1800: La Bataille de Marengo

Casus Belli Hors-série No. 7

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Counters and Map: Didier Guiserix
[translated by Roy Bartoo, translator's notes in square brackets - RKB]

Marengo is a historical simulation game that recreates the battle which took place on June 14th 1800 in northern Italy. The two opposing players represent respectively the French First Consul, Napoléon Bonaparte, and the Austrian Field Marshal, von Melas.

OBJECTIVE OF THE GAME
The winner is the player with the most victory points at the end of the twelfth game turn. These points are scored in various ways (enemy units eliminated, capture of villages, etc.) as set forth in Rule 14. The game may end earlier, if one side meets certain conditions.

1. GAME COMPONENTS

1A. Game Scale
The map reproduces the battle field as it was surveyed by Emperor Napoléon Ist's topographic department several years afterward. A hexagonal grid has been superimposed on the map in order to regulate movement and combat. The hexagons, abbreviated as hexes henceforth, are 400 meters across and are numbered to ease set up. Each game turn represents an hour of real time; each strength point of infantry or cavalry represents 300-500 men and each point of artillery 4-6 guns. The Turn Track and the Terrain key are alongside the map.

1B. Counters [box on p. 37]
The counters represent combat units of half-brigade size, typically a regiment, or the leaders who command a corps or army. It is best to glue them to strong cardboard before cutting them apart so they are easier to handle. The counters (see key opposite) have different information as explained below:
- identification: number or name of the unit to the left of the [unit type] symbol, corps to which it belongs above [the symbol], initial setup to the right of the symbol.
- combat strength [number on the bottom left of the counter for combat units]: strength of the unit as a function of the number and quality of the men in the unit.
- movement allowance [number on the bottom right of the counter]: ability of the unit to move about the map, expressed as a number of movement points.
- combat bonus [number on the bottom left of the counter for leader units]: ability of a leader to lead his troops in an assault, added to the die roll on the Combat Results Table.

1C. Symbols

Units are of different types: leaders, infantry, cavalry, and artillery. The counters have symbols to distinguish them.

1D. Colors

The units have, on their upper part, a color band that identifies their nationality: blue for the French, yellow for the Austrians. This band is also used for the optional facing rule. The rest of the counter shows the dominant color of the army's uniform: blue for the French, white for the Austrians.

2. HOW TO PLAY

2A. Initial Set Up

Players must set up their armies on the map before beginning. Each counter has the number of the hex in which it starts the game. Units belonging to the same corps are usually placed near each other.

2B. Reinforcements

Reinforcement units have an "R" followed by the turn number and hex where they enter the game. They are not set up on the map and must be placed on the Turn Track in the box corresponding to their turn of arrival. Note: an optional rule allows reinforcements to have a variable arrival turn   [see 15B, see also 15C for optional reinforcements].

2C. Game Sequence

A game is divided into 12 game turns. The progress of the game is noted on the Turn Track using the "turn" ["Tour"] marker. During a turn, the two sides play one after the other. The Austrian is always the first player.

Sequence of a game turn:
  A. Austrian player turn (see 2D)
  B. French player turn (see 2D)
  C. Victory Condition check (see 9).
If neither side has met its victory conditions, the turn marker is moved forward one space on the turn track and play resumes at step A.

2D. Turn Sequence

A player turn is composed of three successive phases. A player may only begin a phase after completing all the actions of the prior phase.
  1. Movement Phase: the player checks command status then moves all or some of his units according to the movement rules, including entering his reinforcements.
  2. Combat Phase: the player resolves all the battles between his units and those of his opponent, according to the combat rules.
  3. Reorganization Phase: the player may attempt to return routed units to the game according to the reorganization rules.

3. MOVEMENT

3a. During the movement phase, a player may move all or some of his units on the map up to their movement allowance. Movement is not required [exception, routed units, see 12a]. A unit may never be moved by the opposing player.

3b. One unit's movement must be completed before beginning that of another. Similarly, a player must do all the movement for units of one corps before beginning the movement of another corps' units. Units directly attached to an army commander act as though they were their own corps.

3c. Each unit is moved in a contiguous path of hexes in any direction. Entering each hex costs a certain number of movement points according to the terrain type (see the Terrain Effects Table p. 41). The total number of movement points spent may not exceed the movement allowance of the unit. [Note that units of a demoralized corps may have their movement allowance halved, see 13c].

