

Battle of Lodi 10th May 1796

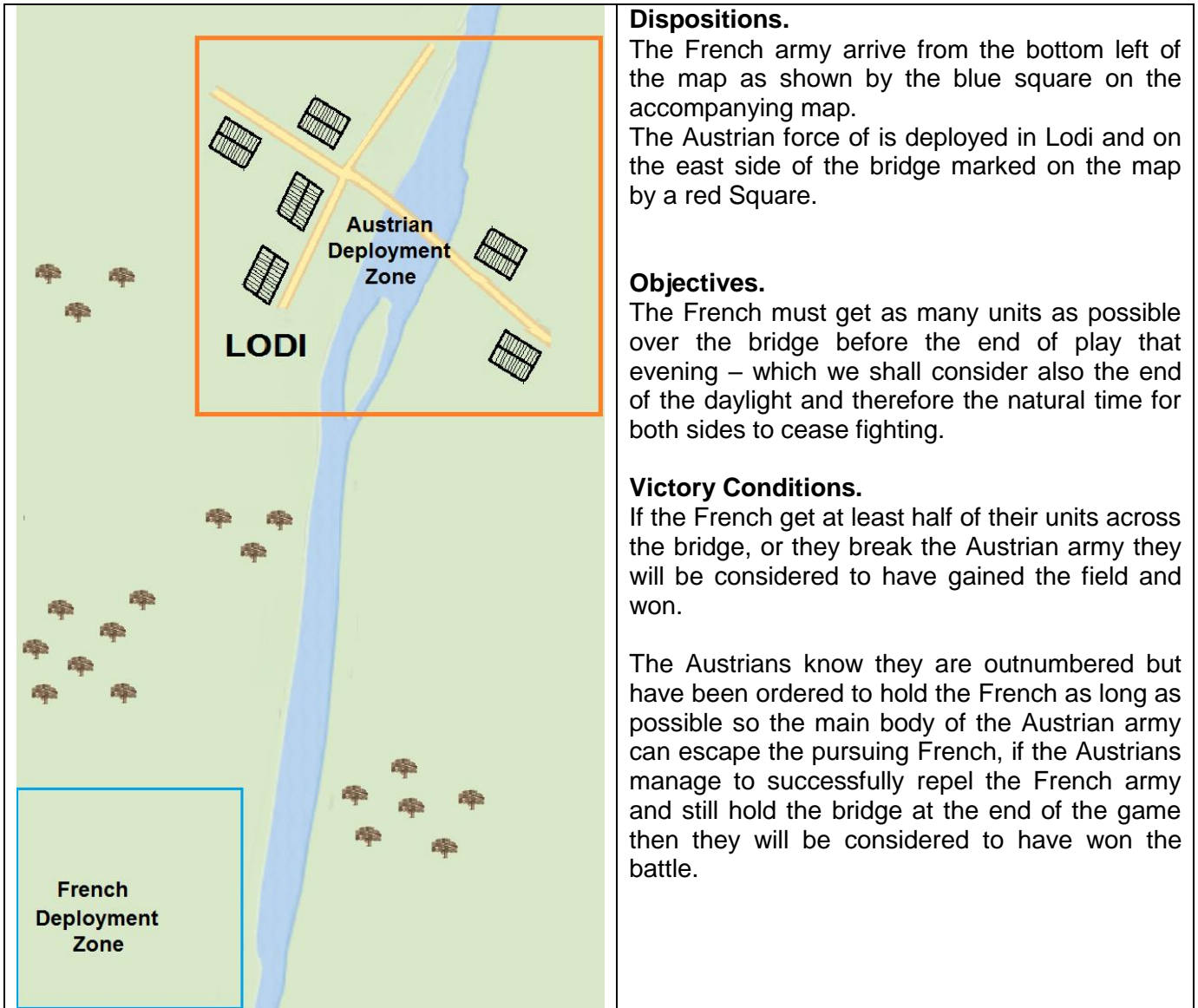
As Beaulieu retreated towards Cremona with the bulk of his army, he left a rear guard of approximately 9,500 men under the command of General Sebottendorf to defend the bridge and crossing at Lodi so that the French would not be able to follow in pursuit. Napoleon sent Dallenmagne's advance guard along with troops under the command of Massena and Augereau to seize Lodi.

