

AN HISTORICAL SIMULATION GAME OF BATTLES IN ITALY, 1796-97

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# BONAPARTE IN THE QUADRILATERAL™

## THE PO VALLEY CAMPAIGN

**Italian Campaigns II: The Achievement in Jeopardy**

LODI ◦ CASTIGLIONE-LONATO  
ARCOLE ◦ MANTOVA ◦ RIVOLI

May 1796—January 1797

**Scenario Information,  
Historical & Design Notes**

Vers. 1.61

*Study Folder*

OPERATIONAL STUDIES GROUP



# Bonaparte in the Quadrilateral

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## GAME COMPONENTS:

4 Map Sheets 22" x 34" and 1 Map Sheet 22" x 17"

2 Counter Sheets: 560 die-cut playing pieces

2 Booklets: System Rules, Study Folder

21 Player Aid Cards: TRC x9, Initial Set-up x5

(French x2, Austrian x3), Casualty x2, Combat Results, Reorganization, Weather, Fog of War Card Instructions x2

- Adding the Cards Folder, 11" x 17"
- Combat Tables Folder, 11" x 17"
- Orders Slip Sheet/Sequence of Play
- Victory Worksheet
- Cards Removed from Deck/Scenario Parameters
- Game Box

NOT INCLUDED: OPTIONAL deck of 100 cards (the "Universal Deck") is *not* included. If you do not have them in another OSG game, they can be ordered at Napoleongames.com.

Contact for missing parts: info@Napoleongames.com

## 25.0 SCENARIOS

**May 1796:** Bonaparte arrived at Piacenza with 35,168 men of the Army of Italy, crossing to the north bank of the Po and heading for Lodi, shouldering aside Austrian flank guards. Lodi was abandoned by the Austrians only after Beaulieu's 26,697-man army escaped from harms way and was sprinting for Cremona. In a highly-idealized propaganda moment (see cover), Bonaparte took his sword in one hand and the grenadiers' flag in the other, attempting to lead them against the Austrian guns dominating the bridge and causeway. "A near run thing."

## 25.1 The Scenario Information

**Bonaparte in the Quadrilateral** includes five Battle Games and two Campaign Games. Players select a game to play, and then refer to the Initial Set-up Cards (25.21) and the appropriate section, listed below, to find the scenario information for each game:

27.0 LODI, 10 May 1796

28.0 CASTIGLIONE, 5 Aug. 1796

29.0 ARCOLE, 15-17 Nov. 1796

30.0 RIVOLI, 14-15 Jan. 1797

31.0 THE SIEGE OF MANTOVA, Sep. '96, Jan. '97

32.0 CALDIERO MINI-CAMPAIGN, 12-17 Nov.

33.0 GRAND CAMPAIGN, Aug. 1796–Jan. 1797

**25.11 Turn Record Card (TRC):** For each battle one or more TRCs are provided. The Game-Turn marker is placed on the turn designated as the Game Start. All TRCs are used sequentially in 33.0. EXCEPTION: Lodi is not included in the Campaign game.

**25.12 One-Day Scenarios:** Begin by playing any of the one-day Battle Games (Day of Battle, DoB): 10 May, 5 August, 15 September, 15 November, or 14 January.

**25.13 French Player Nationalities:** The French Player controls units of France.

**25.14 Coalition Player Nationalities:** The Coalition Player controls units of Austria (and one unit of Naples).

**25.15 Forces:** Each army has a separate Order of Battle for each battle. EXCEPTIONS: vedettes, baggage, and leaders, which are interchangeable; and ALT Reinforcement units called up in more than one battle (25.17).

**25.16 Color Coded Initiative Rating:** The color of the Initiative Rating box indicates the battle: Dark Blue, Lodi; Yellow-Orange, Arcole; Red, Rivoli; Black, Mantova garrison/blockade; regular army color indicates Castiglione. These colors do not always apply to ALT Reinforcements, the Siege of Mantova, and to the Campaigns, which may borrow forces from a different color-group.

**25.17 ALT Units in More Than One Battle:** Some ALT Reinf. units, vedettes, and others (e.g., Motte and Rampon in Massena's Div.) may appear in more than one battle. In these cases, the Initiative Box color is not used as a guide to set up.

**25.18 French Vedettes:** Most French vedettes have only one counter, and can be used freely in any battle and any parent unit, regardless of i.d. EXCEPTION: The French 8<sup>th</sup> Dragoons has two counters, one with the VII Division, one generic (gray stripe); only one of these may appear at any one time.

**25.19 Austrian Vedettes:** Twelve Austrian Hussar Vedettes are generic (no stripe). The Austrians divided their cavalry regiments into small packets of 1, 2, 3 or 4 squadrons; hence the 2, 5 and 8 Hus have multiple counters that *may* appear at the same time.

**25.2 Setting Up the Scenarios**

All units set-up In Supply as Hidden Forces (8.2). All reinforcements (25.5) are in supply upon entry. Units may start in Road March at the owning player's option.

**25.21 Initial Set-up:** The First Player (26.6) sets up first. The units to set-up are listed on the Initial Set-up Cards. The Initial Set-up specifies the location for each unit. Refer to the appropriate column for your battle. Some units listed are only in play in the campaigns. The units to set-up at reduced strength are listed with an ®. They are treated as having been eliminated and already reorganized. "Composition" and "Comments" are for historical interest.

**25.22 Hex Numbers:** The hex numbers on the Initial Set-up cards show where units are located at the start of the scenario. Place all combat units and leaders on the map in the hexes specified. If there is no hex number listed, the unit is not placed in the PEU box, but is out of play; or, may be ALT (25.51). The second player may *adjust* any one friendly unit by one hex prior to the first player turn (not in an EZOC). The set-up may include overstacked hexes. Make sure to observe stacking limits on your first move.

**25.23 Reinforcements** (19.1, 25.5): Reinforcement arrival is listed on the Turn Record Card (as modified by the play of Arrival Cards, 24.7). If the Formation designation follows an officer's name, all units of that formation arrive on the same turn (25.53).

**25.24 Pontoon Trains:** Availability of pontoon trains is specified in the scenario information. Available Pontoon Trains must be set-up within [7] hexes of any friendly Commander unless otherwise specified.

**25.25 Baggage Trains:** All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements (25.26), unless otherwise specified. Each formation has its own dedicated baggage train. EXCEPTION: Formations with fewer than 4 units in play.

**25.26 Train Reinforcements:**

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement, the baggage and pontoon trains arrive *after* all combat units.
- If a formation arrives over several turns, the trains arrive at owner's choice of time.
- If part of the formation sets-up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

**25.27 Leaders:** Leaders set-up in the hex specified, or, at owning player's choice, Commanders may set-up with any Friendly force—Officers in any hex containing units of their Formation—in supply and not in an EZOC.

Leaders ignore Mode Cards unless specifically mentioned. Leader cards may be played as "inapplicable" (24.35) prior to the named leader's arrival.

**25.28 Vedettes:** Vedettes may be deployed at the beginning of a scenario at the owning player's choice, anywhere within *three* hexes of their parent unit (not in an EZOC). The *second* player deploys all available vedettes first, then the first player deploys.

**25.29 Guard:** There are *no* Guard units (11.3).

**25.3 Forces at a Glance**

(Mini-Campaign forces not included.)

**25.31 French Forces**

<i>Div.</i>	<i>LOD</i>	<i>CAS</i>	<i>CAL</i>	<i>ARC</i>	<i>RIV</i>	<i>MAN</i>
I Massena	★	★	★	★	★	•
II Augereau	★	★	★	★	•	•
III Joubert	•	•	•	•	★	★
IV Rey	•	•	•	•	★	•
V Despinoy	•	★	•	•	ALT	•
VI Sauret	•	★	★	•	•	•
VII Fiorella	•	★	•	ALT	•	★
C Kilmaine	ALT	★	ALT	•	•	★
Res Victor	•	•	★	★	★	•

**25.32 Austrian Army of Lombardy**

<i>Col</i>	<i>LODI</i>	<i>CAS</i>	<i>CAL</i>	<i>ARC</i>	<i>RIV</i>	<i>MAN</i>
I Sebottendorf	★	★	•	•	•	•
II Davidovich	•	•	ALT	•	ALT	•
III Melas	•	★	•	•	ALT	•
AG Mészáros	•	•	•	★	•	★
IV Quasdanov	•	ALT	★	★	★	•
I Alvinczi	•	•	•	•	★	•
V Provera	•	•	★	★	ALT	•
VI d'Yrles	•	•	ALT	•	•	★
Res (no leader)	•	•	★	•	★	★

KEY: ★= in play. • = Not Available. ALT = Alternate Reinforcement.

**25.33 French Divisions:** The French Army did not have Corps Formations in 1796-97, but deployed divisional formations with their own officers. We have used Roman numerals to identify them. (Use 3.23 *not* 3.22).

**25.34 Austrian Formations:** The Austrian Columns are called "Corps" for our purposes. (For Aust. Divisions see 25.84). General Beaulieu commanded the Austrian Army in May, but for game purposes he is treated like an extra officer (not a commander or commander-officer). He can command any Austrian units within his range. Alvinczi was the Army Commander in Nov.-Jan., and is a commander-officer of the I Corps in Jan.

**25.35 Utility Markers:** Utility Markers are Weather, Casualty Level, Late Start, Reinforcements Delayed, Square, Out of Supply, Reorganizing, Overrun, Charge,

Game-Turn, Control, Burnt Bridge, Repaired Bridge, Improved Position, Construction, Road March, Demoralized, Out of Command, In Command and Repulse. The use of these markers is explained below or in the Series Rules Folder.

- **Casualty Level:** These markers are placed on the Demoralization Track to record Casualty Levels (21.1).
- **Late Start:** Use the marker on all unawakened Commanders (Card No. 2, Late Start). The reverse side denotes Commanders and officers who are unable to provide command while Reorganizing.
- **Reinforcements Delayed:** applies to forces that are subject to Fog of War Card No. 24, Delay—March Confusion.
- **Square:** Place the square marker on any infantry unit that was successfully charged to denote increased movement costs.
- **Suppressed:** (See Bombardment Table)
- **Command Markers:** During the Command Segment (B.4) place *In Command* markers on officers and units placed in command by *commanders*. Then place *In Command* or *Out of Command* markers on officers as they check initiative. As you go along, place *Check* markers on units beyond command range. (These will check initiative shortly.) When checked and initiative is gained, place a *gray Out of Command* marker to indicate the unit *may move up* to its MA—but *not advance* after combat.

#### 25.4 Scenario Information Detail

The following information is provided in 27.0—33.0.

**25.41 Duration:** The game ends with the completion of the last turn specified under “Duration,” or may end immediately when all the formations of one side are demoralized or have exited. The Level of Victory still has to be determined (26.2).

**25.42 Mode Cards at Start:** The number of Mode Cards to draw on the first turn only.

**25.43 Remove Cards from Deck:** Before play begins remove specified number of cards from each Player’s card deck (24.2). See separate list per Battle. *Scenario Parameters* is a summary of all the info you need to play, for all the battles, in one place.

**25.44 Bonus Cards:** On the second turn of each battle, each player draws a number of Bonus Cards specified for that battle. If playing the Campaign, at the end of each battle, each player draws a number of Bonus cards determined by victory level (26.5).

**25.45 Alternate Reinforcements (ALT):** (25.51)

**25.46 Special Rules:** Rules that apply to this battle; at start conditions and map area in play. Quad-Specific Rules (25.7) apply to all battles.

**25.47 Victory Conditions:** Victory Points (26.1) are awarded for control of places on the map. Certain VP locations that *do not* count in a battle may be listed.

#### 25.5 Reinforcements

Reinforcement units (19.1) are placed on the Turn Record Cards, and enter at the mapped hex specified on the TRC. All units of the formation enter on the same turn unless listed separately, subject to card play, depending on size of formation for multi-hex forces (25.53).

**25.51 Alternate Reinforcements (ALT):** *ALT Reinforcements are nearby formations and units that were close enough to have appeared.* ALT Reinforcements are listed in the Scenario Information by group number. One numbered group of friendly ALT Reinforcements arrives for each Alternate Reinforcements Card (No. 29) played. ALT groups must arrive in order of priority starting with #1. Each time an ALT group enters, the enabling card is **removed from play** after being scored (26.16). ALT reinforcements enter at a reinf. entry hex or Supply Source of the same army.

If not using the cards—roll *two* d6 during the Command Movement Segment of every Player Turn: on a result of 2 or 3, you may enter the next group of Alternate Reinforcements listed; if you roll a 4–12, there is no result. If you roll a 2 or 3, your opponent can roll 2d6 to delay by one turn the alternate reinforcements; the delay is successful if he also rolls a 2 or 3.

**25.52 Hidden Reinforcements:** All Reinforcements enter the map as Hidden Forces. Vedettes may enter instead of their parent LC units.

**25.53 Deploying Off-Map Reinforcements:** For multi-hex forces, prior to entry, all additional stacks after the first are deployed off-map in a column (*see Glossary*), beginning with the leader at the front of the column, and ending with the baggage (25.26). Reinforcements can enter in Road March at the owning player’s option.

