxon Corps, -1 step to 1st Lt Cav Division, and -3 steps to the Prussian 3rd and 5th Divisions.

The Battle at Soor and Alt-Rognitz, June 28th

Austrian X Corps vs Prussian Guard Corps

APPROXIMATE LOSSES:

- Prussian losses: 28 officers and 685 men
- Austrian losses: 123 officers, 3696 men, 8 guns

AFFECT ON GAME: -4 Austrian Infantry steps and one artillery step (this removes Grivicic's brigade from the order of battle). -1 step from the Prussian 2nd Guards Division.

The Battle at Skalitz, June 28th

Austrian VIII Corps (Leopold) vs the Prussian 10th Division of the V Corps (Steinmetz)

APPROXIMATE LOSSES:

- Prussian losses: 62 officers, 1303 men
- Austrian losses: 205 officers, 5372* men, 6 guns

*The Prussian official account gives the Austrian losses as 5899, including 2500 prisoners.

AFFECT ON GAME: -5 Austrian steps to VIII Corps and -1 step to the Prussian 10th Division

The Action at Schweinschädel, June 29th

Austrian IV Corps (Festetics) vs Prussian 5th Corps (Steinmetz)

APPROXIMATE LOSSES:

- Prussian losses: 15 officers, 379 men
- Austrian losses: 1500 men*

*The Prussian account also mentions 3400 unwounded prisoners but it is unclear if these are from the Austrian IV Corps or just a sum of Austrians rounded up after the three battles of Nachod, Skalitz and Schweinschadel.

AFFECT ON GAME: -2 Austrian steps to IV Corps

AUSTRIAN TOTALS:

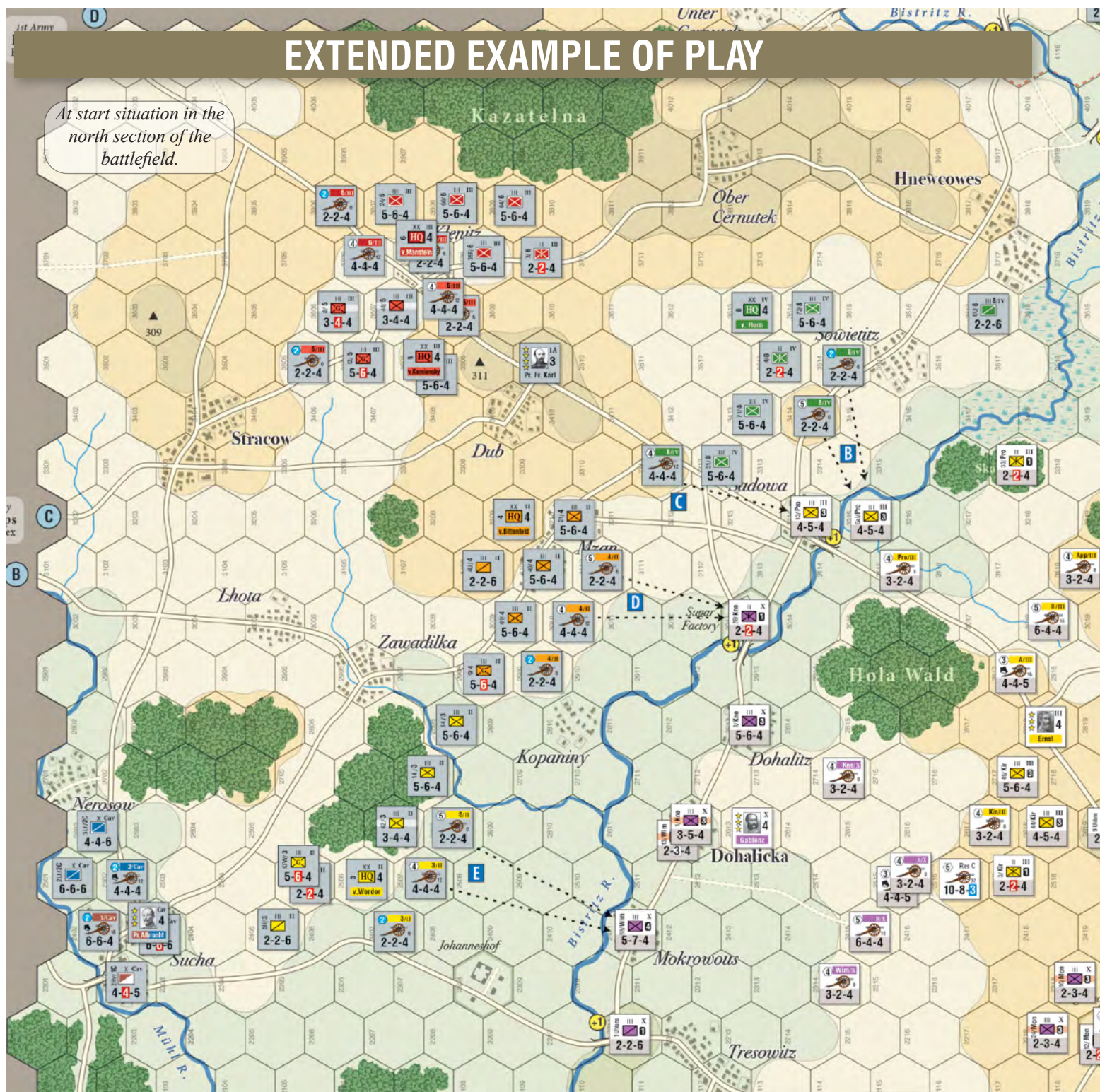
I CORPS	-7 steps (Podol, Münchengrätz, Gitschin)
IV CORPS	-2 steps (Schweinschadel)
VI CORPS	-6 steps (Nachod)
VIII CORPS	-5 steps (Skalitz)
X CORPS	-9 steps (Trautenau, Soor, Alt-Rognitz)
1st Lt Cav Division	-1 step (Gitschin)
SAXONS	-1 step (Gitschin)

