

Montebello, June 9th 1800 - Campotenese, March 9th 1806

Arrivano i francesi!



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1. INTRODUCTION

Arrivano i Francesi! (*Here Come the French!*) simulates two battles that took place in Italy during the Napoleonic Wars.

This game uses a rule system derived from the games **Caldiero 1796** (Para Bellum II) and **Voi, Bravi ed Infelici** (Para Bellum VIII), with some modifications.

We recommend that even those familiar with the game system read these rules carefully.

1.1. Game Components

Each copy of **Arrivano i francesi!** includes:

- An A2 double-sided map
- Two sheets of die-cut counters
- This rule booklet
- Two game tables

The game requires one six-sided die (not included).

1.2. Map

The game maps cover the area where the two battles were fought.

Each hexagon on the map has a numerical code used for initial placement.

Useful information boxes surround the game map.

1.3. Rounding

When not specified by the rules, always round to the nearest whole number.

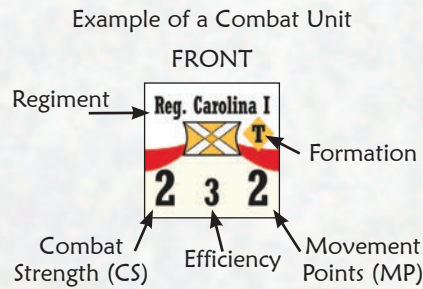
2. COUNTERS

There are three types of counters:

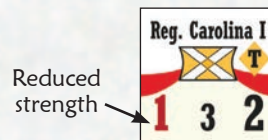
- Combat units,
- Commanders,
- Informational markers.

2.1. Combat Units

The colors of the counters correspond to the uniforms of the units of that era. Many units also have reduced strength (indicated by a lower strength value on the reverse side).



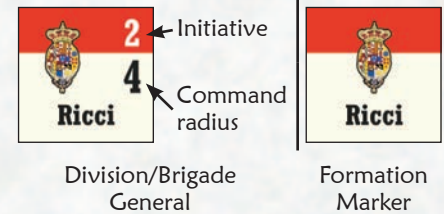
REVERSE



2.2.1 MOVEMENT All commanders have the same movement capacity, as specified in the scenario rules.

2.2.2 ACTIVATED COMMANDERS The reverse side of the counter indicates that the commander has been activated (denoted by an "A").

2.2.3 FORMATION MARKER Each Commander-in-Chief or Division/Brigade General also has a corresponding formation marker (see 5.1).



2.3. Informational Markers

The explanation regarding the use of information counters can be found in the rulebook.

3. GAME SEQUENCE

3.1. Game Turn

Each game turn is divided into three phases, which are further divided into sub-phases.

Each of the following phases must be resolved in the exact order indicated.

A. COMMAND PHASE

This phase consists of three sub-phases:

A-1. ORDERS

In this sub-phase, Commander-in-Chief can change orders (5.2) to their generals or give special orders to Officers (16.2).

A-2. REPLACEMENTS

Players reintroduce previously eliminated combat units (12.8.2).

A-3. INITIATIVE

Players roll a die and add the Commander-in-Chief Initiative value to determine who has the initiative (6.0).

B. ACTION PHASE

Activate a formation based on the initiative roll (6.1).

Each activated formation completes all sub-phases of the Action Phase before the turn passes to the next formation.

B-1. REINFORCEMENTS

The reinforcement units of the active formation enter the map during this phase (15.4).



B-2. COMMAND

Place an “Out of Command” marker on all units and Officers of the formation outside the command radius of the active formation Commander. The Commander can attempt to change their order (5.2.1.).

B-3. BOMBARDMENT

The active formation can conduct artillery bombardment using the procedure described in 11.4 (Artillery that fires is turned to the “Moved” side and cannot move in the subsequent Movement phase).



B-4. MOVEMENT

Units move according to the formation order.

Artillery that moves is turned to the “Moved” side.

Once the movement of all in-command units is completed, Officers stacked with out-of-command units from the formation can attempt to change the order (5.3.1) before moving.

B-5. COMBAT

Resolve combat for all units of the active formation. For each combat:

B-5-A. DECLARATION OF ATTACKS

The player declares their attacks and places an “Attack” or “Attack?” marker based on the order.

B-5-B. RETREAT BEFORE COMBAT

Cavalry can retreat before combat (14.1).

B-5-C. DEFENSIVE BOMBARDMENT

The defender can use artillery units present in attacked hexes for bombardment.

B-5-D. ASSAULT

All Efficiency tests are conducted, and attacks are resolved on the Combat Table.

B-6. END OF PHASE

The active Commander counter is turned to the “Activated” (A) side.

Units in Disorder or Rout can attempt to reorganize (15.3).

Return to sub-phase 3 (Initiative) of the Command Phase.

C. END OF TURN PHASE

When all formations have completed their activation, apply the rout movements (15.2.2).

Artillery units on the “Moved” side are turned.

Finally, advance the Turn counter on the game turn table, flip all Commander counters to the “Activated” side, and start a new turn, beginning with Phase A of the game sequence.

3.2. First Game Turn

The game begins with the Action Phase (skipping the Command Phase).

The initial command of the Generals is indicated in the scenario.

All units start in command.

4. COMMANDERS

Each Commander represents the officer indicated on the counter, their staff, and escort.

There are three types of Commanders:

- Commanders-in-Chief,
- Division Generals,
- Brigade Officers.

4.1. Generals



A General is in command of a formation composed of all combat units belonging to the color of

their Formation (see the Example of Combat Units).

4.1.1 IMPORTANT FUNCTIONS OF GENERALS:

- They issue orders to units in their formation and allow them to be in command.
- They facilitate Advancement after combat (12.7.3).
- They provide a positive modifier to Efficiency tests (13.2).
- They provide a combat modifier (12.4.4).

4.1.2 UNIT MODIFIERS: Units can receive modifiers only from the General commanding their formation.

4.1.3 INITIATIVE: Each General has an Initiative value used when attempting to change their order (5.2.1.).

4.1.4 MOVEMENT: Generals can move at the end of the Movement sub-phase of the Action Phase in which their formation is activated.

4.2. Officers (Majors and Brigadiers)



An officer can extend the command radius of their General. A unit is considered in command if it is within the command radius (4.4) of an in-command Officer belonging to its Formation (see the Example of Combat Units).

4.2.1 FUNCTIONS OF OFFICERS:

- They facilitate Advancement after combat (12.7.3),
- They provide a modifier in fire combat (16.3).
- If using the optional rule 16.2, they can command Independent Columns.

4.3. Commanders-in-Chief



Commanders-in-Chief can automatically change the order of friendly Generals within their command radius. The maximum number of Generals whose orders can be changed is equal to the Commander-in-Chief Initiative value.

