RULE BOOK

Dego The Second Battle, 14th-15th April 1796



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I.0 INTRODUCTION

Napoleon Small Battles (from now on "NSB") is a game system, very easy to learn, that allows players to reproduce all the minor battles of the Napoleonic Era which are normally ignored by the traditional game-systems. In particular, Dego reprises the Second Battle of Dego occurred from the 14th to the 15th of April 1796 between the French forces lead by Napoleon and Massena and the Austrian-Piedmontese Forces led by Argenteau.

I.I Game Contents

Every copy of Dego contains:

- I 42 x 30 cm map;
- 288 counters (1.7 cm sided);
- I Orders' Table;
- I Terrain Effects Charts;
- I Rulebook (this book).

The Deluxe version contains:

- I 59.4 x 42 cm map and the Orders' Table printed on;
- I Terrain Effects Charts;
- 288 Counters (2 cm sided);
- I Rulebook (this book).

Notice to players: Be aware that four 6-sided dices (not included) are needed to play this game.

I.2 Game Scale

In NSB each hex on map is approximately 300 meters across, namely is the average space needed to deploy a battalion in line per three lines in depth.

Every combat point represents approximately 200 Infantry soldiers or 100 Cavalry men, while artillery units have a fire rate based on caliber, number of cannons and the training of the servant crew.

Every turn represents half an hour in real time.

1.3 Glossary

Activation: it's the action where player moves the Combat Units and eventually resolves fires or melee (events).

Basic Unit: a CU non in a particular Formation, neither an Artillery nor a Skirmisher.

<u>Charge:</u> it's a movement action followed by an attack made by Cavalry Combat Units.

<u>Combat Unit (CU)</u>: it's the counter representing the units on map, divided in Infantry, Cavalry and Artillery.

Commander: it's a counter representing an Officer who gives orders and moves nearby Combat Units. A Commander, based on his rank, can be "in Chief"; "Corps"; "Division"; "Subordinate" (see sub-para 2.2.2).

Defensive Fire: a distance attack made by inactive Combat Units when active Combat Units perform a movement within a certain range.

Demì Brigade (DB): French Infantry Regiment.

Demì Bigade Light (DBL): French Light Infantry Regiment.

Formation: the deployment status that Combat Units take inside the hex.

Grenz: Austrian Light Infantry.

Inactivity: all counters which are not activated are identified as "Inactive".

Isolation: a condition where a Combat Unit is out from a Commander's Line of Command or a Division/Subordinate Commander is out from his In Chief/Corps Commander.

Jäger: Austrian Light Infantry.

<u>Line of Command</u>: a distance in hexes from a Commander within which Combat Units can be activated under his command.

<u>Offensive Fire:</u> a distance attack made by active Combat Units.

<u>Order</u>: a course of actions that a Commander will give to the activated Combat Unit to execute. An Order could be Actual, Scheduled or Reiterated.

Melee: combat between enemy Combat Units inside the same hex.

Stacking Limit: it's the maximum number of the same or a combination of Combat Units allowed inside a hex at the end of their activation.

2.0 GAME COMPONENTS

2.1 Map

On the game map the various types of terrain are reproduced, while on the Terrain Effects Chart it is possible to check which modifier bonuses these terrains have in movement, combat and inflicted losses.

<u>2.1.1 Level Changes:</u> Particular attention has to be paid to the level changes present along the hexes' borders. There are in fact three different types of cliffs depending by the level bordering the hex's side:

- Slope: I difference in level;
- Steep Slope: 2 differences in level;
- Cliff: 3 differences in level (not present in Dego).





2.2 Counters

2.2.1 Combat Units (CU): The values on the CU counters (Infantry, Cavalry and Artillery) show the capability to fire, melee, movement and moral. An exception are the limbers for which, in order to avoid confusion with the formation, the movement rate is shown in a circle.

The CUs nationality is characterized by a different background color of the counters:

- Austria: white;
- France: blue;
- Piedmont: red.

The upper stripe (on the CU counter) indicates the Infantry Division or the Cavalry Brigade assigned to.



<u>2.2.2 Commanders</u>: These counters represent the Commanders of units such as Brigades, Divisions or Corps. The values on the counters show the ability of command and the distance in hexes within Commanders can send orders to their subordinate units. Commanders are divided in:

• Commander in Chief (CiC): Napoleon for the French and Argenteau for the Austrians;

• Corps Commanders (CC): Commanders of an Army Corps/Wing;

• Division Commanders (DC): Commanders of a Division/Column;

• Brigade Commanders (BC): Commanders of a Brigade/Regiment.

All the Commanders have 6 Movement Points and do not have front.



2.2.3 Game Trackers: The game includes a number of trackers needed to ease the battle management for the players; their use and meaning will be explained in later paragraphs when needed.

3.0 SEQUENCE OF PLAY

Every game turn has the following phases:

- Command Phase (4.0);
- Activations Phase (5.0);
- Administrative Phase (8.0).

It is possible to pass to the next phase when players have completed all the required actions in the current phase.

4.0 COMMAND PHASE

In this phase the following actions can be made:

a. Commanders counters activated the turn before are turned face-up;

b. Temporary removed Commanders (7.7.2) are back in play;

c. Engineers counters can be turned to show either the combat side or the works side (8.1);

d. Lines of Command (4.1) are verified starting from the CiC and going down up to every single CU counter and the "No Orders" trackers are placed (4.1.2, exception 4.2.5);

e. Isolated DCs and BCs (4.1.3) receive and automatically activate the order "Defense";

f. DC and BC Commanders not isolated and high-ranked Commanders will be allowed to place on the Orders Table Chart new covered orders trackers in case they want to change an order given before or move an inactive Order (tracker) in the Reiterated Orders Box (5.1.3);

g. Players choose which Commanders they want to activate during the turn and place the command trackers in a cup.

Example: Commanders counters are turned face-up.



The French Player picks up Rampon counter from the Turn Track and places it on anyone CU of the same division (same coloured stripe).



The French player verifies the Lines of Command and notices that the 3/99 DB unit is too far from the nearest Commander, Rampon. The player then will place the "No Order" counter on the Infantry chit.



4.1 Line of Command

The Line of Command represents the distance in hexes within Commanders can activate CUs and give Orders to their subordinates. All units within this radius are considered "In command".

<u>4.1.1 Enemy CUs</u>: Enemy CUs block the Line of Command.

<u>4.1.2 Isolated CUs</u>: CUs that are not in the Line of Command of at least one Commander are considered "isolated" and receive a "No Order" counter.

<u>4.1.3 Isolated Commanders</u>: DC and BC Commanders out from the Line of Command of their own superior and are not executing an "Outflanking" order are considered "Isolated". They receive and automatically activate a "Defense" order.

4.2 Chain of Command

CC, DC and BC Commanders can give orders only to the CUs of the same Infantry Division or Cavalry Brigade, while Commanders in Chief can give order to all units. **Example:** All the French CUs can be activated by Napoleon, while Massena can activate only those units of his Division (red stripe) and not those of Laharpe (white stripe).

4.2 Orders

The possible orders that Commanders may receive are as follows:

- Attack (4.2.1);
- Defense (4.2.2);
- Maneuver (4.2.3);
- Regroup (4.2.4);
- Outflanking (4.2.5).



4.2.1 Attack: All the CUs in command that are activated must move of at least one hex towards the nearest enemy CU.

Example: At the beginning of the turn Argenteau has an "Attack" order, so the two battalions in hex 1013 must choose between make "Offensive Fire" or enter in "Melee" with the French battalion defending hex 1012, while the one in hex 1213 has to rotate and enter hex 1113, otherwise it wouldn't move of at least one hex towards the nearest enemy unit, as provisioned by the order received.





Def <u>4.2.2 Defense</u>: All the CUs in command that are activated can move of one hex only and cannot leave the Line of Command of the active Commander nor start any Melee.