3d. A unit entering a hex expends the number of movement points for that terrain type. A unit crossing a particular hexside type (crest, stream) spends a number of movement points that add to the cost of the hex being entered. Exception: a unit that moves from one hex to another along a road or path spends only the cost of the road or path, regardless of the terrain type entered and hexsides crossed.

3e. A unit may never enter a hex if it does not have enough movement points remaining. However, a unit may always move a minimum of one hex, as limited by enemy zones of control (see 5).

3f. Unexpended movement points cannot be accumulated for future moves, nor transferred to another unit to increase its movement allowance.

3g. There is no combat during the movement phase.

3h. A unit that voluntarily leaves the map during the movement phase is considered eliminated and cannot return to the game.

4. REINFORCEMENTS

4a. Reinforcements appear on the map on the turn indicated on the counter. Notations of "RA" or "RF" on the Turn Track are a reminder that Austrian or French reinforcements enter the game that turn.

4b. The map entry hex is indicated on the reinforcement unit. Each reinforcement counter pays the movement point cost of the hex through which it enters the map. Each additional reinforcement unit, beginning with the second, pays an additional 1/2 movement point per unit already entered before it. Example: on the first turn, Bellegarde's infantry (Haddick's division)

is the fourth unit that the Austrian enters through hex 1301. This unit therefore spends 1/2 movement point for hex 1301 plus three times 1/2 movement points, for a total of 2 movement points.   It therefore has 2 movement points remaining of its allowance for the rest of its move.

4c. If the entry hex of reinforcements is occupied by an enemy unit, the player may have them enter through any map edge hex not controlled by the opponent and within 3 hexes of the initial entry hex. If no such entry hex is available, the reinforcements may not enter the game until the following turn, through any hex of the same map edge that is free of enemy units of zones of control.

5. STACKING

There may never be more than one [combat] unit in a hex at the end of the movement phase. Leader counters are not subject to this prohibition against stacking. A unit may move through a hex occupied by a unit of the same side but may not stop there.   A unit may not move through a hex occupied by one of the opponent's units.

6. ZONES OF CONTROL

6a. The six hexes immediately adjacent to a unit compose its Zone of Control, abbreviated as ZoC. ZoC extend into hexes occupied by other units. A hex may be controlled by several units simultaneously. Leader counters do not exert ZoC [neither do routed units or units of a demoralized corps, see 12a, 13c, see also 15A for optional facing effects on ZoC].

6b. A unit must end its movement as soon as it enters the ZoC of an enemy unit. A hex in enemy ZoC does not cost movement points in addition to the normal terrain cost. A unit may only leave enemy ZoC as a result of combat.

6c. All the enemy units in friendly ZoC at the start of the combat phase must be attacked during this phase. All friendly units in enemy ZoC at the start of the combat phase must attack during this phase.

6d. ZoC do not extend into woods, orchard or village hexes, nor between hexes separated by a river. [As far as I can tell from the Terrain Effects Chart, there are no non-woods orchard hexes, so this probably should read "woods or village hexes"].

7. COMBAT

7A. Who Must Fight?
7a1. Combat is mandatory for units in enemy ZoC. It may only include units in adjacent hexes, except for artillery that can fight at a distance. Combat is not required for a unit adjacent to an enemy unit but in a hex the enemy unit does not control.

7a2. A unit may only attack once, and an enemy unit may only be attacked once, during the combat phase. If, as a result of combat, an enemy unit finds itself in the position of being attacked a second time, this second combat does not take place.   [?!]

7a3. A unit in a hex that is controlled by several enemy units must attack all of them together, except for any which are otherwise attacked. Several units in the ZoC of a single enemy unit must combine to attack it unless they are attacking some other enemy unit.   When a combat involves several units in attack or defense, their combat strengths are added.

7a4. The attacking player decides the order in which combats are resolved and which units take part, within the preceding rules. He can resolve several combats that involve adjacent units as a single attack against all the enemy units that would have been attacked separately.   [?! Is the traditional requirement that "all attacking units must be adjacent to all defending units' assumed to be in force?]

