

# NAPOLEON'S ART OF WAR

## Eylau

## Dresden

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### Read This First:

The rules to these two games are organized into a set of numbered Sections. Each Section begins with a General Rule (and sometimes a Procedure) followed by a series of specific Cases — decimally numbered paragraphs headed by a boldface sentence containing the main thought of that specific rule. Should you have any questions concerning these rules, please write SPI, enclosing a stamped, self-addressed envelope and phrasing your questions so that they may be answered by a simple sentence, word or number. Mark your query to the attention of *Napoleon's Art of War Rules Question Editor*.

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## STANDARD RULES:

### [1.0] How to Start

#### GENERAL RULE:

*Napoleon's Art of War* consists of two distinct and separate games: *The Battle of Dresden* and the *Battle of Eylau*. Each of these games has a body of rules in common (called the Standard Rules) and rules which apply only to the one game in particular (called Exclusive Rules). Each game also has a separate group of cardboard playing pieces. The playing area (map) of each game is printed on the same piece of paper. Both games use a common set of tables.

#### PROCEDURE:

The components should be spread out on a large table with the two Players sitting on either side. The die-cut counters should be carefully punched out and kept segregated as to game and national group. The Players should skim through the rules by reading only the bold sentence-headlines in the various rules sections. Then the pieces to one of the games should be placed in their starting positions (as indicated by the four-digit numbers on the backs of the playing pieces). At this point, the Players should review the Sequence of Play and begin a trial game, referring to the details of the rules when they have a question. Note that it is possible to play an enjoyable solitaire game against oneself simply by assuming the role of either Player in proper sequence.

#### COMMENT:

*Dresden* is a simulation of the battle between the French under Napoleon and the allied forces of Russia, Prussia, and Austria in August of 1813. *Eylau* is a game depicting the struggle between the French and the Russo-Prussian force under Baron Levin Bennigsen that occurred in 1807 on February 7th and 8th in a remote area of Poland.

### [2.0] Equipment

#### GENERAL RULE:

The game equipment consists of the rules, charts, maps, and playing pieces.

#### REMOVING THE RULES FROM THIS ISSUE:

Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.

#### CASES:

- [2.1] **The game maps represent the terrain on which the battles were fought.**

An hexagonal grid is superimposed on the terrain of each map to regulate movement and positioning of the playing pieces. To make the mapsheet lie flat, one should backfold it against its machine-made folds. Players will note that each hexagon (hereafter called "hex") on the map has its own four digit identity number.

- [2.2] **The Terrain Effects Chart summarizes how the features on the maps affect the movement and combat of the playing pieces**

Note that not all terrain is on both maps.

- [2.3] **The Combat Results Table is the primary means for resolving combat.**

Players will need one die from a set of common six-sided dice in order to play the game. This is included in the boxed edition but not the magazine edition of this game.

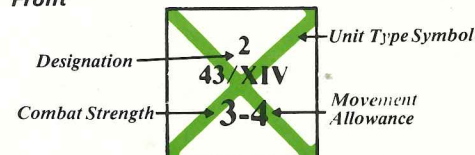
- [2.4] **The playing pieces represent the actual military units that took part in the historical battles**

There are four items of information on the front face of each unit and one or two on the back. On the front the Player is told what *type* of unit it is (infantry, cavalry, or artillery), and what its 'name' or military designation is. Additionally, the Player is given the *Combat Strength* and the *Movement Allowance* of each unit.

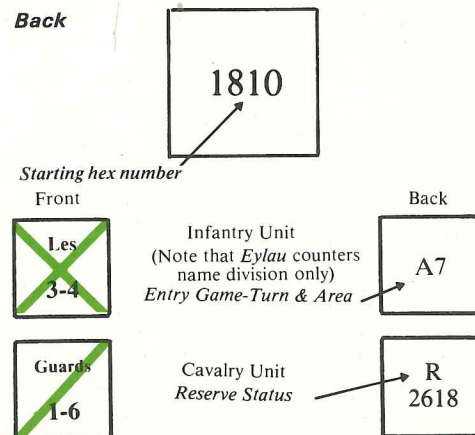
On the back, the Player is told which hex the unit starts in or what Game-Turn the unit enters the game as a reinforcement and where it enters.

#### SAMPLE UNIT

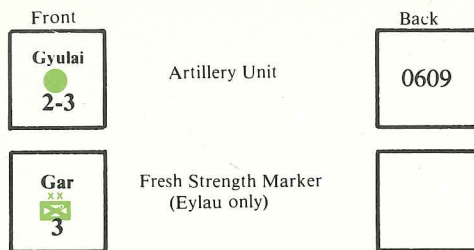
##### Front



##### Back







[2.5] **Combat Strength is the basic power of a unit when attacking of defending**

The Terrain Effects Chart will detail how this number is affected by combat. The Combat Strength value of a unit is deemed to consist of the printed number of Combat Strength Points.

[2.6] **Movement is the unit's basic ability to move in one Movement Phase.**

This ability is expressed in terms of Movement Points. Differing amounts of Movement Points are charged for entering different types of terrain.

[2.7] **The unit's type is indicated by the large symbol superimposed on the face of the playing piece.**

Note that the counters *without* such large symbols are markers that are never actually put into play on the hex field area of the maps.

## [3.0] Basic Procedure

### The Sequence of Play

The Players take turns moving their units and making attacks. The order in which they take these actions is described in this sequence of play outline. One completion of the sequence of play is called a *Game-Turn*. Each Game-Turn consists of two *Player-Turns*. Each Player-Turn consists of two *Phases*.

#### THE FIRST PLAYER-TURN:

##### Step 1. First Player's Movement Phase

#### The First Player may move his units and bring in reinforcements

He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

##### Step 2. First Player's Combat Phase

#### The First Player must attack adjacent Enemy units.

He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

#### THE SECOND PLAYER-TURN:

##### Step 3. Second Player's Movement Phase.

#### The Second Player may move his units and bring in reinforcements

He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

##### Step 4. Second Player's Combat Phase.

#### The Second Player must attack adjacent Enemy units.

He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

These four steps are repeated as many times as there are Game-Turns on the Game-Turn Record Track. The game is then over and the Players determine the victor according to the rules on How the Game is Won. In *Eylau* the French Player is the 'First Player.' In *Dresden* he is the 'Second Player.'

## [4.0] Movement of Units

#### GENERAL RULE:

Each unit has a Movement Allowance number printed on it which represents the basic number of hexes it may move in a single Movement Phase. Each Player moves only his own units during the Movement Phase of his Player-Turn (as outlined in the Sequence of Play).

#### PROCEDURE:

Units move one at a time, hex-by-hex, in any direction or combination of directions that the Player desires. The Movement Phase ends when the Player announces that he has moved all of his units that he chooses to (or as of the time that he begins to make attacks).

#### CASES:

[4.1] **A unit may never exceed its Movement Allowance.**

During its Movement Phase, each unit may move as far as its Movement Allowance permits. Basically, each unit spends one Movement Point of its total Allowance for each hex that it enters. Individual units may move less than their Movement Allowance. Units are never *forced* to move during their Movement Phase. Units may not, however, lend or accumulate unused Movement Points.

