

Napoleonic Brigade Series 3.0:

Marengo

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0.0 Updating Marengo

The following changes apply to the original Marengo game. Some of them have already been introduced in an Operation Magazine article (Op #42).

0.1 Loss Charts

The loss charts reflect the latest research by The NBS-Team's European Branch. They are not greatly changed, but all known brigadiers have been added, some units have their names altered and some strengths have been adjusted.

0.2 Counters

0.2a The French 1-Cav is now the *Cham-Cav*, the 2-Cav is now the *Keller-Cav* and the 3-Cav is now the *Rivau-Cav*.

0.2b A Kellermann counter has been issued, a "4 ranked" commander that must always stack with the French *Keller-Cav*. Kellermann accepts orders for *Keller-Cav* only and he is not replaced, should he be killed.

0.2c Both the French 1-Cav (*Cham-Cav*) and 3-Cav (*Rivau-Cav*) should be "A" sized.

0.2d The 9th Line in Lapoype's division should be designated the 91st Line.

0.2e The French "CAV" artillery unit should be redesignated as belonging to "L" Corps.

0.2f Chambarlhac should be rated "1" (with a replacement rated "2").

0.2g The Sticher-S brigade should have morale A.

0.2h Designate one Austrian Skirmisher "Hardegge" and use it as the Austrian Pioneer unit.

0.2i Remove the French Vb (2Hf) unit entirely.

0.2j The Austrian 1-Grendr is now Latterman and the 2-Grendr is now Widenfeld.

0.2k The TRUE enthusiast should of course correct the following Austrian Ranks:

General der Kavallerie (GdK or four stars): Melas

Feldmarschal-Leutnant (FML or three stars): Hadik, Kaim, Morzin, Elsnitz, Ott, Schellenberg, Vogelsang and O'Reilly

Generalmajor (two stars); Zachs and Gottesheim

Colonel (<<<): Frimont.

1.0 General Special Rules

1.1 Map Notes

1.1a THE TÊTE DE PONT.

This is the Austrian fortified bridgehead. The Tête de Pont hexsides are Fortified. 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 WALLED FARM/VILLAGES - FORTIFIED TERRAIN.

Treat all the Walled Farm/Villages hexes in Marengo as town/village hexes. None of them are considered to be Fortified Terrain.

The Tête de Pont hexsides are Fortified. No other terrain is Fortified.

1.2 Counters Notes

1.2a CAVALRY.

Light Cavalry is designated by a single triangle, Heavy Cavalry by two triangles.

1.2b ARTILLERY.

Light guns are shown with one white triangle with a red outline and a gray box around the Gun Point number.

Heavy guns have a yellow triangle in addition to the white triangle and also have their Gun Points encased in a black box.

2.0 French Special Rules

2.1 French Tactical Doctrine

French units use Combat Column.

2.2 French Skirmishers

French Skirmishers are considered Elite, and have a B morale rating. Their fire values can be found on the Skirmisher Fire Table.

2.3 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 brigades, Consular Guard, and the artillery units can be attached to a corps, if desired.

The French 28th Line unit is directly subordinated to Lannes.

2.4 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 commander.

2.5 Napoléon's Loss

If the French Player wishes to fight on after he has managed to get Napoléon killed, Victor is the next in line to assume command.

2.6 French Commanders.

None of the French Commanders are considered Fighters.

2.7 Surprised!

For the purpose of checking for initiative, the French player has all Command Ratings reduced by two until the 8:30 am turn and by one until Napoléon enters the map. This applies to all scenarios.

2.8 French Minor Variants

2.8a LAPOYPE'S DIVISION.

Roll two dice each turn during the French Command Phase, beginning with the 11:00 am turn. On a roll of 10 or more, Lapoype's division (La-M) arrives as a reinforcement at Entry B or C. This option gives the Austrian player 1 Victory Point (VP).

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

2.8b 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 10:00 am, and not 2:00 pm as normally in scenario 5.4. The die roll required and position of entry remain the same. This option gives the Austrian player 1 VP.

2.8c USE OF BOTH OF THE ABOVE.

Using both 2.8a and 2.8b will swing the game's balance in the favor of the French. For that reason, the VP cost for the two combined is 3 VPs, not 2.

3.0 Austrian Special Rules

3.1 Austrian Tactical Doctrine

Austrian infantry may not use Combat Columns.

3.2 Austrian Cavalry Cohesion

Austrian cavalry may not charge in stacks.

3.3 Austrian Skirmishers

Austrian Skirmishers are Normal Skirmishers with a C morale rating. Their fire values can be found on the Skirmisher Fire Table.

3.4 Attachment and Detachment

None are allowed, except 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.

3.5 Order of Succession

Should Melas become a casualty, his replacement is Zachs. 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.

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

3.6 Austrian Commanders.

Kaim, Hadik and O'Reilly are Fighters.

3.7 Organization of the Austrian Army

The Austrian Army is composed of a Left Column, six divisions and a brigade.

The Left Column functions as a corps under Ott, consisting of Vogelsang, Gottesheim and Schellenberg's divisions. Ott may not attach other divisions to his command or detach divisions on independent orders.

All the other divisions are independent and do not belong to any corps. Remember, this means each divisional commander is "bolted to the ground" when he is in No Orders Status.

The St. Julien brigade is directly subordinated to Melas.

The commander of the Right Column (O'Reilly) is the functional commander of the "Right" units—which act as a division. These units are Cav- Right, Artillery (Right), and Infantry (Right).

Zachs, the commander of the Center Column, only enters play if 3.10a is used or when he has been appointed to army command.

Perhaps Napoléon's greatest contribution to military science was 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.

3.8 Austrian Army Entrance

Force the Austrians to enter at 'Tête de Pont' as if they were lined up along an off-map road in one long one-unit-per-hex column. They were after all managing the army through Alessandria and over a single bridge, just west of the map. Ott's column must enter after all other units have entered.