PRUSSIAN TOTALS:

1st Div	-2 steps (Trautenau)
2nd Guards Div.	-1 step (Soor and Alt-Rognitz)
3rd Div	-1 step (Gitschin)
5th Div	-2 step (Gitschin)
9th Div	-1 step (Nachod)
10th Div	-1 step (Skalitz)

Sources: *The Road to Königgrätz*, Quintin Barry; *The German War of 1866, The Bohemian and Moravian Campaign*, Theodor Fontane.

EXTENDED EXAMPLE OF PLAY



In the first half of the game the Prussian player should try to take the Swiep Wald and Hola Wald, take the villages along the Bistritz River and advance the Army of the Elbe to the town of Probus.

TURN 1

Prussian Player-Turn

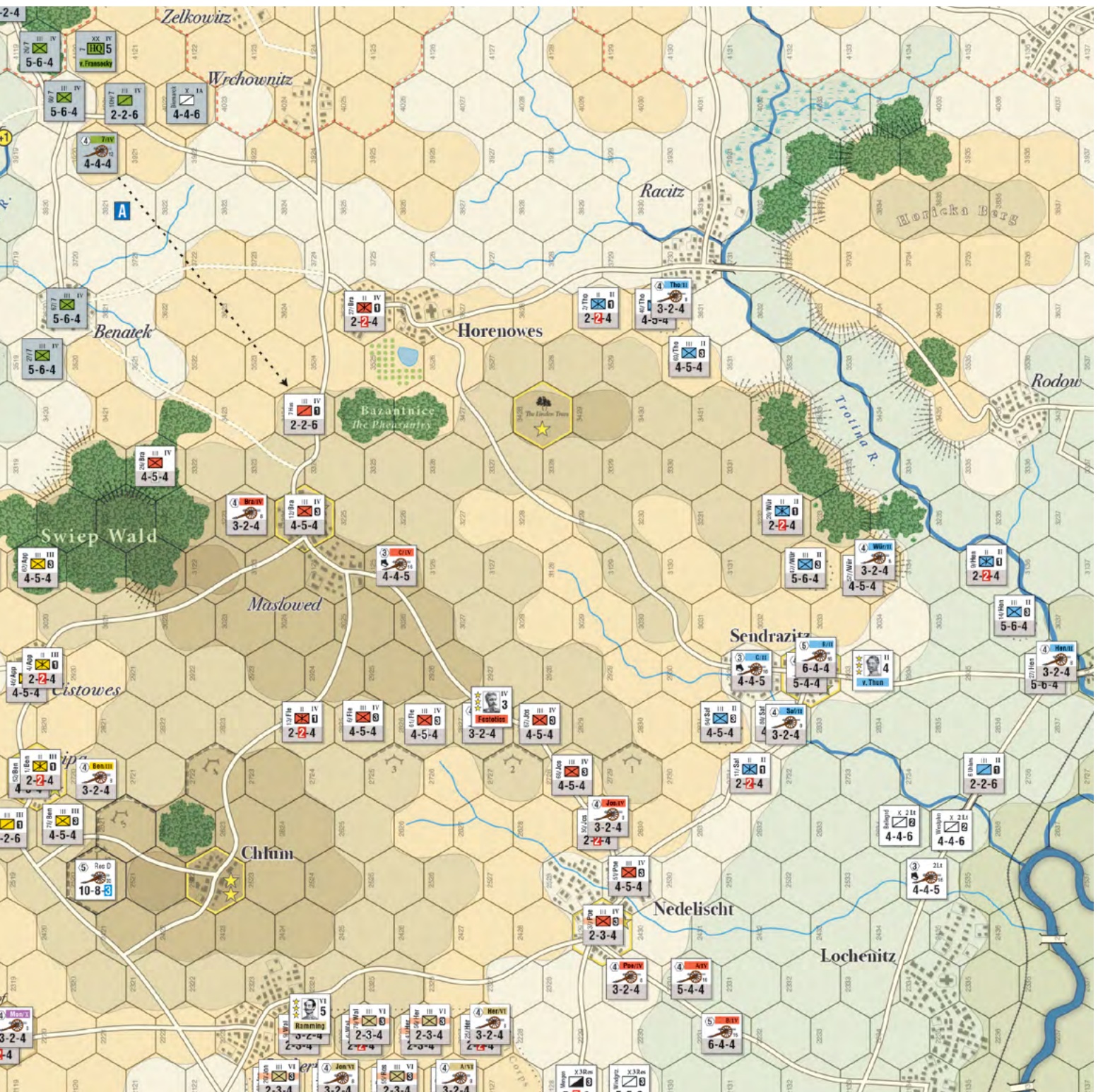
The Initial Phase

This phase is skipped on Turn 1.

The Prussian First Combat Phase

The illustration above shows the setup and opening fire against the Austrian line. Explanations are from north to south:

A. An artillery strength of 4 fires at Extended Range (fire strength halved to 2) on a Cavalry unit with a -1 DRM due to the target being cavalry. The dice roll is 5, modified to 4 on the 2 column = Disrupted. The Prussian artillery unit is marked Fired and the Austrian Cavalry unit is marked Disrupted.



For brevity sake it will no longer be mentioned that a Fired marker should be placed on all units that fire.

B. Two artillery units from the Prussian 8th Division combine fire on the Austrian infantry regiment. The Horse Artillery unit has a Range of 2 so it's Fire Strength is halved to 1. The adjusted combined Fire Strength is 3. A dice roll of 6 on the 3 column = M (Morale Check). The Austrian player rolls two dice = 7, which is enough to pass the MC. So no effect.

C. The artillery unit with a strength of 4 fires on the Austrian infantry regiment in Sadowa. The Prussian player uses the 4 column on the Fire Table and applies a +2 DRM for the Village. The dice roll is 6, modified to an 8 = no effect.

D. Two artillery units from the Prussian 4th Division combine fire on the Austrian infantry unit in the Sugar Factory. The Prussian player uses the 6 column and applies a +2 DRM for the Sugar Factory. The dice roll is 11, modified to a 13 = no effect.



