Napoleonic Brigade Series:

Marengo

©1995. The Gamers, Inc. All Rights Reserved.

Marengo: The Battle of Marengo, June

14th, 1800 #6-02

A Napoleonic Brigade Series Game

<u>Game Design</u>: Dave Powell <u>Series Design</u>: Dean N. Essig <u>Game Development</u>: Dean N. Essig

Graphics: Dean N. Essig

Production Management: Sara Essig Copyright ©1995 The Gamers, Inc. All Rights Reserved

Table of Contents

Page	Item
1	1.0 General Special Rules
	2.0 French Special Rules
2	3.0 Austrian Special Rules
	4.0 Victory Conditions
3	5.0 Scenarios
	5.1 Frontal Assault
	5.2 Ott Turns the Right
4	5.3 Desaix's Counterattack
5	5.4 The Battle of Marengo
	Historical Notes
6-17	French Loss Charts
18-29	Austrian Loss Charts
31	Designer's Notes
32	Unit Manifest

A Complete Copy of Marengo Includes:

1x Box

1x NBS Series Rulebook (v2.0)

1x Game Specific Rulebook

2x NBS v2.0 Charts & Tables Booklets

2x Dice (one red, one white)

1x 22x 34" Map

1x 280-counter countersheet

1x Registration Card

1x Current Price Lis

Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

1.0 General Special Rules

1.1 Map Notes

1.1a The Tête de Pont. This is the Austrian fortified bridgehead. Its hexsides act as a trench. Cavalry and artillery can only cross these hexsides while moving along a road. Infantry must expend all of its MA to cross such a hexside.

1.1b Elevations. The game map has no elevation levels. The color variation has no line of sight effect.

1.1c Casualty Tracks. This game does not use any on-map track to keep a record of total losses as this information is not needed for victory determination purposes.

1.2 Anti-Initiatives

There are none for either side.

1.4 First Player

Unlike the usual NBS game, in all scenarios in **Marengo** the **AUSTRIAN** player turn is always **first**.

2.0 French Special Rules 2.1 Attachment and Detachment

No unit assigned to a corps can be detached to another corps (EXCEPTION: M-D can be assigned to any desired French Corps). The Cavalry Division, Consular Guard, and the optional artillery units can be attached to a corps, if desired.

<u>The Gamers</u>

2.2 The Consular Guard

The Consular Guard consists of one infantry, one cavalry, and one artillery unit. These units never need to be within any particular Command Radius and are completely independent—both of themselves and any other unit or leader. They are, of course, Elite units and the full-Elite Division effects come into play only when **both** the Infantry and Cavalry units are wrecked (the artillery does not matter for this). The Elite value of the Consular Guard for Morale purposes is 1.

2.3 Napoleon's Loss

Replace the Little Guy with any Corps Commander. Regardless of other results, the French player loses the battle.

2.4 French Minor Variants

2.4a Moncey's Corps. Allow Moncey's Corps (La-M, Lo-M, 2x Mb) to arrive at Entry Areas B or C upon a successful dice roll. Roll two dice each turn beginning with the 11:00am turn during the French Command Phase. In the first turn in which a roll of 9 or more occurs, allow these units to enter. This option gives the Austrian player 3 Victory Points (VPs).

More than half of Napoleon's Army of the Reserve was scattered about Northern Italy in an attempt to prevent Melas' escape. Unfortunately, the First Counsul was so worried about this possibility, he neglected to prepare for the other eventuality: an Austrian attack. The morning Melas crossed the Bormida, Napoleon had given orders to both Moncey and Desaix to move further away from the field. Better communication and additional foresight might well have given Napoleon a superior concentration at Marengo.

Marengo NBS #2



2.4b Earlier Arrival of Desaix.

Allow Desaix, Boudet's Division (all units of B-D), and the D Corps artillery to enter with their rolls beginning at 10:00am, and not 2:00pm as normally in scenario 5.4. The dice roll required and position of entry remain the same. This option gives the Austrian player 1 VP.

2.4c Use of both of the Above. Using both 2.4a and 2.4b will swing the game's balance heavily in the favor of the French. For that reason, the VP cost for the two combined is 6 VPs, not 4.

2.4d More French Artillery. Allow the two optional French Army artillery units (ARes) to enter play with the Guard. If the Guard is already set up at start in the scenario being played, set the two artillery units up anywhere within at or within six hexes of either Guard unit. Once in play, these two artillery units can trace command radius to any French Corps HQ. This option gives the Austrian player 2 VPs

3.0 Austrian Special Rules 3.1 Attachment and Detachment

None are allowed, expect those enforced by scenario information (and these mandated ones cannot be changed later). The Austrian command situation is murky enough, no sense in making it worse. See also the development of the Left Wing, 3.3.

3.2 No Corps Structure & Order of Succession

The Austrian Army is composed of divisions, with no corps structure. Handle all orders as Divisional Goals. Remember, this means each divisional commander is "bolted to the ground" when he has no orders. To avoid having the Divisional Commander retain a full brigade as a body guard when he is so "bolted", the regular stacking requirement (which requires division commanders to stack with one of their brigades) is waived here for the Austrians—all Austrian leaders can stack with (and affect the morale of) any friendly unit or none as the player choses. In an exception to the usual Straggler Recovery rules, these divisions can recover stragglers even while on divisional goals.

The commander of the Right Wing (O'Reilly) is the functional commander of the "Right" units—which

act as a division. These units are Cav-Right, Right Artillery, and Infantry (Right).

Zachs, the commander of the Center Wing, only enters play if 3.4a is used or when he has been appointed to army command. When he enters play because Melas has become a casualty, place him instantly in the hex where Melas died. Place him there **after** the hex makes any required Morale Check.

Ott (Left Wing) is a free leader (he can apply his morale modifiers to any stack) in every scenario. He can set up with any troops. (See also 3.3).

Should Melas become a casualty, the following is the order of officers to take command: Zachs, Ott, O'Reilly, Hadik, Schellenberg and then Vogelsang. If you find you must go beyond Vogelsang... give up and try again another day.

3.3 The Left Wing

In any order issued to Ott from the Army Commander or when Ott gets initiative, up to four divisions can be assigned to a nominal Left Wing. Once assigned, place the Left HQ anywhere which allows these divisions to be in command and they effectively form a corps. When this Wing already exists when play begins, set it up with the Wing HQ acting as a Corps HQ according to the standard rules.

3.4 Austrian Minor Variants

3.4a Wing Command Works.

Allow the Austrian player to set up three Corps HQs (Center, Right, and Left Wing HQs). These can be set up anywhere on the game map provided the following rules are applied and the assigned divisions are within normal Command Radius. This option gives the French player 3 VPs.

- All divisions must be assigned to a Wing before play begins.
- AG-L must be assigned to the Left Wing. AG-C must be assigned to the Center Wing. AG-R must be assigned to the Right Wing.
- No more than four of the remaining divisions can be assigned to a single Wing.
- Divisions need not be assigned to any Wing if so desired.
- Ott commands the Left Wing and Zachs commands the Center Wing.
- The special rules in 3.2 and 3.3

do not apply to divisions assigned to a Wing.

- Once assigned, Wing designations cannot be changed during play.
- Wings and all units assigned to them apply all the usual series rules regarding Corps.

Perhaps Napoleon's greatest contribution to military science is his adoption of a standardized corps structure. Divisions were common enough in continental armies, but the concept of a permanent army corps—with a permanent staff—was non-existent. Armies relied on ad-hoc wing structures, which were usually established the night before a battle, to control masses of troops. It usually didn't work.

3.4b More Cavalry. When Elsnitz' Cavalry Division enters play or sets up, allow 7 Hus-E and Er Hus-E to set up or enter also. This option gives the French player 1 VP.

These units comprise Nimsch's Cavalry Brigade (2,500 men) that Melas sent to guard against an imaginary threat to his line of communications. Their use in the battle would have exacerbated Napoleon's weakness in cavalry.

4.0 Victory Conditions

These victory conditions are used in all scenarios except scenario 5.1 (which has its own). Victory is determined on a point total basis. Each side earns VPs based on wrecked formations and terrain features controlled.

4.1 Victory Points Awarded for Wrecked Formations

Each player gets 1 VP for each enemy division wrecked counting both stragglers and casualties as they exist at the end of play.

4.2 Victory Points Awarded for Geographic Objectives

The player who either occupies at the end of play or was the last to move through a feature is awarded the VPs for it. A single player must control all hexes of a multi-hex feature to be awarded the points for it.

<u>Feature</u>	<u>VPs</u>
Tête de Pont (1.23, 1.24, 1.25)	5
Marengo (17.14, 18.13, 18.14)	3
Castel Ceriolo (all w/i 1 28.27)	2
Spinetta (22.06 through 22.09)	1
Villanova (39.23, 40.23, 41.23)	1
Cassina Grossa (43.05, 44.05, 44.04)	1
St. G. Vecchio (61.12, 62.12, 63.12)	5

4.3 Levels of Victory

Total Victory Points for each side. Subtract the French total from the Austrian total and compare to the chart below.

-20 or less	French Massive
-19 to -10	French Major
-9 to -2	French Minor
-1 to 1	Draw
2 to 10	Austrian Minor
11 to 21	Austrian Major

22 or more

5.0 Scenarios 5.1 Frontal Assault

Austrian Massive

The Battle of Marengo opened with an Austrian artillery barrage, followed by the forward movement of Kaim's and Hadik's Divisions against Victor's French Corps. The initial Austrian objective was to clear the French from the banks of the Fantanone and to capture the bridges at Marengo and Stortigliona.

General Information

First Turn: 9:00 am
Last Turn: 11:00 am
Total Game Length: 5 Turns
First Player: Austrian

French Information

Set Up: (All French units must set up east of the Bormida River)

G-V (all), Vb (3Lf), 2x Full Strength Skirmishers: w/i 3 of 11.17 Mark the Skirmisher Box from each infantry regiment.

C-V (all), Vb (2Hf), 2-Cav: w/i 5 of 14.12 V Corps HQ: 22.12

Reinforcements: None

Orders:

Victor's Corps is to defend the banks of the Fantanone River and Marengo. 2-Cav is attached to Victor's Corps.

