Terrain	*Terrain*	*Terrain*

Accurate maps

After setting up the terrain, you may add and/or remove one element. You choose the table side, and the opponent gets the opposite.

Bonus

Chosen ground

The first player chooses 3 to 6 elements. The second player sets them up as he sees fit.

1

Buildup

Players secretly note a number from 1 to 4, then reveal their numbers and add them up. Then they take turns setting up one element, starting with the first player, until they reach that number or both players decide that it is enough.

2

Terrain	*Terrain*	*Terrain*

Bystander

Each player selects 1-3 elements. Then they ask a third person to set them up on the table.

3

Inaccurate maps

The first player rolls d6+1 and sets up this many elements. After that, the second player may move each element up to 2UW in any direction.

4

Basic method

2-3 Rock, stream, ravine, or a swamp.; 4-5 Village, vineyard, or bocage; 6 Hill; 7 Nothing; 8 Plowed field; 9-10 Grove or a wood; 11-12 Woody hill or a dune

5

Terrain	*Weather*	*Weather*

Team effort

Players take turns setting up an element until one of them passes. After that, the second player sets up 0 to 2 elements more.

6

Sun of Austerlitz

At any moment you roll a 6 on the action dice, you can end all effects of weather for the rest of the game.

Bonus

Heavy rain

Fire is impossible, bombardment is done with half the dice. All the table counts as broken terrain. In phase 5 the rain becomes light (fire is disadvantaged, ends in its phase 5).

1

Weather	*Weather*	*Weather*
Light rain Fire is disadvantaged, all open ground counts as broken terrain. On phase 5 it ends. 2	**Fog** The firing range is limited by 1UW. Bombardment range and command radius are limited by 3UW. Ends on phase 5. 3	**Frost** Both armies have -20% starting morale. Bombardment is increased by 1d6 for each artillery unit. 4

Weather	*Weather*	*Deployment*
Sunny No special rules 5	**Heat** Units move 1UW less when retreating 6	**Initiative** Your opponent sets up his whole army, including emplacements, first. Bonus

Deployment	*Deployment*	*Deployment*
Corners Deployment zones are 5UW from the corners of the table. At least one column must be set up in each corner. 1	**Confusion** The table is divided in two halves lengthwise. Each player's deployment zone is one of the halves of the table. 2	**Diagonal** The first player chooses a table diagonal. Players set up columns not closer than 3UW from the diagonal. 3

Deployment	_Deployment_	_Deployment_
Walley	**Pitched battle**	**Pitched battle**
Deployment zones are a third of the table from the short side.	Deployment zones are a third of the table from the long side.	Deployment zones are a third of the table from the long side.
4	5	6

Duration	_Duration_	_Duration_
Defence	**Early sunset**	**Late sunset**
If the game ends in a draw, you win instead.	The game ends in the 16th phase.	The game ends in the 24th phase.
Bonus	1	2

Duration	_Duration_	_Duration_
Fated day	**Long twilight**	**Limited warfare**
If it is at least phase 12 and one of the commanders is taken out of action, the game ends.	If it is at least phase 12 and there are no combat markers on the table, the game ends.	If it is at least phase 12 and at least (game format / 50) units are broken, the game ends.
3	4	5

To the last

The game continues until one of the army's morale drops to 0.

6

Emplacements

You get a number of emplacements equal to the number of your non-light infantry divided by 4. You deploy them right before deploying the armies anywhere on your half of the table, and you can deploy 1 unit in each.

Bonus

Running late

One of the second player's columns is late to the battle. He chooses which. It comes into play in the 4th phase of the game as one formation with a simple move.

1

Game end objective

Game end objective: the first player sets up an objective. If any player controls it at the end of the game, he wins.

2

Flank maneuver

The first player may send one of his columns into the flank maneuver. He chooses it openly, and a table-side secretly. The column will arrive at the 6th phase from the chosen side as one formation with a simple move.

3

Critical target

The first player sets up a critical target in his opponent's deployment zone. If at the start of his turn, the first player controls the objective, he wins.

4

Secondary objectives

Each of the players, starting with the first, sets up a secondary objective outside of both players' deployment zones. If any player controls the objective at the start of his turn, his opponent loses 1 morale.

5

Pitched battle

No special conditions.

6