



**MONDOVI 1796: THE DEFEAT OF PIEDMONT**

**Date:** 16-22 April 1796

**History:** This scenario covers the second week of the campaign. It includes the actions fought at Ceva, Pedagiera, the Cursaglia and outside Mondovi, which resulted in Piedmont suing for peace.

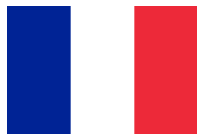
Essentially, faced with two-to-one odds, the Piedmontese commander-in-chief General Colli conducts a fighting withdrawal via successive defensive positions. He is trying to keep his army intact and buy time for his Austrian ally, Beaulieu, to regroup at Acqui and return to the fray by attacking the French right flank.

On the 16<sup>th</sup>, the leading French division under Augereau is repulsed at Pedagiera. This is one end of a strong fortified line, the other being at Ceva on the Tanaro river. Napoleon moves Masséna's division to Mombarcaro to keep Colli cut off from Beaulieu. He brings up Sérurier's division and prepares a major assault on Ceva, while probing round the flank.

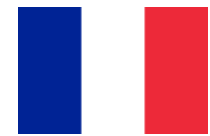
However, Colli slips away overnight and falls back to the line of the Cursaglia. This is a river with few crossing points and a steep west bank. Here too the French are initially repulsed on the 19<sup>th</sup>.

Again the French prepare a new assault, again they probe past the flank, and again Colli tries to preempt them by falling back. This time, however, some of his troops are too tardy and are caught by the French attackers. Consequently they reach their new position outside Mondovi in disorder. The Sardinian army fights bravely but is finally routed, and the King sues for peace with France. Piedmont is knocked out of the war.

**Victory Conditions:** Victory revolves around how long the Sardinians can delay the French while keeping their army in being. They must hold Ceva and the Pedagiera redoubt at the end of Turn 3; San Michele on Turn 6; Carrù and the ridge by Mondovi at game end. If a position is lost and they then retake it, it is considered held. They earn:



**FRENCH ORDER OF BATTLE**  
Army of Italy



**General Charles-Pierre-François Augereau (Division Augereau)**  
*(Brigade Beyrand)*  
4 Vet SM 4<sup>th</sup> Light Demi-Brigade  
4 Vet SM 29<sup>th</sup> Light Demi-Brigade

On Track >6" E of Ceva or of Pedagiera.

"  
"

**General André Masséna (Div Masséna)**  
*(Brigade Dommartin)*  
4 Vet SM 11<sup>th</sup> Light Demi-Brigade  
4 Vet SM 27<sup>th</sup> Light Demi-Brigade  
*(Brigade Joubert)*  
4 Vet SM 51<sup>st</sup> Line Demi-Brigade  
4 Vet SM 55<sup>th</sup> Line Demi-Brigade

Immediately E of Bormida bridge.

"  
"

**General Jean-Mathieu-Philibert Sérurier (Division Sérurier)**  
*(Brigade Guieu)*  
4 Vet SM 39<sup>th</sup> Line Demi-Brigade  
4 Vet SM 69<sup>th</sup> Line Demi-Brigade  
*(Brigade Fiorella)*  
4 Vet SM 14<sup>th</sup> Line Demi-Brigade  
4 Vet SM 56<sup>th</sup> Line Demi-Brigade

Enter T1, E Edge, due E of Bormida bridge.

"  
"

Enter T1, S Edge, Garesio track.

**Napoléon Bonaparte (C-in-C)**  
0.5 SA Artillery

Enter T3, E Edge, Millesimo track.

"  
"

*[Div Augereau]*  
*(Brigade Victor)*  
4 Vet SM 4<sup>th</sup> Line Demi-Brigade  
4 Vet SM 18<sup>th</sup> Line Demi-Brigade

"  
"

*(General Stengel, 1<sup>st</sup> Cavalry Division)*  
2 Trnd Cav Stengel

Enter T4, E Edge, Millesimo track.

*Total: 48 infantry, 2 cavalry, 0.5 artillery @ 500 men / 12 guns per base*

1 VP for each Objective location they hold at the end of its "Deny Until" turn;

1 VP if they still have 5 or more non-Spent units at game end. The Artillery counts as a unit.

**Sardinian Victory:** Sardinians have 5+ VP.

**Draw:** Sardinians have 4 VP.

**French Victory:** Sardinians have 3 or fewer VP.

**Game Length:** 8 turns (16-22 April).

(Most game turns represent a whole day, but there is one extra turn to allow for night marches or particularly intense action.)