E. Two artillery units from the Prussian 3rd Division combine fire on the Austrian infantry unit in Mokrowous. The Prussian player uses the 6 column and applies a +2 DRM for the Village. The dice roll is 9, modified to a 11 = no effect.

F. The artillery unit in Nechanitz with a Range of 4 fires at Extended Range on the Saxon cavalry unit. The Prussian player uses the 2 column and applies a -1 DRM for the cavalry target. The dice roll is double 3s which places a Low Ammo marker on the artillery unit. The 6 result is modified to 5 = M. The Austrian player makes a Morale Check with a -1 DRM for the Elite unit = 7, the Cavalry unit passes, therefore no effect.

COMMENT: The initial artillery fire is disappointing for the Prussian player, but he is in no hurry—he has all morning to take the villages along the Bistritz River.

The Prussian Movement Phase

The Prussian player can move all his units that did not fire in the 1st Combat Phase.

Prussian 7th Division

A. The Prussian player may soon be out numbered in this area so he sets up his division field artillery a good distance away on the hill.



B. He builds a strong base in the Village of Benatek with a Horse Battery and an infantry regiment to protect his flank.

C. He charges into the Swiep Wald with three infantry regiments.



Prussian 4th and 8th Divisions

D. Although the artillery bombardment was ineffective the Prussian player decides to still charge Sadowa and hope to overwhelm it.

E. Even though the 5th and 6th Divisions are in Reserve, their artillery units may still be used. They are moved to the high ground to provide support in the next turn.

F. The Prussian 4th Division attacks the Sugar Factory and also assists the attack on Sadowa.



The Prussian 3rd Division

G. The Austrian artillery is very strong in this area so the Prussian player decides to hold off his attack to give his artillery more time to make a difference. There is no need to rush the line—it will

only give the Austrian player opportunities to bombard his units.

H. The walled farm of Johanneshof (2308) is occupied by an Artillery unit and the Jaegers to provide some flank protection and to guard the bridge.

The Cavalry Corps

I. This is the most important reserve in the Prussian 1st Army. Where you send it will provide a strong boost to that sector. It is recommended that players keep it out of combat until the Austrian line is disrupted and/or broken and then use it to completely break that line. However, the cavalry corps does have two very nice artillery units that can be used immediately somewhere. Players will be tempted to send at least one of the cavalry divisions south along the road to help out the Army of the Elbe but keep in mind this will likely jam up the bridge traffic at Nechanitz even more.



The Army of the Elbe

J. The Jaeger battalion uses Tactical Movement to move through two marsh hexes.

K. The Prussian units move forward but avoid attacking the Saxons until more reinforcements arrive. The Prussian player is careful to keep all his units within range of their Formation Leader.

L. Three reinforcements per turn are allowed to enter at the Entry Hex here and must spend +2 MPs to cross the Nechanitz bridge. They arrive using the Staggered Arrival rule (18.1.2).

The Defender's Chaos Phase

During this phase the Austrian player randomly draws 3 chits from the Prussian Chaos cup. Currently in the cup are the following chits:



These are the Prussian Formations currently in play. He draws the following three: III Corps, Cav Corps, and the 15D+ Res chit. He then rolls two dice for each chit and consults the Chaos Table.

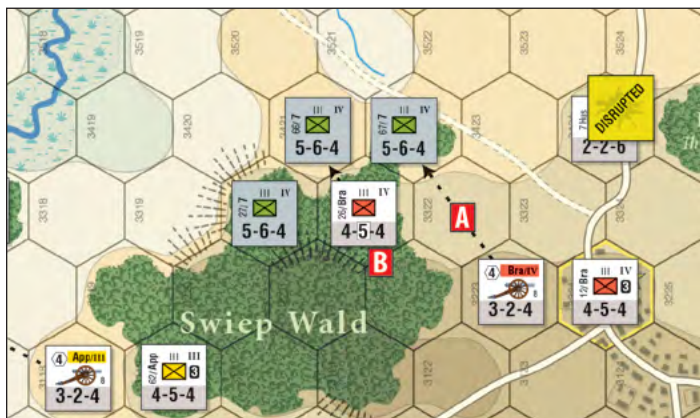
III Corps: Dice roll is an 8 = *Fog of War* = No effect since all units in the III Corps are in Command (within Range of their Leaders).

