



POLEMOS

Feldzeugmeister

A supplement for converting Polemos
Kommandant der Armee FPW rules to the Italian
Wars of Unification

Peter Riley





POLEMOS

Fratelli d'Italia

A supplement for converting Polemos Kommandant der Armee FPW rules for use in the Italian Wars of Unification

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For more information about the figures and models used in this catalogue, extra sections and add-ons to these rules, as well as the other rules sets in the **Polemos** series visit: www.baccus6mm.com

A Yahoo group has been set up to allow for discussion of all aspects of playing games using Polemos rules. If you have any questions, are looking for tips and advice or just want to talk to other gamers, you can join by logging on to <http://games.groups.yahoo.com/group/polemos>

Feldzeugmeister

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Introduction

The Risorgimento of 1859 began a year earlier, in July 1858, during a conference held at Plombières in France. At the conference it was agreed, between Emperor Napoleon III and Camillo Benso, Conte di Cavour, that the French would aid Piedmont in the face of any Austrian moves against them.

So in 1859, the Italians, having secured the support of Napoleon III of France, began provoking Austria into war it was not prepared for. The Austrians reacted as planned the Emperor Francis Joseph declared war. By April 23rd 1859 an ultimatum was delivered wanting the complete demobilization of Piedmontese troops. This was rejected and Austria declared war three days later, and as a result France, as a part of the secret agreement, was asked to come to the aid of the Piedmontese army, this small request led to the War of Italian Unification.

Although in terms of numbers and time it is considered a small war, the battle of Solferino was at the time the largest single battle ever fought in Europe.

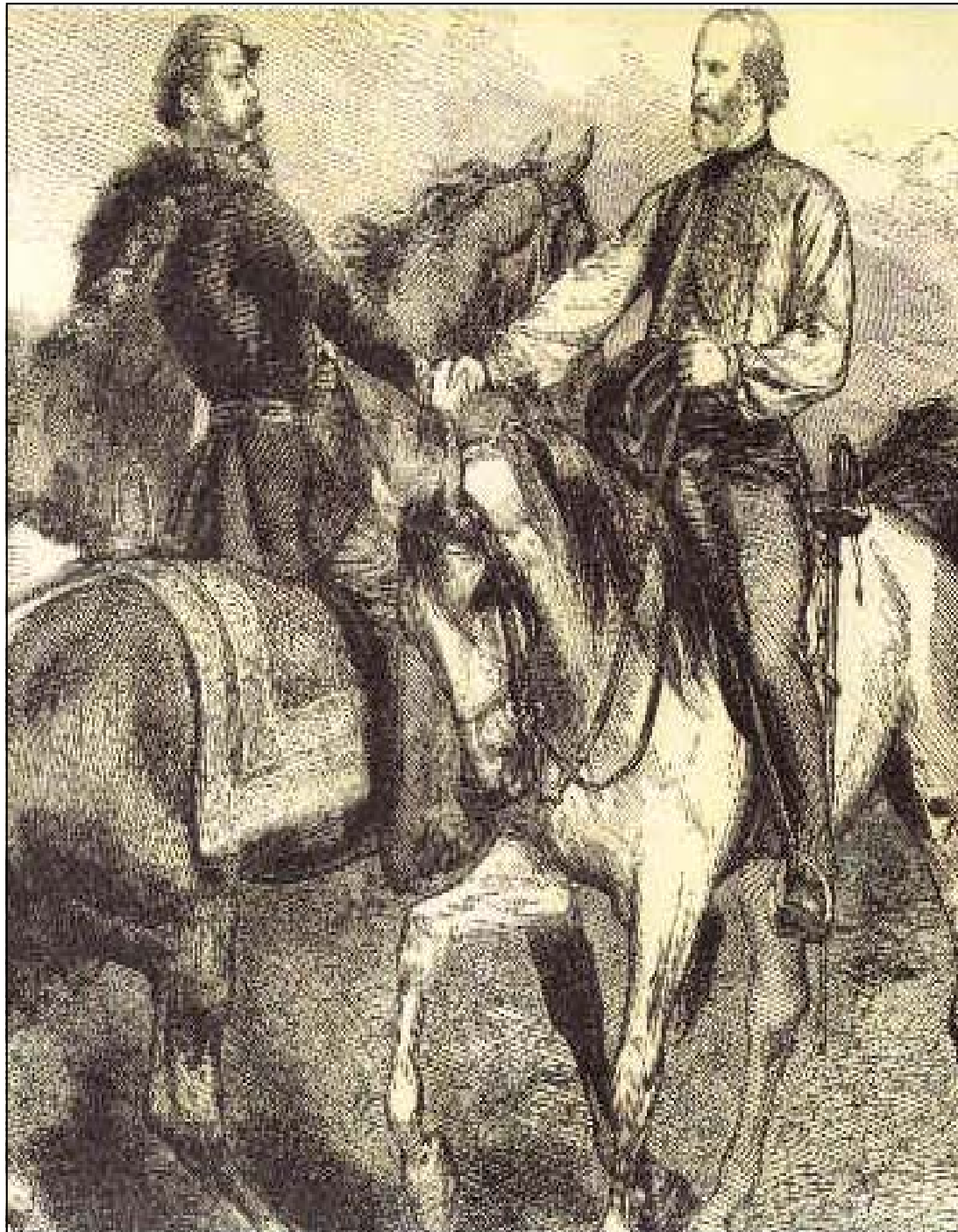
The campaign is interesting as it was quite fluid and led to a number of battles of vary sizes and types, the encounter battle of Magenta is particularly interesting one.

