Optional Rules

Firing on an Ally

The Russian artillery mistakenly fired on the Prussians as the Prussian Infantry generally wore a uniform similar in color to the French. Any time during the offensive fire phase starting with the 5:20 pm turn, if the Russian artillery rolls an 11, the nearest Prussian unit to the firing artillery and within range, loses one increment. If this is a leader present, consult the leader casualty table.

De Pilleur la Ville oder Plünderer

Infantry units that move or advance into Möckern are in General Order as per the Premier Rules. This rule is unique to Möckern.

When a unit first enters Möckern there is a chance that it may begin to plunder the town. If the unit rolls equal to or below its morale value, an information counter is placed on the unit identifying its status as a plunderer. The unit only rolls when it first enters Möckern and not every turn if it maintains its integrity, initially by rolling above its morale value.

Note: Exception Russian Jägers are always in skirmish order and not considered in this rule.

A Pilleur has the fire defense of a town but is 1/3 for fire and melee. The plundering unit must then roll each turn to improve to general order; the number rolled must be over the unit's morale taking into account any leader bonuses. At or lower than their morale, including leader bonus and the infantry continues to sack the town as a Pilleur.
Less disciplined troops are more susceptible to this activity, therefore:

French Provisoire Ligne Infantrie subtract 3 from the die roll.
Russian musketeers subtract 6 from the die roll.
Prussian Landwehr Infantrie subtract 3 from the die roll.

Russian Musketeers and Prussian Infantrie that become a *Pilleur* receive a *Plünderer* informational counter. In this way it is easier to visually see what side is exhibiting the more base instincts of the human character.

As Voltaire said 'Everyone goes astray, but the least imprudent are they who repent the soonest'

Austrian Pioneer Companies (Recommended Option)

The Army of Bohemia included Pioneers which could be deployed strategically by Schwarzenberg. While time consuming to repair, these units can stabilize a bridge and make it suitable for an assault or crossing. Merveldt did throw a crossing over the Pleisse during the battle, marched across it and was captured.

There are Two Pioneer Companies are available and they may repair the bridge at Connewitz only.

Optional Rules

How they function:
- Pioneer companies must be within a 3 hex radius of Merveldt to be placed next the bridge at Connewitz.
- A Pioneer Company is required to remain continuously adjacent to the bridge for two hours and then the Pioneer counter is flipped, the bridge at Connewitz is considered repaired. Once repaired, the terrain is treated as a bridge and cannot be dismantled or moved.
- Only infantry battalions or leaders may use the repaired bridge.
- The Pioneer Companies can be destroyed by losing 3 steps per counter from fire.
- The unit has a fire defense of 5 and any units stacked with a Pioneer Company have a fire defense of 5. If stacked with another unit, the Pioneer takes a loss if the roll is even.
- If stacked with another unit, the Pioneer unit suffers the melee result of that unit. If the Pioneer unit is disordered or routs, it is destroyed. The Pioneer would also be destroyed if an enemy unit enters the same hex as the Pioneer.
- The Pioneers have no melee defense, zone of influence and cannot retreat before combat.
- Artillery and cavalry may not stack with the Pioneers.
- Pioneers are technical troops and do not have a formation.

Pioneers were valuable to the Army. The destruction of both Pioneer units will mean the adjustment of one level of victory in favor of the French.

Austrian Pontoon Companies (Recommended Option)
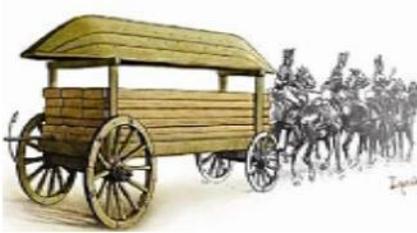
Merveldt may also use the army's Pontoon Companies to throw a new bridge across the Pleisse. There are two pontoon units available from the army reserve.

How they function:
- Pontoon Companies must be within a three hex radius of the Merveldt to be placed next to a river to start building a crossing.
- To build a crossing, a pontoon company is placed next to a river. After remaining there for two hours (six straight turns) turnover the Pontoon Company revealing a pontoon segment completed. A second pontoon company is placed on the adjacent hex on the other side of the river. When this second one has been in place for two hours (six straight turns) the counter is turned over and a pontoon bridge is built. With both pontoon companies turned over, the pontoon bridge across the river is completed.
- Once built, the pontoon bridge is treated as a bridge for terrain. It cannot be destroyed by the means available to the units in this game. Once built, the pontoon bridge cannot be dismantled or moved.
- They have no fire, melee, morale value or zone of influence
- They can be destroyed if infantry or cavalry enters the hex they are in, before the pontoon bridge is built.
- They are not subject to fire attacks and do not have an increment value.
- If stacked with another unit, the pontoon unit suffers the melee result of that unit. If the pontoon unit is disordered or routs, it is destroyed.

Optional Rules

- Pontoon Companies may not stack with artillery
- They may move in any clear terrain hex at the rate of limbered artillery.
- Pontoons are technical troops and do not have a formation.
- Only the Hapsburg forces may use a pontoon bridge.
- If the Austrians decide to use the Pontoon units in any scenario, victory will be adjusted by one, in favor of the French.

Infiltration Tactics

During town combat there are many instances of small units (company size) that manage to affect the outcome of the fight. Today we would call it "infiltration tactics". They usually found a way to get into the rear or flank of the defender and cause them to retreat. During the fight for Mockern the French successfully used this type of tactic to throw back Prussian attacks. Also as the battle drew to a close the Prussians began to use small units to gain position of parts of the town.

The following rule is recommended as an option:
Whenever a unit has moves into a town hex (not an improved hex that the defender occupied their whole turn) defended by an enemy unit the attacker may opt to use infiltration tactics rather than the standard town melee combat The attacker must be Legere or Jaegers, Grenadiers/Gd or Elite line infantry with 16 or better morale

Roll the dice
11-26   Fails the attacker looses 1 step and retreat 1 hex disordered
31-46   Fails attacker retreats 1 hex disordered
56-66 Success and the defender loose one step and retreats 1 hex and checks morale.

Modifiers:
Legere and Jaegers +3 to die roll if attacking -3 if defending
Elite Line Infantry with moral of 16 or less +3 if attacking -3 to die roll if defending
French Marines -3 to die roll if defending
Russian Infantry -3 to die roll if defending
Grenadiers -3 to die roll if defending
French Allied Troops +3 to die roll when defending
Fr. Provisional and Pr. Landwehr +3 to die roll when defending
No leader modifiers are used in infiltration attacks
Legion d"honneur/Eisernes Kreuz: Sometimes engagements are won by acts of heroism at the Jr. Officer/ NCO level. During any infiltration attack an unmodified roll of 65-66 has a special effect.
If the defender has to roll for a morale check due to the infiltration result and fails it results in the defender routing not disordering.