Cavalry Corps: Dice roll is a 4 = *Poor Judgement* = The Austrian player may MOVE or DISRUPT any unit in the Prussian Cavalry Corps. In this result it doesn't matter if the unit is in Command. If he moves a unit, he can only move it 2 hexes and it may not enter an EZOC. In this case he Disrupts one of the corps artillery units.

15 Division + Army of the Elbe Reserve: Dice roll is a 5 = *Absent Leader* = No effect since all such units are within range of their Leader or have not entered play yet.

The Defender's Combat Phase

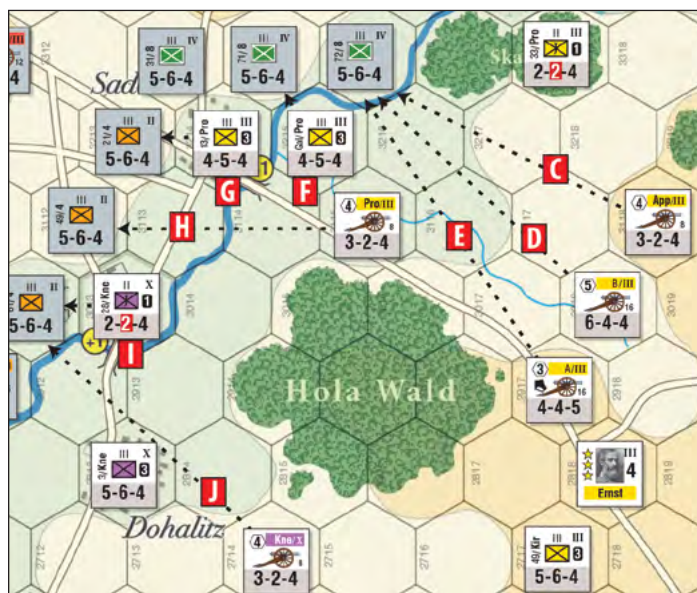
In this phase all Austrian units may fire or Assault. Note that only artillery units have range fire.



The initial clash in the Swiep Wald.

A. Artillery unit A fires at the Prussian unit in the woods. The Austrian player uses the 3 column with a +2 DRM for the woods. The dice result is 3 (+2) = 5 = D, the lucky shot Disrupts the Prussian unit.

B. The Austrian regiment fires at the Prussian unit in the Clear hex. Note that the full strength Austrian regiment does not have to make a mandatory assault (8.6 Austrian Stosstaktik) because that only applies during the Austrian 2nd Combat Phase. The column used is 4 and the dice roll is 7 = M. The Prussian player makes a Morale Check and rolls an 8 = Fail. The unit is Disrupted.



Defensive Fire against the Prussian assault on Sadowa.

PLAY NOTE: If you can remember which units have fired, then there is no need to put a Fired marker on units that fire in the Defender's Combat Phase. Just rotating a unit will also suffice.

C. The artillery unit uses the 3 column and the dice roll is a 9 = miss. Note that the Austrian player could have combined its fire with an adjacent artillery unit but declined to do so.

D. The artillery unit uses the 6 column and the dice roll is a 7 = D. The Prussian unit is Disrupted.

E. The horse artillery unit fires at Extended Range at the same target using the 2 column and rolls a 4 = D. The Prussian regiment is already Disrupted so it becomes Broken and retreats 2 hexes.

PLAY NOTE: In this retreat the unit is in a situation where it is forced to either retreat to a vacant hex within 2 hexes of an enemy unit or to a hex already containing a friendly unit—rule 11.2 mandates that it retreat to the friendly occupied hex.

