au Pont de Lodi
May 10, 1796

NoTurkeys! n.3 1.2009
The First Italy Campaign (1796-1797) was actually the most brilliant military expedition of the French Revolutionary Wars. In addition it put in evidence a great military mind, a young corsican General, Napoleone Buonaparte (then Bonaparte). Many events were really driven to the success directly by the brilliant chief. Others, however, happened under a mix of unlucky and misdemeanor circumstances which mainly affected the coalized Austro-Sardinians troops and which were quickly guessed by Bonaparte who managed the situations with risky gambles.

caused the complete exposure of the Austrian Italy (Lombardy) to the French aggressive plans, effect which lasted till 1814.

This Campaign also opened the way which led to the wide and productive italian plains and hills, a country which, otherwise had to be conquered by sea, providing Britain could allow it.

This military effort, initially rather seen as “with no hope of success” also by French government (Directory), and which, in case of misfortune, would have exited in the re-constitution of the old, historical and static balance over the Alps, between Paris and Turin, was a true risk for the French Italy’s army (really a poor and secondary force), but with not so much to lose whenever defeated.

During the first part of the Campaign, the main military and political event occurred was surely the Piedmont’s (Sardinian Kingdom) disappearing after four year of strong resistance against the French menace. This, having eliminated the small shock-absorber Kingdom,
Their allied, the Austrians, had sent in Italy the worst contingent among their often battered army: a mix of reluctant Italian infantry (the Lombardy regiments), frontier soldiers from Croatia (grenzers) and Serbia (volunteers), few good soldiers from the hereditary lands and only one elite battalion of grenadiers (Strassoldo). There were insignificant amounts of cavalry and guns, which were difficult to manage on mountains tracks. Apart of the Provera division, which was, in facts, a loan for the sardinian king, the higher austrian command (they always pretended a total and exclusive command), was changing from the gout-sick FMZ Devins to the more "mobile" FZM Beaulieu.

In other terms the cream of the austrian army was intended to stay on the Rhine front, fearing no serious threats from the little armée d’Italie. Politics then produced the worst weak point in the coalition’s defensive system, with the piedmontese scattered along the mountain passes and their main army in plain, near the fortified camps of Mondovi/Coni (today Cuneo) and Turin, while the austrians concentrated their troops between Asti and Alessandria, ready to defend their own Lombardy’s border. In the middle was an hole in the defence structure: the higher river Bormida valley. In facts, the French could have divided the two coalized allies by hitting that point, using the good road from Savona to Carcare, with two powerful columns, one directed against the Piedmontese towards Ceva – cmdr. in chief Michelangelo Alessandro Collì Marchini (1738-1808), the other against the Austrians towards Acqui, cmdr. in chief Jean Pierre de Beaulieu (1725-1819). This was truly a gamble for the danger of been crushed in the middle during a concentric Coalition’s attack, but the Allies had no commanding resources able to organize such an opportunity. The Carcare’s start point was well known in the Bonaparte’s attack plan of 1794, approved by Directory whenever the problem of the Genoa’s republic neutrality could have been solved.

Quick and forced marches

as Colin said “the quickness was the fundamental element of Napoleon’s strategy”, per mountains and valleys above all. Bonaparte said also: “Strategy is the art to make a good use of time and distance. I am less parsimonious with the second than the first; distance, in facts, could be retrieved, time never! I could lose a battle, but I will not lose any minute!”. To be quick and effective it was necessary to know geography in details (correct selection of roads, roadblocks, secondary tracks and bridges). We also can add, here, the particular care Bonaparte had in the bridging affairs, during the whole campaign. A good example of this element was the Augereau’s march towards Castiglione: 85 km in 36 hours, just in time to engage a new Austrian army.

In April, Bonaparte, “quickly” defeated the Piedmontese at Montenotte, Millesimo, Dego and Mondovì, avoiding losses of time such sieges (Ceva fortress), forcing king Vittorio Amedeo III to capitulate at Cherasco and leaving the stunned Beaulieu in great worries (he had initially advanced against the French Montenotte’s column, but then retreated to Alessandria fearing for the Lombardy’s border).

Mediatic relationships

Bonaparte had an imborn capacity to raise the troops morale. With the Piedmont out of the conflict, he followed an unusual geographical approach to Lombardy (and the Austrian insiders). Instead of attacking the Piedmont/Lombardy border frontally across the Tessin river (Ticino, at the well guarded Boffalora bridge), he went south, passed the Po at Piacenza (Plaisance) and drove towards the Adda and Lodi. Here there was only a thing to do: attack the city bridge over the river Adda in very difficult conditions. The Italy’s army had its weakness in logistic and supplies. This was partially due to the far distance with France (Nice) and mainly due to the feeble French economy of the period. So Bonaparte motivated his soldiers with some practical “dreams”: materials and emotionals. The hope to catch the enemy supplies in the rich Lombardy lands, was raised up with an accomodative tolerance of pillages (formally requisitions). The hope to be part of History was raised up by his direct skill to speak at the soldiers, many of whom could really also die for defend their beloved commander, who seemed all but a general “petit, maigre, fort pâle, avec de grands yeux et les joues creuses, des cheveux longs tombant des tempes jusqu’aux épaules et formant, comme on disait, des oreilles de chien”.

General Dommartin so described all those quick successes: “Vous ne pouvez vous faire une idée de l’intirpédité de nos soldats : ils courent sur l’ennemi sans compter sur sa force, et c’est avec cette ardeur que nous devons d’avoir été victorieux”.

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king army of Alps of Kellermann), in Paris was released a “lightning” (une foudre). Napoleon quickly began to apply his personal concepts of campaigning based on the perfect knowledge of the battlefield and the land resources. He utilized so:

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When needed, the mediatic art of Napoleon, arrived to write also counterfeit reports. After Lodi he declared the whole Austrian army as defeated, but it was false. On
May 20 his proclamation about the offer of the “Italy’s wealths” to the soldiers together with half pay in cash, gave him an outstanding popularity. Marmont, his first aide de camp, “Il est impossible de faire une campagne plus brillante” wrote at Cherasco on April 26th, “nous le devons au courage de nos troupes et aux excellentes combinaisons qui ont été prises. Le général Bonaparte est heureux, et il mérite de l'être.”