Austrian Information

Set Up:

Right (all) (forming a provisional R Div under O'Reilly): w/i 1 of 7.17 K Div (all): w/i 1 of 7.18 H Div (all): w/i 1 of 7.19 AG-C (all): w/i 1 of 8.19

Reinforcements: None

Orders:

Right is to move south, via Stortigliona, to attack and capture the bridge across the Fantanone there. It must then attack to capture Marengo.

Other Divisions are to attack eastwards to capture Marengo and the bridge across the Fantanone.

Victory:

Major Austrian: Capture both bridges and all three hexes of Marengo.

Minor Austrian: Fulfill two of the following: Capture at least one bridge, the town of Marengo, and/or wreck at least 3 French Brigades.

Minor French: Avoid the Austrian victory conditions.

Major French: Only available as per the shifts below.

Shift: One level of victory in the favor of the French if either H Div or K Div are wrecked at the end of play.

5.2 Ott Turns the French Right

By early afternoon, Field Marshall Ott (commanding the Left Column) had taken Castel Ceriolo with surprisingly little opposition. Observing the battle still raging to the southwest, Ott put his troops into motion to flank Watrin's Division of Lannes' Corps—which had filled in on Victor's right earlier. This turning movement (combined with the collapse of the French center) sent the Army of the Reserve retreating back to St. Giuliano Vecchio. Only the commitment of Monnier's Division and the Consular Guard prevented a French disaster.

General Information

First Turn: 1:00 pm Last Turn: 4:00 pm

Total Game Length: 7 Turns First Player: Austrian

For the Pre-Game losses, these are given as #(#) where the first # is casualties and the one in the parenthesis is stragglers. Wreck units as appropriate according to

these losses.

French Information

Set Up:

C-V (all), Vb (2Hf): anywhere between 9.xx and 18.xx, south of xx.12 (inclusive) G-V (all), Vb (3Lf): w/i 2 of 18.13 (east and/or south of the Fantanone)

Cav Division (less 1-Cav): w/i 3 of 19.13 (east and/or south of the Fantanone)

V Corps HQ: 22.11

W-L (all), 1-Cav: w/i 3 of 21.17 (east of the Fantanone)

L Corps HQ: 22.15

Army HQ, Consular Guard (all): w/i 2 of 34.15

M-D (all): w/i 2 of 38.10 (in column along the road, no more than one non-leader counter per hex)

Reinforcements: None

Orders:

V Corps is to defend the line of the Fantanone River including the crossing points and the town of Marengo.

The **Cavalry Division (less 1-Cav)** is attached to V Corps.

1-Cav is attached to L Corps.

L Corps is to defend the line of the Fantanone River and the right flank of V Corps.

M-D is to attack and capture Castel Ceriolo.

Pre-Game Losses:

44 Line (G-V): 4(2) 101 Line (G-V): 4(2) 24 Light (C-V): 4(2) 43 Line (C-V): 4(3) 96 Line (C-V): 4(4) 2-Cav: 2(0)

Austrian Information

Set Up:

Right (all): w/i 1 of 10.15 AG-C (all): w/i 1 of 13.15 M Div (all): w/i 1 of 15.16 H Div (all): w/i 1 of 16.16

K Div (all, Kaim is a casualty, use his Repl for the divisional commander): w/i2 of 17.20

Army HQ: 11.17

** All of the above must set up north and/ or west of the Fantanone River.

S Div (all), V Div (all), AG-L (all), Left HQ: w/i 3 of 27.28 E Div (all): w/i 1 of 32.30

M

Marengo NBS #2



Reinforcements: None

Orders:

Right is to attack and capture Stortigliona and the bridge over the Fantanone near 12.10.

AG-C is to attack across the Fantanone and then attack south to capture the Stortigliona Bridge.

M Div and **H Div** are to attack and capture Marengo.

K Div is to capture La Barbolla and turn V Corps' right flank.

S Div, **V Div**, and **AG-L** are to attack south against the exposed flank of L Corps in order to capture La Barbolla and Marengo.

E Div has no orders.

S Div, **V Div**, **E Div**, and **AG-L** comprise the Left Wing for purposes of rule 3.3.

Pre-Game Losses:

Infantry (AG-C): 1(0)
Pilati (H Div): 8(0)
Bellegarde (H Div): 2(2)
St. Julien (H Div): 1(1)
de Briey (K Div): 2(2)
Knesevich (K Div): 4(5)
Lmrslle (K Div): 1(1)
Infantry (Right): 1(1)
Cav-Right: 1(0)

Victory: As per 4.0

5.3 Desaix's Counterattack

As evening approached, Melas—slightly wounded and satisfied he had won a great victory—retired to Alexandria and left his chief of staff to organize a pursuit. Colonel Zachs was preparing to do this when Desaix's Frenchmen burst upon the scene. Desaix—a combat leader if there ever was one—made his famous observation: "This battle is lost, sire, but there is time to win another" and preceded to do just that. With his unblooded troops, he hurled the Austrians back from Marengo. The end result was a complete reversal of the day's fortunes.

General Information

First Turn: 5:00 pm Last Turn: 9:00 pm

Total Game Length: 9 Turns

For the Pre-Game losses, these are given as #(#) where the first # is casualties and the one in the parenthesis is stragglers. Wreck units as appropriate according to these losses.

French Information Set Up:

L Corps (all), Cnslr Gd: w/i 4 of 56.17 G-V (all), Vb (2Hf), Gdb (2Hf): w/i 1 of 54.10

C-V (all): w/i 1 of 55.11 M-D (all): w/i 2 of 49.20 Cav Div, Cav-Gd: w/i 1 of 57.09

V Corps HQ: **58.11**

D Corps (all, less M-D): w/i 2 of 62.12

Army HQ: 61.12

Reinforcements: None

Orders:

L Corps is to advance via La Ventolina (47.13) to attack the flank of the Austrians advancing along the Tortone Road.

V Corps is to defend the Tortone Road and the town of St. Giuliano Vecchio.

D Corps (less M-D) is to attack along the Tortone Road to recapture Marengo.

The **Cavalry Division** is attached to D Corps.

M-D has a divisional goal to defend L Corps' flank.

Pre-Game Losses:

44 Line (G-V): 6(2) 101 Line (G-V): 5(3) 24 Light (C-V): 6(3) 43 Line (C-V): 6(5) 96 Line (C-V): 5(4) 6 Light (W-L): 3(3) 40 Line (W-L): 3(2) 22 Line (W-L): 2(1) 28 Line (W-L): 3(2) 19 Light (M-D): 2(2) 70 Line (M-D): 2(2) 72 Line (M-D): 1(1) 1-Cav: 3(0) 2-Cav: 4(0) 3-Cav: 1(0) Cnslr Gd: 2(1) Cav-Gd: 1(0) Vb (3Lf) is dead

Austrian Information

Set Up:

M Div (all), LDr-E: w/i 1 of 48.09

H Div (all): w/i 1 of 45.09

Army HQ: 41.10

K Div (all): w/i 1 of 37.14 AG-C (all): w/i 1 of 35.17 Right (all): w/i 1 of 37.04

Ott, AG-L (all), S Div (all), V Div (all),

Left HQ: w/i 3 of 38.23

E Div (all, less LDr-E): w/i 1 of 32.30

Reinforcements: None

Orders:

M Div is to attack east to capture St. Giuliano Vecchio.

LDr-E is considered to actually **be a part** of M Div (as opposed to being "attached"). (This is an exception to the usual rules regarding attachment. In all cases dealing with attack stoppage, M Div is considered to have three brigades. E Div, meanwhile, has but one brigade and is wrecked when that brigade becomes wrecked.)

H Div is to attack east to capture St. Giuliano Vecchio.

S Div, V Div, and AG-L comprise the Left Wing for purposes of rule 3.3. Each Division of the wing has a separate Divisional Goal order to attack south to capture La Ventolina and La Buschetta. These orders each have a D5 status. Handle these as individual Divisional Goal orders so that they become implemented in an uncoordinated fashion.

E Div is to defend Castel Ceriolo.

Right is to move to Cassina Grossa and defend the flank of the force attacking St. Giuliano Vecchio.

AG-C is to advance with the first element of the Left Wing that does and to maintain contact between Left's leading forces and M Div and H Div.

K Div has no orders.

Pre-Game Losses:

Infantry (AG-C): 1(1) Cav-AG-C: 1(0) Pilati (H Div): 8(0) Bellegrade (H Div): 3(4) St. Julien (H Div): 3(3) de Briey (K Div): 3(2) Knesevich (K Div): 5(7) Lmrslle (K Div): 3(3) 1 Grendr (M Div): 3(2) 2 Grendr (M Div): 1(0)

Jhn Drgn-E: 1(0) LDr-E: 2(0)

Infantry (AG-L): 2(2) Retz (S Div): 3(3) Sticher (S Div): 3(5) Stuart (V Div): 1(1) Hohnlhe (V Div): 1(1) Infantry (Right): 3(3)

Cav-Right: 2(0)

Kaim and Melas are wounded. Zachs commands the army.

Victory: As per 4.0

5.4 The Battle of Marengo

On June 14th, the Austrian commander in Italy—Melas—decided to risk everything on an attack against Bonaparte's scattered Army of the Reserve. As the Austrians crossed the Bormida, the French were taken by surprise and were pushed back throughout the day. Finally, as the French seemed on the brink of total defeat, Desaix led a surprise counterattack which redeemed French fortunes and won the battle.

General Information

First Turn: 6:00 am Last Turn: 9:00 pm

Total Game Length: 31 Turns First Player: Austrian

French Information

Set Up:(All French units must set up east of the Bormida River)

G-V (all), Vb (3Lf), 2x Full Strength Skirmishers: w/i 3 of 11.17 Mark the Skirmisher Box from each infantry regiment.

C-V (all), Vb (2Hf), 2-Cav: w/i 5 of 14.12

V Corps HQ: **22.12**

L Corps (all), Cav (all, less 2-Cav): **w/i 5 of 61.12**

Reinforcements:

At Noon, Entry Area C: M-D (all), Napoleon, Army HQ, Gd (all)

Variable:

Beginning at 2:00pm, roll two dice each Hour turn during the French Command Phase. On a 9 or more allow the remainder of D Corps (all, less M-D) to enter at Entry Area C.

