Adjustments in order to play Lonato 1796 with Jours de Gloire Rules

by Frédéric Bey

Use the one of *Jours de Gloire* series, with the following adjustments
0.3 – Combat Units
Ignore Defensive Fire DRM value
As counters don't show commitment value, apply following standard ones:
. 3 for Line Infantry;
. 4 for Austrians Jägers (Jgr) and French Light Demi-Brigade (Lt);
. 6 for Light cavalry (Lt) ;
. 7 For Heavy Cavalry (H);
Austrian Jägers:
- They can Refuse Shock against Infantry (even stacked with another unit), if they are not disordered;
- They cannot form into square, if not stacked with an Infantry unit
Units with only 1 strength point have not verso. They are eliminated when disordered.
2.1 Activation Markers
Several Command (Augereau, Kilmaine, Ocskay) have two AM with different initiative values. That is a specific rule from **T&G** that is kept like it is with **JdG**. When the command arrives has reinforcement, the player uses first the AM with the best initiative/
2.5 Commanders-in-Chief
The DRM is the number in the yellow box, switched to a positive value (2 for Bonaparte, 0 for the two Austrian Commander-in-Chief).
The Order Rating is the central number: 2 for Bonaparte, 1 for the two Austrian Commander-in-Chief.
The Command Range is 4 for all leaders and is not printed on the counters.
Other values are ignored for **JdG** purposes.