

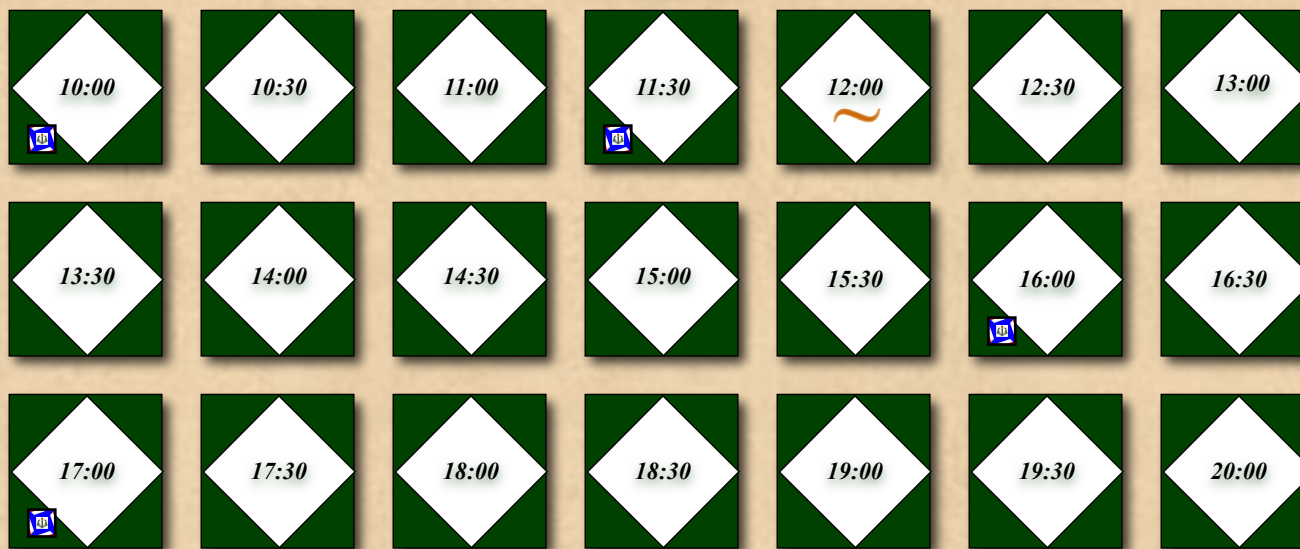


Tactiques Napoléon 1796 - Lodi



Général en Chef Bonaparte vs. Generalmajor Sebottendorf

10 May 1796



Scenario

First Turn: 10:00

Last Turn: 20:00

Turns: 21

- The Austrian player deploys first. The French player activates first every Turn.
- Rest and Refit:** The French player has the option to suspend the battle for 2 hours (4 Turns). This Rest and Refit Segment must be announced by the French player prior to the Events Segment. During Rest and Refit players perform the following steps in order:
 - All French units must retreat. Artillery must limber to do so.
 - Engage Orders of both armies are changed to Maneuver Orders.
 - Erase up to 4 Fatigue circles from all Commands.
 - Remove all *Disorganized* and *Tired* markers.
 - Routed units, lightly wounded and unhorsed Leaders return to play and are deployed adjacent to any unit in their Chain of Command.
 - Advance the Turn marker 4 Turns and resume play.

Terrain

- Adda River:** Beginning with the 12:00 Turn, the French player may move a unit off either map edge to attempt to discover a ford over the Adda River.
 - If at least 1 unit has been exited, the French player rolls 1d10 during each subsequent Events Segment to see if a ford has been discovered. On a roll of 10 or more a ford is successfully discovered.
 - Apply a + 1 die roll modifier for every 2 non-Shattered units the French player exits.
 - If a ford is discovered, apply a - 1 modifier to all Austrian Morale Checks thereafter.
 - Units exited off the map never return and make their Command ineligible for Reserve Rating modifiers.

Victory Conditions

- French Tactical Victory:** If they capture 1 of the 3 road hexes leading off the north map edge.
- Draw:** Any other result.
- Austrian Tactical Victory:** If at least one Austrian infantry unit is on or adjacent to the Lodi bridge at game end.

