



**DEGO: THE 1796
CAMPAIGN BEGINS**

Date: 10-15 April 1796

History: The scenario offered here covers the first six dramatic days of the 1796 campaign in Italy, including the actions fought at Voltri, Monte Legino, Montenotte, Millesimo, Cosseria, and both battles of Deگو.

The geriatric Austrian Beaulieu rejected his Sardinian ally's plan to strike at the French line of communications west of Savona, and chose instead to launch a limited attack on the French right at Voltri supported by an advance in the center. This was half-baked and half-hearted, as half his army had not yet moved up from its winter quarters.

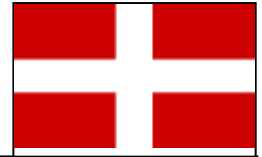
Bonaparte's response was swift and decisive. He concentrated his forces and smashed the Austrian center under Argenteau at Montenotte. He then shifted west and enveloped the Austrian garrison at Deگو, while also capturing Provera's advanced Sardinian force at Cosseria and fending off Colli at Cengio. Thus he had driven a wedge between the Allies.

The surprise arrival of Wukassowitsch at Deگو, who had marched across from the Austrian left, temporarily routed Masséna's advance guard. This setback interrupted Bonaparte's intended turn against the Sardinians. Instead he had to turn back to Deگو, where he defeated Wukassowitsch. The Austrians fell back to Acqui. Over the six days of battle they had lost about 10,000 men and 40 cannon in total. French losses were much lighter.

The ponderous Austrian command and control could not match the speed and energy of the French maneuvers. As a result of Bonaparte's combinations, in every French attack they out-numbered the Allied defenders three to one or more.



**ALLIED
ORDER OF BATTLE**



General Michelangelo Colli-Marchi (Sardinians)
 3 P Trnd SM Bremp
 3 P Trnd SM Vitale
 3 P Trnd SM Provera
 (Austrian Hilfskorps)

Argenteau (Right Wing)
 3 P Trnd SM Rukavina
 0.5 SA
 3 P Trnd SM Liphay
 3 P Trnd SM Nicoletti

Feldzeugmeister Freiherr Beaulieu de Marconnay (C-in-C)

Sebottendorf (Left Wing)
 4 P Trnd SM Wukassowitsch
 4 P Trnd SM Pittoni

[Argenteau Right Wing]
 4 P Trnd SM Wetzl
 4 P Trnd SM Kerpen

Total: 34 infantry, 0 cavalry, 0.5 artillery @ 1,000 men / 24 guns per base

Ceva.
 In Redoubts at Ceva
 Ceva
 Millesimo

In Redoubts at Deگو
 " Mioglia
 In Redoubts at Sassello

With Wukassowitsch.
NB – 0" command radius.

Enter T1, E Edge, Campo Freddo track.
 Enter T1, SE corner, Genoa track.

Enter T4, N Edge, Acqui track.
 Enter T6, N Edge, Acqui track.

Victory Conditions: There are 8 Objectives, representing the three armies' lines of communications (Ceva, Acqui and Savona), the road to Genoa (Voltri) and four positions commanding the approaches across the Apennines (Deگو, Sassello, Millesimo, M. Legino). Victory is decided at the end of the game by who holds which Objectives:

French Victory: French hold *either* Acqui or Ceva; or 5 of the other 6 Objectives.

Draw: French hold 4 Objectives including Savona (but not Ceva or Acqui).

Allied Victory: All other outcomes.

Game Length: 8 turns (10-15 April).

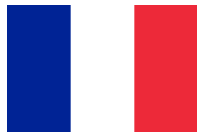
(Most game turns represent a whole day, but there are a couple of extra turns because there were some night marches and days of particularly intense action.)

2-4 players: 1.5-2 hours

Scenario by Chris Pringle & Dr Nicholas Murray.