Outflanking the enemy
As in the April piedmontese campaign, like in the later battles, Bonaparte gave the utmost importance to the tactics which could harass the enemy, weakening its confidence, by flanking attacks. Despite of his risky central position in Piedmont he produced many flanking assaults like at Montenotte, with the swift light infantry (chasseurs à pied). The Lodi manoeuver was also, strategically thinking, a large flanking operation against Beaulieu’s army. However, this brilliant way to make war was enlightened at Castiglione. There, Vienna had finally sent a well fit army against ders and the Austrians followed them.

Unfortunately, for Bonaparte, the flank assault was launched too early and allowed Wurmser to avoid the trap and escape. But the second austrian army was completely beaten. This was the first risky Napoleon’s challenge by forcing a large battle with less troops than the enemy, but the brilliant general, from April till August, had conquered more than 2/3 of the productive northern Italy.

In June Bonaparte had accused the republic of Venice government (Senato) of betrayal for having left Wurmser free to pass the border and to go to Peschiera (lake of Garda). By June 1, the general superintendent for the venetian Mainland, Nicólò Foscarini, had a “stormy” discussion with Bonaparte, without being able to get an agreement. This confrontation, between a man of the past and the man of the future, about the austrian infringement of the Venice neutrality, was the prologue to the second part of the Italy’s campaign: the attack versus the venetian land. This was surely a pretext in order to give the Austrians the sensation he would have not attacked the Tyrol, to join his army with the northern French armies. Above all Bonaparte wanted the excuse for the occupation of the fortress of Verona, the strategic key to control the enemies approaches. Despite of the difficulties of the pursuit of the Wurmser troops, Napoleon had already in mind the second phase of his personal challenge, in order to conquer more lands and enlarge the resources area for his soldiers.

Bonaparte, fearing his march towards Tyrol. Those troops, veterans of the Rhine front, were led by FZM Dagobert Sigmund von Wurmser, an able commander. Another large column under FML Quosdanovich had to meet Wurmser in order to relief the fortress of Mantua under the French siege. Bonaparte abandoned the siege, losing more than 100 cannons in the process, and sent forwarg Masséna to fend off Quosdanovich, while Augereau battled great odds to stop Wurmser from joining his colleague. Massena’s victory allowed Bonaparte to concentrate on Wurmser and he planned to draw the Austrian from strong defensive positions, counterattack and then hit them with a surprise flank attack. As organised, the French frontal lines retreated on or

Essential bibliography
2 - Barbarich Eugenio, La Campagna del 1796 nel Veneto, prima parte, Enrico Vo- ghera editore, Rome w/y
4 - Krebs V. and Moris H., Campagnes dans les Alpes pendant la Revolution, d’apres les archives des Etats-majors francais et austro-sarde, Paris 1891-95.
5 - Marmont Auguste-Frédéric-Louis Viesse de, Mémoi- res du duc de Raguse de 1792 à 1832 imprimés sur le manuscrit original de l’auteur, vol 1 of 9 vol., Paris, Perrotin, 1857
6 - Schels Johann Baptist, Oesterreichische Militarische Zeitschrift Bd. 2 1822.
From Chandler’s “Dictionary of the Napoleonic Wars”, “This Lombard town, 30 kms southwest of Mantua on the river Adda, was the scene of a violent action in the second phase of the 1796 campaign when Bonaparte, after crossing the river Po near Piacenza, was making a determined effort to trap General Beaulieu west of the Adda. In fact the French arrived too late to prevent the Austrian retreat, and at Lodi only fought Beaulieu’s rear guard. Bonaparte in person sited and aimed 30 (sic) guns to sweep the eastern (sic) bank, and then Massena led a gallant charge over the bridge which carried it at the price of 400 casualties. Further French columns under Beaumont and Ordener forded the river upstream, and Beaulieu ordered Sebottendorf to abandon the town and head for Mantua. Each side lost some 2,000 casualties on the 10th and from that date Napoleon’s grip on his men was assured, however disappointing the outcome of the battle. Nicknamed le petite caporal (it was an artillery corporal’s duty to align a cannon), Bonaparte moved on to occupy Milan, 20 miles to the northwest, on 15 May.”

**The Battle**

In front of Lodi were the battalion Nádasdy and 2 Mészaros-Ulanen squadrons, and in the the rearguard - 2 Croatian battalions under Vukassovich. At the opposite Adda river bank, a “Grand” battery had targeted the bridge and consisted of 6 artillery pieces of the Grenzers (likely 3 pdr.s) and 8 reserve guns (likely 6 and 12 pdr.s guns with 2 howitzers – 7 pdr.s.), also altogether they were 14 pieces. This battery was set up so it could hit the bridge from all sides. Behind it stood, in the first Austrian rank, three Grenzers battalions, after joined by the battalion Nádasdy. Around 100 steps behind was the second Austrian rank with 5 Line battalions (3 of the Terzy regiment, and among them also the remnants of the Lieutenant colonel battalion of Deutschmeister regiment, then one battalion each from the regiments Thurn-und-Taxis and Belgioioso). Beyond and far behind (at Fontana, half an hour if marching from Lodi) were deployed the two Neaples’ cavalry regiments.

At Corte di Palasio (6000 steps north of the left Adda’s bank) was sent the brigade of GM Nicoletti (2 battalions of the Strassoldo regiment and one from the Toscan reg.) in order to watch the road till Crema. They acted also as a tactical reserve.

Now we can divide the Lodi’s battle in five phases.

**First Phase: the attack of the French vanguard**

The general’s Dallemagne French Vanguard attacked at 11.30 o’clock, after the withdrawal of the Austrian rear guard under Vukassovich (2 Karlstädt bns.), hitting the avant-garde of the Detachement Roselmini with superior strength and forcing it to withdraw through Lodi and beyond the bridge, till the Austrian positions in the opposite Adda bank. The effective fire of the Austrian grand-battery held back the French avant-garde during its pursuit; it took position into the town.