7B. Terrain Effects
The terrain of the attacking and defending units can have an effect on their combat strength. These effects are cumulative, but only apply to the units in the affected hex.

7C. Combat Resolution
[Example illustration top of p. 38: The artillery and cavalry do not take part in this combat. The two Austrian infantry total 10 strength points and attack Lannes' infantry which has 4 strength, at 2 to 1.]

7c1. Each combat is resolved in the following order: calculate the force ratio, roll the die and read the result on the Combat Results Table, apply the result, movement after combat. The resolution of one combat must be completed before beginning another.

7c2. To calculate the force (or combat) ratio, the attacker adds the combat strengths, as modified by the terrain, of all the units involved in the attack (attack strength). Then the defender adds the combat strengths, as modified by terrain, of all the units being attacked (defense strength).   The attack strength divided by the defense strength gives the force ratio. This ratio is always rounded in the defender's favor. Example: 10 versus 4 gives 2.5 to 1 which rounds to 2 to 1.

7c3. The force ratio of the combat denotes the column on the Combat Results Table where the result will be read. Before rolling the die, the attacker may choose to reduce the odds column, from the 3:1 column to the 2:1 column, for example.   The die roll, modified by the bonus of the attacking leader, indicates the row which, cross-indexed with the column, gives the combat result. This result must be applied immediately.

7c4. When a hex is left vacant as a result of combat, by the retreat or elimination of the occupying unit, an enemy unit, either attacker or defender, may advance into that hex even if this means leaving an enemy ZoC. This move must be made immediately after the combat result is applied and before beginning the resolution of another combat.   The unit thus moved cannot fight again, in attack or defense, during this combat phase. [Apparently an attacking leader MUST advance, see 11c].

7D. Combat Results Table
The table on page 41 contains the following results:

AR = Attacker Routed. All of the attacking units retreat a number of hexes equal to their movement allowance and are flipped face down.
A1 or A2 = Attacker Retreat. All of the units which attacked are retreated 1 or 2 hexes.
D1 or D2 = Defender Retreat. All of the units which were attacked retreat 1 or 2 hexes.
DR = Defender Routed. All of the units which were attacked retreat a number of hexes equal to their movement allowance and are flipped face down.
- = **No Result.** The units remain in place.

[Note that AD and DD on the original table - Attacker "Déroute" and Defender "Déroute" have been translated as AR and DR here].

7E. Combined Attacks
When the attacker uses infantry, artillery, and cavalry units together in the same attack against the same hex, the combat odds are shifted one column to the right on the Combat Results Table. Example: a ratio of 2:1 becomes 3:1.

7F. Cavalry Charges
[see the example at the bottom of p. 38. The caption says "Cavalry may only charge if there are three empty hexes between it and the target. It cannot reverse course during its charge."]

7f1. A charge is an attack 'from a distance' by cavalry against the enemy. It is possible when there are at least three hexes in a straight line between the charging unit and the unit to be attacked, at the start of the movement phase. A cavalry unit that charges doubles its combat strength in the subsequent combat phase.

7f2. A charging unit may only move through clear terrain, without crossing a stream or crest. A unit located in a village, woods, or marsh hex, or behind a stream or crest hexside, may not be charged.

7f3. A cavalry unit may only charge an infantry or artillery unit.

8. MOVEMENT AFTER COMBAT

8A. Retreat After Combat

8a1. Certain results on the Combat Results Table entail retreats (A1, A2, AR, D1, D2, DR). These retreats are independent of moves during the movement phase. They must be performed before beginning another combat.

8a2. When there is a choice of hexes in which to retreat, the player controlling the retreating unit decides the direction of movement.   A unit cannot retreat into a hex occupied by an enemy unit, across a river, or off the map. It is then eliminated and removed from the map. If a unit is forced to retreat into an enemy ZoC, the retreat is turned into a rout (see 12). A routed unit may not retreat into an enemy ZoC.   It is eliminated and removed from the map.

8a3. If the only possible retreat hex is occupied by a friendly unit, the player may displace this unit in order to make room for the retreating unit. Several units may thus be displaced in order to allow the retreating unit a retreat path free of enemy ZoC.   If, in the course of this chain if displacements, a displaced unit would be forced to enter enemy ZoC, the unit which originally had to retreat is instead eliminated and removed from the map.

