Bonaparte In Italy
THE CASTIGLIONE CAMPAIGN

A game by Jacques Rabier

RULE BOOK v1.1

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[1.0] INTRODUCTION

"The Art of War consists, for an outnumbered army, in always having more forces than the enemy where one attacks or where one is attacked." – Napoleon Bonaparte.

[1.1] Background

In 1796, the young French Republic was no longer at bay, having knocked Prussia, the Netherlands and Tuscany out of the War of the First Coalition. However, the French were still facing their long-time and toughest opponents: England and Austria. Challenging the English in the high seas was out of the question, because the French fleet was no longer a match for the Royal Navy. Therefore, the French Directory ruled that the best chance for victory was a decisive land campaign to force Austria to sue for peace. Two large French armies commanded by experienced Generals Jourdan and Moreau were to advance into Germany toward Vienna. In the meantime, a small French force was to undertake a diversionary movement in Northern Italy. This operation, on a lesser theater, was entrusted to a young Corsican General named Napoleon Bonaparte. However, while the main French armies eventually stalled in Germany, Bonaparte gained international fame when his Army of Italy defeated the Sardinian and Austrian troops during the Campaign of Montenotte, forcing a peace on Sardinia. Bonaparte then captured Milan and laid siege to the Austrian fortress city of Mantua. The Austrians reacted by dispatching an army under one of their ablest commanders, General Dagobert Sigismund, Count von Wurmser, with the intention of relieving Mantua and teaching the upstart French General a lesson, setting the stage for what was later known as the Castiglione Campaign.

[1.2] Overview

Bonaparte in Italy – The Castiglione Campaign is a two-player game of strategy and tactics about the Campaign of Castiglione which took place in Northern Italy in late July and early August 1796. One player controls the French Army of Italy under Napoleon Bonaparte, while the opponent leads the Austrian forces of General Wurmser.

The game is played on a point-to-point map, representing the region of Mantua and uses a simple system stressing the importance of command and supply. Game counters represent historical brigades and leaders that fought during the campaign. Combat takes into account the role of leadership, cavalry, and artillery. Players must carefully monitor their troops' Cohesion Status throughout the campaign and choose the most appropriate time to use 'Forced Marches' and 'Marches to the Sound of the Guns' to win. Additional chrome includes rules for Mantua, bridge destruction, garrisons, and cavalry pursuits -- and optional rules for Leader casualties, Fog of War, and Reconnaissance.

Players must use actual Napoleonic strategies, such as the Strategy of Indirect Approach, the Strategy of the Central Position or the *'Bataillon Carre'*, in order to win the day.

It is up to you as the Austrian player to put an early end to Bonaparte's career, or as the French player to replicate one of the Little Corporal's first glorious feats of arms.

Are you up to the challenge, mon General?

[2.0] GAME COMPONENTS

- One Rule Book (Including Design Notes)
- One Play Book (Including Optional Rules)
- One Extended Example of Play Book
- Player Aids
- One Combat Board
- One 25" x 22" Game Map
- 176 5/8" Double-Sided Game Counters

Players need to provide two six-sided dice.

[2.1] Game Counters

The game uses counters divided into three categories: Units, Leaders, and Markers. See **Counters Description Chart** on the Game Map.

[2.1.1] Units represent French and Austrian troops that fought during the campaign. Austrian Units and Leaders have a light-yellow background while French ones have a blue background. Most Units are Brigades.

Unit and Leader counters are back printed with French or Austrian flags which are only used with the optional Fog of War rules (see Play Book). Players should keep their Units and Leaders face-up unless using the Fog of War rules.

Some Unit counters are 'Dummies', used with the optional Fog of War rules only (see Play Book).

Unit counters bear information used during gameplay:

The Unit **Name** (often its historical commander's name).

The **Formation** (a French Division or Austrian Column) shows which Leader commands the Unit. It is indicated by a colored vertical stripe matching the Formation Leader's one (see 2.1.2). Units belonging to the same Formation share the same stripe's color.

The **Type** of Unit is represented by a small NATO symbol on the upper right corner of the counter.

- **Infantry**
- **Cavalry**
- **Artillery**
- **Garrison**

Design Note: The various and colorful soldier silhouettes are here for aesthetic purpose only and don't have any effect on gameplay. *E.g., while some Cavalry Units have Dragoon silhouettes and other Hussar ones, they are both Cavalry Units in game terms.*

Units are rated with three numerical values on the left side of the counter (from top to bottom):

- The Unit **Strength Points** (**SP**), represent the Unit combat strength. One SP is about 500 to 1,000 infantrymen, 250 to 500 cavalrymen or 6 to 12 to guns.
- The Unit **Cohesion Factor** (**CF**) represents the Unit effectiveness. The Cohesion Factor is used to perform Cohesion Checks (see 3.3).
- The Unit **Movement Allowance** (**MA**) is the measurement of the Unit mobility. It is expressed in Movement Points (**MP**) (see 8.2).

Very Important: While the Cohesion Factor of a Unit may be modified during the course of play it is **never** lowered below zero nor increased beyond its original value.

[2.1.2] Leaders represent Generals and their staff.

Each Leader has a **Name** and a colored vertical stripe to identify which Formation they command. Army Leaders are identified by a black stripe.

Leaders have three numerical values on the left side of the counter (from top to bottom):

- **Strategic Rating** (**SR**) represents the Leader's ability to command and move troops.
- **Command Range** (**CR**) indicates under which distance (in number of Areas) the Leader can command friendly Units.
- **Tactical Rating** (**TR**) represents the Leader's ability to influence the outcome of combat and to rally troops.

Leaders also have a **Rank** indicating their position in the military hierarchy, on the upper right corner of the counter (the lower the number the higher the rank).

Rank 1 Leaders are Army Leaders. An Army Leader can command any Unit belonging to his Army. *E.g., Bonaparte can command any French Unit.* Rank 2 Leaders and below are Formation Leaders. They can only command Units belonging to their Formation. *E.g., Rampon Brigade can be commanded by Massena (Formation Leader) or by Bonaparte (Army Leader).*

When several Leaders are stacked together in the same Area use the most Senior Leader's Ratings. *E.g., If Bonaparte and Massena are stacked together during the Combat Phase use Bonaparte's Tactical Rating to resolve the Combat.* In cases where Leaders have the same Rank, the Player chooses which Leader to use.