At 12 o’clock the right bank of the Adda was entirely abandoned by the Austrians. Divisions Masséna and Augereau were still far back trying to get the connection with Bonaparte by forced marches. However, Kilmaine, who had marched, however, for a long time with his reserve cavalry, came from the west into the Austrians’ sight.

**Second Phase: the artillery duel**

Bonaparte was aware he had to wait for the moment at the arrival of the divisions Massena and Augereau. To hinder the Austrians in their attempt of the bridge devastation, he positioned personally 2 light pieces of the avant-garde, at the bridge right edge, in order to protect that important bridge. Somebody told the Austrians had removed, by their side, all the bridge pieces of the avant-garde, at the bridge right edge, organizing a strongpoint on the sand-bank, at the end of the bridge, however, it was rather unprotected. Others also told of a barricade, which should have been established at the bridge end.

Gradually more and more French guns were deployed. Finally, the artillery Chief of staff, chef de
brigade Sugny, led a fire of altogether 30 French pieces. It is not sure where those guns were placed. Schels told that they were placed on the Town walls, and this is not reliable. It is more correct to think they were deployed in front of the wall, on the river bank. Then began an outstanding artillery duel.

Into the town, and in the Dome place, were together the Grenadiers and the Carabiniers of the French vanguard, deployed in close columns with the 2nd Carabinier battalions (led by chef Dupas) at the head. French snipers shut from the walls hitting the opposite Lodi’s houses, beyond the river.

At 5 o’clock arrived Masséna with his vanguard, the brigade Cervoni. They took a rest into the town eating and drinking to refit themselves. The French cavalry vanguard, under Beaumont, was sent northwards with a battery, in order to try to ford the Adda. Also Kilmaine was sent to the north, with his cavalry, with the task to reach the Cassano’s bridge and, from there, to fall into the Austrians’ back.

**Third Phase: the French assault**

At 6 hours PM, was formed an Assault column with troops of the French vanguard and some from Masséna division, at the Brescia gates. A powerful musketry from the opposite bank harassed the column, forcing it to delay its moves. Then, at the head, went generals Masséna, Dallemagne, Cervoni, Berthier, the Chefs de brigade Lannes and Dupas, and gave orders, under an heavy bombardment, to raise the flags and to advance shouting their „Vive la République” battle cry.

The passage was a weird affair. The bridge was obscured by the cloud of the shots and under heavy enemy fire. So the Carabiniers jump down from the platform and got the sand islands spread in the river bed, making a bunch of involuntary skirmishers. Those men, partially sunk into the water, reached the bank and captured the Austrian Grand-battery, pursuing then the artillerymen till they hit the Nádasdy infantry, which was also repulsed in a chaos.

This was also the moment in which Beaumont’s cavalry went through the river and threatened the Austrian right flank. The Austrian commander, Sebottendorf, war rather staggered by the speed of the battle and did not realize his risks.

**Fourth Phase: Austrian counterattack**

It was a very brief counterattack, launched in order to take again possession of their guns. The Austrians moved onwards the Reserve and their Ulan charged the wing of the line. The French Carabiniers were forced, temporarily, to retreat, waiting for a flank support.

**Fifth Phase: the final clash**

In the meanwhile Masséna did complete the river passage with his leading brigades and deployed Joubert as a left wing, sending Cervoni to the right. In the same time counterattacked also the Beaumont’s cavalry. The squadron commander Ordener, with 300 riders of the 10th Chasseurs à cheval, hit the Austrian right wing and, a little later time, the 17th Light demi-brigade (division Augereau) reached the end of the bridge. Finally the 25th regiment of Chasseurs à cheval forded the Adda eastwards, partially swimming, and rushed into the Austrians’ left flank. The Austrians disordered and begun their back run. The confused retreat was covered by the infantry regiment n. 16 (Terzy), which had its commander, Oberst count Attems, mortally wounded. The six Hussars and Ulan squadron covered the withdrawal way till Fontana, where they made a line with the „Napoletani”. There they were met also by Nicoletti’s brigade, suddenly recalled as reinforcement. That thin line delaying deployment had some success. The French stopped to advance and, in the full darkness of the night, Sebottendorf ordere the retreat towards Crema.

**The losses**

The Austrians lost 153 men, 182 wounded and 1701 white-coats were made prisoners by the French; they also lost 12 guns and 2 howitzers with 30 caissons. The numbers of the French losses are not well known. Bouvier, who had a command at Lodi, stated them in 400-500 men out of combat. Not stunning numbers, but so where the French Revolutionary battles.

However the most important result was that a commander 27 years old (Bonaparte) had completely defeated a veteran and proven Field Marshal aging 72. So that “youth” was able to bring its spirit up to Milan.
IMPORTANT !!

This scenario MUST BE played with the Clash of Arms ruleset (Regulations of the Year XXII; La Bataille Fourth Edition Rule Set or beyond). Copyright Clash of Arms Games.

1.0 Introduction

"Au pont de Lodi" is a simulation of the May 10, 1796 battle, which opened the way to general Bonaparte’s triumph over the Austrian Lombardische Armée, leading his Italy’s army towards the seize of Milan. The Battle of Lodi was not a decisive engagement, since the Austrian army had successfully escaped. But it became a central element in the Napoleonic myth and, according to Napoleon himself, contributed to convincing him that he was superior to other generals, and that his destiny would lead him to achieve great things.

These rules are obviously based on the original rules for the La Bataille series from Clash of Arms. The Rulebook is intended to be a rough guide to tactical warfare in the last Eighteenth Century and in the beginning of the “age of Napoleon”. We invite the reader to expand upon what is contained herein, especially if situations occur in the course of play for which these rules do not readily provide an adequate or immediate guide for their resolution.

