

Austerlitz 1805: Rising Eagles



Austerlitz 1805: Rising Eagles is the second volume of the "Eagles" series.

Rating: Not Rated Yet

Price

Price £54.95

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Manufacturer [HEXASIM](#)

Description

2020 Reprint, available for pre-order.

Rising Eagles is to be the the second volume of the "Eagles" series. Following on from **Fallen Eagles** (The Battle of Waterloo), Rising Eagles covers another of history's most famous battles - Austerlitz.

Game scale is regiment level for units, **250m per hex and one hour of real time per turn**. The map has been produced by the combined efforts of Rick Barber (topography) and Sebastien Brunel (graphics, as in Fallen Eagles).

The game will include at least three short scenarios, together with a full battle scenario, offering alternative options to simulate the 'fog of war' and battle plans.

Scenarios (short):

- Davout's stand in the South. The battle for Telnitz and Sokolnitz
- Bagration, Lannes and Murat: Stalemate in the North
- The Great breakthrough in the center and the battle of the Guards

The order rules In Rising Eagles will have an even greater impact than those in Fallen Eagles. The ability to change orders will be reduced and it will be more difficult to "recall" formations, once launched. Initial planning will be an important feature, as befits a Napoleonic battle of such a scale.

In addition, 'fog of war' has been further developed and will be part of the main rules. Players will share some of the uncertainty experienced by the actual commanders, as to what precisely they are facing.

Initial play tests have shown that Rising Eagles continues to provide a tense and exciting game play, with strategic battle planning assuming a greater significance than the 'slogging match' of Waterloo.

Components:

- 4 countersheets, for a total of 468 counters
- 2 backprinted maps, A1 size (84x60cm)
- one rulebook
- one playbook
- 11 full color play aids
- 18 playing cards
- a box