

BONAPARTE IN ITALY [1800]

The Marengo Campaign

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INTRODUCTION

[E1.] *Bonaparte in Italy—The Marengo Campaign* covers the Napoleon Bonaparte’s 1800 Italian campaign that culminated in the Battle of Marengo.

[E2.] This update covers only the last scenario (Scenario VIII) of the 1st Edition of *Bonaparte in Italy*.

[E3.] This Exclusive Rules folder contains rules particular to *Bonaparte in Italy—The Marengo Campaign*, which is a part of the *Campaigns of Napoleon Series 1X*. These rules have been designed to be used with the *Campaigns of Napoleon 1X Consolidated Rules*, and unless otherwise stated, all the Consolidated Rules apply. Exclusive Rules either add to or modify the Consolidated Rules.

GAME EQUIPMENT

[E4.] This revised version of *Bonaparte in Italy* requires the following components, some from the 1st Edition of the game:

- This revised Exclusive Rules booklet, and the displays and tracks it contains
- The 1800 Exclusive Tables
- The Campaigns of Napoleon 1X Consolidated Rules
- The Common Tables for the series
- Two Game Maps, 22" x 34" (the West and Center maps only)
- Those units and leaders labeled for Scenario VIII (1800) (Austrian: 38 + 10 Major Generals; French 30 + 10 Major Generals), and one Austrian Bridging Train
- The following markers: a Game Turn marker, the Vienna Morale marker, the 200s markers, an Army Condition marker (1 for each player), AP markers (2 for each side), Siege markers, destroyed bridge markers, 2 Looted markers, a blank marker for the weather, & a Center of Operations marker (one for each player, though the French one is yellow on the front)
- Two six-sided dice

Game Map

[E5.] The Game Map shows all but the eastern end of the Po River Valley in Northern Italy. The map is printed in two sections, designated West and Center. The section ID letter, W for West and C for Center, precedes each hex number; e.g., Lodi is in hex C3126. Lay the Center map over the West map, overlapping them by one hexrow.

Counters

[E6.] French units are blue and Austrian units are yellow.

[E7.] To conform this game to the 1X Consolidated Rules, the following counter changes must be made:

- Even though the backs of the leader counters do not have flags, treat the backs as the “flag” side when playing with concealed Forces. If playing with concealed Forces, use the white (1796) Austrian Major Generals because the color of their reverse sides matches that of the named leaders.
- Should players wish to use Vedettes, use the reverse side of a counter from the 1796 scenarios. The French may use up to 6 Vedettes, and the Austrians up to 8. Treat all Vedettes as having standard ratings of ½-0-9.
- There are no Supply Source counters in the original game. Use a blank counter or an engineer unit of the appropriate national color as a Supply Source marker.
- The pontoon bridge, Center of Operations, and substitute Supply Source markers have no second side as in other games. Use the blank side of the Center of Operations and Supply Source markers to indicate that they are not active. Players will just have to remember if a bridge marker is a deployed pontoon or a Bridge Train.
- Disregard all ratings on the leaders. Use the ratings for the leaders found on the Organizational Displays included with this update.
- All units now have full ratings based on information in the original game. Generally, a) a unit cannot have more SPs than it starts the game with; b) each infantry unit has a subordination cost of 1 and a movement allowance of 5; and c) each cavalry unit has a subordination cost of ½ (unless it shares a name with an infantry unit, in which case that cost is 0), and a movement allowance of 7. Thus, the ratings are:

French Unit Ratings:

Bessieres (Cav X)	1 [½] 7
Bethenct. (Inf X)	2 [1] 5
Boudet (Inf XX)	7 [1] 5
Chambr. (Inf X)	7 [1] 5
Chabran (Inf XX)	7 [1] 5
Clausel (Inf XX)	5 [1] 5
Duvigna. (Cav X)	2 [½] 7
Gardne. (Inf XX)	4 [1] 5
Gazan (Inf XX)	5 [1] 5
Harville (Cav X)	3 [½] 7

Lapoypi (Inf XX)	3 [1] 5
Lecchi (Inf X)	1 [1] 5
Lesuire (Inf XX)	3 [1] 5
Lorge (Inf XX)	4 [1] 5
Loison (Inf XX)	7 [1] 5
Pouget (Inf XX)	5 [1] 5
Miollis (Inf XX)	5 [1] 5
Monnier (Inf XX)	7 [1] 5
Turreau (Inf XX)	3 [1] 5
Watrin (Inf XX)	7 [1] 5

Austrian Unit Ratings:

