

# Valour & Fortitude

A Free Introductory Scenario for Beginners

## 9 JUNE 1800.

With the recent surrender of Genoa, Field Marshal Melas seeks to concentrate the Austrian army in northeastern Italy. But on June 6<sup>th</sup>, Melas learns that the vanguard of Napoleon's army is already behind him on the Po River, cutting Austrian supply lines to Mantua. Sensing the time is right for a bold move, Napoleon orders Lannes to press forward alone against what he claims are "certainly, fewer than 10,000 men."

But Napoleon is mistaken. Lannes is marching toward Montebello with 8,000 troops, on a collision course with Ott's 18,000 Austrians. The Battle of Montebello develops on the morning of June 9<sup>th</sup>, and by early afternoon the French are in dire need of assistance. A division of Victor's corps—some 6,000 troops—rush forward to counter-attack. Will Victor's men arrive in time? How hard will the Austrians press? Can Lannes earn his title, "Duke of Montebello" with another heroic performance?

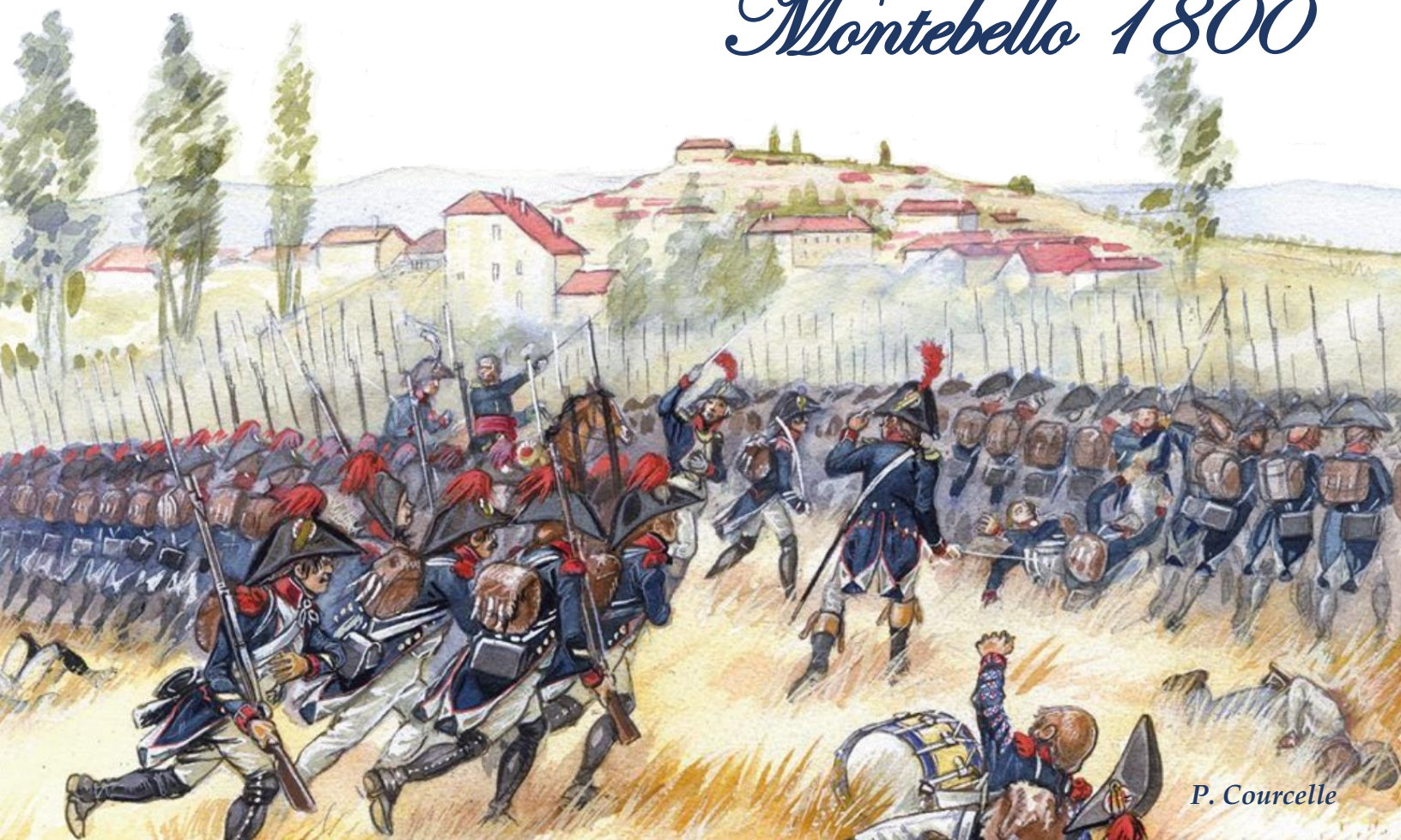
## SCENARIO

This is a starter scenario for *Valour & Fortitude*, a free Napoleonic game published by Perry Miniatures. Here at Little Wars TV, we are fans of both the game and the designers who wrote it!