8a4. A unit which retreated cannot be involved in another combat. A unit displaced by a retreating unit cannot be involved in a combat during that combat phase.

8a5. When performing a retreat move, whether due to a retreat or a rout result, units must move towards their line of communications, hexes 1301, 1401, 1501 for the Austrians, hex 0826 for the French. Each hex of the retreat path must get nearer to this hex.   However, when there is no choice, a unit may always enter empty hexes (see 7a2) for its retreat path, even if this means moving away from its line of communications.

8a6. A unit forced to retreat off the map is eliminated and removed from the game.

8B. Advance After Combat
When a hex is left vacant as a result of combat, an opposing unit which took part in the combat. whether as attacker or defender, may enter the hex. This advance move is made without regard to enemy ZoC moved through. It is voluntary but must be made before performing any other action.   The unit thus advanced cannot take part in any other combat during the same combat phase. A unit may only advance one hex, even if the enemy unit retreated 2 hexes or routed. [Apparently attacking leaders MUST advance, see 11c].

9. ARTILLERY

[see the graphic example at the top left of p. 39. The caption reads "The combat strength of artillery varies with the rage to the target unit. Bombardment across a river is allowed."]

9a. An artillery unit may never enter an enemy ZoC during the movement phase. An artillery unit may never enter a woods or marsh hex unless it is moving along a road.

9b. An artillery unit may attack by bombarding at several hexes distance. The maximum range for firing is three hexes. The combat strength of an artillery unit is halved, fractions rounded up, when bombarding an enemy unit at three hexes range.   It is unchanged when bombarding at two hexes range, and is doubled when attacking an adjacent enemy unit.

9c. An artillery unit in the ZoC of an enemy unit at the start of the combat phase is required to attack that unit. Several artillery units may attack the same hex but each artillery unit may only bombard a single hex during a combat phase.   If an artillery unit is in the ZoC of several enemy units which cannot otherwise be attacked, it must attack them all together.

9d. An artillery unit which attacks a non-adjacent enemy unit by bombardment ignores adverse results (A1, A2, AR). The player may however decide to apply an A1 (attacker retreats 1 hex) for any adverse result. An artillery unit attacking an adjacent enemy unit cannot advance after combat and suffers any adverse results.

9e. Bombarding at a distance is allowed if the line of fire is clear. The line of fire is traced from the center of the firing artillery unit's hex to the center of the attacked unit's hex. If the line goes, even partially, through a woods or village hex, bombarding is not allowed.   An artillery unit may bombard an enemy unit located in a woods or village hex. [What if the line of fire goes along the hexside, one hex of which is woods/village, one of which is not?]

9f. The combat strength of artillery units is halved, fractions rounded up, when it bombards from a village hex. Any adjustment for range is then applied (see 8b). An artillery unit may not attack from a woods hex. An artillery unit in a woods hex that is attacked by an enemy unit is automatically eliminated and removed from the map.
[Note that this section seems to contradict the Terrain Effects Chart in the French original, which clearly indicates that:
  -- cavalry attacked in woods are eliminated, but says nothing about artillery;
  -- artillery is halved in attack AND defense in a village hex;
  -- says nothing about artillery not being able to fire out of a woods hex.
In my opinion, the rules are correct and the Terrain Effects Chart is incorrect, but I have translated the TEC as printed in the original version.]

10. COMMAND

10a. The Austrian and French armies are commanded respectively by Field Marshal Baron von Melas and First Consul Napoléon Bonaparte. The armies are composed of divisions or corps, each of which is commanded by a general subordinate to the army commander. These corps are composed of several combat units which are under the command of the corresponding leader. To ease identification, the name of the corps commander is printed on the top of the counter in the color band (light blue for the French, yellow for the Austrians).

10b. Combat units which do not have a leader name at the top are independent units. They may be commanded by any leader on the map, whether corps or army commander. This attachment may be changed each turn.

10c. Units are said to be in command if, at the start of the movement phase, they are able to trace a line of command to their commanding officer. The maximum length of this line of command is 3 hexes for the Austrians and 5 hexes for the French. A line of command may not go through an enemy-occupied hex, nor one in enemy ZoC unless occupied by a friendly unit. Corps commanders may command all the units of their corps plus a maximum of 2 independent units.

