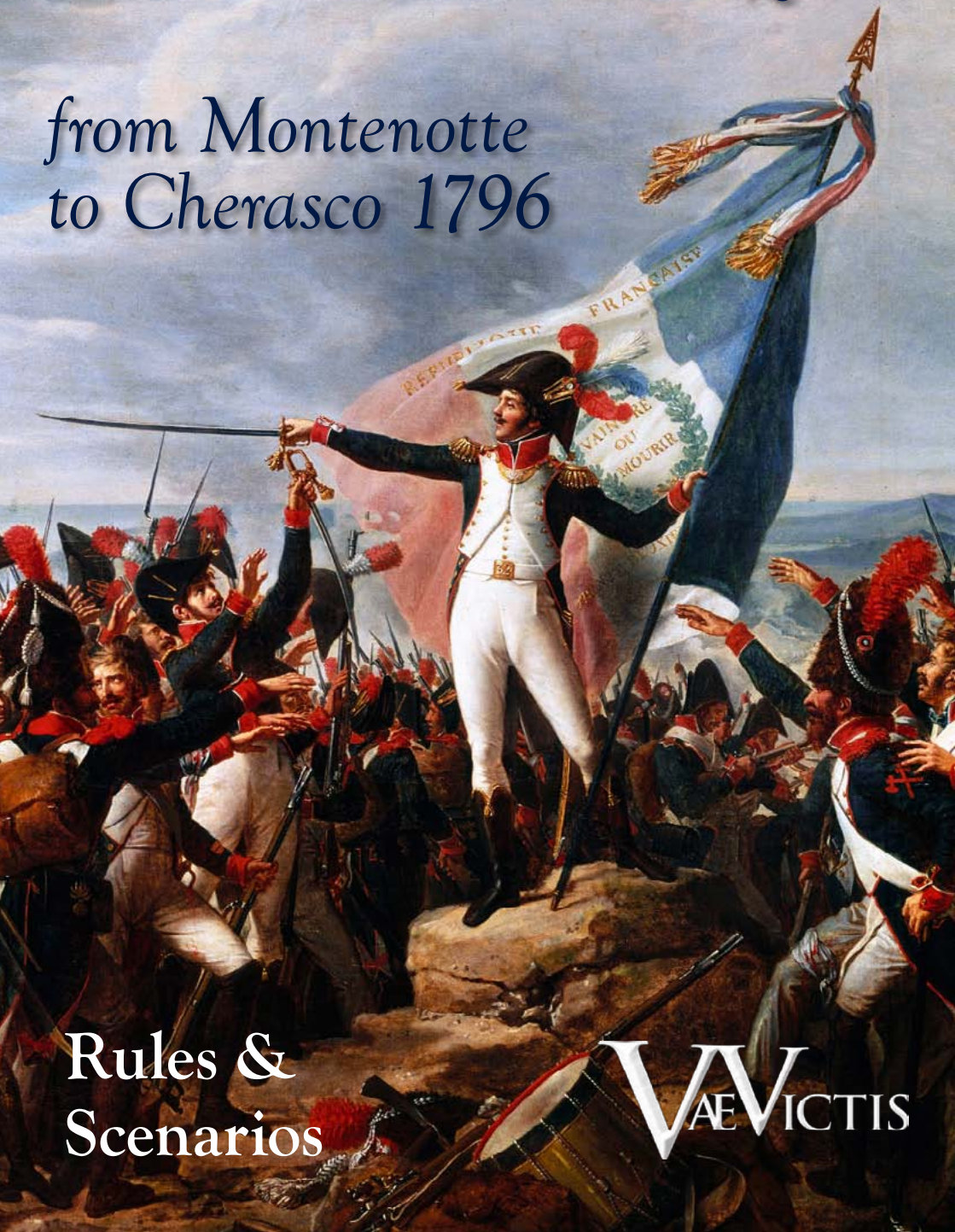


LA GRANDE TACTIQUE

*from Montenotte
to Cherasco 1796*



Rules &
Scenarios

V
VÆ VICTIS

LA GRANDE TACTIQUE

FROM MONTENOTTE TO CHERASCO, APRIL 1796

La Grande Tactique is an operational game system for the revolutionary and imperial periods.

1 - PRESENTATION

The game scale is one turn per day; 1 strength step represents approximately 1000 fantassins or 500 cavaliers. 6 km separate the centres of two hexagons (hex.).

The map (format A3) represents the historical theatre of operations with a pre-printed hexagonal grid to regulate movement. The units represent divisions or their equivalent as well as detached brigades. Game play requires the use of two six-sided dice noted as "D6". The counters provided represent combat units, their generals, and markers indicating strength, activation and status.

2 - GLOSSARY

- **Activation marker:** marker displaying the name of a force; allows for activation of the force when drawn;
- **Active player:** the player of whom one of the forces is activated and can carry out certain actions;
- **Alert zone:** each unit projects an alert zone around it at a distance of 1 MP for the infantry and 2 MP for the cavalry (0 hex minimum); this alert zone allows for a reaction to an enemy unit's entry in the zone.
- **Cohesion:** indicates the value of the combat unit (training, experience, motivation);
- **CP (Command points):** a general has available a number of CP equal to his command potential;
- **Decoy:** false "force" counter deployed on the

map and played in parallel with a real force to deceive the adversary regarding his intentions; this counter can neither react nor carry out actions other than movement; it is automatically revealed by a successful reconnaissance;

- **Detached brigade:** combat unit detached from a division;
- **Division:** combat unit commanded by a division general (including Austrian "columns");
- **Division general:** a general who commands a division and is subordinate to the general-in-chief;
- **Force:** marker that replaces a general, division or a detached brigade on the map - they themselves are placed on the game help;
- **General-in-chief:** the general who commands all the other generals of his army;
- **Inactive player:** the other player who can react to the actions of the active player;
- **Initiative,** cohesion or morale test: with 1D6, the player must get a score less than or equal to the initiative value of the general or the cohesion or morale of the force; if the players agree, this roll can be done secretly;
- **LoC:** line of communication;
- **MC (movement capacity):** the number of movement points (MP) a unit has available to carry out various actions;
- **Morale:** sum of a unit's cohesion and the modifier of the unit's morale cursor;
- **Morale cursor:** cursor located on the game help to track the evolution of the morale of each player's divisions.

3 - MORALE AND FATIGUE

A unit's morale is equal to the sum of its cohesion and the modifier indicated on the morale

cursor. A detached brigade's morale is equal to its non-modified cohesion if it is not commanded.

Exception: Sardinian morale (see scenario).

3.1 - MORALE CURSOR

The morale cursor (see game help) is a scale on which to place a marker corresponding to a division. This marker moves up or down according to victories and defeats in combat or after certain events (see scenario). A division that has not acted during the turn recovers a morale point, never exceeding square "0" (see also 14.2 Return to order).