Example: In the previous example, if Argenteau has a "Defense" order, one Austrian battalion would have passed on the side of the French one. The I/IR 39 Battalion can rotate and enter 1113, stopping movement.



Move A.2.3 Maneuver: All the CUs in command that are activated can freely move provided that would stay at least three hexes away from enemy CUs (Infantry or Cavalry). During the turn of the adversary, if at least one enemy CU approaches in less than three hexes from a CU under this order, the Commander automatically changes it in "Defense"

and the enemy, if it has still MPs available, can continue to move. **Example:** During its turn, the Austrian Grentzer (activated by Avogadro under a "Maneuver" order) occupies the first hex of Dego (hex 0714) moving in three hexes from the French units in 0516; being the French Infantry a Formed unit and not Skirmisher or Artillery,





<u>4.2.4 Regroup</u>: With this order the Commander cannot move and if the hex where he is located is under fire, the test for losses (7.7) is made with a die modifier of "+1". The CUs

can be moved only to approach the Commander or to

move from the hex occupied by it in an adjacent one. When the Commander is in the same hex of units under his orders, their recovery (8.4) can be attempted during his activation.



<u>4.2.5 Outflanking:</u> The player assigns to a Commander, who is in Line of Command with his direct superior, the order to go in a hex marked by a defined geographic objective

(Town, single building, ford, bridge or mountain) through the shortest way or indicating the intermediate points from to pass.

The Commander, any Subordinates (if present) and CUs following him never become isolated, but have to move towards the indicated objective in accordance with the "Maneuver" order (4.1.3).

If one or more CUs executing the "Outflanking" order, put themselves in less than three hexes from enemy CUs the order is not changed in "Defense", but the movement factor is halved rounding up any fractions. CUs can approach the enemy engaging it in melees and gunfights provided that they will not leave from the objective indicated.

Once it is achieved, the Commander immediately activates the "Defense" order.

Example: In Dego, the only existing "Outflanking" order is that where General La Salcette starts in Scenario #1; in this scenario, La Salcette will have to arrive to the village of Griffini in as few turns as possible and from there, continue to the Bric Sodan and finally occupy one or more hexes of Cà Sodano. After entering in hex 1415, he is in less than three hexes from the Garrison in Chiaffoni (and from the next activation his Infantry units will have only 2 MPs) and he has to decide if going towards the town in order to clear his way through combat or moving slowly up to hex 1614 where he will be again three hexes away from the enemy and will be able to move at full speed.

4.3 Aggregations

A Commander can take on a number of isolated CUs (4.1.2) belonging to another Division which are within his Command Radius equal to his Command Capability increased by one.

5.0 ACTIVATION PHASE

During the Activation Phase the activation trackers are pulled and resolved one by one.

5. I Activation of orders

One of the players pulls from the cup an activation counter representing a Commander activated. The player then verifies on the Orders Table Chart under which order his Commander is operating:

• if the assigned order is the same of the previous turn, the Commander is normally activated and with that order;

• if the given order is different, the acceptance of the new order is proven (5.1.1) and in case of success the activation can be carried out.

5.1.1 Acceptance of an Order: If the activation tracker is of a BC, the player may choose to activate the order or ignore the pull placing the activation tracker on the Orders Table Chart in the corresponding DC from who depends.

Example: The French player pulls the activation counter of Meynier and chooses if:

• Activate him and the CUs within his Line of Command; or

• Discard the counter and wait the pull of Massena in order to activate once all the units non-isolated belonging to the Division.

If the new order is equal to the previous one, it is automatically activated otherwise the player has to launch ID6:

• if the die result, increased with the Command Capability of the Commander launching the die, is \geq 6 the order is activated;

• on the contrary, the Commander continues with the previous order and the rejected order can be moved in the Reiterated Orders Box.

At the beginning of the game all the orders assigned are automatically accepted.

Example: Causse has a "Defense" order. If the new order is also "Defense" no further action is needed; in case the order was different, an "Attack" order for example, the player should throw ID6 modifying the result of "+1" (the command value of Causse). If the die result will be at least 6 (so a 5 from the die +1 of modifier), the "Defense" order will be discarded and the Commander will start to operate under the one of "Attack" (4.2.1).

<u>5.1.2 Reiterated Orders</u>: If the order is not accepted, the player can decide to leave it on the Orders Table Chart in order to reactivate it in the next turn with a total modifier of +1 when throwing the dice.

Example: If in the previous example, the die-roll to change order is unsuccessful, it can be reiterated and, starting from the next turn, the modifier will be +2, which will be +3 on the turn after, and so on.

<u>5.1.3 CiC and Subordinates</u>: When at the beginning of the turn the player activates Commanders counters which are in the same hex of a Superior, the new order is automatically activated. For all the Commanders counters within the Line of Command of one Superior the player can add its command capability to the result obtained when launching a D6.

Example: Continuing with the previous example, if Causse was within the Line of Command of Laharpe, the die-roll for the change of order would be modified of +2 (+1 for Causse and +1 for Laharpe).

5.2 CUs Activated

The activated Commander counter can be moved with all its subordinate CUs in Line of Command. The player proceeds one hex at a time to make the movement and all actions required by the order assigned to the activated Commander. The player puts a counter "Acted" on every single or stack of CU activated to show that it cannot be activated anymore in the current turn.

5.3 Isolated Commanders

In case there are isolated DC and BC Commanders, the player will automatically activate the Defense order.

5.4 Ending the Activation

Once all the possible actions are finished (either there are no more CUs to activate or the player does not want to activate them), the activation is ended and the player places the activation tracker on the Orders Table Chart in the box of the corresponding commander.

Then he verifies that all the activated CUs have the "Acted" counter on them and after the player proceeds to pull the next activation tracker.

5.5 End of the Activation Phase

The phase ends when all the activation trackers are pulled from the cup.

6.0 MOVEMENT

During the Activations, the players activates the hexes containing his units and moves them within the limits of their Movement Points (MPs). For every hex activated, movements and combats caused by CUs inside must be concluded before activating another hex. If more CUs are activated in the same hex, the player may move them all together making them implementing different actions. The player is never forced to spend all the available MPs of a CU. The unused Movement Points are lost. The player can choose: not to activate any hex; to activate only some of the CUs in it or to resolve combats without spending any MPs before. The actions of movement of the activated CUs can cause Reactions such as Defensive Fire (7.1) and Counter-Charge (7.5.4).

6. I Terrain Cost

The movement of a CU occurs always towards the central hex of Front (6.5.1). The necessary cost to enter in a hex and to cross hex borders which are affecting movement are indicated on the Terrains Effects Table chart.

6.2 Stacking

The presence of more than one CU in the same hex is called "stacking". No more than 3 CUs can occupy the same hex. At the end of the movement, only one of the following combinations of CUs can exists in the same hex:

- 3 Artilleries;
- 2 Artilleries and 1 Battalion;

• I Artillery and 2 Battalions of the same Regiment/ Demì Brigade;

- 3 Battalions of the same Regiment/Demì Brigade;
- 2 Battalions of different Regiments/Demi Brigades;
- I Cavalry Regiment.

Notice: if in movement on road hexes, only I CU is allowed to remain in it.

In addition to one of the above conditions, it is allowed:

- Up to 2 Skirmishers;
- I or more Commanders;
- Any Formation, Losses and Status counters;
- Engineers' Earthworks counters;
- Redoubt counters.

<u>6.2.1 Cavalry and Artillery</u>: Cavalry and Artillery CUs can never occupy the same hex even during the movement of one of these two units.

6.3 Order in Stacking

The order in stacking is important. The top CU determines how many dices can be launched in distance combat and how many dices can be launched from the enemy if attacked. Changing the CUs order inside of a stack (6.1) is considered as a Movement Action at no cost of Movement Points.