Leaders have a **Movement Allowance** of 4 MP (not printed on the counter).

Important: Unlike Units, Leaders do not benefit from additional MP during Forced March.

Generic Leaders: Generic Leaders are replacement for Formation Leaders that have been killed or wounded when using Optional Rules (see Play Book).

[2.1.3] Markers are used to record game information. See **Counters Description Chart** on the Game Map.

- **Game Turn Marker:** It is used to record the passage of time (number of elapsed Game Turns). It is placed in the box corresponding to the current Game Turn on the Game Map's **Turn Record Track**, and moved one box forward during each End of Turn Phase (see 11.0). It is also used to denote who has the Initiative (see 7.0 for details).
- **Cohesion Hit Marker** is placed on top of a Unit that suffers from Cohesion Hits (see 3.6).
- **Out of Command Marker** is placed on top of a Unit that is Out of Command (see 6.0).
- **Forage Marker** is placed on top of a French Unit that foraged during the Supply Phase (see 5.5).
- **Destroyed Bridge Marker** is placed on a Road Connection to indicate a bridge over a river is destroyed (see 8.5.1).
- **Mantua Besieged / Mantua Liberated Marker** is placed in Mantua City Box to indicate if the City is besieged by the French or not (see 5.6).
- **Combat Marker** may be placed on the Game Map to show where a Combat is being resolved (see Play Book).
- **Combat Round Marker** may be used to indicate which Combat Round is in progress when resolving a Combat.

[2.2] Game Map

[2.2.1] Areas. The game is played on a map, depicting the region where the historical campaign took place. The map is divided into spaces called Areas. These Areas are used to regulate the positioning and movement of Units and Leaders.

There are three types of Areas. See **Map Key** of the Game Map for details.

- **Clear Areas** representing flat ground and/or low hills including towns and villages.
- **Mountain Areas** representing mountain passages and high hills.
- **City Areas** (Cities) representing major urban centers and their environs.

[2.2.2] Supply Areas. City Areas marked with an Austrian or French Flag are Supply Areas for their respective sides (see 5.0 for details). *Note: all Supply Areas are Cities, but not all Cities are Supply Areas. Brescia and Cremona are French Supply Areas while Trent and Vicenza are Austrian ones.*

[2.2.3] Cities & Garrisons. All Cities (except Mantua, Vicenza and Trent) are French controlled and occupied by a French Garrison at the beginning of the game. Vicenza and Trent are Austrian controlled and occupied by Austrian Garrisons at the beginning of the game. Garrisons are special Infantry Units that cannot move and are eliminated if forced to retreat. Garrisons are eliminated if they suffer from a third Cohesion Hit.

Important: Garrisons are **always** Commanded and Supplied. Otherwise, they function as normal Infantry Units.

Garrisons are placed in City Areas to denote which side controls the City. If further to combat a City is conquered (or reconquered) by a player, they must place a friendly Garrison Unit in this Area to indicate it is friendly controlled. To do so the player selects a friendly Garrison Unit from the countermix.

[2.2.4] Road Connections: Each Area is connected to adjacent Areas by black dotted lines, called Roads. Roads are used to regulate the movement of Units and Leaders as well as for tracing Lines of Supply (see 5.0). Each Road Connection represents a distance of about 10 to 15 Km (6.2 to 9.3 miles). Roads are sometime crossed by Bridges (see 8.5).

[2.2.5] Turn Record Track. The map features the Turn Record Track used to record the current Game Turn, using the Game Turn Marker. Each Turn represents about a day of real time.

[2.2.6] Eliminated Units Boxes. Each player has a box where to place their Units that have been eliminated during play in order to check how many Victory Points are awarded to their opponent upon completion of the game.

[2.2.7] Wounded Leader Boxes. Each player has a box where to place their Leaders wounded during play, if players choose to use the Leaders Casualties optional rules (see Play Book for details).

[2.2.7] Mantua City Box: This is where the Austrian Player may place friendly Units in order to get Victory Points at the end of the Game (see 5.7). The box is also

where the Mantua Besieged / Mantua Liberated Marker is placed.

[2.3] Player Aids

They are used as references to resolve gaming situations.

- **Extended Sequence of Play:** A quick reference to the game play sequence.
- **Set-up Chart** indicates how to set-up the game counters to begin play.
- **Game Tables:** These tables are used to resolve various game actions and situations.
- **Combat Board** may be used to place Units and Leaders during Combat resolution.
- **Units Status Record Sheets** may be used to record the status of Units rather than using Markers (see Play Book).

[3.0] GAME CONCEPTS

[3.1] Dice and Dice Use: The game uses 1 or 2 dice. When rolling 2 dice, the dice roll result is the sum of the 2 dice.

[3.2] Die/Dice Roll Modifier (DRM): A DRM is a numeric modifier added to or subtracted from a die or dice roll. If more than one DRM applies in a situation, they are cumulative.

E.g., if you roll 2 dice and the results of the dice are 2 and 4 and a +1 DRM is added, the final result is 7 (2 + 4 +1).

[3.3] Cohesion Checks: During the course of the game, players will often have to perform Cohesion Checks for their Units. Cohesion Checks are always performed individually.

To do so roll a die. If the die roll result is equal or less than the Unit **current** Cohesion Factor the Unit successfully passes the Cohesion Check, otherwise, it fails. The effects of failing a Cohesion Check are explained later in the rules (see 5.5, 8.1, 8.3, 8.5.1, 8.5.2, 9.1.2 & 10.0).

A Unit Cohesion Factor may be lowered due to Cohesion Hits or modified by conditions indicated on the Game Tables as 'CF Modifiers'.

Important: The CF Modifier is applied to the Unit's Cohesion Factor, not to the die roll (this is not a DRM!) and a Unit's Cohesion Factor is never lowered below zero nor increased beyond its original value.

Design Notes: Every man has his limits, and even the best Leaders cannot push their troops beyond the limits. On the other hand, good leaders can convince troops to keep on operating even under 'degraded conditions'.