4.3.1 MOVEMENT OF COMMANDERS-IN-CHIEF: Commanders-in-Chief can move once per turn at the end of any Movement sub-phase of the Action Phase in which a friendly formation is active.

4.4. Command Radius

Each General keeps all units within their Command Radius that belong to their formation in command, but not units from different formations (different color).

Units beyond their Commander Command Radius are considered “Out of command” (see also 4.3.2).

4.4.1 MEASUREMENT OF COMMAND RADIUS: The distance covered by the Command Radius is measured in hexes, not movement points.

Example: a Command Radius value of 1 includes stacked units and adjacent units. A value of 2 indicates a distance of two hexes (excluding the General hex) regardless of weather conditions.

4.4.2 CONTIGUITY. Units that are part of a formation are considered in command if they are adjacent to



another in-command unit (or Officer) of the same formation.

4.4.3 LIMITATIONS. A line of command cannot pass through Impassable Terrain or enemy units. The line of command can be drawn through enemy ZoC and any other type of terrain.

4.5. Loss of Commanders

In certain cases, a commander (of all three types) must take a test to determine if they have been captured or eliminated.

4.5.1 ASSAULT OR BOMBARDMENT: If the attacker rolls an unmodified 6 during an assault or bombardment and there is a Commander in the attacked hex, that Commander must take a test.

4.5.2 ASSAULT MODIFIER: If the attacker rolls an unmodified 1 during an assault and is using their General modifier (12.4.4), the Commander must take a test.

4.5.3 TEST: The player rolls a die. If the result is 1 or 2, the Commander is considered captured or eliminated.

4.5.4 If all units in the hex with a Commander are eliminated, the Commander must take a test. If they fail, they are eliminated; otherwise, they must be moved to the nearest friendly unit.


If no friendly units are within their movement range, the Commander can be moved to any unoccupied

hex not occupied by enemy units within their movement range.

4.5.5 CAPTURED/KILLED COMMANDERS: A captured or killed Commander is removed from the game. Units from formations without command remain out of command for the rest of the game but can still be activated normally. The loss of a Commander-in-Chief cancels the ability to change orders.

4.5.6 EVADING ENEMY UNITS: When an enemy unit becomes adjacent to a Commander, the Commander can move their full movement range to distance themselves.

4.6. Cavalry Officers

Some Officers bear the symbol of cavalry  and can only command cavalry units or mounted artillery.



5. ORDERS

Each formation always has an assigned order.

5.1. Types of Orders

There are 4 types of orders:

- Advance,
- Attack,
- Defense,
- Maneuver.

Generals place their formation marker in the box on the map corresponding to the chosen order.

5.1.1. ADVANCE



At least half of the formation units must move toward the enemy (they must end their activation at least one hex closer to the enemy than at the start of their movement). This order allows for entering ZoC, conducting assaults (12.0), using March Column, reorganization, and, if using optional rule 16.3, using Open Order.

5.1.2. ATTACK



All units in the formation must move (if possible) at least one hex toward enemy units. It is not mandatory to reach a ZoC, but in that case, the movement must tend toward the nearest enemy unit. All units in ZoC must attack. This order allows for entering ZoC and conducting assaults (12.0).

See also 12.5.4 for the "No Effect" result

5.1.3. DEFENSE

A formation with a Defense order must attempt to hold a specific terrain or area. Units cannot move more than 1 hex. Units with a Defense order can

exit ZoC and enter a ZoC if there is a friendly unit already present in the hex. They can move directly from one ZoC to another even if there is no friendly unit in the hex, but they must perform an Efficiency test (13.1). If they fail, they suffer a level of demoralization. This order allows for receiving fire and combat bonuses from reduced or village terrain and reorganization (15.3).



5.1.4. MANEUVER

All units can move freely but cannot enter ZoC. This order allows for using March Column and reorganization (only if the unit is stacked or adjacent to an Officer or General from its formation). If using optional rule 16.3, Open Order can be used.



5.1.5 When considering units for 5.1.1 and 5.1.2, do not count artillery, out-of-command units, units in Disorder, or those in reduced or village terrain.

5.2. Modifying Orders

Commanders-in-Chief can change orders for their subordinates during sub-phase 1 of the Command Phase of the turn.

The French always start first.

Only Generals who are in command (within the Command Radius of the Commander-in-Chief) can receive new orders.

5.2.1. GENERAL INITIATIVE

When their formation is activated (not during the previous Orders sub-phase), if a player wants to change the order of one of their Generals, they roll a die. If the result is equal to or less than their Initiative value, they succeed in their attempt.

If the attempt fails, all units in their formation in command retain the original order.

Note: A General (or Officer) outside the Command Radius of their Commander-in-Chief cannot receive a new order and can only attempt to change the order using their own Initiative.

5.3. Out-of-Command Units

An out-of-command unit (not part of an Independent Column, 16.2) automatically has a Defense order.

5.3.1 IN-COMMAND STATUS FOR OUT-OF-COMMAND UNITS: An out-of-command unit that is within the command radius of an Officer from the same formation, who is in turn within the command radius of their own General, or adjacent to another in-command unit from their formation, is considered in command.

6. INITIATIVE

During the Initiative sub-phase of each turn, players roll a d6 and add their Commander-in-Chief Initiative value to the result. The player with the highest modified result gains initiative for that turn.

6.1. Activation

The player who wins initiative chooses an unactivated formation (friendly or enemy); that formation becomes the active formation and completes all sub-phases of the Action Phase (3.1 phase B). Once the active formation has completed all its sub-phases, roll again for initiative. Continue until there are no more unactivated formations, then proceed to the End of Turn Phase.

6.1.1 TIEBREAKER RULE FOR INITIATIVE: In case the modified initiative value is equal, the initiative goes to the French side.

7. STACKING

Stacking refers to the situation when the same hex is occupied by more than one unit (forming a group or stack). Players can place multiple combat units in one hex at the end of their movement phase. Stacking units does not cost movement points.

7.1. Stacking Limits

- Two units of the same type (infantry or cavalry) and the same formation,
- One artillery unit from any formation plus one infantry or cavalry unit,
- Two artillery units from any formation.

Informational markers and Commanders do not count toward stacking limits.

