

# Lonato-Castiglione (C3i #14) with Jours de Gloire series rules

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*Ce drapeau, plein de sang dans le bas et de ciel dans le haut;  
Puisque le bas trempa dans une horreur féconde;  
Puisque le haut baigna dans les espoirs du monde!*  
(E. Rostand, L'Aiglon)

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*Bibliography:*

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Jean Tranié, Les Guerres de la Révolution (Editions Quatuor, 2000)

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## **Adjustments for JdG series rules**

### **Notes**

This booklet collects adjustments and the errata to play Lonato-Castiglione game, originally published in C3i #14 and using T&G rules, with the JdG Series rules. Some changes have been necessary to adapt new TEC from JdG Series rules to JdG “Classic” TEC used for original adjustments (e.g Slopes, etc.). The purpose was to keep terrain costs and effects as aligned as possible to original version of the rules. There are still some small differences (mainly in fire and shock effects), but they should affect only marginally the game.

### **General**

Use rules and tables of JdG Series rules. Map and counters from Lonato-Castiglione game in C3i #14. In addition to those present in the game, it is also possible to use the markers (e.g Charge, Square, etc.) of any game in the JdG series.

### **Combat units**

For Infantry units ignore Defensive Fire DRM value – the small value above Strength value (on counter center-left).

As counters don't show Engagement rating, apply following standard ones:

3 for Line Infantry;

4 for Austrians Jägers (Jgr) and French Light Demi-Brigade (Lt);

6 for Light Cavalry (Lt);

7 For Heavy Cavalry (H);

The Strength Points value of Austrian Artillery units should be in square brackets, like that of French units (same meaning of round brackets in JdG artillery units).

For Artillery units the effective Fire range is the value printed on counter center-left. The maximum Fire range value is printed into black circle on counter center-right.

The name of division commander is printed, in abbreviated form, on the top-right corner of the counter and it matches with name on AM.

### ***Commander-in-Chief***

The DRM is the number in the yellow box, switched to a positive value (2 for Bonaparte, 0 for the two Austrian Commanders-in-Chief).

The Order Rating is the central number: 2 for Bonaparte, 1 for the two Austrian Commander-in-Chief.

The Command Range is 4 for all leaders and is not printed on the counters.

Other values are ignored for JdG purposes.

## **Special Rules**

### ***Map***

The trees along some roads are purely decorative, with no effect on play.

Hexes 3500 and 3905 are not Village, but Clear terrain (houses are purely decorative).

If a hex contains two terrains with different elevations, consider only the level of terrain occupying 50% or more of hex (i.e. the hex 4015 is considered to be one level below hex 4215). This applies only to elevation. All Forest, Village or Chateau hexes are considered to be entirely of that terrain type. Exceptions: hexes 1921, 2515, 2717, 3606, 3706, 3806, 3807, 3903, 3906 and 4006 are not Forest hexes.

On the map there are 6 elevation levels, examples:

Level 1 (1417) - Level 2 (1518) - Level 3 (1618) - Level 4 (4013) - Level 5 (4114) - Level 6 (4215).

The crossroad in Ponte San Marco is located into hex 4102.

The road divided by hexes 3902 and 3903 passes into hex 3902 only.

### ***Terrain***

Slopes  $\pm 2$  Terrain levels are treated as Steep Slopes ( $\pm 2$  Terrain levels).

Slopes without level change are treated as Slope ± 1 Terrain level for movement but with PE (No Effect) for fire and shock.

Trails (only) DON'T allow Cavalry units to cross Steep Slope and Artillery units to cross Slope and Steep Slope (Cavalry and Artillery units cannot avoid NA paying 2MP as stated on TEC in note [c]).