Orders:

V Corps is to defend the area near Marengo and the crossings over the Fantanone River near there.

2-Cav is attached to V Corps.

L Corps and Cav Div have no orders.

M-D arrives with a Divisional Goal to be assigned to any French Corps on arrival. When M-D enters play, the French player decides which corps he wants to assign M-D and from that point on, the division behaves as part of that Corps.

D Corps is to move to the Army HQ when it arrives and await further orders.

Austrian Information

Set Up:

Right (all): in any hex or hexes of the Tête de Pont

Reinforcements:

At 6:00am, Entry Area A: All remaining Austrian units.

Orders:

Right is to advance toward Stortigliona and capture the bridge across the Fantanone there and to then pivot and support the attack on Marengo.

K Div, **H Div**, and **AG-C** are to deploy in front of Pedre Bona and then to attack to capture Marengo.

M Div, and **E Div** are to advance to the vicinity of Pedre Bona and await further orders.

AG-L, **S Div**, and **V Div** are to capture Castel Ceriolo and await further orders. These units comprise the Left Wing as per rule 3.3.

Victory: As per 4.0

Historical Notes

Marengo stands as one of Napoleon's more desperate victories—won by the timely arrival of Desaix—as well as his final triumph in Italy. It proved to be a decisive victory over the Austrians, and paved the way for Bonaparte to move from the status of First Consul to that of Emperor. As such, the battles impact was far greater than a glance at its size would suggest.

Upon his return from Egypt, Bonaparte found French fortunes at a low ebb. France's frontiers were threatened and internal revolt continued in Vendee. The Austrians recouped many of the losses they had suffered in Northern Italy in 1796-97. Seeing Italy as the decisive theater, Bonaparte chose to return to the front there after being elected First Consul of France in December.

In the midst of political intrigues and domestic reforms, Napoleon began forming a new army with which to take to the field in the spring. Berthier was given nominal control of the force—called the "Army of the Reserve" to avoid telegraphing Napoleon's intentions to a specific theater. Over the winter, this army grew to over 40,000 men from both new drafts as well as careful gathering of men who were missed in earlier calls.

General Melas, the Austrian commander in Italy, had done quite well for himself. He had managed to drive the French virtually out of the region. He was still besieging Genoa. However, because of his success, Melas' army was now depleted from combat and scattered among various screening and occupation duties. Despite still having 100,000 men in the region, Melas' main body barely numbered 30,000 troops.

Napoleon chose to take advantage of this dispersal. Early in May he left Paris to join Berthier and take command of the Army of Reserve. By the 14th, the army was ready and it began its march to Northern Italy via the passes in the Alps. The target was to debauch into the Valley of the Po—behind Melas. The plan was daring—even desperate. To succeed, Napoleon needed to move fast and defeat Melas before his army could concentrate. In the meantime, the French would have no safe line of retreat or supply in case of misfortune.

By the 20th, the French were through the still-snowbound passes and standing at the head of the valley of the Aosta. There, a minute Austrian garrison at Fort Bard almost wrecked Bonaparte's

French Loss Chart—Marengo

Unit ID 24 Light 43 Line 96 Line C-V	Morale S A B B Chambarlhac	kirmishers Fire Levels □□ AB□ □ AB□ □ A□□□□□□	A 00000 A 00000	B □/□□ B □/□□ C □□□	C	
44 Line 101 Line G-V	A B Gardanne	□ AB □ AB □ □ ✓	A 00000 A 00000	B □ / □□ B □ / □□	C 000	
6 Light 22 Line 28 Line 40 Line W-L	B C B B	□ A □ A □ □ A □ □ A □ □ A □ □ □ AB □ □ □ □	B □□./□ B □□./□ B □□□./ A □□□□□./	C 000 C 000 B 000	C 👊	
9 Light	A		A 00000	B 🗆 🗆 🗸 🗆	C DDD	
30 Line 59 Line B-D	Boudet A B	A □□□□ □ AB □ □□□ √	B □□/□ A □□□□□/	C 👊 🗓 B 👊 🗓	C 🗆 🗆 🗆	
19 Light 70 Line 72 Line M-D	B C B Monnier	□ B□□ □ A□□□ A□□ □□√□	C □/□□ B □□/□ B □□/□	C		
1-Cav 2-Cav 3-Cav	B A B Murat	AB □ A □□□□ B □□ □□√ □	A 0000 B 000/ C 0/00	B 🚅 🗀 🗆	C 👊 🗓	
Cnslr Gd Cav-Gd Consula	A A r Guard (Elite)	□ B□□ B□	C			
0 2 10						
Optional Di 1 Light 9 Line 29 Line La-M	A B B Lapoype	□ B □□ A □ □ □ A □ □ □ ✓ □ ✓ □	C □□√□ B □□□√ B □□√□	C		
Ital. Legn	C		AB 🗆 🗆 🗆	A 00/000	В	C
12 Light 1 Line 67 Line Lo-M	A B B	C □□□✓ □ AB □ □ AB □	A 00000/ A 00000/	B 👊 🗆	C	

French Loss Chart—Marengo

		171	ai cirgo				
Unit ID	Morale	Skirmishers	Fire Levels				
24 Light	A		AB □	$A \square \square \square \square \square$	B□✓□□	$C \square \square \square$	
43 Line	В		AB □		$B \square \checkmark \square \square$	$C \square \square \square$	
96 Line	В		A 🗆 🗆 🗆	B□✓□□	C 🗆 🗆 🗆		
C-V	Chambarlha	c 🗆 🗸		<i>2</i> 	S 		
C-V	Chambarma		-				
44 Line	Α.	_	AB □	A 00000	B□✓□□	C 🗆 🗆 🗆	
	A						
101 Line	В		AB □	A 00000	B□✓□□	$C \square \square \square$	
G-V	Gardanne		,				
	-			D [[]	2000		
6 Light	В		A 🗆	B □□✓□	COOO		
22 Line	C		$A \square \square$	$B \square \square \checkmark \square$	$C \square \square \square$		
28 Line	В		A □	B □□□✓	$C \square \square \square$		
40 Line	В		AB □	A 00000/	В 🔲 🗀 🗀	$C \square \square \square$	
W-L	Watrin]/ 🗆				
	* * * * * * * * * * * * * * * * * * * *		- v —				
9 Light	A		AB □	A 00000	B□□✓□	$C \square \square \square$	
30 Line	A			B□□✓□	$C \square \square \square$		
59 Line	В		AB □	A □□□□□ ✓	$B \square \square \square$	C	
B-D	Boudet			*** =====*	D ===	© 	
р-р	Doudet	-الحالحا	1 ✓				
10 Light	В		D 🗆				
19 Light			B 🗆 🗆	C 🖳 🗀 🗆			
70 Line	C	_	A 🗆 🗆 🗅	B OO/O	COOO		
72 Line	В		A 🗆 🗆	B □□✓□	C		
M-D	Monnier		′ ⊔				
1-Cav	В		AB □	A 🗆 🗆 🗅	$B \square \checkmark \square \square$	$C \square \square \square$	
2-Cav	A			B □□□✓	C		
3-Cav	В		В□□	$C \square \checkmark \square \square$			
Cav	Murat		/				
Cnslr Gd	A		В□□	C 🗀 🗆 🗸 🖸			
Cav-Gd	A		В 📮	$C \square \square \checkmark \square$			
Consula	r Guard (Elite						
Consum	2 3 4 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	,•					
Optional Di	ivisions:						
1 Light	A		В□□	$C \square \square \checkmark \square$			
9 Line	В	_	 A □	B □□□✓	C		
29 Line	B	П	A 0000	B □□ √ □	C 		
	ь	_		D GGV G			
La-M	Lapoype		′ 				
Ital. Legn	C		AA 🗆	AB 🔾 🔾 🔾	A □□ √ □□□	В 🗆 🗆	C DDD
nai. Legii	C	J	nn 🖃		A UUV UUU	D WWW	
12 Light	A		C 🗆 🗆 🗸				
12 Light 1 Line	B		AB 🗆	A 00000/	В	$C \square \square \square$	
67 Line	В		AB □	A 00000/	B 🗀 🗀 🖸	C 000	
				A UUUUU	ם ששש		
Lo-M	Lorge		1√ ∐				

Frencl	h Loss Chai	:t— <i>M</i>	arengo				
Unit ID 24 Light 43 Line 96 Line C-V	Morale S. A B B Chambarlhac		Fire Levels AB □ AB □ A □ □ O	A □□□□□ A □□□□□ B □√□□	B □/□□ B □/□□ C □□□	C	
44 Line 101 Line G-V	A B Gardanne	□ □	AB □ AB □	A 00000 A 00000	B □/□□ B □/□□	C	
6 Light 22 Line 28 Line 40 Line W-L	B C B B		A □ A □□ AB □ 1	B/_ B/ B/ A/	C 000 C 000 B 000	C 👊 🗓	
9 Light 30 Line 59 Line B-D	A A B Boudet		AB □ A □□□□ AB □ 〕 ✓	A 00000 B 00/0 A 00000/	B 00/0 C 000 B 000	C 000	
19 Light 70 Line 72 Line M-D	B C B Monnier		B	C 🗆 / 🗆 B 🗆 🗆 / 🗅 B 🗆 🗆 / 🗅	C 000		
1-Cav 2-Cav 3-Cav Cav	B A B Murat		AB	A 0000 B 000/ C 0/00	B □/□□ C □□□	C 🗆 🗆 🗆	
Cnslr Gd Cav-Gd Consula	A A r Guard (Elite)		B □□ B □	C/_			
Optional Di 1 Light 9 Line 29 Line La-M		_ 	B	C	C 000		
Ital. Legn	C		AA 🗖	AB 🗆 🗆 🗆 🗆	A 🗆 🗸 🗆 🗆 🗆	В	C 🗆 🗆 🗆
12 Light 1 Line 67 Line	A B B		C □□□✓ AB □ AB □	A □□□□□✓ A □□□□□✓	B 👊 🗆 🗅	C	

©1995 The Gamers, Inc. PHOTOCOPYING is OK.