[3.4] Active/Non-Active Player: The Player who is currently performing the Phase of the game Turn is called the Active Player. Their opponent is the Non-Active Player.

[3.5] Stacking: A Stack is a pile of more than one friendly Unit stationed in the same Area. A Unit without any other friendly Unit in an Area is called a single Unit. When Leaders and Unit counters are stacked together the Leaders' counters must be on top of the stack.

[3.6] Cohesion Hits: Cohesion Hits represent the effect of combat (casualties, desertions), lack of supply, and long marches over Units' effectiveness. This loss of effectiveness is expressed in Cohesion Hits. Place a Cohesion Hit Marker on the Units that suffer from a Cohesion Hit and flip or change the Marker to denote an increase or decrease in the number of Cohesion Hits. Supplied Units may try to recover from Cohesion Hits during the Recovery Phase (see 10.0 for details).

Cohesion Hits Allocation

- Place a 1 Cohesion Hit Marker on an intact unit suffering from a Cohesion Hit.
- Place a 2 Cohesion Hits Marker on a Unit that has already suffered a Cohesion Hit and suffers from a 2nd one.
- Place a 3 Cohesion Hits Marker on a Unit that has already suffered two Cohesion Hits and suffers from a third one.

Cohesion Hits Effects

- A Unit with 1 Cohesion Hit has its Cohesion Factor reduced by 1.
- A unit with 2 Cohesion Hits has its Cohesion Factor reduced by 2.
- A Unit with 3 Cohesion Hits has its SP reduced by 1. Its Cohesion Factor is reduced by 3 and it cannot Force March nor Move to the Sound of the Guns.
- A unit with 3 Cohesion Hits suffering from an additional Cohesion Hit is eliminated. Move the Unit to the owning Player's Eliminated Units Box.

Exceptions:

- **Garrisons** are eliminated if they suffer from a 3rd Cohesion Hit.
- Eliminated **Garrisons** are not permanently removed from play (set them aside but don't place them in the Eliminated Units Box). They may return in play if the owning Player reconquers a friendly City (see 5.1 for details).

Design Notes: You'll notice that Cohesion Hits do not reduce a Unit 'firepower' (expressed in SP), unless there are 3 Cohesion Hits. Rather, it reduces a Unit's mobility and capacity to react (by making it more difficult, or near impossible, to Force March and to March to the Sound of the Guns). Cohesion Hits suffered due to the lack of a Line of Supply do not represent men dying out of

starvation (remember a game Turn only represents about 1 day of real time) but rather men scattered in the countryside searching for supply or busy organizing rationing and waiting for the supply train's arrival. Furthermore, recovery from Combat Hits gets progressively harder as the hits increase, unless the Unit is stacked with a Leader with a good Tactical Rating (simulating the commander's ability to motivate troops). As a matter of fact, during the Napoleonic wars, the major factors affecting a unit fighting and maneuvering capacities were diseases, fatigue, desertions, and command & communications failures rather than losses suffered on the battlefield.

[3.7] Friendly/Enemy: The term 'friendly' refers to your Units and Leaders, while the term 'enemy' refers to your opponent's Units and Leaders.

[3.8] 'Mist of War': The Players are not allowed to inspect their opponent's stacks except during the Combat Resolution Phase (see 9.0). See Play Book Optional Rules for more elaborate Fog of War rules.

[4.0] SEQUENCE OF PLAY

"Take time to deliberate, but when the time for action comes, stop thinking and go in." — Napoleon Bonaparte.

[4.1] Setting-up the Game: Set-up the game as per Set-up Chart instructions.

[4.2] Game Turn Sequence: The game is played in 9 consecutive Turns divided into Phases as per below sequence. Each Phase must be fully completed before passing to the next one.

A. **Supply Phase (5.0):** Both players check for the control of Cities. They check the Supply Status of their Units and perform Attrition Checks for their unsupplied Units. Unsupplied French Units may Forage. The French player checks if Mantua is still besieged. If Mantua is Liberated and Austrian Units are in Mantua Area, they may be placed in the Mantua City Box.

B. **Command Phase (6.0):** Players check the Command Status of their Units. Units that are Out of Command receive an 'Out of Command' Marker.

C. **Initiative Phase (7.0):** The Austrian Player is the first player and the Initiative Player during the first two Turns. On subsequent Turns, each player rolls a die to determine who has the Initiative. The winner chooses who goes first.

D. **First Player Movement Phase (8.0):** The First Player moves friendly Units and Leaders and may perform Forced Marches and Bridge Destructions and Repairs.

E. **First Player Combat Phase (9.0):** The First Player declares Combat in Areas occupied by Units from both sides. The Second Player may perform Marches to the Sound of the Guns. Players perform Artillery Bombardments (if any) then proceed to up to two Combat Rounds per Combat Area until one side is eliminated, defeated, or chooses to Retreat. In case of a Retreat the winning side may Pursue.

F. **Second Player Movement Phase (8.0):** The Second Player moves friendly Units and Leaders and may perform Forced Marches and bridges destructions and repairs.

G. **Second Player Combat Phase (9.0):** The Second Player declares Combat in Areas occupied by Units from both sides. The First Player may perform Marches to the Sound of the Guns. Players perform Artillery Bombardments (if any) then proceed to up to two Combat Rounds per Combat Area until one side is eliminated, defeated or chooses to Retreat. In case of a Retreat the winning side may Pursue.

H. **Recovery Phase (10.0):** Both players check the Supply Status of their Units and supplied Units roll for Cohesion Checks to recover from Cohesion Hits.

I. **End of Turn Phase (11.0):** Advance the Game Turn Marker one space on the Game Turn Record Track and proceed to next Turn (return to phase A.). Upon completion of the last Turn check for Victory (See 12.0).

[5.0] SUPPLY PHASE

"An army marches on its stomach." — Attributed to Napoleon Bonaparte.

Both players check their Units' Supply Status of and perform Attrition Checks for their unsupplied Units.

