

BONAPARTE IN ITALY [1796]

The Quadrilateral

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INTRODUCTION

[E1.] *Bonaparte in Italy—The Quadrilateral* covers the critical stage of Napoleon Bonaparte’s 1796 Italian campaign when, after several brilliant French offensives, the Austrian attacked the French defending amidst the “Quadrilateral of Fortresses.”

[E2.] The game does *not* include the early stages of the Italian Campaign, nor the later Marengo Campaign, all of which took place further to the west. The Marengo Campaign is covered in the 1800 update to the original *Bonaparte in Italy*.

[E3.] The counter sheet in this game also includes the counters for “Bonaparte in Search of a Reputation,” April—June 1796. These counters are not required for this game (*see ¶E8.*)

[E4.] This Exclusive Rules folder contains rules particular to *Bonaparte in Italy—The Quadrilateral*, which is a part of the *Campaigns of Napoleon Series IX*. These rules have been designed to be used with the *Campaigns of Napoleon IX Consolidated Rules*, and unless otherwise stated, all the Consolidated Rules apply. Exclusive Rules either add to or modify the Consolidated Rules.

GAME EQUIPMENT

[E5.] This revised version of *Bonaparte in Italy* requires the following components:

- This revised Exclusive Rules booklet
- The 1796 Exclusive Tables
- The Campaigns of Napoleon IX Consolidated Rules
- The Common Tables for the series
- One Game Map, 22" x 34"
- One sheet of die-cut counters (280)
- Record Tracks (2) 8.5" x 5.5"
- Organization Displays (2) 8.5" x 11"
- Leader Manifest Sheets (2) 4.25" x 11"
- Unit Manifest Sheets (2) 8.5" x 11"
- Battle Resolution Worksheet (1) 8.5 x 11"
- Turn Record Sheet (1) 8.5 x 11"
- Two six-sided dice

Game Map

[E6.] The Game Map shows the eastern end of the Po River Valley (Venice is about ten hexes off the Eastern edge). This area is called “the Quadrilateral” because of the arrangement of

the four important fortresses of Legnano, Verona, Peschiera, and Mantova in the center of the map. For centuries this area was the lynch-pin for control of Italy. The map is printed in one section, designated East. The section i.d. letter will precede the hex number; e.g., E4419 is hex 4419. (Note: The second volume of *Bonaparte in Italy* will add a Center and West Map section.)

Counters

[E7.] French units are blue, and Austrian units are white (with red stripe on fronts). There are four (red) Italian units which will only be used in the forthcoming Expansion Set.

Counters Included for Expansion Set

[E8.] Several counters and markers included on the counter sheet in this package will only come into play with the forthcoming *Bonaparte in Italy* Expansion Set. Store these counters separately:

Coalition units: Brabeck, Brempt, Dichat, Hilfsk

[‘Hilfskorps’], Lamy, Naples, Salis, Sturioni, Vital, Wetzel.

Coalition leaders: Beaulieu, Argenteau, Colli.

French units: Meynier, La Harpe, Menard, Banel, Stengel, Vaubois.

Markers: Uprising, Quelled, Looted.

GAME SPECIFIC RULES

I.a. QUARTERS

[E9.] A Player’s Army may either be “On Campaign” on “in Quarters.” The longer an army is on Campaign, the greater its attrition will become (*see ¶E18 “Army Condition”*). For this reason extended periods of activation are to be avoided when possible.

How to Enter Quarters

[E10.] An Army is considered on Campaign unless otherwise specified by the owning player. During any Administrative Segment the Phasing Player may simply declare his army in Quarters. There is no cost to do this and the army enters Quarters immediately. Once declared in Quarters each individual Force of the Army remains in Quarters unless designated “On Alert,” or until its army again goes “On Campaign.”

Effects of Quarters

[E11.] ON MOVEMENT: Combat units in Quarters may not move. Leaders, Centers of Operations and Vedettes may move normally. In addition, a Player may designate individual forces on “Alert,” and these may also move under certain restrictions (*see ¶E16*).