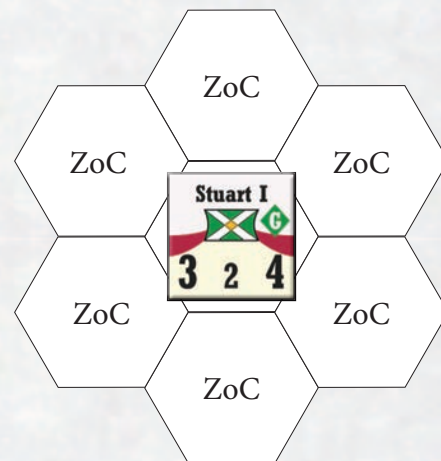
7.1.1 ROUTED UNITS: Voluntarily stacking routed units with other friendly units in good order or disordered is not allowed. If this happens, the routed unit must move beyond until it reaches an unoccupied hex.

7.1.2 MARCH COLUMN UNITS: Units in March Column (9.3) cannot be stacked with or move through other units.

7.1.3 ROAD ENTRY: Units entering the map via a road are subject to stacking rules.

8. ZONE OF CONTROL (ZOC)

The six hexes surrounding a combat unit represent its Zone of Control (ZoC).



Combat units exert ZoC even in hexes occupied by enemy units or within the ZoC of an enemy unit. If two enemy units are each in each other ZoC, both ZoCs are exerted.

The presence of a friendly unit in an enemy ZoC does not negate the effects of the ZoC. ZoC does not extend into reduced terrain hexes.

Units in Disorder or Rout do not have ZoC.

8.1. Exiting ZoC

Units in ZoC cannot leave it except with a Defense order (5.1.3) or as a result of bombardment or assault due to advancement or retreat after combat.

8.1.1. ROUTED UNITS AND ZoC

Routed units ignore ZoC.

8.2. Engagement

Entering a Zone of Control (ZoC) is referred to as “engagement”.

8.2.1 COMBAT UNITS AND ENGAGEMENT: Combat units can enter ZoC if their order allows it, but once they enter ZoC, they must stop.

Note: Routed units do not have ZoC. If an enemy unit moves adjacent to them, see 15.2.

8.2.2 COMMANDERS AND ENGAGEMENT: Commanders cannot voluntarily enter an enemy ZoC unless there is a friendly combat unit in the hex. A Commander can move from one ZoC to another if both hexes are occupied by friendly combat units, and they do not need to stop in ZoC.

8.2.3 EVADING ENEMY UNITS: If an enemy combat unit enters a hex where only a Commander is present, the Commander can immediately move up to their full movement range to escape. If unable to leave the hex due to being completely surrounded by enemy units or ZoC, the Commander is eliminated from the game.

9. MOVEMENT

In the movement phase, the active formation can move all, some, or none of its units in any direction, subject to terrain restrictions and the presence of enemy units and their ZoCs. Units can be activated (and moved) only once per game turn.

9.1. Movement Procedure

The player can move units individually or as a stack. Movement must be completed before moving the next unit or stack. Units move from one hex to an adjacent hex, paying the required Movement Points (MPs). Unused movement points cannot be saved for the next turn.

9.1.1 A unit cannot spend more MPs in a movement phase than its movement capacity, but it can always move at least one hex per turn, even if the terrain cost exceeds the unit movement capacity.

9.1.2 A combat unit (but not a Commander, see 8.2.2) must stop when entering ZoC (see also 5.1.3). A unit cannot enter a hex occupied by an enemy combat unit.

9.1.3 Units not in March Column can move through friendly units without additional costs.

9.1.4 Unless specified otherwise in scenario rules, all Commanders have six movement points. Commanders can always move up to their maximum movement capacity regardless of orders and can exit ZoC.

9.2. Terrain and Movement

Each hex costs a certain number of movement points (MPs). The number of MPs depends on the terrain in the hex and the side of the hex being crossed.

The MP cost is indicated on the Terrain Effects Table.

The MP cost is subtracted from the unit movement capacity when it enters a new hex. All costs are cumulative. If a unit does not have enough MPs to enter a new hex, it must end its movement.

9.3. March Column on Roads

All units can use the March Column if their order allows it. At any time during movement, a unit on a major road or minor road can declare that it intends to use the March Column. There are no additional costs for using the March Column.

9.3.1 Each contiguous major road hex costs half (½) a movement point in column.

Each contiguous minor road or trail hex costs one less movement point (never less than 1) in column.

9.3.2 A unit using the March Column has the following limitations:

- It cannot enter ZoC,
- It cannot be stacked with other units,
- It cannot move through a hex containing other friendly units.

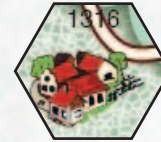
10. TERRAIN

Various types of terrain, their MP costs, and their effects on combat are indicated on the Terrain Effects Table. Entry hexes for troops (Flags), Victory Points (Stars), and trees along roads do not affect movement and combat. The star represents geographical objectives that must be reached. The number inside represents the victory point (VP) value. If multiple terrains are present in a hex,

the active player chooses which terrain to consider during movement, while the inactive player chooses during combat.

10.1. Villages and Farms

Villages and farms are named on the map. All villages occupy only one hex, except for Casteggio. Each village contains a road. Units in villages can choose to remain stationary (not move or attack) regardless of the order received from their formation.



To take advantage of the defensive benefits of being in a village or farm, units must have a Defense order.

10.1.1 ATTACKING VILLAGES AND FARMS: When attacking units in a village or farm, the defender can choose to change the result from DR to EX if they successfully pass an Efficiency Test.

10.2. Hills

Hilly and mountainous terrain, even if of different types, is considered a single difficult terrain. The levels only affect Line of Sight (LoS) for artillery. Artillery and cavalry must use their entire movement to move one hex of this type unless they use roads.

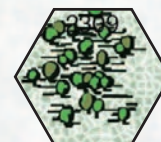
10.2.1 NO CAVALRY CHARGES ON HILLS: Cavalry charges are not allowed on hills; otherwise, hills do not affect combat.

10.3. Wheat Fields

Wheat fields, during certain times of the year, posed an obstacle to maneuvering. The cost to move through a wheat field hex is 2 MPs. When bombarding a target in a wheat field, artillery has a DRM of -1. Wheat fields do not block Line of Sight (LoS), but they prevent cavalry charges.

10.4. Woods

Wooded hexes occupy the entire hex (trees placed alongside roads or rivers are decorative elements only).



Artillery can enter or exit a wooded hex, but it can only move through wooded hexes using roads. Cavalry fighting in woods has its strength halved.

11. ARTILLERY

Artillery units can always choose to have a Maneuver or Defense order without needing any initiative roll and regardless of their formation order.



Artillery Mounted artillery

When an artillery unit moves or conducts bombardment, it is turned to the “Moved” side. This counter is flipped back during the End of Turn Phase. An artillery unit on the “Moved” side cannot conduct bombardment.

11.0.1 HORSE ARTILLERY MOVEMENT:

Horse artillery, if it moves at most half of its movement points (rounded down), is not turned to the “Moved” side.

