

Turn track: **Clear** (no symbol), **Showers** (☁) and **Downpour** (☔).

[5.1.1] Weather Effects:

- If the weather is **Clear**, there is no effect on game play.

- If the weather is **Showers**, **decrease** all Infantry Combat Strengths by 1.



- If the weather is **Downpour** (or if **Mud** conditions are in effect, per 16.8.2), all of the following effects apply:



- Decrease all **Infantry** unit Combat Strengths by 1 (see *exception* 16.8.3).
- Decrease the Movement Allowance of **all** units by 1 (but see *Extra Horses*, 5.2 below).
- Units receive **no** increase to their Movement Allowances for moving along roads, but units **may** still Force March.
- Artillery units are **not** doubled when attacking and may **not** bombard across major rivers.
- Minor River hexsides are treated as Major Rivers.
- Landgraben hexsides are treated as Minor Rivers (6.10).
- The French player may neither build nor **use** the Pontoon Bridge (6.0). Any retreats attempted across the Pontoon bridge are automatically treated as a **failed** Hazardous Retreat (i.e., the retreating unit Breaks).

IMPORTANT: Units may always move 1 hex even when they do not have enough movement points to do so (see Standard Series Rules, 6.2).

[5.2] Extra Horses: *Anticipating heavy rains on the 27th, Napoleon directed that artillery limber teams be doubled up.*



Once per game, at the end of his Night Operations Phase, the French player may declare “Extra Horses.” Doing this negates the movement reduction penalty for French Infantry **only** (not Artillery or Cavalry) during the following Day. Flip the Game Turn marker to its “Extra Horses” side as a reminder. Flip it back to its normal side at the start of the next Night Game Turn.

[6.0] MOVEMENT

The Pirna Pontoon Bridge

Historically, the French put a pontoon bridge over the Elbe near Pirna. To simulate the construction of the bridge, use the following procedure:

Procedure

1. The French may build a **single** pontoon bridge over the Elbe, connecting hex 1216 to **one** of the three possible crossing points (hexes 1115, 1116, or 1217).
2. The first unit to cross a Pontoon Bridge **must** be a French infantry unit.
3. That first French Infantry unit **must** spend its *entire* Movement Allowance for that turn to cross to the other side (i.e., *its only movement is to cross the river and build the bridge that turn*). If the Pontoon is built into an enemy ZOC, then a combat will result.



Immediately after that, the pontoon bridge is considered ‘built.’ Flip the Pontoon Bridge Status marker over to its “Pontoon Bridge Built” side and place it in the hex where the Infantry unit crossed the river.

Once built, the Pontoon bridge may **only** be used by the French player. It functions as a normal bridge at its location; retreats across a Pontoon bridge are not normally considered “Hazardous Retreats” (but see the last bullet of 5.1.1). Note that the Pontoon bridge may **not** be constructed or used when the weather is Downpour (see 5.1.1) or Mud.

New Terrain

[6.10] Landgraben: *The Landgraben was a drainage ditch that was subject to flooding.*

During **Clear, Cloudy, or Shower** weather, the Landgraben has **no effect**. During Downpour weather or during Mud conditions, treat the Landgraben as a **minor river**.



[6.11] Grosser Garten: *The Grosser Garten was a huge formal garden with a palace at its center and wide lanes that facilitated troop movements.*



Treat the Grosser Garten as a non-rough terrain woods hex (i.e., it affords +1 Combat Strength to units defending it but is treated as **clear terrain** for normal movement purposes).

[6.12] Königstein Fortress:

Situated on a high hill overlooking the Elbe, this medieval castle provided a superb position from which to command the river crossings.



Königstein acts as a sort of “super-fortified” hex. It adds **+4 to the Combat Strength** of a unit (or Garrison) defending in it, and units in the “super-fortress” **retreat 4 fewer hexes** (total) than otherwise required, as per 9.8.1.

Example: On a ‘DR’ combat result, a roll of 5 or 6 would be needed to eliminate the Königstein garrison.