3.2 - DEMORALISATION

A division whose morale is less than or equal to 0 (cohesion plus cursor \leq 0) is demoralised. A demoralised division cannot be part of the same force as a non-demoralised division. When a demoralised division is activated, it automatically moves with its full MC more than 4 MP away from all enemies and closer to one of its supply hexes.

A demoralised division beginning its activation phase 5 MP or more from the nearest enemy can remain in place to gain a notch on the mo-

rale cursor at the end of the turn (see 14.2 Return to order and 3.1 Morale cursor).

3.3 - FATIGUE

There are three possible states of fatigue for forces: non fatigued, level 1 and level 2. The fatigue level of a force increases when it carries out a special movement or when it combats (see 9.2, 9.3 & 11.11). A force's fatigue status has several effects:

- **Fatigue 1:** penalty in combat, certain special unauthorised movements, immediate attrition test with a modifier of +1 (see 8.5);
- **Fatigue 2:** attack is impossible, penalty in combat in defence, no movement possible (including reaction), immediate attrition test with a +2 modifier (see 8.5).

4 - SEQUENCE OF PLAY

The game is played in several turns of a day, each divided into phases which must be executed in the following order:

1 - Weather determination (Chapter 5)

- Roll on the weather table.

2 - Command phase (chapter 6)

- Verification of the LoC of the General-in-chief;
- Use of the CP of the General-in-chief to command his subordinate generals;
- Fusions and divisions of forces, creation and incorporation of detached brigades.

3 - Initiative phase (chapter 7)

- Initiative test of the generals in chief;
- Choice of the force to activate.

4 - Action Phase (chapters 8 to 11)

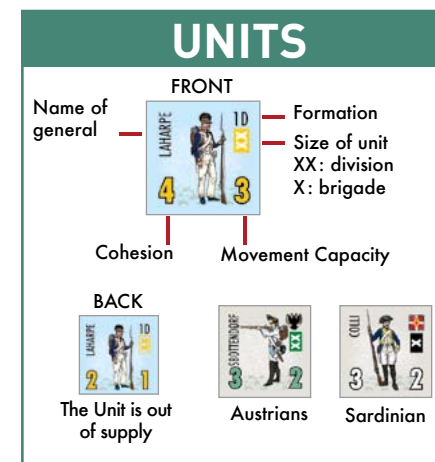
- Random activation by drawing a force marker and the actions of this force;
- Any reactions of the adversary;

5 - Strategic movement phase (see chapter 9)

- Strategic Movements;

- Possible forced marches.

6 - Reinforcement and supply phase (chapters 12 & 13)



- Placement of the planned reinforcements on the map according to the instructions of the scenario;
- Shifting of the reinforcements in normal then strategic movement;
- Addition of replacements in the supplied combat units that were inactive during the previous turn;
- Determination of supply.

7 - End of turn phase (chapter 14)

- Recovery of fatigue and stragglers;
- Verification of victory conditions;
- Potential replacement of generals;
- The turn marker is moved forward one square and a new turn begins at phase 1.

5 - WEATHER PHASE

During the weather phase, the player from the



French camp rolls 1D6. The possible results are:

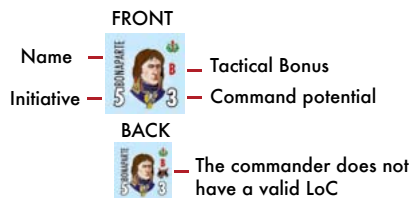
- 1-4: Nice weather:** no modification of the various rules;
- 5-6: Rain:** the combat units have -1 MP and cannot recover morale points via rest.

6 - COMMAND PHASE

The two players conduct this phase simultaneously.

6.1 - GENERAL-IN-CHIEF

Begin by checking the LoC of the General-in-chief. For a general-in-chief to have a valid LoC, he must be able to trace a continuous line of route hexagons to a supply depot or an edge of the map displaying the **depot symbol** corresponding to his nation, free of all enemy units. If he has a valid LoC, he can spend CP to command and supply forces. The cost in CP to command a force depends on the distance between it and the General-in-chief (the General-in-chief's hex is not counted): **1 CP per 4 MP**. Each force stacked with the General-in-chief or contained within his own force costs only **1/2 CP**.

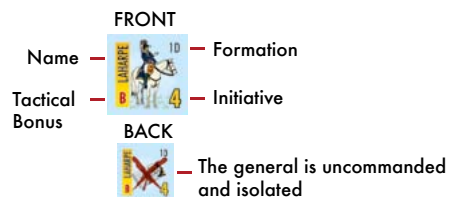


If he does **not have** a valid LoC, the counter is turned to its verso and the forces he commands become isolated.

6.2 - DIVISION GENERAL

There are 3 possible statuses for a division general:

- **Commanded and supplied:** the General-in-chief has a valid LoC and has spent CP to command the division general's force (division general counter on its recto);
- **Commanded and isolated:** the General-in-chief does not have a valid LoC but has spent CP to command the division general's force (division general's counter on its recto);
- **Not commanded and isolated:** the General-in-chief has not spent CP for this general's force (division general's counter on its verso).



6.3 - COMBAT UNITS

Divisions have the same status as their division general with whom they are always stacked. Detached brigades have the same status as the division general to whom they belong, if they are **4 MP or fewer** from this general. Otherwise, they are uncommanded and isolated.

6.4 - EFFECTS OF AN "UNCOMMANDED" STATUS

- An "uncommanded" force must test its initia-

tive to act with its full movement capacity [see 8.3 & 9.1] and declare a combat [**Precision**: this may lead to two tests during an activation];

- An "uncommanded" force may march to the sound of the guns with a **+1** die roll modifier in the initiative test.

Note: The effects of an isolated status are explained in 13. Supply.

6.5 - FORCE

6.5.1 - Overview

"Force" counters are generic markers deployed on the map in place of units and their generals. The latter are placed on the game help in the "force" square that corresponds to the "force" marker chosen to represent them.

There is one "force" marker per general and one per detached brigade (the latter are identified). The counter of the division or detached brigade is placed on the game help on the Strength Points (SP) counter.

6.5.2 - Stacking

Stacking is not limited. Nevertheless, when several forces are stacked on the map:

- If there is no General-in-chief, the forces remain stacked and cannot fuse;
- In the presence of the General-in-chief, forces may fuse: commanded force counters are placed in the square of the General-in-chief's force (see 6.5.3) and his force alone remains on the map;
- Generals-in-chief may be alone in their force.

6.5.3 - Fusion and separation of force, creation of detached brigades

During the command phase, players can freely proceed with fusing forces, respecting 6.5.2. To separate a force, forces in the General-in-chief's square on the game help are repositioned on the map, stacked with the general-in-

chief's force. This separation may take place during the actions phase.