11.0.2 ARTILLERY PARTICIPATION IN

ATTACKS: Artillery units can only participate in an attack by bombarding the defending unit.

Artillery units are not considered when calculating combat modifiers or concentration of combat strength

in the hex, and they never suffer the results from the Combat Table.

Artillery units can always independently bombard regardless of their formation orders.

11.1. Retreat

Artillery stacked with combat units that have been eliminated or forced to retreat due to an assault is eliminated.

Artillery stacked with a unit forced to retreat due to bombardment can choose to stay in place or retreat with the unit, but in the latter case, it is turned to the “Moved” side.

11.1.1 ATTACKING HEX WITH ONLY

ARTILLERY: If an attack targets a hex where only artillery units are present, after resolving any defensive bombardment (11.4.4), if there is still at least one attacking unit, the result is automatically a DE (Disrupted Enemy), but advancing into the hex is mandatory (12.7).

11.2. Artillery Range

The range of artillery units is indicated on their counters. Depending on the distance, modifiers apply as indicated in the Bombardment Table.

The target enemy unit (called the “Target”) must be in Line of Sight (LoS) of the artillery (11.3).

The distance from the firing unit to the target hex is counted from the target hex itself, but not from the firing unit hex.

11.3. Line of Sight (LoS)

A unit can see enemy units up to four (4) hexes away if conditions allow (see also scenario rules), and no terrain blocks the Line of Sight (LoS). Units trace LoS from the center of their hex to the center of the target hex.

11.3.1. BLOCKING HEXES

Reduced terrain, villages, farms, woods, wheat fields, and terrain at a higher elevation than the firing and target hexes block LoS.

Units do not block LoS

If a hex between the active unit and the target is blocking terrain, the LoS is blocked, and the target cannot be seen/ bombarded. If the LoS passes exactly between two hexes, and only one of them blocks, the LoS is not considered blocked.

11.3.2. FOG OF WAR

Players can only examine an enemy stack if they have LoS to the hex where the stack is located.

11.4. Bombardment

Bombardment is an attack by artillery units against a hex occupied by enemy units. Each artillery unit can attack only one hex. Two artillery units in the same hex can divide their attacks against different hexes, but a single artillery unit cannot split its fire across multiple hexes. Artillery units are never obligated to attack an enemy



just because they are within their firing range.

11.4.1 COMBINING BOMBARDMENT

FACTORS: Artillery units can combine their bombardment factors into a single bombardment if they are stacked in the same hex. Artillery in different hexes can bombard the same target, but their factors are not summed (the player must roll on the Bombardment Table for each artillery unit bombarding).

11.4.2 INDEPENDENT BOMBARDMENT:

Artillery units can bombard independently regardless of their formation orders if the target is within range and they have a valid Line of Sight (LoS).

11.4.3 BOMBARDMENT PROCEDURE:

Roll a die on the Bombardment Table in the column corresponding to the firing unit value, apply modifiers for terrain and those indicated in the Bombardment Table (distance and concentration of combat strength in the hex). It is not possible to bombard a hex where only artillery units are present.

11.4.4 DEFENSIVE BOMBARDMENT:

Artillery (not on the “Moved” side), if attacked in an assault, can bombard one of the hexes where attacking units are located before the assault.

12. COMBAT

Combat between units occurs during sub-phase 5 of the Action Phase.

Only adjacent enemy units can be attacked.

The attacker conducts their assaults or fire combats in the desired order, and the results of each attempt are applied immediately before proceeding to the next attack.

All units with an Attack order must attack any enemy units within their ZoC; units with an Advance order are not obligated to do so.

If a unit assaults an enemy unit, then all enemy units in its ZoC must be attacked, not necessarily by the same unit (if using optional rule 16.3, movement fire can also fulfill this rule).

Taking into account the above limitations, the player decides which of their units will attack and which enemy units will be attacked.

12.1. Assaults

Each assault is resolved in a series of phases that must be followed in the exact order (first all phase 1, then phase 2, etc.). The active player is defined as the Attacker, and the other player is the Defender.

1) DECLARE ASSAULTING UNITS (12.2):

The active player declares which units they intend to attack,

2) PRE-COMBAT RETREATS (14.1):

Units can retreat before combat,

3) RESOLVE DEFENSIVE BOMBARDMENTS (11.4.4):

Artillery (not on the “Moved” side) can bombard one of the hexes where attacking units are located before the assault,

4) EFFICIENCY TESTS (12.2.2):

Units with an “Attack?” marker must pass an efficiency test (13.1) before attacking. If they pass, they attack normally; otherwise, they cannot attack but suffer no penalty,

5) Determine Combat Strength Ratios (12.5.1) and Terrain Effects

6) Apply the result from the Combat Table.

12.2. Assault Declarations

The active player declares the attacks they wish to make. The active player is always the Attacker, and the opponent is the Defender, regardless of the overall situation.

Place an “Attack” marker on all units in enemy ZoC with an Attack order.

Units with an “Advance” order can attack, but they must first pass an Efficiency Test. During the Assault Declarations phase, the active player places an “Attack?” marker on units with an “Advance” order that they want to participate in the attacks.

Units with other orders (Maneuver or Defense) cannot attack but defend normally.



Attack



Attack?



12.2.1 ATTACKING ALL UNITS IN ZoC:

If an attack targets a hex where only artillery units are present, after resolving any defensive bombardment (11.4.4), if there is still at least one attacking unit, the result is automatically a DE (Disrupted Enemy), but advancing into the hex is mandatory (12.7).

12.2.2 EFFICIENCY TEST (MORALE). All units with an "Attack?" marker they must pass an efficiency test (13.1) before attacking. If they pass they attack normally, otherwise they cannot attack, but they suffer no penalty.

12.2.3 No unit can attack more than once per turn and no unit can be attacked more than once per Combat Segment.

12.3. Efficiency

Both sides involved in combat must establish their efficiency.

12.3.1 DETERMINING EFFICIENCY: Players determine the efficiency value for their infantry or cavalry units. If there are different efficiencies, calculate the most common efficiency based on the number of combat factors (PF) present. In case of a tie, the player can choose which value to use.

Example: An attacker has 2 PF with efficiency 2, 3 PF with efficiency 3, and 2 PF with efficiency 4. The attackers' efficiency is 3 (the value of the largest group with equal PF). If they had 2 PF for each efficiency value, the attacker could choose any value from 2 to 4.

12.3.2 EFFICIENCY DIFFERENCE MODIFIER:

The difference in efficiency between attacker and defender (positive or negative) becomes a modifier to the die roll.