The protagonists were also interesting in the fact that France committed a large number of veteran troops in it Imperial Guard and its Experienced African Foreign Service Troops totaling to about 28% of it army. For the Austrians with their poor officer corps, using smoothbore artillery and lots of inexperienced troops was always in for a hard fight. And of the fledgling Piedmontese army with it compact size, belief and smoothbore muskets adding to a healthy mix of type and experience for some interesting games.

Risorgimento KDA allows players to fight the larger battle of the period. The three multi-corps armies that sprawled across the fields and hills of Solferino are modelled here, allowing the Battle of Solferino to be gamed very easily by using these additional rules.



Polemos Risorgimento
Feldzeugmeister



Troop Types

Troop types (FPW KDA - Page 4)

Infantry units in this era formed in increasingly more open formations with a skirmish line in advance and a formed reserve deeper in the rear of the formation. In attack however, columns were often used to deliver fast moving assaults.

Infantry: Most infantry, known as Regulars, Garde Nationale, Imperial Guard, Imperial Infantry, Grenadiers, Foreign Legion or 'Turco's or any other name, are formed units and are armed with Muzzle Loading Smoothbores or Rifles and bayonet. They can deliver their fire by command or individual shots to break up attacks or rely on the charge to break the target.



Skirmishers: Jaegers, Kaiser Jaegers, Bersaglieri, Tirailleurs and Chasseurs etc. These are not generally depicted by distinct bases of their own, but by a skirmish capability factor which is assigned to standard infantry bases. This represents the infantry base's ability to skirmish. However they can also be represented as individual Infantry bases as well.

Cavalry: The mounted arm did not generally fare well against the increased rate of Infantry and Artillery fire during the war and to compound matters was badly handled by both sides' generals. The cavalry arm was mainly used in pre-battle scouting, harassing a retreating enemy or providing rearguard actions to delay the enemy. In some cases, shock action was employed by cavalry, such as the Piedmontese Aosta Light Horse at Montebello.

Light cavalry: Hussars, Lancers, Chasseur d'Afrique, Light Horse and Uhlans etc. Cavalry trained to scout, skirmish and screen in front of the army, but also capable of charging.

Heavy cavalry: Dragoons, Cuirassiers, Heavy Horse & Carabiniers etc. These are cavalry trained to charge but, are also capable of scouting and screening.



Artillery and Rockets units were mainly used to support defensive lines by breaking up attacking movements. They would also be used in suppressing enemy lines, counter battery fire and closely supporting attacks. The French with a mix of Smoothbore and Muzzle Loading Rifled artillery were used to engage targets at a mixture of ranges, where the fire of the Austrian and Piedmontese Smoothbores had expose themselves to move in closer to support attacking formations.



Artillery: Divisional or "Field" Batteries were able to closely support infantry or cavalry attacks and unlimber close to the enemy line. The Heavier 'Corps' or 'Reserve' guns were usually placed in support of troops in defense, however they could also be deployed forward on the gun line..

Tempo & Bombardment

Tempo bidding (CDB p.10)

At the start of each move the CinC throws 1D6 and gets this number of tempo points (TPs) plus:

French & Piedmontese CinC's:

- 4 TPs for an Energetic CinC.
- 3 TPs for an Experienced CinC.
- 1 TPs for a Listless CinC.