### **Chateaux (castles):**

- Lonato castle (hex 3815): units moving into the Lonato castle from hex 3716 pay 3MP, those moving from any other hex pay a cost equal to their printed (non disordered) movement allowance (so units to enter into Lonato castle from any other hex than 3716 must be in good order and with Received Orders). In case of Shock Combat the DRM for the Chateau is cumulated with that granted to a defender located on a terrain level higher than the attacker.
- Castiglione castle (hex 1717): units moving into the Castiglione castle from any hex pay 3MP. NOTE: units moving through Castiglione castle hex along the road in the hex pay normal road cost.
- Artillery may not move into Lonato and Castiglione castles (as they are surrounded by slopes). NOTE: Artillery can move through Castiglione castle hex if moving along the road in the hex (at road cost).

### **Combat Units**

#### **Austrian Jägers (Jgr)**

- They have not verso and are eliminated when disordered or routed.
- They can Refuse Shock combat against Infantry (without a CT) by moving one hex (even if stacked with another unit). As for Cavalry refusal of shock such decision must be made before the attacker rolls for ET (if any).
- They cannot evade into a ZOC of another enemy unit (even if occupied by a friendly unit) nor may they evade through the ZOC of the unit they are retreating from.
- They can enter a hex in an enemy ZOC only if stacked with another non-Jäger unit or if that hex is occupied by at least one friendly non-Jäger unit.
- They cannot engage in Shock Combat if not stacked with another (non Jäger) unit, unless against enemy Artillery alone in the hex.
- They can form into square only if stacked with an Infantry unit (which is also forming square).

## **Scenarios**

### ***Historical Introduction***

In July 1796, Austria dispatched an army under Würmser to stop the Napoleon Bonaparte's victorious momentum over Northern Italy. Würmser had an army of 53.000 men at his disposal to try to snip the wings of the young Bonaparte. A western column of 17.000 men under

Quosdanovich marched down the Chiese valley with Brescia as initial objective. The main body of the Army, under Würmser, followed the Adige valley in order to relieve Mantova. Bonaparte had only 32.000 men under his command and needed to defeat each Austrian Army individually before they joined their forces against him. The French Divisions were dispersed over a vast area, forcing Bonaparte to act decisively to concentrate his army in order to deal with the Austrian offensive. The operations that followed, known as the “Castiglione Maneuver”, occurred between July 30<sup>th</sup> and August 5<sup>th</sup>, 1796. The key battles took place around Lonato and Castiglione. The first step (July 28<sup>th</sup> to 30<sup>th</sup>) consisted of a sudden Austrian offensive: Würmser repulsed Masséna on July 29<sup>th</sup> from Rivoli and the same day Quosdanovich launched four brigades (Ocskay, Ott, Spork and Reuss) against Sauret who retreated to Desenzano del Garda. Bonaparte acted without hesitation: he decided to recall Augereau’s Division and asked Serurier to abandon the siege of Mantova to reinforce him. Austrians attacked again on July 30<sup>th</sup>, Würmser entered Verona and Quosdanovich Brescia. Bonaparte choose then to march first against the latter one and Despinouis was sent to reinforce Sauret. The French were now ready to launch their counteroffensive against the Austrian army taking advantage of the fact that it was dispersed over a large area.

### ***Game Balance***

Lonato is a module of four small scenarios and a larger one which simulates the whole of the action of August 3<sup>rd</sup>, 1796. The first four scenarios are quick playing (with few counters) while the one of August 3<sup>rd</sup> is more complex and longer. The balance of all scenarios is in favor of the French as they have both better troops and better commanders.

### ***Reinforcements***

In scenarios where reinforcement units can choose between several entry hexes on the map (ex. Austrians in scenario 3), the units are not required to enter through the same hex. The second group in the formation pays double the cost of the entry hex only if it enters through the same hex as the previous one. The phenomenon of entry in column (described in 5.2.2 Entering the map) is therefore managed hex of entry by hex of entry.

### ***Victory Conditions (for all scenarios)***

For victory purpose, “control” of one hex means “occupy” or being the last to pass trough it. At the end both players compare the victory points gained. A difference of 3 or more is a victory for the one with the most points. A difference of 0, 1 or 2 is a draw.

### ***Counters***

The Reuss formation does not come into play in any of the proposed scenarios. The counters will be used in future “What if?” scenarios. During the second battle of Lonato, Reuss tried to join Ocskay without succeeding.