12.4. Assault

Units can attack enemy units only in adjacent hexes. An enemy hex can be attacked by any number of units from the six adjacent hexes.

12.4.1. MULTIPLE COMBATS

All units in a hex must defend together by summing their combat factors.

An attack can involve any number of attacking and defending units, even across multiple hexes. To be resolved as a single combat, all attacking units must be adjacent to all defending

units. Friendly attacking units in two or more hexes can combine their combat strength against a single hex occupied by enemy units.

The Defender cannot exclude any of the units under attack. The Attacker must attack all enemy units in a hex with a single assault. Separate assaults on units in the same hex are not allowed.

A unit combat strength cannot be split across multiple combats.

Note: Artillery NEVER participates in assault combat.

12.4.2. DIVERSIONARY ATTACKS

Declaring attacks with strength ratios worse than 1-5 is prohibited, even though an attack may become worse than 1-5 or even be canceled due to failed Efficiency Tests.

If an Assault order forces a unit in ZoC to attack with a ratio less than 1-5, the result is automatically Ae.

12.4.3. ATTACKS EXCEEDING MAXIMUM RATIO

Attacks with strength ratios greater than 6-1 are resolved on the 6-1 column.

Space and coordination limitations prevented too many soldiers from being used simultaneously in an attack.

12.4.4. GENERALS IN COMBAT

A General (maximum one) can add or subtract one to the die roll if the combat involves units from their formation with which they are stacked.

12.5. Combat Table

Assaults are resolved using the Combat Table.

12.5.1. STRENGTH RATIO

The attacker adds up the combat value of all attacking units and compares it to the combat value of the defending enemy units.

Divide the total attacker value by the defender value, rounding the result in favor of the defender. The outcome is a strength ratio.

Example: If 13 PF attack 4, the ratio would be 3.25 to 1, rounded (always in favor of the defender) to 3 to 1.

Terrain and Disorder can modify the strength ratio.

12.5.2. DIE ROLL MODIFIERS (DRM):

- 1) **DISORDER:** +2 DRM (15.1),
- 2) **EFFICIENCY:** DRM = difference (see 12.3),
- 3) **GENERALS:** Add or subtract one to the DRM,
- 4) **TERRAIN:** Refer to the Terrain Effects Table.

The DRM cannot exceed +4 or -4.

12.5.3. DIE ROLL OUTCOME

The result of the die roll, with modifiers, indicates a line on the Combat Table that intersects the column corresponding to the obtained strength ratio, producing an outcome. This outcome (or combat result) must be immediately applied to the involved units before resolving other attacks. Attacks can be resolved in the order chosen by the attacker.

12.5.4. COMBAT RESULTS

Ae / De: Attacker / Defender

Eliminated. All attackers (A) or defenders (D) are eliminated (12.8).

Ad / Dd: All attackers (A) or defenders (D) are Disrupted.

Ne: No effect. If attacking units had an Attack order, the player can test the efficiency of their units (according to 13.1): if at least one unit passes the test, the result becomes EX; otherwise, it becomes Ad.

Ex: Both the attacker and the defender lose the unit with the highest Efficiency among those that participated in the battle. If there are multiple such units, the one with the highest Combat Strength is eliminated. All other units involved in the combat must test efficiency; if they fail, they become Disrupted.

Dr: All defender units must retreat one hex and perform an efficiency test (13.1); if they pass, they become Disrupted; otherwise, they go into Rout (15.2.1). Units with Defense orders in villages or reduced terrain are not obligated to retreat if they pass the efficiency test.

12.6. Retreat after Combat

A unit forced to retreat must immediately retreat one or more hexes

and end movement into a hex that is furthest away from all enemy units, if possible. The player who controls the unit decides the path of retreat. Two units stacked together can retreat into different hexes.

12.6.1 A unit can retreat into an enemy ZoC, if all other options are not possible, but it receives an additional level of Disorder.

12.6.2 If an only possible retreat hex (including ZoC) exceeds the stacking limit, the unit must continue retreating to another hex until it reaches one that allows compliance with the stacking rule.

12.6.3 If a unit cannot retreat because it is surrounded by enemy units, it is permanently eliminated.

12.7. Advancing After Combat

If a hex becomes vacant due to combat, an attacking unit can advance into that hex. This advance ignores ZoCs. The decision to advance or not must be made immediately before resolving other combats.

A unit is never obligated to advance, and it cannot advance more than one hex.

12.7.1 RESTRICTIONS ON ADVANCING:

Units in Disrupted state and artillery cannot attack, so they cannot advance after combat.

12.7.2 SINGLE UNIT ADVANCEMENT: Only one unit can advance after combat. If the combat result has vacated two hexes, the attacker can choose to advance into either of the two hexes.

12.7.3 ADVANCEMENT WITH

COMMANDERS: All units present in a hex can advance if they are stacked with a Commander, and the Commander also advances with them.

12.8. Eliminated Units

Whenever a full-strength unit is eliminated, the unit is flipped (to reduced strength, losing one Step) and placed on the turn track in the next turn (if it was within the command radius of a Commander - General or Officer - of its own formation at the time of elimination) or two turns later if outside the command radius. Units that were already at reduced strength, have no reduced strength,

or fall under 12.6.3 and 15.2.1 are permanently eliminated.

12.8.1 RETREAT OFF THE MAP: Units forced to retreat off the map are permanently eliminated.

12.8.2 RETURNING ELIMINATED UNITS: Previously eliminated units return to the map (on the weaker side) within one hex of their formation Commander, respecting stacking rules and avoiding ZoCs.

13. EFFICIENCY

The efficiency value of units represents a combination of morale, momentum, aggressiveness, training, and the experience of soldiers, non-commissioned officers, and officers within the unit.

13.1. Efficiency Tests

A unit that must perform an efficiency test rolls a die: if the result is equal to or less than its efficiency value, the test is successful; otherwise, it fails.

13.1.1 Efficiency tests always succeed on a roll of 1 and always fail on a roll of 6, regardless of modifiers.

13.1.2 In efficiency tests, a single die is rolled per stack, and the result applies to all units in the hex.

13.2. Command Modifiers

A -1 modifier is applied to the die roll if the overall Commander, a General, or an officer from the same formation is present in the hex (only one can be used).

14. CAVALERIA

Cavalry units have specific abilities related to charging and retreating before combat.

14.0.1 INCREASED STRENGTH AGAINST DISRUPTED INFANTRY: Cavalry units have their combat strength doubled when attacking Disrupted infantry.

14.1. Retreat Before Combat

After an assault is declared, cavalry or mounted artillery units that are not "moved" can retreat one hex before calculating strength ratios if they have a Maneuver or Defense order and the attacker consists only of infantry. If all attacked units retreat, the attacker can advance into the vacated hex.