2.0 Rules Questions

Send questions or comments to the following address:
Lex Nosworthy
lexno@bigpond.net.au
"Attention: Rule Questions LODI"
Readers can also try the La Bataille forum on Consimworld at http://www.consimworld.com.
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3.0 The Game Equipment

A complete game of the Lodi scenario includes the following:
1. A map
3. The organizational display and the Passage of Time.
4. This rulebook

3.1 The Counters sheet

The playing pieces found on the counter sheet are of three types: Informational Markers, Combat Units, and Leaders. Combat units and leaders are subdivided into two sides, essentially the French against what ultimately were the Foes of Napoleon. One player assumes control over the French while another player assumes control over the Foes of Napoleon. Informational Markers are generic, in that they are used to mark leaders or units of both sides.

3.2 The Organizational Display

This display should be arranged near the game map. Place the playing pieces in the corresponding space provided for them on the appropriate display. The Organizational Displays have been organized to show players the bureaucratic relationships between combat units and their leaders. This is important when determining command status during play. As units and leaders are called for in setting up a scenario, or as reinforcements, they are removed from the display and placed on the game map. As units and leaders are eliminated through casualties or surrender they are returned to the Organizational Display and placed face down.

3.3 The Game Map

The game map includes terrain features that impact battlefield tactics. A hexagonal grid has been super-imposed over the map in order to regulate movement, range, Line of Sight, etc.

3.4 The Passage of Time Recorder

The Passage of Time Recorder is used to keep track of the various game turns. The Game Turn Marker should be placed in the space appropriate to the turn currently in play. Each hour is subdivided into three turns: The O’clock (:00), the :20, and the :40.

4.0 Game Scale

In general, each hexagon (hex) represents an area roughly 85 to 115 meters across. Each turn represents a period of 20 minutes. Each Increment of strength represents roughly 100 infantrymen, 50 cavalrymen and their horses, or a section of artillery (2-4 guns depending on their national doctrine, effectiveness, efficiency and economy).

5.0 Special Rules

5.1 Command

The Organization and Display Chart reveal the command structure of the armies. Refer to it as necessary.
5.1.1 Command Radius: Column and Divisional Leaders have a 3 hex radius.
5.1.2 Special Optional Rule: Turns: Instead of the IgoUgo system, use the chit pull system and assign one chit (free each turn) each to the Austrians and the French - these will allow activation for each sides’ entire army.
Add to the cup the artillery chit, leader chit, regroup chit as well as the army chits, and draw for the chits each turn. This will make for more interesting play with the chance for things to change from turn to turn.

5.2 Terrain

5.2.1. LOS: Note that “bush” terrain does not block LOS. This particularly refers to the island below the bridge, i.e., artillery may fire across the island without problem.

5.2.2 City Walls: Historically the wall was not seen as a serious barrier, especially as the Austrians did not really intend to defend Lodi. This is not the “siege of Lodi”, so just note there is a minor defence modifier so as not be too big a factor.

5.2.3. Artillery placement: the south river bank has some partial hexes – artillery may site here for a 2 hex carry to the opposite bank. Also note that the 2nd scenario allows Massena’s artillery to be up with and under Gen Bonaparte’s command.

5.2.4 Road Column: Units in this formation can pass through other friendly formations without need of a leader. This applies in Lodi town or when crossing the bridge (in any direction).

6.0 Scenarios

The game has 3 mini-scenarios or “pulses” (reminiscent of COA’s La Haye Saint scenario in Mont St Jean):

• (1) The morning skirmishes – 4 turns (10.00 am-11.20 am) - a light-weight appetiser, not too serious!

• (II) the Lodi Bridge assault – 3 or 6 turns (or play on into III) (4.00 pm–5.00 pm) – the main game.

• (III) Advance guard vs rear guard – 4 turns (6.00 pm-7.20pm).

And the general Battle Scenario (10.00 am-7.20pm).

7.0 Victory Conditions

You’ll know it when you see it! The French are the clear aggressors here with an impatient young General Bonaparte. The Austrians had eluded another of his traps and pulled out after probably getting more involved than they wished. Whilst perhaps not a thrilling game for the Austrians, it should require good balance and skill to pull off a good delaying action.

Determining the victor consists of tallying victory points for each side, subtracting the Austrian total from the French total and then consulting the Victory Point Table for the scenario. Victory points are awarded for losses inflicted on the enemy and for controlling locations on the map.

Victory points are tallied using the following formula:

\[ \text{Victory Points} = \left( \frac{\text{Weighted losses inflicted on the enemy}}{10} \right) + \text{(VP’s for locations on the map)} \]

To determine weighted losses, multiply the number of increments lost of each type by their corresponding weight.

<table>
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<tr>
<th>VICTORY POINT LOSS WEIGHTING</th>
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<tbody>
<tr>
<td>Line Infantry</td>
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<tr>
<td>Light infantry (Carabiniers) - Grenzers - Cavalry</td>
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<tr>
<td>Artillery</td>
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</tbody>
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And finally, Victory Points are awarded to each side that controls certain locations on the map. Control is awarded to the last side to have entered the hex. If it is a location with multiple hexes (e.g. LODI) all hexes must be free of opponent units to be awarded the VP’s. Not all locations will award VP’s for all scenarios. Consult the scenario rules.

8.0 Morning Clashes

The scenario begins with the 10:00 AM turn and ends at the conclusion of the 11:20 AM turn (4 turns). The Austrians move and deploy first. or use rule 5.1.2. (recommended).

8.1 Austrian Deployment

The accompanying unit inventory and deployment has all the dispositions for each scenario.

