

Battle of Magnano – 5 April 1799.



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		
	Guard Infantry		Objectives		Arrival Point
	Landwehr Infantry		General		

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French Units	Elan	Traits	Move
General Scherer		Overall Commander Army of Italy. 26 Units - 9 Morale	
		Right Flank	
C1 Victor			4
Line Inf x 2	6	Sk,	2-1
Line Inf x 2	6	Sk Art attached	2-1
Dragoons x 1	6	Shock	4-2
C2 Grenier			4
Line Inf x 3	6	Sk,	2-1
Line Inf x 1	6	Sk, Art attached	2-1
C3 Moreau		Centre	
Hatry			4
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 2	6	Sk	2-1
Light Cavalry x 1	6		4-2
Montrichard			4
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 2	6	Sk	2-1
Light Cavalry x 1	6		4-2
C4 Serurier			
Polish Legion x 1	6	Sk, Art attached, Shock	2-1
Line Inf x 2	6	Sk	2-1
Light Cavalry x 1	6		4-2
C5 Delmas		Arrive turn 5	
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 2	6	Sk	2-1
Light Cavalry x 2	6		4-2

Austrian Units	Elan	Traits	Move
FML Kray		Overall Commander – 30 Units - 10 Morale	
C1 Hohenzollern		Right Column	4
Line Inf x 1	6	Art attached	2-1
Line Inf x 4	6		2-1
C2 Kaim			4
Advance Guard x 1	6	Sk, Mixed	2-1
Grenzer x 2	6	Sk	2-1
Line Inf x 1	6	Art attached	2-1
Line Inf x 3	6		2-1
Hussars x 1	7	Light cavalry	4-2

FRENCH REVOLUTIONARY WARS HEX SCENARIO

C3 Zoph			4
Grenzer x 1	6	Sk	2-1
Line Inf x 1	6	Art attached	2-1
Line Inf x 2	6		2-1
C4 Mercandin			
Advance Guard x 1	6	Sk, Mixed	2-1
Grenadier x 1	7	Shock, Steady	2-1
Line Inf x 4	6		2-1
Line Inf x 1	6	Art attached	2-1
Hussars x 1	7	Light cavalry	4-2
C5 Lusignan		Arrive Turn 6 in Reserve status.	
Grenadier x 1	7	Shock, Steady	2-1
Line Inf x 2	6		2-1
Line Inf x 1	6	Art attached	2-1
Hussars x 1	7	Light cavalry	4-2

French	1	3	5	7	9
Austrian	2	4	6	8	10
French	11	13	15	17	19
Austrian	12	14	16	18	20
French	21	23	25	27	29
Austrian	22	24	26	28	30

Background

At the outbreak of the War of the Second Coalition both Austria and France moved to consolidate their holdings in Northern Italy. The French tried to seize Verona and the Austrians advanced to defend it. The two armies met as they were both advancing.

Scenario rules

Organisation

The French have five corps for activation purposes. The Austrians have five corps.

Reinforcements.

R1 – Turn 5 Delmas’ Corps at Reinforcement Area 1. These are not in reserve status.

R2 – Turn 6 Lusignan at Reinforcement Area 2. In reserve status.

Terrain

The streams are all difficult terrain.

The swamps are difficult terrain. Cavalry cannot charge through a swamp although they can charge a unit in a swamp. Infantry can only move 1 hex in swamps even when charging.

The hill affects visibility only. No combat or firing modifiers.

The fields are standard difficult terrain.

Victory Conditions.

If neither side breaks the other within 30 turns the battle is a draw.