3.9 Austrian Pioneers - Hardegg

The Austrian "Hardegg" pioneers [0.2h] functions for all purposes as an A morale skirmisher, with the exception that it pays movement costs as if it was an infantry line.

During the game Hardegg may build one bridge over any tributary hex-side. It does so by moving to a tributary hex and stating what hex-side it intends to bridge. The hex bridged to may contain a French unit, and if the Hardegg unit is still alive and in place at the start of the next Austrian turn the bridge is up and may be crossed by any Austrian unit the same turn. Once the bridge is up the Hardegg counter must remain in either of the two bridged hexes. French infantry may destroy the bridge by winning a close combat (unopposed or not) in either of the two bridge hexes.

3.10 Austrian Minor Variants

3.10a 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 and brigades 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 rule in 3.7 does not apply to divisions assigned to a Wing.

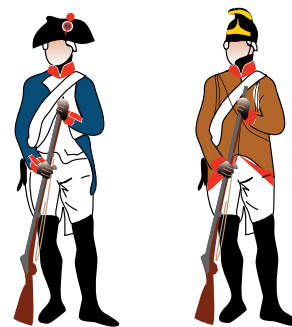
- Once assigned, Wing designations cannot be changed during play.

- Wings and all units assigned to them apply all the usual series rules regarding Corps.

3.10b 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 Suchet's approaching Corps. Their use in the battle would have exacerbated Napoléon'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 Victory Points (VPs) based on wrecked formations and terrain features controlled.

4.1 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 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.

Feature	VPs
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*

* There were some French detachments hovering just south of the map-edge that had O'Reilly chasing flank threats most of the day. Therefore, in order to get victory points for Spinetta, Cassina Grossa or St. Giuliano Vecchio the Austrian player must have one Division exit along the Novi Road at 31.01 with orders to "Guard the South Flank". The Austrian player may recall this division at any time and it will return at 31.01 one turn after the recall is made with an accepted order to move to Army HQ.

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.

VP Spread Victory Level

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

5.0 Scenarios

Previous versions of the rules didn't distinguish between having No Orders or defending in place. In Marengo, when a command is listed as having no orders, it can be considered to either have orders to defend in place, or be in No Orders Status, player's choice

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

5.1 Frontal Assault

GENERAL INFORMATION

First Turn: 9:00 am

Last Turn: 11:00 am

Game Length: 5 Turns

First Player: Austrian

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.

FRENCH INFORMATION

Set Up:

All French units must set up east of the Bormida River

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

w/i 5 of 14.12: C-V, Keller-Cav & Kellermann

22.12: V Corps HQ

Historical Reinforcements:

None

Orders:

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

AUSTRIAN INFORMATION

Set Up:

w/i 1 of 7.17: Right

w/i 1 of 7.18: K Div

w/i 1 of 7.19: H Div (*without St Julien's brigade*)

w/i 1 of 8.19: AG-C

Historical 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

Victory Level Conditions

Major Austrian Victory Capture both bridges and all three hexes of Marengo

Minor Austrian Victory Fulfill two of the following: Capture at least one bridge,
Capture the town of Marengo,
Wreck at least 3 French Brigades.

French Minor Victory Avoid the Austrian victory conditions.

Major French Victory 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

GENERAL INFORMATION

First Turn: 1:00 pm

Last Turn: 4:00 pm

Game Length: 7 Turns

First Player: Austrian

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.

FRENCH INFORMATION

Set Up:

All French units must set up east and/or south of the Fantanone

between 9.xx and 18.xx, south of xx.12

(inclusive): C-V

w/i 2 of 18.13: G-V, Vb (3Lf)

w/i 3 of 19.13 : Keller-Cav & Kellermann

22.11: V Corps HQ

w/i 3 of 21.17: W-L, Cham-Cav, Lb [0.2e]

25.19: 28th Line

22.15: L Corps HQ

w/i 2 of 34.15: Army HQ, Guard

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

Historical Reinforcements: None

Orders:

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

Keller-Cav is attached to V Corps.

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

The 28th Line has the same orders as the L Corps.

Cham-Cav is attached to the L 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)	<i>Keller-Cav</i> : 2(0)
24Light(C-V): 4(2)	43 Line (C-V): 4(3)	96 Line (C-V): 4(4)

AUSTRIAN INFORMATION

Set Up:

w/i 1 of 10.15: Right

w/i 1 of 13.15: AG-C

w/i 1 of 15.16: M Div

w/i 1 of 16.16: H Div

16.17: Hardegg [0.2h]

w/i 2 of 17.20: K Div

11.17: Army HQ, St Julien's brigade

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

w/i 3 of 27.28: S Div, V Div, AG-L, Left HQ

w/i 1 of 32.30: E Div

Historical 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.

St Julien's brigade is to support the attack on 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)	Infantry (Right): 1(1)	Cav-Right: 1(0)
Pilati (H Div): 8(0)	Bellegarde (H Div): 2(2)	St. Julien: 1(1)
de Briey (K Div): 2(2)	Knesevich (K Div): 4(5)	Lmrsle (K Div): 1(1)

Kaim is a casualty, use his Repl for the divisional commander

VICTORY

As per 4.0

5.3 Desaix's Counterattack

GENERAL INFORMATION

First Turn: 5:00 pm

Last Turn: 9:00 pm

Game Length: 9 Turns

First Player: Austrian

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.

FRENCH INFORMATION

Set Up:

w/i 4 of 56.17: L Corps, 28th Line, Gd

w/i 1 of 54.10: G-V, Gdb (2Hf)

w/i 1 of 55.11: C-V

w/i 2 of 49.20: M-D

w/i 1 of 57.09: Cav Div (less *Rivau*-Cav), Cav-Gd

58.11: V Corps HQ

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

61.12: Army HQ

Historical Reinforcements: 7:00 *Rivau*-Cav enters at 46.35 with orders to join the nearest French Corps.