10d. Corps commanders must themselves be within command range of their army commander at the start of the movement phase in order to be able to command their combat units. This command range is a maximum of 15 hexes for the Austrians and 20 hexes for the French. This command range cannot pass through hexes occupied by enemy units, nor hexes in enemy ZoC unless occupied by a friendly unit. Thus, even if units can trace a line of command to their corps commander, they will not be in command if he is not within command range of his army commander.

10e. Units which are out of command move normally during the movement phase but may not enter enemy ZoC. Their combat strength in defense is unchanged but they cannot attack adjacent enemy units. An out-of-command unit that starts the movement phase in the ZoC of enemy units that are not driven off during the combat phase by other friendly units, must retreat at the end of the combat phase. This movement is conducted as an A1 or A2, at the owning player's choice, but the defender may not advance after combat.

10f. Besides placing their corps commanders in command, army commanders can directly command 5 units, whether independent or part of a corps. The army commander counters then follow the same rules as for corps commanders (see 10c).

11. LEADERS

11a. Leaders have neither combat strength nor ZoC and do not block lines of command. They have 6 movement points per turn and pay movement costs as cavalry. A leader counter alone may never enter an enemy ZoC unless it is stacked with a friendly combat unit. However, it may freely leave an enemy ZoC at the start of its movement.

11b. A leader does not modify the strength of units with which it is stacked. When it is stacked with an attacking unit, the attacking player may decide, before rolling the die, to use the leader's bonus. This bonus is added to the die roll.   A leader may be so used only once during the combat phase. A leader may never use its bonus in defense.

11c. A leader stacked with a unit has the choice whether to suffer combat results along with the unit (retreat, rout) or remain in the hex. However, he must take part in any advance after combat.

11d. When he attacks in combat and uses his leader bonus, a leader may be eliminated. After the combat and any movement after combat is resolved, the attacking player rolls a die: if he rolls a 6, the leader is eliminated and removed from the map.

11e. A leader alone in the hex may be captured if an enemy unit enters this hex. In this case, the player controlling the leader rolls a die: on a roll of a 6, the leader is captured and removed from the game.

11f. A leader that is eliminated or captured may never return to the game as such, for example during the reorganization phase. All the units he commanded, whether units of his corps or of which he took temporary command, are thus without a leader during the following turn.   They may be directly commanded by the army commander if within his range. Otherwise, they suffer all the penalties of being out of command. During the turn after that, the player designates a unit which will act as commander for that corps.   [So a combat unit will also function as a leader for that corps?]

12. ROUT AND REORGANIZATION

12a. Routed units are placed face down on the map to distinguish them from non-routed units. They no longer have ZoC and automatically move during the movement phase, even if they are not in command, using their full movement allowance, towards the line of communications for their army.   They cannot enter enemy ZoC. Routed units may never attack but defend normally. They may be reorganized by their corps commander during the reorganization phase.

12b. In order to reorganize routed units, the leader must be at least 5 hexes from the nearest enemy unit. Routed units must be within command range of the leader. The player may then flip [reorganize] 2 routed units per reorganization phase.   [Is that 2 units reorganized for the entire army, or 2 per leader?]

12c. A demoralized corps commander (see 13) may only attempt to reorganize a routed unit after rolling a die: on a result of 5 or 6, the routed unit immediately performs another rout move; otherwise, the unit is reorganized and flipped in the hex it occupies.

12d. A routed unit may only be reorganized by its corps or army commander. Independent units may be reorganized by any leader.

13. DEMORALIZATION

13a. A corps may become demoralized when it suffers too many losses. The demoralization levels are indicated in the table below. The demoralization tally is determined by adding the combat strength of eliminated and routed units from that corps. Show the demoralization of a corps by flipping the corps commander's counter on the map.

Demoralization levels

French Corps
Leader	Losses
Lannes	11
Desaix	19
Victor	18
Lapoype	6

Austrian Corps
Haddick	11
Knaïm	13
Morzin	10
Eltnitz	6
Ott	14
O'Reilly	7

13b. Corps demoralization takes effect immediately when the level is reached, for example in the middle of a combat phase. Inversely, when a demoralized corps commander manages to reorganize a routed unit of sufficient strength to bring the losses back under the demoralization level, demoralization immediately ends and the leader no longer needs, for example, to roll a die in order to rally a second routed unit.