To create a detached brigade, the player takes the SP marker of the detached brigade that corresponds to the division and places it on the game help on the number corresponding to

the SP chosen (no more than half the SP of the division) on the SP counter of detached brigades and removes this number of SP from the division. The force counter of the detached brigade is deployed on the map on the hexagon that corresponds to the division's force.

To recover a detached brigade, begin the command phase with the forces corresponding to the division and its detached brigade stacked on the same hex. The player adds the SP of the brigade to the SP of the division then removes the SP marker of the detached brigade from the game help. Finally, he removes the detached brigade's strength counter from the map.

7 - INITIATIVE PHASE

The activation markers of the forces are divided into two groups:

- Place the markers of the uncommanded forces on the "uncommanded" square on the game help;
- Place the markers of commanded forces in the container;
- Keep in hand the force corresponding to the General-in-chief – choice of one for the Coalition.

Each player declares whether or not he wishes to take the initiative and attempt to play his general-in-chief's force first - or that of the general-in-chief previously chosen by the Coalition. If both players want the initiative, they each roll **1D6** and add the initiative value of the General-in-chief; the higher result wins the initiative.

If only one player wishes to take the initiative, he rolls **1D6** and must get a result **less than**

or equal to the initiative value of his General-in-chief.



In the case of a tie or a failed initiative test, the activation markers of the generals are also placed in the container. Otherwise, only the marker corresponding to the player who did not win the initiative is placed in the container.

Finally, the "Inertia" marker is added to the container.

8 - ACTION PHASE

8.1 - OVERVIEW

The players proceed to the activation of forces by drawing markers previously placed in the container. When the "inertia" marker is drawn at random, the uncommanded force markers are added to the container.

Each force may only act once per turn. The activation marker of a force that has acted thanks to the activation of its General-in-chief (case of a fused force) is ignored.

8.2 - ACTIONS OF AN ACTIVATED FORCE

An activated force may undertake one or more of the following actions depending on its movement capacity (see 9.1):

- Movement (see chapter 9);
- Rapid march (see chapter 9);
- Reconnaissance (see chapter 10);
- Combat (see chapter 11).

The actions of an activated force may provoke the reactions of an inactive enemy force:

- Movement (see chapter 9);
- Reconnaissance (see chapter 10);
- Blocking of reconnaissances (see chapter 10).

During a combat, the forces of the two players located up to 2 MP may attempt to join the combat via a march to the sound of the guns (see chapter 11).

A detached brigade is activated when the activation marker that corresponds to the force of its division general is drawn at random. Decoys are

activated according to the player's choice when one of their markers is drawn. The Sardinian units are all activated when the marker corresponding to General-in-chief Colli's force is drawn.

8.3 - UNCOMMANDED FORCES

An uncommanded force **must** pass an initiative test by its general or a cohesion test in the case of a detached brigade to be able to move with its **full** movement capacity and carry out reconnaissance. If it fails, it is **limited** to a simple movement action at half of its movement potential rounded down.

If the initiative test is successful, an uncommanded force other than a detached brigade may declare combat by passing a new initiative test [**note**: there is no new test if it hasn't moved]. An uncommanded detached brigade may never declare a combat.

8.4 - REACTION CONDITIONS

For an inactive force to be able to react, an active force must carry out actions in its alert zone and the general of the inactive, non fatigued force must pass an initiative test. A decoy can never react.

Exception: any force may take an initiative test (or a cohesion test in the case of a detached brigade) in the aim of moving away from the active force, respecting rule 9.3.

8.5 - DETERMINATION OF ATTRITION

For any force (wether it is active or inactive) after a movement, after any event that **increases** its level of fatigue by 1 (whether or not the force is active), as well as at the end of an activation if the force has not acted, the player rolls 1D6 and adds the following modifiers:

1 to 4 SP: - 1

5 to 8 SP: 0

9 to 12 SP: + 1

13 to 16 SP: + 2

17 to 20 SP: + 3

21 SP or more: + 4

• Morale >= 5: - 1

• Morale <= 0: + 2

• Fatigue level 1: + 1

• Fatigue level 2: + 2

• The force has not acted: - 2

• Out of supply: + 2

For every multiple of 6 points, the force suffers a loss. The losses for out of supply forces are **doubled** and possibly **tripled** if they are also adjacent to the enemy.

Example 1: a force with 9 SP, morale 3, fatigue 0 carries out a simple movement and declares a combat. It rolls 1D6 and adds +1 for the 9 SP. The result is $4 + 1 = 5$: no attrition. After the combat (during which the force lost 1 SP), the force gains 1 level of fatigue and re-rolls 1D6 + 1 (for fatigue). The result is $5 + 1 = 6$. The unit loses 1 SP.

Example 2: a force with 15 SP, morale 5 was just activated for the first time and finishes its activation without fatigue. The player rolls 1D6 and adds +2 for 15 SP but subtracts 1 for the morale of 5. The result is $4 + 2 - 1 = 5$, the force does not suffer attrition.

9 - MOVEMENTS

9.1 - MOVEMENT CAPACITY OF A FORCE

The MC of a force corresponds to the weakest MC of one of its units.

- A commanded force has its **full** MC at its disposal;

- An uncommanded force has available **half** of its MC rounded down but can have its full MC if its division general passes an initiative test, while still limited by the marches and actions it may carry out (see 8.3);

- A force constituted of only a General-in-chief has **5 MP**;



- A decoy has between **2 and 5 MP**, as the player chooses.

The determined MC allows for the carrying out of movements by paying for each hexagon a force penetrates during the course of

its movement. The cost in MP is indicated on the terrain table.

9.2 - SPECIAL MOVEMENTS

9.2.1 - Rapid march

a commanded, non fatigued force can move **two hexes** on a road for each MP spent at a cost of one increased level of fatigue for the whole of the movement, with a **maximum** of 2 MP spent in rapid march. It is possible to engage in combat afterward.

9.2.2 - Strategic movement

During the strategic movement phase (see 4.5), any commanded, non-fatigued force can carry out a second movement if it does not move adjacent to an enemy force. This second movement occurs on a road **only** with the MP determined in 9.1 and at the cost of an increase of 1 fatigue level.

9.2.3 - Forced march

A commanded force that has carried out a strategic movement may carry out a third movement after the strategic movements if it does not move adjacent to an enemy force. This third movement occurs on a road only with the MP determined in 9.1 and at a cost of an increase of 1 fatigue level.

Example: A French commanded force begins its activation 1 hex to the southwest of Savona. It carries out a normal movement and reaches Carcare, taking an attrition test. During the strategic movement phase, since it is at a distance from enemies and not fatigued, the force carries out a strategic movement and reaches Millesimo without entering a hex adjacent to an enemy force. It is therefore fatigued (fatigue 1) and takes a new attrition test. During the forced march phase, it moves one last time to Ceva. It gains a fatigue level (2) and takes a final attrition test.