Suggested position anywhere 4 hexes (at least) North of Fraschlera on Crema road - place forces in line between Fraschlera and the Fontanella exit hex

- FML Carl Phillip Sebottendorf van der Rose
- 16th Line Inf. Regiment Terzy – 1st battalion
- 16th Line Inf. Regiment Terzy – 2nd battalion
- 16th Line Inf. Regiment Terzy – 3rd battalion
- 43rd Line Inf. Regiment Tern – 1st battalion
- 44th Line Inf. Regiment Belgioioso – 1st battalion
- 1st Artillery Reserve battery
- 2nd Artillery Reserve battery
- 2nd Hussars Erzherzog Josef adjacent to or in Fontana
- Neapolitan Chasseurs
- South of Lodi, but more than 3 hexes from map edge
- GM Roselmini
- Mészaros Uhlan squadrons

In Lodi town
- GM Vukassovich
- 1st combined Grenzer battalion Carlsstädt
- 2nd combined Grenzer battalion Carlsstädt

North of the bridge hex or adjacent to it
- 1st combined Grenzer battalion Warazdin
- 2nd combined Grenzer battalion Warazdin

North bridge hex
- Vukassovich artillery battery

8.2 French deployment

Enter South road hex, east road
- General in Chief Napoleone Buonaparte
- GD Alexandre Berthier
- 1st Hussars regiment
- GD Dallemagne (avant-garde)
- 1st Carabiniers battalion
- 2nd Carabiniers battalion

10.20 AM French: enter South road hex, east road
- 1st Grenadiers battalion
- 2nd Grenadiers battalion
- 3rd Grenadiers battalion
- 4th Grenadiers battalion
- Avant-garde artillery battery
8.3 Victory Conditions

<table>
<thead>
<tr>
<th>VICTORY POINTS TABLE</th>
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<tbody>
<tr>
<td>Austrian Tactical Victory</td>
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<tr>
<td>Draw</td>
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<tr>
<td>French Tactical Victory</td>
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<tr>
<td>French Victory</td>
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<tr>
<td>French Decisive Victory</td>
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8.3.1 Victory Point Locations

Awards 2 VP for:
- LODI (if controlled without any opponent unit in it), bridge hexes (VP for each one of the two central and complete bridge hexes), Fontana, the Fontana road hex.
- The Austrians control all named locations at the start of the scenario.
- Award 5 VP for:
  - Each road exit-hex on the northern map edge.

9.0 Au pont de Lodi

The scenario begins with the 4:00 PM turn and ends at the conclusion of the 6:00 PM turn (6 turns). The French deploy and move first or use rule 5.1.2. (recommended).

9.1 Special Rules

9.1.1 Alternative Reactions.
This is the main game which you can play:
- (a) with only Vukassovich able to move (i.e., Roselmini and Sebottendorf may not move) or
- (b) Vukassovich and Roselmini may move (not Sebottendorf); the historical option.

After the Austrian Deployment, choose one option or roll a die (on a result of 1-2 choose option (b); on a result of 6 choose option (a); on a result of 3-4-5 play the Austrians as per campaign game.

9.1.2 Bridge assault treatments

Using COA's Wavre rules, “... only 4 parts of any unit may assault across a ... bridge. A unit with more than 4 increments at the start of the combat phase may still only use 4 parts of that unit for its pre-melee assault morale check.

Example: A unit with 7 increments and a melee value of 18 would only use 4 increments for its pre-melee morale comparison, and have a melee value of 10.29 (4/7 of 18) in the assault.”

9.1.3 Optional. The Barricade rule: If desired, add in the additional condition (from the Pont du Christ Barricade from Wavre), “... the first time any unit defends this bridge only 1 part (1 increment) of the attacking unit may be used for melee. As per the special rules up to 4 parts may still be used for the pre-melee morale check. Thereafter, if the bridge has been taken or if it remains contested, the barricade is down and may be assaulted normally (up to 4 increments). To remain contested, the bridge must have been assaulted the previous turn (by either side). If the bridge was not contested the previous turn, the barricade is once more in effect, and the bridge is treated as if it were being assaulted for the first time again.

9.1.4 Optional 2. Damaging the Lodi bridge: Also if desired (from the Pont de Basse-Wavre from Wavre), “... the (Austrian) player may declare the bridge burned at any time during his movement phase (and marked with the burnt bridge symbol). Once so declared any assault conducted across this hexside may only be conducted by infantry, and only 1 part of the infantry unit may assault. An uncontented crossing of this hexside requires the expenditure of 3 movement points. If French ... infantry units occupy both hexes joined by the bridge for one complete turn the bridge may be declared repaired (mark appropriately). Only infantry may cross a repaired bridge, otherwise a repaired bridge functions as any other bridge for purposes of movement and combat.”

9.2 Austrian Deployment

Suggested position anywhere 4 hexes (at least) North of Frascati on Crema road – place forces in line between Frascati and the Fontanella exit hex

- FML Carl Phillip Sebottendorf von der Rose
- 16th Line Inf. Regiment Terzy - 1st battalion
- 16th Line Inf. Regiment Terzy - 2nd battalion
- 16th Line Inf. Regiment Terzy - 3rd battalion
- 43rd Line Inf. Regiment Thurn - 1st battalion
- 44th Line Inf. Regiment Belgioioso - 1st battalion
- 1st Artillery Reserve battery
- 2nd Artillery Reserve battery
- 2nd Hussars Erzherzog Josef

adjacent to or in Fontana
- Neapolitan Chasseurs
- 5th Dragoons regiment
- 10th Chasseurs à cheval regiment

Within 3 hexes of Fontanella Road exit
- GM Roselmini
- Mészáros Uhlan squadrons

Adjacent to north bridge hex within 3 hexes of northern bank
- GM Vukassovich
- 1st combined Grenzer battalion Carlstädt
- 2nd combined Grenzer battalion Carlstädt

North of the bridge hex or adjacent to it
- 1st combined Grenzer battalion Warazdin
- 2nd combined Grenzer battalion Warazdin

North bridge hex
- Vukassovich artillery battery

9.3 French Deployment

Stacked with avant-garde battery
- General in Chief Napoleone Buonaparte
- In Lodi town, church hex (St. John Nepomucen)
- GD Alexandre Berthier

Into Lodi
- GD Dallemagne (avant-garde)
- 1st Carabiniers battalion
- 2nd Carabiniers battalion
- 1st Grenadiers battalion
- 2nd Grenadiers battalion
- 3rd Grenadiers battalion
- 4th Grenadiers battalion

South (right) bank of river Adda (partial hex is OK)
- Avant-garde artillery battery

Along the road to Milan
- 1st Hussars regiment
- GD de Beaumont
- 5th Dragones regiment
- 20th Dragones regiment
- 10th Chasseurs à cheval regiment
24th Chasseurs à cheval regiment
On the road to Fombio (detached)
25th Chasseurs à cheval regiment
4.00 PM French: enter South road hex, east road with order to march and join Bonaparte (to whom detached)
2nd artillery battery - Avant-garde
3rd artillery battery - Masséna
4.40 PM French: enter South road hex, east road
GD Masséna
GB Cervoni
17th Light inf. demi-brigade - 1st batt.
17th Light inf. demi-brigade - 2nd batt.
17th Light inf. demi-brigade - 3rd batt.