[4.2] **Units must spend more (or less) than one Movement Point to traverse some terrain types.**

The basic cost to enter a clear terrain hex is one Movement Point. The basic entry costs to enter some terrain hexes, however, are higher. These costs are specified in the Terrain Effects Chart. If a unit does not have sufficient Movement Points to expend to enter a given hex, it may not do so.

A hex containing more than one type of traverseable terrain is entered at the higher of the two costs. When a hexside has a 'plus' cost attached to it, that cost is in *addition* to the Movement Point cost for entering the hex.

When a unit enters a hex through a road (or trail) hexside, it pays only the cost for moving one hex along the road (or trail) regardless of the type of terrain entered. Conversely, a road or trail has absolutely no effect on movement if it is entered through a non-road (or non-trail) hexside.

[4.3] **A unit may never enter nor pass through a hex containing an Enemy unit.**

[4.4] **A unit may never end its Movement Phase in the same hex as another Friendly unit.**

One or more units may move *through* a hex containing another Friendly unit, but the moving units may never end the Movement Phase in the same hex as another unit. If this should inadvertently happen, the opposing Player gets to choose which of the illegally placed units are to be destroyed (so that only one unit remains in the hex).

[4.5] **A unit must stop upon entering a hex that is in the Zone of Control of an Enemy unit.**

Whenever a unit enters a hex that is directly adjacent to any of the Enemy Player's units, the moving unit must immediately stop and move no further that Phase. Note that there are six hexes adjacent to most hexes on the map. The six hexes adjacent to an Enemy unit are called the *Zone of Control* of that unit.

A unit may not move so long as it is in an Enemy controlled hex. Only by freeing itself through a combat result may a unit escape the 'freezing' effect of an Enemy Zone of Control.

[4.6] **Units may not leave the map.**

If forced to do so by the Combat Results Table, they are eliminated instead.

## [5.0] Combat Pre-Conditions

### Eligibility Requirements for Attacking Units

#### GENERAL RULE:

Each unit has a Combat Strength number printed on it which represents its basic power to attack during its Combat Phase and to defend during the Enemy Combat Phase. Whether or not a unit can attack is strictly a matter of how it is positioned with respect to Enemy units. All units that are in Enemy Zones of Control *must* attack during their Combat Phase; artillery units not in Enemy Zones of Control but that have Enemy units

within the range of their guns *may* execute a special form of attack called *bombardment*.

#### PROCEDURE:

The Player examines the positions of his units, determining which are in Enemy Zones of Control and which artillery units have Enemy units within their range. Attacks are conducted using the Combat Results Table, the die, and the procedures detailed in the section on Combat Resolution.

#### CASES:

- [5.1] **A unit that is in an Enemy Zone of Control *must* attack — and every Enemy unit that has a phasing unit in its Zone of Control *must* be attacked.**

If there are several possible combinations, the Player may choose which of his units will attack which Enemy unit — so long as every Enemy unit that is required to be attacked *is* attacked.

- [5.2] **No unit may be involved in more than one attack per Combat Phase.**

No unit may participate in more than one attack, nor may a given Enemy unit be the object of more than one attack, in a single Combat Phase.

- [5.3] **More than one unit may participate in a given attack.**

As many units as can be brought to bear can participate in the same attack.

- [5.4] **More than one Enemy unit can be the object of the same attack.**

So long as each participating attacking unit could have attacked *every* one of the defending units separately, then all may attack *all* the defending units in a *single* combined attack. [See Case 5.8]

- [5.5] **A unit's Combat Strength is indivisible.**

Units may not use part of their strength in one attack and part in another, neither may they reserve or withhold part of their strength in an attack or defense.

- [5.6] **An artillery unit not in an Enemy Zone of Control may make a bombardment attack against an Enemy unit two hexes distant.**

The important distinction between bombardment and regular attacking is that bombardment attacks can be made *only* by artillery units that are *not* in the Zone of Control of *any* Enemy unit. This bombardment attack *can* be used to satisfy the requirement that a given Enemy unit be attacked (because some other Friendly unit happens to be in its Zone of Control) so long as the other Friendly unit can attack *another* Enemy unit.

- [5.7] **Except when making a combined attack [see 5.8] bombarding artillery units may attack only a single Enemy-occupied hex.**

Even though it may have several Enemy occupied hexes in range, a given artillery unit may bombard only one of them in a single Combat Phase. Note that several artillery units may direct their bombardment at the *same* hex, in which case their strengths are totalled into *one* aggregate bombardment attack.

- [5.8] **An attack may be made which combines the strength of adjacent units with that of bombarding artillery.**

The strength of the artillery unit is simply added to that of the adjacent attacking units. Note that if the Enemy is in more than one hex, the contributing bombarding artillery need have only *one* of the Enemy occupied hexes in range in order to add its strength to the attack. This is the exception to Case 5.4.

## [6.0] Combat Resolution

### How Attacks are Evaluated and Resolved

#### GENERAL RULE:

An 'attack' is defined as the comparison of the strength of a specific attacking force with that of a specific defending force resolved by the throw of a die in connection with a Combat Results Table. The results may affect either or both the attacker and the defender.

#### PROCEDURE:

The attacking Player totals the Combat Strength of all of his units that are involved in a given attack and compares the total with the total Combat Strength of the Enemy unit or units being attacked. The resulting comparison is called the Combat Ratio. The Player locates the column heading on the Combat Results Table that corresponds to the Combat Ratio. He rolls the die and cross indexes the die number with the Combat Ratio column and reads the result. The indicated result is applied immediately, before going on to any other attacks. When he has made all of his attacks, the Player announces the end of his Combat Phase.

#### CASES:

- [6.1] **The attacking Player must announce which of his units are involved in a given attack against a specific defending unit or group of units.**

He must calculate and announce the Combat Ratio, specifying which of his units

are participating in the attack, before it is resolved. He may resolve attacks in any order he chooses. Once the die is thrown, he may not change his mind.

- [6.2] **The calculated Combat Ratio is always determined to represent a specific column of results on the Combat Results Table.**

If the Combat Ratio in an attack is higher (or lower) than the highest (or lowest) shown on the table, it is simply treated as the highest (or lowest) column available. Note that the Combat Ratio is always a simplified version of the literal ratio. For example, if *eleven* Combat Strength Points attack *four* Combat Strength Points, the Combat Ratio is simplified to '2 to 1.' Ratios are always rounded off in favor of the defender.

The attacker may deliberately *lower* the Combat Ratio, if he so desires, simply by announcing the fact before throwing the die. This is sometimes advantageous (see the Combat Results Table).

- [6.3] **The abbreviations on the Combat Results Table will indicate that units are either retreated or destroyed.**

Ae = Attacker eliminated; all units involved in the attack are destroyed (except bombarding artillery). Defending unit has the option to advance after combat.

Ar = Attacker retreats; all units involved in the attack (except bombarding artillery) are forced to move one hex away from the defender. Defending unit has the option to advance after combat.

Ee = Equal elimination; the defending force is eliminated and the attacking force must lose a number of Combat Strength Points at least equal to the printed value of the defending force. If any attacking units survive, one of them may advance after combat. Bombarding artillery can never suffer from this result.

Dr = Defender retreats; the defending unit is forced to move one hex away from the attacking unit(s). One of the attacking units may advance after combat.

De = Defender eliminated; the defending unit is destroyed. One of the attacking units may advance after combat.