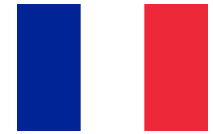
DEGO

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FRENCH ORDER OF BATTLE

Army of Italy



SCENARIO RULES

- Because of the large time and ground scales, the terrain is quite schematic. No woods are depicted. Most of the "streams" and "gentle hills" in game terms are in reality rivers and steep mountains. Therefore:
 - All hills are Difficult Terrain;
 - LOS is limited to 6".
- Any unit touching a Track ignores movement deductions for Difficult Terrain or Streams while it is following the Track. Tracks do not negate the -1 penalty to Movement Rolls for being in Difficult Terrain. They do not increase movement distances.
- All infantry units only use "In Depth" formation. There are no formation changes (except for artillery) and no use of Line or Column of March. Again this is because of the scale of the game.
- The Redoubts are "Rifle Pits" in game terms. Each can hold one infantry unit and an artillery unit.
- Both armies consist almost exclusively of infantry units. Cavalry formations had no value in the mountains, while artillery was mostly small caliber and distributed as regimental artillery. The only use of massed artillery was the 18 Austrian guns in the redoubts at Dego.
- The Allies' command and control limitations mean all their units are Passive. Beaulieu has a 0" command radius, i.e., must be in contact to help.
- Napoléon Bonaparte acts as a General, adding +1 to Movement Rolls for units within 6"; this is in addition to the +1 they may receive from their divisional commander.
- Because of the exceptional energy and endurance shown by the French troops, as well as the quality of many of their junior leaders, French units are all rated Veteran while the Allies are all Trained.
- Pinning Colli: The Sardinian Colli hesitated to move east in support of his ally because he was concerned about the threat Sérurier posed to his line of communications. If one of Colli's units leaves Ceva, then on the next French turn only, roll D6. On 5 or 6, both of Sérurier's units enter. If both Colli's units leave Ceva, roll D6 on every French turn after that until 3+ is rolled. On 3+, both of Sérurier's units enter.
- Allies deploy first.
- Allies move first.

Napoléon Bonaparte (C-in-C)

General Amédée La Harpe (Div La Harpe)
 4 Vet SM Cervoni (22nd Light & 75th Line Demi-Brigades)
 4 Vet SM Menard (17th Light & 32nd Line Demi-Brigades)

General André Masséna (Div Masséna)
 4 Vet SM Dommartin (11th & 27th Light Demi-Brigades)
 4 Vet SM Joubert (51st & 55th Line Demi-Brigades)
 4 Vet SM Meynier (84th & 99th Line Demi-Brigades)
 0.5 SA Artillery

General Charles-Pierre-François Augereau (Division Augereau)
 4 Vet SM Beyrand (4th & 29th Light Demi-Brigades)
 4 Vet SM Victor (4th & 18th Line Demi-Brigades)

General Jean-Mathieu-Philibert Sérurier (Division Sérurier)
 4 Vet SM Guieu (39th & 69th Line Demi-Brigades)
 4 Vet SM Rusca (14th & 56th Line Demi-Brigades)

Total: 28 (36) infantry, 0 cavalry, 0.5 artillery @ 1,000 men / 24 guns per base

Savona.

With either of his units.
 In or within 6" of Voltri.

In Redoubts on Montenotte.

Enter T1, S Edge, Savona.

"

"

"

"

Enter T1, S Edge, Loano track.

"

"

Possible arrival W Edge, Garessio track, per Scenario rule 9:

If one of Colli's units leaves Ceva, then on the next French turn only, roll D6. On 5 or 6, both of Sérurier's units enter;

If both Colli's units leave Ceva, roll D6 on every French turn after that until 3+ is rolled. On 3+, both of Sérurier's units enter.

SCENARIO OPTIONS

LOC Objectives only: it could be argued that most of the designated Objectives have no importance in themselves and should be omitted. If players prefer, ignore all except the three LOC Objectives. Victory immediately goes to the side that is first to capture an enemy LOC Objective.

Troop Ratings: Players who want more distinctions between units could consider rating an Austrian and a Sardinian elite/grenadier unit as Aggressive; other Sardinian units as Raw or Fragile; some Austrian Croat Grenzer units as Fragile Skirmishers. Likewise, one might rate the French Light units as Skirmishers and/or the Line units as Aggressive, and some as Raw. One could also add a 2-base cavalry unit to each side, to enter via Savona or Acqui on perhaps Turn 3 or 4. The Austrian horse were superior and could be rated Aggressive.

SCENARIO NOTES

This scenario is specifically designed to highlight how superior command and control – Napoleon's clear vision and decisive action – enabled the French to get inside Beaulieu's lengthy decision loop and repeatedly mass overwhelming numbers at the point of decision.

The low troop density (~500 men per kilometer of front) is compounded by the difficult terrain and by the Allied need to cover more than one critical objective. This means there is time and space for decisive maneuvers against isolated or exposed Allied units. It gives Napoleon the opportunity to exploit a central position, though that also runs the risk of being crushed by convergent attacks – in the unlikely event that the badly commanded Allies can coordinate their actions.