6.4 Formations

The formation is the position assumed by a CU in the hex. Normally Formed Infantry and Cavalry CUs are "In Line Formation", while the Artillery CUs "In Battery". Any other formation is showed by putting on the counter the correspondent indicator or turning the CU counter to show the "Rompè" side or "Limbering". The CUs in the same hex can have different formations.

6.5 Choose a Formation

At the beginning of the turn, player decides the formation for each of his CUs and, for those CUs capable to do it, release one or more Skirmishers. During the game, every time a CU is activated, the player can change Formation based upon the position compared to the enemy units nearby.

If the CU is more than 3 hexes away from an enemy CU, the player can assume any Formation for his Infantry and Cavalry CUs without spending any MP and release, if able, one or more Skirmishers.

If the CU is within 3 hexes from an enemy CU, the player can:

• Choose a different Formation spending I MP and/or

 $\ \cdot \ Release \ I \ or more Skirmishers if the CU is able to do it.$

<u>6.5.1 Facing</u>: Different CUs, based on the typology and in which Formation are in, consider differently the hexes in front, beside and behind.

<u>6.5.2 Change the facing of the CUs</u>: To change facing of the CUs of one side of the hex it costs I MP. This is considered a Movement Action.



<u>6.5.3 Isolated CUs</u>: Player can use up to half MPs of isolated CUs to rotate, move them towards the Commander, change their formation or a combination of these three options.



6.5.4 Backwards Movement: The Player can reverse his CUs towards a hex in the back by adding +1 MP from the total cost it will take to enter that hex.

6.6 Types of Formation

On each counter of formation there are numbers which give the modifiers to combat that have to be applied:

• On the below left corner there are two numbers divided by a "/" symbol, these numbers represent respectively the distance attack modifier and the defence modifier from distant attack;

• On the below right corner there is the modifier to Melee combats:

· If there is only one number, it means to launch the indicated number of dices in combat; if there is a "0" no dices will be launched;

• If there is a number inside a square on the right side of the counter, it means that the unit has those MPs when is in that particular Formation.



6.6.1 Square: CUs in "Square" have front on all sides, they have I MP and can be moved in every adjacent hex.

6.6.2 Skirmishers: Skirmishers CUs have front Skirmish on all sides and can be moved in every adja-



cent hex. To fire from distance ID6 has to be used and, in case a hit is received, the op-

posing player launches always ID6 for every CUs with wich is firing. In melee Skirmishers must retreat before Combat (see 7.4.9).



6.6.3 Column: Players shall know that the CUs in column which start and finish the movement on road (without exiting it) -2/+1 +2 spend half MPs per hex no matter which type of terrain is present in it and the neces-

sary changes of front to follow the path, but they always pay the change of level.



Artillery 6.6.4 "Limber": Players shall know that Limber Artillery do not have front, they cannot pass steep slopes or cliffs, but can move on road spending half MPs per hex, no matter

the type of terrain crossed but paying always the change of level.



6.6.5 Rompè: The CUs in "Rompè" face all sides; if player moves them starting and ending the movement on road without exiting it, the MPs cost is halved for each hex, no matter

which type of terrain is present and any possible changes of level. If engaged in a melee combat, the player launches only one dice for defence regardless of their real value.

6.7 Square under Cavalry Charge

In the event that his Infantry CUs are charged by Cavalry, the player can try to form a square by launching ID6 and increasing the result obtained of I (2 if Rompè) and of the losses taken (7.6): if the result is a score lower or equal to their morale, units receive the Square counter, otherwise receive/maintain the Mobility counter.

Example: The French player declares a cavalry charge against the Austrian Infantry units (morale value of 4) and the Austrian player tries to put them in Square formation. Both Austrian units have a morale value of 4. but the morale value of the second unit is reduced to a 3 due to losses taken (1). Due to the fact that the dice launch is increased by I, the first Austrian unit will be in Square only with a dice launch result of 1, 2 or 3. The second unit will be in Square only with a result of I or 2 because of the further "+I" for the losses taken.

6.8 Light Infantries

Light Infantries (DBL), Grenz or Jäger can spend IMP to release a unit of Skirmishers in the hex where they are increasing by I the losses counter of the unit up to the maximum level allowed. This is considered a Movement Action.

6.8.1 Skirmishers: In the turn when the player releases them, Skirmishers have only 3 MPs. Skirmishers cannot be moved out of the Line of Command of their Commander; during the movement if Skirmisher arrive in the same hex of any Light Infantry (DBL), Grentz or Jäger, the player can spend 2 MPs and absorbed by this unit adjusting the losses counter up to its removal, restoring the integrity of the unit.

Example: The French player activates a battalion, spends 2 MPs to advance two hexes while the remaining 2 MPs are spent to detach 2 Skirmishers counters. These counters can be moved by spending 3 MPs only (not 6 because just detached) to reach the given positions.



6.9 Movement of Artilleries

Artillery CUs that are moved spending half or more of their maximum movement value have to be limbered and cannot fire in the same turn. The movement allowance of a limbered artillery is 6 MPs. I MP has to be spent to remove the Limber counter. In order to be able to fire with a limbered artillery in the same turn, the player must not spend more than the half MPs available.

Example: French player decides to move forward a limbered artillery unit to support the attack to hex 1313. The unit has 6 MPs available, the player cannot spend more than 3 MPs to unlimber and fire at the end of movement. So he moves the unit forward two hexes along the road and uses the third MP to unlimber the artillery in firing position. Having spent only half of the MPs available, the French player can fire against the Austrian Infantry unit defending that position.



6.10 Fords

When the Scenario allows it, the player can search for fords in every river hex near his CUs with the following procedure:



• The player adds also the command capability value of the Commander (if present).

If the result is a "6" or more the player puts on the map a ford counter and that specific hex along the river is considered "fordable".

Notice: One attempt only is allowed per hex, per turn and per every CU activated.

7.0 COMBAT

Combat is always created during the execution of a movement. In particular, the following are the cases when a combat occurs:

• When the active unit is moved in a hex that does not contain enemy CUs, but is adjacent to one or more enemy CUs, these enemy units can perform a Defensive Fire (see 7.1);

• When the attacker changes the order of the stacked CUs in an hex adjacent to one or more enemy CUs these enemy units can perform a Defensive Fire (see 7.1);

• When the attacker makes a change of facing of the active CU in a hex adjacent to one or more enemy CUs, these enemy units can can perform a Defensive Fire (see 7.1);

• When the attacker falls in one of the 3 previous situations while being within the firing arch of an enemy

artillery unit (see 7.3.1) this enemy unit can perform a Defensive Fire; this case can be added to one of the previous 3 cases;

• When the player moves the active unit and/or changes its facing within two or less hexes from an enemy Cavalry unit, if the terrain does not prevent it, this enemy unit can make an Opportunity Charge;

• When the active unit is moved near an enemy Cavalry unit, if the terrain does not prevent it, this enemy unit can draw back one hex without spending any MP.

Once passed the eventual Defensive Fire, the attacker may decide whether:

- To stop and fire with the first CU of the stack;
- To continue moving and/or change facing;

• To enter in the hex occupied by the enemy and execute a melee with the defending stacked CUs that did not perform a Defensive Fire (7.4). In this case the adversary player is allowed to make an attempt to retreat his Skirmishers units before the melee (7.4.9).

If the CUs are activated in a hex near one occupied by the enemy, the Offensive Fire occurs before any eventual Defensive Fires. The combat can be performed by the first CU and by any artillery activated present in the stack or within the fire arch.

Example: the Austrian player begins the activation with all three battalions of the 50th Infantry Regiment in the same hex. Having activated in the hex nearby the French units, the Austrian player fires first and the French player returns fire after having taken any possible losses.