## **1. First Lonato, July 31<sup>st</sup>**

### **Historical Introduction**

Ott attacked the French early in the morning before their main force arrived at Lonato. He achieved his initial objective by occupying the village and then pursued Despinos's Command, which hastily retreated to the East. Bonaparte arrived to lead the French counterattack with several of Masséna's demi-brigades. He immediately engaged the Austrians and drove them back to Ponte San Marco where both armies encamped facing each other.

### **Length of game**

8 turns: 7h30-9h00 to 18h00-19h30

### **French Initial Deployment**

Units may be faced as desired

#### *Despinos's Command*

Hex	Units
3814	5 (a) Bertin
3615	5 (b) Bertin

### **Austrian Initial Deployment**

Units may be faced as desired

#### *Ott's Command*

Hex	Units
3909	Mahony Jgr
3709	2 Hus
4008	IR 10/I and IR 10/II
4007	IR 53/I
4006	IR 37/I and Art.

### **French Reinforcements**

At 12h00: Bonaparte, (*Masséna's Command*) 32 (a) Rampon, 32 (b) Rampon enter through 4021; Masséna's first AM.

At 13h30: (*Masséna's Command*) 11 (c) Rampon, 25 Chs (d) Rampon, (*Despinos's Command*) 11 D'Allemagne enter through 4021; Masséna's second AM.

### **Austrian Reinforcements**

At 16h30: Quosdanovich enters through 2700.

### **Strategic Initiative**

The Austrian side automatically has the strategic initiative for the first two turns. From turn 3 apply standard rules.

### **Special Rules**

Units of Ott's command are automatically in Received Orders status until Quosdanovich arrives on the map (16h30). If they separate themselves in several tactical groups, only one remains

automatically in Received Orders (at player choice). After Quosdanovich arrival, apply the standard rules.

### **Retreat Direction**

French: Towards nearest road running off eastern edge of the map.

Austrian: Towards Ponte San Marco, and then towards nearest road running off western edge of the map.

### **Victory**

At the end of the game both players gain:

- 3 points per enemy eliminated Artillery unit
- 2 points per enemy eliminated Infantry or Cavalry unit
- 1 point per enemy routed unit, still on the map

At the end of the game Austrian player gains:

- 5 points if there are no French units in anyone of the 5 hexes of Lonato village (3814, 3715, 3716, 3615 and 3616)
- 2 points if he control Ponte San Marco (4102)

At the end of the game French player gains:

- 3 points if there are no Austrian units in anyone of the 5 hexes of Lonato village.

## **2. Second Lonato, August 3<sup>rd</sup>**

### **Historical Introduction**

Bonaparte was encamped at Ponte San Marco when he was surprised by the attack of Ocskay against Lonato. The Austrian's commander easily overcame the weak French outposts capturing the village of Lonato and the French general Pigeon. Bonaparte ordered Masséna to make a strong and direct counter-attack against the village. After some ferocious fighting the superior French forces repulsed Ocskay who withdrew to Desenzano del Garda.

### **Length of game**

10 turns: 6h00-7h30 to 19h30-21h00

### **French Initial Deployment**

Units may be faced as desired

#### *Masséna's Command*

Hex	Units
3817	4 Lt (a) Pigeon
3716	11 Lt (b) Pigeon
4202	32 (a) Rampon, 32 (b) Rampon
4101	11 (c) Rampon
3802	25 Chs (d) Rampon
4002	15 Dgn Beaumont
3902	18 (a) Victor, 18 (b) Victor

3600	18 Lt (a) Lorcet, 18 Lt (b) Lorcet
4102	Art., Bonaparte

### **Austrian Reinforcements**

At 6h00: (*Ocskay's Command*) IR 34/I, IR34/II, IR53/III, Mahony Jgr, 1 Uhl, Art. enter through 4021; Ocskay's first AM.

At 7h30: Ocskay's second AM.