Orders:

L Corps and 28th 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 an independent order to defend L Corps' flank.

Pre-game losses:

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

AUSTRIAN INFORMATION

Set Up:

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

w/i 1 of 45.09: H Div

47.09: St Julien's brigade

41.10: Army HQ

w/i 1 of 37.14: K Div

w/i 1 of 35.17: AG-C

w/i 3 of 38.23: Ott, Left HQ, AG-L, S Div, V Div

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

19.16: Hardegg [0.2h] (reduced). *Hardegg's brigade is deployed between 18.16 and 19.16.*

Pre-game losses:

Kaim and Melas are wounded. Zachs commands the army.

Latterman (M Div): 3(2)	Pilati (H Div): 8(0)
Widenfeld (M Div): 1(0)	Bellegarde (H Div): 3(4)
de Briey (K Div): 3(2)	St. Julien: 3(3)
Knesevich (K Div): 5(7)	Lmrslle (K Div): 3(3)
Infantry (AG-C): 1(1)	Cav-AG-C: 1(0)
Retz (S Div): 3(3)	Sticher (S Div): 3(5)
Jhn Drgn-E: 1(0)	LDr-E: 2(0)
Infantry (Right): 3(3)	Cav-Right: 2(0)
Infantry (AG-L): 2(2)	
Stuart (V Div): 1(1)	
Hohnlhe (V Div): 1(1)	

Historical 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.

St Julien's brigade has orders to lead the attack on St Guiliano Vecchio.

S Div, V Div, and AG-L comprise the Left Column for purposes of rule 3.7. Each Division of the wing has a separate Independent Order to attack south to capture La Ventolina and La Buschetta. These orders each have a D5 status. *Handle these as individual Independent Orders so that they become implemented in an uncoordinated fashion.*

E Div is to defend Castel Ceriolo.

Right has left the map [4.2] and has orders to guard the south flank.

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

K Div has no orders.

VICTORY

As per 4.0

5.4 The Battle of Marengo

GENERAL INFORMATION

First Turn: 6:00 am

Last Turn: 9:00 pm

Game Length: 31 Turns

First Player: Austrian

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.

FRENCH INFORMATION

Set Up:

French units must set up east of the Bormida River.

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

w/i 5 of 14.12: C-V, Keller-Cav & Kellermann

22.12: V Corps HQ

w/i 3 of Castel Ceriolo: Cham-Cav

w/i 2 of Il Poggi: L Corps

Historical Reinforcements:

At Noon, Napoléon, Army HQ, Murat, Gd, and M-D arrive at entry Area C.

Variable: Beginning at 2:00 pm, roll two dice each Hour turn during the French Command Phase. On a 9 or more allow Desaix, Boudet's Division (B-D), and the D Corps artillery to enter at entry Area C.

Variable: Beginning at 3:00 pm, roll two dice each Hour turn during the French Command Phase. On a 10 or more Rivau-Cav enters at 46.35.

Orders:

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

The Keller-Cav is attached to V Corps.

Cham-Cav has orders to delay any enemy advancing east or south from Castel Ceriolo.

L Corps has orders to stay in place and await further orders.

M-D ARRIVES WITH AN INDEPENDANT ORDER TO BE ASSIGNED TO ANY FRENCH CORPS ON ARRIVAL. *WHEN M-D ENTERS PLAY, THE FRENCH PLAYER DECIDES TO 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.

Rivau-Cav has orders to join the nearest French Corps.

AUSTRIAN INFORMATION

Set Up:

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

Historical Reinforcements:

At 6:00 am, all remaining Austrian units arrive at entry Area A [3.8].

At 11.00 am, Hardegg [3.9] enters at entry Area A.

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.

St Julien's brigade has orders to advance to Pedre Bona and await further orders.

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 Column as per rule 3.7.

VICTORY

As per 4.0

5.5 Strangers in the night - at Marengo

GENERAL INFORMATION

First Turn: 9:00 pm

Last Turn: 5:00 am

Game Length: 11 Turns

First Player: Austrian

Melas' original plan - reworked. On the evening of the 13 June 1800 Victor, almost accidentally, chased O'Reilly out of Marengo because his men wanted shelter from the rain. This overturned Melas' plan to attack east out of Alessandria at midnight, but for some reason Melas did nothing about that except for postponing his entire attack until the morning. This alternate scenario assumes that Melas instead of delaying his attack, reacted swiftly and set his army in motion as soon as the fighting in Marengo was over.

FRENCH INFORMATION

Set Up:

w/i 1 of Pedre Bona: G-V (less 3 stragglers.)

In Marengo: C-V (less 2 stragglers), Vb(3Lf), Victor and V Corps HQ

In Spinetta: Keller-Cav

w/i 8 of San Guilliano: Cham-Cav, L Corps, Lb [0.2e]

In real life, Napoléon was somewhere along the Marengo-San Guilliano road at this time, either on his way to see Victor or on his way back to Voghera (the timing of his and Lannes' moves during the evening of the 13th are very hard to establish), but we can forget about him for this exercise as he had no troops at hand.

Reinforcements: None

Orders:

L Corps with *Cham-Cav* attached has orders to move to and defend any one one-hex village east of the Fontanone the French player decides on, a call that must be made before play begins.

V Corps has orders to defend its current position and at dawn advance west and capture the 'Tête de Pont'.

AUSTRIAN INFORMATION

Set Up:

w/i 3 of the 'Tête de Pont': Right (less 3 stragglers)

Inside the 'Tête de Pont': V Div

Orders:

Right have orders to defend the 'Tête de Pont' and observe the French at Pedre Bona.

Army HQ has orders to deploy in Right Division's current position.