14.2. Cavalry Charges

Cavalry units with an Attack order can perform a charge in allowed terrain if the cavalry unit has sufficient movement points (MPs) to enter the hex where the enemy they want to charge is located.

During the Assault segment, cavalry units with a Charge marker enter the hex and attack the enemy units. Cavalry units with a Charge marker have their combat strength doubled (not cumulative with 14.0.1, maximum doubled).



14.2.1 IGNORING ENEMY ZOCS: Charging cavalry can ignore other enemy ZoCs for the purpose of rule 12.2.1.

14.2.2 DISRUPTION AFTER CHARGE: All cavalry units in good order at the end of the Charge automatically become Disrupted.

14.2.3 NO SIMULTANEOUS CHARGE AND INFANTRY ATTACK: It is not possible to attack the same hex in a combat segment with both a cavalry charge and an infantry attack.

14.2.4 COUNTERCHARGE. Cavalry units with a Defense order can react to an enemy charge.

When enemy charging cavalry passes into an adjacent hex to a cavalry unit with a Defense order (not in Disrupted state), and there are no other units in that hex, this cavalry unit can countercharge the enemy. Place a Charge marker on the unit. The cavalry unit that suffered the countercharge ends its movement for this activation. Countercharges will be resolved in the hex of the enemy charging cavalry (not the hex from which the countercharge starts), and it is the first thing to resolve during the subsequent Assault segment. The unit in the countercharge is considered the attacker.

In this case, both the attacker and the defender are doubled since they both have a Charge marker.

15. DISORDER, ROUT, RECOVERY, AND REINFORCEMENTS

Units in **Disorder** and **Rout** do not have Zones of Control (ZoC) and are subject to various limitations.



Disorder



Rout

15.1. Units in Disorder

Units in Disorder cannot attack, and the presence of units in Disorder in defense gives a +2 DRM (Die Roll Modifier) to the attacker during Assaults.

15.1.1 If a unit in Disorder receives another Disorder, it goes into Rout.

15.2. Routed Units

Routed units cannot attack or move (see 15.2.2).

If an enemy unit arrives adjacent to a unit in Rout, that unit must perform an Efficiency Test: if it passes, it must retreat by 2 hexes; otherwise, it surrenders (and is permanently eliminated).

15.2.1 A unit which Routs as a result of combat must immediately retreat by 2 hexes. If it cannot retreat, it is permanently eliminated.

15.2.2 During the End of Turn Phase, all units in Rout must move two hexes away from enemy units. Units can interrupt their rout if they are in

a Village, Redoubt, or the hex with a friendly general.

15.3. Unit Recovery

In Subphase 6 of the Action Phase, units in Disorder or Rout can attempt to reorganize if they are not in Enemy ZoC (EZOc), their orders allow it, and it is their only action for the turn.

15.3.1 To recover, they must pass an Efficiency Test. If successful, units in Rout become Disordered, and those in Disorder return to full efficiency.

15.4. Reinforcements

New units enter the map in the appropriate hex on the specified turn according to the Reinforcement Table (see Initial Placement), paying the entry hex cost.

Reinforcements enter during the Action Phase of the formation to which they belong.

15.4.1 Reinforcements enter the map in command and with an Advance Order.

16. OPTIONAL RULES

Players, if they wish, can use one or more of these optional rules.

16.1. Headquarters Orders

If you use this rule, skip Subphase 1 (orders) of the Command Phase.

Each formation has a Headquarters (HQ) marker; place it with its Chief Commander.

When a player needs to activate a formation, they can activate the HQ instead. If they activate the HQ, their Chief Commander can change the Orders (5.2) for their generals.

The Chief Commander, if also commanding a formation, is not considered activated for having activated the HQ. The HQ can be activated even if the Chief Commander is already activated. Flip the Headquarters marker to the A(ctivated) side, and it cannot be used again until the next turn.

16.2. Independent Columns

One or more Officers can receive specific orders (which can be changed with an initiative roll).

To create an Independent Column, the Officer must start their activation within the Command radius of their superior. Independent Officers do not have a corresponding formation marker to indicate the assigned order. Place a marker under the Officer indicating the order.

16.2.1 The Independent Column remains in play until, at the beginning of its activation, the player decides to rejoin it with the main formation. To do so, it must be within the command radius of its superior. Remove the order from the Officer; now they must obey the formation order.



16.2.2 All units in an Independent Column are considered in Command if the troops are within the command radius of the chosen Officer.

16.2.3 Cavalry officers can only command Independent Columns composed of Cavalry and horse artillery.

16.3. Open Order

This variant of the Maneuver or Advance order (fire movement) allows light units to enter Enemy ZoC (EZoC), fire, and, if they have sufficient Movement Points (PM), also retreat by one hex.



Only light troops can use this tactic.



16.3.1 Fire movement occurs during the movement phase. Units cannot assault in the subsequent Assault phase, even if they initiate combat adjacent to enemy units.

16.3.2 More than one light infantry unit can attack an enemy in Open Order, but each unit attacks individually. The value of multiple units cannot be combined into a single attack.

Infantry fire is resolved using the Infantry Fire Table after considering any modifiers from Grouping and Terrain. Additionally, the presence of a General or Officer in the stack adds a +1 DRM (Die Roll Modifier) to fire combat.

16.3.3 RESULTS

- **(NO EFFECT):** No immediate impact;

D (DISORDER): The top unit in the stack must perform an Efficiency Test. If it passes, there no effect; if it fails, the unit goes into Disorder and retreats by one hex.

D1 (DISORDER WITH +1 DRM): Similar to D, but with an additional +1 DRM. The unit must pass the Efficiency Test; otherwise, it goes into Disorder and retreats by one hex.

DR (Rout): The top unit in the stack must perform an Efficiency Test. If it fails, it goes into Rout; if it passes, it goes into Disorder and retreats by one hex.

Note that infantry fire does not affect artillery units.

16.3.4 FATIGUE

Units that have acted in Open Order are marked with a "V" (Volteggatori) marker. This marker is removed after the combat phase of the next turn.

If a unit attacks in Open Order for two consecutive turns, it receives a Fatigue marker (flip the "V" after the second use).

Units with Fatigue can perform infantry fire or act with Advance and Attack orders only after passing an Efficiency Test (remove the Fatigue marker if successful).

If the test fails, the units assume a Defense order for that turn.



Volteggatori



Fatigue

16.3.5 RETREAT. A unit with a "V" marker can retreat by one hex before combat if it passes an Efficiency Test.

The unit retreats before calculating strength ratios.

If all attacked units retreat, the attacker can advance into the vacated hex.

