Optional Rules
Pioneers and Pontooners
To be used only on Map 4 and stacked only with Austrian Units and leaders

Army of Bohemia

Pontooners    Map 4 Only

Completed

0-3          0-3

Visual Side

Movement is 3 or one hex
May not be built in an enemy hex or Zone of Influence
Must be located within three hexes of Merveldt to start the building process
Once built, Meerveldt may move away
See Optional rules for other conditions
Two "units"

Pioneers    Connewitz Only

Repaired

3-5          3-5

Visual Side

Movement is 5 or one hex
Must be located within three hexes of Merveldt to start the repair process
Once built, Meerveldt may move away
May not be built in an enemy Zone of Influence
3 step units with a fire defense of 5
Once built the pioneers stay with the bridge
See Optional rules for other conditions
Two "Unit"s
De Pilleur la Ville oder Plünderer

To be used in Möeckern

**Plünderer** | **Russian Prussian**
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**De Pilleur la Ville** | **French**
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Use these as additional markers for the optional rules. Just stick them on the blank counters provided.