9.2.4 - Minimum movement

During the first movement of the turn, a force can **always** carry out a movement toward a non-prohibited hex whose cost is greater than the MC determined in 9.1. This minimum movement costs an increase of 1 fatigue level.

9.3 - REACTION MOVEMENTS

Depending on the movement of the force(s) of the active player, the inactive player's forces may carry out a reaction movement from a hex following rule 8.4. This movement may just as well be toward as away from an active force. In any case, the cost of this movement can only be **1 MP**.

10 - RECONNAISSANCE

Any active force may carry out reconnaissance on the enemy forces present in the alert zone at a cost of **1 MP**. To increase its chances of success, it may spend additional MP to obtain a bonus of **+1** on the reconnaissance die roll per MP spent.

A force of the inactive player can carry out reconnaissance, in reaction to any action of an active force in his alert zone, on this active force at no cost in MP. Rule 8.4 must be respected.

The player that carries out the reconnaissance rolls **1D6** and adds the modifiers below before consulting the reconnaissance table:

- Per MP spent in bonus (active force only): **+1**;
- Cavalry reconnaissance: **+2**;
- Austrian infantry reconnaissance (Croatian): **+0**;
- French or Sardinian infantry reconnaissance: **-2**.

Reconnaissance Table

Die roll result: Reconnaissance result

0 to 4: None

5 or +: Type of force (brigade, division, army or Decoy)

6 or +: Strength at +/- 50 % margin of error

7 or +: Strength at +/- 25 % margin of error

8 ou +: Strength at +/- 10 % margin of error, identification of the units of the force

Results are **cumulative**. Therefore, a result of 7 gives the type of force and an estimate of its strength at about 25 %. The margin of error indicated is then chosen by the reconnoitred player. He can increase or decrease his strength within the limits of the margin of error.

Example: a French force containing Stengel's cavalry begins its activation phase at Carcare and declares a reconnaissance on a Coalition force (Argenteau with 7 SS) at Cairo by spending 1 MP. It spends 1 additional MP to get a +1 bonus. The total bonus is +1 (MP bonus) +2 (cavalry) = +3. The die roll is 4, +3 = 7. The adversary announces that he has here a division with 9 SS, having slightly exaggerated its strength to discourage the French from attacking. In reaction to the reconnaissance, the Coalition successfully tests Argenteau's initiative to carry out reconnaissance himself. The die roll is 3, modified by 0 (Austrian infantry) which gives no information.

11 - BATTLES

11.1 - DECLARATION OF A BATTLE

An active force that is commanded or respects rule 8.3 may declare a combat against one or more forces stacked in an adjacent hexagon by spending 1 MP. The active force is called the principal attacker; the defender's force or stack of forces are called the principal defender. If several of the defender's forces are stacked together, they must all be attacked together. Adjacent commanded forces may join the battle at their owner's choice. Then each player tests the initiative, or cohesion if need be, of all his uncommanded forces adjacent to the principal defender's hex with a modifier of -2. A force that passes its test may participate in the combat as the player chooses; if it fails the test, the adversary chooses.

Precision: if the principal defender is in a mountain hex, the adjacent forces that wish to parti-

D'Argenteau loses 20 % of his strength (1 SP) and 2 morale levels. His force retreats 2 hexes.

The French losses are a basis of 5 % + 5 % because the victor did not have the terrain advantage, so 10 % of the 14 SP: loss of 1 SP for Laharpe but the morale increases by 2 levels for the two French divisions that are engaged.

All the forces gain one level of fatigue and take an attrition test.

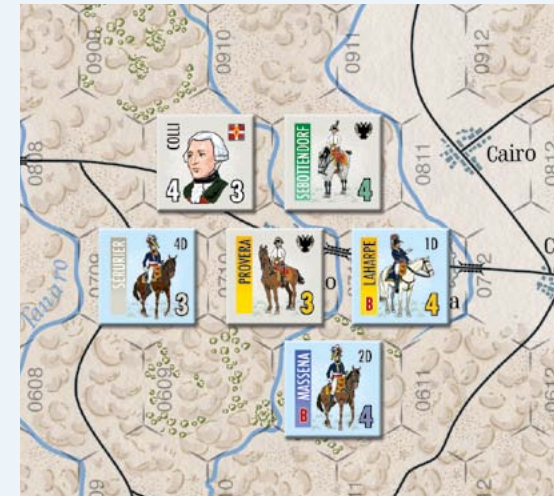
For the French player, each force takes the test independently then they are stacked on the hex of the principal defender, at Montetonette.

The French player tests for pursuit: he rolls **1D6** under the initiative of Bonaparte and gets a 4; the test is successful.

He then rolls **1D6** to which he adds + 2 because he has more than 13 infantry SP. He gets a 3, + 2 = 5, divided by 2 and rounded down for a result of a loss of 2 SP.

D'Argenteau therefore suffers 2 additional losses and loses another morale level. The morale cursor of his division is now at -3: d'Argenteau's column is demoralised. The Austrian player also loses 2 chariots (1 chariot for each loss during the pursuit).

Finally, the French player earns 2 victory points for a decisive victory and the Sardinian morale decreases 1 point because the Austrian column is demoralised.



Tactical positioning and ratio calculation

Laharpe's division (6 SP) is the **principal** attacker in a combat against Provera (4 SP). Sebottendorff (7 SP) and Colli (12 SP) marched to the sound of the guns, Séurier (7 SP) and Masséna (6 SP) were adjacent to the principal defender.

- **Sebottendorff** is a **flank** force that marched to the sound of the guns. Each of his SP counts as 1;
- **Colli** is a **reinforcement** force that marched to the sound of the guns. Each of his SP counts as 0.5;
- **Masséna** is an adjacent **reinforcement** force. Each of his SP counts as 1;
- **Séurier** is an adjacent **flank** force. Each of his SP counts as 1.5.

The ratio is therefore 6 (Laharpe) + 6 (Masséna) + 11 (Séurier) against 4 (Provera) + 7 (Sebottendorff) + 6 (Colli) or 23 against 17 or 3 to 2. The modifier is +1. marché au son du canon, Séurier (7 PF) et Masséna (6 PF) étaient adjacents au défenseur principal.