Lorge

Lo-M

		_				French Loss Chart—Marengo									
Unit ID 24 Light 43 Line 96 Line C-V	Morale Sk A B B Chambarlhac	irmishers Fire Levels □□ AB□ □ AB□ A□□□□□	A □□□□□ A □□□□□ B □✔□□	B □ / □□ B □ / □□ C □□□	C										
44 Line 101 Line G-V	A B Gardanne	□ AB □ AB □ □ ✓	A 00000 A 00000	B □ √ □□ B □ √ □□	C										
6 Light 22 Line 28 Line 40 Line W-L	B C B B	□ A □ A □ A □ A □ A □ A □ A □ A □ □ A B □ □ □ □	B	C C C B	C 🗆 🗆 🗆										
9 Light 30 Line 59 Line B-D	A A B Boudet	□□ AB □ A □□□□ □ AB □ □□□✓	A 00000 B 00/0 A 00000/	B 👊 🗸 🗓 C 👊 🗓 B 👊 🗓	C										
19 Light 70 Line 72 Line M-D	B C B Monnier	□ B□□ □ A□□□ A□□ □□√□	C 🖳 🖳 🗆 B 👊 🗸 🗓 B 👊 🗸 🗓	C 000											
1-Cav 2-Cav 3-Cav Cav	B A B Murat	AB □ A □□□□ B □□ □□√□	A 0000 B 000/ C 0/00	B □ √ □□	C 🗆 🗆 🗆										
Cnslr Gd Cav-Gd Consula	A A ar Guard (Elite)	□ B □□ B □	C 00/0												
Optional De 1 Light 9 Line 29 Line La-M	ivisions: A B B Clapoype	□ B □□ A □ □ □ A □ □ □	C □□√□ B □□□√ B □□√□	C C											
Ital. Legn	C	□ AA □	AB 🗆 🗆 🗆 🗆	A 🗆 🗸 🗸 🗆 🗆	В	C 👊									
12 Light 1 Line 67 Line Lo-M	A B B Lorge	C □□□✓ □ AB □ □ AB □	A 00000/ A 00000/	B 000 B 000	C 000										

			-Marengo				
Unit ID 24 Light 43 Line 96 Line C-V		3	AB 🗆 AB 🗅 A 🗀 🗆 🗅 🗆	A □□□□□ A □□□□□ B □√□□	B 🖳 🗀 🗆 C 🗀 🗀	C 000	
44 Line 101 Line G-V	Gardann		AB □ AB □	A 00000 A 00000	B 🖳 🗸 🔾 🔾 🔾	C	
6 Light 22 Line 28 Line 40 Line W-L	Watrin	C 3	A □ A □□ A □ AB □	B 00/0 B 00/0 B 000/ A 00000/	C 000 C 000 B 000	C 🗀 🗀 🗀	
9 Light 30 Line 59 Line B-D			AB □ A □□□□ AB □]□□□✓	A 00000 B 00/0 A 00000/	B □□√□ C □□□ B □□□	C	
19 Light 70 Line 72 Line M-D	Monnier	C • • • • • • • • • • • • • • • • • • •	B □□ A □□□ A □□]□√ □	C 🗆 🗸 🗆 B 🗆 🗆 🗸 🗅	C 000		
1-Cav 2-Cav 3-Cav	Murat	A 3	AB □ A □□□□ B □□ 〕 □ √ □	A □□□□ B □□□√ C □√□□	B □/□□ C □□□	C 🗆 🗆 🗆	
Cnslr Gd Cav-Gd Consula		A □ A Elite) □□	B □□ B □ ì√	C			
Optional Di 1 Light 9 Line 29 Line La-M		3 📮	B □□ A □ A □□□□	C	C 000		
Ital. Legn	(C 🗅	AA □	AB 🗆 🗆 🗅 🗅	A 00/000	В	C 🗆 🗆 🗆
12 Light 1 Line 67 Line	I	A B	C □□□✓ AB □ AB □	A □□□□□✓ A □□□□□✓	B 🗆 🗆 🗅	C	

Lo-M

Lorge

Frenc	French Loss Chart—Marengo							
Unit ID	Morale S	kirmishers	Fire Levels					
24 Light	A		AB □		$B \square \checkmark \square \square$	$C \square \square \square$		
43 Line	В		AB □	A 🗆 🗆 🗆 🗆	$B \square \checkmark \square \square$	$C \square \square \square$		
96 Line	В		A 00000	$B \square \checkmark \square \square$	C			
$\mathbf{C}\text{-}\mathbf{V}$	Chambarlhac		∕□					
44 Line	A		AB □	$A \square \square \square \square \square$	$B \square \checkmark \square \square$	$C \square \square \square$		
101 Line	В		AB □		$B \square \checkmark \square \square$	$C \square \square \square$		
G-V	Gardanne		/					
6 Light	В		A 🖵	$B \square \square \checkmark \square$	$C \square \square \square$			
22 Line	C		A 🔲	B□□✓□	C			
28 Line	В		A 🖵	B□□□✓	C 🗆 🗆 🗆			
40 Line	В		AB □	A □□□□□✓	В	$C \square \square \square$		
W-L	Watrin							
9 Light	A		AB □	A 🗆 🗆 🗆 🗆	B □□ √ □	$C \square \square \square$		
30 Line	A		A 0000	B DD/D	C 000			
59 Line	В		AB □	A □□□□□✓	В	C		
B-D	Boudet		√					
10.1.1.	D		D ===					
19 Light 70 Line	В		B 🗆 🗆	C 🖳 🗸 🗆 🗆				
70 Line 72 Line	C B		A 🗆 🗆 🗆	B OO/O	C 🗆 🗆 🗅			
	_			B□□✓□				
M-D	Monnier							
1-Cav	В		AB □	A 🗆 🗆 🗆	B□✓□□	C		
2-Cav	A		AD 🗅 A 🗆 🗆 🗆	B □□□✓	C 000			
3-Cav	В		B 🗆 🗆	C 🖳 🗸 🖸 🖸	C 			
Cav	Murat			S _,				
Cuv	Mulut		_					
Cnslr Gd	A		в□□	C 🔲 🗸 🗀				
Cav-Gd	A	_	B □	C 🗆 🗆 🗸 🖸				
	r Guard (Elite)							
Company	i Guila (Liive)							
Optional D	ivisions:							
1 Light	A		В□□	$C \square \square \checkmark \square$				
9 Line	В		Α□	B □□□✓	COOO			
29 Line	В			$B \square \square \checkmark \square$	$C \square \square \square$			
La-M	Lapoype		/					
	1 31							
Ital. Legn	C		AA 🗆	AB 🗆 🗆 🗆 🗆	A 🗆 🗸 🗆 🗆 🗆	$B \square \square \square$	$C \square \square \square$	
12 Light	A		C 🔲 🗆 🗸					
1 Line	В		AB □	A/	В	$C \square \square \square$		
67 Line	В	<u> </u>	AB □	A □□□□□✓	В	$C \square \square \square$		
Lo-M	Lorge		1√					

Frenc	h Loss Char	t <i>—Marengo</i>				
Unit ID 24 Light 43 Line 96 Line C-V	Morale Sk A B B Chambarlhac	irmishers Fire Levels □ AB □ A □ □ □ □ A □ □ □ □	A 00000 A 00000 B 0/00	B □ / □□ B □ / □□ C □□□	C 000	
44 Line 101 Line G-V	A B Gardanne	□ AB □ AB □ □ ✓	A 00000 A 00000	B □ √ □□ B □ √ □□	C 000	
6 Light 22 Line 28 Line 40 Line W-L	B C B B	□ A □ A □ □ A □ □ A □ □ A □ □ □ A B □ □ □ □	B	C	C 🗆 🗆 🗆	
9 Light 30 Line	A A	AB A	A □□□□□ B □□ / □	B □□ √ □ C □□□	C 👊 🗓 🖸	
59 Line B-D	Boudet B	□ AB □	A 00000/	B 000	C 🗆 🗆 🗆	
19 Light 70 Line 72 Line M-D	B C B Monnier	□ B □□ □ A □□□ A □□ □□√□	C 🗆 / 🗅 🗆 B 🗅 🗆 / 🗅	C 000		
1-Cav 2-Cav 3-Cav Cav	B A B Murat	AB □ A □□□□ B □□ □□ √ □	A □□□□ B □□□√ C □√□□	B □ √ □□ C □□□	C 🗆 🗆 🗆	
Cnslr Gd Cav-Gd Consula	A A r Guard (Elite)	□ B □□ B □□ B □□ ✓	C 00/0			
Optional De 1 Light 9 Line 29 Line La-M	ivisions: A B B Clapoype	□ B □□ A □ □ □ A □ □ □	C	C C		
Ital. Legn	C	□ AA □	AB 👊 🗬 🗬	A 00/000	В	C 🗆 🗆 🗆
12 Light 1 Line 67 Line Lo-M	A B B Lorge	C □□□✓ □ AB □ □ AB □	A □□□□□✓ A □□□□□✓	B 000 B 000	C 000	

Frencl	h Loss Char	t—Mar	rengo				
Unit ID 24 Light 43 Line 96 Line C-V	Morale Sk A B B Chambarlhac	□ A	AB	A □□□□□ A □□□□□ B □✓□□	B 🚅 🗆 🗆 C 🗆 🗆 🗆	C 000	
44 Line 101 Line G-V	A B Gardanne		AB □ AB □	A 00000 A 00000	B □ / □□ B □ / □□	C 000	
6 Light 22 Line 28 Line 40 Line W-L	B C B B	A A	A	B/ B/- B/-/ A/	C 000 B 000	C 🗆 🗆 🗆	
9 Light 30 Line 59 Line B-D	A A B Boudet	A	AB 🗆 A 🗆 🗆 🗆	A 00000 B 00/0 A 00000/	B 🗆 🗸 🗆 C 🗆 🗆 B 🗆 🗆	C 000	
19 Light 70 Line 72 Line M-D	B C B Monnier	□ A	3	C 🖳 🗀 🗅 B 🗆 🗸 🗆 B 🗆 🗸 🗆	C		
1-Cav 2-Cav 3-Cav Cav	B A B Murat	A	AB () A () () () () B () () () () () () () () () () () () ()	A 0000 B 000/ C 0/00	B □ / □□ C □□□	C 🗆 🗆 🗆	
Cnslr Gd Cav-Gd Consula	A A r Guard (Elite)	В	3 🗆	C/-			
Optional Di 1 Light 9 Line 29 Line La-M	ivisions: A B B Capoype	A	3 00 1 0 1 0000	C 00/0 B 000/ B 00/0	C 000		
Ital. Legn	C	☐ A	AA 🗆	AB 🔾 🔾 🔾 🔾	A 00/000	В	C 🗅 🗅 🗅
12 Light 1 Line 67 Line Lo-M	A B B Lorge	☐ A	C	A 00000/ A 00000/	B 🗆 🗆 🗅	C 000	