17. SCENARIOS

In *Arrivano i Francesi!* there are two scenarios about the battles of Montebello and Campoteness. For each of these scenarios, there are specific rules due to the particular situation of the battle. The scenario rules always take precedence over the general regulations.

17.1. Uno scontro di avanguardie

The Battle of Casteggio - Montebello, June 9, 1800.

Uno scontro di avanguardie (A Vanguard Clash) simulates the battle fought by the French at Montebello and the Austrians at Casteggio. It took place in June 1800 during the campaign in Northern Italy. For more details about the battle, refer to the historical article included in this magazine.

17.1.1. GAME SCALE AND TERRAIN

- 30 minutes per turn,
- approximately 400 meters per hex,
- 1 Force Point (FP) represents about 150 infantrymen, 75 cavalymen, or 2 cannons.

Uppercase symbols indicate the entry hexes for the troops. The star represents the geographical objectives that must be reached. The number inside represents the victory points (VP).

17.1.2. COMMANDER MOVEMENT

In Montebello, during the first game turn, only the French player can activate their formations. French formations can enter the map in any order they desire. In Montebello, all commanders have six movement points, not eight.

UNO SCONTRO DI AVANGUARDIE - INITIAL SETUP

AUSTRIAN VANGUARD (ALL FORMATIONS START IN MANEUVER, SEE 17.1.2)

FML Ott (R)	2912	Gottesheim (G)	2715	Schellenberg (S)	1311
O'Reilly	3109	Art. Gottesheim	2914	Letzenyi	1310
Schustekh	2811	IR Graf Stuart 18 - I	2514	Retz	1613
Mariassy Jäger	3209	IR Graf Stuart 18 - II	3114	Sticker	1411
Light bataillon Bach	3312	IR Graf Stuart 18 - III	2616	Art. Schellenberg	1510
Light bataillon Am Ende	3309	IR Colloredo Waldsee 57 - I	2815	Ogulin Grenzer	1309
Light Cavalry Jäger de Bussy	2909	IR Colloredo Waldsee 57 - II	2415	IR Hohenlohe 17 - I	1410
Otočac Grenzer	3310	IR Colloredo Waldsee 57 - III	3016	IR Hohenlohe 17 - II	1310
Warasdin Kreuzer Grenzer	3110			IR Mittrowski 40 - I	1712
Banat Grenzer	3208	Vogelsang (O)	1315	IR Mittrowski 40 - II-III	1513
Nauendorff Hussars I	2810	Art. Vogelsang*	1515	IR Reisky 13 - I	1713
Nauendorff Hussars II	2809	IR Fröhlich 28 - I	1715	IR Reisky 13 - II-III	1613
Art. O'Reilly	2710	IR Fröhlich 28 - II	1416	Lobkowitz Dragoons	1311
Art. Schustekh	2811	IR Fröhlich 28 - III	1616	Lobkowitz Dragoons	1411
				Lobkowitz Dragoons	1212
				IR Splenyi 51 - I	1610
				IR Splenyi 51 - II	1709

* = The formation is indicated as V on the counter

LANNES CORP

Turn 1	B	Turn 2	C	Turn 5	A
Lannes (L)		Watrin (W)		Chambarlac (C)	
Mainoni		Gency		Herbin	
28e de Ligne - I		Art. Watrin		Art. Herbin	
28e de Ligne - II		6e Light - I		24e Light - I	
28e de Ligne - III		6e Light - II		24e Light - II	
Turn 2	B	6e Light - III		24e Light - III	
Rivaud Jean		Turn 3	C	Turn 6	A
Garde consul.		Malher		O. Rivaud	
12e Hussars		22e de Ligne - I		Art. Rivaud	
		22e de Ligne - II		96e de Ligne - I	
		22e de Ligne - III		96e de Ligne - II	
		40e del Ligne - II		96e de Ligne - III	
		40e del Ligne - II		43e de Ligne - I	
		40e del Ligne - III		43e de Ligne - II	
				43e de Ligne - III	

17.1.3. LINE OF SIGHT

In Montebello, a unit can see enemy units up to three (3) hexes away if conditions allow.

17.1.4. COLUMN MARCH

Austrian units cannot use the Column March in this scenario.

17.1.5. MARCH ORDERS

The Austrian army was ordered to march toward Stradella. Some formations must move toward their objective until at least half of the units in that formation reach the indicated hex. The initial orders are:

- Vogelsang: Corvino (2815)
- Retz: Mairano (2312)
- Schellenberg: Casteggio (2011)

Units can move even if out of command.

This march order is automatically removed when an enemy unit is in Line of Sight of a unit from that formation. The formation then automatically takes a Defense order.

17.1.6. HEADQUARTERS ORDERS

If you use the optional rule 16.1, you must use the Lannes AvGd and Ott Div tokens.



17.1.7. OPEN ORDER

If you use the optional rule 16.3, light infantry is identifiable by the yellow circle on the token.

17.1.8. VICTORY CONDITIONS

At the end of the game, Victory Points (VP) are awarded based on losses suffered and the occupation of objective hexes on the map. Players receive a number of VP for each occupied objective hex equal to the number inside the star. The side that has eliminated the highest number of enemy steps by the end of the game receives 5 VP. The Austrian player automatically wins if they eliminate or capture Lannes during the game.

17.2. A lento passo

The Battle of Campotenesse, March 9, 1806.

A lento passo (At Slow Pace)

simulates the battle known as Campotenesse, which occurred during the invasion campaign of the Kingdom of the Two Sicilies by General Masséna. It was fought against the royal troops of Naples led by General Joseph Élisabeth Roger de Damas D'Antigny, better known in Italian historiography as Ruggero di Damas, a French émigré and Neapolitan citizen. For more details about the battle, refer to the historical article on this battle. The game uses several specific rules due to the unique situation of this mountain encounter and the heavy snowfall that influenced operations on that day.

17.2.1. GAME SCALE AND TERRAIN

- 30 minutes per turn,
- Approximately 1000 meters per hex (1:500 scale),
- 1 Force Point (FP) represents about 100 infantrymen, 50-100 cavalymen, or 2 cannons.

Uppercase flags indicate entry hexes for French troops and retreat hexes for Neapolitan troops. The star represents geographical objectives that must be reached by the French forces. The number inside represents the victory points (VP).

17.2.2. COMMANDER MOVEMENT

In this scenario, all commanders have three movement points, not eight.

17.2.3. STACKING LIMITS

- a) Two cavalry units from the same formation, or
- b) One artillery unit and one infantry or cavalry unit from any formation, or
- c) Only one infantry unit.

Note: The severity of the stacking limits are due to the preference of

the units to act in a scattered order and to the climatic conditions.