- [6.4] **Units may be retreated (by their owners) only in 'safe' hexes.**

A 'safe' hex is defined as a traverseable hex, not in an Enemy Zone of Control. If there is no safe hex available, the unit is destroyed instead. A 'traverseable' hex is one that the unit could legitimately enter during a Movement Phase.

- [6.5] **When the only 'safe' hex is occupied by a Friendly unit, that unit may be displaced.**

The displaced unit must itself have a hex to retreat to (if not, the original unit is



destroyed instead of causing displacement). The displaced unit may itself cause a displacement in a sort of chain reaction of retreats.

Note that a retreating unit may *not* displace an artillery unit that has yet to perform a *required* bombardment attack. A 'required' bombardment attack is one that is made when some other Friendly unit is in the Zone of Control of the Enemy unit being bombarded and that Friendly unit is attacking still another Enemy unit.

- [6.6] **When a hex is vacated as a result of combat, a single victorious participating unit may advance into that hex.**

Such an advance as a result of combat is an option which must be exercised immediately before going on to resolve any further combat in that Phase. A unit is never forced to advance after combat. A unit *may* advance into an Enemy controlled hex (even when advancing directly from an Enemy controlled hex).

- [6.7] **Movement during the Combat Phase does not expend Movement Points.**

Retreats and advances are, technically, not considered to be movement.

- [6.8] **An artillery unit that is not adjacent to the unit that it is attacking is not affected by adverse combat results.**

When an artillery unit is bombarding or making a combination attack (as described in Case 5.8), it is totally unaffected by combat results. Even in the case of an 'Ee' result, the defender is destroyed but the artillery unit is unaffected. Bombarding artillery units may *voluntarily* retreat after combat when they obtain an 'Ae,' 'Ar,' or 'Ee' result.

## [7.0] Reinforcement

### How Additional Units Enter the Game

#### GENERAL RULE:

In addition to the force with which they start the game, both Players receive units during the Movement Phases of specified Game-Turns. The entry hex code and earliest Game-Turn of arrival are printed on the backs of the playing pieces. (See also the Orders of Battle on page R7.)

#### PROCEDURE:

At any time during the specified Movement Phase, newly arriving units may enter the map in the hexes indicated.

#### CASES:

- [7.1] **When reinforcements arrive on the map, they behave identically to units already on the map.**

When reinforcements are placed in an entry hex the arriving unit must pay the normal movement cost for entering that type of terrain. If the entry hex has a road which connects to the map edge, the arriving unit may be assumed to be entering through a road hexside. When more than one unit enters in the same place, they enter singly without regard to which one entered first (i.e., it *doesn't* cost subsequent units more to enter the map because they are entering "behind" the first unit). The units move (and they may participate in combat) in the Player-Turn of arrival.

- [7.2] **If there is an Enemy unit within two hexes of the entry hex, the arriving units may choose any map-edge hex(es) within eight hexes of the original entry hex as their new entry hex.**

Units may never be placed in an entry hex that is Enemy occupied or which is in Enemy Zones of Control. They may never be placed in an entry hex under conditions which will force a violation of the movement rules (i.e., too many units in the hex at the end of the Movement Phase).

- [7.3] **The entry of reinforcements may be delayed for as long as the Player wishes.**

Should the Player so desire, he may hold back all or part of the reinforcements due him in any given Game-Turn. He should keep a record of any such delayed reinforcements. He need not re-schedule their appearance; they may be brought in at will in any of his subsequent Movement Phases. They must still enter by means of the proper entry hex.

## [8.0] Night Game-Turns

### and Their Effect on Movement and Combat

#### GENERAL RULE:

The indicated Game-Turns on the Turn-Record Track are night Game-Turns. During night Game-Turns, there are no Combat Phases and units may not move into Enemy Zones of Control. In all other respects, night Game-Turns are identical to Game-Turns.

#### CASES:

- [8.1] **During night Game-Turns, units may not enter Enemy Zones of Control.**
- [8.2] **During night Game-Turns, there are no Combat Phases (and, of course, no combat of any type may take place).**

## [9.0] Terrain Effects Chart

(see page R8)

## EXCLUSIVE RULES SECTIONS:

Both *Dresden* and *Eylau* have rules which apply only to the individual games. In some cases these rules are additions and in other modifications to the standard rules. In all cases, the exclusive rules take precedence over the standard rules whenever there is a conflict between the two.

## DRESDEN EXCLUSIVE RULES:

The Allied Player is 'First Player.'

### [10.0] Stacking

More than one unit in a hex.

#### GENERAL RULE:

As many as two Friendly units may end the Movement Phase in the same hex.

#### CASES:

- [10.1] **Units are still moved individually even though they may begin and end their Movement Phase stacked with some other Friendly unit.**
- [10.2] **French garrison units (those with a 'G' Movement Allowance) do not count against the stacking limit.**
- As many as two moveable French units may legally be placed in the same hex as a garrison unit.
- [10.3] **Stacked units must attack together when engaging in combat.**
- Stacked units may not each engage in separate attacks. This is true in all cases including two artillery units stacked together and conducting a bombardment attack.
- [10.4] **When stacked units are attacked, they are treated as one combined strength.**

Their Combat Strengths are added together; they may not be attacked separately. If forced to retreat, they must retreat into the same hex if such a retreat would not result in the elimination of a Friendly unit. They must also attempt to avoid displace-

[continued on page R5]



[continued from page R4]

ment (even if this means splitting up). If displacement is unavoidable, they must retreat so that the fewest total units are displaced. A unit may retreat into a stacked condition if unavoidable. If the hex it retreats to is under bombardment, it is not considered to be involved in the bombardment resolution. Units may not retreat into Enemy Zones of Control whether or not the controlled hex is already occupied by a Friendly unit. Only one victorious unit may advance after combat (see 6.6).

## [11.0] Reserve Units

### GENERAL RULE:

Both Players have units that are held in reserve, i.e., on the map but not actively in play. Reserve status for the Allied units is involuntary. The Allied reserve can be activated (freed of reserve restrictions) only if certain conditions are met. The French reserve can be activated any time the French Player decides to do so (however, he suffers a Morale Level reduction for doing so).

### PROCEDURE:

Those Allied and French units with an 'R' printed on their backs are set up face down and remain that way until activated.

### CASES:

- [11.1] **Reserve units may be moved no closer to Enemy units than the stipulated limit (French reserve, 3 hexes; Allied reserve, 4 hexes).**

If an Enemy unit moves inside the limit of a reserve unit, the only move the reserve unit may make is one that maintains or increases the current distance.

- [11.2] **A reserve unit is automatically activated if the army to which it belongs is demoralized or if an Enemy unit places that unit in its Zone of Control.**

- [11.3] **An Allied unit may be activated if some other unit in the same Allied Army is eliminated or disrupted.**

This option must be exercised immediately as the elimination occurs.

- [11.4] **If at the beginning of his Movement Phase, the Allied Morale Level is higher than the starting level, the Allied Player may activate one reserve unit for each excess Morale Point spent to do so.**

Once the Morale Level is back at the starting level, no more units may be voluntarily activated. For example, if the Prussian Level were '12' the Allied Player could activate one

or two Prussian reserved units. Activating two would bring the Prussian Morale Level down to '10.'

- [11.5] **The French Player may activate one or both Old Guard infantry reserves at any time he chooses by reducing his current Morale Level by '4.'**

Note that he does not suffer this reduction if the presence of an Allied units activates one or both of the Imperial Guard units.