TERRAIN EFFECTS			
Terrain	Forage	Movement	Combat
Plaine/Normal	Normal: 5 SP		-
Plain/Fields	Rich: 10 SP	1,5 MP off road	-
Hills	Nothing	2 MP off road	-2 if defender
Mountain	Nothing	Impossible off road	-3 if defender
Village	Pillage: 5 SP	Other terrain	other terrain
Town	Pillage: 10 SP	Other terrain	-1 uncombinable
City	Pillage: illimited	Other terrain	-1 uncombinable
Forts	Other terrain	Other terrain	-2 uncombinable defender can retreat in
Road	Other terrain	1 MP, special movements possible	other terrain
Bridge	Other terrain	+0 MP	-1 combinable with terrain
River	Other terrain	+2 MP	-1 combinable with terrain

MOVEMENTS TABLE			
Type of movement	Made after	Conditions	Status after mvt
Simple Mvt	-	No	-
Fast march	-	non fatigued 2 hex./MP Only on road	Fatigue + 1 Can fight after
Strategic Movement	Simple Movement	Commanded/non fatigued => 2 MP from ennemy Only on road	Fatigue 1
Forced March	Strategic Movement	Commanded/non fatigued => 2 MP from ennemy Only on road	Fatigue 2

0 French Victory	1 -3	2 -3	3 -3	4 -3	5 -3	6 -2	7 -2
8 -2	9 -2	10 -2	11 -1	12 -1	13 -1	14 -1	15 -1
16 0	17 0	18 0	19 0	20 0	21 +1	22 +1	23 +1
24 +2	25 +2	Morale Modifier					

SARDINIAN MORALE

Reinforcements

Uncommanded Forces

9 5 7 3 2 1

2+ 1+ 0 1- 2- 3- 4-

Chariots

Morale



SP 6	DS	PS L	DS 9	DS 5	DS 7	DS 3	PS 2	SP 1	PS 0
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Sardinians 2



SP 6	PS 8	PS L	DS 9	DS 5	DS 7	DS 3	PS 2	PS 1	PS 0
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Sardinians 1

PS 01	PS 6	PS 8	PS L	DS 9	DS 5	DS 7	DS 3	PS 2	PS 1	PS 0
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Provéra

PS 01	PS 6	PS 8	PS L	DS 9	DS 5	DS 7	DS 3	PS 2	PS 1	PS 0
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Sebottendorff

PS 01	PS 6	PS 8	PS L	DS 9	DS 5	DS 7	DS 3	PS 2	PS 1	PS 0
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Argenteau

AUSTRIAN PLAYER

FORCES

FRENCH PLAYER

FORCES

1 st Div.	0SP	1SP	2SP	3SP	4SP	5SP	6SP	7SP	8SP	9SP
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1

2 nd Div.	0SP	1SP	2SP	3SP	4SP	5SP	6SP	7SP	8SP	9SP
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2

3 rd Div.	0SP	1SP	2SP	3SP	4SP	5SP	6SP	7SP	8SP	9SP
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3

4 th Div.	0SP	1SP	2SP	3SP	4SP	5SP	6SP	7SP	8SP	9SP
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4

Cav.	0SP	1SP	2SP	3SP	4SP	5SP	6SP	7SP	8SP
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5

Morale	-4	-3	-2	-1	0	+1	+2
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Uncommanded Forces

6

COMBAT RESULTS TABLE					
Dice	Losses		Morale		Result
	Att	Déf	Att	Déf	
0	25 %	**	-3	+2	Decisive
1	20 %	**	-3	+2	Defeat
2	20 %	**	-2	+1	Major
3	15 %	**	-2	+1	Defeat
4	15 %	**	-1	0	Tactical
5	10 %	**	-1	0	Defeat
6	*	*	-1	0	indecisive
7	*	*	0	0	
8	*	*	0	0	
9	**	10 %	0	-1	Tactical
10	**	15 %	0	-1	Victory
11	**	15 %	+1	-1	Major
12	**	20 %	+1	-2	Victory
13	**	20 %	+2	-2	Decisive
14	**	25 %	+2	-2	Victory

* = Base 10 % + 5 % per point of terrain modifier

** = Base 5 % + 5 % if Victor is outnumbered + 5 % if Victor without the terrain advantage

PERCENTAGE OF LOSSES SUFFERED								
MANPOWER	5 %	10 %	15 %	20 %	25 %	30 %	35 %	40 %
1	0	0	0	0	0	0	1	1
2-3	0	0	0	0	1	1	1	1
4-5	0	0	1	1	1	1	2	2
6-8	0	1	1	1	2	2	2	3
9-11	0	1	2	2	3	3	4	4
12-14	1	1	2	3	3	4	4	5
15-17	1	2	2	3	4	5	6	6
18-20	1	2	3	4	5	6	7	8
21-23	1	2	3	4	6	7	8	9
24-26	1	3	4	5	6	8	9	10
27-39	1	3	4	6	7	8	10	11
40-42	2	3	5	6	8	9	11	12
43-45	2	3	5	7	9	10	12	13
46-48	2	4	6	7	9	11	13	15
49-51	2	4	6	8	10	12	14	16

EXEMPLES DE JEU

We are in the second turn.

• **Initiative Phase:** Bonaparte and Beaulieu are vying for the initiative. The French player rolls a 3 and adds 5 for a result of 8. The Austrian rolls a 4 and adds 3 for a total of 7. Bonaparte therefore wins the initiative and activates his own force: force A (Napoleon, Laharpe, 8 SP, morale + 0) in 0713.

• **Activation Phase:** he carries out a normal march of 1 MP and arrives adjacent to an Austrian force (d'Argenteau, 7 SP, morale + 0) at Montenotte. The Austrian player attempts to react and to retreat: he rolls **1D6** and gets a 3, which is **greater** than d'Argenteau's initiative: it is a failure. The French player declares a combat against his strength by spending 1 MP. After testing his attrition, the battle begins.

The principal attacker is force A with Napoleon and Laharpe whose morale is 4 (basic cohesion) + 0 (morale modifier) = 4.

The principal defender is d'Argenteau whose morale is 3 (basic cohesion) + 0 (morale modifier) = 3.

There is no force adjacent to the defender's hexagon.

Test the marches to the sound of the guns: two forces could participate, a French force at Cairo (Masséna, 6 SP) and a force of Vukassovitch's brigade (3 SP). Each player rolls 1D6: the French player under the initiative of Masséna and the Coalition under the cohesion of Vukassovitch. Masséna gets 2, the Austrian gets 5: only the French division marches to the sound of the guns. Masséna needs 2 MP to arrive at the defender's hexagon via a hexagon opposite the principal attacker: this is therefore a flank march. The value of his SP is 1.



• **The ratio modifier** is 8 (Laharpe) + 6 (Masséna) versus 7 (d'Argenteau) or 2 to 1 for a result of + 2.

• **The morale modifier** is 4 (Laharpe's morale) - 3 (d'Argenteau's morale) = + 1.

• **The manoeuvre modifier** is 2 (2 forces commanded by Bonaparte) + 2 (the general in chief and a division general have a tactical bonus) + 1 (a force carried out a flank march) - 1 (a force commanded by d'Argenteau) = 4 divided by 2 = + 2.

• **The terrain modifier** is -2 (difficult terrain). The total is + 3.

The French player rolls **2D6** and scores a 10 to which he adds 3 for a result of 13. This is a decisive victory.

icipate in the combat must be connected to the principal defender's hex by a road.

