Caldiero, 1796

1.0 INTRODUCTION

Caldiero 1796 is a game about the battle fought during Napoleon's Italian campaign.

It was one of the few Austrians victories during this campaign and represents the first defeat suffered by Napoleon.

For historical notes refer to article The Battle of Caldiero included in this magazine.

1.1 Game components

Each game includes:
- One game-map A2 (42x60 cm.), 108 5/8" counters,
- a Player Aid Cards,
- this rule booklet.

Also you need a six sided dice (not included in the game).

1.2 Scale

- 1 hour per turn,
- about 300 m. per hex,
- 1 strength point (SP): 2-300 men for infantry, 150-200 for the cavalry and 2-3 guns.

1.3 Map

The game maps cover the area over which the battle of Caldiero was fought.

Each hex has a four-digit code printed on it.

Around the game map there are a series of boxes used for playing *Caldiero 1796*.

1.4 Rounding

If not specified by the rules, when values are divided, fractions are always rounded to the nearest whole number.

2.0 THE PLAYING PIECES

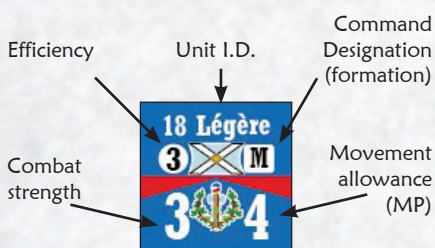There are three types of playing pieces:
- Combat units,
- Leaders,
- Markers.

2.1 Combat units

The color patterns follow the uniform's colors of the period.

Most units have Full strength and Reduced strength (backside) with different color patterns.

Combat unit example:

- Efficiency
- Unit I.D.
- Command Designation (formation)
- Combat strength
- Movement allowance (MP)

2.2 Leaders

The Leaders come in two types: Commanders (Army commanders) and Officers (Division officers). The different capabilities of Commanders and Officers are explained under "Command" (see 4.0).

2.2.1 Movement. The leaders have a Movement allowance of six.

2.2.2 The back of the leaders represents the Activated side, indicated by a "A" symbol.

2.2.3 Each leader (except Alvinczy) also has a Formation-marker (see 5.1).

Front   Back   Formation

2.3 Markers

Markers are depicted in the rules explaining their use.

3.0 SEQUENCE OF PLAY

3.1 Game Turn

Each Game Turn is divided in 3 phases further divided into various impulses according to the Command-activation rules.

Each phases must be resolved in the exact order given. Any action taken out of sequence is in violation of the rules.

A. Command phase

This phase is divided in five segment:

1. Orders. In this segment the Army commanders may change the orders (5.2).

2. Weather. The Austrian Player rolls a die and control the table on the map to see if changes the weather (17.0).

3. Reorganization. Players can try to reorganize their Disordered or Routed units if the order allows for it (15.3).

4. Replacement. The players return on the map combat units previously eliminated (12.8).

5. Initiative. The players roll a die to decide who goes first (6.0).

B. Actions phase

A player active a formation according the initiative (6.2).

Each formation performs all the Action phase segments before the turn passes to the next activated formation.

This Actions phase will continue until all the formations have completed their actions.

1. Reinforcements. Reinforcement units of the active formation enter the map

in Manoeuvre order at this time (15.4).

2. Orders. Place a "Out of Command" marker on the units of the active formation out of the command range of their formation leader, then the formation leader can try to change his order (5.2.2).

3. Movement. Units move following their orders.

Artillery that moves is turned on the side "Moved" and does not count for Bombardment.

Once the movement of all units in command is over, the units out of command can attempt to change the Order (5.3.1).

4. Bombardment: The active formation can executes the artillery bombardment (11.4).

5. Combat. Combat is resolved in a series of utter segments as outlined below (for each combat):

5a. Attacks declaration: The player declares his attacks and place the markers, "Attack" or "Attack?" according to their orders.

5b. Retreat before combat: Defending cavalry can retreat before combat.

5c. Defensive Bombardment: The defensive player may bombard with artillery units present in hexes that are under attack.

5d. Assault: All Efficiency checks are checked and the attacks are resolved on the SCT.

6. End of Phase. The counter of the Active leader is turned on the side Activated (A).

Return to the Segment 5 (Initiative) of the Command Phase.

C. End of turn phase

When all the formations have completed their actions, the Game-Turn marker is moved into the next space on the Turn record track, all the Officers counters on the side A (Activated) are turned and a new Game-turn begins.

3.2 First game turn

The game starts with the Action Phase (skip the Command Phase). the French automatically has the initiative and he must activates one of its Formations.

4.0 LEADERS

Each leader represents the named person as well as his accompanying staff and escort.

Leaders are of two types:
- Commanders (Bonaparte and Alvinczy),
- Officers (Division officers).

4.1 Officers

Officers are in charge of specific formations (Division). An Officer commands all combat units that share his command designation (see Sample Combat Units).

4.1.1 Officers perform several important functions:

They give orders to formations and place combat units in command so that they may be moved as a formation.

They facilitate the Advance after combat of the victorious combat units (12.7.3).

They give a modifier in the Efficiency check (13.2).

They give a modifier in combat (12.4.4).