## [12.0] Klenau's Corps

### Conditional Allied Reinforcements

 Klenau 2-3	 Hohenloh 8-4	 Meyer 7-4
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### GENERAL RULE:

The three units of Klenau's Corps (Hohenloh, Meyer, and Klenau) can possibly enter the game on Game-Turn 10, 11, 12, or 13, depending upon a special die roll.

### PROCEDURE:

At the beginning of each Allied Movement Phase in the aforementioned Game-Turns, the Allied Player rolls the die once. A roll of '1' makes Klenau's Corps available as reinforcements on entry hex 'B.' If entry directly on 'B' is impossible (or no '1' is rolled) the Corps enters automatically at hex 'C' on Game-Turn 17 as normal reinforcements.

## [13.0] Rain Effects and Additional Night Effect

### GENERAL RULE:

During Rain Game-Turns, the Combat Strengths of each infantry unit is cut in half (round down any fraction). Stream hexsides become equivalent to River hexsides and Landgraben hexsides become equivalent to Stream hexsides.

During night Game-Turns, in addition to the standard rules, units may exit from Enemy Zones of Control (but they still may not enter them).

## [14.0] French Garrison Units

### GENERAL RULE:

The six French garrison units (those having a Movement Allowance of '0') may never be moved or advanced; if forced to retreat by 'Dr' result they are eliminated instead. The Westphalian units is eliminated by an 'Ar'

result as well. The other five garrison units (Lunettes) are unaffected by 'Ar' results. Garrison units do not count as units for stacking purposes. Units stacked with garrison units suffer combat results normally.

## [15.0] Allied Attack Co-ordination

### GENERAL RULE:

Whenever Allied units of differing nationality participate in the same attack, their Combat Ratio shifts one column to the left on the Combat Results Table. So, for example, an attack at '3 to 1' would shift down to '2 to 1.'

## [16.0] Army Morale and Demoralization

### GENERAL RULE:

Each of the four national armies in the game has a starting Morale Level representing their spirit and determination to fight. Adverse combat results lower an army's Morale Level until, at Level '0,' the army is considered to be *demoralized*. Demoralization has an effect upon the combat performance and reserve status of an army.

### PROCEDURE:

Players keep track of each army's Morale Level on the track provided on the map. The French start the game at 30; Austrian at 20; Russian at 12; and Prussian at 10.

### CASES:

- [16.1] **For each time a single unit is retreated or displaced, its army's Morale Level is reduced by one.**

For example, if two units were forced to retreat in one attack and displaced another unit of the same army, that army's Morale Level would drop by *three*.

- [16.2] **Each unit eliminated lowers the army's Morale Level by two.**

- [16.3] **For each unit that advances as a result of combat, that army's Morale Level is raised by one.**

- [16.4] **When an army is demoralized all of its reserve units are automatically activated.**

- [16.5] **When an army is demoralized its units may no longer advance after combat and its effective attacking Combat Ratio is shifted one column to the left on the Combat Results Table.**

Note that if any of the Allied units participating in a coordinated attack are from demoralized armies, then the effective Combat Ratio is shifted *two* columns to the left. When demoralized units are destroyed in combat they are permanently eliminated and may not be reorganized as described in Section 17.0.

[16.6] **At the end of the 6th and 16th Game-Turns, Allied Morale Levels are reset to game-start levels, minus one for each permanently eliminated unit of the army.**

[16.7] **At the end of the 6th and 16th Game-Turns, the French Morale Level is reset to '50' minus one for each permanently eliminated unit.**

## [17.0] Disruption & Reorganization

### Returning Eliminated Units to Play

#### GENERAL RULE:

A cavalry or infantry unit (of an undemoralized army) that is *not* surrounded by Enemy units or Enemy Zones of Control at the time of its elimination is considered to be only *disrupted*. It becomes eligible for return to the map at the end of Game-Turn 6 or Game-Turn 16. This return to the map is called *reorganization*.

#### PROCEDURE:

Disrupted units are placed in the appropriate holding area on the map sheet. At the end of the appropriate Game-Turns, each Player takes the opponent's disrupted units and places them on the map according to the restrictions detailed in the cases.

#### CASES:

[17.1] **If a cavalry or infantry unit is surrounded or if its army is demoralized at the time it is eliminated, it is permanently eliminated and is never returned to play.**

Eliminated artillery units are always considered permanently destroyed regardless of circumstances. 'Surrounded' is defined as having had no safe retreat hex available (regardless of the type of result that actually destroyed the unit).

[17.2] **At the end of each day, the opposing Player places disrupted Enemy units on the map, adjacent to units of the same nationality.**

Disrupted units must be no closer than two nor further than six hexes away from Enemy units. If no proper nationality unit is available for adjacent placement, any Friendly units may serve the purpose if they meet the distance criteria.

[17.3] **If possible, both French Old Guard infantry units must be placed in reserve.**

During the ensuing night Game-Turns they must move at least three hexes away from the Enemy or to any Elbe hex not in Enemy Zones of Control.

## [18.0] How to Win Dresden

#### GENERAL RULE:

Victory in *Dresden* is calculated in terms of Victory Points. The Player with the most Victory Points at the end of the game wins. There are four 'levels' of victory that are possible — *Draw*, *Marginal*, *Substantive*, and *Decisive* — the level depending on the size of the difference in victory points attained. The game may end with either Game-Turn 6, Game-Turn 16, or Game-Turn 32, at the option of the *Allied* Player.

#### PROCEDURE:

After the game has ended, total the Victory Points earned by each Player and subtract the smaller number from the larger. Compare the difference to the schedule listed in Case 18.4 to determine the level of victory.

#### CASES:

[18.1] **Victory Points are scored for each Enemy Combat Strength Point that is permanently destroyed (not merely disrupted).**

One Victory Point for each infantry Strength Point.

Two Victory Points for each cavalry or artillery Strength Point. Note that no Allied Victory Points are scored for destroying French garrison units.

[18.2] **The Allies score 25 Victory Points per hex if they occupy hex 1608, 1609, or 1709 at the end of any French Combat Phase**

These Points are scored only once for each hex (maximum possible total of 75 points). The hexes need not be occupied simultaneously in order to secure points.

[18.3] **If the Allies prolong the game into the third day and fail to achieve a Decisive Victory, the French get a 55 Victory Point bonus.**

Note that at the end of each day, the Allied Player must decide whether or not to fight on.

[18.4] **The quality of the victory is measured in terms of Victory Points superiority.**

<i>Victory Point Superiority</i>	<i>Level of Victory</i>
0 to 9 Points	Draw
10 to 25 Points	Marginal Victory
26 to 50 Points	Substantive Victory
51 or more Points	Decisive Victory

## EYLAU EXCLUSIVE RULES

The French Player is 'First Player.'

## [19.0] Movement Restrictions

### Limitations During the First Two Game-Turns

#### GENERAL RULE:

During the first two Game-Turns, both armies are restricted with regard to the number of units they may move during the Movement Phases.



#### CASES:

[19.1] **During the first two Game-Turns, no French Guard (Gd) unit may be moved.**

Such units may participate in combat and advance and retreat as a result thereof.