#### 25.6 March Orders

One March Order *per player* may be issued prior to the start of any scenario, to any friendly force in play on the map, *if* a Commander of the appropriate army is on-map at the start of the scenario (20.1). Special Rules may alter the number of March Orders at start.

**25.61 Pre-Programmed March Orders:** The Special Rules may specify mandatory “pre-programmed” March Orders. These orders represent historical conditions limiting the leaders’ freedom of action. They can be removed according to 20.23. One March Order can be changed at night (20.4, 2.2B).

**25.62 Late Start Mode Card:** If you want to change a pre-programmed March Order and you drew a Late Start Mode Card, you’ll need to wake up first. A “sleeping” leader moves with his units. *NOTE: Any kind of SNAFU can be covered by the term “asleep.”*

## 25.7 Quadrilateral-Specific Rules

The following Special Rules apply to all battles.

**25.71 Night Combat:** Darkness creates certain exceptions to the rules of Movement and Combat. All turns marked with the diagonal shading on the TRC use the *Day* Sequence of Play with the following modifications:

- There is **No Command Movement Segment**: All Movement during the shaded turns is by *Initiative*. EXCEPTIONS: Units with a current March Order in effect (20.4); Commanders can move freely (individually).
- There is **NO LOS** during shaded turns. You *must* define attacks before revealing enemy units.
- All “Ar\*” and “Dr\*” results become “**Shock**.”
- Arty. and HArt. may *not bombard* or contribute their strength to an adjacent attack; they may *defend* against enemy attacks as they would during daylight hours.
- Cards are not drawn or played during shaded turns. Movement Allowance is 2/3 MPs (inf/cav).

**25.72 Weather Tables:** Determine Weather on the first turn of each day. Check again at 9AM and every 3 turns thereafter. Weather stays the same between checks.

**25.73 Baggage Train Movement:** All Formations must recover any units awaiting reorganization before their baggage trains move farther away from the current friendly supply source. If the Formation’s Trunk Line (17.43) is increased, roll for each unit of the Formation still on the Reorganization Display: on a die roll of 5 or 6 move the unit to the PEU. All units that are out of supply (or lack a baggage train) upon reorganization (22.2) must also roll as above.

**25.74 Ford Hexsides:** Fords are treated as stream hexsides and share all the effects of stream terrain (except the MP cost to cross). During Thunderstorm weather all Fords are unusable (during all three turns) for both sides.

**25.75 Stone Bridges:** All named bridges (e.g., Mantova 4323, 4722) are made of stone and may not be damaged (7.63).

**25.76 Dragons Teeth:** Impassible gray escarpment hexsides on the Rivoli map with 100 meters of rise or steeper; treat them like river hexsides with blocked LOS. No ZOCs cross them, no attacks or bombardment across. No command trace, no retreat through.

**25.77 Bonaparte:** Bonaparte’s capture will bring about the game’s ending in an Austrian victory.

**25.78 Walled Towns:** Each hex of a Walled Town inside the red enceinte line is treated as a chateau. Unstacked artillery and train units may end their move in any hex of a Walled Town; an exception to (15.21). Walled Towns may be entered by units of either side **only** via one of the named gates (red rectangle with gray fill). Combat between adjacent enemy units on either side of a non-gated, walled hexside, is not permitted. Treat such hexsides as a primary river (4.2). EXCEPTION: Artillery in walled hexes may bombard across the wall. EXAMPLE: A unit

in M-4925 could not enter or attack Mantova directly. It would have to move first to 4825 or 4726. (The only access to the above hexes is via 4926).



**25.79 Causeway Bridge:** Units must be in Road March to enter the causeway hex. They may leave Road March in the hex and end their move there. Enemy ZOCs extend into the Causeway hex. Troops may NOT remain on the bridge doing nothing, adjacent to the enemy; they have to attack. If successful they may choose to advance or remain on the causeway. Combat effects of Bridge Hexside also apply.

## 25.8 Optional Rules

May be adopted by consensus of players.

**25.81 Artillery as Wheeled Units:** Treat all artillery like trains, moving at cavalry costs. Artillery may not enter Slope hexes except by Road or Trail. Artillery may not cross Rivers (even if frozen), or streams, except via bridge, trestle, or Pontoon bridge.

**25.82 Officer Initiative Checks:** If an officer is located 2 or 3 hexes from an enemy unit when he fails his Initiative die roll, the leader, plus all of his units in Command Range may move one (and only one) hex. They are Out of Command. Mark the officer with a “1 Hex” marker.

**25.83 Road March:** Two units of 3 SPs or less may be adjacent to each other when in Road March (7.53).

**25.84 Austrian Stacking:** Austrian infantry may not stack with units outside their own formation (or Division if there is a 3-letter division abbreviation shown on the counter). Austrian divisions in III Corps and I Corps (at Rivoli): LUS, LIP, KÖB, OCK, RUE, VUK in I Corps, and MEL and MÉS in III Corps (use 3.22).

## 26.0 VICTORY CONDITIONS

*Victory is awarded to the player or team with the most Victory Points at the end of the game. In the Campaign Game, the level of Victory is according to the ratio of each side’s Victory Point total (26.23).*

### 26.1 Victory Point Awards

Victory Points are awarded for the conditions listed (26.11). Calculate victory point awards at the end of each battle.

**26.11 Determine VP Totals:** VPs are awarded for...

- Enemy Combat SPs Eliminated (26.12)
- Enemy Formations Demoralized (26.13).
- Captured Enemy Baggage Trains (26.14).
- Controlled Hexes (26.15)
- Total VPs of cards you have played (26.16)
- Leaders in a town through the Night (26.17)
- Captured Commanders (26.18)
- Units that have exited the map (26.3)

**26.12 Total Combat SPs Eliminated**

At the end of the battle, total the losses in SPs by both sides, including the total SPs in the PEU, Unrecovered and Recovered boxes. Don't count SPs in the Full Strength Holding Box. Subtract the smaller from the larger total. The side losing the least SPs receives VPs as follows:

Difference	VP Award	Difference	VPs
0-4	0 VPs	20-24	4 VPs
5-9	1 VP	25-29	5 VPs
10-14	2 VPs	30-34	6 VPs
15-19	3 VPs	35-39	7 VPs, etc.

When calculating Total Combat Strength count the unit's Full Strength. EXCEPTION: For units *starting* the scenario at Reduced Strength, use reduced strength.

**26.13 Enemy Formations Demoralized:** Each Player receives [4] VPs for each enemy Formation demoralized at the end of play. EXCEPTION: only [2] VP are awarded for demoralization when the demoralization level of the formation is 4 or less.

**26.14 Captured Baggage Trains:** The Player receives [2] VPs for each Enemy Baggage Train captured (18.14).

**26.15 Control:** The Player receives [4] VPs for each *Enemy* Supply Source he controls. Each Player also receives the number of Victory Points printed on the map for each VP Hex he controls. EXCEPTIONS:

- The Scenario Victory Conditions may specify certain VP hexes that do *not* apply in that scenario.

To be considered in control of a hex, a friendly *Combat Unit in Supply* must physically occupy the hex, or be the last Combat Unit to have occupied or moved through it. An occupying unit that is Out of Supply at the moment it enters or moves through a hex does not control that hex. To indicate the control of a hex, place a control marker of the proper side in the hex.

**26.16 Cards:** Add or subtract the VP Value of *each card* you have played during the game, if that card's instruction was actually used, as specified on the card.

**26.17 Leader in a town throughout the Night:** Each player receives ONE-HALF VP for every friendly Leader in a town or a Chateau who will remain there until 7 AM. (Round fractions down.)

**26.18 Capture of Commanders:** A player receives a number of VPs for each captured Commander equal to that Commander's Command Rating (also see 25.77).

**26.2 Levels of Victory**

At the end of the battle the total of Victory Points achieved by the two players is compared as a ratio (French: Coalition), which determines the level of victory—Marginal, Tactical, or Strategic. Divide the French by the Coalition VP total.

**26.21 Find VP Ratio:**

1 to 2 or less	Coalition Strategic
1 to 1.5 / 1 to 1.99	Coalition Tactical
1 to 1 / 1 to 1.49	Coalition Marginal
1.01 to 1 / 1.5 to 1	French Marginal
1.51 to 1 / 2 to 1	French Tactical
More than 2 to 1	French Strategic

**26.22 When Total of VPs is Zero:** Convert scores of "0" to "1" in order to calculate VP ratio.

**26.23 Levels of Victory in the Campaign Game:**

In the Campaign Game at the end of each battle, the winner, Level of Victory and total VPs for each side must be recorded (26.5).

**26.3 Exiting the Map**

Either Player may choose to exit his units by playing the "General Retreat" card once per game.

If not using the cards, the Phasing Player may declare one General Retreat per Army (20.5).

Exit hexes may not always be marked on the maps. Individual units in a General Retreat move to the closest Supply Source of the appropriate army (20.51). Special Rules may specify additional exit conditions. Friendly units may exit where an enemy unit previously exited. The exiting unit pays the Movement cost of the hex it is leaving once again. Exited leaders may *not* reorganize units. Units that exit the map cannot be returned to play and are *not* considered eliminated for Victory Point purposes. Units forced to *retreat* off the map are eliminated (12.34).

**26.31 VP Award:** If he makes a "General Retreat" the Exiting Player receives [4 VP] for exiting each friendly baggage train, and [1 VP] for every five combat units exited. EXCEPTION: The *total number of VPs* from exiting units may not exceed *the total number of enemy combat units* PEU and UAR. EXAMPLE: The Coalition player exits 25 units. The French lost 5 units, so all five VPs are counted.

**26.32 Exit by March Order:** A force may be assigned a March Order to exit the map.

**26.33 No Award:** Even if you do *not* declare "General Retreat," you may choose at any time to exit individual units to prevent their destruction, but *unless* they exit at their own Supply Source, you receive no VPs, and the exited units cannot be returned to play.

**26.4 Zero Loss Award**

The Player receives [2] VPs if the total of eliminated SPs in the Friendly PEU + Unrecovered + Recovered boxes at the end of the game is zero.

**26.5 Bonus Cards in the Campaign Game**

The Campaign includes all four battles played sequentially in historical order. Score the Level of Victory at

the end of each battle. A victory will allow the winning player to draw “Bonus Cards” from his card deck at the next battle.

**Strategic Victory:** 3 Bonus Cards per battle

**Tactical Victory:** 2 Bonus Cards per battle

**Marginal Victory:** 1 Bonus Card per battle

*Each player receives a minimum of 2 Bonus Cards.*

EXAMPLE: The French Player wins a Marginal Victory at Castiglione. He would draw one “Bonus Card” (plus the regular cards) on turn two of Arcole. The Coalition Player would draw the minimum of 2 Bonus Cards each day.

## 26.6 First Player

The first player sets-up first. The French Player is the First Player. (EXCEPTION: 28.0, 28.5)

# 27.0 THE BATTLE OF LODI

*The Force of Destiny, 10 May 1796*

## 27.1 Introduction

Rather than attack the Austrians head-on, Bonaparte outflanked them, marching down the Po with his grenadiers to cross at Piacenza. As French forces arrived at Lodi, Beaulieu's army had already departed, leaving 9,600 men under General Sebottendorf in the bridgehead. Austrian cannon dominated the 250-yard span. Beaumont with 1600 cavalry rode upstream to ford the Adda and outflank them, while Bonaparte launched the grenadiers and carabinieri onto the causeway. Facing a storm of Austrian canister, again and again the column failed. Finally in the dense smoke, they caught the Austrians by surprise. The defenders reeled back, while Cervoni and Joubert followed Dallemagne across the bridge. Sebottendorf retreated in good order toward Beaulieu, leaving behind 150 killed, 1700 prisoners and sixteen guns. The French lost 400.

**27.11 Duration:** 10 May, 10 AM—7 PM (10 turns).

**27.12 Mode Cards at Start:** French 2, Coalition 1

**27.13 Bonus Cards, Turn 2:** French 2, Coalition 2.

**27.14 Pontoon Trains:** none.

**27.15 Counter Mix:** Dark Blue Initiative Box. Use the LOD (10 May) column on the set-up table.

**27.16 First Player:** The French Player is first player.

## 27.2 Alternate Reinforcements:

FRENCH

#1. KILMAINE, Beaumont, Beaumont LC, Marmont, 1426

#2. Ménard, (40th D.B.) 0426

#3. AUGEREAU, Valette, Victor, Verdier, 1426

COALITION

#1. Liptay, 3919

#2. Nicoletti, Arty Res, Piaczek, 0201

## 27.3 Special Rules

**27.31 Damaged Bridges at Start:** None.

**27.32 March Orders at Start:** Each Player has one (20.1). In addition the Austrian Player has a pre-programmed March Order for the forces east of the 1700 hexrow to move as one force toward the exit at 3915.

**27.33 Map Area in Play:** Set up all units in accordance with the “LOD DoB” column of the Initial Set-up. This scenario uses the Lodi Map.

**27.34 Austrian Artillery restriction:** shortage of horses greatly impedes the Austrian gunners. Only one artillery unit is allowed to move per turn (unless under March Order, 2732).

**27.35 Wooden Bridge:** Units must be in Road March to enter the causeway bridge hex (1515). They may leave Road March in the hex and end their move there (25.79).