4.1.2 Only the officer directly in command of a formation may contribute a modifier.

4.1.3 Each Officer has his own Initiative Rating (IR) which is used to determine if he can change his Order (5.2.2).

4.1.4 Officers can move at the end of the Movement segment of the Action Phase in which his formation is activated.
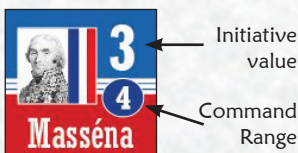
4.2 Army Commanders

A Commanders may change the order to any subordinate officers in the range of command (see 4.3.1).

4.2.1 The Commanders can move once per turn at the end of the Movement segment of the Action Phase in which is active a friendly formation.

4.2.2 Limits. Bonaparte cannot move more than two hexes from 1014, Alvinczy cannot move beyond hex line 24xx.

4.3 Command Range

Each leader has a Command Range expressed in <u>hexes</u> (not counting the leader's hex) indicated on the counter. The leader's Command Range is traced from the leader to all units in his formation (only). Command status is determined in the Order segment of the Actions phase and stays with the unit throughout that Activation. Only the leader with the same Command Designation of the unit can trace command to a combat unit (exc. 4.3.1). Units that are beyond the Command Range of his leader, are considered "Out of Command".

Initiative value
Command Range
Masséna

4.3.1 Units Out of Command when the their formation is activated, have the Order they want (no apply 5.3) if they are within of command range of Army Commanders.

Bonaparte can always give Orders to unit with Command Designation R which are in its Command range.

4.3.2 Battle line. A unit not actually within Command Range but adjacent to a unit of its formation that is in Command is considered to be in Command.

4.3.3 Limits. You cannot trace Command range through an enemy unit or a hex(side) impassable to leaders.

4.4 Leader losses

Sometimes a leader must do a test to see if it was captured/eliminated.

4.4.1 If in an assault or a Bombardment the attacker rolls an unmodified 6 and a leader is in the attacked hex, the leader must do a test.

4.4.2 If in an assault the attacker rolls an unmodified 1 and he used a leader modifier (12.4.4), this has to do a test.

4.4.3 Test. The player roll a die and must make a result higher than initiative of its leader, otherwise this is considered captured/eliminated.

For the purposes of this rule the Army Commanders are considered to have a initiative of one.

4.4.4 If all units in the hex with a leader are eliminated, this has to do a test automatically.

If the leader is not captured/eliminated, he must immediately move to the nearest friendly unit. If there is no friendly unit within the leader's movement allowance, he may move to any hex, free of enemy units, within his MA.

4.4.5 If an officer dies, his units are out of command for the rest of the game

(see also 4.3.1), but the formation may be normally activated.

5.0 ORDERS

Every formation starts with the orders issued before the battle as stated in the scenario rules.

5.1 Types of Orders

There are 4 types of Orders:

Advance,
Attack,
Defence,
Manoeuvre.

Officers formation markers are placed in the Order's box on the map indicating the current order.

5.1.1 Advance - Each turn that a formation is under Advance order, at least half (do not count artillery, out of command units and units in towns or fortress) of its in command units must move toward the enemy (they must end their activation at least one hex closer to the enemy than at the start). This order allows to enter EZoC, use Road March (9.3) and Assault (12.0).

5.1.2 Attack – All the units (do not count artillery, out of command units and units in towns or fortress) must move (if possible) at least one hex closer to the enemy units until they come in an EZoC. This movement is toward the enemy line and is not mandatory to reach immediately the EZoCs.

All the units in EZoC must attack.

This order allows to enter EZoC and Assault (12.0).

See also 12.5.4 for the Ne result on the CRT.

5.1.3 Defence – Formations under Defence orders must attempt to hold specific terrain or areas.

Units may not move more than 1 hex and may not enter EZoCs unless to stack with other friendly units.

Units may leave EZoCs but they cannot move directly from EZoC to EzoC. This order allows to use Reorganization (15.3).

5.1.4 Manoeuvre – All the units may move freely but may not enter EZoCs. Formation with this order may use Road March (9.3).

5.2 Change Order

Officers which are within the Command Range of his Army Commander (Bonaparte and Alvinczy) may automatically change order during the segment 1 of the Command phase.

5.2.1 Out of command officer. The effect of being outside of the Command Range of the Commander for any officer is that he can't receive new orders and he can only try to change his orders by Initiative.

5.2.2 Officer Initiative. At the moment that his formation is activated (not in the Orders segment of the Command phase), if the Officer rolls equal to or less than his IR on the die, he has succeeded and he can change orders.

If this fails all combat units of that formation must maintain their original order.

5.3 Out of command unit

A unit out of command receives automatically a Defence order.

5.3.1 During the activation of his formation an out of command unit who wants to change its order must perform an Efficiency Check (13.1): if it is successful then the unit can change orders, otherwise, the unit remains in Defence order.

5.3.2 If there are two units in the hex, rolls one die for efficiency and apply the result to both.

6.0 INITIATIVE

Unless otherwise stated by the scenario rules, the Players, during the Initiative segment of each game turn, roll 1d6 and adding the army initiative value. The higher modified die roll gets the initiative. In case of draws the player with the higher army initiative value wins. If still tied, roll again.

6.1 Modifiers

The French player has a Army initiative value of 2 (two) for the whole game, the Austrian player has a Army initiative value equal to the current number in the box of the Weather on the map.