### **Strategic Initiative**

The Austrian side automatically has the strategic initiative for the first turn. From turn 2 apply standard rules.

### **Special Rules**

Units of Ocskay's Command are automatically in Received Orders status as long as they don't enter the 4211-2221 hexes' line. If they separate themselves in several tactical groups, only one remains automatically in Received Orders (at the player's choice). If one or some units of one tactical group do not respect the 4211-2221 limit, all the units of this tactical group are then considered to have No Orders.

Bonaparte, Rampon's three infantry units, Victor and Lorcet units cannot move during the first turn of the game. French Artillery, 25 Chs and 15 Dgn cannot move during the first two turns.

### **Retreat Direction**

French: Towards Ponte San Marco, and then towards nearest road running off western edge of the map.

Austrian: Towards nearest road running off eastern edge of the map.

### **Victory**

At the end of the game both players gain:

- 3 points per enemy eliminated Artillery unit
- 2 points per enemy eliminated Infantry or Cavalry unit
- 1 point per enemy routed unit, still on the map

At the end of the game Austrian player gains:

- 5 points if there are no French units in anyone of the 5 hexes of Lonato village (3814, 3715, 3716, 3615 and 3616)
- 2 points if at least one of the 5 hexes of Lonato is controlled by an Austrian unit.

At the end of the game French player gains:

- 3 points if there are no Austrian units in anyone of the 5 hexes of Lonato village.

## **3. First Castiglione, August 3<sup>rd</sup>**

### **Historical Introduction**

While Bonaparte was fighting Ocskay around Lonato, Würmser having received no news from Quosdanovich decided to advance on Castiglione. Liptay's small command (3.700 men) deployed west of the village. Augereau's force (10.000 men with Kilmaine's command) arrived and

immediately decided to attack the Austrians. The French assault couldn't be stopped by Liptay's small force, so he withdrew into a better defensive position when first elements of Würmser main body appeared on the battlefield. Exhausted by a long march, the Austrians didn't counter-attack and the French, satisfied by their victory over Liptay, didn't want to engage in further action. In this scenario it is assumed the battle did continue in order to explore the "what if?" of this particular action.

### **Length of game**

*Historical scenario*

5 turns: 6h00-7h30 to 12h00-13h30

*Hypothetical scenario (What if?)*

10 turns: 6h00-7h30 to 19h30-21h00

### **French Initial Deployment**

Units may be faced as desired

*Augereau's Command*

Hex	Units
1905	22 Chs
1904	51 (a) Robert, 51 (b) Robert
2003	17 Lt (c) Beyrand, Art. (player's choice)
2002	4 Beyrand (a), 4 Beyrand (b)
2102	Gre Verdier
2201	45 (a) Pelletier, Art. (player's choice)
2200	69 (b) Pelletier

### **Austrian Initial Deployment**

Units may be faced as desired

*Liptay's Command*

Hex	Units
2014	Karlstädter
1813	IR 13, Art.
1613	IR 8
1815	2 Hus, 1 Uhl

### **French Reinforcements**

At 9h00: (*Kilmaine's Command*) 5 Dgn, 20 Dgn, 1 Hus, 7 Hus bis, 10 Chs, Art. (2 counters) enter through 2300; Kilmaine's first AM.

At 10h30: Kilmaine's second AM.

### **Austrian Reinforcements**



At 12h00: Würmser, (*Schubirz's Command*) Mahony Jgr, Szluiner Kb, 2 Hus, 1 Uhl enter through any hex between 1021 and 1821; Schubirz's first AM.

At 13h30: (*Sebottendorf's Command*) IR4, IR13, IR10/III, Strasoldo Gre, 4 Hus enter through any hex between 1021 and 1821; Sebottendorf's first AM; Schubirz's second AM.

At 15h00: (*Davidovich's Command*) IR45, IR27/III, 4 Hus, IR 19, IR 21/II, IR 11/III, IR 25/I, IR 25/II and IR 40 enter through any hex between 1021 and 1821; Davidovich's first AM; Sebottendorf's second AM.