We use 15mm figures and have converted the order of battle to note the number of bases we field in each battalion. This is only for visual purposes, however. The rules are agnostic on the number of figures or bases you use to represent a battalion (one of the reasons we like the flexibility of this game). This scenario is presented "half scale," with all measurements reduced. We also took a few liberties to streamline orders of battle—particularly for the Austrian side—in the interest of scenario playability.

You could easily adapt this scenario to any rule set of a similar scale, but to download a free copy of *Valour & Fortitude*, visit [www.perry-miniatures.com](http://www.perry-miniatures.com). It's a short, simple game that we think new players should enjoy!

## Montebello 1800



P. Courcelle



## SCENARIO MAP

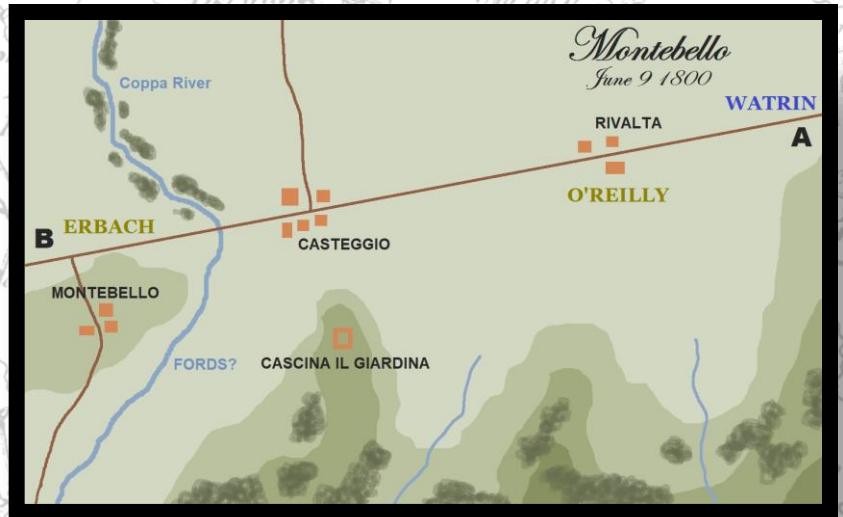
This scenario should be played on a 6'x8' tabletop if using the "full scale" movement/firing distances and may be played on a 6'x4' table if using the "half scale" measurements we propose.

The Coppa River is impassible except at the bridge and by the special "Find the Fords!" rule below. One infantry unit may garrison any of the marked towns/built up areas.

## ARRIVALS

TURN 2: Lannes with Mainoni's Brigade from A  
TURN 3: Ott & Schellenburg with Riesky's Brigade from B  
TURN 4: von Retz's Brigade from B  
TURN 5: Victor with Dessaux's Brigade from A\*  
TURN 6: Stricker's Brigade from B

\*TURN (x): Chambarlhac with Rivaud's Brigade from A automatically, the turn after Victor arrives



## STARTING DEPLOYMENT

O'Reilly and Erbach's brigades deploy first, as noted on the map. Watrin's Brigade enters from A immediately, on Turn 1. The French may arrive from anywhere within 6" of the road, in any formation (they need not enter in road column).

## OBJECTIVES

There is no "turn limit," but suggested play time is three hours maximum for beginners and two hours for veteran players familiar with the rules. Once the time limit is reached, check for objectives held.

Rivalta & Cascina il Giardina	1 point	Discovery of any ford across the river	2 points (French only)
Casteggio	2 points	Elect not to deploy Stricker's brigade	2 points (Austrians only)

## SPECIAL SCENARIO RULES

### "DUKE OF MONTEBELLO"

General Lannes begins the game with an extra Fate card in his hand. The French player may select a specific card!

### "VICTOR TO THE RESCUE!"

Starting Turn 5, the French player rolls to see if Victor arrives. He appears on a 5+ result on 1d6. If failed, try again next turn. Before rolling, the French player may expend any Fate card from his hand at add +1 to his roll. The rest of Victor's command will arrive the next turn without a die roll required.

