

MARENGO CAMPAIGN

Snappy Nappy rules, by Russ Lockwood

Please read this 3-page primer before the Sunday of the game, as it will explain much of the necessary background for how we're going to run a simultaneous, 5-table game with just one GM.

RULES of PLAY

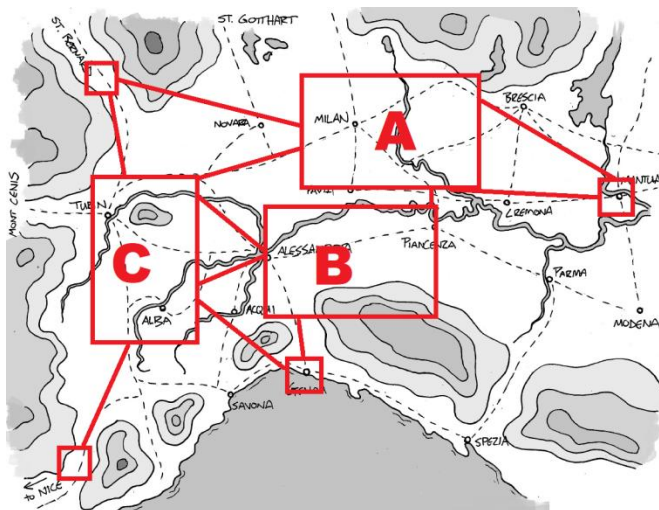
We will be using a slightly modified, slimmed-down version of rules *Snappy Nappy* by Russ Lockwood. A QRS will be sent to you in addition to this briefing, and although you need not study it before the game, it may prove useful. The entire game can more or less be played from the 2-page QRS, and while we will discuss the rules in more detail at the time of the game, this is a basic I-GO-U-GO system, with players alternating the usual sequence of move, defensive fire, offensive fire, melee, and rally. There are two defining features of *Snappy Nappy* that make the game a bit unique:

- (1) There is an order system with seven possible orders—each order has its own requirements you must follow. Your C-in-C assigns orders and you'll have a limited ability to adjust them as you want, but the order system is pretty interesting in a multi-player game.
- (2) Casualties are not taken in this game. When a unit takes a "hit" it must keep taking Morale Checks until it passes. Each failure results in a degradation of morale, marked on your roster. With only 5 morale steps/grades, this means it's actually possible a unit could be eliminated by a single hit if you happen to fail 5 consecutive checks. Be warned, units can disappear quickly.

HOW to RUN 5 TABLES

There will be more than 5 tables—there will be 13 tables. All tables will be marked with a letter (Table A, Table B, Table C, etc.) and of the 13 total tables, 5 of them are "battle" tables where miniatures can maneuver and fight, while the other 8 tables are what we'll call "staging areas," where miniatures can march but not fight. The image below is NOT the actual map (I don't want to give that away), but this is a representation of the type of map I will have access to at the GM. Only I will know how the various tables connect.

Speaking of connections—all the tables are linked by one or more roads. The roads are numbered #1 through #23. There are a lot of roads. When you're on a table, any roads exiting the table will be marked to tell you the road number. If any of your troops want to march off the table and explore what lies in the great unknown beyond, you will move your troops off table onto a piece of a paper at the bar. There will be 23 pieces of paper there, one per road, and your miniatures will wait there as they march. Each road has a time (given in real time minutes) that your troops need to march and also tells you what the table the road leads to. I cannot observe all these marches myself as GM, so you will be on your sacred honor to accurately time yourself and not move your miniatures to the new table until the march is over.



In this example, there are 3 battle tables and 4 staging areas, all connected by 11 roads. Our game is much larger than this.

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SYNCHING TURNS BETWEEN TABLES

The game is going to take far, far too long if we try to run all 5 battlefield tables on the same turn cycle. Tables with lots of units and action are going to take a lot longer than tables with hardly anyone on them. For this reason, each table will proceed at its own turn sequence. And yes, it is possible that you might be the only player on a table. If that happens, you'll run through the turn sequence by yourself and it's probably going to go...very fast. That's fine. Troops marching unopposed across open terrain move faster anyway. This is where "vanguards" and "rearguards" are going to be valuable strategic elements to slow down your enemy on an otherwise empty table. Unopposed players will be able to cross an empty table quickly if you don't stop them.

When you do cross a table, exit on a road, wait for the necessary time delay (could be anywhere from 4-20 minutes of real time delay based on the road) eventually your marching units will arrive at a new tabletop. When you arrive, place your units within 6" of the road. They cannot otherwise move, attack, or be attacked until the start of the NEXT full turn on that tabletop. Remember, because every table moves at its own pace of play, you don't know when you'll be showing up in the turn sequence of the new table.