Reinforcements:

At 9:00 pm, Melas and the Army HQ enter at entry Area A.

All other Austrian troops are assumed to be just off the map, see the Orders section for arrival details.

During the first Austrian Command Phase all Austrian divisions, save for Right and the Divisions of Ott's Column, will (miraculously) receive In-person (oral) orders from Melas. These must all be written by the Austrian player before play begins and as the orders are accepted the divisions will enter through entry Area A [4.2]. Divisions that suffer Dt results will enter the map and stop in or adjacent to the 'Tête de Pont'.

VICTORY

Victory Level Conditions

Major Victory Ones side holds all three of the 'Tête de Pont', Marengo, and St. Giuliano Vecchio

Minor Victory Ones side holds Marengo and has fewer wrecked brigades than the other side

Draw One side holds Marengo, but the other side has fewer wrecked brigades

SPECIAL RULES

Night starts at 9 pm and goes on until 3 am. 8.30 pm and 3.30 am are “visibility 3” dusk/dawn turns.

Neither side may deploy Skirmishers during setup.

For the purpose of checking for initiative, the French player has all Command Ratings reduced by two until 11 pm.

Ott and his three divisions are also lurking off-map. Ott may be sent aide delivered orders as if he where one turns ride away from the ‘Tête de Pont’ and will accept orders for his entire Column. He will enter the map one turn after the order is accepted. None of Ott’s divisions may at any point be given Independent Orders.

RANDOM EVENTS

This scenario uses a specific random events table.

	Austrian	French
1	Lose Cannon	Lose Cannon
2	Lose Cannon	Lose Cannon
3	Lose Cannon	Inspiration
4	Nothing	Bad Order
5	Rain	Rain
6	Rumors of Suchet	More troops

Lose Cannon - As the general random event.

Nothing - Nothing, right?

Bad Order - Provided any fighting (close combat) has taken place one randomly chosen Corps instantly accepts an order to march to St. Guiliano Vecchio.

Rain - As everybody is busy not getting drowned a turn passes without anything happening. Move the turn marker forward one space and continue the current player’s turn.

Rumors of Suchet - The Austrians are spooked by rumors of Suchet approaching from the west. Melas must immediately order one un-wrecked Austrian division to move back to Alessandria (and out of the game).

More troops - Lapoype’s Division enters at a randomly chosen road hex on the northern map edge. It has orders to move on Marengo without force marching and will not check for initiative or deploy in any way unless it is attacked or literally marches straight into an Austrian unit.

6.0 Random Events

	Austrian	French
1	Divisional stoppage	Kellerman Rallies Troopers
2	Another Wing!	Lapoype Returns
3-4	Ott Hesitates	Bad Ideas!
5	Call For The Cavalry!	Advance Reinforcements
6	Melas Retires	Delay Reinforcements

Divisional Stoppage - The Austrian Divisions did operate in a somewhat random fashion at Marengo. When this event occurs, one randomly determined Austrian division with an implemented order stops in its tracks, just as if it failed an Attack Stoppage check.

Kellerman Rallies Troopers - Kellerman, who had his moment in history at Marengo, inspires his men to new heights. His brigade may erase one box of Permanent Casualties.

Another Wing - Melas figures that another Wing Commander may be a bright idea. He may immediately order Zach or O'Reilly to function as temporary Wing Commander (as per the optional rules) for the purpose of one order and one order only.

Lapoype Returns - Lapoype moves to the sound of the guns and shows up at 11:00 or later as per the optional rules [2.8a] (giving 1 VP to the Austrians if he actually arrives). He enters at area B with the order to move to Army HQ.

Ott Hesitates - Ott is unsure of Melas intentions. He may not roll for Initiative or try to accept a new order this or the following turn. If currently under orders, neither Ott nor any Commander under his command may move this turn.

Bad Ideas! - If Napoléon has not entered the map yet, randomly determine which one of Lannes, Murat or Victor that comes up with something a bit too clever and receives a Loose Cannon result.

Call For The Cavalry! - Melas figures his rear is safe and sends for the rest of Elsnitz's Division. The units will arrive at A in four turns and will move directly to join Elsnitz. (Give the French player 1 VP.)

Delay Reinforcements / Advance Reinforcements - As standard event.

Melas Retires - If the Austrians are 4 VP's ahead, the elderly Melas decides he has done enough and hands over command to Zach, who may not issue any order this turn.

7.0 Orders of Battle

7.1 The Army of the Reserve

First Consul GdD* Napoléon Bonaparte
Nominal Commander/Chief-of-Staff GdD Berthier

GdD Victor's Corps

GdB Gardanne's Division
 GdB Gardanne's Brigade
 44th Demi-Brigade (3)
 101st Demi-Brigade (3)
 102nd Demi-Brigade **
GdD Chambarlhac's Division ***
 GdB Dohl's Brigade
 24th Light Demi-Brigade (3)
 GdB* Rivaud's Brigade
 43rd Demi-Brigade (3)
 96th Demi-Brigade (3)
Corps Artillery (7?)

GdD Desaix's Corps

GdD Monnier's Division ****
 GdB Carra St Cyr's Brigade
 72nd Demi-Brigade (3)
 70th Demi-Brigade (3)
 GdB Schilt's Brigade
 19th Light Demi-Brigade (2)
GdD Boudet's Division
 GdB Musnier's Brigade
 9th Light Demi-Brigade (3)
 GdB Gusenau's Brigade
 30th Demi-Brigade (3)
 59th Demi-Brigade (3)
Corps Artillery (8)

GdD Lapoype's Division

1st Light Demi-Brigade (2)
29th Demi-Brigade (3)
91st Demi-Brigade (2)

GdD Lannes' Corps

GdB Mainoni Brigade
 28th Demi-Brigade (3)
GdD Watrin's Division ***
 GdB Mahler's Brigade
 22nd Demi-Brigade (3)
 40th Demi-Brigade (3)
 GdB Gency's Brigade
 6th Light Demi-Brigade (3)
Corps Artillery (4)
Cavalry Detachment

GdD Napoléon's Consular Guard

Horse Grenadiers (1)
Horse Chasseurs (1)
Foot Grenadiers (1)
Foot Chasseurs (1)
Artillery (?)