6.2 Activation

The player that wins the initiative choose a formation not yet activated (friend or enemy) that becomes the active formation and makes all the phases of the Action Phase (3.1 phase B).

Once the active formation completed all the Action Phase, return to the initiative segment and repeat the procedure as long as there are formations not yet activated, therefore go to the end of turn phase.

7.0 STACKING

Players may stack more than one friendly combat unit in a hex at the end of the movement phase. It costs no movement points to stack combat units. You may move through a unit's hex at no extra cost.

7.1 Stacking limits

The stacking limit is:
a) Two units of the same type (infantry, cavalry) and of the same Formation.
b) One artillery unit of any Formation combined with one infantry or cavalry unit.
c) Two artillery units of any Formation(s).
d) Markers and leaders do not count towards the stacking limit.

7.1.1 Routed units may not stack voluntarily with other units in good order or disordered, if it happens, the units must move up to a "free" hex.

7.1.2 Units in Road March (9.3) may not stack and move through other unit's hex.

8.0 ZONE OF CONTROL

The zone of control (ZoC) represents the influence projected by a unit beyond the hex it occupies.

All units exercise a ZoC into its six adjacent hexes.

All combat units exert a ZoC even if an hex is occupied by an enemy unit, or is in an enemy unit's ZoC (EZOC).

If a friendly combat unit is in an EZOC, the opposing units are equally and mutually affected by each other's ZoC. The presence of a friendly unit in an EZOC does not negate the EZOC effects. ZoCs do not extend in Fortress and across impassable hexsides. Disordered and Routed units have not ZoC.
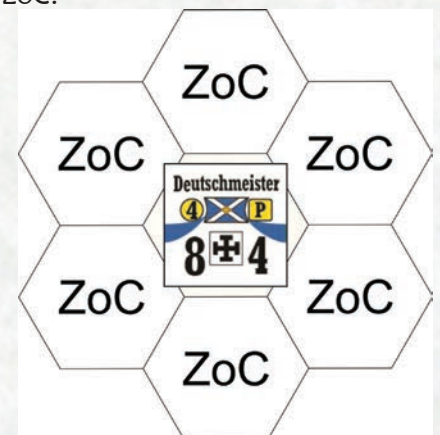
8.1 Leaving EZOCs

Units in an EZOC cannot exit except by a Defence Order (5.1.3) or combat results.

8.1.1 Routed units ignore EZOC.

8.2 Engagement

Entering an EZOC is called "Engagement".

8.2.1 Combat units may enter EZOCs if their Order permits it but stop moving.

8.2.2 Leaders may not enter EZOCs voluntarily unless a friendly combat unit occupies the hex.

8.2.3 If a hex containing a lone leader is entered by an enemy combat unit, the leader may immediately move up to its full movement allowance to escape.

If he can't leave the hex due to Retreat limitations, he is captured and eliminated from the game.

9.0 MOVEMENT

During the movement phase, the active Formation may move all, some, or none of his units and leader in any direction, subject to their Order, Command status, Initiative, terrain restrictions, and the presence of enemy units and EZOCs.

Infantry units have three to five movement points, cavalry units have six to nine movement points (except the French 1 Cav. of the Massena Formations).

9.1 Movement procedure

The Phasing player may move units individually or as a stack. Whether moving individually or as a stack, the move must be completed before moving the next individual unit or stack. Units may only move from hex to contiguous hex paying MPs for each hex along the way.

Unused movement points may not be saved from turn to turn.

9.1.1 A unit may never expend more movement points than its movement allowance in a single movement phase, but a unit may always move at least one hex per turn, even if the cost of terrain in the hex and hexside exceeds the printed movement allowance of the unit.

9.1.2 A combat unit (but not a leader, see 8.2.2) must stop the moment it enters an EZOC. A unit cannot enter a hex occupied by an opposing combat unit.

9.1.3 Units not in Road March may move through other friendly units without additional costs.

9.1.4 Leaders have six MP and they may always move their full movement allowance regardless of the Order of their formation. A leader may move from EZOC to EZOC if each of these hexes are occupied by friendly combat units.

9.2 Terrain and movement

Each hex costs a number of movement points to enter. This number of movement points varies depending on the terrain in the hex and on the hexside crossed to enter the hex.

The MP costs are deducted from the movement allowance of the unit as it moves from hex to hex. All movement point costs are cumulative. When the unit has insufficient movement points left to pay the cost of the next hex, that unit must cease moving.

9.2.1 Austrian units never move in the row 10xx.

> *Historical note: the order of the Austrian command was to stand on the positions and not to advance towards Verona*

9.3 Road march

All units may use Road March, subject to their Order. At any time during movement a unit on a road or trail may declare that it will use the road advantage and that this unit has march orders.

There is no cost to declare Road march.

9.3.1 Each hex from road to contiguous road (not trail) costs one-half (½) movement point in Road March, and there is no extra cost for bridges. Each hex from trail to contiguous trail costs one movement point less (but never less than 1) than the other hex terrain cost, when in Road March.

9.3.2 A unit in Road march:

a Cannot enter EZOC,
b May not stack or move as part of a stack,
c May not move through a hex containing other friendly units.

10.0 TERRAIN

For movement point costs see the Terrain Effects Chart.