13c. Units belonging to a demoralized corps have no ZoC and may only move using their entire movement allowance if they are moving away from enemy units. That is to say they must end their move at a greater distance in hexes from the nearest enemy unit than they were at the start. If their move brings them closer to enemy units, they can only use half their movement allowance, fractions rounded up. Demoralized corps commanders move normally.

13d. Demoralization of a corps affects all the units of that corps, regardless of the leader commanding them (corps or army), and even if they are out of command. An army commander is never demoralized.

14. VICTORY CONDITIONS

14a. Players receive victory points for losses inflicted on the opponent and for the possession of certain geographic objectives. Points are received as follows:

Victory Points received

	to the French	to the Austrians
per enemy strength point eliminated	1	1
per enemy corps commander eliminated	5	5
per enemy corps demoralized	5	5
Possession of Marengo (1004)	15	5
Possession of Castel-Ceriolo (1709, 1809)	10	10
Possession of San Giuliano (0825)	5	25

[Does "possession" mean, 'currently occupies with a combat unit', or 'was last to occupy with a combat unit'?]

Players are advised to keep track of victory points gained or lost in the course of the game as victory conditions must be checked at the end of each turn.

The Austrian player wins an automatic victory if he eliminates Bonaparte or if he has 85 or more points at the end of a turn.

The French player wins an automatic victory if he has 90 victory points at the end of a turn.

14b. If neither player has met the conditions for an automatic victory during the game, the difference between the victory point totals gives the game result.

Points difference	Victory level
less than 15 points	Draw
16 to 30 points	Marginal Victory
more than 30 points	Decisive Victory

15. OPTIONAL RULES

Players are advised to use the optional rules once they have played several games and mastered the basic rules. They make the game more realistic and allow several "what ifs" to be examined; the other great interest of wargaming being the ability to study "alternate histories".

15A. Unit Facing [see diagram top of p. 40]

15a1. Units have a colored stripe along their top edge which shows the front of the unit, that is to say the direction in which the soldiers are looking. They have, in consequence, flanks, on the sides, and a rear, opposite the front. Units must be placed on the map in such a way that the colored stripe is along a hexside.   In this way, the three hexes to the front of the counter are "frontal hexes", the two hexes on the sides are "flank hexes", and the hex in back is the "rear hex". All units must be correctly faced at the end of each movement, combat, and reorganization phase.

15a2. ZoC only extend into frontal hexes. Flank and rear hexes are not controlled and may be freely moved through by enemy units.

15a3. Units may only move by entering a frontal hex. A unit may turn within its hex, that is to say change the hexside to which its front faces, without spending any additional movement points but may only turn one hexside per hex of movement.   A unit may about-face in a hex, that is to say exchange its front and rear hexsides, by expending 1 movement point. Units may not about-face in an enemy ZoC. There is no limit to the number of times a unit may about-face in a movement phase.

15a4. An attacking unit located in the flank or rear of a defending unit doubles its combat strength before applying terrain effects. Other units participating in the same combat but located in frontal hexes retain their normal combat strength.

15a5. Units which retreat as a result of combat retain their prior facing. The player may however decide to have them turn one hex side during the retreat. Routed units have neither facing nor ZoC.

15a6. A reorganized unit must be faced by the owning player when it is flipped face up on the map.

15a7. Leaders, without the colored stripe, do not need facing.

15B. Variable Arrival of Reinforcements
In 1800, important orders were taken to units by staff officers galloping headlong in the direction where the unit was believed to be. Thus, in the morning Bonaparte sent a message to Desaix telling him to come as fast as possible. The latter only enters the map around 3 p.m.   This optional rule allows the simulation of the uncertainty which reigned in this era.

15b1. At the start of turn 6, the French player rolls a die to determine the entry turn of the counters marked "R8" (8th turn reinforcements); a result of 1 allows them to arrive in the movement phase of turn 6, a result of 2 gives an arrival of turn 7, a result of 3 to 5 turn 8, and a result of 6 gives turn 9.

15b2. Reinforcements always enter the map through the hex indicated on the counter, even if they do not enter on the turn normally indicated. They enter the game per rule 4.
[What about variable arrival times for the optional reinforcements in 15C?]