9.4 Victory Conditions

<table>
<thead>
<tr>
<th>VICTORY POINTS TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Austrian Tactical Victory</td>
</tr>
<tr>
<td>Draw</td>
</tr>
<tr>
<td>French Tactical Victory</td>
</tr>
<tr>
<td>French Victory</td>
</tr>
<tr>
<td>French Decisive Victory</td>
</tr>
</tbody>
</table>

9.4.1 Victory Point Locations
Award 2 VP for:
LODI bridge hexes (VP for each one of the two central and complete bridge hexes), Fontana, the Fontana road hex.
Award 5 VP for:
Each road exit-hex on the northern map edge.

10.0 The final clashes

The scenario begins with the 6:00 PM turn and ends at the conclusion of the 7:40 PM turn (6 turns). The French deploy and move first or use rule 5.1.2. (recommended).

10.1 Special Rules

10.1.1. De Beaumont at the river ford
Scenario 3 has 2 options for treatment of the upriver crossing by the French cavalry force. Historically they did get across, but took a long time to find and effect a fording, due to the difficult tree-lined river banks. Nevertheless, the Austrians certainly were very wary of this and later in the day could see the threat developing.
To add some uncertainty in timing and extent of the threat, roll dice each turn to see if a decent ford is located (33 or higher will allow de Beaumont and 2 units across; next turn 33 or higher will allow 2 more units across, etc).

10.1.2 Rusca’s “fording” assault
The 25th Chasseurs regiment was attached to the Augereau’s division vanguard (gen. Rusca) and sent east of LODI to look for a fording place. In the same manner as above a ford can be find at the little round island hex east of LODI, where the Frascalera creek met the Adda. To add some uncertainty in timing and extent of the threat, roll dice each turn to see if a decent ford is located (33 or higher will allow 25th Chasseurs and general Rusca across). The 25th Chasseurs may cross the Adda only if in stack with Rusca.

10.2 Austrian Deployment

Forming two Line ranks 5 hexes away and north of the river Adda
FML Carl Phillip Sebottendorf van der Rose
16th Line Inf. Regiment Terzy - 1st battalion
16th Line Inf. Regiment Terzy - 2nd battalion
16th Line Inf. Regiment Terzy - 3rd battalion
43rd Line Inf. Regiment Thurn - 1st battalion
44th Line Inf. Regiment Belgioioso - 1st battalion
1st Artillery Reserve battery
2nd Artillery Reserve battery
2nd Hussars Erzerhzerog Josef
GM Roselmini
39th hungarian Line Inf. Regiment Nádasdy - 1st batt.
Mészaros Uhians squadrons
GM Vukassovich
1st combined Grenzer battalion Carlstädt
2nd combined Grenzer battalion Carlstädt
1st combined Grenzer battalion Warazdin
2nd combined Grenzer battalion Warazdin
Vukassovich artillery battery
adjacent to or in Fontana
Neapolitan Chasseurs

6.40 PM Austrian: enter east map edge, north of the Adda rivers and south of cascina Frascalera (today Tre Cascine)
(errata: Frescaleira in map is Frascalera or Frescalera)
GM Nicoletti
9th Hussar regiment Erdödy squadrons
23th Line inf. regiment Toscana - 1st battalion
Nicoletti artillery battery

7.00 PM Austrian: enter east map edge, north of the Adda rivers and south of cascina Frascalera (today Tre Cascine)
27th Line inf. regiment Strassoldo - 1st battalion
27th Line inf. regiment Strassoldo - 2nd battalion

10.3 French deployment

Form a line no more than 2 hexes from the North bridge hex, i.e., across the river shoulders
GD Alexandre Berthier
GD Dallemagne (avant-garde)
1st Carabiniers battalion
2nd Carabiniers battalion
1st Grenadiers battalion
2nd Grenadiers battalion
3rd Grenadiers battalion
4th Grenadiers battalion
GD Masséna
GB Cervoni
17th Light inf. demi-brigade - 1st batt.
17th Light inf. demi-brigade - 2nd batt.
17th Light inf. demi-brigade - 3rd batt.

South (right) bank of river Adda (partial hex is OK)
Avant-garde artillery battery
2nd artillery battery - Avant-garde
3rd artillery battery - Masséna
General in Chief Napoleon Buonaparte

Enter map at NE corner (2 hexes)
(alternative: see 10.1.1.)
GD de Beaumont
1st Hussars regiment
5th Dragoons regiment
20th Dragoons regiment
10th Chasseurs à cheval regiment
24th Chasseurs à cheval regiment
On the road to Fombio (detached)
25th Chasseurs à cheval regiment

Into Lodi
GB Joubert
4th Line inf. demi-brigade – 1st batt.
4th Line inf. demi-brigade – 2nd batt.
4th Line inf. demi-brigade – 3rd batt.

6.40 PM French: enter South road hex, east road
GB Rusca
29th Light inf. demi-brigade – 1st batt.
29th Light inf. demi-brigade – 2nd batt.
29th Light inf. demi-brigade – 3rd batt.

It should be remembered that the French are the first part only of the entire Army of Italy – General Augereau’s forces (part only: Rusca) as depicted here are unlikely to get to grips, but are shown so players can see and feel that the Austrians had to get out at some point (and allow players to
(1) see the growing French Army in some context and
(2) experiment as they wish!