[5.1] Control of Cities: Control of a City is indicated by placing a friendly Garrison Counter in the City Area. Change of control occurs if a friendly City is occupied by at least one enemy Unit that has defeated the garrison and any other friendly Units defending the Area. Place a Garrison counter of the winning side accordingly. Players can regain Control of a City by moving friendly Units in the City Area and defeating the enemy garrison and any other enemy Units defending the Area. Place a previously eliminated friendly Garrison counter accordingly. The control of an enemy Supply Area does not allow it to be used as a friendly supply source.

[5.2] Line of Supply: In order to be supplied, a Unit must trace a Line of Supply (LoS). A LoS is a path of Road connected Areas, free of any enemy Units and

Destroyed Bridges (see 8.5), running from a Unit to a friendly controlled Supply Area (see 2.2.2). A French Line of Supply may be traced through Mantua if the city is besieged (see 5.6). A friendly Unit in a friendly Supply Area is supplied.

Reminder: Garrison Units are always supplied (see 2.2.3).

[5.3] Unsupplied Status: Units (other than Garrisons) that cannot trace a LoS are unsupplied. The Supply Status of Units checked during the Supply Phase is valid until the beginning of the Recovery Phase. Supply Status is rechecked at the beginning of the Recovery Phase for Recovery Checks (see 10.0).

Design Notes: Experienced wargamers might ask: where are the 'Unsupplied Markers'? The fact is there is no need for this type of markers because the Unsupplied status' only lingering effect is that it causes Cohesion Hits and prohibits Units that are still unsupplied during the Recovery Phase (when supply status is rechecked) to recover from Cohesion Hits.

[5.4] Attrition Check: Both Players (starting with the Austrian Player) check for Attrition in each Area occupied by friendly unsupplied single Unit or stack. Each unsupplied Unit suffers one Cohesion Hit. Place a Cohesion Hit Marker on each Unit accordingly.

[5.5] Forage: In order to avoid suffering f a Cohesion Hit, Unsupplied French Units in Clear or City Areas may Forage. Place a Forage Marker on the Units that Forage. Roll for a Cohesion Check (see 3.3) for each Foraging Unit, referring to the **Forage Table**. If a Unit's roll is successful, it suffers no Cohesion Hit.

Reminder: A French Unit that attempts a Cohesion Roll to forage must place a Forage Marker, even if this roll is unsuccessful.

Important: Units with a Forage Marker cannot perform Forced Marches, Marches to the Sound of the Guns, Bridges Destructions or Repairs during the current Turn.

Design Notes: The French heavily relied on foraging (another name for pillaging), while the Austrian army relied on a rigid depot system. This allowed the French to keep operating even under degraded logistical conditions while the Austrians had to protect their lines of supply at all cost. This is simulated by the Forage rules that stress the difference between the French and Austrian armies regarding logistics. An astute French player might take advantage of this Austrian weakness by using one of Bonaparte's favorite strategies: *'La manoeuvre sur les arrières'* (move onto the rear), that consisted, after having pinned the enemy force, in threatening its line of supply in order to force them to retreat or face destruction.

[5.6] Mantua: Mantua is a special City Area. No Garrison is placed in Mantua, as the City is considered occupied by Austrian troops and besieged by the French. During the Supply Phase, the French player checks if Mantua is still under siege. Mantua is under siege as long as there are at least 10 SP of French Infantry Units occupying the Area. The Mantua Besieged Marker is placed in the Area to indicate this status.

As long as Mantua is besieged consider the Area as a French Controlled City except that there is no French Garrison. *Note: Yes, City bonuses, such as the one used for combat still apply. This is to account for French siege fortifications.*

If the conditions for a siege are no longer met Mantua Area becomes Liberated; flip the Mantua Besieged Marker to its Mantua Liberated side accordingly.

If Mantua is liberated:

> • the Area is considered as Clear Terrain.
> • the French player can trace a LoS into the Mantua Area but not through it.
> • the Austrian player can trace a LoS in and through this Area if it is not occupied by French Unit(s).

The French player resumes the siege of Mantua if the conditions for a siege are met again. Flip the Marker back to its Mantua Besieged side during the Supply Phase accordingly.

Important: In either case the Status of Mantua remains **valid until the next Supply Phase**.

[5.7] Joining Mantua City: If Mantua is Liberated and Austrian Units are in the Mantua Area during the Supply Phase the Austrian Player may select some Units to join the City. Remove these Units from play and place them in the Mantua City Box, removing all Cohesion Hit Markers. These Units cannot be attacked and can no longer be used by the Austrian Player (they won't return in play). However, they grant the Austrian Player Victory Points at the end of the game (see 12.1).

If Austrian Units are defending (not attacking) in Liberated Mantua Area during Combat and are forced to Retreat (see 9.4) the Player may instead choose to have them join the City. An Austrian Force joining the City this way is considered as retreating to a City Area. Place the Units in the Mantua City Box upon completion of the Pursuit (if any). Austrian Leaders can also join the Mantua City Box but they don't grant the Austrian Player any VP except for Wurmser.
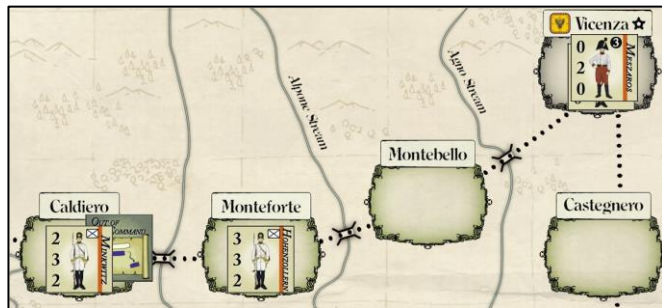
Historical Notes: Mantua was a thorn in Bonaparte's side. The French needed to capture the fortress, if they wanted to have any chance of resuming their offensive toward Vienna. However, the Army of Italy lacked the proper siege train and engineers to storm the City. The only alternative was to surround the Austrian fortress

and wait long enough to force its garrison to surrender out of starvation. For the Austrians relieving the City was paramount, both for strategic and morale reasons, as long as Mantua remained in Austrian hands Bonaparte was forced to remain on the defensive.