The Austrian player can now move the second battalion on top of the stack, but this time is the French player to fire first, while the Austrian player returns fire with the second battalion right after having taken any losses. The last sequence is repeated if the Austrian player decides to move the third battalion on top of the stack to fire again.

7.1 Defensive Fire

Defensive Fire can be done by an inactive enemy CU defending against an active attacking CU if:

• The attacking CU enters in a front hex of the defending enemy CU;

• The attacking CU changes facing in a front hex of the defending enemy CU;

• The attacking CU becomes the first counter of a stack but not because of a combat or by the elimination of one or more Skirmishers.

If at least one of the above conditions occurs, the player can declare "Defensive Fire" with the inactive CU against the attacking CU, giving up however the possibility to fight a probable Melee (see 7.4) during the movement of the attacking CU.

<u>7.1.1 Stacking and Defensive Fire:</u> If in a hex are present more than one CUs, Defensive Fire is done by the first unit on top of the stack (exception 7.1.2).

7.1.2 Combined Fire: If in a hex there are Artilleries al-

ready firing with other CUs (Infantry or Artillery), if the controlling player wants it, one or more of them can combine the firing with the CU already firing, giving up however to fight a probable melee caused by the attacking CU under fire (7.4).

<u>7.1.3 Defensive Fire Resolution:</u> The player launches a number of D6 equal to the value of the units performing the Defensive Fire, reducing the result with losses taken, distance (for artilleries) and modified based upon the formation of his units and the enemy's one.

Considering the type of terrain where the active CU is, the defending player summarizes the value of the launched dices: for each "x" point obtained the enemy suffers a loss (see 7.6). In case the combat value drops to "0", the CU disbands and is moved in the corresponding Table Orders box.

<u>7.1.4 Formations and Defensive Fire</u>: Defensive Fire is always applied against the first CU on top of a stack. If it is eliminated, the exceeding losses are absorbed by the subsequent CU in the stack disregarding of its formation. <u>7.1.5 Fire against Skirmishers</u>: Defensive Fire against hexes containing Skirmishers CUs is solved launching ID6 for each firing CU, no matter of the value or formation. Keeping in consideration the type of terrain where the active CU is, the player sums the dices result and each "x" points obtained eliminates I Skirmisher CU. In case all the Skirmishers CUs are eliminated and there are CUs still in the hex, the exceeding losses are suffered by the first CU on top of the stack.

7.1.6 Commanders and Defensive Fire: Commanders counters cannot be targeted by Defensive Fire.

Example: The Austrian player after having three battalions in the same hex, at the end of the movement will be able to launch 9D6: 4 dices for the battalion at full strength, 3 dices for the battalion that suffered I loss, and 2 dices for the one that suffered 2 losses.



7.2 Offensive Fire

The Offensive Fire is performed against targets facing the front arc of the CU and terminates the activation of the CU. Offensive Fire is not mandatory for all the CU to perform; if the CU is activated in an adjacent hex of one occupied by the enemy, the Offensive Fire is executed before the Defensive Fire.

<u>7.2.1 Stack and Offensive Fire</u>: If in a hex are present more than one CUs, Offensive Fire is done by the first unit on top of the stack (exception 7.2.2).

<u>7.2.2 Combined Fire</u>: If in a hex there are Artilleries already firing with other CUs (Infantry or Artillery), if the controlling player wants it, one or more of them can combine the firing with the CU already firing, giving up however to fight a probable melee (7.4) caused by the attacking CU under fire.

<u>7.2.3 Offensive Fire Resolution:</u> The player launches a number of D6 equal to the value of the units performing the Offensive Fire, reducing the result with losses taken, distance (for artilleries) and modified based upon the formation of his units and the enemy's one. After considering the type of terrain where the active CU is, the attacking player summarizes the value of the launched dices: for each "x" point obtained the enemy suffers a loss (see 7.6). In case the combat value drops to "0", the CU disbands and is moved in the corresponding Table Orders box.

<u>7.2.4 Formations and Offensive Fire</u>: Offensive Fire is always applied against the first CU of a stack. If it is eliminated, the exceeding losses are absorbed by the subsequent CU in the stack disregarding of its formation.

7.2.5 Fire against Skirmishers: Offensive Fire against hexes containing Skirmishers CUs is solved launching ID6 for each firing CU, no matter of the value or formation. Keeping in consideration the type of terrain where the active CU is, the player sums the dices result and each "x" points obtained eliminates I Skirmisher CU. In case all the Skirmishers CUs are eliminated and there are CUs still in the hex, the exceeding losses are suffered by the first CU on top of the stack.

Example: In the same situation of the previous example (7.1.6), let's suppose that all three battalions have been activated together and moved from the same hex. The Austrian player will launch 3D6 summarizing the results. If he will obtain 1 "hit", the enemy player will take out I Skirmishers unit; if he will obtain 2 "hits" the damage will be ignored or absorbed by a second CU, Skirmishers or not, present in the same hex.



<u>7.2.6 Commanders and Offensive Fire:</u> Commanders counters cannot be targeted by Offensive Fire.

7.3 Ranges

<u>7.3.1 Infantries and Skirmishers</u>: Infantries and Skirmishers have a firing range distance of 1 hex.

<u>7.3.2 Cavalries:</u> Cavalries cannot fire.

7.3.3 Artilleries: Artillery CUs can fire against every tar-

get inside their firing arc, every time a target enters or changes facing in a hex within the artillery Line of Sight (7.3.4). Artilleries use all the D6 available against adjacent targets subtracting I dice for each hex of distance from their adjacent hex.

<u>7.3.4 Lines of Sight (LoS)</u>: In order to be able to fire, artilleries must see the target. Players shall track a line from the middle of the hex where the artillery is to the one where the target is and referring to the Terrain Effects Table Chart to verify if there are any obstacles in one or more hexes crossed that may block the Line of Sight (LoS from now on). If this case occurs the artillery cannot fire.

Friendly units and obstacles at the same level of the artillery or at a higher level block the LoS.



7.3.5 Counter-artillery Fire: Every artillery can fire directly against an enemy artillery CU. After having calculated the distance to the target and subtracted the equivalent dices, the attack will be successful by scoring a "hit" only with a "6" on a single dice launch; all the other results are ignored.

If the targeted artillery is in a redoubt, 3 "hits" are needed to cause a loss; 2 "hits" are needed if it is in a rampart or in a castle and I "hit" on any other type of terrain.

7.4 Melee

When the player moves one or more CUs in a hex containing enemy CUs a "Melee" occurs.

7.4.1 Melee Resolution: The player launches a number of D6 equal to the value of the attacking CUs, reduced by the losses and modified based on his CUs and/or enemy formation. Player summarizes the result of the launched dices: every "x" points obtained (in consideration of the type of terrain where the targeted CU is) the enemy suffers a loss. The defending player launches also the dices in the same way, with all the targeted stacking CUs provided that he did not make a Defensive Fire against the movement of attacking active CUs. Both player apply the casualties at the same time. At the end of the Melee, the defending player has to decide to:

• Maintain the position (7.4.2);

• Retreat (7.4.3).

<u>7.4.2 Hold the position</u>: In an hex attacked in Melee, the player has to launch ID6 for every CU present in the hex if he wants to hold the position. If the result (reduced of the losses suffered) is equal or less than the unit Morale value, the CU can stay in the hex; if the result is higher the CU must retreat.

<u>7.4.3 Retreat:</u> The player draws back the CUs of one hex in the opposite direction from where the enemy attacked. He has to change the CUs facing so the hex just left shall become the central hex of the Front. If the retreat forces the CU to exit the map, this unit is considered disbanded and the player moves it in the pertaining box of the Orders Table Chart.

<u>7.4.4 Subsequent Rounds of Melee</u>: If in the hex there are still CUs of both players, the Melee continues with a new round of combat.