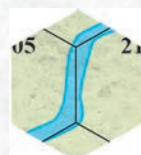Trees and Peak on the map have no influence on movement and combat.

10.1 Towns

Unit(s) in Towns may choose to remain stationary (i.e. not move and assault) independently from the order received from its formation.
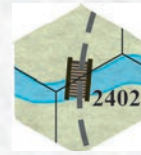
10.2 Marsh

Units in Marsh are halved (x ½) in attack and defense. Artillery units may not Bombard.

10.3 Canal

Artillery units may cross a Canal only if it has a bridge.

10.3.1 There is a -1 DRM if all units attack through a Canal.

10.4 Bridges

Bridges are present where a road or minor road crosses a Canal.

10.4.1 Bridge cancel the additional MP to pass the Canal.

10.4.2 Treat the bridge as Canal for the combat.

10.5 Fortress

In *Caldiero 1796* the only fortress is represented by the Rocca di Caldiero (hex 1712). In reality it was not a true fortress, but a manor entrenched to defend the Command who was headquartered here.

**10.5.1** Units adjacent to a fortress do not extend their ZoC into fortress.

10.5.2 Unit(s) in Fortress may choose to remain stationary (i.e. not move and assault) independently from the order received from its formation.

11.0 ARTILLERY

Artillery units may always use a Order of Defence or Manoeuvre independently from the order received from its formation.

When an artillery or horse artillery unit moves, turn it on the side "Moved". This counter is turned again in the segment 6 of the Action phase Artillery with a "Moved" counter may not bombard.

Artillery unit example:
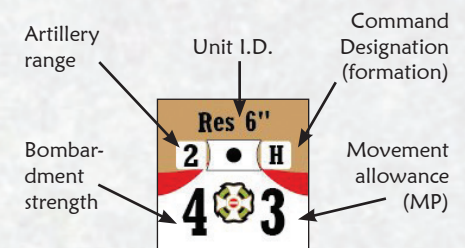
11.0.1 Artillery units may participate in attacks only by bombarding the Defending unit. Artillery units are NOT considered for combat purposes, neither for strength nor efficiency. Artillery is never considered for die roll modifications due to target density.

11.1 Retreat

Artillery, stacked with infantry or cavalry that are eliminated or have been forced to retreat as a result of combat, is eliminated.

Artillery is withdrawing normally if forced to retreat for Bombardment.

11.1.1 If artillery units are themselves attacked when alone in a hex, they may Bombard a hex of attacking units.

If, after the Bombardment, an enemy unit is still able to advance into the Defending hex (12.7), the artillery unit(s) is eliminated.

11.2 Artillery range

The maximum range of each artillery unit is indicated on the counter (the number in the square shape).

The bombarded enemy units (called Targets) must be in the artillery Line of Sight (11.3). Range from the bombarding artillery unit to the target hex is counted by including the target hex, but not the bombarding units' hex.

Note: In Caldiero 1796 the atmospheric conditions can reduce considerably the artillery range and effectiveness.

11.3 Line of Sight

Units may spot enemy targets at a distance of four (4) hexes if the atmospheric conditions allow this and no blocking terrain or hexsides prevent the spotting.

Units trace a Line of Sight (LoS) tracing a line from the centre of the unit hex to the centre of the target unit hex.

11.3.1 Blocking hexes. Fortress, Towns, hex higher than either the active unit or the target block the LoS. If any hex or hexside between the active unit and the target is blocking terrain, the LoS is blocked and the target may not be hit/observed.

The Line of Sight is blocked if it passes through the juncture of two or more blocking hexsides or the juncture of a blocking terrain hexside and a blocking terrain hex.

11.4 Bombardment

A bombardment attack is an attack by an artillery unit against an enemy occupied hex. Each artillery unit may only attack a single enemy occupied hex when bombarding. A stack of artillery units may split its bombardments against different targets but a single artillery unit may not split its fire among different targets.

Artillery units are never forced to attack an enemy unit merely because it is in range.

11.4.1 Artillery units can combine their bombardment factors in a single Bombardment only if stacked in the same hex.

Multiple artillery units in different hexes cannot bombard together as a single force but they may bombard the same target (the player rolls a die on the Bombardment Table for each attacking artillery unit).

11.4.2 Attacking artillery suffers no adverse Combat Results.

11.4.3 Artillery units may bombard, if within range of a target in LOS, regardless of command status.

11.4.4 Bombardment procedure. Follow this sequence:

> Designate the Target hex
> Determine the Line of Sight.
> Determine the Bombarding strength
> Determine the Bombardment DRM
> Refer to the Bombardment table.
> Execute the Bombardment Results.

11.4.5 Defensive Bombardment. If attacked in melée, defending artillery may Bombard the enemy attacking hex. After the attacking player declares all his assaults, but before he rolls for Efficiency checks if due, the defending player may bombard with artillery units being directly assaulted.

12.0 COMBAT

All combat between opposing units occurs during the formation segments 5 of the Action phase. Only adjacent combat units may be attacked. The attacker conducts a series of Assaults in any order he desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack.

All active units with an Attack order must attack enemy units that are in their ZoC, units with an Advance order aren't required to. If a unit assaults an enemy, all units in its ZoC must be attacked (even if by other friendly units). The player may choose which attacking units will attack each defending unit as long as all adjacent friendly units participate in an attack.

