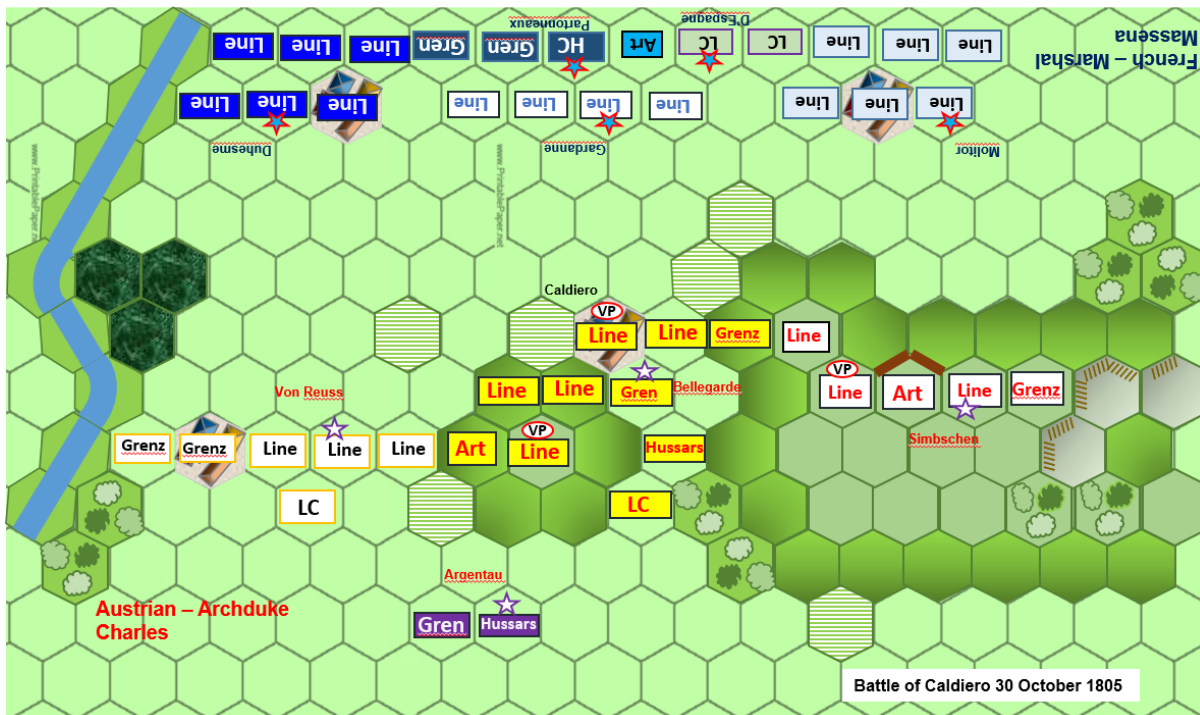


NAPOLEONIC WARS HEX SCENARIO



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassible cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

STANDARD UNIT SYMBOLS

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Guard Artillery		Irregular Cavalry
	Grenzers		Heavy Artillery		Arrival Point
	Guard Infantry		Objectives		General
	Landwehr Infantry				

NAPOLEONIC WARS HEX SCENARIO

Battle of Caldiero - 30 October 1805.

French Unit Roster	Elan	Traits								Move
Marshal Massena		Overall Commander 21 Units – 8 Morale								
General Molitor										4
Line Inf x 3	6	Sk, Art attached								2-1
Line Inf x 3	6	Sk								2-1
General Gardanne										4
Line Inf x 2	6	Sk, Art attached								2-1
Line Inf x 2	6	Sk								2-1
General Duhesme										4
Line Inf x 3	6	Sk, Art attached								2-1
Line Inf x 3	6	Sk								2-1
General D'espagne		Commences in Reserve status								4
Chasseurs x 2	6									4-2
General Partonneaux		Commences in Reserve status								4
Grenadiers x 1	7	Sk, Shock, Art attached								2-1
Grenadiers x 1	7	Sk, Shock								2-1
Dragoons x 1	6	Shock								4-2
		Commences in Reserve status								
Artillery	Foot	5	4	4	3	2	2		2-1	

Austrian Unit Roster	Elan	Traits								Move
Archduke Charles		Overall Commander 21 Units – 8 Morale								
General Simbschen										4
Line Inf x 3	6									2-1
Grenzer x 1	5	Conscript								2-1
Artillery	Foot	5	4	4	3	2	2		2-1	
FM Bellegarde										4
Line Inf x 6	6									2-1
Grenadier x 1	7	Shock, Steady								2-1
Hussars x 1	7									4-2
Dragoons x 1	6									4-2
Artillery	Foot	5	4	4	3	2	2		2-1	
General von Reuss										4
Line Inf x 2	6	Art attached								2-1
Line Inf x 1	6									2-1
Grenzer x 2	6	Sk								2-1
Uhlans x 1	6									4-2
General Argentau		Commences in Reserve status								4
Hussars x 1	7									4-2
Grenadier 1	6	Shock, Steady								2-1

Turn Roster

FRENCH		10.00	10.40	11.20	12.00
AUSTRIAN		10.20	11.00	11.40	12.20
FRENCH	12.40	13.20	14.00	14.40	15.20
AUSTRIAN	13.00	13.40	14.20	15.00	15.40
FRENCH	16.00	16.40	17.20	18.00	18.40
AUSTRIAN	16.20	17.00	17.40	18.20	19.00

French Marshal Massena was ordered to put pressure on the Austrian army in Northern Italy whilst Napoleon advanced on the upper Danube into Austria. After being bundled out of Verona Austrian Archduke Charles had taken up a strong position around Caldiero. Massena moved to push him out.

Scenario rules

Command and control

The Units listed under each bold lettered general constitute a corps for activation purposes.

Although usually superior commanders neither Massena or Charles were in good form during the scrappy Caldiero battle so neither has been given any Personality traits.

The French artillery can be commanded by anyone and can be grouped into a corps move with units of any corps.

Generals do not have to start in the positions marked on the map, or even be used at all. I use them primarily to show more clearly which command is which on the board.

As long as the units who start in reserve status do not have an enemy stand come to within 3 hexes of them, and be visible to that unit, they can stay in reserve status until activated. Once activated they can do a 12 hex reserve move [staying more than 3 clear hexes from any visible enemy] or move normally.

Terrain

Stands on the hilltop only fired at by infantry stands on the flat will have the hill crest advantage.

The hill slopes are difficult terrain for cavalry.

The rough ground hexes are vineyards. Vineyards are difficult terrain in combat for stands actually in the vineyard hexes only whether attacking or defending.

The swamp is difficult terrain, stands in it cannot fire. Attackers outside of the swamp as well as attackers and defenders in it suffer combat penalties.

The river is unfordable.

Battlefield Conditions

Heavy fog covers the battlefield in the morning. After the 10.20 turn throw a dice before each move commences. The fog lifts on 4,5,6.

Army Morale

Both sides have an army morale of 8. If neither side breaks within the time limit then the side which controls the most objectives wins.