[E12.] ON COMBAT: Forces in Quarters may not attack; if attacked, they defend at one-half strength (round fractions up); and immediately become on Alert. When attacked, forces in quarters resolve any pursuit or retreat normally.

[E13.] ON ARMY CONDITION: The appropriate Army Condition marker (*see ¶E18*) is reduced by one step for each complete Game-Turn that the Army is in Quarters.

[E14.] ON ATTRITION: Forces in Quarters suffer no attrition of any kind. Their attrition loss while in quarters is always zero.

In Quarters Requirements

[E15.] In order to be in Quarters, a force of an army in quarters must have a Forage Value of 12 or more (it need not be in Forage Mode—see ¶278). Forces of an Army in Quarters that cannot meet this requirement are considered to be “On Alert.” There is no way for a Force of an Army “On Campaign” to be in Quarters. Likewise, there is no way for a Force of an army in Quarters to be On Campaign.

On Alert

[E16.] Forces on Alert are those in an Army in Quarters that do not meet the requirements stated above, and/or those that the Player wishes (for any reason) not to send into Quarters. On Alert Forces may not end any move farther from their Center of Operations than they began. They may not enter an Enemy ZOC. Alert Forces may enter quarters during any Friendly Administrative Segment that they meet the requirements, at the owning player’s option. If necessary, players may write down a list of On Alert Forces. Besieging forces are “on alert.”

How to Leave Quarters

[E17.] A Player may change the status of his Army to On Campaign during any Friendly Administrative Segment. This may be done more quickly, at a higher AP cost, or more slowly, as follows:

- At no AP cost—The Player’s Army enters On Campaign at the end of three Game-Turns.
- At a cost of 1 AP—The Player’s Army enters On Campaign at the end of two Game-Turns.
- At a cost of 2 APs—The Player’s Army enters On Campaign at the end of one Game-Turns.

Example: During the Administrative Segment of Game-Turn 4, the French Player expends 2 APs to enter On Campaign. The Army enters On Campaign at the end of one complete Game-Turn (i.e., at the beginning of the French Player-Turn of Game-Turn 5). Had he expended only 1 AP, the army would not be activated until the start of the French Player-Turn of Game-Turn 6.

ARMY CONDITION

[E18.] The Army Condition Scale specifies a number to add to the Attrition die roll of all forces in that Army. During each turn an army spends “On Campaign,” move the Condition Marker one space on the scale to the right, and during each turn in Quarters, move it one space to the left. The attrition die roll modifier is shown at the bottom of the track.

How to Record Army Condition

[E19.] At the start of any Campaign, set the Condition Marker in the first track space labeled “1” at a modifier of “zero.” When the Player’s Army enters On Campaign, he moves this marker up one space during the next Administrative Segment and each Administrative Segment On Campaign thereafter. During the turn an army is declared in Quarters and each turn in Quarters thereafter, the Condition Marker is reduced by one space. Army Condition may never be increased (or reduced) beyond the end of the track.

Army Condition Effect on “Alert” Forces

[E20.] Forces not exempt from attrition when the army is in Quarters must continue to roll for attrition normally, using the

current Army Condition modifier (see ¶E16 “On Alert,” and ¶255, *Citadels*).

Mutual Effects of Vienna Morale and Army Condition

[E21.] Austrian Army Condition is closely tied to Vienna Morale. Whenever the Austrian Army Condition Modifier is *improved* one Level (e.g., from +2 to +1), Vienna Morale (if negative) is immediately improved one Level (e.g., from -1 to 0). Each time Vienna Morale is reduced one Level, Austrian Army Condition also worsens one Level. Improvements in Vienna Morale do not improve Army Condition; a worsening of Army Condition does not reduce Vienna Morale.

THE FORTNIGHT

[E22.] The Fortnight is a period of seven or eight Game-Turns (half a month). During periods when both armies are in Quarters, Players may wish to speed play by executing routing Administrative Segment Procedures on a semi-monthly basis.