12.1 Procedure

Each assault is resolved in a series of steps which must be played through in their exact order. The acting player is designated the Attacker, the reacting player is the Defender.

1. Define which units will attack which defenders (see rule 12.2),
2. Retreat before combat (14.1),
3. Defensive Bombardment Step (11.4.5),
4. Check for Efficiency (12.2.2),
5. Determine the odds (15.5.1) and the effects of terrain,
6. Rolls the die and applies the combat results.

12.2 Assault declaration

The active Player is termed the Attacker; the other player is the Defender, regardless of the overall situation.

The active player must declare all the attacks he wants to execute. Place an "Assault" marker on every unit in an EZOC with an Attack Order and an "Assault?" marker over every unit with an Advance Order.
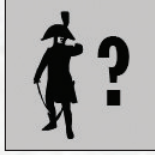
Units with other order types cannot attack, but defend normally.

12.2.1 You have to attack all the enemy units which project one EZOC in the hex of the attacker and who are not attacked by other Friendly Units in this segment.

12.2.2 Pre-shock Morale Check. All the units marked with an "Assault?" marker must undergo an Efficiency check before their attacks. If they pass it, they receive an "Assault" marker, there's no penalty for units that fail Efficiency checks, they simply can't attack.

12.2.3 No unit may attack more than once per turn, and no enemy unit may be attacked more than once per Combat segment.

12.3 Efficiency

At the beginning of combat, both sides must check their Efficiency.

12.3.1 The players determine the most widespread value of efficiency (in SP) among the its units.

In the event of a tie between two values the player can choose which to use.

> *Example: An attacker has 2 SP with efficiency 2, 3 SP with efficiency 3 and 2 SP with efficiency 4, efficiency value is 3 (this is the value of the group more numerous with the same SP). If they had 2 SPs for each efficiency value, the attacker he could have chosen any one value from 2 to 4.*

12.3.2 Efficiency difference between the attacker value and the defender value becomes a die roll modifier.

12.4 Assault

An enemy controlled hex may be attacked by as many units as can be brought to bear from the six adjacent hexes. Units may only attack when adjacent to them defending unit.

12.4.1 Multiple Unit and Multi-hex Combat. All units in a given hex must defend as a single total strength. A single attack may involve any number of attacking or defending units in different hexes. To be resolved as a single combat, all the attacking units must be adjacent to all the defending units. The defender may not withhold a unit in a hex under attack. The attacker must attack with all the units in a stack. Different units in a given hex may not be attacked separately.

If more than one attacking unit is in a given hex, these units must be used as a single Combat Strength. They may not be used in separate attacks.

12.4.2 Diversionary Attacks. Units may make attacks at poor odds so that adjacent attacks against other defenders could be made at higher odds (by allotting most of the attacking force to the major objective). These attacks are known as 'Diversionary'' Attacks. It's forbidden to declare attacks with odds worse than 1-5, but it's possible that an attack with better odds could become worse than 1-5 due to Efficiency checks. Attacks executed at worse than '1-5' are automatically AE.

12.4.3 Higher than maximum odds ratio. Attacks executed at greater than '6-1' odds are treated as '6-1', but the attacker has a +1 to die roll modifier for each further level (Ex. 8-1 is resolved as a roll on the 6-1 column with +2 to die).

12.4.4 Leaders in combat. A leader (and only one) may add (or subtract if on the defender side) 1 to (from) the die roll if part of a stack during a combat.

12.5 Combat Table

Assaults are resolved with the Combat Table.

12.5.1 Odds. The attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the total Combat Strengths of the defending units in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding off to one of the odds ratios on the Combat Results Table.

> *Example: If 13 SP attack 4, the ratio would be 3.25 to 1, rounded (always in favor of the defender) 3 to 1.*

Terrain, Disorder, Elan and Weather can change the combat odds.

12.5.2 Die Roll Modifiers (DRM):

1. Disorder: +2 DRM (15.1)
2. Efficiency: DRM = difference (see 12.3)
3. Leaders: add or subtract 1 (one) to the DRM.
4. Higher than maximum ratio: See 15.4.3.
5. Canister: 1 or 2 DRM (see 13.8.2).
6. Terrain: see Terrain Effects Chart.

DRM cannot be higher to +4 or -4.

12.5.3 The result of the die roll indicates a line on the Combat Results Table, which is cross indexed with the column representing the combat odds. The intersection of line and column yields a combat result. This should be immediately applied to the involved units, before going on to resolve any other combat.

Separate assaults may be resolved in any order wished by the attacker, as long as all combats are resolved during that Combat Phase.

12.5.4 Explanation of Combat Results.

Ae / De: Attacker / Defender Eliminated. All attacking (A) or defending (D) units are eliminated (12.8).

Ad / Dd: All attacking / defending unit(s) are Disordered.

Ne: No effect. If the attacking units were under Attack orders, the player may roll a die to check against the efficiency that was used in that combat (13.1): if passed, treat as Ex; if not, treat as Ad.

Ex: The attacker loses a unit (of his choice) with an efficiency greater than or equal to that used for the combat and the defender must loses a number of units with an efficiency greater than or equal to that used for the combat whose total SP is at least equal to the attacker's losses. All other units involved in combat must undergo an Efficiency check, any unit failing it will be Disordered.