French Subordinates:

- 4 TPs for each Imposing officer.
- 3 TPs for each Competent officer.
- 1 TP for each Confused officer.

Piedmontese Subordinates:

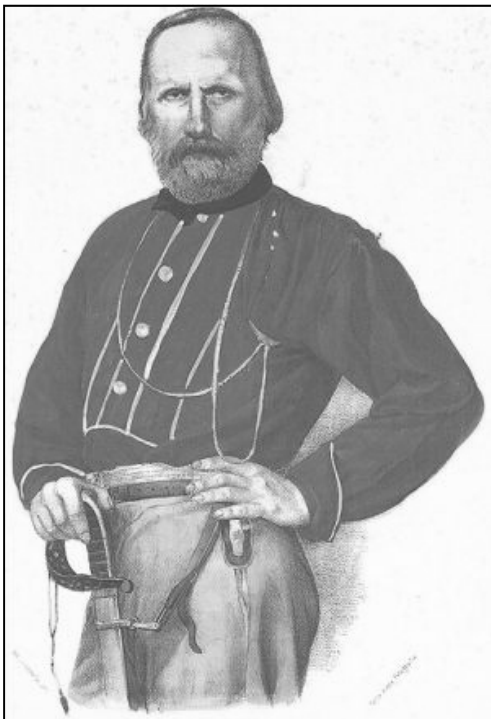
- 3 TPs for each Imposing officer.
- 2 TPs for each Competent officer.
- 0 TP for each Confused officer.

Austrian CinC's:

- 3 TPs for an Energetic CinC.
- 2 TPs for an Experienced CinC.
- 1 TPs for a Listless CinC.

Austrian Subordinates:

- 3 TPs for each Imposing officer.
- 2 TPs for each Competent officer.
- 0 TP for each Confused officer.



Bombardment Phase (FPW KDA - Page 13)

- For Field Artillery, the maximum range is 4BW.
- For Reserve Artillery, the maximum range is 6BW.

Bombardment Phase (FPW KDA - Page 14)

If an unmodified dice roll of, 1 occurs for any artillery firing the artillery must **recoil** immediately.

Otherwise add or subtract the following factors:	
Each further base in line of sight and in base contact behind target (up to 2)	+1
Artillery Firing into Flank	+1
Firer is French Field or Reserve Artillery	+1
Firer is Austrian or Piedmontese Field or Reserve Artillery	-1
Artillery standing on rough ground or marsh	-1

Outcome of Bombardment Table
If the bombarding base's modified result exceeds that of the target by 3 or more, target is shaken and goes to ground .
If the bombarding base's modified result exceeds that of the target by 4 or more, target recoils and is shaken .
If the target base's score exceeds the artillery's by 3 or more, the artillery recoils .
If the target base's score exceeds the artillery's by 5 or more, the artillery recoils and becomes shaken
Any other score has no effect .

Tempo and Ranged Attacks

Tempo Point Cost (FPW KDA - Page 15)

Action	TPs required
To instigate a movement for a single unit	2
To instigate a movement for a corps or formation	4
To instigate a movement for a corps or formation for Austrian Armies only	5
To instigate a movement for a single unit, corps or formation that maintains a 7BW or over distance from any enemy formations during its whole move.	2
To redeploy formation or corps	2
To have a force continue a movement once started	1
For each extra unit within a formation after the first	1
To rally shaken or tired unit	1
To steal tempo with one unit, corps or formation	5
To steal tempo with a corps or formation for Austrian Armies only	6
To instigate any non-bombardment ranged attack for a single unit, corps or formation	2
To commence engineer task	3

Ranges (FPW KDA - Page 16)

Note: Austrian & Piedmontese troops do not have a 'close range'. The majority are armed with smoothbore muskets and anything from 1BW up to 1.5BW is classed as long range fire.

Units	Contact	Close Range	Long Range
French	Under 1BW must go to Contact Phase	From 1BW up to 1.5BW	Over 1.5BW up to 2BW
Austrian & Piedmontese	Under 1BW must go to Contact Phase	-	From 1BW up to 1.5BW

Ranged Attack Procedure (FPW KDA - Page 17)

Ranged Attack Modifiers	
Firer behind target's flank	+2
Veteran troops	+1
Close Range	+1 to firer
Supporting Bases	+1
Gone to Ground	-1
Raw troops	-1
Each shaken level	-1
Long range	-1 (-2 if Austrian & Piedmontese)
Relevant Terrain Modifiers	See Terrain chart

Ranged Attack Outcome (FPW KDA - Page 17)

(There is no change to this chart I have included it for completeness.)