10.4 Victory Conditions

VICTORY POINTS TABLE

<table>
<thead>
<tr>
<th>Austrian Tactical Victory</th>
<th>5 to 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>6 to 8</td>
</tr>
<tr>
<td>French Tactical Victory</td>
<td>9 to 11</td>
</tr>
<tr>
<td>French Victory</td>
<td>12 or more</td>
</tr>
</tbody>
</table>

9.4.1 Victory Point Locations
Award 2 VP for:
Fontana, the Fontana road hex.
Award 5 VP for:
Each road exit-hex on the northern map edge.
Austrian penalty
Austrian player loses 2VP for every mêlée in which is involved at least one unit of the Nicoletti brigade (but not if that unit is only a defender). The French player must keep note of this combats on a piece of paper.

11.0 Battle of Lodi

The campaign-scenario begins with the 10:00 AM turn and ends at the conclusion of the 7:40 PM turn (30 turns). The Austrians move and deploy first, or use rule 5.1.2. (recommended).

11.1 Austrian deployment

Suggested position anywhere 4 hexes (at least) North of Frescaliera on Crema road - place forces in line between Frescaliera and the Fontanella exit hex
FML Carl Phillip Sebottendorf van der Rose
16th Line Inf. Regiment Terzy - 1st battalion
16th Line Inf. Regiment Terzy - 2nd battalion
16th Line Inf. Regiment Terzy - 3rd battalion
43rd Line Inf. Regiment Thurn - 1st battalion
44th Line Inf. Regiment Belgioioso – 1st battalion
1st Artillery Reserve battery
2nd Artillery Reserve battery
2nd Hussars Erzherzog Josef
adjacent to or in Fontana
Neapolitan Chasseurs
South of Lodi, but more than 3 hexes from map edge

GM Roselmini
39th hungarian Line Inf. Regiment Nádasdy – 1st batt. Mészaros Uhlan squadrons

In Lodi town
GM Vukassovich
1st combined Grenzer battalion Carlstädt
2nd combined Grenzer battalion Carlstädt

North of the bridge hex or adjacent to it
1st combined Grenzer battalion Warazdin
2nd combined Grenzer battalion Warazdin

North bridge hex
Vukassovich artillery battery

6.40 PM Austrian: enter east map edge, north of the Adda rivers and south of cascina Frescalera (today Tre Cisine)
(errata: Frescaleira in map is Frascalera or Frescalera)
GM Nicoletti
9th Hussar regiment Erdödy squadrons
23rd Line inf. regiment Toscana – 1st battalion
Nicoletti artillery battery

7.00 PM Austrian: enter east map edge, north of the Adda rivers and south of cascina Frescalera (today Tre Cisine)
27th Line inf. regiment Strassoldo – 1st battalion
27th Line inf. regiment Strassoldo – 2nd battalion

11.2 French deployment

Enter South road hex, east road
General in Chief Napoleone Buonaparte
GD Alexandre Berthier
1st Hussars regiment
GD Dallemagne (avant-garde)
1st Carabiniers battalion
2nd Carabiniers battalion

10.20 AM French: enter South road hex, east road
1st Grenadiers battalion
2nd Grenadiers battalion
3rd Grenadiers battalion
4th Grenadiers battalion
Avant-garde artillery battery

11.40 AM French: enter South road hex, east road
1st Hussars regiment
GD de Beaumont
5th Dragoons regiment
20th Dragoons regiment
10th Chasseurs à cheval regiment
24th Chasseurs à cheval regiment
25th Chasseurs à cheval regiment

4.00 PM French: enter South road hex
2nd artillery battery – Avant-garde
3rd artillery battery – Masséna

4.40 PM French: enter South road hex, east road
GD Masséna
GB Cervoni
17th Light inf. demi-brigade – 1st batt.
17th Light inf. demi-brigade – 2nd batt.
17th Light inf. demi-brigade – 3rd batt.

5.40 PM French: enter South road hex, east road
GB Joubert
4th Line inf. demi-brigade – 1st batt.
4th Line inf. demi-brigade – 2nd batt.
4th Line inf. demi-brigade – 3rd batt.
6.40 PM French: enter South road hex, east road
GB Rusca
29th Light inf. demi-brigade – 1st batt.
29th Light inf. demi-brigade – 2nd batt.
29th Light inf. demi-brigade – 3rd batt.

11.3 Victory Conditions

VICTORY POINTS TABLE

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Austrian Tactical Victory</td>
<td>-5 to -1</td>
</tr>
<tr>
<td>Draw</td>
<td>0 to 5</td>
</tr>
<tr>
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<td>6 to 8</td>
</tr>
<tr>
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<td>9 to 11</td>
</tr>
<tr>
<td>French Decisive Victory</td>
<td>12 or more</td>
</tr>
</tbody>
</table>

8.3.1 Victory Point Locations

Award 2 VP for:
LODI (if controlled without any opponent unit in it), bridge hexes (VP for each one of the two central and complete bridge hexes), Fontana, the Fontana road hex. The Austrians control all named locations at the start.

Award 5 VP for:
Each road exit-hex on the northern map edge.

Austrian penalty
Austrian player loses 2VP for every mêlée in which is involved at least one unit of the Nicoletti brigade (but not if that unit is only a defender). The French player must keep note of this combats on a piece of paper.

11.4 Designer’s Notes

Overall, the lazy designer (me) can say that the La Bataille system is a proven good model of tactical Napoleonic warfare. Therefore, all I have to do is put in the (reasonably) historical forces and all should be well as a potential historical re-creation? To a degree that’s true, but obviously its not so easy to have a balanced or competitive contest for two players, as real life isn’t like that. On this basis, I hope that players will treat this as a way to play out the history as a study and/or do better than the historical out- come. LODI has the novelty of being a slightly different kind of action in a bigger setting.