Cavalry GdD Joachim Murat

GdB Kellermann's Brigade
 2nd Cavalry (3)
 20th Cavalry (3)
 21st Cavalry (1)
GdB Champeaux's Brigade
 1st Dragoons (4)
 9th Dragoons (3)
GdB J Rivaud's Brigade
 21st Chasseurs a Cheval (4)
 12th Hussars (4)
GdB Duvignau's Brigade
 12th Chasseurs a Cheval (4)
 6th Dragoons (4)
 8th Dragoons (4)

* GdB = Général de Brigade (Brigadier), GdD = Général de Division (Major-General)

** Only some 50 men strong.

*** There are scores of different people named as brigadiers in these divisions.

**** For political reasons Napoléon later erased Monnier out of his sanitized Marengo Epic and made St Cyr commander of the division.

The «Dampierre» brigade (or division) of most accounts usually refers to consisted of parts of the 44th Demi-Brigade that were driven south and lost contact with Victor. Together with the 12th Chasseurs they form the «flank threat» just south of the map-edge.

7.2 The Army of Italy

GdK* Michael Melas - Chief of Staff: GM Zachs

MAIN COLUMN

Col Frimont's Advance Guard

3rd Bach Light Infantry Battalion
4th Am Ende Light Infantry Battalion
1# Kaiser Dragoon Regiment (2)
Bussy Mounted Jäger Regiment (2)
Horse Artillery (6)

FML Hadik's Division

GM Pilati's Brigade:

1 Kaiser Dragoon Regiment (4)
4 Karczy Dragoon Regiment (6)

GM F Bellegarde's Brigade:

53 Jellacic Infantry Regiment (2)
52 Archduke Franz Anton Infantry Regiment (2)
Foot Artillery (8)

FML Morzin's Division

GM Latterman's Brigade

St. Julien, Paar, Schiaffinati, Kleinmeyer
and Weber's Grenadier Battalions
Foot Artillery (10)

GM Widenfeld's Brigade

Khevenhüller, Pieret, Perusi, Press, Gorschen
and Weissenwolf's Grenadier Battalions
Foot Artillery (12)
4 Pioneer Companies (Hardegg)

FML Kaim's Division

GM de Briey's Brigade

47 F. Kinsky Infantry Regiment (2)
Foot Artillery (4)

GM Knesevich's Brigade

23 Grand Duke of Tuscany Infantry Regiment (3)
Foot Artillery (4)

GM La Marseille's Brigade

63 Archduke Joseph Infantry Regiment (3)
Foot Artillery (5)

GM St. Julien's Reserve Brigade

#11 M. Wallis Infantry Regiment (3)
Foot Artillery (6)

FML Elsnitz' Division

GM Nobili's Brigade

3 Archduke John Dragoon Regiment (6)
9 Liechtenstein Dragoon Regiment (5)

GM Nimsch's (Nimptsch?) Brigade

7 Hussar Regiment (8)
9 Erdödy Hussar Regiment (6)

Artillery Reserve
Horse Artillery (6)

LEFT COLUMN: FML OTT

GM Gottesheim's Advance Guard

Mariassy Jägers (4 co?) **
10 Lobkowitz Dragoon Regiment (2)
28 Frölich Infantry Regiment (1)
Horse Artillery (6)

FML Vogelsang's Division

GM Ulm's Brigade

#18 Stuart Infantry Regiment (3)
17 Hohenlohe Infantry Regiment (2)
Foot Artillery (7)

FML Schellenberg's Division

GM Retz's Brigade

28 Frölich Infantry Regiment (2)
40 Mittrowsky Infantry Regiment (3)
Foot Artillery (10)

GM Sticher's Brigade

10 Lobkowitz Dragoon Regiment (4)
51 Spleny Infantry Regiment (2)
57 J. Colleredo Infantry Regiment (3)
Foot Artillery (9)

RIGHT COLUMN

FML O'Reilly's Advance Guard ***

8 Nauendorf Hussar Regiment (2)
5 Hussar Regiment (2)
4 Banat Grenz Regiment (1)
8 Wuttemberg Dragoon Regiment (1)
1st Bn # 5 Warasdin-Kreuz Grenz Regiment (1)
1st Bn # 3 Ouglin Grenz Regiment (1)
2 Ottocac Grenz Regiment (1)
Horse Artillery (6)

* GdK = General der Kavallerie (Full General); FML = Feldmarschalleutnant (Lt-Gen) and GM = Generalmajor

** Several sources has this unit distributed in companies to all the advance guards.

*** Some sources lists one or several brigadiers for this formation but these were most likely regimental officers holding very temporally posts. O'Reilly seems to have been very adept at soaking up loose units.

8.0 Historical Notes

8.1 Campaign in Northern Italy

Marengo stands as one of Napoléon'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 Vendée. 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, Napoléon 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 Napoléon'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.

Napoléon 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, Napoléon 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 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—Napoléon 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 Napoléon directly. Despite repeated pleas from Napoléon, 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, Napoléon 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 Bormida 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 Alessandria, Melas had assembled 30,000 troops for the battle: 23,000 infantry, 6,000 cavalry, and 92 cannon. Opposing him, Napoléon had 24,000 infantry, 3,200 cavalry, and a mere 40 guns. More significantly, Napoléon'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.

8.2 Marengo: The Battle

At dawn on June 14th, the Austrians began to cross the Bormida. 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 Napoléon.