### "FIND THE FORDS!"

Infantry may attempt to ford the Coppa River anywhere south of the bridge by spending one move action and rolling 1d6. On a result of 4+ they can ford the river with their next action. This is not a "permanent" ford. Each unit attempting to cross the river must pass a 4+ roll.

### "PRESS THEM!"

Each time a town or built up area changes hands, the new captor draws 1 immediate, random Fate card.



# *French Army of Italy*

## CORPS LANNES (Gen. Jean Lannes)

MAINONI'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, 28 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Skirmishers, Square
2 <sup>nd</sup> Bn, 28 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Skirmishers, Square
3 <sup>rd</sup> Bn, 28 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Skirmishers, Square
12 <sup>th</sup> Hussar Regt.	6			4	3	Scouts

## (Gen. Francois Watrin)

MAHLER'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, 6 <sup>th</sup> Legere	6	(6") Musket	3	4	4	Legere, Square
2 <sup>nd</sup> Bn, 6 <sup>th</sup> Legere	6	(6") Musket	3	4	4	Legere, Square
1 <sup>st</sup> Bn, 40 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Square
2 <sup>nd</sup> Bn, 40 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Square
3 <sup>rd</sup> Bn, 40 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Square

GENCY'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, 22 <sup>nd</sup> Ligne	6	(6") Musket	3	4	4	Skirmishers, Square
2 <sup>nd</sup> Bn, 22 <sup>nd</sup> Ligne	6	(6") Musket	3	4	4	Skirmishers, Square
2 <sup>nd</sup> Horse Artillery	1	(18") Cannon	1	2	2	Horse Artillery

## CORPS VICTOR (Gen. Claude Perrin Victor)

### (Gen. Jacques-Antoine Chambarlhac)

DESSAUX'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, 24 <sup>th</sup> Legere	8	(6") Musket	3	4	4	Legere, Square
2 <sup>nd</sup> Bn, 24 <sup>th</sup> Legere	6	(6") Musket	3	4	4	Legere, Square
1 <sup>st</sup> Bn, 43 <sup>rd</sup> Ligne	6	(6") Musket	3	4	4	Square
2 <sup>nd</sup> Bn, 43 <sup>rd</sup> Ligne	6	(6") Musket	3	4	4	Square
3 <sup>rd</sup> Bn, 43 <sup>rd</sup> Ligne	6	(6") Musket	3	4	4	Square

RIVAUD'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, 96 <sup>th</sup> Ligne	8	(6") Musket	3	4	4	Square
2 <sup>nd</sup> Bn, 96 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Square
3 <sup>rd</sup> Bn, 96 <sup>th</sup> Ligne	6	(6") Musket	3	4	4	Square
Consular Guard Art.	1	(18") Cannon	1	2	2	Guard, Cannister

18 infantry battalions

1 cavalry regiment

2 artillery batteries

# Austrian Hapsburg Army

## CORPS OTT (Gen. Peter Karl Ott)

O'REILLY'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
Nr. 2, Ottocaner Grenz	6	(6") Musket	3	3	4	Skirmishers
Nr. 3, Oguliner Grenz	8	(6") Musket	3	3	4	Skirmishers
Nr. 4, Banater Grenz	6	(6") Musket	3	3	4	Skirmishers
Nr. 8, Nauendorf Hussars	6	-	-	4	4	Scouts
Horse Artillery	1	(18") Cannon	1	2	2	Horse Artillery

## (FML Ludwig von Vogelsang)

ERBACH'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, Nr. 17 Hohenlohe	8	(6") Musket	3	4	5	Skirmishers
2 <sup>nd</sup> Bn, Nr. 17 Hohenlohe	6	(6") Musket	3	4	5	Skirmishers
1 <sup>st</sup> Bn, Nr. 18 Stuart Inf.	6	(6") Musket	3	4	4	Skirmishers
2 <sup>nd</sup> Bn, Nr. 18 Stuart Inf.	6	(6") Musket	3	4	4	Skirmishers
3 <sup>rd</sup> Bn, Nr. 18 Stuart Inf.	6	(6") Musket	3	4	4	Skirmishers
12-lb Field Artillery	1	(24") Cannon	2	2	2	Cannister

## (FML Joseph von Schellenberg)

von RETZ'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, Nr. 28 Frölich Inf.	6	(6") Musket	3	4	5	Skirmishers
2 <sup>nd</sup> Bn, Nr. 28 Frölich Inf.	6	(6") Musket	3	4	5	Skirmishers
3 <sup>rd</sup> Bn, Nr. 28 Frölich Inf.	6	(6") Musket	3	4	5	Skirmishers
1 <sup>st</sup> Bn, Nr. 40 Mittrowsky	6	(6") Musket	3	4	4	Skirmishers
2 <sup>nd</sup> Bn, Nr. 40 Mittrowsky	6	(6") Musket	3	4	4	Skirmishers
6-lb Field Artillery	1	(18") Cannon	1	2	2	Cannister