[19.2] **On Game-Turn One, only Russian units belonging to the Ostermann (Ost) Division may be moved.**

[19.3] **On Game-Turn Two, only Russian Ostermann Division units and the units of one other Russian division may be moved.**

The second division declared moveable is at the choice of the Allied Player. In both the Combat Phases of the first and second Game-Turns, all Russian units may participate in combat and advance and retreat as a result thereof.

## [20.0] Divisional Integrity in the Attack

#### GENERAL RULE:

When units of the same parent organization (division) participate in the same attack, they benefit from a Combat Strength bonus. This bonus never applies to the defense.

#### CASES:

[20.1] **When two units of the same division attack together, their combined basic Combat Strength is raised by two.**

[20.2] **When three or more units of the same division attack together either their total Combat Strength is raised by two or their final Combat Ratio is shifted one column to the right (Player's choice).**



[20.3] **Artillery units bombarding in a combined attack with a unit of their division qualify for the divisional integrity bonus.**

[20.4] **More than one bonus may be applied in the same attack.**

Each bonus is separately determined and applied to the combined total of Combat Strengths used in the attack. Divisional Fresh Strength bonuses in no way interfere with the use of divisional integrity.

## [21.0] Divisional Fresh Strength

### GENERAL RULE:

Both Players have some divisions which have Fresh Strength Bonus markers associated with them. This represents the extra Combat Strength available to these units because they had not yet participated in the entire campaign. The French Player has nine such markers, the Allied Player has seven.

### PROCEDURE:

Each Player should take his Fresh Strength markers and place them off the map, face-up in front of him. As he uses the bonus available to each division, he turns that marker over to indicate that the unit no longer has that bonus available.

### CASES:

[21.1] **Fresh Strength is a specific, one-time Combat Strength Point bonus awarded to only one unit of a specified division.**

The owning Player may choose when to use a division's Fresh Strength bonus and which unit of that division will receive it. He also chooses whether to use it in an attack or defense. Once used, it is never available again for that division. During a Combat Phase, the attacking Player declares Fresh Strength bonuses for all instances of use and then the defending Player declares any use he will make of Fresh Strength on the defense.

[21.2] **Any number of Fresh Strength bonuses may be used in a single Combat Phase or in a single combat so long as the units given the bonuses are from the correct division.**

A Fresh Strength bonus is a one-time addition to the *basic* attacking or defending power of a single unit. It may be applied to an artillery unit involved in a bombardment attack (or, of course, one involved in a normal attack).

For example, a unit with a Combat Strength of 5, defending in a town hex and utilizing a Fresh Strength Combat Bonus of 3, would defend at a Combat Strength of 16 (adding 3 to 5 and *then* doubling).

## [22.0] Weather and Combat

### An Optional Rule

#### GENERAL RULE:

To reflect the confusion and uncertainty stemming from the severe snowstorms in which the battle was fought, each time a combat is resolved there is a chance that the result may be changed. This rule is included for variety's sake and need not be used.

#### PROCEDURE:

After each combat, roll the die a second time and change the result as detailed in the Cases.

#### CASES:

[22.1] **A weather die-roll of '5' changes a retreat result into an elimination result.**

For example, 'Ar' becomes 'Ae.'

[22.2] **A weather die-roll of '6' changes the Player affected by the result.**

For example, an 'Ar' becomes a 'Dr.'

[22.3] **A weather die-roll of '1' through '4' leaves the result unmodified.**

[22.4] **There is no weather die-roll after an 'Ee' result.**

## [23.0] How to Win Eylau

### GENERAL RULE:

Victory in *Eylau* is calculated in terms of Victory Points. The Player with the most Victory Points at the end of the game is declared the winner. There are four levels of victory possible: *Draw*, *Marginal*, *Substantive*, and *Decisive*. The level attained depends upon the Victory Point superiority the winner attains over the loser.

### PROCEDURE:

At the end of the game, total each Player's Victory Points. Subtract the loser's score from the winner's to determine the winner's Victory Point superiority.

#### CASES:

[23.1] **Each Player is awarded one Victory Point for each Enemy Combat Strength Point eliminated.**

Note that bonus points (Fresh Strength and divisional integrity) are not considered in this calculation.

[23.2] **If the French Player has eliminated at least 75 Allied Strength Points, he gets an award of 15 extra Victory Points.**

[23.3] **If the Allied Player has eliminated at least 75 French Strength Points and at least one French Guard Infantry unit has participated in an attack, the Allies get an award of 15 extra Victory Points.**

If the French Guard *Infantry* units never participate in an *attack*, the Allies can never get the extra 15 Victory Points regardless of how many Combat Strength Points they eliminate. Players should note the committal of the Guard on a piece of paper.

[23.4] **Each Player is awarded five Victory Points for each Eylau hex he controls at the end of the game.**

'Control' is defined as being the last Player to have a unit occupy or pass through the hex. Simply placing the hex in one's Zone of Control is not sufficient. Eylau consists of hexes 1213 and 1313.

[23.5] **The quality of victory is measured in terms of Victory Points superiority.**

Victory Point Superiority	Level of Victory
0 to 14 Points	Draw
15 to 29 Points	Marginal Victory
30 to 44 Points	Substantive Victory
45 or more Points	Decisive Victory

## ORDERS OF BATTLE

### DRESDEN

Units are listed according to their designation, Combat Strength and Movement Allowance, and Start Hex or Entry Hex. Unit types are infantry (i), cavalry (c), and artillery (a).

**Russian Army:** AvGd/Roth, 4-4(i) 2308/AvGd/Lucken, 3-6(c) 2607/AvGd, 2-3(a) 2407/1/5, 5-4(i) 2709/2/5, 5-4(i) 2509/Gortschakov, 3-3(a) 2808/1 Gren/Rajevsky, 5-4(i) 2017R/1 Cuirassier/Depre, 4-6(c) 2019R/1 LtGdCav/Shavich, 3-6(c) C6/2 Gren/Tchoglikov, 5-4(i) C6/1 Gd/Rosen, 6-4(i) C6/2 Gd/Udom, 5-4(i) C6/Gd, 3-3(a) C6/3 Cuirassier/Ducka, 3-6(c) C6/Reserve, 6-3(a) 1918R.

**Prussian Army:** AvGd/Ziethen, 6-4(i) 2011/9/Klux, 6-4(i) 2417R/10/Pirch, 5-4(i) 2211/11/Jagow, 4-4(i) 1912/12/PrAugust, 4-4(i) 1813/Kleist, 3-3(a) 2114/Reserve/Roder, 3-6(c) 2618R/Guards/Alvensleben, 7-4(i) 2117R/Reserve/Braun, 4-3(a) 2117R/Guards, 1-6(c) 2618R

**Austrian Army:** Colloredo, 4-4(i) 1413/Chiesa/Colloredo, 5-4(i) 1614/Colloredo, 4-3(a) 1414/Scheitherr/MLicht, 3-4(i) 1617R/vHessenHmburg/MLicht, 2-6(c) 1817R/Civallert, 5-4(i) 1417R/Nostitz, 2-6(c) 1718R/Bianchi/Gren, 7-4(i) 0918R/Chastelr/Gren, 6-4(i) 0818R/Grenadiers, 3-3(a) 0919R/Bubna, 5-4(i) 1211/Lederer, 3-6(c) 1117R/Reserve 1, 4-3(a) 1216R/Reserve 2, 4-3(c) 1317R/Weissenwolf, 6-4(i) 0811/ALichtenstein, 6-4(i) 1009/Crenneville, 6-4(i) 0808/Gyulai, 2-3(a) 0609/Schneller4-6(c) 0408/Mezco, 4-4(i) 0507/Hohenlohe, 8-4(i) Bor C/Meyer, 7-4(i) B or C/Klenau, 2-3(a) B or C.