[9.0] COMBAT

[9.4.5] Strength Adjustment

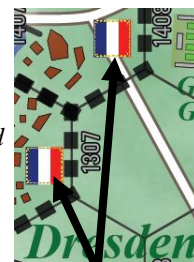
Sequence: When resolving battles, adjust unit combat strengths as follows:

- **First**, halve the unit’s printed strength if it is **Routed**, rounding up.
- **Next**, reduce an infantry unit’s adjusted strength by –1 if the current weather is **Showers** or **Downpour**, or **Mud** is in effect. Units **may** have their strength reduced to zero.
- **Finally**, add in the *single best* terrain effect for the Defender’s location.

[9.8.6] Retreat Direction Priority:

- **French** units must retreat towards an “**active**” French LOC. There are four French LOC hexes along the northern map edge; **at game start only hex 1601, is active**. Other French LOC’s (1607, 1617, and 1624) become **active** when a French unit enters the map via the Reinforcement Area containing that LOC. From then on, that LOC functions normally.
- **Allied** units must retreat towards one of the three Allied LOC hexes indicated on the south map edge.

[9.10] Garrisons: *The French maintained garrisons in Dresden, and at the outlying posts of Königstein and Lillienstein. These positions could resist, at least for a while, enemy efforts to storm these bastions.*



- Garrisons have a Combat Strength of **zero** (which **is** modified by the terrain they occupy) and they defend normally when the hex is **unoccupied** (**ignore** Garrisons if a French unit is already defending in the hex).

- Garrisons may **never** attack.
- Garrisons never move or retreat.
- Garrisons exert a **normal ZOC**.
- The French can't Commit Reserves to battles which **only** involve garrisons.
- Units may move through and/or occupy the same hex as a friendly garrison without restriction. *Thus, French units may freely "stack" in hexes with their garrisons.*

- Allied units cannot enter garrisoned hexes except by Advancing after Combat when they are the **attacker**.

Important: If a **French attacker** is displaced from a garrison hex, an **Allied defender cannot advance** if an intact Garrison is present. *This overrides the usual advance after combat rules as Garrisons, in effect, 'cover' for the retreating friendly French unit after its failed attack.*

If a garrisoned hex is **defended** by a French unit, and that unit is **Broken** or **Routed** (since units in forts ignore DW results), Allied units may advance normally into the hex. *The garrison is considered to be subsumed into the defending unit and suffers that unit's fate.* However, if for any reason the attacking enemy unit is unable or unwilling to immediately advance into the garrisoned hex, the garrison remains unaffected and intact.

[9.10.1] Königstein & Lillienstein Garrison: Both Königstein (1222) and Lillienstein (1423) start the game occupied by French garrisons. They are permanently destroyed the instant an Allied unit occupies the respective hex.

[9.10.2] Dresden Garrison: Both hexes of Dresden (1306/1407) start the game occupied by French garrisons. If Allied units occupy only one of the Dresden hexes and are subsequently driven out, the garrison in that hex is *restored*; this can occur any number of times, and to either of the Dresden hexes. For the Dresden garrison to be permanently destroyed, **both** hexes must be simultaneously occupied by the Allies.

Note: **Neustadt** (1406) is both a fortified and Objective hex, but it does not have a garrison.

[9.11] The Dresden Bridges: *These were very large structures that could easily accommodate large numbers of troops.*

When retreating across either of the Dresden Bridges (1406/1306 or 1406/1407) units of either side do **not** need to

make a Hazardous Retreat roll (9.8.4) (i.e., they're considered "safe").

[11.0] REINFORCEMENTS

[11.5] Unit Arrival Locations:

Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

French units: along the north map edge in the coded entry areas marked 'A,' 'B,' or 'C' as indicated.

French Reinforcements are also the key to activating 3 of the 4 French LOC's; see bullet under Exclusive rule 9.8.6.

Allied unit: along the west map edge in the coded entry areas marked **Y** or **Z** for the Standard scenario (see 3.2), or area **Z** for the Historical game.

[12.0] ARMY MORALE

[12.7] Catastrophe: *As the capitol of the last loyal ally Napoleon had left in Germany and the main French logistics hub in Central Europe, Dresden's loss would have had major repercussions.*

- The first time an Allied unit occupies either Dresden hex at the end of any **French** Player Turn, French Morale is reduced by one (-1) point.
- The first time **both** Dresden hexes are Allied occupied at the end of any **French** Player Turn, French Morale is reduced by two (-2) points *and* Allied Morale is increased by one (+1) point.