BEING on TWO TABLES

It is possible, and likely, that a player will find themselves with miniatures on multiple tables at the same time. There's really no great way to handle this, so you'll just have to do the best you can. Either you will have to bounce back and forth between multiple tables (thus slowing the pace of play at each table), or you will be allowed to "assign" responsibility for your units on a table to another friendly player on a temporary basis if you choose to do so. This last suggestion is optional. You are never required to give control of your units to another player unless you want to (I could see this being a useful option if you have just a handful of rearguard or vanguard units on a table with your main body on another table).

MESSAGES

During the game, you may openly communicate with any players who have miniatures present on your tabletop. Otherwise, communication is limited to written messages. All written messages must be handed to me, with a RECEIPIENT noted and a TIME STAMP of when the message is sent. As GM, I will note where the recipient is on the map in relation to you and stamp the message with a time delay required. It is up to you to deliver it at the appropriate time. I will be too busy.

SUPPLY

I had some really cool idea for supply and control of roads, but it's going to be too hard to do with just one GM (who is also responsible for filming 5 tables). In the interest of simplicity, supply is going to be handled in a much easier way. Each side's briefing will tell that army where their supplies are coming from and how to cut the enemy supply lines. If your supplies are cut at any point in the game, I will inform you. Units not in supply are required to take one additional Morale Check at the end of EVERY TURN. This is already noted and built in to the QRS as the last step of the turn. Be warned, this is a pretty painful penalty in terms of the game rules.

ENDING THE GAME

The game will end when we reach 3p in the afternoon and everyone is ready to pack up, or when one of the two army commanders (Napoleon or Melas) surrender in shame and humiliation. Historically, Melas is cut off and surrounded in Alessandria and does sign a formal surrender with Napoleon.

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FRENCH BRIEFING

It is early June 1800. France is on the verge of defeat. While Napoleon was off playing pharaoh in Egypt, the Austrian army re-conquered northern Italy last year. The only French forces remaining in Italy are Massena's besieged men, holed up in the fortress at Genoa, sending urgent calls for immediate relief. The Austrians aim to use the summer campaign to reduce Genoa and press their invasion directly into southern France.

But Napoleon has returned from Egypt and seized emergency power in Paris. Instead of marching to the Rhine front, he instead aims to return to his old stomping grounds in northern Italy, cobbling together a reserve army to cross the Alps and challenge Austrian control of Italy. Will he answer Massena's desperate call for relief before it's too late and the city is forced to surrender?

OOB

All French forces in the theater are available for your control, organized into four commands.

RESERVE CORPS (General Napoleon Bonaparte)	<i>14,000 infantry, 4,000 cavalry, 30 guns</i>
I CORPS (General Lannes)	<i>25,000 infantry, 1,000 cavalry, 18 guns</i>
II CORPS (General Victor)	<i>22,000 infantry, 18 guns</i>
ARMY OF ITALY (General Massena)	<i>16,000 infantry, 1,000 cavalry, 24 guns</i>

SUPPLY & INTEL

French supply lines into the theater are drawn through Nice and the St. Bernard Pass. These routes must remain open to keep supplies flowing. If Milan is captured, the St. Gotthard Pass may also be used. Enemy supplies can be cut by seizing Mantua and Parma. Total enemy strength in the theater is reported to be 75,000 to 100,000 men, though we have reason to believe they are weak, rear-echelon formations. General Massena reports that his 10,000 men besieged in Genoa are tying down at least twice that number of Austrians, but he cannot hold out much longer.

DEPLOYMENT

Napoleon's Reserve Corps, Lannes' I Corps, and Victor's II Corps may enter from any of the Alpine passes—Mont Cenis, St. Bernard, or St. Gotthart. Historically elements of each command used all three passes but this is not required here. Be warned that bottling up too many men through a single pass will increase the time it takes to clear the pass.

The Army of Italy must begin with 10,000 men under Massena besieged in Genoa and the remainder, under Suchet, guarding the mountain passes to Nice in southern France. The Army of Italy is not allowed to directly communicate with Napoleon at the start of the game, though they may attempt passing a single message through the GM before the campaign begins, in addition to as many messages as they want during the course of the game itself. Communication to Genoa is difficult and messages are sometimes intercepted by Austrians pickets surrounding the city.

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THEATER MAP

This map is an accurate, if slightly abstract, depiction of the potential field of battle. Historically, both sides shared excellent maps of northern Italy with great detail. Somewhere in this map you will find five 6'x4' tabletops and eight staging areas, connected by 23 roads. You will receive a larger copy of this map at the time of the game. The tabletops will not have any directional information to help you, except from city and town names. Also be warned that the tabletops may be oriented at odd or unusual angles, just to try and confuse you.