Unfortunately, this prudent wait also delayed the message so

that Bonaparte did not receive word of the advance until after the battle had begun—and he could hear the cannonade in the distance.

To make matters worse, Napoléon 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, Napoléon sent orders further dispersing his army in order to block a potential sideslip by the Austrians. Finally around 11:00am, Napoléon 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 town 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. Napoléon, 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 Napoléon 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, Napoléon 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 Napoléon 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.

Napoléon'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, Napoléon 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 Napoléon 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.

8.3 The Boys in White: A Guided Tour of the Austrian Army

BY ANDERS FAGER

The Imperial Austro-Hungarian Army of the Napoleonic wars. Those endless white-coated masses that slog forward like «thick white cream.» Not much of an inspiring sight; even the Russian's mix of stubborn bravery and senile incompetence are fun in comparison. Still, the Austrians march and die in every NBS release, including the newest. This guided tour of Field Marshal Melas's Army of Italy will hopefully make the soldiers of Kaiser Franz the Second (later the First) a bit more human.

The Austrian army was excellent by mid-18th century standards, but fifty years later it had a stale air about it. Even the Army's generals were old. Baron Michael Melas was more than twice as old as Napoléon, 71 to 31, and despite being an able commander with half a century of service under his belt, his time was running out. It should in fairness to old generals be remembered that Blücher was 74 (as well as a bit senile) when he saved Wellington's butt at Waterloo. But while Blücher worked teamed up with the brilliant Gneisenau as well as a good staff, Melas' chief of staff, Baron Zachs, worked almost alone and made no secret that he regarded novelties such as light infantry and flexible formations as «useless.» All this said, no one can blame the Austrian generals for being sloppy dressers. A quite unique set of regulations from 1798 kept higher officers dress in very strict order, in the field, as well as at court and at balls, ruling for instance that the gold lace on the bicorns of Field Marshals should be 3 inches wide, while Generals would have to do with only 2 inches.

On with the show: starting on the left we have the dependable Field Marshal Karl Ott whose brilliant career came to an end at Marengo, despite the fact that he performed very well. Ott's left wing is headed by Major General Gottesheim's Advance Guard of the Left. The advance guard was in 18th century military practice a light combined arms-division meant to advance ahead of the army's main body, and since Melas' army had three wings, it had three advance guards. As Gottesheim's cavalry, we find the Lobkowitz Light Dragoons, wearing green coats with light-blue lapels, cuffs and collars (what Napoleonic buffs call «facings») together with the slightly higher cavalry version of the Raupenhelm, the pseudo-ancient-looking helmet with brass front that most of the regular army wore. Gottesheim's infantry was a battalion from the Frölich Infantry Regiment and a company of the Mariassy Feldjäger. The Frölich Regiment was a regular unit from Bohemia, wearing white coats with green facings and the obligatory Raupenhelm, while the Feldjäger was Italian volunteers, mostly from Piedmont, wearing blue coats with red facings. Note that among these thousand men we have at least four ethnic groups as well as both Catholics and Protestants. The Holy Roman Empire was diversified, to say the least.

Also under Ott we find the division of Field Marshal Vogelsang (literally: «Bird-song»), with two large white-coated regiments. They are Graf Stuart's and Furst Hohenlohe's, two Bohemian regiments with light yellow and pinkish facings respectively. All these regular line regiments, referred to as «German» as opposed to Hungarian or Slavonic, had two or three battalions (plus two constantly absent grenadier companies) and each battalion had six companies each. None of these companies was trained in light infantry tactics, such duties being left to assorted irregular units to perform.

Field Marshal Schellenberg's division was divided in two brigades, a quite new concept in the Austrian army, and for good measure Schellenberg also had the main portion of the Lobkowitz Dragoons under his command. In the brigades we have General Retz commanding the rest of the Frölich Infantry Regiment as well as Graf Mittrowsky's, the later Slovaks with crimson facings, and General Sticher running Graf J Colleredo's Bohemians with pale red facings and Baron Spleny's scary Transylvanians with dark blue facings and Hungarian breeches. The Empire's tough regular infantry from the more civilized parts of the «East» were distinguished by these tight sky-blue breeches decorated with black and yellow lace knots.

And now to the right: meet Field Marshal O'Reilly, who commands the Advance Guard of the Right, and note that this 2,000-strong outfit seems to have been the army's entire Right Wing. (Being left alone seems to have been a talent of O'Reilly's; in 1809 he was left to surrender Vienna to Napoléon.) O'Reilly's infantry includes a company of the Mariassy Feldjäger and four regiments of Grenzers; Banal, Warasdiner, Ougliner and Ottochaner. The Grenzers were a kind of semi-regular border regiment supposedly to be used as light infantry, and in this case they were from Croatia and present-day Serbia. They wore a chaotic mix of regular white army uniforms and brown coats, spiced up with assorted «mountaineer chic» details such as Turkish-style hats, red capes and long nasty knives. In O'Reilly's cavalry we find the Wurtemberg Dragoons, a regular unit wearing green coats with pink facings, teamed up with the Nauendorf and the 5th (Baron Ott's) Hussars. Note that these Hungarian units are the original Hussars, the Original and Best (at least when they felt like it) who had made the Empire's eastern frontier unsafe for nearly 100 years. Both these units wore green jackets and red breeches (but in different shades) as well as yellow and black plumes and ditto lace all over them. The 5th also had red shakos instead of black, at least on paper.