[6.0] COMMAND PHASE

"The secret of war lies in the communications." - *Napoleon Bonaparte.*

Both Players, starting with the Austrian Player, check if their Units are in Command. To be commanded a Unit must be within the Command Range of its Formation Leader or of its Army Leader. The Leader's Command Range is expressed in a number of Areas, via a Command Path of Road Connections, free of any enemy Unit, starting from the Area where the Leader is stationed to the Area where the Unit is located. Units stacked with their Formation or Army Leader are, of course, commanded.

E.g., If Meszaros (Command Range of 2) is in Vicenza. He can command Units belonging to his Formation in Montebello, Monteforte, Castegnero, Sossano and Vicenza. However, a Unit in Caldiero would be Out of Command.

A Command Path cannot be traced in/or through Areas occupied by enemy units. A French Command Path may be traced in/through Mantua if the city is besieged by French Units. Units that cannot trace a Command Path receive an 'Out of Command' Marker and are deemed as 'Out of Command' (OoC). A unit's Command Status is determined for the duration of the entire Turn. OoC units are restricted in their capacity to move (see 8.1).

Design Notes: Competent players, will seldomly find their Units out of command, or unsupplied, largely due to the relatively small size of the theater of operations. So, why having included those rules in the game? As a matter of fact, if the sales are good, Bonaparte in Italy – The Castiglione Campaign might be the first of a Series of games dealing with Napoleonic warfare at the operational scale, using the same set of rules. Command and supply rules would be crucial on larger theaters of operations. So, if you like the game, let us know!

[7.0] INITIATIVE PHASE

"Ability is of little account without opportunity." — *Napoleon Bonaparte.*

The Initiative Player (1) determines which side is the First Player to Move and initiate Combat during a Turn, (2) is declared the winner in a tied Combat situation (see 9.3). On the first two Turns, the Austrian Player is the First Player and has the Initiative. From Turn 3 onwards, each player rolls a die to gain the Initiative. The player rolling the highest result is the Initiative Player. The French Player always adds one to the die roll result. In case of a tie the French Player is the Initiative Player.

Flip the Game Turn Marker to its Austrian or French side to indicate who is the Initiative Player.

[8.0] MOVEMENT PHASE

"The art of war is like everything else that is beautiful. The simplest moves are the best." – *Napoleon Bonaparte.*

During their Movement Phase the Active player may move all, some or none of their Units and Leaders along the Roads that connect the various Areas of the map according to the following rules.

[8.1] Out of Command Units Movement: An OoC Unit may be moved provided it successfully passes a Cohesion Check (see 3.3). To do so the owning Player selects the OoC Unit and indicates their intention to move it and rolls a die. If the Cohesion Check is successful the Unit must immediately move.

If the Cohesion Check is a failure the Unit cannot move during the Player's Movement Phase. *Note: Failing a Cohesion Check during the Player's Movement Phase does not prevent an OoC unit from trying to 'March to the Sound of the Guns' during the opponent's Combat Phase.*

Commanded Units don't need to pass a Cohesion Check to move.

[8.2] Movement Method: Units and Leaders move individually or as stacks at the player's convenience subject to the following restrictions: Out of Command Units that succeed their Cohesion Checks (see 8.1) and Units performing Forced Marches (see 8.3) must move individually.

Units and Leaders move from Area to Area via road connections by expending Movement Points (MP).

The number of MP a Unit may expend during its Movement Phase is called its Movement Allowance (MA). Units and Leaders are not forced to expend all their MP during their Movement.

- A Leader's MA is 4 MP.
- Garrisons cannot move.
- Entering a Clear Terrain or City Area costs 1 MP. Crossing a Destroyed Bridge costs 1 MP. Entering a Mountain Area Cost 2 MP.
- A Unit cannot enter an Area if it does not have sufficient remaining MP to do so.
- MP cannot be saved from Turn to Turn, nor transferred to other Units and/or Leaders. Any unused MP is lost.
- A Unit or Leader cannot move more than once per friendly Movement Phase.

[8.3] Forced March

"The first virtue in a soldier is endurance of fatigue; courage is only the second virtue." — Napoléon Bonaparte.

Units may increase their MA by using Forced March.

For each Unit attempting to perform a Forced March the owning player indicates the Unit's Area of destination (that should be reachable if the Player gets enough additional MP) and rolls a die (applying any relevant DRM) cross-referencing the die roll result with the Additional MP column of the **Forced March Table**. The figure is the number of additional MP granted to the moving unit. A 'Hit' result indicates the Unit suffers from a Cohesion Hit (see 3.6). If the player is granted additional MP, but not enough to enter the Area of destination they must still perform the Unit movement in the direction of the Area of destination. If the player is granted more MP than required to reach the Area of destination the additional MP are lost and the Unit must stop its movement in the Area of destination. Forced March MPs may be combined with Bridge Building-Repair (see 8.5).

An OoC Unit can attempt a Forced March provided it successfully passes a Cohesion Check for movement beforehand (see 3.3 and 8.1).

Units with 1 or 2 Cohesion Hits can try to perform Forced Marches, Units with 3 Cohesion Hits cannot.

An Army or Formation Leader within Command Range of a Unit of his formation (or of his Army in case of an Army Leader) at the start of the unit's move, may use his Strategic Rating as a positive DRM for the unit's Forced March die roll. OoC Units cannot benefit from Leaders Strategic Rating bonus.

Example of Forced March: It is the French Movement Phase. Bertin and Cervoni Infantry Brigades are in Zevio with Despinoy (their Formation Leader). The Player wants to move both Brigades and their Leader to Lonato, which is 4 MP away. To do so they need to perform a Forced March. The Player indicates he wants both Brigades and Despinoy to move to Lonato. The Player first rolls a die for Bertin Brigade, checking the Forced March Table. He rolls a 5 adding a +2 DRM (because the Unit is French and

because of Despinoy's Strategic Rating). The Unit is granted 2 additional MP but suffers from a Cohesion Hit. The Player places a Cohesion Hit Marker on the Unit and moves it to Lonato. He then rolls for Certoni Brigade and gets a 4 with a +2 for a total result of 6. The Unit is granted only one additional MP. The Player moves the Unit but it must stop its movement in Peschiera. Then the Player moves Despinoy to Lonato. Leaders don't benefit from Forced March but have a MA of 4 MP which is enough to reach Lonato.