## 27.4 Victory Conditions

VPs are earned as per 26.1.

**27.41 Control:** VP Hexes that Do NOT count: none

# 28.0 THE BATTLE OF CASTIGLIONE

*Wurmser's Relief of Mantova, 5 August 1796*

## 28.1 Introduction

Austrian Field Marshal Dagobert von Wurmser marched with 25,000 reinforcements through the Alps, reaching Trent on June 30<sup>th</sup>, prepared to wipe away everything Bonaparte had achieved in four months of campaigning. The Austrian plan called for two wings to join up south of Lake Garda. Bonaparte received a few thousand reinforcements with which to hold the Po valley and the Quadrilateral fortresses of Peschiera, Verona and Legnago. An Austrian garrison held the fourth fortress, Mantova. The relief of Mantova would be the prime objective of Wurmser's operations. On the day of battle he did not know that Quasdanovich's wing had been defeated two days before at Lonato.

The Battle of Castiglione on August 5 was Bonaparte's first major victory. He employed the stratagem of a feigned retreat to get the Austrians to advance from their strong position on the Solferino-Medole line, based on Augereau's proposition to deceive the enemy with a mock attack on the center, and tempt Wurmser with a big gap in the French line.

**28.11 Duration:** 5 Aug., 7AM—5 Aug., 6 PM inclusive (12 turns).

**28.12 Mode Cards at Start:** French 2, Coalition 1

**28.13 Bonus Cards, Turn 2:** French 2, Coalition 1.

**28.14 Pontoon Trains:** French: 1 deployed (5623/5624)

**28.15 Counter Mix:** French: Medium Blue Initiative Box. Austrian: Lt. Tan Initiative Box. Use the CAS (5 Aug.) column on the set-up table. The French player directs the divisions of Massena and Augereau, plus cavalry (Kilmaine), with Despinoy and Fiorella arriving as reinforcements. The Austrian player controls the main

Austrian force under Würmsers, including Liptay, Davidovich and Melas, as well as Meszaros's Division and Bajalich's brigade, separated from the main force.

**28.16 First Player:** The Austrian Player is first player.

### 28.2 Alternate Reinforcements:

FRENCH

#1. I/Guieu and V/Herbin, 0501

COALITION

#1. III/Bajalics, 3901

#2. Minkwitz, Hohenzollern, Arty, 5734

#3. QUOSDANOVICH, IV/Reuss, Ott, Spork, Knorr, (all units reduced); Baggage, 0501

#4. IV/Klenau (AG), Lusignan (AG), Vins, Vukassovich, 0107

### 28.3 Special Rules

**28.31 Damaged Bridges at Start:** none

**28.32 March Orders at Start:** Each Player has one (20.1)

**28.33 Map Area in Play:** Set up all units in accordance with the "CAS" column of the Initial Set-up. This scenario uses the Castiglione map.

### 28.4 Victory Conditions

VPs are earned as per 26.1.

**28.41 Control:** VP hexes that do NOT count: none

### 28.5 Lonato Mini-Campaign

*Würmsers Army crosses the Mincio while the battle rages at Lonato.* On the morning of 3 August, the French army changed front. Guieu went to retrieve Salò, abandoned by Sauret; in the center, Masséna attacked Lonato; Augereau attacked Castiglione, captured it, lost it and finally recovered it, despite the arrival of Austrian reinforcements. In the evening, Quosdanovich was routed and dispersed on the banks of Lake Garda. On the 4th, Würmsers gathered his army with reinforcements from Mantova. A total of 25,000 men faced each other between Medole in the south and Solferino in the north (10 km away).

**28.51 Duration:** 3 Aug., 7 AM—5 Aug., 6 PM (42 turns).

**28.52 Mode Cards at Start:** 2 French, 2 Coalition

**28.53 Forces in Play:** The French player directs the divisions of Masséna (Brigades Victor, Joubert, Valette), Guieu, Rusca, Despinoy and Lanusse. The Austrian player controls Quosdanovich, including the brigades of Ocskay, Ott, Spork and Reuss.

**28.54 Map Area in Play:** Set up all units in accordance with the "LON" (3-Aug) column of the Initial Set-up. This scenario uses the Castiglione map.

### 28.55 Alternate Reinforcements:

FRENCH

(See 28.2)

COALITION

(See 28.2)

**28.56 March Orders at Start:** Each side has one (20.1).

**28.57 Control:** VP hexes that do NOT count: none

**28.58 All Other Scenario Info:** (same as 28.12–28.16; 28.31–28.33)

## 29.0 THE BATTLE OF ARCOLE

*Our Hour is at Hand, 15-17 November 1796*

### 29.1 Introduction

By daybreak on Nov. 15th, the French had a pontoon bridge on the Adige connecting to the causeway on the north bank (5216). Augereau crossed first; Masséna brushed with Provera's 3,000-man advanced guard, capturing the village of Porcile (3915). At the same time Augereau's men approaching the bridge at Arcole, were pinned down by the Austrian flank guard on the left bank of the Alpone. Taking command of Augereau's column, Bonaparte fell into a canal and had to be dragged out. Finally at seven in the evening Guieu's gallant 3,000 captured the town, only to abandon it at dusk. Alvinczi reinforced Provera's command against Porcile and stationed Hohenzollern with 10,000 on his right, consolidating his remaining 24,000 men at Villanuova and San Bonifacio.

**29.11 Duration:** 15 Nov., 9 AM—17 Nov., 7-8 PM (43 turns), played as three one-day scenarios (29.36).

**29.12 Mode Cards at Start:** French 2, Coalition 3

**29.13 Bonus Cards, Turn 2:** French 2, Coalition 1

**29.14 Pontoon Trains:** French, 1—at 5216/5217

**29.15 Counter Mix:** Yellow-Orange Initiative Box. Use the ARC (15 Nov.) column on the set-up table.

**29.16 First Player:** The French Player is 1st player.

### 29.2 Alternate Reinforcements

FRENCH

#1. JOUBERT, Vial, Lebley, Chavardes, 0125

#2. KILMAINE, Beaumont, Beaumont LC, Marmont, 4534. NOTE: If Group #2 arrives, the siege has been abandoned and the French lose a total of 6 VP (not 3).

COALITION

#1. WURMSER, Morzin, Arty, Lusignan, 4534.

### 29.3 Special Rules

**29.31 Damaged Bridges at Start:** None.

**29.32 March Orders at Start:** Each Player has one (20.1).

**29.33 Map Area in Play:** This scenario uses the Arcole (ARC) Map. Set up all units in accordance with the "ARC DoB" column of the Initial Set-up.



**29.34 Embankment:** Any trail in a marsh hex is an embankment hex. The embankment leads across the marshland along the north bank of the Adige, to Porcile and Villabella (left) or Arcole (right). Units must be in Road March to pay the 1MP cost of moving from Embankment to Embankment hex. They may leave Road March in the Embankment hex but then marsh or other predominant terrain applies.

**29.35 Stacking:** *It seems that the Austrians mostly held back from following the French into the Swamps and avoided the area, though some units entered onto the causeways. The method of tactical engagement must have been unadaptable to that terrain. In fact they preferred to engage on flat open ground. So we are limiting both sides to one unit per hex in the swamps and Embankments.* There is no stacking in Marsh hexes and on the Embankments.

**29.36 Day 2 and Day 3:** Unless the French control at least 2 of 3 VP hexes by the end of any day, the French player must reposition his forces back across the Adige River. EXCEPTION: Up to three brigades of the French Player's choice may be left in hexes 5216 and 5316. Similarly, the Austrians will reposition their troops within 5 hexes of any VP location at the end of the day, but not south of Arcole.

**29.37 Bivouac:** If the French player has achieved control of 2 of 3 VP locations by 7-8 PM, all forces remain "in situ" for the next day. Neither side may bivouac in the marshes. All forces have to be in either clear terrain or towns between 7-8 PM and the start of the next day.

### 29.4 Victory Conditions

The VPs are earned as per 26.1.

**29.41 Control:** VP Hexes that Do NOT count: none

**29.42 Tally VPs:** at the end of *each* day, at 9 PM on the 15<sup>th</sup> and 16<sup>th</sup>, and 7-8 PM on the 17<sup>th</sup>.

## 30.0 THE BATTLE OF RIVOLI

*Battle of the Osteria Gorge, 14-15 January 1797*

### 30.1 Introduction

Alvinczi advanced his main army from the north toward Rivoli in three columns of 12,000 men. French General Joubert drove them back. When Lusignan's fourth column suddenly appeared along the ridge south of Rivoli, cutting off French reinforcements, the 18th demi-brigade was detailed to reopen the road. Meanwhile in the Osteria gorge, Austrian grenadiers threatened to break through Joubert's exhausted force. Bonaparte rushed to the northern edge of the plateau to face the regrouped columns of Koblos and Liptay, splitting the Austrian army into two parts and then turning his attention against the flanking columns. Rey's arriving Frenchmen and Massena's reserve brigade caught Lusignan's division between them, tak-

ing 3,000 prisoners. Leaving two divisions to finish off Alvinczi, Bonaparte rapidly drew off toward Mantova in time to bag the last Austrian column under Provera.

**30.11 Duration:** 14 Jan., 7 AM—15 Jan., 2 PM (24 turns).

**30.12 Mode Cards at Start:** Coalition 1, French 1

**30.13 Bonus Cards, Turn 2:** Coalition 3, French 2.

**30.14 Pontoon Trains:** Austrian 1, French none

**30.15 Counter Mix:** Red Initiative Box. Use the RIV (14 Jan.) column on the set-up table.

**30.16 First Player:** The French Player is 1st player.

### 30.2 Alternate Reinforcements

FRENCH

None

COALITION

#1. Bajalics, 6116

#2. PROVERA, Sticker, Miloradovic, Gavasini, Schübirz, Szent Kereszty, Janowitz, 5134

#3. Loudon, AG Barbaczy, I.R. 53-IV, 0701

#4. Mitrovsky, 0701

### 30.3 Special Rules

**30.31 Damaged Bridge at Start:** none

**30.32 March Orders at Start:** Each Player—one (20.1).

**30.33 Map Area in Play:** Set up all units in accordance with the "RIV DoB" column of the Initial Set-up. This scenario uses the Rivoli Map.

### 30.4 Victory Conditions

The VPs are earned as per 26.1.

**30.41 Control:** VP locations that do NOT count: None

## 31.0 THE SIEGE OF MANTOVA

*Queen of the Quadrilateral, 1796 – 1797*

### 31.1 Introduction

Because of its location at the hinge point of the Quadrilateral, the Austrians believed that Mantova was the key to the campaign. Bonaparte, on the other hand, was willing to abandon the siege temporarily in order to defeat the enemy army.

After the Battle of Lodi the French invested the fortress of Mantova for two months, and then, with the first attacks on the covered way, Wurmser's offensive interrupted progress. The besiegers pulled back and allowed the enemy to reach the fortress without opposition. After resupplying and reinforcing the fortress and fighting at Castiglione, the Austrian Marshal retired to Bassano via Trento and the Brenta valley. After a battle at Bassano on 8 September, Wurmser brought his army into Mantova, fighting at La Favorita on the way in.

**31.11 Duration:** 15 Sept., 8 AM—7-8 PM (12 turns).

**31.12 Mode Cards at Start:** Coalition 1, French 1.

**31.13 Bonus Cards, Turn 2:** Coalition 2, French 2.

**31.14 Pontoon Trains:** Coalition: Mantova Garrison 1. French, deployed: 5623.

**31.15 Counter Mix:** Wurmser vs. Sahaguet, Masséna, Kilmaine, Augereau and Bonaparte, use the FAV column on the set-up table (25.3). Austrian Units with a black Initiative Box comprise the MANTOVA GARRISON. French units with a black Initiative Box are units of the MANTOVA BLOCKADE force.

**31.16 First Player:** The French Player is 1st player.

**31.17 Improved Positions:** 5229, 4227.

### 31.2 Alternate Reinforcements

None

### 31.3 Special Rules

**31.31 Damaged Bridge at Start:** none

**31.32 March Orders at Start:** French—none; Austrian one (20.1).

**31.33 Map Area in Play:** Set up all units according to the FAV Column on the Initial Setup. This scenario uses the Mantova Map.



**31.34: Flotilla:** Each Player has one flotilla: the Austrians at (4823); the French at (5624). The flotilla moves first during the Command Movement Segment, remaining always on the Mincio (including the lakes) in any partial or full river or lake hex. Enemy units cannot attack or capture the flotilla. Follow the general rules for pontoons except where noted. The flotilla can operate in FAIR or RAIN weather only. Flotilla movement rate is 7 hexes per turn. The French Flotilla may not enter either hex with the Ponte de Molini. There is no flotilla combat. Flotillas may not enter each other's ZOC.

**31.35 River Transport:** The transport capacity of the Flotilla is 3 SPs of infantry (only) per turn. Embarkation does not require an Initiative check as long as units and flotilla are in the same hex. Combat units may embark and debark during the same turn. Embarked units are placed under the Flotilla marker; when they debark stack them on top of the Flotilla. Units may not move on land on the turn of debarkation. They move normally on the following turn and thereafter. Units may not retreat after combat via the Flotilla.