Frenc	h Loss Char	t <i>—Marengo</i>				
Unit ID 24 Light 43 Line 96 Line C-V	Morale Sk A B B Chambarlhac	irmishers Fire Levels □ AB □ A □ □ □ □ A □ □ □ □	A A B/	B □ / □□ B □ / □□ C □□□	C	
44 Line 101 Line G-V	A B Gardanne	□ AB □ AB □ □ ✓	A 00000 A 00000	B □✓□□ B □✓□□	C (1111)	
6 Light 22 Line 28 Line 40 Line W-L	B C B B	□ A □ A □ A □ A □ A □ A □ A □ A □ □ A B □ □ □ □	B	C	C	
9 Light 30 Line 59 Line B-D	A A B Boudet	□□ AB □ A □□□□ □ AB □ □□□□✓	A 00000 B 00/0 A 00000/	B 👊 🗸 🗘 C 👊 🚨 B 👊 🗓	C 000	
19 Light 70 Line 72 Line M-D	B C B Monnier	□ B □□ □ A □□□ A □□ □□√□	C 🗆 🗸 🗆 B 🗆 🗆 🗸 🗆	C C		
1-Cav 2-Cav 3-Cav Cav	B A B Murat	AB □ A □□□□ B □□ □□✔□	A □□□□ B □□□√ C □√□□	B □ / □□ C □□□	C DDD	
Cnslr Gd Cav-Gd Consula	A A r Guard (Elite)	□ B □□ B □ □ □ □ □ □ □ □ □ □ □ □ □	C			
Optional Di 1 Light 9 Line 29 Line La-M	ivisions: A B B Clapoype	□ B □□ A □ □ □ ✓ □ ✓ □	C 00/0 B 000/ B 00/0	C 000		
Ital. Legn	C	□ AA □	AB 👊 🗬 🗬	A 00/000	В	C 🗆 🗆 🗆
12 Light 1 Line 67 Line Lo-M	A B B Lorge	C □□□✓ □ AB □ □ AB □	A □□□□□✓ A □□□□□✓	B 000 B 000	C 000	

Frenc	French Loss Chart—Marengo									
Unit ID 24 Light 43 Line 96 Line C-V	Morale Sk A B B Chambarlhac	irmishers Fire I	A A		B 🛂 🗆 🗅 C 🗆 🗆	C C				
44 Line 101 Line G-V	A B Gardanne	□ AB □ AB □			B □/□□ B □/□□	C C				
6 Light 22 Line 28 Line 40 Line W-L	B C B B	□ A □ A □ □ A □ □ A □ □ AB □ □ AB □ □ □ □) В В		C 000 C 000 B 000	C 🗆 🗆 🗆				
9 Light	A	□□ AB□			B 🗆 🗆 🗸 🗆	C 🗆 🗆 🗆				
30 Line 59 Line B-D	Boudet A B	A □□ □ AB □			C 👊 🗅	C 🗆 🗆 🗆				
19 Light 70 Line 72 Line M-D	B C B Monnier	□ B □□ □ A □□ □ A □□ □ A □□	D□ B		C C					
1-Cav 2-Cav 3-Cav Cav	B A B Murat	AB □ A □□ B □□ □□√ □	D□□ B		B □ √ □□ C □□□	C 👊				
Cnslr Gd Cav-Gd Consula	A A r Guard (Elite)	□ B □□ B □		00/0 00/0						
Optional Di 1 Light 9 Line 29 Line La-M	ivisions: A B B Capoype		В		C 000					
Ital. Legn	C	□ AA □	i Al	B 00000	A 00/000	В 🗆 С 🗆 🗆				
12 Light 1 Line 67 Line Lo-M	A B B Lorge	C □□□ □ AB □ □ AB □	ì A		B 000 B 000	C 000 C 000				

French Loss Chart—Marengo

Unit ID 24 Light 43 Line 96 Line C-V	Morale S A B B Chambarlhac	kirmishers Fire Levels □□ AB□ □ AB□ □ A□□□□□□	A 00000 A 00000	B □/□□ B □/□□ C □□□	C	
44 Line 101 Line G-V	A B Gardanne	□ AB □ AB □ □ ✓	A 00000 A 00000	B □ / □□ B □ / □□	C 000	
6 Light 22 Line 28 Line 40 Line W-L	B C B B	□ A □ A □ □ A □ □ A □ □ A □ □ □ AB □ □ □ □	B □□./□ B □□./□ B □□□./ A □□□□□./	C 000 C 000 B 000	C 👊	
9 Light	A		A 00000	B 🗆 🗆 🗸 🗆	C DDD	
30 Line 59 Line B-D	Boudet A B	A □□□□ □ AB □ □□□ √	B □□/□ A □□□□□/	C 👊 🗓 B 👊 🗓	C 🗆 🗆 🗆	
19 Light 70 Line 72 Line M-D	B C B Monnier	□ B□□ □ A□□□ A□□ □□√□	C □/□□ B □□/□ B □□/□	C		
1-Cav 2-Cav 3-Cav	B A B Murat	AB □ A □□□□ B □□ □□√ □	A 0000 B 000/ C 0/00	B 🚅 🗀 🗆	C 👊 🗓	
Cnslr Gd Cav-Gd Consula	A A r Guard (Elite)	□ B□□ B□	C			
0 2 10						
Optional Di 1 Light 9 Line 29 Line La-M	A B B Lapoype	□ B □□ A □ □ □ A □ □ □ ✓ □ ✓ □	C □□√□ B □□□√ B □□√□	C		
Ital. Legn	C		AB 🗆 🗆 🗆	A 00/000	В	C
12 Light 1 Line 67 Line Lo-M	A B B	C □□□✓ □ AB □ □ AB □	A 00000/ A 00000/	B 👊 🗆	C	

French Loss Chart—Marengo

Unit ID 24 Light 43 Line 96 Line C-V	Morale S A B B Chambarlhac		Fire Levels AB AB AB AB AB AB AB AB AB AB	A 00000 A 00000 B 0/00	B □/□□ B □/□□ C □□□	C	
44 Line 101 Line G-V	A B Gardanne	_ _ 	AB □ AB □	A 00000 A 00000	B □ / □□ B □ / □□	C	
6 Light 22 Line 28 Line 40 Line W-L	B C B B		A □ A □□ AB □ I√□	B	C C B	C 👊 🗓	
9 Light 30 Line 59 Line B-D	A A B Boudet		AB □ A □□□□ AB □]√	A 00000 B 00/0 A 00000/	B	C 000	
19 Light 70 Line 72 Line M-D	B C B Monnier	□ □	B 👊 A 👊 A 👊	C 🖳 🗸 🗆 🗆 B 🗆 🗆 🗸 🗅	C		
1-Cav 2-Cav 3-Cav	B A B Murat		AB	A 🗆 🗆 🗅 B 🗆 🗆 🗸 C 🗆 🗸 🗆 🗆	B □ / □□	C 000	
Cnslr Gd Cav-Gd Consula :	A A r Guard (Elite)		B 👊 B 🗓	C •••			
Optional Di 1 Light 9 Line 29 Line La-M	A B B Lapoype	□ □ □ □ □ /	B 🗆 A 🗆 A 🗆 🗆 🗸	C	C 000		
Ital. Legn	C		AA 🗆	AB 🗆 🗆 🗆	A 00/000	В	C 🗆 🗆 🗆
12 Light 1 Line 67 Line Lo-M	A B B Lorge		C □□□✓ AB □ AB □	A 00000/ A 00000/	B 000 B 000	C 000	



Unit ID Infantry Cav-AG-C AG-C	Morale Sk B B Frimont	cirmishers	B □ B □□✔	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	_ □□√	B □ C □□√□ ′	C 🖳		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🗅 A	B □ √ □□ B □ √ □□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div wi	or E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	B 👊 🗆	C
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □ □ ✓	AB	A 000/0 B 0/00 A 0000/0	B 000 C 000 B 000	C 000
de Briey Knesevich Lmrslle K Div	B C B		A 0000 AB 000 A 0	B	C 000 B 000 C 000	C 🗆 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB 🗆 🗆 🗸	A 0000/0 A 00000/	B 👊 🗆 🗅	C 000
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□ ⁄	A □□□□□✓ B □□✓□	B 👊 🗆	C 👊
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√	A 00000/ A 000/00 C 000	B 👊	C
Stuart Hohnlhe V Div	C D Vogelsang		A 000 B 00/0)	C	C 👊	

Unit ID Infantry Cav-AG-C AG-C	Morale Si B B Frimont	kirmishers	Fire Levels B \(\sigma \) B \(\sigma \sigma \)	C		
Infantry Cav-AG-L AG-L	B B Gottesheim		B □ C □□√□ ′	C 🖳 🗸 🗆 🗆		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🔾 🔾 🔾	B □✓□□ B □✓□□	C 👊 🗆	
Optionals for 7 Hus-E Er Hus-E E Div E Div wi	or E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	B 👊 🗆	C 👊
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □ □ √	AB	A 000/0 B 0/00 A 0000/0	B 👊 🗆 B	C
de Briey Knesevich Lmrslle K Div	B C B	_ 	A AB A (B	C B C	C 🗆 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB 👊 🔾	A □□□□✓□ A □□□□□✓	B 000 B 000	C
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□ ⁄	A □□□□□✓ B □□✓□	B 👊 🗆 C	C 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√ Ì□	A 00000/ A 000/00 C 000	B 👊 🔾	C
Stuart Hohnlhe V Div	C D Vogelsang		A 🗆 🗆 🛮 B 🗆 🗆 🗸 🔾 🔾 🔾	B □ / □□ C □□□	C 🗆 🗆 🗆	