[E23.] The beginning of each Fortnight is denoted by a wider track space containing a Roman Numeral (e.g., “VIII”) on the Turn Record Track. [The first Fortnight in Bonaparte in Italy—the Quadrilateral is numbered VIII. Fortnights I through VII will be included in the Expansion Set’s Turn Track.]

[E24.] The Administrative Point Pool gives the average Austrian APs received over the period of a Fortnight, depending upon LOC length. This amount may be added, without rolling the die.

[E25.] For On Alert Forces (see ¶E16), attrition can also be determined on a Fortnightly basis, provided they do not move during the Fortnight, using the Fortnight Attrition Table. If any forces move during a Fortnight, attrition for these forces must be determined on a turn-by-turn basis.

[E26.] Players must first mutually agree that their armies will remain in quarters (with specified forces On Alert), throughout the Fortnight before play can proceed to the Fortnight Procedure. If at the end of any Fortnight either Player wishes to revert to the regular sequence of play, then play proceeds to the turn-by-turn sequence with the next Game-Turn.

Fortnight Procedure

[E27.] Execute the following steps only:

1.a.1 Administrative Points:

The Austrian Player adds the appropriate number of APs using the “Fortnight” line at the bottom of the proper column. The French Player adds up to 3 APs (see ¶96). For both Players, add 1 if the Army Commander Bonus applies.

1.a.2 Change Supply Sources

Both players may pay 1 AP and move their Supply Source.

1.a.4 Replacements:

Both Players receive replacements as specified on the Replacement Point Table.

II.c.3 On Alert Forces:

[E28.] Stationary On Alert Forces may roll just once for Attrition using the appropriate Attrition column and Army Condition Modifier, and add “seven” or “eight” to the die roll (depending upon the number of Game-Turns in the Fortnight). Moving forces move as per normal March Phase movement, and must determine Attrition by rolling for each Turn they move.

I.a.4 REPLACEMENTS

[E29.] Replacements of fresh troops become available for addition to the Replacement Pool according to the Replacement Strength Table by rolling a die and then adding the amounts specified. Replacements may only be added to units of the specified nationality and type. An army with an inactive Center of Operations may not add Replacements from the Replacement Pool to his units. Units which receive replacements are immobile and may not move during the ensuing Movement Phase.

How to Determine Replacement Strength

[E30.] Both Players roll for Replacement Strength Points on the first turn of each Fortnight (beginning with Fortnight X) using the Replacement Table, modifying for Vienna Morale and the lack of a Critical Battle (see ¶E32). The numbers show Infantry / Cavalry Strength Points (followed by / Artillery, if any).

Exception: If starting a campaign on the first turn of a Fortnight, do not roll for replacements for that Fortnight (their presence is already accounted for in the unit manifests.)

Effects of Vienna Morale

[E31.] If Vienna Morale is “-2” add one to the die roll of *both* Players. If Vienna Morale reaches “-3” or more, add two to the die roll of both players (see ¶E43).

Commentary: The leaders of the “Aulic Council” (the overall directorate of the Austrian war effort) tended to commit more men only in dire emergencies, as required by a worsening military situation. The troops would have to be transferred from the Rhine Theater, which was easy for the Austrians, but almost impossible for the French. In addition, a worsening situation means a greater flow of recuperated wounded through hospitals.

Fortnights without a Critical Battle

[E32.] After three consecutive Fortnights without any critical battles, cancel any positive modifiers from the above and substitute a -2 die roll modifier. After each succeeding Fortnight without a critical battle, increase the modifier by -2, to a total maximum of -6. **Exception:** If the Austrian Player captures Mantova during the three Fortnights without critical battles, the -2 modifier for that Fortnight is cancelled.

Commentary: The Aulic Council was reluctant to commit troops to the Italian theater, which they regarded as a “secondary front.” The troops they did send were provided on the condition that they quickly relieve Mantova. Thus the Austrian Army Commander tended to focus on that objective instead of the more inclusive goal of defeating the French Army in the field. The Council was not about to leave troops inactive in Italy when there were battles being waged on the Rhine front. Those troops would have been pulled back to the Rhine.