2-4 players: 1.5-2 hours

Scenario by Chris Pringle

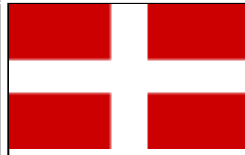
**MONDOVI**

**SCENARIO RULES**

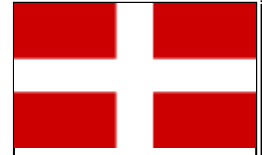
1. Because of the large time and ground scales, the terrain is quite schematic. No woods are depicted. The "gentle hills" in game terms are in reality quite rugged. Therefore:
  - All hills are Difficult Terrain;
  - LOS is limited to 6".
2. Any unit touching a Track ignores movement deductions for Difficult 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.
3. All infantry and cavalry 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.
4. The four Redoubts are "Rifle Pits" in game terms. Each can hold one infantry unit and an artillery unit.
5. The Tanaro and Cursaglia Rivers were swollen and difficult to cross. Nonetheless, a unit that starts its turn adjacent to a River and gets a modified result of 10+ on its movement roll may cross the river, using all but 3" of its movement allowance to do so. It ends its movement Disrupted.
6. 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.
7. 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.
8. Note the two Sardinian grenadier units and their cavalry rated Aggressive, and their two Fragile units of volunteer light companies.
9. Allies deploy first.
10. French move first.

**CAMPAIGN OPTIONS**

**If the French won at Dego:** omit one entire 3-base unit from Brempt's 1<sup>st</sup> Left Wing Division *or* (if Sardinian player prefers), extend the game to 9 Turns and increase all the "Deny Until" values for the Objectives by 1. I.e., for the Sardinians to earn 1 VP, Ceva must be held until end of Turn 4 rather than Turn 3 (etc). This would represent the French being able to turn against Piedmont a day earlier, as Napoleon had intended.



**PIEDMONTESE  
ORDER OF BATTLE**



**General Michelangelo Colli-Marchi  
(C-in-C)**

*(1<sup>st</sup> Left Wing Division, Col Baron Brempt)*

3 Trnd SM 4 bns  
3 Trnd SM 4 bns

*(2<sup>nd</sup> Left Wing Division, Brigadier Francesco Vitale)*

4 Trnd SM 8 bns  
4 F Trnd SM 3 bns & volunteer light inf

*(2<sup>nd</sup> Right Wing Division, Col Marquis de Bellegarde)*

4 A Trnd SM 7 bns  
4 A Trnd SM 6 bns  
0.5 SA Artillery

*(1<sup>st</sup> Right Wing Div, Col Marquis de Toisinge)*

4 F Trnd SM 4 bns & volunteer light inf

*(Cavalry Reserve – 20 sqns)*

2 Trnd Cav

*Total: 26 infantry, 2 cavalry, 0.5 artillery  
@ 500 men / 12 guns per base*

In Mondovi.

In or within 6" of Pedagiera redoubt.

"

In or within 6" of Ceva redoubt.

"

In or within 6" of San Michele.

"

"

In Mondovi

In Mondovi.

**SCENARIO NOTES**

This scenario nicely illustrates the challenges, and the risks, of a fighting withdrawal, which is notoriously one of the most difficult operations in war.

The length of front and the French superior numbers mean that each Sardinian position will eventually be outflanked or overwhelmed. The trick for the Sardinian commander is to decide when it is time to fall back to the next. He will also want to maintain a reserve to respond to French breakthroughs, and to counter-attack as Colli did.

The time pressure on the French means they will probably have to attempt hasty assaults, just as happened historically at Ceva and at the Cursaglia. These may be (historically) repulsed; but they may get lucky, or they may disrupt and pin the Sardinians enough to hinder their withdrawal. Meanwhile they should constantly probe round the Sardinian flanks.

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.

**If the Allies won at Dego:** omit one entire 4-base unit from Brigade Victor, representing heavier French casualties.

**SCENARIO OPTION**

**A Force in Being:** Players may wish not to be tied to Colli's fighting withdrawal plan. In that case, omit all Objectives except the ridge by Mondovi and Carrù. To win, the Sardinians must hold both at game end and still have 6± non-Spent units. If they achieve two of those three, it is a draw. Otherwise, it is a French victory.

Critics of Colli have suggested he could have done better either to hold the Ceva-Pedagiera line more firmly, or to fall back more rapidly to Mondovi. Players may enjoy exploring both of these options. In the latter case the "Force in Being" Scenario Option is recommended, or indeed simply playing without explicit victory conditions. Remember, though, that he was trying to stay close enough to Beaulieu for them to operate in combination.



To Turin 80km

1 grid sq = 5000m