11.2 - MARCH TO THE SOUND OF THE GUNS

Forces of both players that are located up to **4 hexes** from the defender's hex can individually attempt to **march to the sound of the guns**. To do so, they must pass an initiative test by the general commanding the force or a cohesion test with a **+1** modifier for a detached brigade. A force that marches to the sound of the guns can provoke **reactions** if it crosses into the alert zone of an enemy force.

- Forces marching to the sound of the guns must be able to reach the defender's hex with **2 MP** at the most;

- The two players may march to the sound of the guns by **rapid march** if the general's initiative is **3 or more**; the force gains a fatigue level;

- For more clarity, the forces marching to the sound of the guns are left in the last hex they crossed adjacent to that of the principal defender;

- Any force that has marched to the sound of the guns immediately tests its attrition.

11.3 - TACTICAL POSITION

Tactical positioning of the players' forces depends on their arrival hexagons:

- A force of the **inactive** player that enters the defender's hex by one of the three hexes opposite the attacker's hex is called a **reinforcement** force;

- A force of the **inactive** player that enters the defender's hex by a hex adjacent to the attacker's hex is called a **flank** force;

- A force of the **active** player that enters the defender's hex by the attacking hex or an adjacent hex is called a **reinforcement** force;

- A force of the **active** player that enters the defender's hex by one of the three hexes opposite the principal attacker's hex is called a **flank** force.

11.4 - CALCULATION OF THE RATIO

Each player calculates the **total of his SP** engaged in the battle as follows:

- Each SP of the principal attackers and defenders counts as **1 SP**;
- Each SP of a reinforcement force counts as **1 SP**;
- Each SP of a flank force counts as **1.5 SP** rounded up;
- Each SP of a reinforcement force that marched to the sound of the guns counts as **0.5 SP** rounded down;
- Each SP of a flank force that marched to the sound of the guns counts as **1 SP**.

Divide the attacker's total SP by the defender's total SP to get a **ratio** in the form of 1/1, 1.5/1 etc. This ratio is rounded in favour of the force with numerical superiority. The following table gives the ratio modifier:

Ratio: modifier

1 vs 4: - **4**

1 vs 3: - **3**

1 vs 2: - **2**

1 vs 1,5: - **1**

1 vs 1: **0**

1,5 vs 1: + **1**

2 vs 1: + **2**

3 vs 1: + **3**

4 vs 1: + **4**

11.5 - TERRAIN MODIFIER

The defender indicates the **terrain** modifier(s) of the hex of the principal defender. These modifiers are described on the terrain table that indicates which terrains can be accumulated. If there are several possible combinations of terrain, the defender chooses which modifier(s) he will apply.

11.6 - MANŒUVRE MODIFIER

Each player calculates his manoeuvre value:

1 point per engaged division up to the number equal to the command value of the General-in-

chief if he is present or 1 if he is not **[exception: Masséna can command Laharpe's division in addition to his own in combat]**;

1 point if Bonaparte or Masséna is present as General-in-chief of the combat;

1 point if at least one division general has a tactical bonus;

1 point if at least one force is a flank force;

Subtract the value of the defender from that of the attacker, **divide the result by 2** and round up or to Bonaparte's advantage if he is present. The quotient gives a modifier between -2 and +2.

Example: *Bonaparte and Laharpe are attacked in their hexagon by Beaulieu, Argen-teau and Sebottendorff, as well as by Prove-ra, carrying out a flank march. The attacker has 3 (number of divisions engaged) + 1 (flank force) = 4. The defender has 1 (1 division engaged) + 1 (at least 1 division general has a tactical bonus) + 1 (Bonaparte commands) = 3. The manoeuvre modifier is 4 - 3 = 1, divided by 2 = 0.5 rounded to 0 due to Bonaparte's presence.*

11.7 - MORAL MODIFIER

Each player determines his morale level in the following manner:

Among the forces of the attacker and the principal defender **only**, each player chooses the unit that will provide its morale.

Then, subtract the defender's morale from that of the attacker to get a positive or negative modifier between -2 and +2.

Example: *the attacker has 2 divisions with morale 3 and 5. He chooses the one with morale 5 for the combat. The defender has a division with morale 3 and one with morale 4. He prefers to preserve his best troops and chooses the division with morale 3. The morale modifier is 4 - 2 = +2.*

11.8 - OTHER MODIFIERS

- Defender during pillage [see 13.4]: **+2**

- Principal attacker fatigued: **-1**

- All attackers fatigued: **-2**

- Principal defender with fatigue marker 1: **+1**

- Principal defender with fatigue marker 2: **+2**

11.9 - COMBAT RESULTS

The attacker rolls **2D6** and adds the above modifiers then consults the battle table. The table gives the percentage of the strength of the vanquished who are out of combat as well as the losses or gains in morale. The losses of the victor are determined as follows:

• Base: **5 %**;

• Per unfavourable ratio modifier: **+5 %**

• Victor without the terrain advantage: **+5 %**
[Precision: a terrain modifier of 0 gives no terrain advantage; the attacker never has the terrain advantage].

If the modified result is between **6 and 8**, the battle is undecided. The losses of the two adversaries are **5 % + 5 x terrain modifier**.

To facilitate calculations, a second table indicates the corresponding number of SP lost depending on the strength and the percentage of losses suffered, but the players can choose to calculate more precisely by rounding to the nearest number.

In any case, the losses may not exceed half the enemy's SP, rounded down.

Example 1: *The French player just won a defensive battle. The terrain modifier was -1 and the ratio modifier was +1 in favour of the Austrian. The French therefore had the terrain advantage, but the unfavourable ratio increased the losses of 1 x 5 %, or total losses of 10 %.*

Example 2: *The result of a battle at Cosseria is "indecisive". The terrain modifier was -2. The losses for each player are 5 + 2 x 5 = 15 %. The French only had 3 SP and suffers no loss; the Coalition had 10 SP and should suffer 2 losses. However, losses may not exceed 3 (French force)/2 = 1.5 rounded to 1.*

11.10 - APPLICATION OF RESULTS

The two players reduce the SP value of their units by inflicting the **first** loss on the unit that gave its morale modifier. Then, the other losses are distributed freely by the two players among the units that participated in the combat. Note that no unit can be destroyed if another unit has **at least 2 SP**.

Then, the vanquished player must retreat one hex for each morale point lost, with a minimum of 1 hex. The retreat is counted from the defender's hex. **The first hex of retreat is:**

- For the **attacker**: the hex of the principal attacker or the hex adjacent to him;

- For the **defender**: one of the three hexes opposite the principal attacker;

- A hex containing one or more enemy forces cannot be used to retreat;

Beyond the first hex, the retreat must bring the unit closer to its supply point.

Exception: *if a fort is present in the hexagon, the Coalition can withdraw there. If he is the defender in the battle, his adversary can then advance and stack with the enemy force in the fort.* If the vanquished is out of supply, he is eliminated [see 13.6].

The victor then concentrates the forces that participated in the battle in the defender's hex. In the case of an indecisive battle, the defenders are **stacked** with the principal defender, the attackers are stacked with the principal attacker.