<u>7.4.5 Advance</u>: If the targeted hex is left empty by the defender, the CUs of the attacking player can be moved in, choosing freely the facing without causing any Defensive Fire.

<u>7.4.6 Terrain Effects during Melee</u>: In the first round of melee, losses suffered by the defender are calculated considering the terrain where his units are, while the attacker is always considered to be in open ground.

In the subsequent rounds all CUs are considered in open ground.

Example: If the melee takes place in hex 1007 and the attacker unit enters in it from hex 0908 he will launch 5D6 (4 for the CUs combat value and 1 for the attack from the back) causing to the enemy a loss every 7 points (6 for the Open terrain +1 for the building). The defender will cause to the enemy a loss every 6 points. Starting from the second round of melee, both players will cause to the adversary a loss every 6 points.



<u>7.4.7 Facing of the Target</u>: If one or more CUs of the attacker enter in melee on the defender flank, the attackers adds ID6 and the defender subtracts ID6. If one or more CUs of the attacker enter in melee from behind the defender, the attacker adds ID6 and the defender cannot retreat. Furthermore, at the end of the melee the CUs of the defender that fail the morale check to hold the position are disbanded and will be placed in the appropriate box of the map. **Example:** The Austrian player attacks the French Battalion from its flank with the I/IR52 and from behind with the I/IR39. By doing so, the attacker can launch 10D6 (8 for the CUs and 2 for the attacks from the flank and behind); if forced to retreat, the French player will remove his CU and place it in the box of the disbanded units.



<u>7.4.8 Commanders</u>: The command value of the Commanders present in a melee gives the number of D6 to be added to those of the CUs giving an advantage to the result obtained with the dice launch to hold the position.

Example: If the French player has Rampon in the hex of the melee, he launches 2 more D6 and reduces by 2 all the results obtained with the launches for the morale check.

7.4.9 Retreat of the Skirmishers: If the hex attacked in melee has one or more Skirmishers unit, the player can attempt to retreat them before the melee, by launching ID6 for each Skirmishers unit. If the result is an even number they are considered disbanded, if the result is an odd number the player can draw them back of I hex not adjacent to any enemy CU, towards the position of their unit Commander. In case there is no such hex, the Skirmishers are considered disbanded anyway.

If the attacking CU that enters in the hex is a Cavalry, Skirmishers are automatically eliminated.

The advance into the hex previously occupied by the Skirmishers does not provoke any Charge of Opportunity (7.5.4) nor Defensive Fire (7.1) and the attacker is allowed to continue to move, fire and/or start new melees with his CUs, provided that they have still MPs available to spend.

<u>7.4.10 Artilleries:</u> The artilleries involved in melee without the presence of Infantry in the hex disband automatically and the attacker can continue to move and fight, otherwise they follow the fate of the CUs present in the hex. If artilleries are forced to retreat, the same procedures for the Skirmishers are applied (see 7.4.9).

Example: In the case on the left, the two Austrian battalions enter in melee the French artillery that cannot react and is eliminated. In the case on the right, the French artillery is supported by a French Light Infantry battalion that is not eliminated by the launches of the

battalion that is not eliminated by the launches of the Austrians. The defending player does a morale check: the Infantry unit fails and retreats, while for the artillery unit has to launch ID6: if he obtains an even number the artillery is eliminated, otherwise it retreats in the hex opposite to the one from where the Austrian entered. Not all of this would occur is the infantry had a successful morale check.



7.5 Cavalry

The Cavalry CUs can fight only in Melee triggered by a movement, charge or charge attack of opportunity.

<u>7.5.1 Cavalry Combat Value</u>: If the Melee is caused by Movement or Charge Attack of Opportunity, the Cavalry unit uses its own combat value. If the Melee is caused by Charge, the combat value of the Cavalry unit is doubled, except against enemies unit in Column or Square Formation.

7.5.2 Targets of the Charge: Charges can be executed against visible CUs only at the beginning, provided that the targets are on open terrain or on road and not through slopes or cliffs.

<u>7.5.3 Charge Distances</u>: In order to perform the Charge, the Cavalry unit has to spend at least half of its MPs, including those necessary to enter the targeted hex, without any change of direction and passing through open terrain or road only.



<u>7.5.4 Charge Attack of Opportunity</u>: When an enemy CU is moved and/or its facing is changed within 2 or less hexes of distance from a Cavalry CU, this unit can

execute a Charge Attack of Opportunity if the terrain allows it.

<u>7.5.5 Charge against Column</u>: While charging Infantries CUs in Column Formation, Cavalry units do not double their own combat value, but the enemy Infantry units defend with half of the available D6 rounded up.

Example: An Austrian Battalion in its full force and in Column Formation, attacked by Cavalry, defends with 2D6 while a Battalion that suffered one or two losses defends with 1D6.

<u>7.5.6 Charge against Square Formation</u>: In general both charging Cavalry and Infantry in Square launch ID6 and cause I damage to the adversary only if with a score of "6" as result. In this case their respective combat values are not considered.

<u>7.5.7 Counter-Charge</u>: The player can declare the Counter-Charge for one or more Cavalry units charged by enemy Cavalry units, so that both units can meet at half way of their separating distance (between them) at the beginning of the Charge.

If the number of hexes that divide the two units is an odd, the clash is moved of one hex towards the Counter-charging unit.

If the Counter-Charge is executed in accordance with the charge conditions (7.5.2 and 7.5.3), even the Cavalry in Counter-Charge doubles its own combat value.

7.6 Effects of Losses

Every loss suffered reduces by I the combat and morale values of the CU. Players can keep record of it by using the Loss Trackers.

7.7 Loss of Commanders

Every time that the CUs present in a hex suffer any losses and Commanders are also present, the player has to launch ID6 for each of his Commanders present and verify the following cases:

• If the launch result is minor than the Losses just suffered, the Commander is eliminated;

• If the launch result is equal than the Losses just suffered, the Commander will re-enter in ID6 turns;

• If the launch result is more than the Losses just suffered, the Commander is unharmed.

Example: On turn 5 (09.00), Rampon and the accompanying Battalion are attacked, suffering 2 losses. The French player has to launch ID6 to check what could happen to Rampon:

• If obtains a "I", Rampon dies and is removed from the game;

• If obtains a "2", Rampon is injured and the player will launch ID6 to see when Rampon will re-enter the game;

• If obtains a score from "3" to "6", Rampon is unharmed.

The French player launches the first ID6 scoring a "2": Rampon is injured and the player has to launch another ID6 scoring a "4" this time; Rampon counter will be placed on the Turn 9 (11.30) box on map.

During the Command Phase of the ninth turn, Rampon counter can enter again in the game in each hex containing one or more CUs and/or Commanders of Laharpe's Division.

7.7.1 Unprotected Commanders: If a CU is moved in a hex containing one or more enemy Commanders with no enemy CUs in protection, the attacked player launches ID6 for each Commander: if he scores a "6", the counter is taken on the nearest friendly CU, otherwise the Commander is considered captured and removed from the game.

If this case is caused by a Cavalry CUs, the attacked player can increase by 3 the resulting score when launching ID6.

7.7.2 Re-enter: The Commanders temporarily removed from the game can re-enter at the beginning of the turn (see 4.0) placing them of one of the CU under their command.

8.0 ADMINISTRATIVE PHASE

During the Administrative Phase, both players perform the following actions:

- a. Verify if the end of scenario conditions are met (8.1);
- b. Voluntary removal of Commanders (8.2);
- c. Verify the arrival of any reinforcements (8.3);
- d. Attempt to recover all dispersed CUs (8.4);

e. Place back on map the Commanders present in the dispersed CUs box (8.5);

f. Place a Engineers' Earthworks counter in the hex containing units of Field Engineers Units in work mode (9.1);

g. Move one space forward the turn track indicator.