**French Army:** L. I, 1-0(a) 2108/L. II, 1-0(a) 1910/L. III, 1-0(a) 1612/L. IV, 1-0(a) 1311/L. V, 1-0(a) 1209/Westphalians, 2-0(a) 1609/Pajol/XIV ResCav, 4-6(c) 1004/1/43/XIV, 3-4(i) 2009/2/43/XIV, 3-4(i) 1810/1/44/XIV, 3-4(i) 1811/2/44/XIV, 3-4(i) 1811/1/45/XIV, 3-4(i) 1005/2/45/XIV, 3-4(i) 1004/XIV, 6-3(a) 1710, Old Guard/Friant, 7-4(i) 1708R/Old Guard/Curial, 7-4(i) 1708R/1/1YGd, 6-4(i) 1411/2/1YGd, 6-4(i) 1411/1/2YGd, 6-4(i)

1310/2/2YGd, 6-4(i) 1310/1/3YGd, 6-4(i)  
 2008/2/3YGd, 6-4(i) 2008/1/4YGd, 6-4(i)  
 1808/2/4YGd, 6-4(i) 1808/Nansouty/Gd, 5-6(c) A6/Old  
 Guard9-3(a) 2404/1YGd, 8-3(a) 1409/2YGd, 8-3(a)  
 1909/1 Cur/I Res Cav, 6-6(c) 1305/3 Cur/I Res Cav,  
 5-6(c) 1204/1/Teate (23/I), 4-4(i) 1107/2/Teate(23/I),  
 4-4(i) 1108/1/4/II, 5-4(i) A6/2/4/II, 5-4(i) A6/1/5/II,  
 5-4(i) A6/2/5/II, 5-4(i) A6/1/6/II, 5-4(i) A6/2/6/II,  
 5-4(i) A6/II, 6-3(a) A6/1/20/VI, 6-4(i) A5/2/20/VI,  
 5-4(i) A5/1/21/VI, 6-4(i) A5/2/21/VI, 5-4 A5/1/22/VI,  
 6-4(i) A5/2/22/VI, 5-4(i) A5/VI, 6-3(a) A5/Nor-  
 mann/VI, 1-6(c) A5.

### EYLAU

Units are listed according to their divisional abbreviation, Combat Strength and Movement Allowance, and Start Hex or Entry Hex. Unit types are infantry (i), cavalry (c), and artillery (a).

#### ALLIED ARMY (RUSSIANS)

**Tutchev (Tut) Division:** 8-4(i) 0714/5-1(i) 0813/4-4(i) 0713/3-5(c) 0715/1-5(c) 0615/5-3(a) 0913. **Essen (Ess) Division:** 8-4(i) 0812/6-4(i) 0912/4-4(i) 1010/2-5(c) 0811/2-5(c) 0911/6-3(a) 1011. **Samoff (Sam) Division:** 8-4(i) 0810/8-4(i) 0710/4-5(c) 0711/6-3(a) 0610. **Docturov (Doc) Division:** 6-4(i) 0910/6-4(i) 0808/4-4(i) 0809/1-5(c) 0709/5-3(a) 0909. **Sacken (Sac) Division:** 8-4(i) 1110/7-4(i) 1209/4-5(c) 1109/8-3(a) 1210. **Kamenski (Kam) Division:** 7-4(i) 1408/7-4(i) 1308/4-3(a) 1309. **Osterman (Ost) Division:** 7-4(i) 1211/5-4(i) 1212/1-4(i) 1411/2-5(c) 1113/2-5(c) 1510/4-3(a) 1311.

#### ALLIED REINFORCEMENTS:

**Lestocq's (Les) Division (Prussian):** 5-4(i) A7/3-4(i) A7/3-5(i) A7/2-5(c) A7/2-3(a) A7. **Note:** Prussian units are controlled by the Allied (Russian) Player.

#### FRENCH ARMY:

**Leval (Lev) Division:** 5-4(i) 1217/3-4(i) 1216/1-4(i) 1118/7-3(a) 1317. **Legrand (Leg) Division:** 6-4(i) 1316/3-4(i) 1315/3-4(i) 1215/5-3(a) 1416. **Desjardins (Des) Division:** 8-4(i) 1614/4-4(i) 1713/4-4(i) 1613/5-3(a) 1515. **Heudelet (Heu) Division:** 4-4(i) 1714/4-4(i) 1715/4-4(i) 1814/7-3(a) 1616. **St. Hilaire (Sth) Division:** 4-4(i) 1812/4-4(i) 1811/4-4(i) 1912/5-3(a) 1815. **Guard (Gd) Division:** 9-4(i) 1813/9-4(i) 1914/3-5(c) 1915. **Murat's (Mur) Cavalry:** 3-5(c) 1414/3-5(c) 1415/4-5(c) 1514/4-5(c) 1516/4-5(c) 1615/1-5(c) 1019/1-5(c) 0820.

#### FRENCH REINFORCEMENTS:

**Morand (Mor) Division:** 8-4(i) B4/4-4(i) B4/1-5(c) B4. **Friant (Fri) Division:** 4-4(i) B5/4-4(i) B5. **Gudin (Gud) Division:** 7-4(i) B8/2-4(i) B8. **Marchand (Mar) Division:** 8-4(i) A9/4-4(i) A9/2-3(a) A9. **Gardanne (Gar) Division:** 5-4(i) A9/4-4(i) A9/1-5 A9.

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### [6.0] Combat Results Table

Combat Ratios											
DIE	Attacker's Strength to Defender's Strength										DIE
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ee	Ee	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ee	Ee	Ee	6

Attacks executed at more than 6-1 are treated as 6-1; attacks executed at less than 1-5 are treated as 1-5.

### [9.0] Terrain Effects Chart

(see Terrain Key on map)

Terrain	Movement Points (MP) to Enter or Cross	Effect on Combat
Clear hex	1 MP	No effect
Woods hex	2 MP	Blocks bombardment*
Grove hex	1 MP	Blocks bombardment*
Town hex	1 MP	Blocks bombardment* Defender doubled in hex
Fort hex	1 MP	Defender doubled in hex
Road hex	½ MP in <i>Dresden</i> 1 MP in <i>Eylau</i>	No effect
Slope hexside	+ 1MP crossing from Slope hex	Defender doubled if attacked exclusively through Slope hexsides
Gully hexside Stream hexside	+ 2 MP to cross (artillery cross at bridges only)	Defender doubled if attacked exclusively through such hexsides
Landgraben	+ 1 MP (artillery cross at bridges only)	No effect
River hexside	Cross only at bridges	Attack only across bridge (Defender doubled)
<b>Note:</b> Rivers and Lakes are frozen in <i>Eylau</i> and have no effect on movement, ZOC, or combat.		
Bridge hexside	Eliminates crossing cost	No effect

**Terrain Notes:** Terrain effects are cumulative for movement purposes, but not for combat purposes. Thus, to enter a woods hex through a stream hexside costs *four* Movement Points. A unit in a town hex that is attacked through a stream hexside is merely doubled, *not* quadrupled. **River hexsides:** Zones of Control do *not* extend across unbridged river hexsides. Artillery units may make *bombardment* attacks through river hexsides (even if directly adjacent to the Enemy unit across the river) and the Enemy unit is *not* doubled against the bombardment attack.