And then finally the main body heralded by The Advanced Guard of the Center Column under Obest Frimont, one of the Empire's real warhorses. Frimont commands two squadrons of the Kaiser Dragoons or the Kaiser Franz Cuirassiers or the Kaiser Light Dragoons, a confusion resulting from a constant reshuffling of titles as well as designations during the period. Some of these changes it took an expert to tell by comparing coat buttons, some involved swapping coat colors (green, white or gray), and others getting a metal chest-plate and higher pay. Still the doctrinal changes were minimal. While usually both numerous and very well horsed, Austrian cavalry constantly suffered from substandard leadership and tactics. The Kaisers were teamed up with the Goguelas Mounted Jäger, a Frei-Corps (volunteer or irregular or both) unit formed from an assortment of odd minor cavalry units, including some Royalist Frenchmen, dressed in gray with dark green facings. Frimont's infantry was the Bach and Am Ende Light Infantry Battalions, Germans and Italians in gray with poppy-red facings, as well as the main body

of the Mariassy Feldjäger. The Light Infantry Battalions were an unsuccessful attempt to convert unruly Frei-Corps units and hard-to-recruit Grenzers into light infantry of the French model. But giving a backwoodsman a cool hat did not make him a good skirmisher and the whole project was scrapped the following year.

After this chaos Field Marshal Kaim's division is a bliss of simplicity. Here are the regular infantry regiments again; good, solid troops. The Grand Duke of Tuscany's Infantry Regiment from around Vienna had claret facings; Furst Franz Kinsky's Infantry Regiment from Bohemia, steel-green; and Archduke Joseph Franz's Infantry Regiment from the Empires (all but lost) Dutch-Flemish lands, deep green. Take care to note that the names Knesevich, De Briey and Lamarseille that these units go by in the game are no mistakes, just the name of the acting «brigade» commanders.

Field Marshal Hadik's Division is a likewise clear-cut affair. But the main body of the Kaiser Dragoons as well as the Karaczay Dragoons spices things up. The Karaczay Light Dragoons wore green coats with red facings. (They are elsewhere referred to as being Cheveau-Legers, but rest assured that no one rode up to them one day and said: «you guys are going to be Cheveau-Legers from now on,» expecting illiterate cavalymen to act differently because they were called «light horse» in French.) Hadik's infantry regiments are a bit tricky to identify due to the practice of naming and renaming regiments as commanders bought or sold them. Bellegarde's brigade included the Jellacic and Archduke Franz Anton regiments, both probably Hungarians, and St. Julien commanded the Wallis Regiment, probably identical to the later Lindenau and later still (when someone realized that naming regiments after the current commander was not just hard on historians), I.R 29, a Moravian (Slovak) outfit.

Field Marshal-Leutnant Morzin's division was the army's reserve, the united grenadiers. Each line regiment had two elite grenadier companies distinguished by odd-looking bearskin-caps called «armchairs» by the French. It was a common 18th-century practice to gather all the grenadier companies of the regiments at hand into elite Grenadier Battalions and these battalions were quite permanent units, the closest thing to a proper «Kaiser Guard» Austria had. The battalions in Morzin's Division (Hohenfeld, Piret, Weher, Weissenwolf, Fiquelmont, Ters, Gorshcen, St. Julien, Pertussy, Mercaolin and Stentsch) accounted for some 60% of the grenadiers in the whole Austrian army, while some grenadier companies from the line regiments present at Marengo were absent. Being the army reserve, Morzin also commanded most of the army's pioneers except for a few detachments parceled out to the advance guards.

Field Marshal Elsnitz commands Melas' cavalry. The Archduke John and Liechtenstein Light Dragoon regiments were large regular units in green with orange and black facings respectively. The detached 7th (Liechtenstein) and Erdödy Hussar Regiments were as colorful as parrots. The 7th wore mainly light blue dress but had a grass-green shako to spice things up, while their colleagues wore dark green, but with red trousers and black shakos. These shakos were forced on the hussars in 1798 so they may still have worn old and battered, but distinctly hotter, fur-caps of different sorts. Remember that being an exotic hussar was a sure thing with the ladies 200 years ago, and shakos did not really go well with that wild horseman image.

Finally, we have the «other services.» The Austrian artillery

was well equipped, but suffered from being used to closely support individual regiments and was therefore basically out of the higher commanders' control. The crews wore knee-long brownish coats and carriages were painted ochre (a very important note for those of you just about to redesign your Marengo counters). It is worthwhile to note that the Austrians had organized a very modern Handlanger Korps (wearing basic artillery uniform, but with sky blue collars instead of red) that was to supply the artillery crews with extra muscle, craftsmen and close protection, something that had previously been provided by infantry detachments. On the other hand there was no permanent train organized, the supply being managed by civilian contractors.

That was the tour. I am endlessly grateful to Stefan Ekström and Jerry Malone for helping me putting this together. Enjoy, and good luck against the First Consul.

9.0 Designer's Notes

9.1 Original 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 believe 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 scale 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 contour 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) hardly warrants 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 copies of Berthier's maps (of which I had been working from hard-to-read 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 Napoléon with only 15-20 guns at the start of the battle—a 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 resembling detailed loss data to work with. I was forced to extrapolate heavily from the final totals I had. Unfortunately, this will be a common problem for Napoleonic games, since most of these figures do not exist outside of various national archives. Until Dean gives me the research advances adequate for me to jet around the world doing archival 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.

9.2 Updates Notes

This is an improved version of an article that once appeared in Operations.

For those of you who feel like celebrating the 205th anniversary of the Battle of Marengo in style, here is what the latest research has to say about the battle. While not earth-scattering in any way, it shows what Dave Powell would have come up with had Dean sent him to Europe for a week or two.

The most confused OOB issues are the distribution, and to some extent the numbers, of both sides' guns with the (dis)organization of the French cavalry coming in as a close second. Surprising enough all Austrian OOB's we have found are, the guns apart, quite consistent. The eleven Grenadier Battalions of Morzin's Division is a charming, but in game terms trivial mess. Just so that you know, the units are sometimes referred to by the name of their commanders, e.g. «Weber's» and sometimes by listing the numbers of the regiments supplying the men, e.g. «Grenadier Battalion 12, 34, 57, 73,» and both things change from time to time. Anyhow, they were brigaded under Latterman and Widenfeld in brigades named after the same two guys, so forget about the 1st and 2nd Grenadiers.