15C. Optional Reinforcements
Certain counters represent units that did not take part in the battle, either because they were sent in another direction (Nimptsch' Austrian cavalry) or because they arrived too late (Lapoype's division enters the map around 10 p.m.). Players may decide, at the start of the game, to have these optional reinforcements enter the game.

15c1. Nimptsch' cavalry enters on Turn 1 via hex 1301 with the rest of Elnitz' division.

15c2. Lapoype's division (4 combat units and a leader) enters on Turn 10 via hex 2226.

15c3. Optional reinforcements enter the game per Rule 4.

Terrain Effects Table*
[see p. 41 for the terrain symbols]

Symbol Type	Movement	Combat
Clear (inc. vineyards)	1	Normal
Woods (orchards)	Infantry = 2 Cavalry = 3 Artillery only along roads	Infantry: x2 in defense Cavalry: /2 in attack and defense, no charges, Eliminated if attacked Blocks artillery lines of sight
Village	1	Infantry: x2 in defense Cavalry: /2 in attack and defense Artillery: /2 in attack and defense Blocks artillery lines of sight
Marsh	Infantry = 3 Cavalry = 4 Artillery only along roads	Infantry: x2 in defense Cavalry: x2 in defense, no charges
Stream	+1 to cross	Infantry: x2 in defense Cavalry: x2 in defense, no charges
River	Uncrossable	Forbidden between two hexes separated by a river, except for bombardment
Crest	+1 to cross	Cavalry; no charges
Road	1/2 (regardless of terrain)	As other terrain in hex
Path	1 (regardless of terrain)	As other terrain in hex

*[Note that Terrain Effects Chart in the French original seems to contradict parts of rule section 9f, which clearly indicates that:
  -- artillery attacked in woods are eliminated, but says nothing about cavalry;
  -- artillery is halved if attacking from a village hex, but says nothing of defending;
  -- says artillery cannot fire out of a woods hex.
In my opinion, the rules are correct and the Terrain Effects Chart is incorrect, but I have translated the TEC as printed in the original version.]

Combat Results Table

Die Roll	Attacker-to-Defender Strength Ratio					
	1:3	**1:2**	**1:1**	**2:1**	**3:1**	**4:1**
1	AR	AR	A1	A1	-	D1
2	AR	A2	A1	-	D1	D2
3	AR	A2	-	D1	D1	D2
4	A2	A1	-	D1	D1	D2
5	A2	-	D1	D2	D2	DR
6	A1	D1	D1	D2	DR	DR

AR = Attacker Routed; A1 or A2 = Attacker retreats; D1 or D2 = Defender retreats; DR = Defender Routed; - = No effect, units remain in place. [DD and AD in the original table have been translated as DR and AR]

THE MARENGO CAMPAIGN

['Austrian soldiers, circa 1800, Musée de l'Empéri. All Rights Reserved." Caption to picture on p. 42]

Despite the superiority of the French armies and a brilliant strategic maneuver, the Italy campaign in 1800 almost became the setting for the first battle lost by Napoléon Bonaparte.

The Savior of the Republic
Since 18 Brumaire of the Year VIII - 9 November 1799 - revolutionary France lived under the regime of the Consulate which succeeded the discredited Directorate. The First Consul, Napoléon Bonaparte, crowned with victories both glittering (Italy, in 1796) and adventurous (Egypt, in 1798), must consolidate his new power, as easily won as it could be lost. Naturally, it is to the army that he turns to prove his legitimacy. France is threatened by the Second Coalition, a formidable alliance of England, Austria, Russia, German princes, Naples, Portugal, and Turkey. The few allies, Spain and Holland, are largely passive. More serious than this difficult strategic situation, the French armies are marked by the defeats of the year VII and, above all, are demoralized by the years of neglect and indecision. No more than 150,000 men, out of a theoretical total of 280,000, can face the Austrians who are in Germany, Switzerland, and Italy in strength. The reorganization begins immediately with gusto. Berthier, in the War Ministry, is charged with reprovisioning and recruiting. The Army of the Rhine receives the talented Moreau as leader and has priority for supplies. Germany is then, in everyone's eyes, the principal theater of operations for the next campaign. In Italy, Masséna gets the tough task of holding on with his 40,000 ragged soldiers against Melas' 115,000 Austrians who already threaten Nice.