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Original Game Design by Lex Nosworthy

Tactiques Napoléon module by Jean Tessier

Terrain Chart

| Terrain | Infantry | Cavalry | Artillery | Leaders | Stacking | LoS | Cover | Broken | Rally | Notes |
|------------------|------------|------------|------------|------------|----------|------------|--------|--------|-------|---------------------------------|
| Open Ground | 1 | 1 | 1 | 1 | 24 incr. | Clear | 0 | Clear | Yes | ~ |
| Cultivated Field | 2 | 2 | 2 | 1 | 18 incr. | Clear | - 1 | Clear | Yes | ~ |
| Woods | 2 | 3 | 4 | 1 | 12 incr. | Blocking | - 2 | Broken | No | General Terrain |
| Village | 2 | 4 | 2 | 1 | 12 incr. | Blocking | - 2 | Broken | No | General Terrain |
| Farm | 1 | 2 | 2 | 1 | 18 incr. | - 1 Hinder | 0 | Clear | Yes | Defender has Supported Flanks |
| Walls of Lodi | + 4 | Impassable | Impassable | + 4 | ~ | Blocking | - 4 | Broken | ~ | Fortification hexside |
| Stream | + 1 | + 2 | + 4 | + 0 | ~ | Clear | 0 | Broken | ~ | Cavalry crossing <i>Disrupt</i> |
| Adda River | Impassable | Impassable | Impassable | Impassable | ~ | Clear | 0 | ~ | | ~ |
| Road | 1/2 | 1/2 | 1/2 | 1/2 | March | See OT | See OT | See OT | ~ | ~ |



The road hex leading to Fombio is the French Depot hex.



The road hex leading to Crema is the Austrian Depot hex.

Event Table

| Roll | Event | Results |
|-------|--|---|
| 1 ~ 3 | Rally to the Colors | Each player may return any one <i>Routed</i> unit to the map or erase one Low Ammo circle from any artillery units that is In Command. |
| 4 ~ 5 | Nicoletti in Reserve (Once per game) | Apply a + 1 modifier to Austrian Commitment Checks for the remainder of the game. |
| 6 | Pour La Patrie | French player picks any unit with a + 4 Morale Value to immediately become a + 6 Morale value unit for the remainder of the game. |
| 7 | Exhausted Cavalry | The Neapolitan Chasseurs lose Readiness and become <i>Tired</i> . If they are already <i>Tired</i> they become <i>Exhausted</i> . If they are <i>Exhausted</i> they <i>Rout</i> and are removed from the map. |
| 8 | Le Petit Corporal (Once per game) | GdD Bonaparte adds a + 1 fire modifier to artillery units he is stacked with for the rest of the game. |
| 9 | L'Assault (Once per game) | The French player may combine the Morale Bonus modifiers of all Leaders stacked in a hex (not just the ranking one) for the duration of a Turn. This Event is in effect until the French player uses it. |
| 10 | L'Etoile de Napoléon (Once per game) | GdD Bonaparte's Morale Rating is increased to + 2 for the remainder of the era! |

National Modifiers



- French infantry may Fire with up to 2 increments only.



- French infantry must pass a Task
- Check to change into Line formation.



- Austrian infantry may not Refuse Flanks during the Reaction step.



- Austrian cavalry apply a + 1 Fall Back and Recall TC modifier.

Armée d'Italie

Général en Chef Bonaparte : 4/B/1

Command Range: 10 MPs

Général de Division Berthier : 2/+1/1

Chef d'Etat-Majeur: + 2 MPs

1er Regt. de Hussards + 6 (x .5) x 2 (□□♦□□)

Artillerie à Pied/1 + 5 x 3/8 x 3 (□□) ○○

Division Massena

Général de Division Massena : 4/A/1

Command Range: 7 MPs

Artillerie à Pied/2 + 5 x 3 x 3 (□□) ○○

Artillerie à Pied/3 + 5 x 3 x 3 (□□) ○○

1er Brigade ○○○○○○○○ RR: 2

Général de Brigade Cervoni : 3/~ /0 □□♦□

1er Bn./17e demi-brigade légère + 5 (x 1) x 2 □□♦□□

2e Bn./17e demi-brigade légère + 4 (x 1) x 2 □□♦□□

3e Bn./17e demi-brigade légère + 4 (x 1) x 2 □□♦□□

2e Brigade ○○○○○○○○ RR: 2

Général de Brigade Joubert : 3/~ /0 □□♦□

1er Bn./4e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

2e Bn./4e demi-brigade de ligne + 4 (x 1) x 2 □□♦□□

3e Bn./4e demi-brigade de ligne + 4 (x 1) x 2 □□♦□□

Brigade Dallemange ○○○○○○○○ RR: 4

Général de Brigade Dallemange : 3/~ /0 □□□♦□□

Bataillon de Carabiniers/1 + 6 [x1.5] x 2 □□□♦□□

Bataillon de Carabiniers/2 + 6 [x1.5] x 2 □□□♦□□

Bataillon de Grenadiers/1 + 6 x 1 x 2 □□□♦□□

Bataillon de Grenadiers/2 + 6 x 1 x 2 □□□♦□□

Bataillon de Grenadiers/3 + 6 x 1 x 2 □□□♦□□

Bataillon de Grenadiers/4 + 6 x 1 x 2 □□□♦□□

Brigade Beaumont ○○○○○○○○ RR: 2

Général de Brigade Beaumont : 3/~ /1 □□♦□□

10e Rég. de Chasseurs + 5 (x .5) x 2 □♦□

24e Rég. de Chasseurs + 5 (x .5) x 2 □□♦□

5e Rég. de Dragons + 5 ~ x 3 □□□♦□□

20e Rég. de Dragons + 5 ~ x 3 □□□♦□□

French Special Rules

- French replacement Leaders have 2/~ /0 Leader Values.
- Due to the presence of Augereau approaching the battlefield apply a + 3 RR modifier to all Commitment Checks.