Bellegrd. (Inf X)	3 [1] 5
Bellegrd. (Cav X)	1 [0] 7
Brieg (Inf X)	3 [1] 5
Davidov. (Inf X)	3 [1] 5
Doller (Cav X)	2 [½] 7
Edder (Inf X)	3 [1] 5
Festenb. (Cav X)	2 [½] 7
Frimont (Inf X)	3 [1] 5
Frimont (Cav X)	1 [0] 7
Kneswich (Inf X)	4 [1] 5
Larmarsal (Inf X)	2 [1] 5
Laterni. (Inf X)	4 [1] 5
Laudon (Inf X)	3 [1] 5
Nimptsch (Inf X)	3 [1] 5

Nobily (Inf X)	3 [1] 5
O'Reilly (Inf X)	3 [1] 5
O'Reilly (Cav X)	1 [0] 7
Pilati (Inf X)	2 [1] 5
Pilati (Cav X)	2 [0] 7
Rousseau (Inf X)	4 [1] 5
St. Julien (Cav X)	2 [½] 7
Seczeny (Inf X)	4 [1] 5
Seczeny (Cav X)	1 [0] 7
Sticker (Inf X)	4 [1] 5
Ulm (Inf X)	4 [1] 5
Weber (Inf X)	4 [1] 5
Weiden (Inf X)	5 [1] 5

GAME SPECIFIC RULES

ARMY CONDITION

[E8.] Each Army Condition Track specifies a number to add to the Attrition die roll of all forces in that Army. At the beginning of each turn except the first move the Condition Marker one space on the track to the right. The attrition die roll modifier is shown at the bottom of the track.

How to Record Army Condition

[E9.] At the start of the game, set the Condition Marker in the first track space labeled “1” with a modifier of “zero.” Each player moves his marker up one space during each Administrative Segment (except for the first turn). Army Condition may never decrease.

IV. VIENNA MORALE

[E10.] Austrian morale is recorded on the Vienna Morale Track. This morale may be positive, neutral, or negative. At the start of the game, 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 the conditions listed below.

French Capture or Isolation of Milan and Turin

[E11.] If Milan (C2418) is captured or isolated by a French Force, reduce Vienna Morale by 2. Should an Austrian Force then recapture or relieve Milan, increase Vienna Morale by 2. If Turin (W1710) is captured or isolated by a French Force, reduce Vienna Morale by 1. Should an Austrian Force then recapture or relieve Turin, increase Vienna Morale by 1. Turin or Milan is isolated at the end of any Game Turn in which the Austrian Player cannot trace an LOC between the city and any possible Austrian Supply Source.

Austrian Capture of Genoa

[E12.] If Genoa is captured by an Austrian Force, increase Vienna Morale by 1. Should a French Force then recapture Genoa, decrease Vienna Morale by 1. Genoa may not be isolated (due to its access to the sea).

Morale Modifier for APs

[E13.] If Vienna Morale is -2, the Austrian Player shifts one column to the right when rolling on the Administration Point Pool. If Vienna Morale is -3 or -4, shift two columns to the right.

Effects of Morale on Austrian Army Condition

[E14.] Each time Vienna Morale is reduced one Level, the Austrian Army Condition is also reduced one Level (up to four spaces). *Improvements* in Vienna Morale never improve Army Condition; a worsening of Army Condition does not reduce Vienna Morale.

Effects of Morale on Ending the Game

[E15.] 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

Leader and Combat Unit Setup

[E16.] The initial placement for the combat units and leaders is given in the Scenario Information. Each line of the set up lists either a leader (in bold type on a gray line) or a combat unit.

[E17.] Each Leader listed is placed on the map at the hex location next to the leader’s name. When the words “MG Infantry” appear for a Force, use a Major General as its Leader. (The leader name in bold is listed for historical interest purposes only.) Place any subordinate leader in the “0” box of the superior leader commanding his Force.

[E18.] Combat units are listed below the leader whose track they set up on; their corresponding strengths are in a separate column to the right. Unit types are indicated by a letter after a unit’s strength: i = infantry, a = artillery, and c = cavalry. Combat units listed directly beneath a Leader should setup on that Leader’s track as part of his Force. Place the combat units on the numbered track spaces corresponding to their listed strength (*see “Organization Displays,” ¶422*).

[E19.] The Campaign Game of *Bonaparte in Italy—The Marengo Campaign* covers the period from 26 May 1800 through 16 June (11 turns).

First Player

[E20.] The French Player is the First Player.