Limit of Accumulated Replacements

[E33.] Infantry: 19 strength points
Cavalry: 9 strength points
Artillery: 5 strength points

Commentary: For the reasons stated above, large numbers of troops would not have been allowed to stand idle.

Replacement Leaders

[E34.] Named Leaders which do not begin the game on the map may be brought on later as replacements (see ¶E35). Before the

start of the game Players must determine when each replacement Leader will be available. Each Player should place his replacement Leaders face-down and “shuffled,” so that their individual identities are not known. Each Leader’s identity should remain secret until he actually enters the game.

[E35.] Each Player rolls two dice for each of his own replacement Leaders. The number rolled indicates the month in which the Leader is available, according to the following schedule (if the result pre-dates the scenario start, the leader doesn’t enter):

<u>Dice Roll</u>	<u>Month</u>
2, 3	August
4, 5	September
6	October
7	November
8	December
9, 10, 11, 12	January

[E36.] Place the Leader on the first Game-Turn of the indicated month on the Turn Record Track; from that Game-Turn forward the Leader is available. Available Leaders may be brought on at the Army’s Center of Operations. This may be done at the beginning of any Movement Phase, during the Player’s Reinforcement Segment. The only requirement is that the Army’s Center of Operations is currently active.

Sick and Absent Leaders

[E37.] Some named leaders on the Leader Manifest at the beginning of a scenario have either a \\\\\\\ symbol or a • symbol, indicating they do not start the scenario on map. For the Campaign scenarios, both types of leaders can enter play according to the Replacement Leader rules (see ¶E34).

IV. VIENNA MORALE

[E38.] Austrian morale is recorded on the Vienna Morale Track. This morale may be positive, neutral, or negative. At the start of each Scenario, place the Vienna Morale Marker on the 0 space of the Track. In addition to Morale Changes as outlined in the Consolidated Rules (see ¶395 et seq.), Vienna Morale also changes due to conditions listed below.

French Capture of Mantova

[E39.] If Mantua is captured by a French Force, reduce Vienna Morale by 2. Should an Austrian Force then recapture Mantua, increase Vienna Morale by 2.

Austrian Named Leader into Mantova

[E40.] Should the Austrian Player succeed in entering a named leader who started in a non-citadel hex, with 4 infantry SPs or more, into Mantova, increase Vienna Morale by +1. (Also, Mantova is considered “revictualized” and troops there begin any new siege from day one.)

Austrian Dispatch into Mantova

[E41.] Should the Austrian Player succeed in establishing a Dispatch Distance no longer than 28 MPs, comprised entirely of primary or secondary roads, into Mantova, increase Vienna Morale by +1. If the French subsequently block that Dispatch Distance, reduce Vienna Morale by 1.

Archduke Charles Victorious in Germany

[E42.] Increase Vienna Morale by 1 automatically on October 1 (only).

Morale Modifier for APs and Replacements

[E43.] If Vienna Morale is -2, the Austrian Player shifts one column to the right when rolling on the Administration Point Pool and *both* players add one to their replacement die rolls. If Vienna Morale is -3 or -4, shift two columns to the right (Austrian APs) and add two to the replacement die rolls (both players).

Effects of Morale on Austrian Army Condition

[E44.] Each time Vienna Morale is reduced one Level, the Austrian Army Condition is also reduced on Level (up to four spaces). When the Austrian Army condition is improved through inactivation, Vienna Morale (*if negative*) is improved one Level (up to four spaces) [Exception: If Vienna Morale is "0" or positive, improvements in Army Condition do not improve Vienna Morale]. *Improvements* in Vienna Morale never improve Army Condition.

Effects of Morale on Ending the Game

[E45.] At the end of any Game-Turn in which Vienna Morale is +4, the game is over and the Austrian Player is the winner. At the end of any Game-Turn in which Vienna Morale is -4, the game is over and the French Player wins.