Historical Notes: One characteristic of 'Old Regime' (i.e., pre-revolutionary) Armies was their slow progress when on the move. This changed with the armies of the Revolution. Lazare Carnot (French politician and general nicknamed "The Organizer of Victory") took some drastic decisions: such as phasing out tents (the soldiers were accommodated by locals) and transferring junior officers' horses to the supply train. These and other measures considerably reduced the French Army's baggage train and, combined with a new generation of commanders and the professionalization of the 'citizen soldiers' of the Revolution, contributed to the French troops' increased mobility (represented in the game by the +1 DRM to the French Forced March roll).

[8.4] Stacking and Movement: There is no limit to the number of friendly Units and/or Leaders that can be present in a single Area. However, if moving Infantry and/or Artillery Units to or through a Mountain Area would result in stacking more than 12 friendly Infantry and/or Artillery SP, each moving Infantry and/or Artillery Unit must pay one additional MP to enter the Area. This accounts for the traffic jams caused by large forces moving along narrow mountain roads. This penalty applies as soon as this limit is reached. The limit is 20 SP for Clear and City Areas. Note: The player is free to choose in which order units move in.

Important: This rule does not apply to Cavalry. Cavalry Units do not count for the stacking limit and do no pay an additional MP to enter an Area that has exceeded the stacking limit.

Example: It is the Austrian Movement Phase. The following Austrian Units are in Rovereto: Gummer (5 SP), Bajalich (4 SP), Nicolleti (3 SP) and Pittoni (3 SP) Infantry Brigades, together with Pittoni Cavalry Brigade and Melas Artillery. The Austrian Player wants to move these Units to Ala (a Mountain Area). Gummer, Bajalich and Nicolleti Brigades, each spend 2 MP. However, now that the 12 SP limit is reached it costs 3 MP for Pittoni Brigade and the Artillery to enter the Area. Both Units will have to perform a Forced March. The Cavalry Brigade is not affected.

Design Note: One of the main problems faced by late 18th / early 19th century armies on the move was traffic jams that slowed and disorganized units, especially in narrow mountain roads. In the game this is simulated by the Stacking and Movement Rules which force the

players to either create march columns over several Areas to take different itineraries or perform Forced Marches to pay the additional 1 MP cost but risk having some Units suffer Cohesion Hits.

[8.5] Rivers and Bridges

The Rivers displayed on the map are sometimes crossed by bridges indicated by Bridge Symbols. Crossing a bridge via a Road Connection does not cost any MP, unless the bridge is destroyed.

Moving across a Destroyed Bridge costs 1 MP and Lines of Supply cannot be traced through a Destroyed Bridge.

[8.5.1] Bridge Destruction: The Active Player may attempt to destroy bridges during the Movement Phase. To do so, a Commanded Friendly Infantry Unit, located in an Area connected (i.e., adjacent) to the bridge, must spend 1 MP and pass a successful Cohesion Check, using the **Bridge Destruction Table**. Once this MP is spent and the Cohesion Check is successfully passed place a Destroyed Bridge Marker over the road connection; otherwise, the bridge remains intact. Only one Bridge Destruction attempt can be made per bridge per friendly Movement Phase.

Important: Bridges bordering City Areas cannot be destroyed.

Historical Notes: Destroying infrastructure, especially bridges, was not very popular with locals. As a matter of fact, neither the Austrians (who were supposed to defend the Italians) nor the French (who were supposed to liberate them from Austrian oppression) could afford to alienate the support of large urban centers. Furthermore, cities also benefited from a large number of bridges, thus making it difficult to destroy them all.

Example of Bridge Destruction: It is the French Movement Phase. Rusca Infantry Brigade is in Gavardo. The French Player wants to have the bridge between Gavardo and Rezzato destroyed. He moves Rusca Brigade to Rezzato (spending 1 MP), then spends a second MP and rolls for a Cohesion Check in order to destroy the bridge. He rolls a 2, which is a success. The bridge is destroyed and the French Player places a Destroyed Bridge Marker on the connection between Gavardo and Rezzato.

[8.5.2] Bridge Repair: The Active Player may attempt to repair Destroyed Bridges during their Movement Phase. To do so a Commanded Friendly Infantry Unit must be in an Area connected (i.e., adjacent) to the Destroyed Bridge and must spend 2 MP and pass a successful Cohesion Check using the **Bridge Repair Table**. Once the 2 MP have been spent and the Cohesion Check successfully passed remove the Destroyed Bridge Marker from the road connection.

Only one Bridge Repair attempt can be made per bridge per friendly Movement Phase.

Example of Bridge Repair Attempt: It is the Austrian Movement Phase. Minkwitz Infantry Brigage is located in Santa Margherita, while there is a Destroyed Bridge marker on the connection between San Margherita and Montagnana where a French Unit is located. The Austrian Player wants to repair the bridge. He spends 2 MP for Minkwitz Brigage and rolls for a Cohesion Check. Minkwitz's CF of 3 is reduced by one because an enemy Unit is adjacent to the bridge. The Austrian player rolls a 3, which is higher than Minkwitz Brigade's modified CF. The bridge is not repaired.

Bridge Destruction and Repair can be combined with Forced March. First roll for the Forced March, then perform the Bridge Destruction or Repair attempt.

[8.6] Movement and Enemy Units

[8.6.1] General Rule: A Unit or stack entering an Area occupied by an enemy Unit or stack must immediately stop its movement. This will cause a battle during the next Combat Phase. Exception: Overruns (see below).

[8.6.2] Overruns: If a Unit or stack of Units enters a **Clear** Terrain Area occupied by an enemy Unit or stack and the Odd Ratio in favor of the moving Units is 6/1 or more, the Enemy unit(s) are immediately eliminated and the Active Units may resume movement if they have enough MP left.

To calculate the Odd Ratio, divide the Active Player's total number of SP involved in the Overrun and divide it by the total number of SP of the Non-active Player's Units, rounding down any fraction. *E.g., 16 SP vs 5 SP results in an 3/1 Odd Ratio.*

Any Leader stacked with unit(s) eliminated due to an overrun is immediately moved to the closed friendly occupied Area (if several Areas are available, the owning player decides where to move the Leader).