The French OOB is a bit harder to sort out, mostly thanks to Napoléon's own propaganda that eventually turned Marengo into a quasi-mythical event. The brigade structures of Victor's and Lannes' formations are a bit hazy and the cavalry organization is a pure mess. The Army of Reserve had four cavalry brigades with Murat functioning as head cheer-leader more than anything else (it is even hard to determine his whereabouts before the battle, he seem to have materialized, ostrich plumes and all, out of thin air at around noon and started leading mad charges). Of these brigades, both Kellermann and Champeaux's fought together during the battle, while Rivaud's Brigade arrived in the evening and was involved in driving Ott's troops back. The fourth brigade under Duvignau was near Marengo on the morning of the 14th, but Duvignau had been injured during the night and when the fighting started the unit dissolved. The 12th Chasseurs were eventually sent off to guard the French extreme left just south of the map edge, the 6th Dragoons somehow resurfaced with Napoléon and the 8th Dragoons spontaneously joined Kellermann. For the purposes of this game the two dragoon regiments are incorporated in respectively the Consular Guard and Kellermann's brigade.

In is a complete mystery how many guns Napoléon eventually fielded and the more you research it, the more confused you get. Dave Powell's 32-odd pieces is most likely a bit to generous, and as the French had about ten 12lb guns in the entire army, the optional heavies are very doubtful. Problem with both sides' guns at Marengo is that while the numbers usually adds up about the same in all different OOB's, they are distributed very differently. For game purposes this can be reworked for ages and as the jury (that is, better informed people than us) is still out on it we have done minimal changes until we know for sure.

The problem is a lot one of «feel.» - How did Melas or Napoléon think of the artillery? - How many guns were «army assets» and under the Army Commander's absolute control? In order to support Desaix' attack Napoléon had Marmont gather every surviving piece to form a Grand Battery of some fifteen-odd guns, a far greater control than what Melas had.

The Austrian artillery was indeed used very aggressively during the battle, but this was mostly on lower commander's

initiative. - Furthermore, how many guns belonged to a specific corps or division? Did Victor think in terms of «my corps' battery?» Or Hadik of «My Division's guns?» And further still, how many guns were «regimental,» that is dragged along by regiments or brigades as their private property, way out of any higher commander's control? If one looks at the OOB it for instance becomes apparent how almost all Austrian artillery are kept at brigade level, out of even divisional control. This is an important difference in doctrine I will return to at a later time, but for now only minimal changes have been done to the actual distribution of guns. Still, if anyone feeling adventurous he can shuffle them around any way he sees fit.

For final touches: Chambarlhac's rating has been downgraded as he performed so badly in the battle that his own troops took shots at him (he seems to have suffered a nervous breakdown). Ott's wing has been solidified to rob the Austrians of flexibility they did not have. Most of Moncey's Corps has been cut out of the optionals as apart from Lapoype's Division (that spent the day ferrying itself back and fourth

over the Po) it was scattered around Milan, at least two days away. Lannes and Champeaux starts further west than before (several Austrian accounts mentions seeing their campfires north-east of Marengo) and therefore some restraints have been put on French initiative to maintain play-balance. Stricher's brigade has been radically raised in morale as it contained the borderline psychotic Transylvanians of Infantry Regiment #51, Baron Spleny's, that broke a French cavalry charge by counter-charging it with the bayonet before proceeding to shoot up the Consular Guard in a bad way. The French Cavalry division has been broken up and relieved of its artillery. A counter has been introduced for Hardegg's pioneers that under heavy fire built a bridge over the Fontanone.

Finally, note (just so that is clear) that Berthier is in theoretical command of the French Army and that Napoléon only commands the Consular Guard as he could not hold army command for political reasons. (Berthier's chief of staff was Dupont of Friedland and Bailen fame.) It has no bearing on the game.

Enjoy.

Marengo Random Events

	Austrian	French
1	Divisional stoppage	Kellerman Rallies Troopers
2	Another Wing!	Lapoype Returns
3-4	Ott Hesitates	Bad Ideas!
5	Call For The Cavalry!	Advance Reinforcements
6	Melas Retires	Delay Reinforcements

Divisional Stoppage - The Austrian Divisions did operate in a somewhat random fashion at Marengo. When this event occurs, one randomly determined Austrian division with an implemented order stops in its tracks, just as if it failed an Attack Stoppage check.

Kellerman Rallies Troopers - Kellerman, who had his moment in history at Marengo, inspires his men to new heights. His brigade may erase one box of Permanent Casualties.

Another Wing - Melas figures that another Wing Commander may be a bright idea. He may immediately order Zach or O'Reilly to function as temporary Wing Commander (as per the optional rules) for the purpose of one order and one order only.

Lapoype Returns - Lapoype moves to the sound of the guns and shows up at 11:00 or later as per the optional rules [2.8a] (giving 1 VP to the Austrians if he actually arrives). He enters at area B with the order to move to Army HQ.

Ott Hesitates - Ott is unsure of Melas intentions. He may not roll for Initiative or try to accept a new order this or the following turn. If currently under orders, neither Ott nor any Commander under his command may move this turn.

Bad Ideas! - If Napoleon has not entered the map yet, randomly determine which one of Lannes, Murat or Victor that comes up with something a bit too clever and receives a Loose Cannon result.

Call For The Cavalry! - Melas figures his rear is safe and sends for the rest of Elsnitz's Division. The units will arrive at A in four turns and will move directly to join Elsnitz. (Give the French player 1 VP.)

Delay Reinforcements / Advance Reinforcements - As standard event.

Melas Retires - If the Austrians are 4 VP's ahead, the elderly Melas decides he has done enough and hands over command to Zach, who may not issue any order this turn.