Unit ID Infantry Cav-AG-C AG-C	Morale S. B B Frimont	kirmishers □ □ □ √	Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	□ □ □ ✓	B □ C □□√□ ′	C 🖳 🗸 🔲 🗆		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🗅 A	B □ / □□ B □ / □□	C 🗆 🗆 🗆	
Optionals for 7 Hus-E Er Hus-E E Div E Div wi	or E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	B C	C 👊
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □ □ /	AB	A 000/0 B 0/00 A 0000/0	B B	C 000
de Briey Knesevich Lmrslle K Div	B C B	- - -	A 0000 AB 000 A 0	B	C 000 B 000 C 000	C 🗆 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB OOO	A □□□□√□ A □□□□□√	B 👊 🗆 🗅	C
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□ ⁄	A □□□□□✓ B □□✓□	B 👊 🗆	C 🗆 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√	A 00000/ A 000/00 C 000	B 👊 🗆	C
Stuart Hohnlhe V Div	C D Vogelsang		A 🗆 🗆 B 🗆 🗆 🗸 🕽	B 🖳 🗀	C DDD	

Austrian Loss Chart—Marengo Unit ID Morale Skirmishers Fire Levels

Unit ID Infantry Cav-AG-C AG-C	Morale S. B B Frimont	kirmishers □ □ □ √	Fire Levels B□ B□□✓	C 🖳		
Infantry Cav-AG-L AG-L	B B Gottesheim	- /	B □ C □□√□	C 🗆 🗸 🗆 🗆		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 000 A 0000	B □ √ □□ B □ √ □□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div with	cr E Div: C C Elsnitz th Optionals	□ / □		A 000/0 B 0/00	B 000	C 🗆 🗆 🗆
Pilati Bellgrarde St.Julien H Div	C C C	□ □□√	AB	A 000/0 B 0/00 A 0000/0	B 👊 🗆 B 👊 🗆	C 000
de Briey Knesevich Lmrslle K Div	B C B	_ _ /	A 0000 AB 000 A 0	B □□/□ A □□□□/□ B □□□/	C 000 B 000 C 000	C 🗆 🗆 🗅
1 Grendr 2 Grendr M Div	B A Morzin		AB 🔾 🔾 🔾	A □□□□√□ A □□□□□√	B 👊 🗆 🗅	C 000
Infantry Cav-Right Right	B B O'Reilly		AB 👊	A □□□□□✓ B □□✓□	B 👊 🗆	C 🗆 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√	A 00000/ A 000/00 C 000	B 👊 🗆	C 000
Stuart Hohnlhe V Div	C D Vogelsang		A □□□ B □□√□]	B □ √ □□ C □□□	C 👊	

Unit ID Infantry Cav-AG-C AG-C	Morale SI B B Frimont	kirmishers	Fire Levels B \(\sigma \) B \(\sigma \sigma \)	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	- 	B □ C □□√□	C 🖳 🗀		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🗅	B □ √ □□ B □ √ □□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div wi	cr E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	B 👊 🗆	C 🗆 🗆 🗆
Pilati Bellgrarde St.Julien H Div	C C C Hadik	_ □ □ √	AB	A 000/0 B 0/00 A 0000/0	B 000 B 000	C
de Briey Knesevich Lmrslle K Div	B C B		A 0000 AB 000 A 0	B	C 000 B 000 C 000	C 🗆 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB 🔾 🔾 🗸	A 0000/0 A 00000/	B 👊 🔾 🔾	C
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□ ⁄	A □□□□□✓ B □□✓□	B 👊 🗆	C 👊 🗓
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√]□	A 00000/ A 000/00 C 000	B 👊 🗆	C
Stuart Hohnlhe V Div	C D Vogelsang		A 000 B 00/0	B □ / □□ C □□□	C 🗆 🗆 🗆	

Unit ID Infantry Cav-AG-C AG-C	Morale St B B Frimont	kirmishers 	Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim		B 🗅 C 🗅 🗓 🗸 🗋	C 🗆 🗸 🗆 🗆		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🔾	B □ √ □□ B □ √ □□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div with	C C Elsnitz th Optionals			A 000/0 B 0/00	B 🗆 🗆 🗅	C 👊 🗓
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □□ /	AB A AB (A 000/0 B 0/00 A 0000/0	B 000 B 000	C 000
de Briey Knesevich Lmrslle K Div	B C B	_ 	A 0000 AB 000 A 0	B □□/□ A □□□□/□ B □□□/	C 000 B 000	C 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB OOO	A □□□□√□ A □□□□□√	B 000 B 000	C 🗆 🗆 🗅
Infantry Cav-Right Right	B B O'Reilly		AB 👊 A 👊	A □□□□□✓ B □□✓□	B 👊 🗆 🗅	C 🗆 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√ □	A 00000/ A 000/00 C 000	B 👊 🗆 🗅	C
Stuart Hohnlhe V Div	C D Vogelsang		A 000 B 00/0	B □ √ □□ C □□□	C 👊 🗓	



Unit ID Infantry Cav-AG-C AG-C	Morale Si B B Frimont	kirmishers 	Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	□ □ □ ✓	B □ C □□√□	C 🖳 🗀		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🗅	B □✔□□ B □✔□□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div with	or E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	C 000	C DDD
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □ □ ✓	AB	A 000/0 B 0/00 A 0000/0	B 000 B 000	C
de Briey Knesevich Lmrslle K Div	B C B		A 0000 AB 000 A 0	B □□/□ A □□□□/□ B □□□/	C 000 B 000 C 000	C 🗆 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB OOO	A □□□□√□ A □□□□□√	B 000 B 000	C 👊 🗓
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□ ⁄	A 00000/ B 00/0	C 000	C 🗆 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√ Ì□	A 00000/ A 000/00 C 000	B 👊 🗆	C
Stuart Hohnlhe V Div	C D Vogelsang		A 000 B 00/0)	B □ / □□ C □□□	C 🗆 🗆 🗆	

Austrian Loss Chart—Marengo Unit ID Morale Skirmishers Fire Levels

Unit ID Infantry Cav-AG-C AG-C	Morale St B B Frimont	kirmishers 	Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim		B 🗅 C 🗅 🗓 🗸 🗋	C 🗆 🗸 🗆 🗆		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🔾	B □ √ □□ B □ √ □□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div with	C C Elsnitz th Optionals			A 000/0 B 0/00	B 🗆 🗆 🗅	C 👊 🗓
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □□ /	AB A AB (A 000/0 B 0/00 A 0000/0	B 000 B 000	C 000
de Briey Knesevich Lmrslle K Div	B C B	_ 	A 0000 AB 000 A 0	B □□/□ A □□□□/□ B □□□/	C 000 B 000	C 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB OOO	A □□□□√□ A □□□□□√	B 000 B 000	C 🗆 🗆 🗅
Infantry Cav-Right Right	B B O'Reilly		AB 👊 A 👊	A □□□□□✓ B □□✓□	B 👊 🗆 🗅	C 🗆 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√ □	A 00000/ A 000/00 C 000	B 👊 🗆 🗅	C
Stuart Hohnlhe V Div	C D Vogelsang		A 000 B 00/0	B □ √ □□ C □□□	C 👊 🗓	



Unit ID Infantry Cav-AG-C AG-C	Morale Si B B Frimont	kirmishers 	Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	□ □ □ ✓	B □ C □□√□	C 🖳 🗀		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🗅	B □✔□□ B □✔□□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div with	or E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	C 000	C DDD
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □ □ ✓	AB	A 000/0 B 0/00 A 0000/0	B 000 B 000	C
de Briey Knesevich Lmrslle K Div	B C B		A 0000 AB 000 A 0	B □□/□ A □□□□/□ B □□□/	C 000 B 000 C 000	C 🗆 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB OOO	A □□□□√□ A □□□□□√	B 000 B 000	C 👊 🗓
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□ ⁄	A 00000/ B 00/0	C 000	C 🗆 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√ Ì□	A 00000/ A 000/00 C 000	B 👊 🗆	C
Stuart Hohnlhe V Div	C D Vogelsang		A 000 B 00/0)	B □ / □□ C □□□	C 🗆 🗆 🗆	

Austrian Loss Chart—Marengo Unit ID Morale Skirmishers Fire Levels

Unit ID Infantry Cav-AG-C AG-C	Morale S. B B Frimont	kirmishers □ □ □ √	Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	- /	B □ C □□√□	C 🗆 🗸 🗆 🗆		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 000 A 0000	B □ ✓ □□ B □ ✓ □□	C ====	
Optionals for 7 Hus-E Er Hus-E E Div E Div with	cr E Div: C C Elsnitz th Optionals	□ / □		A 000/0 B 0/00	B 🗆 🗆 .	C 👊
Pilati Bellgrarde St.Julien H Div	C C C Hadik	o □□⁄	AB	A 000/0 B 0/00 A 0000/0	B 000 B 000	C 000
de Briey Knesevich Lmrslle K Div	B C B	_ _ /	A 0000 AB 000 A 0	B □□√□ A □□□□√□ B □□□√	C 000 B 000 C 000	C 000
1 Grendr 2 Grendr M Div	B A Morzin		AB 🔾 🔾 🔾	A 0000/0 A 00000/	B 👊 🗆 🗅	C 🗆 🗆 🗆
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□	A 00000/ B 00/0	B 👊 🗆	C 🗆 🗆 🗅
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√	A 00000/ A 000/00 C 000	B 000 B 000	C 000
Stuart Hohnlhe V Div	C D Vogelsang		A □□□ B □□√□ I	B □ √ □□ C □□□	C 000	