These two events can only occur **once** per game, but *may* occur on the same turn (*for a cumulative -3 point French Morale loss, +1 Allied Morale gain*).

[14.0] NIGHT TURNS

French Objective Hexes: none.

Allied Objective Hexes: Neustadt (1406) and the Meissen Box (see 3.2).

The French player may declare "**Extra Horses**" (5.2) at Night once per game.

[16.0] OPTIONAL RULES

[16.7] Unit Breakdown & Buildup:

Cadres of different Allied nationalities are not interchangeable. Because the Allied player only has one Cadre of each nationality, he can never breakdown or buildup his units. *Note: the Allied G + R elite unit may cadre as either a Russian or Austrian unit.*

[16.8] Variable Weather: Instead of using the historical weather conditions (5.1) printed on the Game Turn track, players determine the weather each turn using the following procedure:

Procedure

Immediately after drawing his Event card, the **First Player** (Allied only, the French player never checks for weather) rolls a die to **Check the Weather**, comparing the result with the Weather Track and then adjusting the Weather Trend marker accordingly. The weather can never be better than **Clear**, nor remain at worse than **Downpour**.

[16.8.1] Weather Trends:

The Weather marker has two sides (**Improving** and **Worsening**). It gets flipped over to its opposite side whenever the event card "A Change in the Weather" is drawn.



- If the Weather marker is on its **Improving** side, a die roll of 1 causes it to move one space **up** the track (i.e., worsen from "Cloudy" to "Showers"), while a die roll of 2, 3, or 4 causes it to move one space **down** the track (i.e., improve from "Cloudy" to "Clear").
- If the Weather marker is on its **Worsening** side, a die roll of 1 or 2 causes it to move one space **up** the track, and a roll of 6 causes it to move one space **down** the track.
- All other weather die rolls leave the Weather in its current box.

[16.8.2] Mud & Flooding:

If the weather is currently **Downpour** and worsens to **Storm**, place the "**Mud**" marker **two turns** ahead on the Game Turn track and then move the Weather marker one space **down** on the track back to **Downpour**.



If the Mud marker is *already* on the Game Turn track when a **Downpour** or **Storm** occurs, advance it ahead **one turn** if the weather is **Downpour**, or **two turns** if the weather is **Storm**.

The Weather marker never remains in the Storm box, and there are no special "Storm" effects. The sole purpose of Storms is to place (or move) the Mud marker on the Turn track.



Duration: Once the Game Turn marker reaches the Mud marker, remove the Mud marker from the Game Turn Track and *immediately* end its effects (see the example below).

Effects: While the **Mud** marker is on the Game Turn track, **Downpour weather**

effects (5.1.1) remain in force, regardless of the actual weather.

[16.8.3] Important Exception: If Mud Conditions are in effect but the actual weather is **Clear** or **Cloudy**, Infantry unit Combat Strengths are *not* reduced by 1 due to mud (5.1.1). Only actual rainfall (**Showers** or **Downpour**) causes Infantry Combat Strengths to be reduced.

Example: On a Morning turn, Storm weather is rolled. The Mud marker is placed two turns ahead on the Turn track (to the Afternoon turn). The Weather marker is then moved back to the Downpour box.

The next turn (Midday), there is no change in the weather (so the Weather marker remains in the Downpour box). The Mud marker is then advanced one more turn ahead on the Turn track (to Evening) and mud conditions continue to apply.

On the Afternoon turn, the weather improves to Showers. However, because the Mud marker is still on the Game Turn track, mud conditions still remain in effect. When the Game Turn marker next advances to Evening, the Mud marker is removed and mud conditions no longer apply. If the weather then improved to Cloudy, no weather effects would be in play.

New Unit Type

[16.9] Light Infantry: The Austrian Light Corps functions as a normal infantry unit in all respects except that it may disengage (exactly as per Rule 8.3).