Dr: All defending combat units must retreat 1 hex and check Efficiency: if passed, they are Disordered, otherwise they Rout (15.2.1). Attack against units in town or fortress becomes Ex.

12.6 Retreat

When the Combat result requires a player's units to retreat, the owning player must immediately withdraw those units one hex. The retreat must end one hex away from every attacking unit.

Two units from the same hex may retreat into two different hexes.

The owning Player may decide the direction that each of his retreating units moves.

12.6.1 A unit may retreat in EZOCs if no other path of retreat is available, but receives one more Disorganization level.

12.6.2 If the only hex available to the retreating unit (included EZOC) is one which it could not normally move into because of stacking restrictions, the unit must retreat an extra hex.

12.6.3 If a combat unit cannot retreat because of prohibited hexsides and/or enemy combat units, it is permanently eliminated.

12.7 Advance as combat result

Whenever a hex is vacated as a result of combat, one victorious unit adjacent to that hex, which participated in that combat, may advance into the vacated hex. This advance may be made regardless of EZOCs. The option to advance must be exercised immediately, before any other combat resolution.

A unit is never forced to advance.

12.7.1 Disordered units and Artillery may not advance after combat.

12.7.2 Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious player may still advance only one unit.

12.7.3 All combat units present in a hex may advance if a leader is present in the stack and advances along with.

12.8 Eliminated units

Any time a full strength combat unit is eliminated, the unit is rotated on the reduced strength side and it is placed in the next Game Turn on the map if in command, two Game Turn later if out of command.

Unit(s) returns on or adjacent to their formation leader, but not in EZOC.

Combat units that are already at their reduced strength, that do not have a reduced strength or subject to 12.6.3 and 15.2.1 are permanently eliminated.

12.8.1 Off-map retreats. Units which are forced to retreat off map are permanently eliminated.

13.0 MORALE

The efficiency rating measures morale, èlan, aggressiveness, leadership, training and experience of the units.

13.1 Efficiency check

When a unit must perform an Efficiency check, the player rolls one die: if the result is equal to or less than the unit efficiency, the check is successful, otherwise it fails.

13.1.1 An Efficiency check always succeeds with an unmodified die roll of 1 and always fails with an unmodified 6.

13.1.2 During the Efficiency check roll a single die and apply the result to all units in the hex.

13.2 Officer modifiers

An officer may influence the Efficiency check. The Efficiency of the units is increased if the unit is stacked or adjacent to the formation leader. Add the leader's initiative rating to the Efficiency of the unit.

> *Note. The Initiative rating is used only for efficiency check. For the combat see 12.4.4.*

14.0 CAVALRY

Cavalry units have their Combat strength doubled against Disordered unit(s) in clear terrain.

Cavalry units defending in Fortress give a DRM of -1 only to the attacker .

14.1 Retreat before combat

After an assault has been declared defending cavalry unit(s) may retreat one (1) hex prior to the odds calculation if the attacking side includes only infantry.

If all unit(s) retreat before combat, the attacking units may advance into the hex vacated by the retreating units.
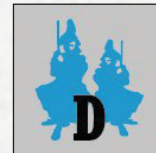
15.0 DISORDER, ROUT, REORGANIZATION AND REINFORCEMENT

Disordered or Routed units have not ZoC and suffer some limitations.

15.1 Disordered units

Disordered Units cannot attack and in Defense gives a +2 DRM to the attacker.

If an already disordered unit receives an additional Disorder, it is routed.

Disorder   Route

15.2 Routed units

Routed Units cannot move or attack. If an enemy unit moves adjacent to a routed unit the latter must undergo an Efficiency check: if passed, the routed unit must retreat 2 hexes, otherwise it is eliminated.

15.2.1 A unit routing as a result of combat must immediately retreat 2 hexes. If it cannot retreat due to enemy units and/or impassable terrain, it is permanently eliminated.

15.3 Reorganization

During the Reorganization segment (3) of the Command phase disordered or routed units may try to reorganize, if they are not in EZOC and their order allows it.

15.3.1 If they pass the morale check Routed Units become Disordered and Disorder return to full efficiency.

15.4 Reinforcements

The new units enter on the map in the appropriate hex on the turn specified on the set up schedule.
Reinforcements always enter during the formation Movement segment of the Action phase.

15.4.1 The reinforcing units arrive paying the normal terrain cost for the entry hex.
The owning Player may determine the exact order of arrival when he moves reinforcements on to the map.
The reinforcing units may arrive using Road march.

15.4.2 The Reinforcement unit enters the map in command and with a Manoeuvre order.

15.4.3 French units of the Reserve (Command Designation R) can be assigned to one of the two formations in play.
If they are in the command range of a Officer are considered to belong to that formation (also for the stacking rules), otherwise can be activated with one of the two formations with normal command rules (4.3.1 and 5.3.1).
If the unit is in the Command range of the two Officers the French player decides to which Formation assign it.
Units can only be activated once per game turn.

One of the French advantages during the Revolutionary Campaigns surely was the "Morale" given by Revolutionary motivations. The French player can use Elan in four attacks.