Unit ID Infantry Cav-AG-C AG-C	Morale Si B B Frimont	kirmishers 	Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	□ □ □ ✓	B □ C □□√□	C 🖳 🖳		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🗅	B □✔□□ B □✔□□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div with	or E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	C 000	C DDD
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □ □ ✓	AB	A 000/0 B 0/00 A 0000/0	B 000 B 000	C
de Briey Knesevich Lmrslle K Div	B C B		A 0000 AB 000 A 0	B □□/□ A □□□□/□ B □□□/	C 000 B 000 C 000	C 🗆 🗆 🗆
1 Grendr 2 Grendr M Div	B A Morzin		AB OOO	A □□□□√□ A □□□□□√	B 000 B 000	C 👊 🗓
Infantry Cav-Right Right	B B O'Reilly		AB □□ A □□ ⁄	A 00000/ B 00/0	C 000	C 🗆 🗆 🗆
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√ Ì□	A 00000/ A 000/00 C 000	B 👊 🗆	C
Stuart Hohnlhe V Div	C D Vogelsang		A 000 B 00/0)	B □ / □□ C □□□	C 🗆 🗆 🗆	

Unit ID Infantry Cav-AG-C AG-C	Morale Si B B Frimont		Fire Levels B□ B□□✓	C		
Infantry Cav-AG-L AG-L	B B Gottesheim	_ □□√	B 🗆 C 🗆 🗆 🗸 🖸	C 🖳		
Jhn Drgn-E LDr-E	C Liechtenstein B		A 🗆 🗆 🗅 A	B □✓□□ B □✓□□	C	
Optionals for 7 Hus-E Er Hus-E E Div E Div wi	or E Div: C C Elsnitz th Optionals			A 000/0 B 0/00	B 👊 🗆	C 👊 🗓
Pilati Bellgrarde St.Julien H Div	C C C Hadik	□ □ □ ✓	AB	A 000/0 B 0/00 A 0000/0	B 👊 🗆 B	C 🗆 🗆 🗅
de Briey Knesevich Lmrslle K Div	B C B	_ 	A AB A '	B □□/□ A □□□□/□ B □□□/	C 🗆 🗆 . B 🗆 🗅 . C 🗆 .	C 👊 🗓
1 Grendr 2 Grendr M Div	B A Morzin		AB 🗆 🗆 🗸	A 0000/0 A 00000/	B 👊 🗆 🗅	C 000
Infantry Cav-Right Right	B B O'Reilly	 	AB □□ A □□ ⁄	A □□□□□✓ B □□✓□	B 👊 🗆 C	C 🗆 🗆 🗅
Retz Sticher Lo Drgn-S S Div	C D C Schellenberg		AB □ AB □□□ B □□√	A 00000/ A 000/00 C 000	B 👊 🗆	C
Stuart Hohnlhe V Div	C D Vogelsang		A 🗆 🗆 🛮 B 🗆 🕡 🗸 🔾 🔾 🔾	B □ √ □□ C □□□	C 🗆 🗆 🗆	







scheme. The fort resisted all attempts to capture it and the Army of the Reserve was forced to sneak past it in the dead of night. The greatest difficulty was that few wagons and artillery could manage to get past the Austrians—Napoleon would be critically short of cannon and supply in any forthcoming engagement.

By May 22nd, Melas knew that the French Army of the Reserve—which he heretofore ignored as a figment of French deception—was a real force and was in his rear. 16,000 men garrisoned the town of Alessandria along the Tanaro River. Other forces—primarily 17,000 under Elsnitz—were directed to converge there.

Elsnitz ran into difficulties. His troops had been busy screening 14,000 French under Suchet. When the pressure abated, Suchet attacked Elsnitz on the march, inflicted 9,000 casualties, and delayed Elsnitz's arrival at Alessandria until the second week of June. When he did limp into the town, he did so with only half his original command.

Unfortunately for the French, a reciprocal misfortune had derailed French plans. Genoa, besieged by 25,000 Austrians under General Ott, surrendered on June 6th. The surrender freed up Ott's force to operate against Napoleon directly. Despite repeated please from Napoleon, Genoa's commander, Massena, could hold out no longer.

Bonaparte moved to occupy Milan—directly astride Melas' line of communications and tried to provoke an attack by Melas. Melas refused to take the bait. As time passed, Napoleon became worried that the Austrians would try to slip by him without giving battle. He chose to force the issue.

On June 13th, the French moved on to the Marengo Plain—the flat ground between the Bormido and Scrivio Rivers—and drove off the small Austrian garrison there. This force promptly retreated to Alessandria and alerted Melas to the French presence.

Within Alessandira, Melas had assembled 30,000 troops for the battle: 23,000 infantry, 6,000 cavalry, and 92 cannon. Opposing him, Napoleon had 24,000 infantry, 3,200 cavalry, and a mere 40 guns. More significantly, Napoleon's troops were widely dispersed. Only Victor's divisions (9,000 infantry and 1,000 cavalry under Kellerman) face Melas at Marengo. The Austrians outnumbered the French 2:1 in both cavalry and artillery.

Finally, Melas decided to attack. The tables were turned on the French—now it was the French who were dispersed in the face of a concentrated foe. The Austrians endeavored to bring their weight to bear on Victor in order to crush them before the French army could concentrate.

Melas organized into three columns: the Left, under Ott; the Right, a much smaller force under O'Reilly; and the Center column—comprised of about half the Austrian army—remained directly under Melas. The plan called for all three columns to cross the Bormida at dawn and attack Victor. Ott's Left Column was to move via the north to flank the French around Castel Ceriolo, while O'Reilly's troops were to menace the southern flank. The Center (or Main) Column was to attack frontally.

Two flaws detracted from the soundness of this plan. First, the entire Austrian army would have to cross the Bormida over two small bridges which would slow the advance. Second, Melas sent almost half his cavalry to defend his rear against a supposed threat by Suchet. This threat proved to be non-existent and Melas' move to counter it negated his cavalry superiority.

Marengo: The Battle

At dawn on June 14th, the Austrians began to cross the Bromida. O'Reilly's force cleared the enemy pickets making room for the main force to deploy for the attack. It wasn't, however, until 8:00am that these troops (Hadik and Kaim) were ready to advance. Ott began his flanking move marching behind these lead troops.

Victor rapidly realized what was up. He massed his small force and sent word to the First Consul that the Austrians were attacking. Controversy surrounds the timing of that warning. The sun rose at 4:36 am, but Victor's dispatch was not sent until between 8 and 9 am. Victor had waited until he was sure the Austrians had crossed in force and were preparing to attack before sending word to Napoleon. Unfortunately, this prudent wait also delayed the message so that Bonaparte did not receive word of the advance until after the battle had begunand he could hear the cannonade in the distance.

To make matters worse, Napoleon seemed to discount the initial reports of a full-scale attack. He had watched Melas hide in Alessandria for several days and seemed convinced that Melas planned to run rather than fight.. Even as late as 10:00am, Napoleon sent orders further dispersing his army in order to block a potential sideslip by the Austrians. Finally around 11:00am, Napoleon became convinced of the seriousness of the growing engagement. Immediately he countermanded the orders for further dispersal he had sent and set out for the field himself.

Victor was acquitting himself well. Compensating for any damage done by the late report, he conducted a superb defensive stand. After a substantial cannonade, the Austrian infantry advanced at 9:00am and crossed the Fontanone in several places only to be driven back. Piloti's cavalry suffered an especially severe reverse—they crossed the stream to turn the French flank only to be mauled by Kellerman's excellent cavalry and be flung back.

The Fontanone itself proved to be an invaluable defensive asset. The stream had risen because of the previous night's rain and had become difficult for men and impassable for artillery. Additionally, the stream swung sharply to the west at Marengo creating a convex field of fire. Austrian troops advancing on the village not only took fire from the front, but also from the flanks. Attacks here were rendered very difficult.

Still, the Austrian numbers began to tell. Victor had to defend a substantial length of the stream and was pressed not only at Marengo itself but above and below the tow as well. Watrin's Division of Lannes' Corps arrived around 11:00am to reinforce the French right—but this could only be a temporary measure given the unopposed advance by Ott on Castel Ceriolo.

Nonetheless, the Austrians were not exactly pressing home their advantages. The Austrian attacks were lethargic, methodical, and uncoordinated. Melas did not realize the weakness of his opponents. Ott's flanking march was slow and even after perching on the French right-rear, his force had yet to engage the enemy.

At 1:00pm, the Austrians renewed their attacks. Again they led with cannon and followed with frontal attacks on the Fontanone—but this time Ott's men joined in. The attacks gained a foothold on the French side of the stream and five battalions of Austrian Grenadiers stormed Marengo itself briefly taking the village. The French 43rd Line counterattacked and retook the village. The Austrian foothold over the Fontanone remained.

At this time, Ott on his initiative changed his orders to pivot to take Lannes' Corps in the flank. Given this pressure, Lannes and Victor retired in some disorder—giving up Marengo for the final time. Only Kellerman's cavalry managed to keep the Austrian center at bay during the withdrawal. Napoleon, who had just arrived on the field, was forced to commit his Consular Guard to slow Ott's pursuit.

The Guard (a mere 800 men) formed square and stood off Elsnitz's cavalry. Then they slowly retired in the face of enemy infantry and cavalry. In doing so they allowed the French to reform around Giuliano Vecchio. As Lannes and Victor were reforming, the lead elements of Desaix's Corps began to arrive. While complete disaster had been avoided, it was clear the French had lost the morning's fight.

At this time, Melas (who had been slightly wounded earlier) elected to retire to Alessandria and let his chief of staff, Col. Zachs, assume command of what he thought would be the pursuit of the beaten French.

With the arrival of Desaix, the ever aggressive Napoleon chose to counterattack to redeem the day's fortunes. Rapidly he put together a French attack. Fourteen French cannon were concentrated near the Tortona Road. Desaix's entire corps had arrived and Kellerman's ever-present cavalry was in support.

Zachs had sent forward two brigades of Grenadiers to lead the pursuit. The Grenadiers, more mindful of speed than the tactical situation, massed in column astride Tortona Road. French artillery blasted them severely as they attempted to deploy. As the French infantry advanced to the Grenadier's front, Kellerman's cavalry sliced into their flank.

Once the Grenadiers broke, the rest of the Center Column fell back in disorder. Other Austrian infantry was too exhausted and bled white to stand for long under the pressure of the French advance.

Still commanding a sizable force near Castel Ceriolo, Ott contemplated a counterattack toward the French flank—in effect, a repeat of the tactics which had worked so well earlier in the day. He rejected that idea as events outpaced his ability to organize such an assault. Instead, Ott chose to screen the retreat of Zach's troops by retiring along Zach's flank to the Bormida. His concern was to prevent a French seizure of Alessandria itself.