Outcome of Ranged Attacks
If the attacking base's modified result exceeds that of the target by 5 or more, target recoils and is shaken .
If the attacking base's score exceeds that of the target by 3 or more, target recoils and goes to ground .
Differences of less than 3 mean that neither side is winning the fire-fight. Both sides go to ground . They are not driving off the enemy and all bases stay in position.
If the target base's score exceeds that of the attacker by 3 or more, the attacker recoils and goes to ground .
If the target base's score exceeds that of the attacker by 5 or more, the attacker recoils and becomes shaken .

Combat Modifiers (FPW KDA - Page 20)

Modifiers	+ / -
If two infantry bases in combat with each other, each side add skirmish capability.	+0,1 or 2
Uphill of enemy if steep slope	+2
Attacking or following up recoiling enemy	+1
Each Artillery, Infantry or Cavalry base giving support	+1
Elite	+1
Veteran	+1
Imposing or Competent General leading the attack	+1
Heavier cavalry attacking lighter cavalry	+1
Uphill of enemy if gentle slope	+1
Shaken troops in combat	-1
Enemy unit following up friendly base and is within 1BW	-1
Each supporting base that is shaken	-1
Raw troops	-1
Cavalry attacking shaken infantry	-1
Cavalry on soft ground	-2
Contacted by, or contacting, previously unseen enemy	-2
Cavalry attacking unshaken infantry	-3
Terrain modifiers where applicable	See table P.18

Combat results (FPW KDA - Page 20)

(There is no change to this chart I have included it for completeness.)

Difference in scores	Result
0-1	No effect, both units remain in position and go to ground.
2-4	Loser recoils
5	Loser recoils and is shaken
6	Loser breaks

Following up (FPW KDA - Page 21)

Following up Modifiers:			
Elite Troops	+2	2 nd Round or more of pursuit	-1
Light Cavalry	+2	Tired	-2
Heavy Cavalry	+1	Cavalry following up unshaken infantry	-2
French Infantry	+1	following modifiers are at the player's discretion	
Shaken Troops	-1	Veteran Troops	+ or -1
Raw Troops	-1	Imposing or Competent General within 1BW	+ or -1
Austrian Infantry	-1	Energetic or Experienced CinC within 1BW	+ or -1



Morale

Force Morale (FPW KDA - Page 23)

Morale is taken per force, i.e. corps or formation, under the direct command of the CinC and may be diced for after every game turn in which they have been in contact with the enemy.

Add:

- 1 point per base which is shaken
- 2 points per base which has broken
- 1 For Forces with a **Listless** Corps commander

Plus D6 scoring:	Allied Modifiers	Austrian Modifiers
1	-2	-3
2	-1	-2
3 or 4	0	-1
5	+1	0
6	+2	+1

If the result is equal or greater than the number of bases in the force at the start of the game, the whole force is adjudged to be spent and returns immediately to their army's base line. It will take no further part in the fighting.

Army Morale (FPW KDA - Page 23)

At the start of the game, multiply the number of subordinate officers under the direct command of the CinC by:

- 2 - For Austrian and Piedmontese army's critical morale factor.
- 2.5 - For the French army's critical morale Factor.