**31.36 Static Guns:** Inside the fortress the Austrians have two batteries with zero MPs. They may not move or retreat but attack, defend and bombard as per (13.0).

### 31.4 Victory Conditions

The VPs are earned as per (26.1).

**31.41 Control:** VP locations that do NOT count: The VP award for Mantova is reduced to 10 VP *unless* the VP hex has a Trunk Line connection to any road and/or trail hex on the SE mapedge (6105-6134).

**31.42 Baggage:** Each Austrian Baggage train that enters Mantova during the game garners 4 VPs for the Austrian Player.

### 31.5 Combat of Mantova, 15-16 January 1797

During January, a column under Provera nearly reached the fortress with supplies but was stopped by Austrian hesitancy and confusion and finished-off by the victors from Rivoli who marched and fought with little rest.

Provera crossed the Adige (evening of the 13th) and advanced towards Nogara, (14<sup>th</sup> PM). Augereau arrived behind him in Angiari, destroyed the Austrian pontoon, captured 2,000 men and 14 cannon, then wheeled towards Castel d'Ario, while Bonaparte with Masséna and the victors of Rivoli reached Roverbella (15<sup>th</sup>). Provera was repulsed at San Giorgio and attempted to force the blockade of La Favorita. A sortie by Wurmser reached Sant'Antonio and Montado (16<sup>th</sup>), repulsed by the 57<sup>th</sup> demi-brigade (Victor). Provera was trapped outside San Giorgio and surrendered at 11:30 AM with 7,000 men, 22 guns and a pontoon train.

**31.51 Duration:** 15 Jan., 12 Noon—16 Jan., 2 PM (19 turns).

**31.52 Mode Cards at Start:** Coalition 1, French 1.

**31.53 Forces in Play:** Masséna, Victor, Sérurier and Augereau vs. Provera and Wurmser. Use the MAN column on the Setup Table.

**31.54 Map Area in Play:** Set up all units in accordance with the "MAN" (15-Jan) column of the Initial Set-up. This scenario uses the Mantova map.

**31.55 Bonus Cards, Turn 2:** Coalition 3, French 2.

**31.56 All Other Scenario Info:** (*same as 31.14–31.17; 31.31–31.36*).

## 32.0 CALDIERO MINI-CAMPAIGN

*Our Hour is at Hand, 12-17 November 1796*

### 32.1 Introduction

Alvinczi marched toward Verona, to threaten the rear of the French at Rivoli. He crossed the Alpone at Villanuova with 18,000 men, another 9,000 men trailing behind. Augereau and Masséna with 11,700 men repulsed a probe toward Verona on the 11th, driving Hohenzollern back on the village of Caldiero with a loss of 400 men. The Austrians posted 3,000 men at Arcole, under Brigido. The next day Bonaparte sent 13,000 men against Caldiero. Masséna drove against the Austrian right and Augereau the left. The Austrians had fortified themselves in several villages and sturdily resisted. A violent rain and hail storm blew in the faces of the French troops, making it difficult for them to prime their muskets. At mid-day, Masséna began making headway on the Austrian right. In the afternoon, the brigades of Brabeck and Schübirtz arrived on the field, forcing Masséna back into Verona. Provera also appeared and drove Augereau away.

**32.11 Duration:** 12 Nov., 7 AM—17 Nov., 7-8 PM (93 turns). At player option the game may be played as a three-day battle, ending at 7-8 PM 14 Nov. (45 turns).

**32.12 Mode Cards at Start:** Coalition 1, French 1

**32.13 Bonus Cards, Turn 2:** Coalition 3, French 2.

**32.14 Pontoon Trains:** French, 3—ARC 5217 and RIV 5917, plus 1 Reinf.

Austrians, 2—1 with Alvinczi, 1 with Davidovich.

**32.15 Counter Mix:** Yellow-Orange Initiative Box. Use the CAL (12 Nov.) column on the set-up table.

**32.16 First Player:** The French Player is 1st player.

**32.17 Improved Positions:** Austrians: 2913 and two other hexes on the Arcole map within three hexes of an Austrian set-up hex. French: none.

**32.18 Starting Weather:** The weather for 7 AM on the 12th is automatically Thunderstorm. WX is determined on the Weather Table at 9 AM and thereafter.

### 32.2 Alternate Reinforcements

#### FRENCH

#1. KILMAINE, Beaumont, Beaumont LC, Marmont, 4534. NOTE: If Group #1 arrives, the siege has been abandoned and the French lose a total of 6 VP (not 3).

#### COALITION

#1. WURMSER, Morzin, Arty, Lusignan, 4534.

#2. (Starting 15 Nov.) DAVIDOVICH, Seulen, Vukassovich, Vukassv-b, Spork, Ocskay, Loudon, Baggage, RIV 0701. NOTE: *When creating the card deck for Nov. 12, 13, and 14 include only one ALT Reinf. card.*

### 32.3 Special Rules

**32.31 Damaged Bridge at Start:** none

**32.32 March Orders at Start:** Each Player—one (20.1).

**32.33 Map Area in Play:** Set up all units in accordance with the “CAL” column of the Initial Set-up. The Rivoli (RIV) and Arcole (ARC) maps are in play with all units set up and Reinforcements. Units to set up on the Rivoli map have the prefix “R-” before the hex number.

**32.34 Rebuild the Card Decks:** At the Night 3 AM Turn, score the VPs for card play and return the discards back into the main deck. Shuffle the decks.

**32.35 Multi-Player Option:** In a 4-player game keep the two maps in separate rooms. Each side has two players, commanding forces on only one of the maps in play. Communication among friendly players is only by written note which takes 24 hours in Game-Time to reach the recipient. Hex numbers cannot be referenced.

**32.36 Brigade Robert:** Robert’s Brigade was assigned the mission of guarding the pontoon bridge which Bonaparte planned to use for his attack on Arcole. Robert may not depart from his set up hex until he comes within Bonaparte’s Command Range.

**32.37 All Other Scenario Info:** (*same as 29.34, 29.35*).

### 32.4 Campaign Victory Conditions

VPs are earned as per 26.1. The total of VPs is tallied per player at the end of the Mini-Campaign (26.5). See the “Campaign Ratio” Section of the Victory Worksheet to determine the overall level of victory for the Mini Campaign.

**32.41 Control:** VP locations that do NOT count: Verona (R-5918)

**32.42 Sudden Death:** If at any time either side has all its formations demoralized, the game ends and that side loses.

## 33.0 GRAND CAMPAIGN GAME

*August 1796—January 1797*

### 33.1 Introduction

The Campaign consists of the two Mini-Campaigns played successively in order (28.5, 32.0), along with the Mantova siege (31.0) and the Rivoli battle (30.0), with each day’s fighting influencing the number of bonus cards you get (26.5). Record VPs achieved at the end of each battle or mini-campaign on the *Victory Worksheet*.

**33.11 Duration:** Aug. 3, 1796—Jan. 16, 1797 (33.6)

**33.12 Mode Cards at Start:** (27.12)

**33.13 Bonus Cards at Start:** (27.13)

**33.14 Pontoon Trains:** French—2; Austrian—2

**33.15 Counter Mix:** (31.15, 31.53, 32.15)

**33.16 First Player:** The French Player is First Player.

### 33.2 Alternate Reinforcements

None

### 33.3 Special Rules

All Special Rules from the mini-campaigns and Mantova apply. (See 31.3, 33.3.)

**33.31 Remove Cards from Deck:** Use the listing for each battle as you progress through the campaign.

**33.32 Inter-map travel:** Units may move from the Rivoli-Arcole map to the Castiglione or Mantova map (in either direction).

**33.33 Rivoli Map via Postumia:** toward Villafranca, RIV 5134 arriving MAN 2601.

**33.34 Rivoli Map via Gallica:** toward Peschiera, RIV 3934 arriving CAS 6001.

**33.35 Arcole Map via Postale Vecchia:** toward Isola della Scala, ARC 4534 arriving at MAN 4701 or 2601.

**33.36 Arcole Map via Vallese:** toward Isola della Scalla, ARC 3134 arriving at MAN 4701.

**33.37 Turns of Off-Map Travel:** Units are placed on the TRC 8 turns from the turn of exit, counting Night Turns as one-half turn each, and all other turns as one.

**33.38 Mantova Reinforcements from Rivoli:** Bonaparte and Massena with French units 27-30 normally arrive as reinforcements at the Combat of Mantova; however in the campaign game they do not automatically arrive but must be sent by Inter-map travel. The exact units and leaders to arrive will be those exited from Rivoli and these units all *will* arrive at their reduced strength (because of Forced Marching).

### 33.4 Campaign Victory Conditions

The total of VPs is tallied per player at the end of each day of the Mini-Campaign (26.5). See the “Campaign Ratio” Section of the Victory Worksheet to determine the overall level of victory for each day of the Campaign.

### 33.5 Initial Set-up

To start the Campaign, use the LON set-up (28.5). Proceed to play through 3-5 August. At the conclusion of the 6 PM turn of 5 August, the action moves to the Arcole map. Proceed through the battles of Caldiero, Arcole, and Rivoli. EXCEPTION: If units appear as ALT at Arcole, and again at Rivoli, any units which were reduced or eliminated at ARC must appear at their reduced strength at RIV.

**33.51 Force Structure:** See 31.15, 31.53, 32.15.

### 33.6 Turn Record Tracks

Use the following TRCs: Lonato Aug. 3, Castiglione Aug. 4-5. Mantova Sept. 15, Caldiero Nov. 12-13, Arcole Nov. 14-17; Rivoli Jan. 14, Mantova Jan. 15-16.

## HISTORICAL NOTES

*Kevin Zucker*

### THE THEATRE

Crazy-shaped Lago di Garda is the symbol of the whole campaign. The armies danced around it; most of the battles occurred within 10 or 20 miles of it.

The Austrian HQ faced the challenge of how to exit from the mountains without being held-up at one of the three main approaches. This usually required sending random parts of the army down different passes, to confuse the enemy as to their main thrust.

Austria had created a fortress system south of the lake, the *Quadrilatero*, comprising Verona, Peschiera, Legnago and Mantova. The Imperial advisors in Vienna were too willing to commit resources to defend this block of fortresses, overestimating its value. Rather than helping the Austrian

Emperor, the control of Mantova became an obsession that drained Franz’s troops and treasure.

Mantova was first established about 2,000 BC on the banks of the *Mincio*, south of Peschiera. The fortress is surrounded on three sides by artificial lakes (“Upper”, “Middle”, and “Lower” Lakes). A fourth lake, Lake Pajolo, which completed the defensive water ring around the city, dried up at the end of the 18th century.

Mantova came under Austrian rule in 1714, and had 2,650 houses, 19 churches, 25,000 inhabitants and supplies for two months. The outlying position of San Giorgio had only a weak earthen wall around it. On the lakes were 8 ferries, 7 flat-bottomed boats and one cannon-armed sloop. On June 4, 1796, Mantova was placed under siege by the French.

Verona’s importance lies in the four Roman roads which meet in the city: the via Gallica (Turin to Aquileia); the via Claudia Augusta (Modena to Germany); the via Postumia (Liguria to Illyria); and the Vicum Veronensis, connecting the city via Isola della Scala to Ostiglia, downriver from Mantova. A Roman colony from 89 B.C., Verona had a forum and a large Arena. On the sloping hills nearby stand the remains of the Roman theater. The ford was replaced by two bridges of which the Ponte Pietra still stands.

Peschiera del Garda—Roman Ardelica—arose where the Mincius (Mincio) issues from Lago di Garda. The Mincio, though only 40 yards wide, was generally not fordable, except at Borghetton and Campagnola. There were only 4 bridges: Rivalta, Goito, Borghetto and Peschiera.

### Assignment of Demi-Brigades, 1 February 1797

#### Armée d’Italie—

Ligne: 4, 11, 18, 25, 32, 39, 45, 51, 57, 63, 69, 75, 80, 85  
Légère: 4, 11, 17, 22, 27, 29

#### Armée des Alpes

Ligne: 5, 12, 19, 26, 33                      Légère: 5, 12, 18, 23

Legnago had an important military role from the early Middle Ages. The present fortifications were created in 1815, the older defences having been destroyed by order of Bonaparte in 1801.

### L’Armée d’Italie

Bonaparte’s Army comprised 22 Demi-Brigades de Ligne, 11 Light D.B., and 14 regiments of cavalry (including transfers in and out of the theater), plus detachments. “By July 1796 several D.B. hadn’t been sent to Italy (57, 12, 33), some would never show up (26, 80 and 23 Lt.) and the 63rd D.B. would only be put together from its constituent parts by January; the 75th was garrisoning Livorno.”<sup>1</sup> Brigade and divisional attachments shifted constantly. The troops fought as regiments, not brigades. Brigade-level maneuvers weren’t possible.