Finally, the two players move the morale cursors of the divisions engaged in the battle on the game help to show the rises and falls in morale incited by the battle results.

11.11 - PURSUIT AND END OF THE COMBAT

The totality of the forces that combatted increases their level of fatigue by 1 and the attrition tests are **immediately** carried out. Then, the victor may attempt to pursue the

defeated. To do this, he must declare a pursuit and test the initiative of the general commanding his forces (if there is no « General-in-chief », the general commanding the principal force in 11.1). If the test is successful, the pursuit takes place.

The victor rolls **1D6** and adds:

+1 per 5 infantry SS;

+1 per 2 cavalry SS in clear terrain;

-1 per 2 enemy cavalry SS in clear terrain;

+1 per unit of the vanquished with a "fatigue 2" marker;

-1 per unit of the victor with a "fatigue 2" marker.

The result, **divided by 2** if the forces of the vanquished are not demoralised (rounded down but at least equal to 1 if the result is positive), gives the losses inflicted on the vanquished during the pursuit. For **every 2 losses**, the overall morale of the forces of the vanquished is reduced by **1 point**. For each loss inflicted on an Austrian division, the division also loses 1 chariot [see 13.2].

12 - REINFORCEMENTS PHASE

12.1 - AUSTRIAN REINFORCEMENTS

The Austrian player has 4 reserve brigades that he can call up in reinforcement. During the reinforcement phase, the Austrian player can spend **one** of his reinforcement markers and add 3 SP to an Austrian division located up to 4 MP from an edge of the map displaying the supply symbol.

12.2 - REPLACEMENTS

Replacements take place once a week during turns 4 and 11.

At the beginning of the replacement phase, each player rolls on the replacements table. The Coalition player rolls a die for each army. The modified die roll result gives the number of SP received in replacement for the totality of the concerned army.

Replacements serve to reinforce the commanded infantry units. It is possible to exceed a force's initial number of SP.

Replacements

Die	Rplt
1	1
2	2
3	2
4	3
5	3
6	4

Modifiers

French and Sardinian: - 1

Austrian: + 1

13 - SUPPLY PHASE

13.1 - OVERVIEW

During the supply phase, check whether or not the isolated units can be supplied by their own means. There are several methods.

13.2 CHARIOTS (AUSTRIANS ONLY)



The game help of the Coalition includes a chariot counter. An Austrian division begins the game with its "chariot" marker on square 6. Once a division general is "isolated", he must use his chariots to supply his division: the Coalition player moves the division marker to the inferior square on the chariot counter. A detached brigade from his stacked division or 4 MP from his division general is also "supplied". Once the division general has been commanded and supplied by the General-in-chief, the division marker is repositioned on square 6 of the chariot counter.

Designer's note: certain armies of the period (Austrian Russian notably) marched with impressive supply trains that could nourish the army for about 6 days.

13.3 - FORAGE (FRENCH ONLY)

Generals and combat units may moved to a

"supplied" status depending on the richness of the terrain surrounding them. Terrain is divided into 3 categories according to its ability to supply troops:

- **Rich** (clear terrain hexagon containing a field): a rich hexagon can supply up to **10 SP**;
- **Normal** (clear terrain): a normal hexagon can supply up to **5 SP**;
- **Poor**: the other terrains do not supply units.

13.4 - PILLAGE (EVERYONE)



All armies may pillage villages and towns to gain supply. A combat unit or an isolated force passing in a village or town may, as the player chooses, pillage the area in order to move to a "supplied" status. Pillage costs victory points. If the player decides not to pillage, he must take a morale test. If the test result is less than or equal to the morale, the pillage does not take place. If the result is greater than the morale, the unit pillages the area.

Modifiers:

- The French forces add 2 to their die roll;
- If at least one general is present in the hex, he subtracts 1 (or 2 if he has a tactical bonus) from the die roll – as the player chooses.

Designer's note: the armies of the time could engage in undesired pillages because they were harmful to the support the population could provide.

Effects of pillage

- A village allows for supply of up to 5 SP;
- A small town can supply up to 10 SP;
- A large town can supply any number of SP;
- Pillage affects VP and Sardinian morale, see scenario.
- A unit or force committing to pillage ceases its activation phase and has no alert zone. It receives a "Pillage" marker until its next activation.
- If a force with a Pillage marker is "main defensor" in a combat then its opponent add **+2** to its

combat dice (see 11.8). The reminder is on the marker.

13.5 - SARDINIAN SUPPLY

Sardinian forces **isolated** at Alba, Cherasco or any village, town or city from Coni to Cosseria and **not besieged** by French forces are supplied.

13.6 - OUT OF SUPPLY FORCES

An isolated force that cannot be supplied by 13.2, 13.3, 13.4 ou 13.5 is considered "out of supply". The divisions and detached brigades of an out of supply force are turned over to their backside to indicate this status (cohesion -2 and MC/2).

13.7 - EFFECTS OF AN « OUT OF SUPPLY » STATUS

- If an "out of supply" force loses a combat while it is attacked alone or stacked with other "out of supply" forces, it is eliminated;
- An "out of supply" force in a fort surrenders at the end of the following turn if a non-decoy enemy force is stacked with it;
- An "out of supply" force suffers more attrition, see 8.5.

14 - END OF TURN PHASE

14.1 - VERIFICATION OF VICTORY CONDITIONS

The players verify the automatic victory conditions indicated in the scenario. If the conditions are met, the game ends immediately and the victor obtains a strategic victory.

14.2 - RETURN TO ORDER

Divisions that did not act during the turn can strengthen themselves and and recover a notch on the morale cursor, without exceeding 0. For those that are supplied without a pillage marker, the player then rolls **1D6**. If the result is less than the division morale, it recovers 1 SP.

NdC: recovery of stragglers.

Fatigue markers are reduced by 1 (the fatigue markers "1" are therefore removed).

14.3 - END OF TURN

If neither camp has won an automatic victory, the turn marker is moved forward to the following square on the counter and a new turn begins. When the final turn is played, verify the victory conditions to determine the victor. ♦

15 - SCENARIO

15.1 - SET-UP

Commanders are in *italic*.

15.1.1 - French

- **Bonaparte, Masséna** (6 SP morale -1): Savone
- **Brigade Joubert** (3 SP) 2 hexes from Albenga on the road to Savone
- **Laharpe** (3 SP morale 0): 2 hexes from Savone on the road to Gênes
- **Brigade Pijon** (6 SP): Voltri; Augereau (8 SP morale -1): 2 hexes from Savone on the road to Albenga
- **Sérurier** (8 SP morale -1) 2 hexes max around Ormea
- **Stengel** (6 SP morale 0): Albenga

15.1.2 - Coalition

Austrian moral markers are placed on the 0 square of the moral cursor.