A couple of points to remember here for the puzzling historians:
1 --- This is a meeting of the Austrian rearguard and the French advance guard only - more French were following the units depicted here (Gen Rusca represents the first of many other formations following on) and is the reason the Austrians were on the defensive and keen to leave town. Sebottendorf thought he was safer to retreat under cover of darkness, so decided on the delaying action in the late afternoon
2 --- Austrian CiC Beaulieu had already departed, so Sebottendorf was in command on the field.

11.5 Sources

My sources are varied, but the following were key:
The Road to Rivoli – Martin Boycott-Brown (when I first read this book, I thought a bit dry, but re-reading the LODI chapter made me favourably alter my opinion. The author paints an evocative picture of the assault column forming in the town square, the mad dash out the town gate, up the esplanade to the bridge and 200 yards into gunfire! Drama! And yes, the road from LODI town to the bridge entry was an s-bend!).
The Campaigns of Napoleon – David Chandler (overview only, but good précis and simplified map).

Artillery of the Napoleonic Wars 1792-1815 – Kevin F Kiley (excellent exposition generally, includes an observation of the decisiveness of the French Artillery on the river bank).

Various internet sites – Just search on LODI, Battle, Napoleon. A notable one is Bill Peterson’s Virtual Battlefields: The Campaign in Italy 1796-97: LODI (good modern day photos and the original map, shown above).

Another gem is Napoleon, his Army, Enemies, etc. – see the chapter on the Italian Campaign for a reasonable OOB (this is a great site for all things Napoleonic by the way and the army chapters on uniforms and organization are excellent).

I’ve taken a few guesses (well, a lot actually) on the counter values, but generally assumed troops were of relative good to medium quality overall. Remember, these aren’t the full army OOBs for both sides, just the units engaged at the various stages (I did want to the games to stay manageable within the design intent). There’s a lot of subjectivity here so please feedback your (constructive) thoughts on these.

As always, a big thanks to James Cordell, Rafa Hidalgo, Dan Marcolini and Enrico Acerbi, and of course COA for inspiration.

I’ve had fun fiddling about with these as a series of interesting puzzles on a rarely gamed subject so far - I hope you do too!

Regards
Lex Nosworthy
lexno@bigpond.net.au
21 July 2008

CREDITS:
Original Special Rules:  2008, LEX NOSWORTHY
graphics:  Rafa Hidalgo Peña – James Cordell
development:  James Cordell, Rafa Hidalgo Peña, Dan Marcolini, Enrico Acerbi
Regulation of the Year XXII
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1804 Hoffmansville Rd.
Sassamansville, PA. 19472 – USA
(610) 754-0100
### 12.0 Charts and Tables

**Game Charts** – adapted from COA’s Orthez (for standard charts and tables refer Regulations.)

#### Movement Chart

<table>
<thead>
<tr>
<th>Terrain</th>
<th>INF</th>
<th>CAV</th>
<th>ART</th>
<th>SK</th>
<th>Leaders</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
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<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Town Streets</td>
<td>2</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
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<tr>
<td>Town Walls</td>
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<td>N/P</td>
<td>N/P</td>
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#### Stacking Chart

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<thead>
<tr>
<th>CLEAR</th>
<th>TOWN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>18 column, line 3 skirmish</td>
</tr>
<tr>
<td>Cavalry</td>
<td>18 column, 18 line</td>
</tr>
<tr>
<td>Artillery</td>
<td>3 limbered, 3 unlimbered 1/6 combined</td>
</tr>
</tbody>
</table>

#### Fire Effects Table

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<tr>
<th>FRENCH</th>
<th>COLUMN</th>
<th>LINE</th>
<th>SQUARE</th>
<th>GENERAL</th>
<th>SK</th>
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<td>x3</td>
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<td>NP</td>
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<td>AUSTRIANS</td>
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<td>SQUARE</td>
<td>GENERAL</td>
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<td>Grenzers</td>
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#### Fire Defence Table

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<th>CLEAR</th>
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<tr>
<td>INFANTRY</td>
<td>COLUMN</td>
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<td>CAVALRY</td>
<td>COLUMN</td>
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<td>LINE</td>
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<td></td>
<td>UNLIMBERED</td>
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<td></td>
<td>w/INFANTRY</td>
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#### Leader Casualty Table

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<thead>
<tr>
<th>DICE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Head Wound (Mortal)</td>
</tr>
<tr>
<td>2</td>
<td>Torso Wound (Mortal)</td>
</tr>
<tr>
<td>3</td>
<td>Leg Wound (sum of 2 dice equals hours out of battle)</td>
</tr>
<tr>
<td>4</td>
<td>Arm Wound (result of 1 die equals hours out of battle)</td>
</tr>
<tr>
<td>5</td>
<td>Stunned (result of 1 die equals turns out of battle)</td>
</tr>
<tr>
<td>6</td>
<td>Flesh Wound (no effect)</td>
</tr>
</tbody>
</table>

#### Artillery Limbering Chart

<table>
<thead>
<tr>
<th>FRENCH</th>
<th>SUCCESS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line Foot</td>
<td>1 through 4</td>
</tr>
<tr>
<td>AUSTRIAN</td>
<td>SUCCESS</td>
</tr>
<tr>
<td>Line Foot</td>
<td>1 through 3</td>
</tr>
</tbody>
</table>

#### Terrain Chart

- **Town of Lodi and defensive Wall**
- **Cascina (Farm)**
- **cultivated land = clear**
- **(major) River Adda**
- **Island (Rusca’s Ford)**
- **Stream**
- **Brush terrain (doesn’t block LOS)**
- **Road**
- **Lodi’s bridge**
- **North bridge hex (with the road)**
- **VP road hex**
- **Turtle (heads North)**
The Passage of Time

SEQUENCE OF PLAY

Command Segment
Command Tracing Phase
MU Creation Phase

Maneuver Segment
Cavalry Charge Sub-segment

Fire Combat Segment

Mêlée Segment

Reorganization Segment

Turn Adjustment Segment

Passage of Time Recorder

11:00 12:00 1:00
10.00 :40 00 2.00
9.00 3.00
8.00 :20 4.00
7.00 6.00 5.00
Au pont de Lodi
May 10, 1796