

Wartensleben			
07:20-08:00	6		
08:20-09:00	4+		
09:20-11:00	3+		

Schmettau			
07:20-08:00	5+		
08:20-09:00	4+		
09:20-11:00	3+		

Blücher			
07:20-08:00	4+		
08:20-09:00	2+		
09:20-11:00	3+		

Combat Result Table		
DR	A/D	
0-	2/0	+ATT-DEF Strength
1	1/0	+2 Flank
2-4	1/1	+2 Artillery
5-6	0/1	-2 CAV vs INF(Sq)
7+	0/2	+1 INF vs INF
		+1 CAV vs CAV
		+2 Village

PR Activation	
DR	Action
1	Move
2	Attack
3-5	Attack / Move
6	Attack+1 / Move & Attack

Priority: the Village

- Sequence of Play
- PR Entry
 - PR Activation
 - FR Activation
 - Advance Time

4 4 4
Reserve

- Dawout
- Use Cavalry
 - Use Artillery
 - Change Zone
 - Move one unit
 - Rally

4

Artillery
+2 to one Combat roll
(-2 on defense)

6

Cavalry (1st Chasseurs)
-2 DRM Entry Roll
Negative Flank Bonus
Cancel 1 HIT

LEFT

CENTER

RIGHT

Time

07:20 07:40 08:00 08:20 08:40 09:00 09:20 09:40 10:00 10:20 10:40

Postcard Battles

Auerstedt

14 October 1806

A solitaire game by
Gottardo Zancani

The Battle

At dawn, near Auerstedt, the 3rd Division of Étienne Gudin marches through the fog expecting minimal resistance, but stumbles into the main Prussian army. Outnumbered, the division captures Hassenhausen and resists the relentless attacks of Blücher's cavalry and infantry, buying time for Davout to bring up the rest of the corps.

Game components

In addition to the map on the back of this postcard, you will need about a dozen dice in three different colors (for French, Prussian Infantry, and Prussian Cavalry) and a few markers.

The Map

The map consists of a series of **Sectors** (rounded squares) connected to each other by lines, divided into three **Zones**: Left, Centre, Right. Dashed sectors indicate Prussian entry zones. Single lines indicate normal movement and attack. Dashed lines indicate special movement only (Prussian entry, French Reserves). Double lines enable the FLANK bonus in combat.

Stacking: only one die (French or Prussian) may occupy each sector, with a maximum strength of 5 points.

The Hassenhausen Sector is the only Village terrain on the map.

Victory Conditions

The player commands the French units and wins if he controls the village of Hassenhausen at the end of the game and there are at least 4 French STR points on the map.

Game Setup

Place four colored dice on the Sectors marked with a number, and three dice in the Reserve. These dice represent Units. The value showing on the die indicates the unit's STRENGTH.

Blücher's units are considered Cavalry; all others are Infantry. Place one die showing "6" in the Cavalry zone and showing "4" in the Artillery zone. Place one marker on 07:20 and one marker in the centre (Davout).

Game turn

Each game turn follows this sequence:

- Prussian Entry
- Prussian Activation
- French Activation
- Advance Time

Davout

Each turn Davout has 3 orders which he may use any time during the turn but only in the Zone where he is currently located. Each order can be selected once per turn.

Use Cavalry. Spend one Cavalry point to gain one of these benefits:

- Cancel the FLANK bonus in an attack.
- Cancel one Damage suffered in Combat.
- Provide a -2 modifier to Prussian Entry.

Use Artillery. Spend one Artillery point to give a +2 (or -2 if defending) to a combat.

Move the Davout marker to any Zone.

Move a French unit to an adjacent Sector, including units in the Reserve.

Rally. Roll a die: on a roll of 4 or higher, a unit regains one STRENGTH point (max 4 STR points for a single unit).

Prussian Entry

For each of the three Zones, roll a die and check the table corresponding to that Zone: if the die result is greater than or equal to the value listed for the current time, distribute 1d6/2 additional STRENGTH points in the entry sectors (if two entry sectors are present, roll a die to determine which). Stacking rules apply.

Prussian Activation

For each Prussian unit on the map, in order of STRENGTH (highest first), roll a die and consult the Prussian Activation table. Priority: reach the Village.

MOVE: if not adjacent to an enemy, move adjacent to an enemy. Join a friendly unit if the combined STRENGTH is 4 or less.

ATTACK: attack the adjacent enemy (including across black dashed lines) providing the highest success probability.

MOVE and **ATTACK**: move if possible, then attack.

French Activation

Each French unit on the map may perform one of the following actions. Units in square may only Change Formation.

MOVE: move the unit to an adjacent empty Sector.

REINFORCE: move one STRENGTH point to an adjacent friendly unit, within stacking limits.

ATTACK: attack an adjacent enemy (solid lines only).

CHANGE FORMATION: form Square (rotate the die to indicate the formation) or return to line.

Combat

To resolve combat, roll a die on the Combat Table and apply any relevant modifiers, to a maximum of +/- 2. The result indicates the number of Damage points inflicted on both the Attacker and the Defender.

For each Damage point, reduce the unit's STRENGTH by one. The French player may retreat to a free adjacent Sector instead of suffering one Damage point. An attack along a double line gains the FLANK bonus if the defender is adjacent to another "free" enemy (one that is not itself adjacent to an enemy).

Advance Time

If the 10:40 turn has ended, the game is over.

If the 10:20 turn has ended, roll a die: on a roll of 5 or higher, the game is over.

In all other cases, move the turn marker forward one space and start a new turn.