[17.0] ALTERNATE SCENARIOS

[17.1] The Königstein Maneuver:

Napoleon originally planned for Dresden to be held by just XIV Corps, while he crossed the Elbe upstream with the rest of his army and attacked the Allies from behind. It was a bold scheme, but he changed his mind and instead marched directly for Dresden, sending only a single corps via Königstein to threaten the Allied rear.

[17.1.1] French Reinforcement Setup:

During the game's setup of the **Standard scenario**, the French Player secretly places all his reinforcing units into the three Reinforcement Area holding boxes (A, B, or C) which correspond to the area where he wants them to enter the map. The French player then places these three markers *face down* on the Game Turn Track, one each on Turn 4, Turn 6, and Turn 8. At the start of the appropriate French Player Turn, turn the marker over and then roll on the

Reinforcement Table (see map) to determine how many units enter play.

This method conceals from the Allies which area (A, B, or C) French reinforcements are marching towards.

- French reinforcement units, plus any desired French Dummy units, are stacked *face down* in the holding boxes so that the Allied player cannot see which units are in which group. The French Player may freely inspect them at any time.
- Each stack must be arranged in the **exact** sequence the French player wants the units to enter play (i.e., the topmost unit in each stack will be the first to arrive and the bottom one the last). *Arrange Dummies in these stacks carefully, as they will otherwise be unavailable (if using optional rule 16.1, Fog of War) while awaiting arrival.*
- The French Player is free to arrange his reinforcements as he desires with one exception: **all four units of the Imperial Guard** (Old and Young Guard infantry, Guard Cavalry, and artillery) must arrive in the **same** entry area; they may *not* be split up.

[17.1.2] French Reinforcement

Arrival: Beginning on the French Movement Phase of the indicated Game Turns (4, 6, or 8) indicated on the Reinforcement Table (see the map), roll a separate die for **each stack** to determine which, if any, units arrive on the map. Compare each modified die roll with the Arrival Table. Continue rolling, once per French Movement Phase, for every stack, until all of the reinforcement units in that stack have entered play.

Reminder: A French Reinforcement first entering the map via the A, B, or C Entry Area, immediately activates the corresponding French LOC hex (1607, 1617, and 1624); use the back of the 'A', 'B', and 'C' markers to show that the LOC is now "active" (rule 9.8.6).



[17.2] The Historical Scenario: *This scenario provides a shorter game emphasizing the fighting which occurred around Dresden, rather than the maneuvering that led up to the battle.*

After sides have been determined, setup the Historical game as follows:

1. The Game Turn marker is placed on the 'August 26 Morning' space; **note that this is Game Turn 6!** (Turns 1-5 are

used only with the optional scenarios; see 17.1). **Since the game begins on Day 2, both sides may take a Lull Turn (13.0) on any Day Turn.**

2. Place the French Morale marker on the '7' and the Allied Morale marker on the '8' spaces of the Morale Track.
3. If using Variable Weather (Rule 16.8), place the **Weather Trend marker** in the "Cloudy" box of the Current Weather track, "Improving" side up.
4. Place the units on the map or on the Game Turn track (when they enter
5. play as reinforcements, 11.0) as listed:

Allied

Hex 0819: Ru II	Hex 1020: Ru Cv
Hex 0409: Ru II Cav	Hex 0909: Ru III
Hex 1311: Ru I	Hex 1108: Pr II
Hex 0902: Au II	Hex 0904: Au 1Lt
Hex 0907: Au III	Hex 1007: Au I
Hex 0711: Res Art	Hex 0807: Au Cu
Hex 0309: Au/Ru G&R	

Turn 11: Au IV (at area Z)*

**Ignore Exclusive Rule 3.2. Instead, the Austrian IV Corps automatically enters play on Turn 11 in Area Z.*

French

Hex 1408: XIV	Hex 1306: OG
Hex 1407: GC	Hex 1607: Res

Additionally, see rule 9.10 (Garrisons)

Turn 6: YG & I Cav (at area A)
Turn 7: II Corps (at area A)
Turn 8: VI Corps (at area A),
I Corps (at area C)
Turn 9: Cv (at area C)

The French V Cavalry unit is not used in the Historical Scenario; it is technically already in the Meissen box.

Place the Pontoon Bridge Status marker on its "No Pontoon Bridge" side in hex 1216.

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