17.2.4. LINE OF SIGHT

In Campotenesse, a unit can see enemy units up to **two (2) hexes away** if conditions allow.

17.2.5. CHARGES

In this scenario, **cavalry charges are not possible.**

17.2.6. CAMPOTENESE REDOUBTS

The plateau of Campotenesse was "guarded" by three large redoubts armed with heavy 12-pound cannons. They were positioned further south from the gorge at the entrance to the plateau, just before the cliff that descended toward Morano, through the San Martino valley.



To take advantage of the Redoubts, troops must be in **Defense**. Units in Redoubt Defense can choose to remain stationary (not move or attack) regardless of their formation order. The three redoubts can fire at any target in Line of Sight (LoS). When the redoubt batteries fire, they do not flip to the Moved side. They cannot move, retreat, or perform defensive fire, and if the result is adverse, they are flipped to the Damaged side (rendered unusable). The redoubts can only fire if they are stacked with units that have a Defense order; with all other orders, they remain inactive.

In reality, the three redoubts were entirely ineffective because the snow under the cannons caused

the carriages to sink, resulting in high shots. For this reason, it would have been necessary to position the cannons on more stable ground.

17.2.7. WEATHER TRACK



The first game turn is always marked by snowfall. Place the weather marker in position 1. As the last action of the C Phase End of Turn, roll a die to see if the weather conditions change for the next turn. From position 1, move to position 2 (Snowstorm) with a roll of 6. From position 2, move to position 3 (Blizzard) with another 6, or return to position 1 by rolling a 1. From position 3, return to position 2 with a roll of 6, or return to position 1 by rolling a 1. Any other result does not change the weather marker:

- **NEVICATA (SNOWFALL):** No particular effect
- **BUFERA (BLIZZARD):** Artillery has a range of one. The efficiency of Neapolitan units with a defensive order is increased by one.
- **TORMENTA (STORM):** Artillery does not fire. Combat units and commanders move only one hex, even on roads. The Open Order cannot be used. The efficiency of Neapolitan units with a defensive order is increased by two. No unit has a Zone of Control (ZoC).

17.2.8. ROAD MOVEMENT

In the mountains, road movement was inevitably improvised and chaotic, with costs varying based on weather conditions. Each adjacent road hex costs half (½) a movement point (MP). In weather conditions of type 2 (blizzard), a road hex costs one (1) MP. In weather conditions of type 3 (storm), a road hex costs all the MPs of a unit or commander.



A LENTO PASSO - INITIAL SETUP

NEAPOLITAN DAMAS DIVISION

Damas (CiC)	3316	2a Brigade	Zimmermann (Z) (Defence)	2616	
Nunziante (N) (Defence)	3115	Tschudy (T) (Defence)	2812	Mirabelli	1611
Pignatelli Cerchiara	3115	Major	2813	Major	2516
Pinedo	3014	Reg.na Carolina I fusilier (Eff. 3)	2811-2813	Reg. Carolina II fusilier	2515-2616
Avallon	3015	Reg.na Carolina I recruits (Eff. 2)	2712-2812	Real Principe I fusilier	2415-2715
Real Principessa	3115-3113	Real Ferdinando grenadiers	2710	Re Ferdinando recruits	1611
Real Sanniti	3214-3215	Redoubt Right Artillery	2712	Real Abruzzi 1° fusilier	2615-2314
Cacciatori Calabri	3014	1a Brigade		Redoubt Left Artillery	2615
Principe II Cavalry	3015	Ricci (R) (Defence)	2814		
		Roth	3016		
		Major	2713		
		Real Ferdinando 1° fusilier	2713-2815		
		Real Ferdinando 2° gran. (Eff. 4)	2814		
		Principessa Cavalry	3016		
		Re 1 Cavalry	3316		
		Redoubt Center Artillery	2713		

REYNIER DIVISION

Turn 1	1401 A	Turn 2	2201 B	Turn 4	1401
Reynier (CiC)		Verdier (V) (Advance)		Franceschi (see 17.2.9)	
Compère (C) (Advance)		Abbé		6° Chasseurs (x2)	
Bourgeois		Peiry		9° Chasseurs (x4)	
Huard		1° Light (x2)			
42° Line (x2)		1° Polish (x2)			
1° Light (x4)		42° Line III bat.			
1° Swiss (x2)		23° Light I bat.			
		3pdr mountain artillery			

17.2.9. FRANCESCHI

The French player can (but is not required to) act Franceschi and the 6th and 9th Chasseurs as an independent formation. When Compère is activated, he can activate his formation or, instead, Franceschi, who will act as an independent column (even if you are not using the optional rule).



Compère is not considered activated for activating Franceschi and can activate Franceschi even if he has already been activated. Compère is not considered activated for having activated Franceschi, and he can activate Franceschi even if he is already activated.

17.2.10. HEADQUARTERS ORDERS

If you use the optional rule 16.1, you must use the Minutolo and General-staff markers.



17.2.11. OPEN ORDER

If you use the optional rule 16.3, all infantry units with a movement of 3 are considered light infantry.

17.2.12. VICTORY CONDITIONS

The Neapolitan player automatically wins if, at the end of the last turn, they occupy Morano Calabro and hex 3418. If there is no automatic victory, the French player adds up the Victory Points (VP) obtained. The result indicates the outcome of the battle.

The French player receives a number of VP for each objective hex occupied, equal to the number in the star.

The French player adds up the steps lost and those eliminated from the enemy (each commander counts as one step). If they have eliminated more steps, they gain 1 VP for each step of difference; otherwise, they lose.

When a Neapolitan Major is captured/killed, the French player rolls a die: on a result from 4 to 6, they have captured the regimental flag and gain an additional VP. Use the back of the marker as a reminder.

Result:

- ➔ **13+ PV**: French Victory
- ➔ **10 – 12 PV**: No result
- ➔ **9 o MENO PV**: Neapolitan Victory

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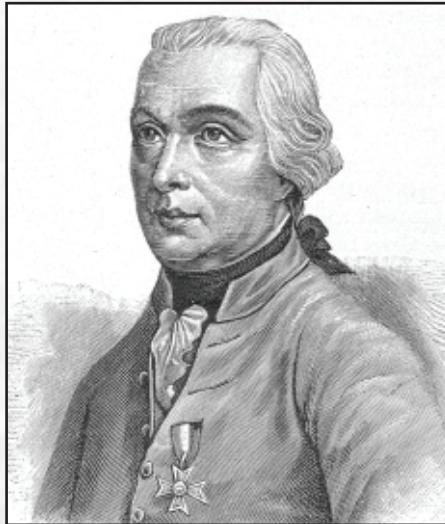
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19. CREDITS

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