**\*Blocking terrain:** The indicated terrain blocks artillery bombardment *through* it but doesn't block fire *into* it. Plotting a line of fire from center of hex to center of hex, the bombardment is *not* blocked if this imaginary line falls exactly *along* the hexside of blocking terrain *unless* the two hexes which share that hexside are *both* blocking terrain.



# Dresden Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type: 1. Quantity of Sections (all types) in game: 1.

1 Gd Rosen 6-4	1 5 5-4	2 5 5-4	1 Gren Rajvsky 5-4	2 Gren Tchglkv 5-4	2 Gd Udom 5-4	AvGd Roth 4-4	1 Cursr Depre 4-6	Collredo 4-3	Austrian Morale Level
3 Cursr Ducka 3-6	Resrve 6-3	Grtshkv 3-3	Gd 3-3	AvGd 2-3	Russian Morale Level	AvGd Lücken 3-6	1 LGdCv Shavich 3-6	Resrve 2 4-3	Gren 3-3

## AUSTRIAN

Gyulai 2-3	Klenau 2-3	Schnellr 4-6	Lederer 3-6	vHsnHg MLicht 2-6	Nostitz 2-6	Resrve 1 4-3	Hohnloh 8-4	Meyer 7-4	Bianchi Gren 7-4
Chastelr Gren 6-4	Wissnwlfr 6-4	ALetstn 6-4	Crrnvvll 6-4	Chiesa Collredo 5-4	Civallrt 5-4	Bubna 5-4	Collredo 4-4	Mezco 4-4	Schithr MLicht 3-4

Guards Alvnsln 7-4	AvGd Ziethen 6-4	9 Klux 5-4	10 Pirch 5-4	Reserve Braun 4-3	Prussian Morale Level	Old Gd Friant 7-4	Old Gd Curial 7-4	1 1 YGd 6-4	2 1 YGd 6-4
Kleist 3-3	11 Jagow 4-4	12 PrAngst 4-4	Resrve Röder 3-6	Guards 1-6	1 2 YGd 6-4	2 2 YGd 6-4	1 3 YGd 6-4	2 3 YGd 6-4	1 4 YGd 6-4

## FRENCH

2 4 YGd 6-4	1 20/VI 6-4	1 21/VI 6-4	1 22/VI 6-4	1 4/II 5-4	2 4/II 5-4	1 5/II 5-4	2 5/II 5-4	1 6/II 5-4	2 6/II 5-4
2 20/VI 5-4	2 21/VI 5-4	2 22/VI 5-4	1 Teste 4-4	2 Teste 4-4	1 43/XIV 3-4	2 43/XIV 3-4	1 44/XIV 3-4	2 44/XIV 3-4	1 45/XIV 3-4

2 45/XIV 3-4	1 Cur 1 RsCav 6-6	Nansty Gd 5-6	3 Cur 1 RsCav 5-6	Pajol XIVRsCv 4-6	Nrmann VI 1-6	Old Gd 9-3	1 YGd 8-3	2 YGd 8-3	XIV 6-3
II 6-3	VI 6-3	Wstphln 2-0	L. I 1-0	L. II 1-0	L. III 1-0	L. IV 1-0	L. V 1-0	French Morale Level	Game Turn

# Eylau Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type: 1. Quantity of Sections (all types) in game: 1.

Tut 8-4	Ess 8-4	Sam 8-4	Sam 8-4	Sac 8-4	Sac 7-4	Kam 7-4	Kam 7-4	Ost 7-4	Ess 6-4
Doe 6-4	Doe 6-4	Tut 5-4	Ost 5-4	Tut 4-4	Ess 4-4	Doe 4-4	Ost 1-4	Sam 4-5	Sac 4-5

## RUSSIAN

Tut 3-5	Ess 2-5	Ess 2-5	Ost 2-5	Ost 2-5	Tut 1-5	Doe 1-5	Sac 8-3	Ess 6-3	Sam 6-3
Tut 5-3	Doe 5-3	Kam 4-3	Ost 4-3	Sam 4	Doe 3	Kam 3	Sac 3	Ess 3	Tut 3

Les 5-4	Les 3-4	Les 3-5	Mar 8-4	Gud 7-4	Leg 6-4	Gd 9-4	Gd 9-4	Des 8-4	Mor 8-4
Les 2-5	Les 2-3	Les 2	Lev 5-4	Gar 5-4	Gar 4-4	Mar 4-4	Fri 4-4	Fri 4-4	Mor 4-4

## FRENCH

Des 4-4	Des 4-4	Heu 4-4	Heu 4-4	Heu 4-4	Sth 4-4	Sth 4-4	Sth 4-4	Lev 3-4	Leg 3-4
Leg 3-4	Gud 2-4	Lev 1-4	Mur 4-5	Mur 4-5	Mur 4-5	Mur 3-5	Mur 3-5	Gd 3-5	Mur 1-5

Mur 1-5	Mor 1-5	Gar 1-5	Lev 7-3	Heu 7-3	Leg 5-3	Sth 5-3	Des 5-3	Mar 2-3	Gd 4
Mor 3	Des 3	Heu 3	Sth 3	Fri 3	Gud 3	Mar 3	Gar 3	Game Turn	



# *Eylau Counter Section Nr. 1 (100 pieces): Back*

0912	1211	1308	1408	1209	1110	0710	0810	0812	0714
1109	0711	1411	0809	1010	0713	1212	0813	0808	0910
0610	1011	1210	0709	0615	1510	1113	0911	0811	0715
						1311	1309	0909	0913

B4	1614	1914	1813	1316	B8	A9	A7	A7	A7
B4	B5	B5	A9	A9	A9	1217		A7	A7

1315	1216	1912	1811	1812	1814	1715	1714	1613	1713
1019	1915	1415	1414	1615	1516	1514	1118	B8	1215

	A9	1515	1815	1416	1616	1317	A9	B4	0820

# *Dresden Counter Section Nr. 1 (100 pieces): Back*

	1414	R 2019	2308	C6	C6	R 2017	2509	2709	C6
R 0919	R 1317	C6	2607		2407	C6	2808	R 1918	C6

R 0918	B or C	B or C	R 1216	R 1718	R 1817	R 1117	0408	B or C	0609
R 1617	0507	1413	1211	R 1417	1614	0808	1009	0811	R 0818

1411	1411	R 1708	R 1708		R 2117	2211	R 2417	2011	R 2117
1808	2008	2008	1310	1310	R 2618	R 2618	1813	1912	2114

A6	A6	A6	A6	A6	A6	A5	A5	A5	1808
1005	1811	1811	1810	2009	1108	1107	A5	A5	A5

1710	1909	1409	2404	A5	1004	1204	A6	1305	1004
		1209	1311	1612	1910	2108	1609	A5	A6



GAME-TURN/REINFORCEMENT TRACK

1 1600	50	33	16
2 1700	49	32	15
3 1800	48	31	14
4 1900	47	30	13
5 2000	46	29	12
F 2100	45	28	11
F,R 2200	44	27	10
8 0200	43	26	9
9 0600	42	25	8
10 0800	41	24	7
A(?) 11 1000	40	23	6
A(?) 12 1200	39	22	5
A(?) 13 1400	38	21	4
14 1600	37	20	3
15 1800	36	19	2
16 2000	35	18	1
17 2200	34	17	0
A(?) 18 0200			
19 0600			
20 0800			
21 1000			
22 1100			
23 1200			
24 1300			
25 1400			
26 1500			
27 1600			
28 1700			
29 1800			
30 1900			
31 2000			
32 2100			