16.1 Resolution

During the Combat Action Phase (5d) a French unit with a Attack marker can declare that he use the Elan. Perform a moral check without any modifier: If pass the check, the attacker receives 1d6 columns shift to the right on the CRT, if it is unsuccessful the unit is Disordered.

16.1.1 Regardless of the result deduct 1 from the Elan table on the map. One attempt only is possible for attack

The day of the battle was characterized by heavy rain, cloudburst, snow and a ice storm.
There are four box on the map, numbered from zero to three, to indicate the weather.
The game begins with the weather marker on the Zero box (Overcast).
At the beginning of every turn in the Weather segment the Austrian player roll a die on the Weather Table (on the map under the Weather boxes) to see if the weather changes.

17.1 Weather Effect

Weather effect movement and combat.
17.1.1 Overcast. The units have a movement point less, except if they do all their movement on minor road or road. Artillery have the bombardment value halved and the range reduced to one.
All attacks receive one column shift on the left.
17.1.2 Snow & Ice. Terrain costs are doubled, except on a road or a minor road.
Artillery cannot fire.
All attacks receive two columns shift on the left.
17.1.3 Ice Storm. All the formations automatically assume an order of Defense, Commanders have the range of command halved and the units out command cannot try to change Order for 5.3.1.
Terrain costs are doubled, except on the road. Artillery cannot fire and move if not on the road or minor road. All attacks receive three columns shift on the left.
In the phase C (End of turn phase) the weather marker is moved to box 2 (Snow and Ice).

17.2 Confusion

When the Weather marker is in boxes 1, 2 or 3 after to have calculated the combat odds, the attacker roll a die: with a result of one or two there is one column shift on the left on the CRT; with a result of three or four there are not changes; with a result of five or six receive one column shift on the right on the CRT.

The Victory points (VP) are assigned with the control of certain hexes on the map:

- The players receives 3 VP (for hex) for occupying Colognola (2020, 2119),
- The players receives 2 VP (for hex) for occupying Caldiero (1612, 1613, 1712),
- The players receives 2 VP (for hex) for occupying Gombion (1607),
- The players receives 1 VP (for hex) for occupying Mt. San Mattia (2013) and Mt. Zovo (2115).

The player with more VP subtract the sum of those of the opponent.
The difference of VP between the two players determines the result of battle:

- 14 or more Decisive victory
- 13-8 Marginal victory
- 7-4 Tactical victory
- 3 or less Stalemate

The set up is in 21.0.

19.1 Attack direction

Augereau and Massena had the order to occupy respectively Caldiero and Colognola.
19.1.1 The units of the formation of Augereau cannot move or attack north of the road that runs from 1014 to 2714 as long as a unit of this formation has not entered in a Caldiero hex (including the Rocca).
19.1.2 The units of the formation of Massena cannot move or attack south of the road that runs from 1014 to 2714 as long as a unit of this formation has not entered in a Colognola hex.

Note. The top of the map is not the North, like as usual, but the West.

19.2 What if: Better Weather

This scenario assumes that the icestorm that shattered the battlefield is not occurred.
19.2.1 Rule 17.0 does not apply, the weather is ever overcast.
19.2.2 All the reinforcements enter in map a Game Turn before.
19.2.3 All the hexes of Colognola and Caldiero give a Victory Point less for the French (their value remains unchanged for the Austrian).

20.0 OPTIONAL RULES

The following rules are optional. Players may add them upon mutual agreement.

20.1 Bonaparte's intervention

Bonaparte may decide to command directly a formation. In this case the Austrian player receives three VP and all the French units of the Reserve (those with the Formation R) are considered to be part of the Bonaparte's formation.

Add the Bonaparte Formation counter to the game.

20.1.1 Bonaparte can change Order every turn automatically, he acquires also the Officer's abilities (4.1.1) and is no longer subject to rule 4.2.2.

20.2 Cavalry charge

Only the Austrian units Hussars and 2 Erz. Joszef can charge.

Cavalry units with an Attack order and able to reach an enemy unit may:

- stop their move in the hex immediately preceding the enemy unit;
- put a Charge marker on the charging unit(s).

During the Assault segment, the cavalry units with a Charge marker enter the enemy's hex and attack the enemy unit(s).

Cavalry units with a Charge marker have theirs Combat strength doubled (not cumulative with 14.0).

20.2.1 Cavalry may charge only hex in clear terrain.

20.2.2 Cavalry may charge only one hex and ignore other enemy ZoC.

20.2.3 All the charging Cavalry at the end of the Charge become disordered if they were in good order.

20.2.4 You cannot attack the same hex in a combat segment with a cavalry charge and an infantry assault.

20.3 Storm from the East

The storm hit the battlefield from East making even more difficult to combat to those who had it in the face.

20.3.1 When Weather marker is on Snow & Ice (2) or Icestorm (3) all the units that attack from East to Southwest or Northwest (eg. from 1618 to 1717 or 1718) have the their combat value reduced of one.

20.4 Fog of war

You may examine an enemy stack only if you can trace a Line Of Sight (11.3) to that stack.

20.4.1 The number of hexes of the LoS is reduced by the number in the box of the weather on the map.

20.5 Flank Attacks

If five of the six hexes adjacent to the defender are either occupied by an enemy unit or in the ZOC of an attacking enemy unit and none of these five hexes are occupied by a friendly unit, the defender is considered "Flanked".