- **Colli, Vitale** (5 SP), **Dichat** (2 SP), **Brempt** (4 SP), **Bellegarde** (3 SP) in Ceva
- **Provera** (5 SP) in Millesimo
- **Colli** (3 SP) in Cosseria
- **Dellera** (2 SP) in Mondovi
- **Beaulieu, Sebottendorf** (5 SP) 2 hexes from Voltri on the north trail
- **Argenteau** (8 SP) à Dego; **Vukassovitch** (3 SP) à 2 hexes from Acqui on the road to the sea
- **Pittoni [von Kerpen force marker]** (5 SP) 1 hex. around Gênes
- Cavalry **Brigade Chobinin** (2 SP) in Novi

15.1.3 - Coalition reinforcements

See chapter 12.

15.2- SPECIAL RULES

- During the first turn, Beaulieu has the **initiative**.

- **Control of Coni**: to capture Coni the first time, the French player must leave at least 6 SP of infantry in the hex. During the supply phase of the following turn, if the Sardinian morale modifier is -2 and there is no Coalition force less than 3 hex from Coni, the town is captured.

- **Orméa**: As long as the Sérurier division can tarce a LoC of 4 MP or less toward Orméa, it is automatically supplied.

- **Sardinian morale**: the morale of the Sardinians is managed separately on the designated counter. Their morale evolves according to actions that move the marker. The squares indicate a modifier between **-4 and +2** that give the morale modifier for the whole of the Sardinian forces. When the Sardinian morale **falls to 0**, French victory is immediate.



Modification of Sardinian morale

Per major defeat suffered: **-1**

Per decisive defeat suffered: **-2**

Per 2 SP lost: **-1**

Per demoralised Austrian division: **-1**

Loss or recovery of Carcare, Millesimo, Cairo, Dego, Acqui, Mondovi, Alba: **+/-1**

Loss or recovery of Ceva, Cherasco: **+/-2**

Loss or recovery of Coni: **+/-3**

Per major victory: **+1**

Per decisive victory: **+2**

Per village, town or city that is pillaged – except Voltri, Genoa, Novi: **respectively -1, -2 and -4**

Starting morale: **20**, max **25**.

See counter on game help.

15.3 - VICTORY CONDITIONS

The French player automatically wins when the

Sardinian morale falls to **0**.



On the other hand, the players maintain a VP counter:

Base: **10 VP**

Each major victory FR/CO: **+1 VP/ -2 VP**

Each decisive victory FR/CO: **+2 VP/ -3PV**

Each major/decisive defeat for Bonaparte: **-3/ -5 VP**

French control of 2 hex around Carcare: **+2 VP**

French control of Genoa: **+10 VP**

For each demoralised/rallied Austrian division: **+3 VP/ -2 VP**

For each demoralised/rallied French division: **-5 VP/ +3 VP**

For each village, minor or major town that is pillaged by the French: **-1/-2/-4 VP**

For each village, minor or major town that is pillaged by the Austrians: **+1/+2/+4 VP**.

If the points fall to **0**, it's an immediate victory for the Coalition.

If neither camp wins an automatic victory, the VP at the end of the game determine the winner:

1 - 5 VP: Strategic victory for the Coalition

6 - 15 VP: Major victory for the Coalition

15 - 20 VP: Marginal victory for the Coalition

21 - 25 VP: Draw

26 - 30 VP: Marginal victory for the French

31 - 35 VP: Major victory for the French

36+ VP: Strategic victory for the French ♦

A game by Vincent GÉRARD
Graphics and layout : studio VaeVictis
Tests and proofreading :

Laurent Journaux, Matthieu Karrer, Michel Malhomme, Christophe Massaloux, Philippe Pérain et Walter Vejnovsky.

The author gives special thanks to Christophe Massaloux for his investment during the development phase.

Translation : Elisa Doughty

SEQUENCE OF PLAY

1 - Weather determination (Chapter 5)

- Roll on the weather table.

2 - Command phase (Chapter 6)

- Verification of the LoC of the General-in-chief;
- Use of the CP of the General-in-chief to command his subordinate generals;
- Fusions and divisions of forces, creation and incorporation of detached brigades.

3 - Initiative phase (Chapter 7)

- Initiative test of the generals in chief;
- Choice of the force to activate.

4 - Action Phase (chapters 8 to 11)

- Random activation by drawing a force marker and the actions of this force;
- Any reactions of the adversary;

5 - Strategic movement phase (see chapter 9)

- Strategic Movements;
- Possible forced marches.

6 - Reinforcement and supply phase (12 & 13)

- Placement of the planned reinforcements on the map according to the instructions of the scenario;
- Shifting of the reinforcements in normal then strategic movement;
- Addition of replacements in the supplied combat units that were inactive during the previous turn;
- Determination of supply.

7 - End of turn phase (chapter 14)

- Recovery of fatigue and stragglers;
- Verification of victory conditions;
- Potential replacement of generals;
- The turn marker is moved forward one square and a new turn begins at phase 1.

DETERMINATION OF ATTRITION

For any force after a movement, after any event that **increases** its level of fatigue by 1 (whether or not the force is active), as well as at the end of an activation if the force has not acted, the player rolls 1D6 and adds the following modifiers.:

1 to 4 SP: - 1

5 to 8 SP: 0

9 to 12 SP: + 1

13 to 16 SP: + 2

17 to 20 SP: + 3

21 SP or more: + 4

• Morale \geq 5: - 1

• Morale \leq 0: + 2

• Fatigue level 1: + 1

• Fatigue level 2: + 2

• The force has not acted: - 2

• Out of supply: + 2

For every multiple of 6 points, the force suffers a loss. The losses for out of supply forces are **doubled** and possibly **tripled** if they are also adjacent to the enemy.

RECONNAISSANCE

The player that carries out the reconnaissance rolls 1D6 and adds the modifiers below before consulting the reconnaissance table:

• Per MP spent in bonus (active force only): +1;

• Cavalry reconnaissance: +2;

• Austrian infantry reconnaissance (Croatian): +0;

• French or Sardinian infantry reconnaissance: -2.

Reconnaissance Table

Die roll result: Reconnaissance result

0 to 4: None

5 or +: Type of force (brigade, division, army or Decoy)

6 or +: Strength at +/- 50 % margin of error

7 or +: Strength at +/- 25 % margin of error

8 ou +: Strength at +/- 10 % margin of error, identification of the units of the force

Results are **cumulative**.

RATIO

Each player calculates the **total of his SP** engaged in the battle. **Divide** the attacker's total SP by the defender's total SP to get a **ratio**. This ratio is rounded in favour of the force with numerical superiority.

Ratio: modifier

1 vs 4: - 4

1 vs 3: - 3

1 vs 2: - 2

1 vs 1,5: - 1

1 vs 1: 0

1,5 vs 1: + 1

2 vs 1: + 2

3 vs 1: + 3

4 vs 1: + 4