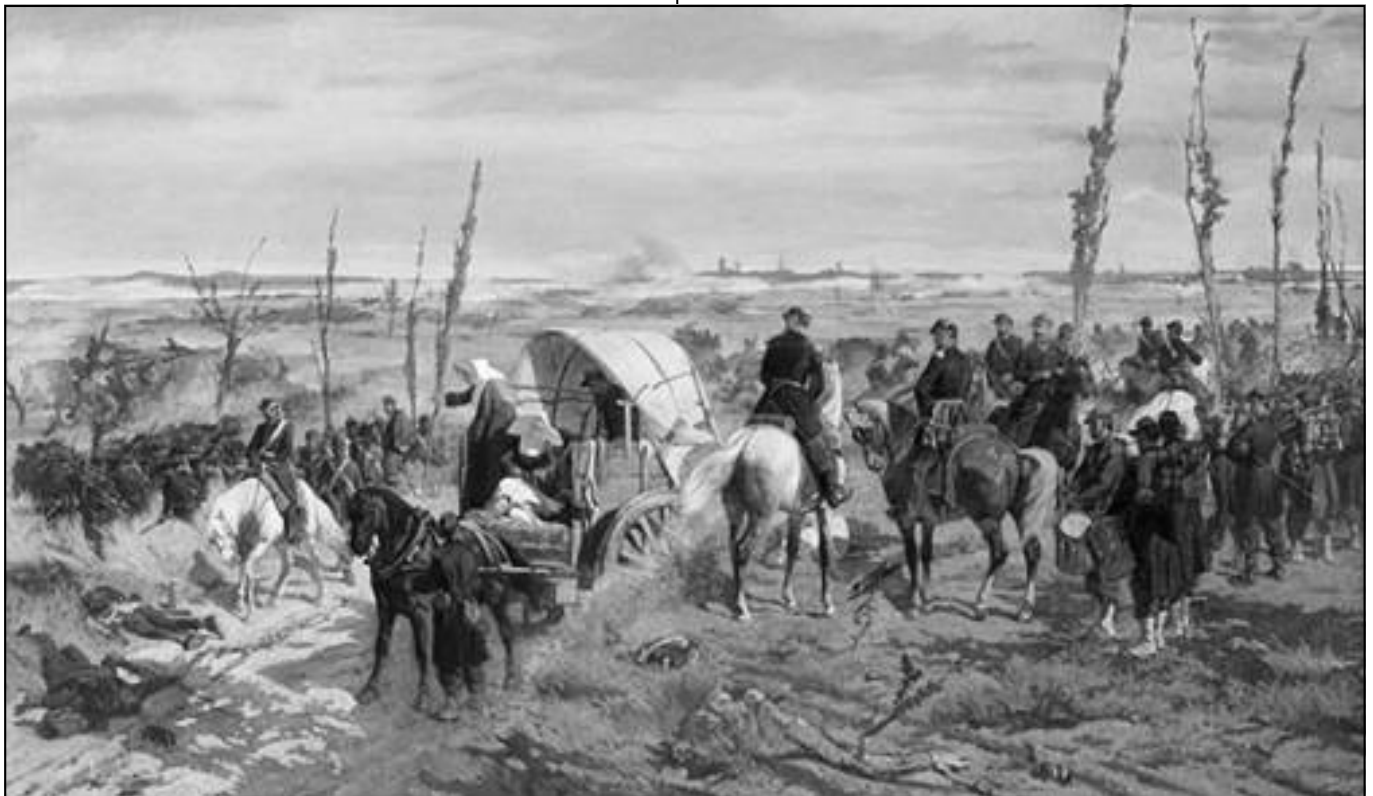
Add the CinC's grade level:

- Energetic +2
- Experienced +1
- Listless +0

The result is the army's critical morale factor. Round up any fractions in the final total.

Each time a subordinate officer's force becomes spent, throw a D6 and deduct the result from the army's critical morale.

Once the factor falls below 0, the army is broken in defeat.



Orders of Battle

Polemos Risorgimento KDA Orders of Battle

The Orders of Battle for **Risorgimento KDA** are presented here for players to use as a resource. They can be used for playing large battles, for use in quick games as the formations are already set out and provided or changing as they fit. The Allied, French & Piedmontese, army had a fairly static order of battle for the campaign and is set out below:

Piedmontese Army May 1859

Army Commander	CinC Victor Emmanuelle
Reserve Artillery	
1st Division	Gen Durando
2nd Division	Gen Fanti
3rd Division	Gen Mollard
4th Division	Gen Cialdini
5th Division	Gen Cucchiari
Cacciatori delle Alpi	Gen Garibaldi
Cavalry Division	Gen Sambuy