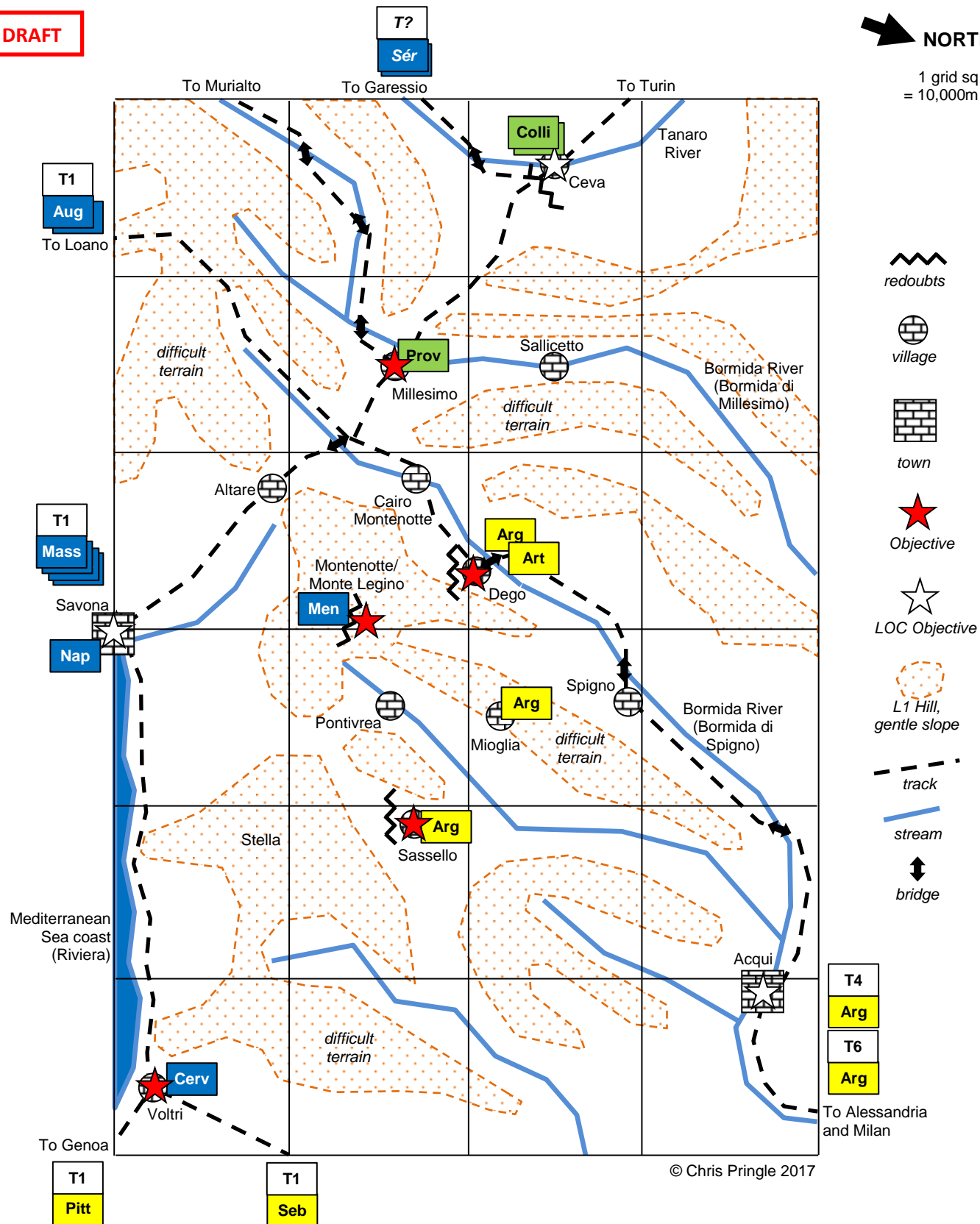
For the Allies, the scenario reveals why Beaulieu might have been tempted to try to bully Laharpe's two outpost units. Players may want to do the same and hope to inflict some damage before French reinforcements arrive; or they may choose a different strategy. For instance, at some point Colli might want to gamble that Sérurier will not react to him leaving Ceva.

Finally, a note on the OOB: French demi-brigades are allocated to the correct divisions, but their listing under particular brigadiers is not necessarily historical, as these varied frequently during the course of the campaign. Similar caveats apply on the Allied side.

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1 grid sq
= 10,000m



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