8.1 End of Scenario

When the conditions for the end of scenario are met, the game is over.

8.2 Voluntary Removal

Players may remove voluntarily the Commanders from the map and place them in the dispersed CUs box in order to use their Command Capability to modify the dice launches to recover any subordinate CUs (8.4). The removed Commanders can be placed back in game in the subsequent turn at the end of the Administrative Phase.

8.3 Reinforcements

The Scenario gives instructions about when, how many and from which hex any reinforcements arrive in the game. Reinforcements in MPs pay the "cost" of entrance in map based upon the hex where are arriving from, they are already in Line of Command and they can violate the stacking limitation until the end of the Movement or disband the exceeding CUs.

If the entrance hex is occupied or nearby any enemy CUs, reinforcements enter at the subsequent turn from the most nearer border hex to the one indicated in the scenario, provided that this hex is not occupied or nearby any enemy CUs.

Notice: In every moment player can cancel or postpone to the following turn the arrival of his reinforcements.

8.4 Recovery of the Units

The player launches ID6 for each CU (Artillery excluded) present in the disbanded CUs area box: If he scores a "I" the CU can be placed back on map with I combat value point in the hex of its Commander or, in case of violation of stacking limit (6.2), or a Superior.

If the player renounces to recover it, the CU stays in the Disbanded CUs area box. During the Administrative Phase of the next turn, the player will repeat the launch reducing the result by the combat value points recovered at that moment; if the result obtained will be less than or equal to the number of the combat value points recovered at that moment, another combat value point will be recovered and he will decide again to re-enter the CU in the game. The maximum combat value achievable is the original one.

Example: It's 09.30 (Turn 6) of April 12th and all 3 Battalions of the 16th DBL have been eliminated and placed in the Disbanded Unit box. During the Administrative Phase of the turn, the French player launches ID6 for each of these units scoring a 1, a 3 and a 6. The Ist Battalion recovers only I combat value point while the other two don't. The French player decides not to make re-enter the 1st Battalion in game with only 2 losses, but wait until the next turn.

8.4.1 Skirmishers Recovery: Disbanded Skirmishers can be recovered individually. For each CU of Light Infantry (DBL), Grentz or läger that recovers a combat value point, players have to remove one of the Skirmishers counter eventually present in the Disbanded Units box. The Skirmishers recovered individually are placed back in game in the hex of their Division Commander.

Example: During the battle, the 1st Battalion of the 16th DBL has been disbanded in Skirmishers and placed in the Disbanded Units box. If in the box there are no Skirmishers units present, the French player cannot launch any dices to recover it. During the following turn, a Skirmishers counter is eliminated and the French player can launch ID6 for the recovery specifying which of the two units intends to recover; if he decide for the Skirmishers unit and succeeds, the counter is placed back in game in the hex of General Laharpe; while if he chooses to launch for the Battalion and succeeds, it recovers a loss but the Skirmishers counter is taken out from the Disbanded Units box in order to avoid to create new combat values point from nothing. If General Laharpe is not on the map it is not allowed to recover Skirmishers units belonging to his Division.

8.4.2 Out Flanking: A recovered CU cannot be placed in the same hex of a Commander that is executing an Out Flanking Order.

8.4.3 Commanders and Recovery: The Commanders present in the Disbanded Units box can use as a modifier bonus to the dice launch their Command Capability. This modifier is increased by I if the the recovery attempt is made on an Unit from the same division of the Commander.

Example: If in the French Disbanded Units box are present Laharpe and Causse, the attempts of recovery for the units of Laharpe's Division have a bonus modification of +4 (the I Command Capability points of Laharpe are increased to 2 and the I Command Capability point of Causse is increased to 2), while those for the CUs of other Divisions will not have any bonus modifier.

8.5 Return in map of the Commanders

The Commanders counters inside the Disbanded Units box since the turn before the present one can return in the map. They are placed on one of their subordinate CU.

9.0 SPECIAL UNITS

9.1 Engineers

Pioneer During the Command Phase (4.0), the player decides if employ the Engineer Units to 2 move and combat or to execute field works 2 by turning the counter to show the desired

side. Engineer counters cannot be recovered during the game.

Pioneer 9.1.1 Engineers at Work: During the Admini-



strative Phase (8.0), players place a field work

counter on every hex containing an Engineer unit."Engineers at Work" counters never fire and can defend only in Melee.



Earthworks 9.1.2 Earthworks: In every hex can be present only one Earthworks counter. Any CUs present in hexes containing earthworks, add ID6

to their combat value both in Defensive Fire and in Melee, while the attacking CUs subtract ID6 both in the Offensive Fire and in Melee.

10.0 SCENARIOS

In each scenario, the numbers in parenthesis beside the Commanders names mean capability and range of command, while the numbers beside the Units show the initial value of Fire/Melee.

10.0.1 Automatic Defeat: If Napoleon is eliminated, the French player automatically loses the game.

10.0.2 Redoubts Placement: Redoubts have a precise facing. In the various scenarios, if players have to place a Redoubt counter, it has to be put with the same facing of the locations names.

10.1 Scenario #1: April, 14th 1796 – Dego: The First Day (12.00 – 17.00)

ith the fall of the Castle of Cosseria, the French left wing is secured and in order to out flank Savona and to further isolate the Austrian Forces, Napoleon orders to attack Dego, an ar-

tillery storage point of Argenteau, defended only from those Battalions which fought at Montenotte and a few more, but it is well protected by redoubts and entrenchments. Rukavina, injured at Montenotte, deployed the troops in defense while he was attended for his wounds in the divisional ambulance and, before leaving for Acqui, he stopped in Pareto where he handed over the Command to Argenteau with the strict order to defend the stronghold of Dego.

However, Argenteau was very capable to cause a new disaster giving orders without any sense of timing and distances with the result that the entire 25th Regiment remained in Sassello because, by that time midnight was way passed, it was ordered to "arrive in Dego by tomorrow morning".

Special Rules

Rally Regroup: The Austrian player cannot use the Regroup Order (4.2.4) while the French can use it only for Napoleon.

> Out Flank: The only Out Flank Order allowed in this scenario is the one assigned to La Salcette directly by Napoleon.

CiC: Until the moment when General Argen-

teau enters in map, the Austrian CIC is Colo-

nel Avogadro.



Argenteau Activations: Until when at least one Austrian CU is not engaged in Melee or fired, the French player can activate all his Commanders in any order he wishes and, as last, the Austrian

player activates the Marquis of Avogadro. Starting from the subsequent turn to that where the Austrian player's CU was involved in a Melee or fired, the activations are executed normally.



<u>Pillage</u>: Every time that a French CU enters a town hex not accompanied by a Commander, has to check the reduced morale due to possible losses; if it fails it, the unit starts pillaging

and it can be recovered only if is under enemy fire or by a Commander that will start the activation in the same hex and launching ID6 (adding his command capability modifier bonus) the result is at least "4".

The recovery attempt dries out the entire movement points both of the Commander and the CU.

If attacked during pillage, the French CU does not respond to fire and, if engaged in Melee, launches 1D6 no matter its strength is, while the attacker launches the double of the dices normally allowed. In both cases, once engaged in Melee or under enemy fire, the French CU is considered recovered in Rompè Formation (6.6.5).

Howitzers: The artillery in Dego has 7 lbs howitzers. When it fires against a town, players adds "+1" to the result of every launched ID6.

Victory Conditions

The French player wins if at the end of the battle (turn 21) there are no enemies on the eastern bank of Bormida river and over the line of hexes between 0111 and 1603.

Deployment on Map

Austrians: Deploy first with formation and facing at player's will.