> IMPORTANT: The only significant EZOCs are those projected by the units that are actually involved in attacking the unfortunate unit. The ZOCs of units not involved in the specific combat are not considered.

You never flank attack a unit in the fortress or Town.

20.5.1 Effects. If the defender is Flanked, the CRT odds column is shifted two to the right (in the attacker's favour).

20.5.2 Map Edge. A defender in a map-edge hex cannot be flanked.

21.0 SET UP

Place the units within a (1) hex by their initial placement hex (PI).

21.1 Austrian

Set up first.

Formation marker Hohenzollern in the Defence box on the map.

- PI A (2120): Combined Banal Grenz.
- PI B (1916): Colloredo Line Btn - Sticker 3 pdr Foot Art .
- PI C (1711): Comb. Gyulai Line Btn - AvGuard Foot 3" Bty.
- PI D (1707): Callenberg Line Btn - Foot Art. 6" Reserve Sect.
- PI E (2318): Hohenzollern (Generale) - 2 Hussar Sq. Erz. Joszef - Wurmser Hussars.
- PI F (1614): 7 Carlstadt Combined Grenz Btn - Comb. Hungarian Btn - AvGuard 6" Horse Art. Sect.
- In hex 2014 or 2114: Erdödy Hussars (two units).

21.2 French

The French player during his Initial placement can choose which Order assign to Augereau and Massena. Place the Formation Marker of Massena and Augereau in the corresponding box on the map.

- PI 1 (1119): Massena IV Art.Pied 8 Pdr - 9 Dragons Rgt. Sqn - 18 Légére Demi Brigade - Carabiniers Btn.
- PI 2 (1117): Massena (Officers) - 18 Line Demi Brigade - 40 Line Demi Brigade - Massena V Horse (Art. Cheval).
- PI 3 (1115): Massena IV Art.Pied 6 pdr - 32 Line Demi Brigade.
- PI 4 (1112): Augereau (Commander) - Augereau V Horse (Art. Cheval) - Augereau V Art.Pied 6 pdr - Comb. Grenadiers 1st Btn - 5 Légére Demi Brigade.

21.3 Austrian reinforcements

Enter with Manouvre Order from hex 2714

- GT2: Mahoney Jägers - Stab Dragoner.
- GT3: Alvinczy (Army Commanders) - 2nd Banater Combined Btn. - Foot Art. Reserve 12" Sect. (two units).
- GT4: Mészáros Uhlans - Combined Line Inf. Btn Brechainville - 8 Combined Grenz Btn. Carlstadt - 6 Banater Combined Btn. – Brabeck 3" Foot Art. Bty.

- GT5: Formation marker Provera in the Manouvre box on the map.
- Provera (Officers) - Comb. Deutschmeister Line Inf. Btn - Comb. Line Inf. Btn 36 Ulrich Kinsky - 2 Wallach Grenz Btn - Schubirz 3" Foot Art. Bty.
- GT6: IR 51 Splenyi - 4 Banater Combined Grenz Btn - Gavassini 3" Foot Art. Bty.

21.4 French Reinforcements

Enters with Manouvre Order from hex 1014 except those indicated by the asterisk (*), they enter from hex 1005.

- GT3: 5 Dragons Rgt. Sqn – 15 Dragons Rgt. Sqn* - Hussars 7 Bis Rgt - 10 Rgt. Chasseurs - Augereau V Art. Pied 8 pdr.
- GT4: 4 Line Demi Brigade - Reserve IV Art. Pied 12 pdr - Reserve V Art. Pied 12 pdr.
- GT5: Bonaparte (Army Commanders) – 75 Line Demi Brigade – 25 Line Demi Brigade.
- GT6: 24 Rgt. Chasseurs* - 1 Cavalry Rgt – 51 Line Demi Brigade - 12 Légére Demi Brigade.
- GT7: 45 Line Demi Brigade – 39 Line Demi Brigade.

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Caldiero, 1796

Bonaparte's first defeat

TERRAIN EFFECT CHART	Terrain effects: MOVEMENT *The basic cost to enter a Hex is one Movement Point (MP). The actual cost to enter a given Hex may be more or less, depending upon the terrain in the Hex, on the Hexside being crossed, and the unit type.*	Terrain effects: COMBAT	
		Bombardment	Assault
TerrainType	**MPs to Enter or Cross**	**DRM**	**Effect on Combat**
Clear / Hill	1 MP	No Effect	No Effect
Up level*	+1 MP	-1	-1 DRM
Marsh	2 MP	See 10.2	See 10.2
Trees	No Effect	Other terrain in Hex	Other terrain in Hex
Peak	No Effect	Other terrain in Hex	Other terrain in Hex
Towns	1 MP	-1	1 L, Change DR inEx
Fortress	1 MP	-2	2L. Change DR in DD. See also 14.0
Road	1/2 MP if entered through road Hex side in Road March. Otherwise other terrain in Hex	Other terrain in Hex	Other terrain in Hex
Minor Road	1 MP (See 9.3.1)	Other terrain in Hex	Other terrain in Hex
Bridge	See 10.4.1	Other terrain in Hex	Other terrain in Hex
Canal	+1 MP	No Effect	-1 DRM
River	No movement allowed	No Effect	Not allowed

* Move, Bombard or Attack from clear to hill