Early on the morning of May 10th, a detachment of Dallenmagne's advance guard entered the town of Lodi.

<p>The table</p> <p>The game was played on our 6-foot x 4-foot table set up as shown on the following map.</p> <p>The armies</p> <p>We decided to represent the armies in a simple manner – making minimal use of extra rules and without adding too many troop types or elites. This was because we wanted to complete the battle in an evening, and partly because some of our players were new to the game and explaining a lot of rules would slow play down a considerable amount.</p> <p>Our battalions are organised into units 24 figures for both the Austrian and the French – with one battalion representing approximately 2000 real world troops on the table.</p>	<p>All infantry has the standard smoothbore musket of the day.</p> <p>All cavalry firearms are part of their close fighting equipment and are otherwise ignored.</p> <p>Artillery and Horse Artillery are standard smoothbore weapons.</p> <p>Both sides commanders were given a rating of 8 throughout – though note that French infantry columns are rated as 'reliable', earning an additional command bonus.</p> <p>No commander special rules were used for the reasons already stated.</p>
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Order of Battle

<p>The Austrian Forces (Approx. 9500 men plus 1 Regt cavalry)</p> <p>East of the bridge Sebottendorf</p> <ul style="list-style-type: none"> • Infantry Regt (2000men) (std 24 models) • Infantry Regt (2000men) (std 24 models) • Infantry Regt (2000men) (std 24 models) • 1 Regt light Cavalry (std 12 models each) • 1 Artillery Battery <p>In Lodi</p> <ul style="list-style-type: none"> • Unit Grenz Infantry (2000men) (std 24 models) • Unit Grenz Infantry (2000men) (std 24 models) 	<p>The French Forces (Approx. 15,000 men plus 1 Regt Cavalry)</p> <p>Brigade Dallenmagne's</p> <ul style="list-style-type: none"> • Guard Infantry Regt (1800men) (Std 24 models) • Guard Infantry Regt (1800men) (std 24 models) • Artillery Battery <p>Brigade Messena</p> <ul style="list-style-type: none"> • Line Infantry 19th Regt (1800men) (Std 24 models) • Line Infantry 85th Regt (1800men) (std 24 models) • Line Infantry 93rd Regt (1800men) (std 24 models) • Artillery Battery <p>Brigade Augereau</p> <ul style="list-style-type: none"> • Line Infantry 19th Regt (1800men) (Std 24 models) • Line Infantry 93rd Regt (1800men) (std 24 models) • Line Infantry 18th Regt (1800men) (std 24 models) • 1 Regt light Cavalry (std 12 models each)
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Dispositions.

The French army arrive from the bottom left of the map as shown by the blue square on the accompanying map.

The Austrian force of is deployed in Lodi and on the east side of the bridge marked on the map by a red Square.

Objectives.

The French must get as many units as possible over the bridge before the end of play that evening – which we shall consider also the end of the daylight and therefore the natural time for both sides to cease fighting.

Victory Conditions.

If the French get at least half of their units across the bridge, or they break the Austrian army they will be considered to have gained the field and won.

The Austrians know they are outnumbered but have been ordered to hold the French as long as possible so the main body of the Austrian army can escape the pursuing French, if the Austrians manage to successfully repel the French army and still hold the bridge at the end of the game then they will be considered to have won the battle.

Aftermath

During the night of May 10th after the fighting, the rear guard of the Austrian army was able to slip away under the cover of darkness and join up with Beaulieu’s main force and continue their march towards Cermona.