Strategic Coup
The campaign plan is simple. Because it is impossible to negotiate peace with the Austrians, Moreau will hit them with the cream of the French forces, while Masséna will tie down as many as possible in Italy. But Bonaparte decides to scrap this somewhat conventional plan and create - brilliant idea - a reserve army in Lyon.   This new force, located between the two fronts, will allow any strategic maneuvers. He will take advantage of this. Another important decision is the creation of the Consuls Guard, an elite force still small in numbers, 2000 infantry and cavalry, but which will have an exceptional destiny under the Empire.   Opposing him, the Austrians conceive the logical plan of attacking at the weakest point, crushing Masséna, then entering France from the south, supported by the English navy. Then, once reinforcements are detached from the Army of the Rhine, Kray will send the Army of Germany into Alsace to complete the final invasion of the country.   This plan will turn out to be a major error because it ignores two essential parameters: the ferocious resistance of Masséna at Gênes and the existence of the reserve army commanded by Napoléon Bonaparte himself. He already knows that he will beat Melas and that the decisive front will be, once again, Italy.   On May 14th, he is in Switzerland and sends his troops across the Alps via the Grand-Saint-Bernard pass.

Haste Makes Waste
His campaign is based on surprise and speed. The reserve army must cross the mountains and cut the Austrian lines of communication before they can react. Then, it will regroup and fight them when, caught between two enemies, they try to flee towards the Tyrol.   Once again, this brilliant plan is upset by some details. First of all, the fort of Bard, before Ivrée, delays the French passage and, above all, stops most of the field artillery. Next, the decision to march on Milan hoping, with its capture, to demoralize the enemy, takes little account of the Austrians' valor.   Melas begins to grasp the situation. He rallies his dispersed troops and designates Alexandria as the collection point. At this moment, in early June, the two armies are looking for each other. The French have lost contact and send divisions in all directions to locate the Austrians.   On June 9th, Lannes repulses Ott at Montebello. Bonaparte knows that Melas is before him. He believes he can still surprise him by advancing quickly but it is he who is taken by surprise when the Austrians attack on June 14th, in the Marengo plain.

A Battle Nearly Lost
At 8 a.m., the Austrian troops leave Alexandria and fall upon the French pickets. Although dispersed, Victor's regiments fight bravely and drive back the first assaults. This eliminates the surprise effect on which Melas was counting. Bonaparte who heard the guns booming, immediately recalls the troops quartered at Voghera, and orders Desaix, sent southwards, to return.   Entrenched in Marengo and behind the Fontanone, the French hold in the face of powerful Austrian attacks supported by artillery ten times as strong. . However, Ott begins to outflank on the right and take Castel Ceriolo. Threatened with encirclement, Victor's troops withdraw, followed by those of Lannes.   The French cavalry charges repeatedly to support the infantry. Troop cohesion becomes problematic. Fugitives and wounded encumber the rear of the line which little by little falls back on San Giuliano. At 3 p.m., the arrival of Desaix' corps allows the reconstitution of a little army of 10,000 men and 15 guns, blocking the road to Milan. They await the Austrians' final assault. But Melas, persuaded of victory when he saw the French

retreat, has left his army. Knaïm then forms his troops into column, poorly protected on its flanks by totally disorganized cavalry, and slowly advances towards San Giuliano, to finish it off.   Suddenly, Marmont's artillery fires a simultaneous volley at the head of the column. Kellerman launches a heroic charge and captures 2000 prisoners. Panic runs through the Austrian ranks which, abandoning everything, flee towards Alexandria pursued and cut down by the French.   A 10 p.m. it is over: the French have lost 6000 men, the Austrians 10,000, including 7000 prisoners. Desaix is dead, shot through the heart as he led the IXth Light into battle.

It Was All Over ...

Marengo was nearly the first tactical defeat of Napoléon Bonaparte. Without the surprise rout of the Austrian army, the French would have undoubtedly lost this battle. But they had won the strategic victory. Driven back on the bulk of their forces, with the artillery they so dearly missed, they would have had little difficulty later in beating Melas.   It was only a question of time. Time which, indeed, was in short supply for Bonaparte, uneasy First Consul who needed a rapid victory.