Any Leader alone in an Area (Clear Terrain or not) entered by Enemy Units is immediately moved to the closed friendly occupied Area (if several Areas are available the player decides to which one the Leader moves).

[8.6.3] Cavalry/Leaders Withdrawal: If a non-Cavalry Unit or a stack of Units containing no Cavalry enters an Area solely occupied by enemy cavalry Unit(s) and/or enemy Leaders, these Enemy Units and/or Leaders can withdraw. The owning Player may move these Cavalry units/Leaders to an adjacent Area free of any enemy Unit. This movement does not cost any MP but cannot go through a destroyed bridge. The Units, if possible, must move toward a friendly Leader and/or a Friendly Supply Area. If there are no available Area Cavalry Units/Leaders cannot withdraw and may be subject to overrun or combat. The Active Units may resume movement if they have enough MP left which may result in further Enemy Cavalry Units/Leaders withdrawals.

[9.0] COMBAT PHASE

"Two armies are two bodies which meet and try to frighten each other." - Napoleon Bonaparte.

During this Phase, the Active Player resolves all combats in Areas occupied by Units from both sides. Combat is mandatory. The Active Player decides in which order the combats are resolved. The Area selected by the Active Player to resolve a combat is known as the Combat Area. The Player is not forced to declare all combats in advance, but each combat process must be fully completed before passing to the next combat resolution. Both Players must reveal all their Units and Leaders located in the Combat Area. During Combat Resolution the Active Player is the Attacker and the Non-active one is the Defender. All Units and Leaders belonging to a Player involved in a Combat are called a **Force**. An Area cannot be subject to more than one Combat per Combat Phase.

[9.1] Marching to the Sound of the Guns

Once the Attacker has declared a Combat the Defender may try to move some of their Units and Leaders 'to the Sound of the Guns'. This allows the Non-Active Player to reinforce their Force in the Combat Area.

[9.1.1] Requirements: Any Unit (except Units with 3 Cohesion Hits) or Leader belonging to the Non-Active Player, within a maximum distance of a two Areas from the Combat Area, that can trace a movement path free of enemy Units and that is not already in an Area occupied by one or more enemy Units may attempt to March to the Sound of the Guns. Note: Units can March to the Sound of the Guns across Bridges (Destroyed or not).

Important: A Unit and/or Leader can make only one March to the Sound of the Guns attempt during the entire Combat Phase.

[9.1.2] Procedure: Every Unit the Player intends to Move to the Sound of the Guns to the Combat Area must be declared in advance and must successfully pass, individually, a Cohesion Check (see **Marching to the Sound of the Guns Table**). An Army or Formation Leader, stacked with a Unit of his Army or his Formation, attempting to move to the Sound of the Guns adds his Strategic Rating to the Unit's Cohesion Factor. Check the **Marching to the Sound of the Guns Table** for other CF modifiers. If the Cohesion Check is successful, place the Unit in the Combat Area (no MP are expended).

Leaders may automatically be moved to the Combat Area (no Cohesion Check needed), at the Non-Active Player's discretion, but are subject to the limitations mentioned in rule 9.1.1.

Once the Defender has performed all the Marches to the Sound of the Guns attempts for the selected Combat Area, proceed to the next step of Combat Resolution (see below). You can use the Combat Round Marker in order to keep track of the number of combat rounds. Place it clearly visible to both Players on its 1st Combat Round side.

Historical Notes: The Napoleonic strategy of the '*Bataillon Carré*' (square battalion) consisted in having an army's various units positioned within marching distance of each other, so as to be able to support each other quickly in the event of an encounter with the enemy. The players can implement this strategy by using the March to the Sound of the Guns rules. In the game this represents Division Commanders and Brigadier Generals marching their troops on their own initiative (or not) to join the battle.

Design Note: If you want more realism, see the more restrictive Rule 16 in the Play Book.

[9.2] Artillery Bombardment

"It is with artillery that war is made." — Napoleon Bonaparte.

A Player that has more Artillery SP than the opponent in the Combat Area has Artillery Superiority and can use Artillery Bombardment to inflict Cohesion Hits to Enemy Units. Sum the total Artillery SP for each Player, then deduct the lowest total from the highest one to determine the Artillery Differential. Roll a die, applying any relevant DRM, and cross reference the result on the Artillery Differential column found in the **Artillery Bombardment Table**. The player with Artillery Superiority chooses to which Enemy Units the Cohesion Hits are inflicted. If there a more than one inflicted Hits they can be applied to different Enemy Units.

[9.3] Combat Resolution

"War is the business of barbarians." — Napoleon Bonaparte.

Players proceed to up to two consecutive Combat Rounds as explained below.

Each player sums the total of their SP involved in the combat. Then each Player checks the column corresponding to this number on the **Combat Resolution Table** and rolls a die, applying the relevant DRM and cross-referencing the result with the number of SP of their Force. A Leader in a Combat Area may provide a Force with his Tactical Rating bonus, even if the friendly Units don't belong to his Formation.

The number printed on the Table is the number of Cohesion Hits inflicted on the Enemy Force. Both Players apply the Combat Resolution results simultaneously on their own Units and in any combination. The only exception is that a Garrison suffers a Cohesion Hit (and is eliminated) only after all

friendly Units in the same City Area have been eliminated or have retreated.

If a side has no more Units in the Area proceed directly to the End of Combat Phase (see 9.6)

Upon completing the first Combat Round and if there are still Units from both sides in the Combat Area, the Defender must declare whether to continue the Combat for an additional round or Retreat. If the Defender decides to keep fighting, then the Attacker declares whether to keep fighting for a second round or Retreat

If a Player decides to Retreat proceed to 9.4.

If both Players decline to Retreat, play an additional Combat Round as explained above (return to 9.2). You can use the Combat Round Marker and flip it to its 2nd Combat Round side to show a 2nd round is starting.

Upon completing of the 2nd round and if there are still Units from both sides in the Combat Area, the winner must be declared. The winner is the Player who scored the most Cohesion Hits during the combat. In case of a tie the Initiative Player is the winner. The losing side must retreat.