At 16h30: Davidovich's second AM.

### **Strategic Initiative**

The Austrian side automatically has the strategic initiative for the first turn. From turn 2 apply standard rules.

### **Special Rules**

Units of Liptay's command are automatically in Received Orders status until Würmser arrives on the map (12h00). If they separate themselves in several tactical groups, only one remains automatically in Received Orders (at the player's choice). After Würmser arrival, apply the standard rules.

French units cannot enter or cross the 1016-2021 hexes' line nor attack enemy units located on this hexes' line before 16h30-18h00 game turn.

### **Retreat Direction**

French: Towards nearest road running off western edge of the map.

Austrian: Towards nearest road running off eastern edge of the map.

### **Victory**

At the end of the game both players gain:

- 3 points per enemy eliminated Artillery unit
- 2 points per enemy eliminated Infantry or Cavalry unit
- 1 point per enemy routed unit, still on the map

At the end of the game (Historical scenario only) Austrian player gains:

- 5 points if at least one hex of the 6 hexes of Castiglione village is controlled by an Austrian unit (1816, 1715, 1716, 1615, 1616 and 1617)

At the end of the game (What if? scenario only) Austrian player gains:

- 5 points if there is no French unit in anyone of the 6 hexes of Castiglione village.
- 3 points if at least one of the 6 hexes of Castiglione is controlled by an Austrian unit.

At the end of the game (What if? Scenario only) French player gains:

- 5 points if there are no Austrian units in anyone of the 6 hexes of Castiglione village.

## **4. Third Lonato, August 4<sup>th</sup>**

### **Historical Situation**

This is a hypothetical battle but the historical situation was very real. When Knorr arrived in front of Lonato, Bonaparte was able to convince him that he was trapped in the middle of the whole French Army. Knorr, very impressed by Bonaparte and his escort of grenadiers, fell into Napoleon's

bluff and decided to unconditionally surrender! What would have happen if Knorr have decided to fight? Although outnumbered he could have fought on.

### **Length of game**

5 turns: 15h00-16h30 to 21h00-22h30

### **French Initial Deployment**

Units may be faced as desired

#### *Massena's Command*

Hex	Units
3615	4 Lt (a) Pigeon, Bonaparte
3814	11 Lt (b) Pigeon
3919	18 (b) Victor
3920	11 (c) Rampon
3220	32 (b) Rampon
3421	25 Chs (d) Rampon

### **Austrian Initial Deployment**

Units may be faced as desired

#### *Knorr's Command*

Hex	Units
3909	5 Hus
4008	IR 37/I
4007	IR 42/I
4006	IR 42/II

### **Strategic Initiative**

As for standard rules.

### **Special Rules**

Units of Knorr's Command are automatically in Received Orders status. If they separate themselves in several Tactical Groups, only one remains automatically in Received Orders (the player chooses which one).

### **Retreat Direction**

French: Towards nearest road running off eastern edge of the map.

Austrian: Towards Ponte San Marco, and then towards nearest road running off northern edges of the map.

### **Victory**

At the end of each turn Austrian player gains:

- 1 point if at least one hex of the 5 hexes of Lonato village (3814, 3715, 3716, 3615 and 3616) is controlled by an Austrian unit.

At the end of the game Austrian player gains:

- 1 point per non routed Austrian unit still on the map.

At the end of the game French player gains:

- 2 points per Austrian unit routed or eliminated
- 1 point if there is no Austrian unit in anyone of the 5 hexes of Lonato village

## **5. Lonato – Castiglione, August 3<sup>rd</sup>**

### **Historical Situation**

This scenario focuses on Second Lonato and First Castiglione. The key factor during the day was that the Austrian forces at Lonato and the Austrians forces at Castiglione were totally ignorant of each other's positions. In contrast Bonaparte was totally aware of what was unfolding around him and consequently he was able to defeat both Austrians columns individually.

### **Length of game**

10 turns: 6h00-7h30 to 19h30-21h00

### **Initial Deployment**

Deployment for both sides is the same as that used for the Second Lonato (#2) and the First Castiglione (#3) scenarios.

