4	17	2	2	1	3	1	3	1													
	LN	LT	GR	LC	HC	CU	FA				LN	LT	GRZ	GR	LC	LNCR	HC	HA	FA		
3	8	3	1	3	1	1	2			3	6	1	3	3	3	1	1	1	2		

TA01 - Caldiero - 30 October 1805 / 10AM

(Scenario: Brad Hurst)

Historical Background

By October 1805, massena's French army had settled into a stalemate with his Austrian enemy, Archduke Charles. The two sides lingered on opposite banks of the Adige river, until Massena received word of Napoleon's victory at Ulm. This news encouraged the French commander to order an immediate offensive, despite being outnumbered.

When Archduke Charles learned of the catastrophe at Ulm, he made plans to withdraw his 50000 men clsoer to Austrian soil, in case his forces would be required to defend Vienna from Napoleon. But Massena's sudden crossing of the Adige forced the archduke to check the French advance, offering his army time and space to withdraw safely. Thus the two sides attacked each other in the thick fog of October 30, spread out across a wide hilly front. Both Massena and Archduke Charles had deployed considerable forces on the far bank of the Adige River with the hope of turning their opponent's flank. Their main armies, about 25,000 and 32,000, respectively, met along main Verona road passing through the town of Caldiero.

Massena divided his army into three wings: his left wing would capture the Colognola Heights, his center would take Caldiero, and his right wing would surprise the Austrians by flanking them south of the Adige River. This ambitiuos plan fell apart quickly, when the Austrians struck first on both wings. In the center, the French attack developed slowly, allowing the Austrians to shift reinforcements to assist in the defense of Caldiero. The indecisive battle ended with darkness and Archduke Charles elected to withdraw from his positions. The stalemate cost both sides roughly 5000 men. Massena then pursued Charles through Italy.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Austrian Army: Archduke Charles
5 Command cards
Move First

French Army: André Masséna
6 Command Cards

Victory Conditions:
7 Banners

Special Rules:

•The battle began in a significant fog. After each players turn, roll one die, and upon rolling a flag result, the fog will lift at the start of the next players turn. Fog limits ranged fire to 2 hexes, and no unit may move more than 1 hex per turn, regardless of card played.

• The three town hexes make up aTemporary Group Victory Banner Objective (turn start) worth 2 Victory Banners.

• The Adige River is impassable except at the ford and bridge.

• Reinforcements:
The ford and bridge represent possible reinforcement locations for the Austrian and French players respectively. Units fighting on the opposite bank of the Adige can be brought onto the field of battle one at a time provided that the entry location nor any of the adjacent hexes are occupied by the opponent. One reinforcing unit is placed at the entry location by discarding a card of choice instead of playing it for its usual effect. The reinforcing unit is considered to be ordered and the entry hex is considered to be its first hex of movement. The following reinforcements may be taken once each at each players discretion:
French: Line Inf, Light Inf, Light Cav,
Austrian: Grenz Inf, Grenz Inf, Light Inf, Light Cav, HA
(NOTE: If elan is discarded this way, the reshuffle direction will still occur. If a scout is discarded, the player may still draw 2 cards and choose one to keep)