[9.4] Retreat

Move the losing side's Units and Leaders (if any) together to an adjacent Area.

- An attacking retreating Force must retreat to the adjacent Area where it came from.
- If the Force came from different Areas, the Player may choose to which of these Areas the Force retreats to.
- A Defending retreating Force cannot retreat to an Area where the Attacker came from.

Except for these limitations the retreating Force may retreat to any adjacent Area with the following order of priority: (1) the Area is not occupied by enemy Units. (2) the movement is toward the direction of the nearest friendly Supply Area.

If there are no adjacent Area free of enemy Units the retreating Force must keep moving until it reaches such an Area. For every enemy occupied Area entered this way roll on Column 6 of the **Pursuit Table** (without applying any DRM) to check if the Retreating Force suffers additional Cohesion Hits (see 9.5 for more details on Pursuit). *Note: The Retreating Force may move to an Area solely occupied by enemy Leader(s): this is considered an overrun (see 8.6.2).*

Garrisons cannot retreat. If forced to do so they are eliminated.

[9.5] Pursuit

"Without cavalry, battles are without result." - Napoleon Bonaparte.

The winning Force may attempt to Pursue the Retreating Force in order to inflict additional Cohesion Hits provided it has more Cavalry SP than the opponent. Subtract the number of Cavalry SP of the retreating Force from the number of Cavalry SP of the pursuing Force in order to obtain a Cavalry Differential. If this number is positive check the **Pursuit Table** cross-referencing the Cavalry Differential with a die roll result (applying any relevant DRM). The result is the number of additional Cohesion Hits inflicted to the Retreating Force. The Retreating Player chooses which friendly Units suffer the Cohesion Hits and in which combination, with the following constraint: Cohesion Hits must be applied to the Retreating Force's Cavalry Units before being applied to any other types of Units.

[9.6] End of Combat: A Leader whose entire Force has been eliminated during Combat is immediately moved to the closest friendly occupied Area (Player's choice if more than one Area a available).

Repeat 9.1 to 9.5 for all outstanding Combat Areas; otherwise, proceed to the Second Player Movement Phase or to the Recovery Phase if both Player have already performed their Movement Phases.

Design Notes: The combat system stresses the importance of the various components of a Napoleonic Army and of combined arms: Artillery, Infantry, Cavalry. The Bombardment Phase allows the Players to soften the enemy with their Artillery. The (poor bloody) Infantry is there to hold ground and absorb losses while Cavalry plays a crucial role in one of the most important phases of a Battle: the pursuit. Without cavalry victory is often inconclusive. As a matter of fact, although he skillfully managed to outmaneuver his enemy, thwarting every Austrian attempt to break the siege of Mantua, Bonaparte was never able to entirely destroy the Hapsburg Army until February, partly because his cavalry was outnumbered. It was only after the fall of Mantua, in February 1797, after an 8-month siege (the longest siege of the Napoleonic Wars) that the French were eventually able to resume their offensive toward Vienna.

[10.0] RECOVERY PHASE

"In war, the moral is to the physical as ten to one." — Napoléon Bonaparte.

Both players, starting with the Austrian Player, check their Unit's Supply Status using the same procedure as in 5.0, excluding Attrition (unsupplied Units don't suffer from Attrition during the Recovery Phase). Then, Players perform Cohesion Checks for supplied Units that have Cohesion Hit(s).

Roll for each supplied Unit with Cohesion Hit(s) using the **Recovery Check Table** (applying any relevant CF Modifier). If the Units are stacked with their Formation

Leader or with their Army Leader, add the Leader's Tactical Rating to the Unit's CF. Also add 1 to the Unit's CF if in a City.

Each roll is performed individually and only once per Unit per Recovery Phase. If the Unit successfully passes the Cohesion Check remove one Cohesion Hit from the Unit.

Important: A Unit with a modified Cohesion Factor of zero cannot roll for recovery. The Player should better get it to move to a City during the next Turn or have it stacked with a Leader with a good Tactical Rating.

Reminder: the CF of a Unit is never increased beyond its original value.

Design Notes: Troops need to rest after long marches and battles. While the Players will find they can push their troops, they'll eventually realize that if they drive them too far, their army will simply collapse. Knowing when to quickly march and engage the enemy, and when to stop the offensive to have their troops recover from Cohesion Hits will make the difference between victory and defeat.

[11.0] END OF TURN PHASE

The Initiative Player advances the Game Turn Marker one space on the Game Turn Record Track and proceed to next Turn. At the end of last Turn check for Victory (See below).

[12.0] VICTORY

"Victory belongs to the most persevering." — *Napoleon Bonaparte.*

[12.1] Victory Points Tally: If at any time a Player doesn't have any Unit on the Map (Austrian Units in the Mantua Box are not considered as 'on the Map') the opponent is declared the winner of the Game (a Strategic Victory). Otherwise, the winner is the player who has most Victory Points (VP).

Upon completion of the last Game Turn tally the number of Victory Points awarded to each player as follows:

- Each Player is awarded 2 VP for each eliminated enemy Unit, except Garrisons.
- If Brescia is Austrian controlled, the Austrian Player is awarded 2 VP.
- If Cremona is Austrian controlled, the Austrian Player is awarded 3 VP.
- The Austrian Player earns 1 VP per friendly Unit in the Mantua City Box.
- The Austrian Player earns 1 VP if Wurmser is in the Mantua City Box.
- If Mantua is still besieged by French Forces the French Player is awarded 3 VP.

- The French Player is awarded 4 VP if there are no Austrian Units (this includes Garrisons) west of the Adige River and south of Anfo and La Corona. *Note: Austrian Units in the Mantua Box are not taken into account.*
- The French Player is awarded 4 VP if Trent is French controlled.
- The French Player is awarded 2 VP if Vicenza is French controlled.

[12.2] Victory Level: The player who is awarded the highest number of VP wins the game. To determine the Victory level, subtract the loser's VP total from the winner's total. *Note: Historically Bonaparte won an Operational Victory.*

Victory Level:	VP Differential
Strategic Victory	13 or more
Operational Victory	9 to 12 VP
Tactical Victory	5 to 8 VP
Minor Victory	1 to 4 VP
Draw	0 VP