The battle ended with both sides occupying the same positions with which they began the battle. However, Melas' army had suffered a severe mauling—a clear defeat of the Austrians. Melas' defeat was a severe setback to Austrian morale. In almost one blow, Napoleon had recovered northern Italy for France.

Success did not come cheaply. In all, the French lost about 7,000 killed and wounded and a further 1,000 prisoners. One casualty in particular was a severe blow—Desaix was killed leading a charge. Desaix would have definitely received a marshal's baton in 1803 and given his already proven skills would have been a key commander during the life of the French Empire.

The commanders of both sides committed errors in judgment during the course of the campaign and battle. Melas' proved more disastrous, but Napoleon hovered on the brink of catastrophe as well.

Chief among the Austrian mistakes was the failure to concentrate superior forces against Bonaparte—not just once, but repeatedly. Once Genoa had fallen, Melas left almost 10,000 men there to hold the city—even though the British had offered to assume the defense of the city to free up the Kaiser's men for other purposes. On the field of Marengo, Melas squandered an important Austrian advantage—cavalry—by detaching a large force to counter an imagined French move. The cavalry remaining with the attacking army was unaggressively handled and contributed little to the battle.

Napoleon's greatest error in the campaign was to underestimate his opponent. He was convinced Melas would not come out to fight and dangerously scattered his forces to intercept any Austrian end run. Because of this, when Melas did attack, he did so against less than half of the French army.

Once on the field, Napoleon displayed his customary grasp of the battle. He committed a few reserves to delay the Austrian pursuit and proved willing to revert to the offensive when Desaix arrived. A lesser commander might have cut his losses and retired with an intact army—but Napoleon knew the value of boldness and struck back immediately. This counterattack proved to be the decisive shock that crushed the Austrian will to continue and ended the war in almost a single stroke.

Designer's Notes

Marengo was chosen as the second release in this series in order to provide a quick, playable, introductory vehicle for the series. As such, I beleive it is about the smallest size battle the *NBS* system can handle and still provide enough excitement to maintain player interest. Moreover, as an excitement builder, the situation is first rate. All of this makes Marengo an ideal quick-playing volume for the series.

The series itself has been changed somewhat and that has been covered in the series rules themselves. The perceptive player will be quick to note that the "Brigade" in the name of the series is something of a misnomer. The standard infantry unit for each army is much more likely to be a regiment than a brigade. Virtually all the Russian units in **Austerlitz** were regiments already, so formalizing the change was not a great philosophical leap.

Because of this unit scalke change, sometimes a command level will be subsumed. For example, in Marengo, the French Brigade commanders disappear. Not all units will be regiments. The cavalry will remain in brigade structure and British infantry will deploy in brigades (since a British infantry "regiment" is actually a battalion). The key thing to remember is that army organization is much more diverse in this time period than in later wars, so compromises will always have to be made.

Researching Marengo was easier than I expected. First of all, I was greatly aided by one of our Italian customers who produced modern topographical maps of the area. These maps, when overlaid with the map produced by Berthier in 1805 proved how little the terrain had changed. Most strikingly, there are no elevations in this game. There were a total of four countour lines on the original map—the closest separation being almost 1/2 mile apart. Since a 30 foot change over a half mile (or more) hardley warrents slope effects, I dropped the gentle slope of the ground as it appeared on the base maps.

Unit strengths and placements came readily to hand as well. One useful source was the magazine *Empires*, *Eagles & Lions* (issue #3 which came out while I was working on this project) which had an article on the battle. The article featured copiues of Berthier's maps (of which I had been working from hard-to-read



Marengo NBS #2



photocopies supplied by Bill Gray). Since I could not obtain Berthier's little tome by hook, cook, or interlibrary loan, having legible copies of his maps was an unexpected pleasure.

Two items proved to be problems. First, the information on French artillery was spotty and contradictory. Returns credit the French with up to 40 guns, but apparently some of these were not actually present. Furse credits Napoleon with only 15-20 guns at the start of the battlea number which excludes the artillery of the Guard and Desaix's Corps. But what of Lannes' Corps and Murat's Cavalry? All of my sources claimed the artillery was spread evenly among the divisions of the army—except for the guns accompanying the Guard. It is not clear if the 15-20 gun figure is just for Victor (who began the action) or if it includes the guns attached to Lannes and Murat (who arrived later in the morning).

In the end, I compromised. Victor got 5 gun points (16 cannon). Lannes got no gun points, while Murat and the Guard got 2 gun points each. The end result is that the French have some 32 cannon available.

The second snag was losses. The loss numbers manufactured for the Ott's Flank Attack and Desaix's Counterattack scenarios are just that-manufactured. None of the sources I tracked down provided anything resembleing detailed loss data to work with. I was forced to extrapolate heavily from the final totals had. Unfortunately, this will be a common problem for Napoleonic games, since most of these figures do not exist outside of various national archieves. Until Dean gives me the research advances adequate for me to jet around the world doing archieval work, I will have to rely on published sources.

Some of my sources list the Austrian Advanced Guard as commanded by Marshal Quasdanovich, others say it was commanded by Colonel Frimont. I went with Frimont since my best textual account gave him the nod. Marshal Q. will have to sit on the bench unless someone musters up conclusive proof that he was actually there.

A number of comments have been sent my way on the need to recreate the departure of Melas from the battle. Some expressed fear that some sort of "idiot" rule would be needed and thus diminish the fun-factor for the Austrian player. In the end I decided this issue wasn't nearly as big as a problem as it looked and certainly did not require a bunch of special rules.

Why? Simply because Melas was wounded (admittedly only slightly) and that is why he left the field. Additionally, he left his Chief of Staff (Colonel Zachs) in charge to organize the pursuit. Zachs knew as much about the situation as Melas did, and, in fact, much of the original battleplan was his work. The end result was that it would have mattered little if Melas had stayed—the Austrian reaction to the counterattack would have been the same. The Austrians fell apart because they were tired, had lost heavily, and were expecting to pursue a beaten foe. The shock of the unexpected attack by Desaix's fresh troops was too much for them.

The one aspect of this drama I cannot control is hindsight. The Austrian gamer, unlike his historical counterpart, will be looking for this reposte, and will pay closer attention to details in order to prevent it from becoming a disaster. On the other hand, success with the Austrians will only come if they drive the French all but off the map. To do so will require exactly the kind of hard-charging that will bring

on the heavy losses and stragglers to generate the needed fragility. I feel that the need to drive forward, coupled with the uncertainty of Desaix's arrival, compensates somewhat for the benefits of hindsight.

Unit Manifest and Order of Battle

French Army of the Reserve (A Res)

Napoleon

A. Res Artillery (5x Light, 5x Heavy Foot Gun Points) (Optional)

Guard Division

Cnslr Gd Infantry Regiment Cay-Gd Heavy Cayalry Regiment Gd Artillery (2x Heavy Foot Gun

Cavalry Division

1-Cav Light Cavalry Brigade 2-Cav Heavy Cavalry Brigade

3-Cav Light Cavalry Brigade Cav Artillery (2x Light Horse Gun Points)

Victor's Corps (V Corps)

Victor

V Corps HQ

V Corps Artillery (3x Light, 2x Heavy Foot Gun Points)

G-V Division

Gardann

44 Line Infantry Regiment 101 Line Infantry Regiment

C-V Division

Chambarlhc

24 Light Infantry Regiment 43 Line Infantry Regiment 96 Line Infantry Regiment

Lannes' Corps (L Corps)

Lannes L Corps HQ

W-L Division

Watrin

6 Light Infantry Regiment 22 Line Infantry Regiment 28 Line Infantry Regiment 40 Line Infantry Regiment

Desaix' Corps (D Corps)

Desaix

D Corps HQ D Corps Artillery (2x Heavy Foot Gun Points)

M-D Division

Monnier

19 Light Infantry Regiment 70 Line Infantry Regiment 72 Line Infantry Regiment

B-D Division

Boudet

9 Light Infantry Regiment 30 Line Infantry Regiment 59 Line Infantry Regiment

Moncey's Corps (M Corps) (Optional)

Moncey M Corps HQ

M Corps Artillery (2x Heavy, 2x Light Foot Gun Points)

La-M Division

Lapoype 1 Light Infantry Regiment 9 Line Infantry Regiment 29 Line Infantry Regiment

Lo-M Division

Lorge Ital Legn Infantry Regiment 12 Light Infantry Regiment 1 Line Infantry Regiment 67 Line Infantry Regiment

Austrian Army

Army HQ

Left Wing

Left Wing HQ

Center Wing (Optional)

Zachs

Center Wing HQ

Right Wing

O'Reilly (Right Wing and/or Right Division commander) Right Wing HQ (Optional)

Right Division

Infantry Regiment Cavalry Regiment

Right Wing (Division) Artillery (3x Light Horse Gun Points)

Advanced Guard of the Center (AG-C)

Frimont Infantry Regiment Cavalry Regiment

Advanced Guard of the Left (AG-L)

Gottesheim Infantry Regiment

Cavalry Regiment AG-L Artillery (2x Light Foot Gun Points, 3x Light Horse Gun Points)

E Division

Elsnitz

E Div Artillery (3x Light Horse Gun Points) 7 Hus Cavalry Regiment (Optional) Er Hus Cavalry Regiment (Optional) Jhn Drgn Cavalry Regiment L Drgn Cavalry Regiment

H Division

H Div Artillery (4x Light Foot Gun Points) Pilati Cavalry Regiment Bellegarde Infantry Regiment St. Julien Infantry Regiment

K Division

K Div Artillery (4x Light Foot Gun Points) de Briey Infantry Regiment Knesevich Infantry Regiment Lmrslle Infantry Regiment

M Division

Morzin

M Div Artillery (4x Heavy Foot Gun Points) 1 Grendr Infantry Regiment 2 Grendr Infantry Regiment

Schellenberg S Div Artillery (4x Heavy Foot Gun Points) Lo Drgn Cavalry Regiment Retz Infantry Regiment Sticher Infantry Regiment

V Division

Vogelsang V Div Artillery (2x Light Foot Gun Points) Hohnlhe Infantry Regiment Stuart Infantry Regiment