### FRENCH GENERALS

General Kilmaine was a commander at the *Siege of Mantova*. When the Austrians attempted to break out on 29 September,

<sup>1</sup> Voykowitsch, *Castiglione 1796*, p. 38

Kilmaine played a key role in their repulse taking down 1,100 enemies and five pieces of cannon. In his dispatch to the Directory on 1 October 1796, Bonaparte wrote:

"General Kilmaine, who commands the two divisions which press the siege of Mantova, remained on the 29th ultimo in his former position, and was still in hopes that the enemy would attempt a sortie to carry forage into the place, but instead they took up a position before the gate of Pradella, near the Carthusian convent and the chapel of Cerese. The brave General Kilmaine made his arrangements for an attack, and advanced in two columns against these two points, but he had scarcely begun to march when the enemy evacuated their camps, their rear having fired only a few musket-shots at him."

Early in December, Wurmser attempted another breakout. The Austrians began their operation just before dawn, advancing under a furious cannonade. Bonaparte noted, "Kilmaine made him return, as usual, faster than he came out, and took from him two hundred men, one howitzer, and two pieces of cannon. This is his third unsuccessful attempt."

Rampon was commander of the 32nd Demi-Brigade. The 32<sup>nd</sup> was the only D.B. in Massena's Division to have a band, but what a band!<sup>2</sup> During the Montenotte Campaign Rampon gained fame by his gallant defense of Monte Negino where his soldiers repelled a superior force. He rallied his men by making them swear an oath to "conquer or die". The next day, he led his demi-brigade at the Battle of Montenotte, and later at the Second Battle of Dego. Bonaparte appointed him a brevet general of brigade.

While in André Masséna's division, Rampon played a major role at the battles of Lodi, Lonato, and Castiglione with Reinforcements joined from the 18<sup>th</sup> D.B. and 15<sup>th</sup> Dragoons. On 4 September Rampon led the 32nd demi-brigade at the Battle of Rovereto. On 15 September he fought in the action of La Favorita-San Giorgio at the Siege of Mantova. He performed "particularly well at Arcole where his men repelled a counterattack." At Arcole, Guieu had taken over the brigade, for just two days; then Gardanne had it, and finally Dupuy (during the Rivoli campaign). He again led his demi-brigade at the Battle of Rivoli on 14 January 1797 and in the clash at Mantova two days later. He was described by Louis Desaix as, "square figure ... not a thief, big, leans backward; very dark skin."

### Jean-Charles Monnier

Chef d'état-major of Division Meynier, end of March, 1796. Appointed Général de Brigade provisoire by Bonaparte, 23 April (under Division Masséna). Distinguished himself at Lodi (10 May) and Rivoli (14 January, 1797). Served with the Division Masséna at the crossing of the Tagliamento (16 March, 1797) and Gradisca (19 March, 1797).

### Claude Dallemagne

In early May, Bonaparte formed an advanced guard by combining 3,500 converged foot grenadiers and carabiniers and 1,500 cavalry. Assigning Dallemagne to command it, Bonaparte sent it marching along the south bank of the Po River to turn Johann Beaulieu's left flank. Supported by the division

of Amédée Laharpe, Dallemagne crossed to the north bank and defeated the Austrians at the Battle of Fombio on 7–8 May. Two days later, he led his troops at the Battle of Lodi. Along with André Masséna, Jean Lannes, Louis Berthier, and Jean-Baptiste Cervoni, he bravely rallied the troops to cross the bridge after cannon fire caused them to hesitate.

In July, Bonaparte detached Dallemagne's brigade from Jean Serurier's division and sent it to reinforce Masséna. He led his soldiers with distinction at the Battle of Lonato. On 31 July, his troops helped recover Lonato from Peter Ott's Austrians. On 3 August, Ott repulsed his attack on Gavardo but this action allowed Masséna to mass and destroy Joseph Ocskay's brigade. Two days later, Dallemagne fought at the Battle of Castiglione. He received promotion to general of division on 15 August.

Dallemagne held important posts during the Siege of Mantova. After the Battle of Bassano and the combat of La Favorita, he led an attack to drive the Austrian garrison back within the fortress on 24 September. During the Arcole campaign, Dallemagne led a small division under the orders of Charles Kilmaine. During the Rivoli campaign, he commanded a division under Serurier at Mantova.

## Kaiserlich-Königlich Heer

In 1796 the Imperial and Royal Army contained 45 German and 11 Hungarian infantry regiments, as well as 36 regiments of cavalry. In 1796 the Aulic Council sent a total of 36 infantry regiments, 14 cavalry and 15 miscellaneous formations into Italy between Beaulieu's, Wurmser's, and Alvinczi's armies. Italy would in due course absorb two-thirds of all the Emperor's infantry regiments, and 39% of the cavalry. In addition the army contained six Grenzer battalions: The battalions were larger than an infantry battalion, nearly 1700 men when formed. Some were very depleted (250-400 men). Grenzers take their name from their Balkan home levy areas—1st Banater, 9th Carlstädter, 2nd Oguliner and so on. They weren't light troops but were employed as such, often with the Avantgarde and Rearguard. Their life was militarized (wives, sons, houses, cultivated land and animals were all army property). Very hard to defeat because any cowardice would be reflected against their families.<sup>3</sup>

## Entry to the Po

Rather than attack the Austrians head-on at Valenza, Bonaparte outflanked their position by marching down the Po while Massena and Serurier mounted diversionary attacks appearing to presage a crossing at Valenza and Sale. A select corps of grenadiers and carabinieri under Dallemagne established a bridgehead at Piacenza.

**9-May:** Bonaparte sent Division Laharpe (6,500 men now under Ménard) against the fortress of Pizzighettone, while Division Sérurier (10,000) crossed the Po at Piacenza in the evening. Leaving Ménard at Codogno to keep Liptay away from the bridgehead, Bonaparte marched with his advanced guard grenadiers. Beaulieu Forced Marched all night through Lodi

<sup>2</sup> Boycott-Brown, *The Road to Rivoli*, p. 332

<sup>3</sup> Enrico Acerbi, personal communication

and spent the night in Crema. Schübirtz with 4 battalions and 4 squadrons departed via the road to Crema.<sup>4</sup>

**10 May:** By 9 AM the last Austrian battalion was southwest of Lodi in Sant'Angelo. Nicoletti had one battalion of I.R. 23 in Corte Palasio and 2 battalions and 2 squadrons on the left-bank of the Adda (I.R. 27 and Erdody Hus). Sebottendorf met reinforcements under Vukassovich and held Lodi with 6,577 men: I.R. 16 (3), I.R. 44 (1), Carlstadt (2) and Warasdin Grenz (1), I.R. 43 (1), I.R. 39 (1), I.R. 19 (coys only), Joseph Hus. (4), and Uhlans (2).

## The Battle of Lodi

Bonaparte believed that Beaulieu stood facing him with the main force, in battle order, on the other bank of the Adda, unaware of their march to Pizzighettone. Only 9,600 men under Sebottendorf covered the crossing. Three battalions of Austrian grenadiers blocked the road about half-way to Casalpusterlengo, while troops in Lodi hauled the baggage back across the bridge. Bonaparte's troops moved to the attack in several columns with the avant-garde under Dallemagne in the lead, the division of Masséna, followed by Meynier and then Augereau (from Borghetto), the reserve cavalry under Kilmaine, and Serurier bringing up the rear.<sup>5</sup> Dallemagne drove the rear guard into Lodi and onto the 175-yard wooden span, dominated by Austrian cannon. French guns came in to action one by one as they arrived.

Sebottendorf took a position at the far end of the bridge, in the belief that the Adda was unfordable due to the spring runoff from the mountains.

The battle of Lodi can be divided into 5 phases.

- 1:** The French avant-garde storms Lodi. At 12 o'clock the west bank of the Adda River was completely cleared of Austrians. Masséna and Augereau were still far behind and were striding ahead by forced marches.
- 2:** Preparation of the French assault. Bonaparte awaited the arrival of Masséna and Augereau. To prevent the Austrians from destroying the bridge, he positioned 2 light cannons of the avant-garde to sweep the bridge.
- 3:** 6 PM: Bonaparte formed the grenadiers and carabinieri into a column, and launched them onto the causeway. Facing a storm of Austrian canister, they reached the center of the bridge before falling back. Again and again the attack failed. Finally Masséna, Dallemagne, Cervoni, Lannes, Dupas and Berthier led the column into the dense smoke, and caught the Austrians by surprise. Some carabinieri jumped from the causeway and opened fire on the Austrian gunners. The defenders reeled back, while Cervoni and Joubert followed Dallemagne across the bridge. Upon crossing, Augereau hit the Austrian center, while a squadron of Beaumont's cavalry appeared on their flank.
- 4:** Austrian counterattack. Now the second Austrian line advanced. Line infantry, hussars and uhlans drove the French

back, the cavalry succeeded in pushing them back to the abandoned Austrian artillery position.

**5:** Austrian withdrawal. Beaumont with 1600 cavalry rode upstream to ford the Adda. In the critical moment, with Masséna's troops advancing, Beaumont's cavalry appeared on the right flank of the Austrians—Chef d'escadron Ordener with 300 chasseurs a cheval of the 10th regiment.<sup>6</sup> Shortly afterwards, the Augereau division, with the 17th light demi-brigade passed the bridge. The 25th Regiment of Chasseurs a cheval under General Rusca crossed the Adda and fell onto the left flank of the Austrians. The Austrians had to retreat or face being outflanked. At dusk they were ordered to retreat to Crema. The exhaustion of the French infantry and several counter attacks by Austrian and, above all, Neapolitan cavalry prevented an effective pursuit.

Sebottendorf retreated in good order toward Beaulieu, leaving behind 150 killed, 1,700 prisoners (total of 2,036 men) and 12 guns, 2 howitzers and 30 wagons.<sup>7</sup> The French lost 500 men giving up the pursuit 4 miles from Lodi, where they rested for six days while drawing in stragglers, reforming into four divisions under Menard, Augereau, Masséna, and Sérurier. Kilmaine looked to remount the Cavalry Reserve which lacked the intrepidity shown by the infantry.

Masséna entered Milan on the 13<sup>th</sup>, followed by Bonaparte on the 15<sup>th</sup>. "From that moment, I foresaw what I might be. Already I felt the earth flee from beneath me ... a fragment of rock thrown into space."

## The Siege of Mantova: The Key to Italy<sup>8</sup>

**22-May.** Eight battalions and 9 guns from the garrison were detached under Michelangelo Alessandro Colli-Marchi, via Marmirolo to Goito, on the Mincio. These troops returned to Mantova on 30 May. Colli then departed with 4 squadrons of Uhlans to join Beaulieu's field army, along with three battalions of reinforcements. The Austrians seem to have decided that 12,000 to 15,000 men would be required to hold the fortress for a long duration, but it is questionable whether they would ever need more men inside the fortress than the French had outside. Provided with a smaller garrison, the fortress could have held out longer.

*Mantua could have been defended with 4-5000 men (infantry and artillery). Austrians recovered themselves inside the walls and had overpopulation problems, lack of food, diseases, etc. They ate lot of horses for the lack of fodder, maintaining only 6-7 squadrons with 242 mounted men. They had more infantry than the French but very tired and unfit to fight in autumn (also if some supply was granted by boat: the French were not able to shoot at them at night).<sup>9</sup>*

**29-May.** General Melas had just arrived, taking command of the Austrian right. The Austrian received reinforcements of one battalion from I.R. Keuhl. Beaulieu was taken sick. Their positions were as follows:

<sup>4</sup> Boycott-Brown, *The Road to Rivoli*, p. 310

<sup>5</sup> *Bonaparte's First Italian Campaign*, p. 48

<sup>6</sup> Ordener had found a ford above Lodi but Kilmaine found none down river.

<sup>7</sup> Boycott-Brown, *The Road to Rivoli*, p. 313

<sup>8</sup> Feldzuegmeister Johann Peter Beaulieu

<sup>9</sup> Enrico Acerbi, personal communication

Right – Liphay – 3,049 inf., 779 cav.

Peschiera – 2 bns., 1 coy., 2 sqdns., 6 guns

Center – 8,169 infantry, 2,086 cavalry

Left – Rukavina (from Mantova), 2,583 men, plus Colli, with 4 squadrons of Uhlans (518 men), and the Napoli Dragons (377).<sup>10</sup>

**30-May.** The French crossed the Mincio at Borghetto and forced Beaulieu back into the Tyrol, severing the link between the Austrian field army and Mantova. By then, the fortress garrison under General Joseph Count Canto d'Yrles had been brought up to 14,942 men (10% unfit for service), with 315 guns. Supplies for troops and 25,000 citizens were estimated to last three months. The troops were posted as follows:

Rosselmini – Citadel – 3,773 men

Rukavina – Migliaretto – 2,443

Sturioni – San Giorgio – 2,298

Salisch – Te Palace, crownwork – 1,489<sup>11</sup>

Sturioni – 2.5 bns. – 2,298

TOTAL – 12,345 infantry, 434 cavalry<sup>12</sup>

#### **2-Jun. Austrian Reinforcements under Bajalics**

24 battalions

5 Jaeger coys

18 Hus sqdn

2 Pion coys

Artillery

**3-Jun.** Bonaparte entrusted Jean Sérurier's division (9,000 men) with investment of the fortress. For forty-five days François de Chasseloup-Loubat, the engineer in chief, was busy completing the encirclement of the fortress and preparing earthworks for the siege artillery. Bonaparte ordered the assembly of a flotilla under Capt. Pierre Baste to patrol the lake. During this period the Austrians attempted limited sorties and occasional fighting broke out along the siege lines.