F. The infantry unit uses the 4 column and the dice roll is an 8 = miss.

G. The infantry unit uses the 4 column and the dice roll is a 5 = D = Disrupted. The Prussian unit is Disrupted.

H. The artillery unit uses the 3 column and the roll is a 4 (not doubles) = A (Attrition). The Prussian unit takes a step loss, no Disruption.

I. The Jaeger battalion uses the 2 column and the roll is an 8 = miss.

J. The artillery unit fires at the same target and uses the 3 column and the dice roll is a 2 (double ones) = R. The artillery unit is marked with a Low Ammo marker and the Prussian infantry is Broken and must Retreat 2 hexes by the Prussian player.

K. The center of the Austrian line is well guarded with artillery but there are no good targets in range.

We will skip the Saxons to the south since there are no Prussian units in range of Saxon artillery.



The center of the Austrian line—no defensive fire.

The Second Combat Phase

During the Second Combat Phase the phasing player may Fire or Assault with units that are in Good Order (12.1.1) and did not fire or Assault in the First Combat Phase. Artillery may never fire in the Second Combat Phase. Cavalry units may Assault again even if they attacked in the First Combat Phase or moved in the Movement Phase (14.1).



The one Prussian infantry unit that was not Disrupted conducts Fire Combat in the Prussian 2nd Combat Phase.

A. The Prussian unit in the Swiep Wald fires at the Austrian unit. The +2 DRM for Woods is canceled out by the -2 DRM for the Prussian Needle gun. The 5 column is used and the dice roll is 9 = miss.

B & C. Units B and C combine to fire at the unit in Sadowa. This is allowed since they are adjacent to each other and are from the same division. The +2 DRM for the Village is canceled out by the -2 DRM for the Prussian Needle gun. The 10 column is used and the dice roll is 5 = R. The Austrian unit is Broken and retreats 2 hexes. One or both of the Prussian units may advance into Sadowa.

D. The reduced Prussian regiment fires at the target in the Sugar Factory. Again, the two DRMs cancel out. The 3 column is used and the dice roll is 6 (double 3s) = M. The doubles are ignored since infantry units never suffer Low on Ammo. The Austrian unit's Morale Check dice roll is 2 = Pass. So no effect.



The Second Combat Phase near Sadowa.

Fired Markers Phase

In this phase all Fired markers are removed from the map.

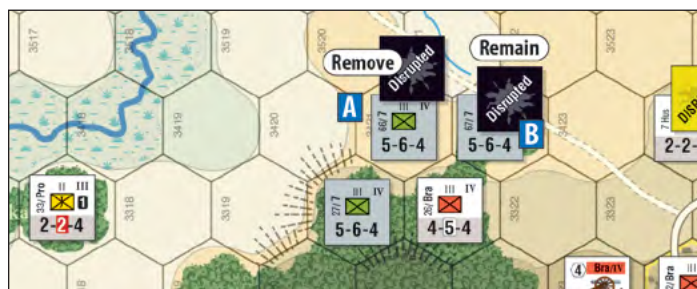
Replenish Artillery Phase

STEP 1: If the Prussian player had any artillery units with a Replenishing marker he would roll two dice to see if it is removed. See the Artillery Replenishment Table (17.3). At this point he has no artillery units in that state so this step is skipped.

STEP 2: The Prussian player flips all his artillery units with a Low Ammo marker to the Replenishing side. No dice roll is required. He has only one artillery unit currently Low on Ammo—the one in Nechanitz, the marker is flipped to its Replenishing side.

Recovery Phase

The Prussian player now Recovers all his Disrupted and Broken units one level. Units that are not adjacent to an enemy unit recover automatically (no dice roll is required), the ones adjacent to an enemy unit must use the Recovery Table (12.4.2). Roll once for each hex and apply that same dice roll to all units in that hex.



A. Unit A is adjacent to an enemy unit so must roll for Recovery. There are two possible DRMs but neither apply (adjacent Forma-

OPTIONAL CHIT PULL SYSTEM

by Michal Pinka

Players who would like to convert the IGO-UGO game system into an activation system can use the following rules.

Preparation

This system requires the 29 Activation chits located on sheet #3, and the Activation Chit Pull Sequence of Play located below.