| | RR | Infantry | Cavalry | Artillery | Total |
|--------------------|----|----------|---------|-----------|-------|
| Brigade Dallemange | 4 | 3,000 | 0 | 0 | 3,000 |
| Brigade Beaumont | 2 | 0 | 700 | 0 | 700 |
| Division Massena | 4 | 2,400 | 0 | 16 | 2,720 |
| Reserve | 0 | 0 | 200 | 8 | 360 |
| | 10 | 5,400 | 900 | 24 | 6,780 |

French Reinforcements

Group A (Auto) enters within 5 hexes of the road hex leading to Fombio (south edge).

- 10:00** - Leaders and units of the Army Echelon Command.
- Brigade Dallemange

Group B (+ 7) enters within 5 hexes of the road hex leading to Fombio (south edge).

- 11:30** - Brigade Beaumont

Group C (+ 6) enters within 5 hexes of the road hex leading to Fombio (south edge).

- 16:00** - Leader and units of Division Massena Echelon Command
- Brigade Cervoni

Group D (+ 6) enters within 5 hexes of the road hex leading to Fombio (south edge).

- 17:00** - Brigade Joubert

Osterreichische Hauptarmee

Feldmarshalleutnant Sebottendorf : 2/~ /1 Command Range: 7 MPs

Reserveartillerie/1 + 5 x 2/8 x 3 (□) ○○
Reserveartillerie/2 + 5 x 2/8 x 3 (□) ○○

Brigade Sebottendorf () () ○○○○○○ RR: 4

Oberst Stadler : 1/~ /0 □□□□◆□□□□

Terzi I.R. #16/I + 4 x 1 x 2 □□◆□□△
Terzi I.R. #16/II + 4 x 1 x 2 □□◆□□△
Terzi I.R. #16/III + 4 x 1 x 2 □□◆□□△
Alvinczy I.R. #19 + 5 x 1 x 2 □□◆□□△
Thurn I.R. #43/I + 4 x 1 x 2 □□□◆□□□△
Beligioso I.R. #44/I + 4 x 1 x 2 □□◆□□△
Erzherzog Josef Husaren-Regt. #2 + 5 (x .5) x 2 □□◆□□
Neapolitan Chasseurs + 4 (x .5) x 2 □□□◆□□□

Brigade Rossolini () () ○○○○○○ RR: 2

Generalmajor Rossolini : 2/~ /0 □□◆

Nádasdy I.R. #39/I + 4 x 1 x 2 □□□◆□□△
Mészáros Ulanen-Regt. #1 + 4 ~ x 2+1 □□◆□

Brigade Vukassovich () () ○○○○○○ RR: 4

Generalmajor Vukassovich : 3/~ /1 □□◆□□

Grenzerbataillon Karlstädt/I + 5 (x 1) x 2 □□□◆□□□△
Grenzerbataillon Karlstädt/II + 5 (x 1) x 2 □□□◆□□□△
Grenzerbataillon Warasdin/I + 5 (x 1) x 2 □□□◆□□□△
Grenzerbataillon Warasdin/II + 5 (x 1) x 2 □□□◆□□□△
Reserveartillerie/V + 5 x 2/8 x 3 (□) ○○

Austrian Special Rules

- Austrian replacement Leaders have 1/~ /0 Command Ratings.
- As a rear guard action apply a + 2 RR modifier to all Commitment Checks.
- Battalion Guns: Austrian infantry units with a △ symbol benefits from a +1 fire modifier when in Closed formation and firing Defensive Fire.
 - A unit that Shatters or Routs loses its Battalion Guns. Cross off △ on the Roster.

Austrian Deployment

- The following deploy north of the Adda River:
 - Brigade Sebottendorf
 - Neapolitan Chasseurs
 - Reserve Artillerie 1 and 2
- The following deploy in or within 1 hex of Lodi and/or the Lodi bridge:
 - Brigade Vukassovich
 - Brigade Rossolini

| | RR | Infantry | Cavalry | Artillery | Total |
|----------------------|----|----------|---------|-----------|-------|
| Brigade Sebottendorf | 4 | 2,300 | 500 | 18 | 3,160 |
| Brigade Rossolini | 2 | 500 | 150 | 2 | 690 |
| Brigade Vukassovich | 4 | 2,400 | 0 | 11 | 2,620 |
| | 10 | 5,200 | 650 | 31 | 6,470 |