#### **4-Jun. Austrian Main Army in the Tyrol**

24 battalions with 19,822 infantry, 37 squadrons with 4,236 horsemen.<sup>13</sup>

#### **22-Jun. Austrian Effectives**

15,927 infantry, 2,804 cavalry, 102 guns

Generals: LtG Sebottendorf, LtG Henrici, Gen. Liphay, Gen. Gummer, Gen. Hohenzollern, Gen. Laudon, Gen. Schübirz.

The Neapolitan cavalry retired upon conclusion of the Peace Treaty.

#### **30-Jun. Garrison and Population**

During the first month of the blockade, the garrison had been reduced to 13,448 serviceable and 1,849 sick or unserviceable. Inhabitants numbered 23,837.

#### **6-July Sortie**

A small sortie cut down trees to improve the Citadel's field of fire and bring in 20 wagons with hay. Bonaparte with his staff arrived at Roverbella (2309) in the evening.

#### **16-July Sortie**

Six hundred men of the Carlstadt Grenzers attacked toward the Cerese mill, led by Lt. Col. Bisich. The 16<sup>th</sup> and 44<sup>th</sup> I.R. took heavy losses. Vukassovich attacked the Pradella hornwork, encountering many roadblocks and Improved Positions. The water levels in the lakes were too low to allow for boats to operate.<sup>14</sup>

#### **18-July Further Sorties**

A French pontoon bridge was built at Pietole (5623). Batteries were constructed at Zipata and Zanetti (5222). The Austrians made three sorties to disrupt French I.P. construction around the fortress. On their side, the French also made two coups de main attempts. At 10 PM the French bombardment opened. Austrian Morale was low.<sup>15</sup>

#### **18 July-1 August**

The blockade became a bona fide siege as heavy guns and mortars started striking the city and its bastions. During two weeks of bombardments more than 12,000 explosive projectiles (excluding round shots) fell on Mantova.

#### **1 August-6 August**

Würmsers advance from the Tyrol forced Bonaparte hastily to lift the siege and withdraw the troops. This freed the garrison to move outside the fortress. The city was resupplied, and the 179 abandoned guns were taken. Five thousand men of the garrison were temporarily dispatched to join Wurmser's army in the field.<sup>16</sup>

## **The Castiglione Campaign**

Austrian Field Marshal Dagobert von Wurmser marched with 25,000 veteran reinforcements from the Rhine through the Brenner Pass, reaching Trent on June 30th. Preparations began for a new offensive to wipe away everything Bonaparte had achieved in four months of campaigning. The French general-in-chief concluded his operations in Tuscany and the papal states, returning on July 5th. His forces were augmented by a division under General Vaubois from the Army of the Alps, plus three demi-brigades (4,000 men) under Despinoy released when Milan capitulated on June 30th.

The French held the valley of the Po where it joins its tributary the Adige, enjoying the freedom of maneuver afforded by the level valley. They anchored their position on three of the "Quadrilateral" fortresses, Peschiera, Verona and Legnago. An Austrian garrison holding the remaining fortress of Mantova suffered under siege, cut off from the supplies of the countryside. The relief of Mantova would be the object of Wurmser's operations. His forces occupied the narrow mountain passes leading down from the Dolomites. This terrain made their lines of advance predictable.

<sup>10</sup> Boycott-Brown, *The Road to Rivoli*, p. 346

<sup>11</sup> Cuccia, p. 22

<sup>12</sup> Boycott-Brown, *The Road to Rivoli*, p. 364-65

<sup>13</sup> Boycott-Brown, *The Road to Rivoli*, p. 365

<sup>14</sup> Cuccia, *Napoleon in Italy*, p. 38

<sup>15</sup> Boycott-Brown, p. 377

<sup>16</sup> This left a total of 10,788 men in the garrison.

Masenna's division occupied the Adige between Rivoli and Legnago. Massena's 15,391 men were divided between a strong reserve at Rivoli (with outposts upstream), and a garrison in Verona with a demi-brigade posted downstream, under Victor, Pigeon, Valette and Rampon. Augereau with 5,368 men under Robert, Pelletier and Beyrand occupied Legnago and guarded the river in its vicinity. Despinoy's 5,500 men were divided, with one demi-brigade on the Adige near Arcole and another in Peschiera, under Bertin and Cervoni. Kilmaine with 1,535 men of the cavalry reserve awaited orders near Villafranca. The 10,000-man division of General Serurier, under Serviez, Fiorella, Lasalcette and Charton, maintained the siege at Mantova, while Bonaparte at Roverbella watched for enemy movements on both sides of Lake Garda. Four thousand five hundred men of the 12th and 25th demi-brigades were enroute to join Serurier and Despinoy respectively. In addition some 9,000 men in Lombardy and on the lines of communication could be called forward in an emergency.

The Austrians advanced in two main groups. Quosdanovich with four mixed brigades, 17,621 strong, set out from Trent on July 25th to the west side of Lake Garda. The single route practicable for artillery follows the valley of the Chiese River through the defile at Rocca d'Anfo to arrive in open country near Salo. General Sauret, newly arrived as replacement for General La Harpe, watched this approach from his headquarters at Salo with his division of 4,462 under Guieu and Dallemagne with detachments at Gavardo, Desenzano and Brescia. The citadel of Brescia, garrisoned by only three French companies, offered token resistance.

Wurmser's column of seven Brigades with 24,295 men, marched along the Adige, making contact with French outposts near La Corona on the 26th. At the same time Meszaros's 5,021 men, following the Brenta River valley, reached Bassano. This diversion prevented the French from knowing where to concentrate, and the Austrians overwhelmed the local screening forces on every front, quickly seizing lodgments on the plain in preparation for a move on Mantova. If successful in joining forces south of Lake Garda, the Austrians would outnumber the French about three-to-two.

On July 29th, Bonaparte summarized the situation. "The enemy have broken through our line in three places; they are masters of La Corona and Rivoli. Massena has been compelled to yield to superior forces; Sauret has begun his retreat to Desenzano, and the enemy has captured Brescia and the bridge of Ponte San Marco. You see that our communications with Milan are cut off." He concluded that the siege of Mantova would have to be abandoned and ordered Augereau to join him at Roverbella. The next day, Bonaparte directed Serurier to raise the siege of Mantova and fall back to the south and west, taking post with two of his brigades at Marcaria to cover the alternate line of communication via Cremona, and sending the others to Augereau. Although this meant spiking the precious siege guns, it gave the French the freedom to unite their forces and engage on battlefields of their own

choosing, bringing their full weight to bear against each Austrian wing in succession. However this potentially released a hostile force of 10,724 from Mantova in the rear.

## Battle of Lonato

On the morning of August 3, the French army changed front. To the west, Guieu retrieved Salò abandoned the night before; in the center, Masséna attacked Lonato; while to the east, Augereau took Castiglione, lost and finally recovered, despite the arrival of Austrian reinforcements. In the evening, Quosdanovich's four brigades were completely dispersed.<sup>17</sup>

Quosdanovich was no sooner dispatched than the panting Frenchmen turned about with all haste for Castiglione to meet Wurmser's 25,000 undefeated troops. Wurmser crossed the Mincio late in the morning of August 3rd, having delayed operations to allow his triumphal entry into Mantova. Hoping to join hands with Quosdanovich at Lonato, he arrived on a line extending from Solferino on the right to Medole on the left.

## 2nd Castiglione (Monte Medolano)

The French plan was put forward by Augereau on the morning of August 4<sup>th</sup>, designed to deceive the Austrians with a mock retreat, to tempt Wurmser with the possibility of breaking the French deployment in two.

Leaving Sauret to follow Quosdanovich, Massena's division formed the left, Augereau's the right, the cavalry massing behind Augereau. Bonaparte summoned his other divisions, recalling Despinoy from Brescia. The arrival of Despinoy's division would create a new center of the French deployment. He sent to Serurier at Marcaria, summoning him to the village of Guidizzolo in Wurmser's rear. A concentration of almost 31,000 men.

Congratulating themselves for their easy success at Mantova, the Austrians felt like conquerors with barely so much as firing a shot. "At daybreak on August 5th," wrote the French generalissimo, "we found ourselves in contact with the enemy; until 6 A.M., however, nothing took place. I then ordered a retrograde movement by the whole army in order to draw the enemy after us—and thus occupy the time Serurier's division (which was expected every second) would take to come up from Marcaria, and thereafter turn Wurmser's left."

"Wurmser swung his right flank forward in an attempt to crush Massena and thus open up a road toward Lonato, for the Austrian commander in chief had received no certain news of Quosdanovich's defeat on the 3rd. Meanwhile, General Fiorella had arrived with Serurier's division at Guidizzolo at about six in the morning; Wurmser still had no clue about his presence, thanks to the effective screening operations performed by the 8th Regiment of Dragoons." "His fire would be the signal for battle," wrote Bonaparte on St. Helena. "We expected a great moral effect from this unexpected onslaught." Serurier's guns took the Austrians by surprise, and the three French divisions fell on Wurmser's army with a

<sup>17</sup> On the 4th, while fleeing through the valley of the Chièse, Quosdanovich lost many prisoners in Gavardo and Salò.



rush. Finding Serurier advancing on his left rear, the Austrian general formed his second line at an angle to his first to meet Serurier. Seeing their compatriots executing this maneuver in some confusion, the Austrians nearer Solferino broke ranks and began filing to the rear. Gradually the French pressure overwhelmed Marshal Wurmser, who had drawn his sword in the thickest of the fight. The exhausted French pursued ineffectively, and 5,000 undefeated Austrian reinforcements from Peschiera did much to cover the withdrawal of their unlucky compatriots. Wurmser sent his men back toward Peschiera and Valeggio, abandoning 20 cannon and 120 caissons and adding 1,000 prisoners to the 2,000 killed and wounded on the field.

**6-Aug.** The French began a belated pursuit. The Austrians held the easily-fordable Mincio line. Massena marched in haste to relieve the French garrison of Peschiera, which nearly surrendered. Defeating the Austrians there, Massena and Augereau crossed the Mincio and moved toward Castelnovo. Bonaparte pushed Serurier's troops forward to seize the bridge at Borghetto. With his communications threatened, Wurmser detached 5,047 men to Mantova,<sup>18</sup> raising d'Yrles total to 15,513 men (78% effectives), and continued his retreat on Trent unhampered, in the evening. The French lost 6,000 men during the campaign.

**8-Aug.** Fiorella and Séurier's Divisions departed from Verona toward Marmirolo to reestablish the blockade (2,700).

**10-Aug.** The Austrians held the Serraglio, a former hunting ground, giving them free access to the hinterlands... Sahuguet was nominated to succeed Fiorella (sick), and departed from Milan to take over the division. Beaurevoir was made commandant of Milan.

**11-Aug.** Action at Montebaldo (off the west map edge of RIV) La Corona, and Preabocco (RIV 0704). Massena captured 400 men and 7 guns. Augereau pursued the enemy off the north map edge.<sup>19</sup>

## Wurmser's Second Campaign

The Army of Italy received orders from Paris to push the pursuit of Wurmser's shaken legions beyond the Alps, into the Tyrol, in support of the French armies advancing through Germany. Bonaparte informed Moreau, his counterpart in Bavaria, that he would move on Trent on September 2nd. At the same time Wurmser, informed of Bonaparte's plan, was preparing a counter-offensive with one wing, 20,000 strong, shifting east toward Bassano in the Brenta valley, while Davidovitch with 25,000 men held-off Bonaparte and watched the Tyrol for signs of Moreau. The powerful force in Mantova continued to confound Bonaparte's plans, even with 4,000 sick on the muster rolls. Sahuguet had only 6,000 men blockading more than twice his numbers inside the fortress.

### 1-SEP. ARMÉE D'ITALIE

Vaubois—10,000—west of Lake Garda  
 Massena—13,000—on the Castiglione game map  
 Augereau—10,000—Verona  
 Kilmaine—2,000—Verona  
 Sahuguet—8,000—investing Mantova<sup>20</sup>

### Rovereto

**3-Sep.** Vaubois and Augereau began their advance on Trent with the repulse of Vukassovich's advanced guard at Ala. On the 4th, Massena forced the defile of San Marco, and Bonaparte's cavalry pursued the Austrians to Caliano, a narrow defile between steep mountains and an impassable river. After a brief bombardment from the opposite bank, Bonaparte launched three demi-brigades into and through the Austrian line. In two days, Vukassovich lost 6,000 men and 20 guns.

### Trent

**5-Sep.** Massena occupied Trent. He and Vaubois drove Davidovich back from Lavis on Neumarkt. Bonaparte ordered Vaubois to block the gorges north of the town with 10,000 men—ready to advance to Botzen if Moreau reached Innsbruck—while the remaining 22,000 troops set off to the east and south in pursuit of Wurmser.

### Primolano

**7-Sep.** Augereau's advanced guard under Lanusse stormed three battalions of Croats defending the mountain pass at Primolano. Surrounded by French cavalry, 2,000 men laid down their arms. By nightfall, the Army of Italy had reached Cismona, having covered 45 miles in two days.