### **Reinforcements**

French and Austrian reinforcements are those found in the Second Lonato (#2) and the First Castiglione (#3) scenarios.

### **Strategic Initiative**

The Austrian side automatically has the strategic initiative for the first turn. From turn 2 apply standard rules.

### **Special Rules**

Units of Ocskay's Command are automatically in Received Orders status as long as they don't enter the 4211-2221 hexes' line. If they separate themselves in several Tactical Groups, only one remains automatically in Received Orders (the player's choice). If one or some units of one tactical group do not respect the 4211-2221 limit, all the units of this tactical group are then considered to have No Orders.

Units of Liptay's command are automatically in Received Orders status until Würmser arrives on the map (12h00). If they separate themselves in several Tactical Groups, only one remain automatically Under Orders (at the player's choice). After Würmser arrival, apply the standard rules.

Bonaparte, Rampon's three infantry units, Victor and Lorcet units cannot move during the first turn of the game. French Artillery, 25 Chs and 15 Dgn cannot move during the first two turns.

French units cannot enter or cross the 1016-2021 hexes' line nor attack enemy units located on this hexes' line before 16h30-18h00 game turn.

### **Retreat Direction**

French: Towards nearest road running off western edge of the map.

Austrian: Towards nearest road or path running off eastern edge of the map.

### **Victory**

At the end of the game both players gain:

- 3 points per enemy eliminated Artillery unit
- 2 points per enemy eliminated Infantry or Cavalry unit
- 1 point per enemy routed unit, still on the map

At the end of the game Austrian player gains:

- 5 points if there is no French unit in anyone of the 5 hexes of Lonato village (3814, 3715, 3716, 3615 and 3616).
- 5 points if there is no French unit in anyone of the 6 hexes of Castiglione village (1816, 1715, 1716, 1615, 1616 and 1617).
- 3 points if at least one of the 5 hexes of Lonato is controlled by an Austrian unit.
- 3 points if at least one of the 6 hexes of Castiglione is controlled by an Austrian unit.

## **Additional scenarios from 7<sup>th</sup> Bicentennial Trophy**

Both scenarios were created by Frédéric Bey (originally translated by Stephan Neuville) and played at the 7<sup>th</sup> Bicentennial Trophy on 10th/11th January 2004.

All adjustments and special rules from previous section apply unless otherwise stated.

### **1a. Quosdanovich and Bonaparte at Lonato, August 1<sup>st</sup>, 1796**

#### **Hypothetical Situation**

Two days of violent storms paralyzed the maneuvers of the French and Austrian armies. On 1<sup>st</sup> August, Quosdanovich assembled the forces he had at hand and decided to send three brigades (Ott, Knorr, and Reuss) to Lonato, hoping that Würmser would soon do the same to Castiglione. Lonato village was defended only by Despinos. Fortunately, Bonaparte and the division of Masséna, followed by one of Augereau's brigades, were doing their best to arrive in time to save the village. The other strategic objective of the day was to preserve control of the road which linked Lonato with Castiglione.

Who would have won this important battle which the headquarters on both sides considered premature?

#### **Length of game**

7 turns: 7h30-9h00 to 16h30-18h00

#### **French Initial Deployment**

Units may be faced as desired

##### *Despinos's Command*

Hex	Units
3814	5 (a) Bertin
3615	5 (b) Bertin
4015	11 D'Allemagne

#### **Austrian Initial Deployment**

Units may be faced as desired

##### *Ott's Command*

Hex	Units
3909	Mahony Jgr
3709	2 Hus
4008	IR 10/I, IR 10/II
4007	IR 53/I, Quosdanovich
4006	IR 37/I, Art.

##### *Knorr's Command*

Hex	Units
2303	5 Hus
2201	IR 42/I
2301	IR 42/II

### French Reinforcements

At 9h00: Bonaparte; (*Massena's Command*) 32 (a) Rampon, 32 (b) Rampon, 11 (c) Rampon, 25 (d) Chs Rampon enter through 2621 in that order; Massena's first AM.