STRICKER'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, Nr. 51 Splenyi Inf.	6	(6") Musket	3	4	5	Skirmishers
2 <sup>nd</sup> Bn, Nr. 51 Splenyi Inf.	6	(6") Musket	3	4	5	Skirmishers
1 <sup>st</sup> Bn, Nr. 57 Colloredo	6	(6") Musket	3	4	4	Skirmishers
2 <sup>nd</sup> Bn, Nr. 57 Colloredo	6	(6") Musket	3	4	4	Skirmishers
3 <sup>rd</sup> Bn, Nr. 57 Colloredo	6	(6") Musket	3	4	4	Skirmishers
Nr. 10 Lobowitz Dragoon	6	-	-	6	3	Heavy Cavalry
6-lb Field Artillery	1	(18") Cannon	1	2	2	Cannister

RIESKY'S BRIGADE	BASES	WEAPON	FIRE	MELEE	TENACITY	SPECIAL
1 <sup>st</sup> Bn, Nr. 10 Reisky Inf.	6	(6") Musket	3	4	4	Skirmishers
2 <sup>nd</sup> Bn, Nr. 10 Reisky Inf.	6	(6") Musket	3	4	4	Skirmishers
3 <sup>rd</sup> Bn, Nr. 10 Reisky Inf.	6	(6") Musket	3	4	4	Skirmishers
Mariassy Jäger. Bn	6	(12") Rifles	2	2	2	Light Troops, Scouts
Nr. 2 Arch. Josef Hussars	4	-	-	4	3	Scouts

22 infantry battalions  
 3 cavalry regiments  
 4 artillery batteries

<b>28<sup>th</sup> / 1</b> 3-4-4	<b>28<sup>th</sup> / 2</b> 3-4-4	<b>28<sup>th</sup> / 3</b> 3-4-4	<b>12<sup>th</sup> Hs.</b> 0-4-3	<b>6<sup>th</sup> L / 1</b> 3-4-4	<b>6<sup>th</sup> L / 2</b> 3-4-4	<b>40<sup>th</sup> / 1</b> 3-4-4	<b>40<sup>th</sup> / 2</b> 3-4-4	<b>40<sup>th</sup> / 3</b> 3-4-4	<b>22<sup>nd</sup> / 1</b> 3-4-4
<b>22<sup>nd</sup> / 2</b> 3-4-4	<b>2<sup>nd</sup> Art.</b> 1-2-2		<b>24<sup>th</sup> L / 1</b> 3-4-4	<b>24<sup>th</sup> L / 1</b> 3-4-4	<b>43<sup>rd</sup> / 1</b> 3-4-4	<b>43<sup>rd</sup> / 2</b> 3-4-4	<b>43<sup>rd</sup> / 3</b> 3-4-4	<b>96<sup>th</sup> / 1</b> 3-4-4	<b>96<sup>th</sup> / 2</b> 3-4-4
<b>96<sup>th</sup> / 3</b> 3-4-4	<b>Gd. Art.</b> 1-2-2								
<b>#2 Grnz</b> 3-3-4	<b>#3 Grnz</b> 3-3-4	<b>#4 Grnz</b> 3-3-4	<b>#8 Huss.</b> 0-4-4	<b>#17 / 1</b> 3-4-5	<b>#17 / 2</b> 3-4-5	<b>#18 / 1</b> 3-4-4	<b>#18 / 2</b> 3-4-4	<b>#18 / 3</b> 3-4-4	<b>12-lber</b> 2-2-2
<b>#28 / 1</b> 3-4-5	<b>#28 / 2</b> 3-4-5	<b>#28 / 3</b> 3-4-5	<b>#40 / 1</b> 3-4-4	<b>#40 / 2</b> 3-4-4	<b>6-lber</b> 1-2-2	<b>#51 / 1</b> 3-4-5	<b>#51 / 2</b> 3-4-5	<b>#57 / 1</b> 3-4-4	<b>#57 / 2</b> 3-4-4
<b>#57 / 3</b> 3-4-4	<b>#10 Drg.</b> 0-6-3	<b>6-lber</b> 1-2-2	<b>#10 / 1</b> 3-4-4	<b>#10 / 2</b> 3-4-4	<b>#10 / 3</b> 3-4-4	<b>Jägers</b> 2-2-2	<b>#2 Huss.</b> 0-4-3		