### Verona

At the same time, far to the south, Wurmser's advanced guard under Meszaros attacked the fortress of Verona, with its tiny garrison of 1200, but was repulsed and asked for reinforcements. Instead, he was ordered back to Montebello.

### 7-9 September Bassano

Wurmser posted two divisions on both banks of the Brenta, north of Bassano, to hit the French columns as they debouched from the Alpine passes. The next morning, Bonaparte hurled his two divisions at Bassano, Augereau on the east, Massena on the west bank. The assault, led by Colonel Lannes, burst through the Austrian rear guards and stormed the town, seizing the covered bridge over the Brenta in the center of town. Despite stubborn resistance, the Austrian forces were cut up, Quasdanovich and 3,000 retreating eastward while Wurmser with a thousand brave troops advanced to meet Meszaros at Montebello. Augereau marched south to Padua to block Wurmser's expected retreat, while Massena pursued directly toward Vicenza. Both places were seized on the 9th.

**10-Sep.** Wurmser continued for Mantova. The French garrison at Legnago abandoned their position with its bridge intact, leaving Wurmser with 11,000 men free to cross on the 10th. "Wurmser let his troops rest in Legnago, intending to

<sup>18</sup> 6 bns., 1 sqdn, and artillery under Spiegel, Minkwitz and Sturioni, to compensate d'Yrles detachment of 4,000 men under Vukassovich

<sup>19</sup> Cuccia, p. 53.

<sup>20</sup> Had just received 3 bns. from La Vendée

march on Mantua on the 11th. It was a somewhat depleted force that he had at his disposal, numbering about 12,000 men, of which 3,000 were cavalry."<sup>21</sup>

**11-Sep.** "On the morning of the 11th, Wurmser had Ott (unit 127), march off also to Sanguinetto, with most of his brigade. Wurmser was to follow, leaving a garrison of 1,621 men and 22 guns in Legnago under Major Iuch to hold off Augereau." I.R. 19 is mentioned as accompanying Ott so clearly we are talking about unit 127. "Wurmser reached Nogara late in the night of the 11th, where he rested for some hours... Wurmser began his march again at Midnight."<sup>22</sup>

**12-Sep.** Augereau arrived at Legnago and with the help of some of Massena's men, invested the fortress. Wurmser then marched through Villimpenta, entering the map at 6111.

**13-Sep.** On his way into Mantova, Wurmser feinted toward Castellaro while overrunning one battalion. Massena's advance guard, under Murat and Pijon, clashed with Wurmser's advanced guard (Ott) near Cerea, but received the worst of the encounter. Any possibility of apprehending Wurmser was now dashed. Sahuguet raised the blockade and moved temporarily to Goito, returning on the 14<sup>th</sup>. With the 6<sup>th</sup> and 12<sup>th</sup> D.B. his orders were to march on San Antonio. Massena coming from Castellario the same day, marched toward Due Castelli. The combat ended in the Austrian favor when a French battalion was cut off and lost 300 men.<sup>23</sup> "Upon arrival, Wurmser's troops formed a line that stretched from forward of the citadel (4119), and ran in front of San Giorgio (5017) with the extreme left resting on the road northwards and the extreme right on the road to Legnago." Total 10,367 infantry and 2,856 cavalry (p. 434).

**14-Sep.** "An initial surprise attack by Massena on 14 September failed to have much effect, but the surrender of Legnago had released Augereau's division, setting the stage for a much more serious effort next day. Sahuguet was to lead the right wing with 10,000 men, Massena in the centre with 9,000, and Augereau's division, of 6,500 men, was to advance along the Mincio and try to outflank the Austrian position." French Total: 25,500 men.

### 15 September Battle of San Giorgio

"At 8 AM on the 15th, Austrian outposts reported the enemy approach. (Game start). Sahuguet advanced on the Roverbella road, and attacked Ott, at about midday, eventually forcing Ott's men back toward La Favorita (4218)."<sup>24</sup> Augereau's division approached San Giorgio at about 2 PM, having advanced along the Mincio (entry hex 6120). "Wurmser moved some of his troops towards the right to counter this, and was promptly attacked in the left centre by Massena."

Massena's attack supported Sahuguet's division, and after heavy fighting drove the Austrians within the fortress at a loss of 2,500 men. Kilmaine reestablished the blockade, deploying 8 demi-brigades<sup>25</sup> and Beaumont's cavalry around the fortress.<sup>26</sup>

### 16-30 September

With an additional 10,500 troops from the field army, the garrison now rose to 24,000 men. More troops, however, meant more mouths to feed, obliging Wurmser to organize foraging sorties. Against disease, however, there was nothing he could do, and in the following six weeks 4,000 men died in the hospitals. Aware that Mantova could not resist for much longer, Austrian officials in Vienna prepared a new campaign led by Feldzeugmeister Joseph Alvinczi, Freiherr von Berberek.

**17-Sep.** Five Hundred Austrian cavalry departed for Castelluccio.

**21-Sep.** 6,000 infantry and cavalry marched out the Pradella and Ceresa gates:

Klenau—Jaegers (3 cos.), Infantry (4), Hussars (7)  
Marching to Curtatone, Montanara, Buscoldo, Ponteventuno and Borgoforte.  
Ott—Alvinczi I.R. 19, Hus (3)—1,000 infantry, 600 cav.  
Marching to Cerese.

### 22-Sep. March to Governolo

Combat between Minkwitz (800 inf., 600 cav.) & Ott -vs.- Kilmaine & Reinforcement by Augereau. Losses: Austrians, 5 guns, many supply wagons. Result: Austrians retreat to Migliaretto works (4925).

**28-Sep.** The French re-established investment of the fortress. On the other hand, the Austrians had complete command of the lakes. To rectify this, Bonaparte ordered a gunboat from the French fleet on Lake Garda to pass down the Mincio.

**29-Sep.** The Austrians camped outside the gates. Kilmaine's attacks on Pietole, Cerese and Belfiore were taken under fire from the Austrian batteries in the fortress and even by the Citadel across the lake. They were stopped by a French I.P. near the Cerese mill.

**1-Oct.** The French forces around Mantova under Kilmaine again held the positions they had in July.

Sahuguet—4,500  
Dallemagne—4,500  
VAUBOIS—Tyrol—8,000  
MASSENA—5,500—Verona and Brenta v.  
AUGEREAU—5,400—Verona and Brenta v.

The French army had 14,000 men on the sick lists.

With Wurmser in Mantova were 28,500 men (11,500 of whom were sick). The garrison was suffering daily losses of 75-150 dead.<sup>27</sup>

**12-Oct.** Bonaparte returned from Milan where he had been since 19-Sep.

**23-Oct.** Bonaparte moved to Verona.

<sup>21</sup> Boycott-Brown, p.433

<sup>22</sup> Boycott-Brown, p.434

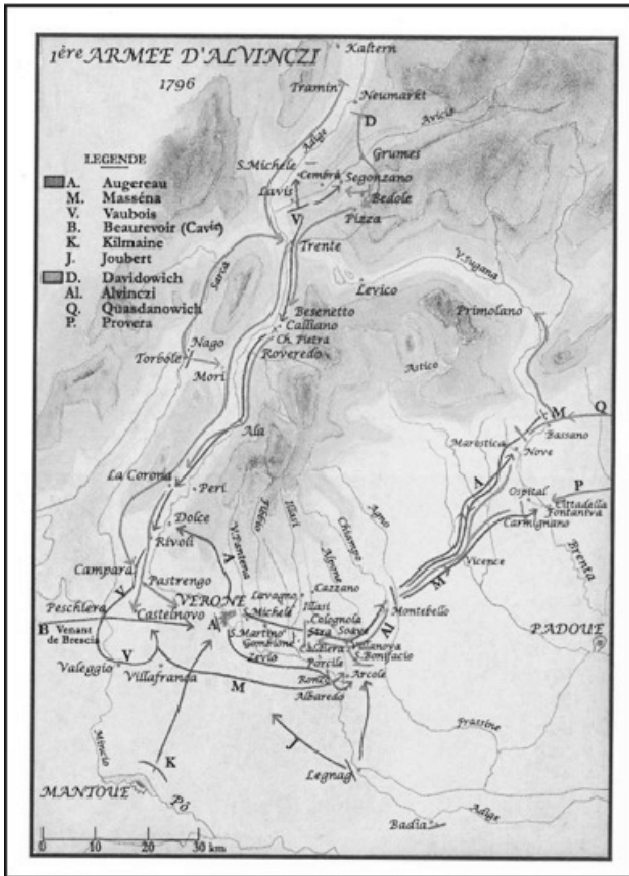
<sup>23</sup> Cuccia, p. 63

<sup>24</sup> Boycott-Brown, p.435

<sup>25</sup> D.B.s 5, 6, 11, 12, 19, 45, 69 and 12 Lt. (temp)

<sup>26</sup> 1 and 5 Cav, 8 and 20 Dgn, 1 Hus, 24 and 25 Chas.

<sup>27</sup> Cuccia, p. 69



### Alvinczi's First Campaign

A reinforced Austrian army of 46,000 men under the command of Baron Joseph d'Alvinczy was ready to take the field. Davidovich had 18,400 left over from the last campaign; Quasdanovich near Trieste had 28,700, mostly conscripts and reinforcements comprising the ever-reliable Croats and Hungarians and unwilling Poles. Inside the fortress of Mantova were 23,708 men including 12,420 fit to serve. Bonaparte had barely 24,000 fit for duty and no significant replacements. Alvinczi advanced on Bassano from the Isonzo and Trieste on 31 October.

Paul Davidovich moved south against Trento with 18,000 men.<sup>28</sup> Alvinczi hoped to break through to Wurmser, trapped in Mantova with 23,708 men of the garrison. Of these, only 12,420 were well enough to fight.

Bonaparte deployed a 10,500-man division led by Vaubois against Davidovich in the north and General of Division André Masséna's 9,500-man division at Bassano on the Brenta River. In reserve lay Augereau's 8,300-man division at Verona and 4,300 in other units. Division Kilmaine with 8,800 men blockaded Wurmser's garrison in Mantova.

### Trent

Believing the enemy north of Trent to be very weak, Bonaparte ordered Vaubois to advance against him. On November 4, Vaubois with 10,400 men ran into Davidovich's thrust at San Michele. He was outflanked and overwhelmed, abandoning Trent to the enemy, and took position at Caliano.

**4-5 Nov.** Austrians capture Trent.

**5 Nov.** Joubert was ordered to reinforce Vaubois, leaving his post at Legnago, a day's march from Rivoli (64 km.).<sup>29</sup>

Davidovich routed Vaubois in the Battle of Calliano on 7 November, inflicting 4,400 casualties on the French for an Austrian loss of 3,500. Davidovich remained inactive, under the impression that Masséna's division had reinforced Vaubois.

### Roveredo

Davidovich sent a brigade under Loudon toward Torbole at the top of Lake Garda, repulsing the French there. Swinging left, they linked up with another brigade, under Ocskay, to threaten the French flank guard at Mori. With Austrians threatening their line of retreat, Vaubois' men had had enough, and fled to Rivoli, where they met reinforcements under Joubert and received a severe reprimand from Bonaparte. Vaubois had lost 5,000 men in four days.

### Fontanove and Bassano

Masséna methodically withdrew toward Vicenza before d'Alvinczy's two advanced guards advancing from Bassano and Citadella. Bonaparte was more concerned with the threat to his LOC from Davidovich as he pulled back his eastern force to Verona.

**6-Nov.** Bonaparte with 19,500 of Masséna's, Augereau's, and reserve troops, attacked Alvinczi at Bassano and Fontanovo. In the hard-fought Second Battle of Bassano, Alvinczi and his two division commanders, Quasdanovich and Provera repelled their outnumbered opponents, killing and wounding 3,000, at a cost of 2,800 Austrians.

Austrian Losses:

Liptay's Bde.—1,188 men, including Splényi

I.R. Splényi No.51—666 men.

Quasdanovich's Div.—1,633 including Gyulai

I.R. Gyulai No. 21—381 men out of 800 (46%)=elim

In the Alpine Passes, Davidovich attacked Calliano again. The French were routed. This achievement cost the Austrians 3,567 men in 2 days, equivalent to a major battle.<sup>30</sup>

**10 Nov.** Davidovich took defensive positions upon rumors that Masséna was moving against him.

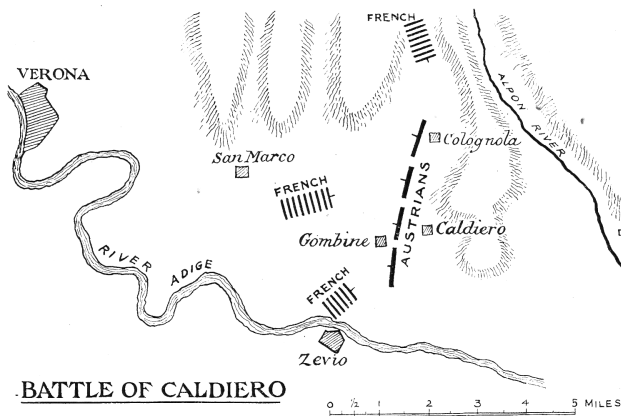
**11-Nov.** Alvinczi's advance elements reached Caldiero, east of Verona. Believing that Verona was being evacuated, Hohenzollern moved forward. Masséna and Augereau emerged and repulsed them. The Austrians lost 400 men and pulled back to a ridge near Caldiero.

