

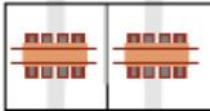
Optional Rules

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	0
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 "untis"

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 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



Visual Side

Plünderer Plünderer Plünderer Plünderer

Informational Side

De Pilleur la Ville

French



Visual Side

Pilleuer Pilleuer Pilleuer Pilleuer

Informational Side

Use these as additional markers for the optional rules. Just stick them on the blank counters provided.