CAMPAIGN SCENARIO INFORMATION

[E46.] The Campaign Game of the Quadrilateral covers the entire period from 29 July 1796 through the end of January 1797. With turns of actual campaigning taking about 30 minutes to complete, and In Quarters consuming only about ten minutes or so, two Players can actually complete the 93-turn Campaign in 32 hours of playing time. The full Campaign Game begins on 29 July—use the set-up for Scenario IV. A shortened Campaign Game can begin with any of the other Scenario set-ups (but are not covered in these rules). Set up time: less than 15 minutes.

First Player

[E47.] In all scenarios of *Bonaparte in Italy—The Quadrilateral*, the Austro Player is the First Player.

Game Start

[E48.] In *Bonaparte in Italy-The Quadrilateral*, the Campaign Game can start on one of four dates: 29 July 1796, 1 September 1796, 4 November 1796, or 7 January 1797. Place the Game-Turn Marker on the Turn Record Track on the appropriate date.

Scenario End Date

[E49.] The Campaign Scenario ends with 30 January 1797 (*exception: see ¶E45*) regardless of start date.

Administrative Point Levels

[E50.] The Accumulated AP Levels, specified for each side in each scenario, show where on the Accumulated AP Track to place the AP Level Markers (x1, x10) at the start of the scenario. Each player will use the Attrition Table column corresponding to the number of Accumulated APs.

Accumulated APs:

29 July: FRENCH 15, AUSTRIAN 19

1 Sept.: FRENCH 6, AUSTRIAN 8

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4 Nov.: FRENCH 9, AUSTRIAN 17

7 Jan.: FRENCH 11, AUSTRIAN 19

Supply Sources at Start

[E51.] Supply Sources may be freely chosen by the players in any hex listed for that army on the Communications Table. Once assigned, the Supply Source may only be changed as specified under ¶101, *Changing the Supply Source*.

Centers of Operations

[E52.] The Centers of Operations may be set-up with any friendly force at the owning player's option, or anywhere on any Primary Road which lies between his own forces and his active Supply Source at that time.

[E53.] Both Centers of Operations are Active at the start of the Campaign Game.

Garrisons

[E54.] At the start of each scenario, in addition to the Supply Source garrison, each player may place up to two Garrison markers: one each in any Fortified Town or Citadel unoccupied by enemy forces, which lines between his own forces and his Supply Source at that time.

Vedettes

[E55.] Vedettes can be placed at start according to the rules governing their placement (*see ¶24*).

Bridge Trains

[E56.] The Austro-Russian Player receives two bridge trains, one of which is assigned to Kutusov, and the other to Buxhöwden. The French Player receives one bridge train which he may place with any leader at the beginning of the scenario.

Reinforcements

[E57.] Any combat unit that is not in play at the start of the scenario may be introduced into play by the owning Player as a reinforcement unit with strength deducted from the Replacement Point Pool during the Reinforcement Segment of the Movement Phase (*see ¶E29, ¶152, and ¶154*).

Army Condition

[E58.] The Army Condition markers for both sides begin all scenarios at "zero." Armies may begin play On Campaign or In Quarters at the owning player's option.

Special Rule: Mantova

[E59.] The Citadels of Mantova and Citadella are considered to be under siege at the start of each scenario. The Attrition Modifier (*see ¶289*) starts at the following values:

Elapsed duration of siege:

29 July: 0

1 Sept.: -3

4 Nov.: -1

7 Jan.: +3

Vienna Morale

[E60.] The Vienna Morale Marker begins every scenario at "zero."

Victory Conditions

[E61.] The Victory Conditions determine who wins the game.

Automatic Victory: (see ¶E45)

Other Levels of Victory:

If no automatic victory condition is met prior to the end of the game, the level of Vienna Morale at the end of the game determines the Level of Victory.

Vienna Level of

Morale Victory

+3	Austrian Operational
+2	Austrian Operational
+1	Austrian Tactical
0	Austrian Marginal
-1	French Marginal
-2	French Tactical
-3	French Operational

ERRATA & CLARIFICATIONS

MANIFESTS

French Leader Manifest: On 29 July & 7 Jan., change Vaubois to “•”.