

Battle of the Trebbia – 18 June 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
	Grenz Grenzers		Heavy Artillery		Conscript Infantry
	Guard Infantry		Objectives		Mixed Unit
	Landwehr Infantry		General		Reinforcement Arrival Point

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French Units	Corps	Elan	Traits							Move
MacDonald			Overall Commander –26 Units - 9 Morale							
			ARMY OF NAPLES							
			Left Wing							
Dabrowski	LW		Polish Legion							4
Polish Line Inf x 2	LW	6	Sk, Shock							2-1
Rusca	LW		2nd Division							4
Light Inf x 1	LW	7	Sk							2-1
Line Inf x 1	LW	6	Sk, Art attached							2-1
Line Inf x 1	LW	6	Sk							2-1
Dragoons x 2	LW	6	Shock							4-2
Victor	LW		3rd Division							4
Line Inf x1	LW	6	Sk, Art attached							2-1
Line Inf x 3	LW	6	Sk							2-1
Chasseurs x 1	LW	6								4-2
			Right Wing							
Salme	RW		Advanced Guard							4
Light Inf x 1	RW	7	Sk							2-1
Line Inf x 1	RW	6	Sk							2-1
Olivier	RW		4th Division							4
Line Inf x 1	RW	6	Sk, Art attached							2-1
Line Inf x 2	RW	6	Sk							2-1
Chasseurs x 1	RW	6	Light Cavalry Light Cavalry							4-2
Montrichard	RW		5th Division							4
Light Inf x 1	RW	7	Sk							2-1
Line Inf x 1	RW	6	Sk, Art attached							2-1
Line Inf x 1	RW	6	Sk							2-1
Hussars x 1	RW	6								4-2
Dragoons x 1	RW	6	Shock							4-2
Watrin	RW		6th Division [in reserve status]							4
Line Inf x 2	RW	6	Sk							2-1
Chasseurs x 1	RW	6	Light Cavalry							4-2
Army Artillery			Can be commanded and activated as part of any corps							
Artillery 1		Foot	5	4	4	3	2	2	2	2-1

FRENCH REVOLUTIONARY WARS – HEX SCENARIO

Allied Units	Corps	Elan	Traits							Move
Count Suvarov			Overall Commander - Legend. 29 Units - 15 Morale							
			RUSSIAN CORPS							
Bagration	AG		Advance Guard - Inspiring							4
Grenadier x 2	AG	6	Shock, Steadfast,							2-1
Advance Guard x 1	AG	6	Sk, Mixed, Art attached							2-1
Light Cav x 1	AG	6								4-2
Cossack x 2	AG	4								4-2
Schveikovsky	D1		1st Division							4
Grenadier x 1	D1	6	Shock, Steadfast, Art attached							2-1
Line Inf x 2	D1	6	Steadfast							2-1
Light Cav x 1	D1	6								4-2
Forster	DF		Division Forster							4
Line Inf x 2	DF	6	Steadfast, Art attached							2-1
Line Inf x 3	DF	6	Steadfast							2-1
Light Cav x 1	DF	6								4-2
Cossack x 1	DF	4								4-2
			AUSTRIAN CORPS							
Ott	OTT		Division Ott							4
Advanced Guard x 2	OTT	6	Mixed, Sk							2-1
Line Inf x 1	OTT	6	Art attached							2-1
Line Inf x 2	OTT	6								2-1
Grenz x 1	OTT	6	Sk							2-1
Hussars x 2	OTT	7								4-2
Frelch	Res		Reserve Division [in reserve status]							4
Grenadier x 1	Res	7	Shock, steadfast, Art attached							2-1
Grenadier x 2	Res	7	Shock, steadfast							2-1
Line Inf x 1	Res	6								2-1
Army Artillery x 1	A2	Foot	6	5	5	4	3	3		2-1

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

Background

An Austro/Russian allied army had invaded Northern Italy and defeated the French forces. General MacDonald, commanding the French Army of Naples marched North to link up with General Moreau's Army of Italy. MacDonald found his path barred by Russian General Suvarov at the Trebbia river. He determined to force his way past the allied army. The battle was a confused struggle over three days which is condensed into a single 30 move battle for this scenario.

Scenario rules

Organisation

The French have two corps for activation purposes. The Allies have five corps.

The massed foot artillery on both sides can be commanded and activated as part of any friendly corps activation.

Terrain

Normal fordable stream rules apply to the Trebbia river. Massed artillery batteries can only cross the Trebbia at the bridges.

The difficult terrain is vineyards. Attacking stands in vineyards causes difficult terrain penalties for both the attacker and defender. Cavalry do not get shock if charging infantry in a vineyard or woods hexes.

Victory Conditions.

If at the end of 2 French turns in a row the French do not have any units over the Trebbia on the Western [the Allied] side, or in the river hexes, they are beaten.

The French will not break unless the Allies have at least one unit over the Trebbia on the Eastern [French] side, or in the river hexes.

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

Character Traits

Bagrator Inspiring. Can attach to units of his division and add +1D6 in combat. Each time this trait is used in combat throw another D6, on a throw of 6 Bagrator is removed.

Suvarov Legend. The allied army morale is one half, not one third of starting infantry and cavalry units.