French Army May 1859

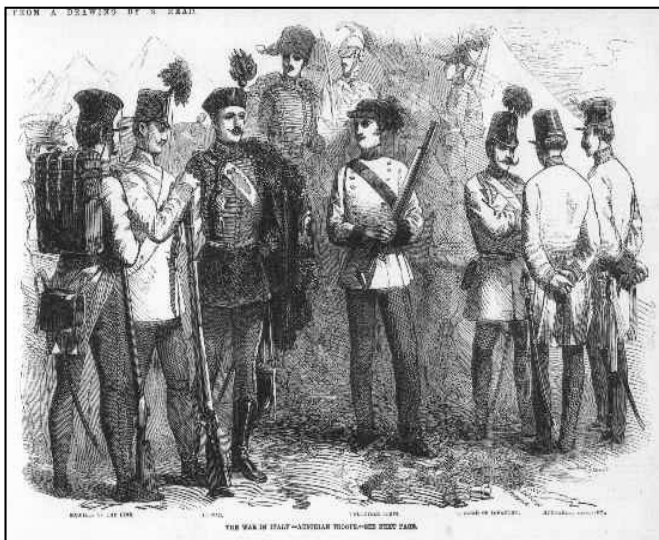
Army Commander	CinC Napoleon III
Reserve Artillery	
Imperial Guard Corps	Gen St Jean-d Angely
1st Corps	Gen Baraguay D'Hilliers
2nd Corps	Gen MacMahon
3rd Corps	Gen Canrobert
4th Corps	Gen Niel
5th Corps	Gen Prince Napoleon

Orders of Battle

The Austrian Army had quite a few additions and changes over May and June. I have only really detailed any quite substantial changes to the OOB's, due to the scale. I have not detailed all of minute changes that occurred throughout the army and movements between organisations.

Austrian 1st Army June 1859 - CinC Kaiser Franz Josef

Mid/Late of June: 1st Army	
Army Commander	CinC Wimpffen
2nd Corps	Gen Liechtenstein
3rd Corps	Gen Schwarzenberg
9th Corps	Gen Schaffgotsche
10th Corps	Gen Wernhardt
11th Corps	Gen Veigl
Reserve Artillery	
Cavalry Division	Gen Zedtwitz



Austrian 2nd Army June 1859

Mid/Late of June: 1st Army	
Army Commander	CinC Schlick
1st Corps	Gen Clam-Gallas
5th Corps	Gen Stadion
7th Corps	Gen Zobel
8th Corps	Gen Benedek
Reserve Artillery	
Cavalry Division	Gen Mensdorff

Orders of Battle



The Piedmontese Army *CinC - Victor Emmanuel II*



CinC - Victor Emmanuel II

Reserve Artillery

2 Bases Reserve Artillery

1st Division - Gen Durando

1st Brigade (Grantieri di Sardegna)

- 2 Bases Veteran, SK2

2nd Brigade (Savoia)

- 2 Bases Veteran, SK2

2nd Division - Gen Fanti

1st Brigade (Piemonte)

- 2 Bases Trained, SK1

2nd Brigade (Aosta)

- 2 Bases Trained, SK0

3rd Division - Gen Mollard

1st Brigade (Cuneo)

- 2 Bases Trained, SK2

2nd Brigade (Pinerolo)

- 2 Bases Trained, SK0

4th Division - Gen Cialdini

1st Brigade (Regina)

- 2 Bases Trained, SK1

2nd Brigade (Savona)

- 2 Bases - Raw, SK0

5th Division - Gen Cucchiari

1st Brigade (Casale)

- 2 Bases Trained, SK0

2nd Brigade (Acqui)

- 2 Bases Trained, SK1

Caccadori delle Alpi - Gen Garibaldi

1 Base Trained, SK2

1 Base Trained, SK0

1 Base Raw, SK0

Cavalry Division - Gen Sambuy

Combined Light Brigade

- 2 Bases Light Horse - Trained

1st Brigade

- 1 Base Heavy Horse - Trained

2nd Brigade

- 1 Base Heavy Horse - Trained

Artillery Assets

3 Bases Field Artillery

2 Bases Reserve Artillery

Note:

Each Piedmontese army will have a **CinC** and **One** nominated **General**. If more than 2 divisions are present it will be **Two** nominated **Generals**





Austrian Second Army CinC - FZM Gyulai



Orders of Battle

Austrian 2nd Army - CinC FZM Gyulai

Reserve Artillery

2 Bases Reserve Artillery

2nd Corps - Gen Leichtenstein

1st Division

1st Brigade - 2 Bases Veteran, SK1
2nd Brigade - 2 Bases Trained, SK0

2nd Division

1st Brigade - 1 Base Veteran, SK1
 - 1 Base Trained, SK0
2nd Brigade - 1 Base Trained, SK2
 - 1 Base Raw, SK0