At 10h30: (*Massena's Command*) 18 Lt (a) Lorcet, 18 Lt (b) Lorcet, Art., 18 (a) Victor, 18 (b) Victor enter through 2621 in that order; Massena's second AM.

At 12h00: (*Augereau's Command*) 22 Chs, 4 (a) Beyrand, 4 (b) Beyrand, 17 Lt (c) Beyrand, Gre Verdier enter through 1921 in that order; Augereau's first AM.

At 13h30: Augereau's second AM.

### Austrian Reinforcements

At 10h30: Würmser, (*Reuss' Command*) 5 Hus, IR 14/I, IR 14/II, Art. enter through 2500 in that order; Reuss' first AM.

At 12h00: (*Ocskay's Command*) Mahony Jgr, IR 34/I, IR 34/II, Art. enter through 4202 in that order; Ocskay's first AM; Reuss' second AM.

At 13h30: Reuss' second AM.

### Strategic Initiative

The Austrian side automatically has the strategic initiative for the first turn. From turn 2 apply standard rules.

### Special Rules

Activation Markers: on odd-numbered turns only (1, 3, 5 and 7) the Activation Phase ends when all AM are drawn from the cup. Apply the standard rule for even turns.

Overall Commander: for this scenario Quosdanovich has an Order Rating of 2.

### Retreat Direction

French: Towards the east edge of the map.

Austrian: Towards the west edge of the map.

### Victory

A player wins if he scores at least 7 more victory points than his opponent. If the difference between players' scores is less than 7 points, the game ends in a draw.

At the end of the game both players gain:

- 3 points per enemy eliminated Artillery unit
- 2 points per enemy eliminated Infantry or Cavalry unit
- 1 point per enemy routed unit, still on the map
- 2 points for controlling Cominello (2914)
- 2 points for controlling Esenta (2414)
- 1 point for controlling Malocco (2614)

- 1 point for controlling each of the 5 hex of Lonato village (3814, 3715, 3716, 3615 and 3616)

At the end of the game Austrian player gains:

- 5 points if no French unit occupies any of the 5 hexes of Lonato village

At the end of the game French player gains:

- 3 points if no Austrian unit occupies any of the 5 hexes of Lonato village

## 2a. The battle of Lonato-Castiglione, August 3<sup>rd</sup>, 1796

### Historical Situation

Bonaparte was established at Ponte San Marco when he was surprised by Ocskay's attack on Lonato. The Austrian leader easily swept the weak garrison, capturing at the same time the village and the French general Pigeon. Bonaparte ordered Masséna to mount an immediate counter-offensive against Lonato. At the same time, Würmser, who had received no news from Quosdanovich, decided to advance on Castiglione. Liptay's small force (3.700 men) deployed to the west of the village. Augereau, who had 10.000 men with the forces of Kilmaine, arrived on the field and decided to attack the Austrians immediately. Who will emerge victorious from this double battle?

### Length of game

6 turns: 6h00-7h30 to 13h30-15h00

### French Initial Deployment

Units may be faced as desired

#### *Massena's Command*

Hex	Units
3817	4 Lt (a) Pigeon
3716	11 Lt (b) Pigeon
4202	32 (a) Rampon, 32 (b) Rampon
4101	11 (c) Rampon
3802	25 Chs (d) Rampon
4002	15 Dgn Beaumont
3902	18 (a) Victor, 18 (b) Victor
3600	18 Lt (a) Lorcet, 18 Lt (b) Lorcet
4102	Art., Bonaparte

#### *Augereau's Command*

Hex	Units
1905	22 Chs
1904	51 (a) Robert, 51 (b) Robert

2003	17 Lt (c) Beyrand, Art. (2 SP)
2002	4 (a) Beyrand, 4 (b) Beyrand
2102	Gre Verdier
2201	45 (a) Pelletier, Art. (1 SP)
2200	69 (b) Pelletier

### **Austrian Initial Deployment**

Units may be faced as desired

#### *Liptay's Command*

Hex	Units
2014	Karlstädter
1813	IR 13, Art.
1613	IR 8
1815	2 Hus, 1 Uhl

### **French Reinforcements**

At 9h00: (*Kilmaine's Command*) 5 Dgn, 20 Dgn, 1 Hus, 7 Hus bis, 10 Chs, Art. (2 counters) enter through 2300 in that order; Kilmaine's first AM.