Game Start

[E21.] Place the Game-Turn Marker on turn 1 of the special the Turn Record Track on the West map.

Scenario End Date

[E22.] The scenario ends at the end of 11 turns (*exception: see ¶E53*).

Administrative Point Levels

[E23.] The French Player begins with **3 APs**. The Austrian Player begins with **8 APs**. Place the AP Level Markers (x1, x10) at those levels on the Accumulated AP Track at the start of the scenario.

Supply Sources at Start

[E24.] 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

[E25.] 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.

[E26.] Both Centers of Operations are Active at the start of the Campaign Game.

Vedettes

[E27.] Vedettes can be placed at start according to the rules governing their placement (*see ¶24*).

Bridge Trains

[E28.] The Austrian Player receives one bridge train, which is placed with Marshal Melas at the beginning of the game. The French Player does not receive any bridge trains.

Army Condition

[E29.] The Army Condition markers for both sides begin in the 1 box of the “zero” modifier.

Vienna Morale

[E30.] The Vienna Morale Marker begins at “zero.”

Special Rule: Soult

[E31.] Soult is with Massena in Genoa. Treat him as a Major General (with greater Initiative and Command Span ratings) for any units under Massena.

Victory Conditions

[E32.] The Victory Conditions determine who wins the game.

Automatic Victory: (see ¶E15)

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. Note that the French can only win through an Automatic Victory.

Vienna Level of

Morale Victory

0 to +3 Austrian Victory

-3 to -1 Draw

Alternate Victory Conditions

[E33.] Vienna Morale is only affected as in the Consolidated Rules (i.e., disregard ¶E11 and ¶E12 above). If no automatic victory condition is met prior to the end of the game, then the Austrian Player wins if he has a unit in Genoa (C0552) that is in Dispatch Distance to his active Center of Operations at the end of the game. If not, then the French Player wins.

ERRATA & CLARIFICATIONS

MAP

Consider hex C0552 (Genoa) to be a Citadel.

The following town names are misspelled: C3118 (Gorgonzola),

C3431 (Castelpusterlengo), C2734 (Castel San Giovanni),

C2333 (Stradella), and C1133 (Castelnuovo).

The roads appear to be washed out where they cross rivers.

Consider all roads to bridge rivers except where specifically destroyed by players.

Add river hexsides as follows:

- Between W1614 and W1714.
- Between W2014 and W2114.
- Between hexrows C0700 and C0800 from C0704 to C0805.
- Between C0703 and C0704.
- From C0240 to C0243 to W3933 connecting the existing river fragments.

Add roads from W0146 to W0447.

COUNTERS

The Austrian St. Julien unit should be a cavalry unit.

The French Center of Operations marker should be blue on the front, not yellow.

CAMPAIGN SCENARIO SETUP

This setup reflects the situation on 26 May 1800.

Austrian Forces	
Melas	W1224
Bridging Train	
Motzin	W1224
Weidenf.	5i
Bellegrd.	3i
Bellegrd.	1c
Ott	C0551
Gottesheim	C0551
Knesw.	4i
Seczeny	4i
Seczeny	1c
Haddick	C2407
Nobily	3i
Pilati	2i
Pilati	2c
Hohenzollern	C0452
Rousseau	4i
Frimont	3i
Frimont	1c
Kaim	W0605
Nimptsch	3i
Lamars.	2i
Vogelsang	C0653
Edder	3i
Weber	4i
O'Reilly (MG Infantry)	W1710
O'Reilly	3i
O'Reilly	1c
Brieg (MG Infantry)	W2202
Brieg	3i

French Forces	
Bonaparte	W2401
Bessieres	1c
Duhesme	W2401
Loison	7i
Boudet	7i
Murat	W2401
Harville	3c
Victor	W2401
Chabran.	7i
Chamb.	7i
Lannes	W2502
Watrin	7i
Monnier	7i
Massena	C0552
Miollis	5i
Gazan	5i
Turreau (MG Infantry)	W0404
Turreau	3i

FRENCH ORGANIZATIONAL DISPLAY

General Bonaparte 5 [4] 8 ★

0	1 200	2 400	3 600	4 800	5 1000	6	7
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General Desaix 4 [3] 6 ★

0	1 200	2 400	3 600	4 800	5 1000	6	7
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General Duhesme 2 [2] 3

0	1 200	2 400	3 600	4 800	5 1000	6	7
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General Lannes 3 [2] 3

0	1 200	2 400	3 600	4 800	5 1000	6	7
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General Massena 5 [3] 6