Changes to the Rules

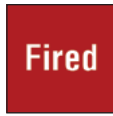
Fired Markers: The chit pull system uses the Attack / Defend Fired markers located on the back side of the Fired markers. These are used to indicate when the unit fired. The regular Fired marker is used to indicate units that may not fire at all.



Attack Fired



Defend Fired



Full Fired

The Recovery and Artillery Replenish Phases: In this system only activated units recover and replenish ammo.

Activation Track: Located on the map. Use this track to keep track of which Formations have been activated.

Terminology: When referencing rules in the IGO-UGO game, replace the terms “Phasing Player” and “Non-Phasing Player” with “Active Player” and “Non-Active Player”.

CHIT PULL SEQUENCE OF PLAY

1. The Initial Phase

Same as in the standard game with the following change:

At the start of each Initial Phase place the Activation markers for all Formations that are currently in play (including those just released from Reserve status) or arriving as a Reinforcement into a common draw cup. In addition, place in the cup the following four chits: the Prussian Chaos marker, the Prussian Collapse marker, the Austrian Chaos marker, and the Austrian Collapse marker.

2. Chit Draw Phase

One of the players randomly draws three Activation Chits, *one by one*, from the draw cup. If one or more Chaos or Collapse chits are drawn use only the first one drawn and return the other two chits back to the cup and proceed to the Chaos (3.2) or Collapse (3.3) Phase. After implementation, the drawn Chaos or Collapse chit is out of play for the remainder of this Game Turn.

If three Formation chits were drawn, the player owning the majority of them becomes the Active Player and selects the Formation to Activate (3.1) from the drawn chits. The selected chit is placed on the first vacant box on the **Activation Track** and is out of play after this activation for the remainder of this Game Turn while the remaining chits go back into the draw cup.

Final Draw: If only two Activation Chits remain in the draw cup, then randomly draw only one chit and that chit determines the final Formation to Activate. The last chit in the draw cup is not played and players then proceed to Phase 4 (remove Fired markers).

3.1 Activation Phase

All units belonging to the indicated Formation are Activated. Activated units then conduct the following Sub-phases in the order shown. Activated units must complete each Sub-phase before continuing to the next one:

3.1A. The First Combat Phase

Same as the standard game except only activated units may attack and instead of placing a Fired marker on those units, place an Attack Fired marker or flip the Defend Fired marker to its Full Fired side if already there. As in the standard rules, do not place a Fired marker on Cavalry units in the First Combat Phase.

3.1B. The Movement Phase

Same as the standard game but only activated units may move and only if they do not have an Attack Fired marker on them.

3.1C. The Defender's Combat Phase

The Non-Active Player may use some, none or all his artillery and infantry-type units that are in Good Order and without a *Defend Fired* marker on them to Fire, Assault, or Charge units of the Active Formation (only). After conducting each defensive Fire or Assault place a *Defend Fired* marker or flip the *Attack Fired* marker to its Full Fired side if already there.

3.1D. The Second Combat Phase

Same as in the standard game except any unit marked with an *Attack Fired* or *Full Fired* marker may not Fire or Assault in this phase (with the exception of Cavalry which can Assault/Charge in every friendly Combat phase).

3.1E. The Replenish Artillery Phase

Same as in the standard game but only activated artillery units may attempt to Replenish.

3.1F. The Recovery Phase

Same as in the standard game but only activated units may Recover.

After this phase return to Phase 2 and draw 3 more chits.

3.2 The Chaos Phase

Same as in the standard game except it only occurs when a Chaos chit is drawn. Unlike other activation chits, the Chaos chit affects all units belonging to that player. *After this Phase return to 2.*

3.3 The Collapse Phase

Same as in the standard game except it only occurs when a Collapse chit is drawn. Unlike other activation chits, the Collapse chit affects all units belonging to that player. *After this Phase return to 2.*

4. The Fired Marker Phase

Same as in the standard game—players remove all Fired markers from their units, both Prussian and Austrian.

5. Victory Check Phase

Same as in the standard game.

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