Chateaux (0713)	Col. Avogadro (1/2) Initial Order: DEFENSE Pioneer (2) Grentz (4)
Dego (0714)	I Medium Battery (4) I Regimental Battery (2) I Skirmishers Company
Bric Rosso (0609)	I/Monferrato (3) I Redoubt
Hex (0610)	l Redoubt
Bric Rocchettino (0711)	I Redoubt I/La Marina (3)
Bric S. Lucia (0716)	I Regimental Battery (2) I Skirmishers Company
Bric Casan (0811)	I Regimental Battalion (2) 2/La Marina (3)
Magliani (0912)	I Regimental Battery (2) I/IR26 Schroeder (4)
Costa (1013)	I Regimental Battery (2) I/IR16 Baron Terzy (3) I Skirmishers Company
Bric del Groppo (1011)	I Regimental Battery (2) I/IR50 Count Stain (3)
Bric del Poggio (1112)	I Redoubt I Regimental Battery (2) 3/IR52 Hoc und Deutschmeister (4)
Bric Sella (1312)	I Regimental Battery (2) I/IR49 Count Pellegrini (3) I Skirmishers Company
Chiaffaroni (1314)	I Regimental Battery (2) 3/IR16 Baron Terzy (4)

Reinforcements

TURN 4 (13.30) entry hex 1609	Colonel Provera (0/2) Initial Order: MANEUVER 2/Monferrato (3) I/IR Hoch und Deutschmeister (4) 2/IR Hoch und Deutschmeister (4)
TURN 9 (16.00) entry hex 1609	General Argenteau (0/4) I/IR19 Baron Alcvinzy (1) I/IR50 Count Stain (3) 2/IR50 Count Stain (3)

French: Deploy last with formation and facing at player's will.

II Colletto (0318)	Napoleon (4/8) Initial Order: ATTACK General Massena (0/5) Initial Order: MANEUVER I Medium Battery (3)
Hex 0418	General Meynier (0/2) Initial Order: MANEUVER I/I DBL (3) 2/I DBL (3) 3/I DBL (3)
Hex 0419	1/3 DB (3) 2/3 DB (3) 3/3 DB (3)
Hex 0819	Colonel Rondeau (0/2) 1/100 DBL (3) 2/100 DBL (3) 3/100 DBL (3)
Entry Hex 1419	General La Salcette (1/4) Initial Order: OUTFLANK occupy and defend Cà Sodano (1306) passing through Girini (1612) and Bric Sodano (1508) 1/8 DBL (3) 2/8 DBL (3) 3/8 DBL (3)
Entry Hex 0114	Colonel Rampon (0/2) Initial Order: MANEUVER I/16 DBL (3)
Entry Hex 0115	General Laharpe (1/4) Initial Order: MANEUVER General Causse (1/4) Initial Order: MANEUVER 1/70 DB (3) 2/70 DB (3) 3/70 DB (3) 1/99 DB (3) 2/99 DB (3) 2/99 DB (3) 22nd Chasseurs Cavalry (1) 5th Dragoons Cavalry (1) 1 Medium Battery (3)

10.2 Scenario #2: April, 15th 1796 – Dego: The Austrians are Back (07.00 – 12.00)

n accordance with the orders received, General Vukassovich arrived near Dego just before dawn. Having met Leczeny with the remaining of the Division and informed by him that the French, involved in pillaging, were completely disorganized, Vukassovich decided to attack them. Croatians and Piedmonts contended for having the privilege to be the first to attack, privilege that General Vukassovich conceded to both. Protected by a thick fog, the Austrians took completely by surprise and totally annihilated some patrol units of French Grenadiers and Skirmishers that had neither the time to raise the alarm nor the possibility to counter attack because of their unserviceable rifles made wet by the heavy rain that had fallen during the most of the night.

The Austrian started a ferocious hunt for any enemy troops, driving them out even "house by house" and pushed them back to Dego. The artillery lost the previous day was taken back by the Austrians. At midday all the positions conquered the day before by the French were taken back by the Austrian-Piedmont troops, while the French were routed.

Special Rules

Pillage 0/+2 Pillage: All French CUs passed the previous 12 hours pillaging and drinking and are not in condition to fight. Place the "Pillage" counter on them and follow the dedicated Special Rule in Scenario #1.

<u>Artilleries</u>: The regimental artilleries captured the previous day were awaiting for the animals for limber and the French were without trained personnel to use it, so:

• Captured artilleries can be moved only I hex per activation by Infantry or Skirmishers units present in the same hex and cannot fire;

• Austrian artilleries are conquered back by moving an Austrian CU in the hex. By the next activation, the artilleries can be moved, not in limber, without any CU in the same hex and can regularly fire.

<u>Austrian Surprise</u>: The French player cannot place the Activation counters in the cup until when the Austrian player engages in Melee a French CU or fired against it.

Victory Conditions

Count the building hexes controlled by the Austrian player and add the number of batteries taken back by him:

From 0 to 5 – French Triumph From 6 to 8 – French Victory From 9 to 11 – Draw From 12 to 15 – Austrian Victory More than 15 – Austrian Triumph

Deployment on Map

Austrians: Deploy first with formation and facing at player's will.

Entry Hex I401	Colonel Vukassovich (1/4) Initial Order: ATTACK I/IR25 Count Brechainville (4) 2/IR25 Count Brechainville (4) 3/IR25 Count Brechainville (4)
Entry Hex I 40 I	Colonel Kukurina (1/2) Initial Order: ATTACK 3/IR24 Baron Von Preiss (4) 1/IR32 Gyulaj (4)
Entry Hex I 401	Colonel Liptay (1/2) Initial Order: ATTACK 2/IR19 Baron Alcvinzy (4) 1/IR39 Baron Nadasdy (4) 2/IR60 Count Liccaner (4) 2/IR24 Baron Von Preiss (4)

French: Deploy last with formation and facing at player's will.

	1
Castle of Dego (0713)	Gen. La Salcette (1/4) Initial Order: DEFENSE 3/3 DB (3)
Dego (0613)	3 Regimental Batteries 1/8 DBL (3)
Dego (0614)	3 Regimental Batteries 2/8 DBL (3)
Dego (0714)	3 Regimental Batteries 3/8 DBL (3)
Piano (0411)	1/3 DB (3)
Piano (0511)	2/3 DB (3)
Cà Sodano (1305)	Colonel Rondeau (0/2) Initial Order: DEFENSE I/I DBL (3)
Cà Sodano (1306)	2/I DBL (3)
Cà Sodano (1406)	3/1 DBL (3)
Costa (1013)	General Meynier (0/2) Initial Order: DEFENSE I/100 DBL (3)
Magliani (0912)	2/100 DBL (3)
Hex 1008	3/100 DBL (3)

10.3 Scenario #3: April, 15th 1796 – Dego: The French Counter-Attack (13.00 – 17.00)

hen it was clear that the recapture of Dego was only an isolated action, executed by a few thousands of men, Napoleon ordered an assault similar to the one of the previous day with part of the units that left the battlefield the evening before. The tenacity of the Imperials was extraordinary: not only they resisted the French assault and killing the General (Causse) that lead it, but Leczeny and his men counter-attacked with bayonets among the houses of Piano forcing the French to drive back.

Only at 4 o'clock in the afternoon the French 8th DB Light was able to break the deadlock out flanking the redoubts of Poggio and Sella and cutting off the main defensive line exactly between Magliani and II Groppo. Vukassovich understood immediately that the thin balance of his defensive deployment was going to collapse and ordered the general retreat, that was neatly executed in echelons along the Northern escape route, allowing all units to gain the road of Langa towards Pareto. The historic chronicles report that the Austrians were even able to take with them several hundreds of prisoners and a battery of guns.

Special Rules

<u>Activations</u>: During the first turn, the French player activates all his Commanders in the preferred order; only then the Austrian player can activate Vukassovich. Star-

ting from the second turn, the activations are executed normally.

