

# **Marengo**

## **ERRATA**

1. In optional rule 3.4a, the first bullet is correct (divisions must be assigned to wings). Bullet number 4 is in error in saying that such assignment is optional.

## **RULES UPDATE**

A Kellermann counter has been issued, a "4-ranked" commander that must always stack with the French 2-Cav. Kellermann accepts orders for 2-Cav only and he is not replaced, should he be killed.

## **HISTORICAL NOTES**

Marshal Quasadanovich did retire in February 1797, so Obest Frimont can command the Austrian Advance Guard without interference.

## **GENERAL SUGGESTIONS & COMMENTS**

One can force the Austrians to enter at Tête du Point as if they were lined up along a of-map road in one long one-unit-per-hex column. The Austrians were after all managing the army through Alessandria and over a single bridge, just west of the map.

If the French Player wishes to fight on after he has managed to get Napoleon killed, Victor will probably assume command, unless the player feels like creating a "1" rated Berthier-counter.

Hard-core realism-freaks should probably not allow the Austrian infantry to attack in column or stack with skirmishers. They may of course still use columns to assault over a bridge.