At 10h30: Kilmaine's second AM.

### **Austrian Reinforcements**

At 6h00: (*Ocskay's Command*) IR 34/I, IR 34/II, IR 53/III, Mahony Jgr, 1 Uhl, Art. enter through 4021; Ocskay's first AM.

At 7h30: Ocskay's second AM.

At 12h00: Würmsers, (*Schubirz's Command*) Mahony Jgr, Szluiner, 2 Hus, 1 Uhl enter through any hex between 1021 and 1821; Schubirz' first AM.

At 13h30: (*Sebottendorf's Command*) IR 4, IR 13, IR 10/III, Strassoldo, 4 Hus enter through any hex between 1021 and 1821; Schubirz' second AM; Sebottendorf's first AM.

### **Strategic Initiative**

The Austrian side automatically has the strategic initiative for the first turn. From turn 2 apply standard rules.

### **Special Rules**

Units of Ocskay's Command are automatically in Received Orders status as long as they don't enter the 4211-2221 hexes' line. If they separate themselves in several Tactical Groups, only one remains automatically in Received Orders (the player's choice). If one or some units of one tactical group do not respect the 4211-2221 limit, all the units of this tactical group are then considered to have No Orders.



Units of Liptay's command are automatically in Received Orders status until Würmsers arrives on the map (12h00). If they separate themselves in several Tactical Groups, only one remain automatically Under Orders (at the player's choice). After Würmsers arrives, apply the standard rules to Liptay's Command and the new Commands entering the map, but continue to use the special rule above that applies to Ocskay's Command.

The French units Rampon, 15 Dgn Beaumont, Victor, Lorcet and Artillery of Massena's Command cannot move during the first turn of the game.

Overall Commander: for this scenario Würmsers has an Order Rating of 2.

### **Retreat Direction**

French: Towards the west edge of the map.

Austrian: Towards the east edge of the map.

### **Victory**

A player wins if he scores at least 7 more victory points than his opponent. If the difference between players' scores is less than 7 points, the game ends in a draw.

At the end of the game both players gain:

- 3 points per enemy eliminated Artillery unit
- 2 points per enemy eliminated Infantry or Cavalry unit (no points for eliminated *Jägers*)
- 1 point per enemy routed unit, still on the map

At the end of the game Austrian player gains:

- 5 points if no French unit occupies any of the 5 hexes of Lonato village (3814, 3715, 3716, 3615 and 3616)
- 2 points if at least one of the 5 hexes of Lonato village is controlled by an Austrian unit
- 5 points if at least one of the 6 hexes of Castiglione village is controlled by an Austrian unit (1816, 1715, 1716, 1615, 1616 and 1617)
- 1 point for the control of Lonato and/or Castiglione Castle (only 1 VP)

At the end of the game French player gains:

- 3 points if no Austrian unit occupies any of the 5 hexes of Lonato village
- 2 points if no Austrian unit occupies any of the 6 hexes of Castiglione village
- 1 point if both Lonato and Castiglione castles are not controlled by the Austrian player.

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Results of the VII Bicentennial Trophy using Lonato 1796, on January 10-11, 2004, at the Hôtel de Ville in Vanves, in the Henri Darien room. There were 52 participants, with 142 games being played.

Scenario 1 (73 games): 51 French victories (69.86%), 12 draws (16.44%) and 10 Austrian victories (13.70%).

Scenario 2 (69 games): 37 French victories (53.62%), 25 draws (36.23%) and 7 Austrian victories (10.15%).

The results: 88 French victories (61.97%), 37 draws (26.06%) and 17 Austrian victories (11.97%).