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

General Moncey 2 [3] 6

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

General Murat 4 [2] 3

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

General Soult 3 [3] 6

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

General Suchet 3 [3] 6

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

General Victor 3 [2] 3

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

Major General Infantry 1 1 [2] 1.5

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

Major General Infantry 2 1 [2] 1.5

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

Major General Infantry 3 1 [2] 1.5

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

Major General Infantry 4 1 [2] 1.5

0	1 200	2 400	3 600	4 800	5 1000	6	7
---	----------	----------	----------	----------	-----------	---	---

Major General Cavalry 1 4 [1] 1

0	1 200	2 400	3 600	4 800	5 1000	6	7
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Major General Cavalry 2 4 [1] 1

0	1 200	2 400	3 600	4 800	5 1000	6	7
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AUSTRIAN ORGANIZATIONAL DISPLAY

Marshal Melas 4 [4] 6

0	1	2	3	4	5
	200	400	600	800	1000

Marshal Ott 3 [3] 4

0	1	2	3	4	5
	200	400	600	800	1000

Marshal Vukassovich 3 [3] 4

0	1	2	3	4	5
	200	400	600	800	1000

General Elsnitz 3 [2] 3

0	1	2	3	4	5
	200	400	600	800	1000

General Gottesheim 2 [2] 3

0	1	2	3	4	5
	200	400	600	800	1000

General Haddick 2 [2] 3

0	1	2	3	4	5
	200	400	600	800	1000

General Hohenzollern 3 [2] 3

0	1	2	3	4	5
	200	400	600	800	1000

General Kaim 2 [3] 4

0	1	2	3	4	5
	200	400	600	800	1000

General Motzin 2 [2] 3

0	1	2	3	4	5
	200	400	600	800	1000

General Palfy 1 [2] 3

0	1	2	3	4	5
	200	400	600	800	1000

General Vogelsang 2 [2] 3

0	1	2	3	4	5
	200	400	600	800	1000

Major General Infantry 1 1 [2] 1.5

0	1	2	3	4	5
	200	400	600	800	1000

Major General Infantry 2 1 [2] 1.5

0	1	2	3	4	5
	200	400	600	800	1000

Major General Infantry 3 1 [2] 1.5

0	1	2	3	4	5
	200	400	600	800	1000

Major General Infantry 4 1 [2] 1.5

0	1	2	3	4	5
	200	400	600	800	1000

Major General Infantry 5 1 [2] 1.5

0	1	2	3	4	5
	200	400	600	800	1000

Major General Cavalry 1 4 [1] 1

0	1	2	3	4	5
	200	400	600	800	1000

Major General Cavalry 2 4 [1] 1

0	1	2	3	4	5
	200	400	600	800	1000

Vienna Morale Track

-4	-3	-2	-1	0	+1	+2	+3	+4
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Weather Track

Rain	Fair	Heat
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Austrian Administrative Point Track

0	1	2	3	4	5	6	7	8	9
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Austrian Army Condition Track

1	2	3	4	1	2	3	4	1	2	3
zero				+one				+two		

French Administrative Point Track

0	1	2	3	4	5	6	7	8	9
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French Army Condition Track

1	2	3	4	1	2	3	1	2	1	2
zero				+one			+two		+three	

TURN RECORD CHART

A (column heading) = Army (F = French, A = Austrian)

SP types: i = Infantry; c = Cavalry

Italics = Historical interest only

Turn	A	May 1800	Hex / SPs
(1) 26-27		Begin Game	
(2) 28-29	F	Lecchi (MG Infantry)	C0301
		Lecchi	1i
	A	Vukassovich	C2301
		Davidovich	3i
		Laudon	3i
		Festenb.	2c
		Doller	2c
(3) 30-31	F	Bethenct. (MG Infantry)	C1001
		Bethenct.	2i
	F	Moncey	C2301
		Lorge	4i
		Gardanne	4i
		Lapoypi	3i
	A	Elsnitz	W0146
		Sticker	4i
		Ulm	4i
		A	Palfy
	Latterm.		4i
St. Julien	2c		

Turn	A	June 1800	Hex / SPs
(4) 1-2	F	Suchet	W0146
		Clausel	5i
		Pouget	5i
		Lesuire	3i
(5) 3-4			
(6) 5-6			
(7) 7-8		Increase Attrition modifier of any besieged Force by 1	
	F	Desaix	C2301
		Duvignau	2c
(8) 9-10		<i>Battle of Montebello</i>	
(9) 11-12			
(10) 13-14		<i>Battle of Marengo</i>	
(11) 15-16		End Game	