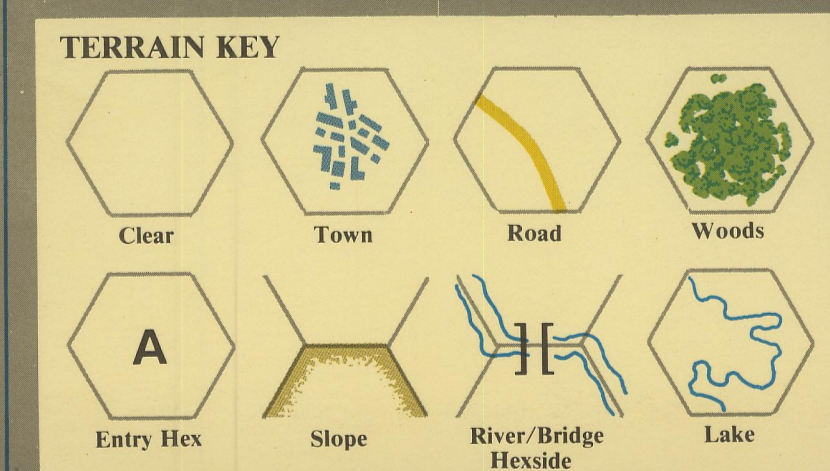
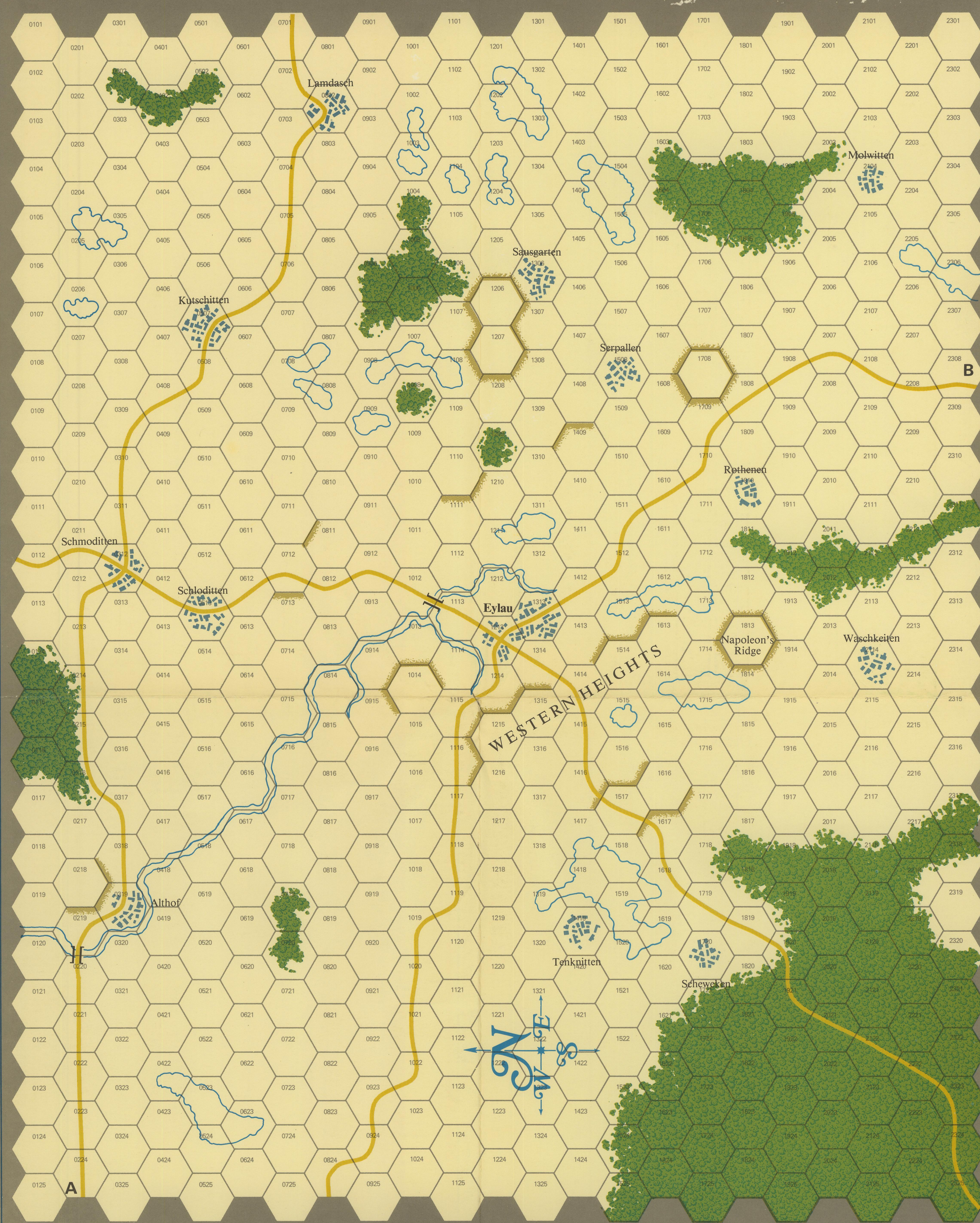
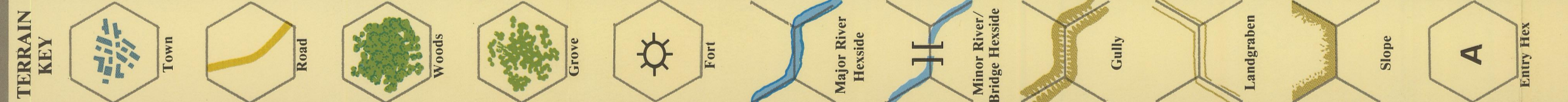
Reinforcements: F = French; R = Russian; A(?) = Austrian (possible entry; see Section 21.0). Night. Rain.

MORALE TRACK

1301	1401	1402	1403
1201	1302	1303	1304
1101	1202	1203	1204
1001	1103	1104	1105
0901	1002	1003	1004
0801	0903	0904	0905
0704	0802	0803	0805
0604	0705	0706	0708
0504	0604	0607	0608
0404	0505	0506	0509
0304	0404	0405	0408
0204	0305	0306	0309
0104	0206	0207	0208
0106	0107	0108	0109
0105	0106	0107	0108
0104	0105	0106	0107
0103	0104	0105	0106
0102	0103	0104	0105
0101	0102	0103	0104

# Dresden

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GAME-TURN/REINFORCEMENT TRACK

1 1400	2 1515	3 1800	4 0700	5 0815	6 0930
Feb 7			F Feb 8	F	
7 1045	8 1200	9 1325	10 1430	11 1545	12 1700
P	F	F			

Reinforcements: F = French; P = Prussian. (See Cases 15.2 and 15.3, or reverse sides of reinforcement units). Night.

# Eylau

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