**12-Nov.** Masséna drove against the Austrian right and Augereau the left, fortified in several villages, and sturdily

<sup>28</sup> Wikipedia, Caldiero

<sup>29</sup> His orders were to Madonna della Corona (0301)

<sup>30</sup> Including 1,507 on the second day. Boycott-Brown, p. 453



resisting. A violent rain and hail storm blew in the faces of the French, making musketry difficult. Dupuy swung around the Austrian right. At mid-day, nonetheless Masséna made headway toward Cognola. In the afternoon, the brigades of General-major Adolf **Brabeck** (3 PM) and Anton **Schübirtz** (4 PM) von Chobinin arrived on the field, driving Masséna before them. **Provera** also appeared (5 PM) and drove back Augereau. Nightfall allowed the French to pull safely back into Verona. They suffered 1,000 killed and wounded, 800 men and two artillery pieces captured. The Austrians lost 950 killed and wounded and 350 captured. Bonaparte contemplated a retreat behind the Adda River and potentially abandoning the blockade of Mantova.<sup>31</sup> As he summarized the situation for the Directory:

“The Army of Italy, reduced to a handful of men, is exhausted. We are abandoned in the interior of Italy. The men regard death as inevitable. Perhaps the hour of the brave Augereau, of the intrepid Masséna, of Berthier, of my own death is at hand.”

Rounding up reinforcements from the fortresses, stripping Vaubois and Kilmaine of every available man, Bonaparte marched at night with Augereau and Masséna, concentrating at Ronco—where the access road for a pontoon bridge still remained, guarded by the 51<sup>st</sup> D.B. with pontoons not deployed. The Valle Serego had to be crossed—a huge swamp on the right bank of the Alpone. The sole crossing of the Alpone was at the town of Arcole, defended by 3,000 Grenzers in Improved Positions.<sup>32</sup>

**14-Nov.** Davidovich still had 14,000 men with him after the detachment of Laudon to the north of Lake Garda. He set off in the morning and arrived at Peri at 4 PM; Oskay was sent over Monte Baldo.<sup>33</sup> Joubert had joined Vaubois, bringing his strength up to 8,000 men.

## Arcole

A causeway leads across the marshland on the north bank of the Adige, toward Porcile to the left, or Arcole to the right. By daybreak on the 15th, Andreossi, the army's chief engineer, had built a pontoon bridge leading to the causeway. Augereau's troops were the first across, while behind them Masséna's set off to the left to seize the village of Porcile.

They brushed with Provera's advance guard of 3,000, capturing the village to secure the left flank of the bridgehead.

As the head of the right flank column, under Augereau, approached the bridge at Arcole, Brigido's flank guard pinned them down from across the Alpone, 100 yards away. Leading Augereau's men forward, Bonaparte fell into the stream, and was barely dragged to safety ahead of enemy bayonets. Arriving later on Brigido's flank, Guieu's gallant 3,000 captured the town of Arcole at seven in the evening, only to abandon it as Bonaparte judged the dikes too narrow and needed to bivouac with the river obstacle opposite the enemy. Alvinczi responded by reinforcing Provera's command against Porcile and stationed Hohenzollern with 10,000 on his right, while consolidating his remaining 24,000 men at Villanuova and San Bonifacio.

The next morning Bonaparte repeated both attacks. After a dull battle of attrition among the dikes Masséna recaptured Porcile, taking 800 prisoners, but Arcole stood firm, and General Vial's attempt to bridge the Alpone near its mouth also failed. In the evening, Bonaparte again withdrew his forces to the right bank of the Adige so as to be prepared for any sudden emergency near Verona, leaving only a small advance guard on the opposite bank. Alvinczi pulled Hohenzollern back toward Villanuova while sending his baggage east to safety. Mitrowsky occupied Arcole. That night, Andreossi's engineers build a pontoon bridge across the Alpone, just above its mouth (5516). Bonaparte's plan was to take Arcole from the east, and ordered Vial with 800 men from Legnago's garrison to join him next day.

On the 17th Bonaparte renewed the attack again. Masséna's division engaged the enemy among the marshes, sending one demi-brigade toward Porcile and one toward Arcole. Mitrowski's counterattack against the latter ran into an ambush by a third demi-brigade, and 3,000 Austrians stranded on the dike had to surrender. Meanwhile Augereau made for the trestle, but ran into four Austrian battalions blocking their path. Bonaparte sent a mounted patrol with bugles toward their rear, creating a panicked retreat. As Masséna renewed the attack from the west, Augereau swept forward, linking-up with Vial to take Arcole in the rear. Alvinczi abandoned San Bonifacio and withdrew in good order. Losses for the three days of battle: French 1,200 killed (including Generals Robert, Verne, Elliot, Gardanne, Lebron, Muiront, Verdier and Vignolle), 2,300 wounded; Austrians 600 killed (including Brabeck), 1,600 wounded, as well as 4,000 men, 11 guns, 4 ammunition wagons captured.

## Rivoli

Alvinczi's second advance was stopped in the foothills above the open plain of the Po, and far from the withering garrison of Mantova. At daylight on January 14 Joubert advanced with 10,000 men and 18 guns to drive back three Austrian columns totaling some 12,000. The French captured San Giovanni, but Koblos checked Joubert's advance while Liptay began to envelop the westernmost French brigade.

<sup>31</sup> Wikipedia

<sup>32</sup> Boycott-Brown, *The Road to Rivoli*, p. 458

<sup>33</sup> Boycott-Brown, p. 458

After a long detour, Lusignan's column suddenly appeared along the ridge south of Rivoli, cutting Bonaparte off from his reinforcements. The 18th demi-brigade, newly arrived from Lake Garda, was ordered to reopen communications.

Meanwhile in the Osteria gorge, Austrian grenadiers seized the village at eleven o'clock and threatened to break through Joubert's exhausted force. While light artillery rained case shot onto the Austrian column at point-blank range, Leclerc and Lasalle launched a charge of 500 infantry and horsemen. The Austrians reeled back, and cleared the gorge.

Bonaparte's entire force immediately rushed back to the northern edge of the plateau to face the regrouped columns of Koblos and Liptay. This split the Austrian army in two, leaving Bonaparte a free hand to turn against the Austrian flanking columns. Rey's arriving troops and Massena's reserve brigade from Rivoli caught Lusignan's division between them, taking 3,000 prisoners. At five p.m., Bonaparte handed over the battle to Joubert and Rey, and hurried south with Massena's hard-fighting brigades to pursue an Austrian Corps under Generalmajor Provera, heading for Mantova.<sup>34</sup>

Provera (5,000 men) had succeeded in breaking through the Adige line, arriving before Mantova. Bonaparte rushed there with Masséna's and Victor's victorious troops. On the sixteenth, Provera tried to make his way to the citadel and join Wurmser. Attacked by superior forces at La Favorita, he was forced to surrender his entire command, including many wagonloads of supplies destined for the troops in Mantova.<sup>35</sup>

As the French took Carinthia and reached Leoben, the Habsburgs sued for peace. Bonaparte conducted the negotiations for France on his own authority. The armistice of Leoben formally ended the campaign on April 18, 1797.

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## MAP SOURCES—Paolo Scannapieco

The Italian portion of the Second Military Survey of the Habsburg Empire, i.e. Lombardy, Venice, Parma, Modena (period of the survey 1818-1829), was accessed via Politecnico di Milano's Gicarus group's web services.

The Second Military Survey was carried out between 1806 and 1869 and is a masterpiece among the different map series representing the territories of Austro-Hungarian Empire. Its accuracy is far better than that of the First Survey: in most cases it is better than 200 meters and, for the most populated and important parts of the Empire, it is between 50 and 100 meters. Its scale is 1:28800, identical to the First Survey.

During the Napoleonic Wars, the Military High Command of the Habsburg Empire understood that the First Military Survey mapped in the 1780s, was not suitable anymore for the military tactics of the new era and that a more detailed cartographic representation, with more terrain details, was needed. In 1806 Francis I issued a cabinet order to perform a new cartographic survey of the Empire. Besides the more detailed representation of the individual features of the terrain, the novelty of this map series was its geodetic basis.<sup>36</sup>

A very useful website for the study of Mantova's fortifications and for other information about Mantova proved to be <https://mantovafortezza.it/>. For the realization of Mantova's Game Map the following were also used:

From Biblioteca Digitale Teresiana, Mantova.

(<http://digilib.bibliotecateresiana.it/>):

1. • Pinchetti, Giuseppe, Piano della città di Mantova e suoi contorni, 1800.
2. • Pinchetti, Giuseppe, Mantova e suo circondario con la dichiarazione delle opere d'assedio fatte dall'armata francese in luglio del 1796.
3. • Pinchetti, Giuseppe, Pianta della città di Mantova e suoi contorni. Dichiarazione delle opere d'assedio fatte dall'armata francese in luglio 1799, 1800.

From McMaster University Digital Archive, Hamilton, Canada (<http://digitalarchive.mcmaster.ca/>):

- Pichetti, G., 1796, Mantova e suo circondario con la dichiarazione delle opere d'assedio fatte dall'armata Francese in Luglio del 1796: Mantoue, et ses environs, avec la declaration des ouvrages du siege faites par l'armée française, en Juillet 1796. Visual scale: 67mm = 600 Toises of France.
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<sup>34</sup> On the 15th, Joubert attacked La Corona, driving Alvinczi into the passes.

<sup>35</sup> Weapons & Warfare.com

<sup>36</sup> Timár et al., 2006 ; Timár et al., 2011.

## DESIGN NOTES

Kevin Zucker

OSG's research on the Castiglione campaign started over twenty years ago, when Dave Collins created an early version of the map, counters and reinforcement schedule. (See *WDM Magazine*, Vol. IV, Nr. 2.)

This *Quadrilateral* project actually began with one key decision—to include Mantova on its own map. The significant battles occurred elsewhere; when pressed, Bonaparte abandoned the blockade of the place, allowing the Austrians a free pass. The campaign can be covered without including it. However, the prize of Mantova was the key to the campaign, and without it we would have disparate parts lacking a central focus. In the several tours I led through these battlefields, Mantova was always our starting point. It is a city rich in history.

One battle that *was* omitted from the set was the Battle of Bassano, during Wurmser's second campaign. With his forces spread out along the Brenta valley, we judged that Wurmser had little chance of winning this one.

The arrangement of the four major maps bear an internal consistency: all four divert at a 45° angle from true north. This means that the road from Mantova to Castiglione runs right down the center of those two maps. The same is true of the road from Verona to Rivoli. A strip of land about as wide as one map separates the two pairs of maps—terrain including Peschiera, Villafranca, and Nogara. This arrangement of maps allows for a complete Grand Campaign covering the period from August '96 to January '97.

We created a complete and separate OrBat for each battle, which we haven't had occasion to do in this series before. This was possible because of the low unit count, and was important because of rapid changes in the OrBat from week to week in the campaign. The assignments of regiments (and D.B.) under each brigade commander shifted totally from one battle to the next. As a result there are several units with the same name: for example, in Massena's formation the name of Rampon appears on three different units. These three units are distinguished by different colors in the Initiative box. Rampon goes from a 2-3-4, to a 10-4-4, and back down to a 3-3-4 as his TO/E changes from one battle to the next.

**Rivoli: Tim Carne**

The Pontare and Osteria gorge was a defensible position augmented by earthworks built before this campaign. In two test games the French were able to collect a force to counter attack and clear the Pontare but it was close. I think a chateau is perhaps an acceptable compromise as the attacker will not get any benefit if they break the stacking rules for the chateau.

Crossing the Adige. The Austrians had a pontoon thrown across the Adige at Dolce during their retreat earlier in the campaign as Bonaparte crossed the Mincio before investing Mantua. There was also reference to an Austrian column crossing at Bussolengo (3429) which was also presumably by pontoon. (There is a modern bridge there). This suggests the Austrians were making good use of their pontoon trains. Some of these crossings were fordable in the dry summer

season but not in the winter where the water level might rise suddenly.

Finally, the Fort La Chiesa. There are sheer cliffs opposite the fort, no possibility to bridge here. The fort in the period of the game was smaller but very effective in blocking the road.

**Arcole: John Devereaux**

The French have to pull back each night to camp. Apparently the Austrians never thought of going over and blowing up their bridge and chose not to defend at the Po. It must have to do with inflexibility of deployment and lack of any doctrine for the employment of skirmishers.

Our job is to simulate this battle—not only the historical one, but any what ifs. The Austrians had plenty of other courses of action but they were very timid. They just stood there and expected Bonaparte to bounce off of them. The trick is finding the strategy that the Austrians should have used.

1. They should have attacked Bonaparte—aggressive strategy instead of defensive-mindedness. Their instructions from the Kaiser always stressed the avoidance of losses.

2. They could have marched on Verona because there were only 3,000 men there and then, united with Davidovich they would have been more than a match for Bonaparte (of course this is only in the Mini-Campaign).