<u>Massena Division</u>:At the beginning of the game, the French player launches ID6 for each CU of Massena Division assigning losses equal to the result obtained by the dice launch. If the losses are are greater than or equal to the CU combat value, this starts the game in the Disbanded Units box.

General Massena starts the game in the Recovery area and can make enter in map the eliminated CUs per Regiment only, then exiting from the Recovery area and placing him on top of the first Regiment of his Division that enters the map.

<u>French Commander in Chief</u>: When Massena enters in map, the role of CiC passes over from Laharpe to Massena.

<u>Austrian Artilleries</u>: Austrian batteries cannot move in Limber.

Victory Conditions

The French player wins if at the end of the battle (turn 21) there are no enemies on the eastern bank of Bormida river and over the line of hexes between 0111 and 1603.

Deployment on Map

Austrians: Deploy first with formation and facing at player's will.

Within 3 hexes from Chateau (0713)	Colonel Vukassovich (1/4) Initial Order: DEFENSE I/IR25 Count Brechainville (4) 2/IR25 Count Brechainville (4) 3/IR25 Count Brechainville (4) I Regimental Battery (2)
Within 3 hexes from Costa (1013)	Colonel Kukurina (1/2) Initial Order: DEFENSE 3/IR24 Baron Von Preiss (4) 1/IR32 Gyulaj (4) I Regimental Battery (2)
Within 3 hexes from Bric Sella (1312)	Colonel Liptay (1/2) Initial Order: DEFENSE 2/IR19 Baron Alcvinzy (4) 1/IR39 Baron Nadasdy (4) 2/IR60 Count Liccaner (4) 2/IR24 Baron Von Preiss (4)
Dego (0714)	I Medium Battery (4)
Along the road from (0713) to (1211)	I Regimental Battery (2) for each road hex.

French: Deploy last with formation and facing at player's will.

Entry hex	CiC Gen. Laharpe (1/4) Initial Order: ATTACK
0219	I Medium Battery (3)
	1/16 DBL (3)

Reinforcements

TURN 2 (13.30) entry hex 0219	General Causse (1/4) Initial Order: ATTACK 1/70 DB (3) 2/70 DB (3) 3/70 DB (3)
TURN 3 (14.00) entry hex 0219	Colonel Rampon (0/2) Initial Order: ATTACK I/99 DB (3) 2/99 DB (3) 3/99 DB (3)

10.4 Scenario #4: April 15th, 1796 - Dego: The Second Day (07.00 - 17.00)

his scenario pools scenarios 2 and 3 together. Players shall use the deployment as of Scenario #2 and French reinforcements as of Scenario #3.

Special Rules

Where is Massena?

Massena starts the scenario out of map. Starting from the Administration Phase where the first CU of his Division is eliminated, the French player launches ID6: if obtains "6", Massena is placed in the recovery area and can begin the launches for the recovery of the CUs eliminated (in this first turn of recovery, without using his capacity of command as modifier bonus). As long as Massena is not "found" and placed in the recovery area, the CUs of his Divisions cannot be recovered. If the French player takes a Commander out of map, this can add his command capability value to roll the dice to "find" Massena.

Victory Conditions

Same as in Scenario #3.

11.0 OPTIONAL RULES

Optional rules cover a series of "What if" and can be used to balance the scenarios based on the skill and experience of players, or to simulate a "what could have happened if..." situation.

Each optional rule refers to the specific scenario number. The rule is applicable only to the determined scenario.

Players may add these rules singularly or more than one after having them chosen among those with the corresponding number of the selected scenario.

II.I Argenteau learns to write! (Scenario #I)

Argenteau learns to issue clear and precise orders.

Initial Deployment

Both players deploy as per Scenario #I and use the special rules expected for it, but the Austrian player can add the following:

Chateaux	Gen.Argenteau (0/4)
(0713):	Initial Order: DEFENSE

Within 5	I/IR19 Baron Alcvinzy (1)
hexes from	I/IR50 Count Stain (3)
Chateaux	2/IR50 Count Stain (3)

Reinforcements

	Colonel Provera (0/2)
TURN I	Initial Order: MANEUVER
(12.00)	2/Monferrato (2)
entry hex 1609	I/IR52 Hoch und Deutschmeister (4)
-	2/IR52 Hoch und Deutschmeister (4)
	Colonel Vukassovich (1/2)
TURN 5	Initial Order: MANEUVER
(14.00)	I/IR25 Count Brechainville (4)
entry hex 1609	2/IR25 Count Brechainville (4)
-	3/IR25 Count Brechainville (4)

End of Scenario

The scenario ends at 20.00.

II.2 Prepared Defense (Scenario #I)

The Austrian player can place the 4 entrenchments and the Engineer counters in any hex without buildings or wooded-free of the map.

End of Scenario

The scenario ends at 18:00.

II.3 Festung Dego (Scenario #I)

Play the Scenario #1 with both the optional rules.

End of Scenario

The scenario ends at 21:00.

II.4 Ecce Homo! (Scenario #I)

"What if ".....**you** were in command? The Austrian player deploys the initial troops, the reinforcements and the entrenchments of Scenario #1 in any hex between le line xx01 and xx15 included.

Plus:

Reinforcements

	Colonel Vukassovich (1/2)		
TURN 7	Initial Order: MANEUVER		
(10.00)	I/IR25 Count Brechainville (4)		
entry hex 1609	2/IR25 Count Brechainville (4)		
-	3/IR25 Count Brechainville (4)		

12.0 DESIGNER'S NOTES

The idea to create a game, and write its rules, about the Napoleonic Era came to me after reading many books on the subject. More specifically, I realized how different the perception of the "real life" in the battlefields of those times could be from the insight studied and read in many history books.

This is the reason why I decided to design a game from the beginning of Napoleon's appearance on the battlefields as a Commander and follow him, year after year, in the development of his Ars Militaris so devastating and unpredictable at the beginning, but less effective throughout the years while his enemies learned "how to play"... This game in particular has two new rules compared to the previous one, Montenotte: the "Out Flank" and "Regroup" rules. That's because in this battle, Napoleon had a more favorable terrain conditions to maneuver his troops on the battlefield.

"Rompè" formation ("Dismiss Ranks") is one of the basics in every army of that period. With this formation order in the game I tried to give to players a hint of what it could be to maneuver an entire regiment, which was normally not moving "in battle formation", but instead moving in spread groups to a designated area in the battlefield.

"Column" is a movement formation type for that period, exactly like that D'Erlon used at Waterloo: untrained troops in section of column formation, marching in tight order towards the enemy without the experience or the necessary steadiness (gained in the course of 10 years of past campaigns) to successfully face every possible tactical situation. Players will see it appear and develop in the next campaigns. So...

..."What's Next" in the titles of NSB Series?

The next titles of NSB Series will have other "add-ons" in the rules, such as:

• The Piedmontese fortresses: abandoned after a pretended defense by weakhearted Piedmontese Commanders and by a General Colli that, by then convinced of an inevitable defeat, was aiming solely to grant the most favorable conditions for a political peace with the French;

• Rules about "fatigue" and "nighttime marches";

• The first, simple "hints" about what the Campaign Rules will be;

• Several interesting "What if..." conditions about what could have happened if Colli was more courageous and if the Piedmontese Commanders were more motivated...

«a le prochaine titre...»

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<u>Special Thanks</u>: To Enrico Acerbi for having retrieved a portrait of Argenteau; to Riccado Savoia and to "Soldatini di Carta" ("Paper Soldiers") for their encyclopedic collection of uniforms and images to which we have take references.

Printing: Sanco (Corbetta - MI)

Rules updated to: 26th June 2017

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Artillery Artillery Artillery Artillery 1/Monferrato 2/Monferrato	Massena Meynier La Salcette Rondeau 2/1 DBL 3/1 DBL
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