Corps Assets

Divisional Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

3rd Corps - Gen Schwarzenberg

1st Division

1st Brigade - 1 Base Veteran, SK2
 - 1 Base Trained, SK0
2nd Brigade - 2 Bases Trained, SK1

2nd Division

1st Brigade - 2 Bases Trained, SK2
2nd Brigade - 2 Bases Trained, SK0

Corps Assets

Corp Cavalry - 1 Base Trained, Light Cavalry
Divisional Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

5th Corps - Gen Stadion

1st Division

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 1 Base Trained, SK2
 - 1 Base Trained, SK0
3rd Brigade - 2 Bases Trained, SK1

2nd Division

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 1 Base Trained, SK2
 - 1 Base Raw, SK0

Corps Assets

Corp Cavalry - 1 Base Trained, Light Cavalry
Divisional Artillery - 2 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

7th Corps - Gen Zobel

1st Division

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 2 Bases Trained, SK1

2nd Division

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 2 Bases Trained, Elite, SK1

Corps Assets

Corp Cavalry - 1 Base Trained, Light Cavalry
Divisional Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

8th Corps - Gen Benedek

1st Division

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 1 Base Trained, SK2
 - 1 Base Raw, SK0

2nd Division - Gen Lang

1st Brigade - 2 Bases Trained, SK2
2nd Brigade - 2 Bases Trained, Elite, SK1

Corps Assets

Corp Cavalry - 1 Base Trained, Light Cavalry
Divisional Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

Reserve Division - Gen Urban

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 2 Bases Trained, Elite, SK1
3rd Brigade - 1 Base Trained, SK1
 - 1 Base Trained, Light Cav
 - 1 Base Field Artillery

Cavalry Division - Gen Mensdorff

1st Brigade - 1 Base Trained, Light Cav
2nd Brigade - 1 Base Trained, Heavy Cav
Cavalry Artillery - 1 Base Field Artillery

Orders of Battle



Austrian Second Army *CinC - FZM Gyulai*



Changes to the Order of Battle from the end of May 1859

May end - Additional Corps to 2nd Army:

9th Corps - Gen Schaffgotsche

1st Division

- 1st Brigade - 2 Bases Trained, SK1
- 2nd Brigade - 1 Base Trained, Elite, SK2
 - 1 Base Trained, SK1
- 3rd Brigade - 2 Bases Trained, SK0

2nd Division

- 1st Brigade - 2 Bases Trained, SK1
- 2nd Brigade - 1 Base Trained, Elite, SK2
 - 1 Base Trained, SK1

Corps Assets

- Corp Cavalry - 1 Base Trained, Light Cavalry
- Divisional Artillery - 2 Base Field Artillery
- Corps Artillery - 1 Base Reserve Artillery

Beginning June - Additional Corps to 2nd Army:

1st Corps - Gen Clam-Gallas

1st Division

- 1st Brigade - 2 Bases Trained, Elite, SK1
- 2nd Brigade - 1 Base Trained, Elite, SK2
 - 1 Base Raw, SK0
- 3rd Brigade - 2 Bases Trained, SK1

2nd Division

- 1st Brigade - 2 Bases Trained, SK1
- 2nd Brigade - 1 Base Trained, SK0
 - 1 Base Raw, SK0

Corps Assets

- Corp Cavalry - 1 Base Trained, Light Cavalry
- Divisional Artillery - 2 Base Field Artillery
- Corps Artillery - 1 Base Reserve Artillery

Changes to the Order of Battle from June 1859

At this point the Austrians became 2 forces:

1st Army under **Wimpffen**

2nd Army under **Schlick**

Additional Corps/Units to the 1st Army above:

Reserve Artillery

2 Bases Reserve Artillery

10th Corps - Gen Wernhardt

1st Division

- 1st Brigade - 2 Bases Trained, Elite, SK1
- 2nd Brigade - 1 Base Trained, SK2
 - 1 Base Trained, SK1
- 3rd Brigade - 2 Bases Raw, SK0

2nd Division

- 1st Brigade - 2 Bases Trained, SK1
- 2nd Brigade - 1 Base Trained, SK1
 - 1 Base Trained, SK0

Corps Assets

- Corp Cavalry - 1 Base Trained, Light Cavalry
- Divisional Artillery - 2 Base Field Artillery
- Corps Artillery - 1 Base Reserve Artillery

Additional Corps to 1st Army above:

11th Corps

1st Division - Gen Schwarzel

- 1st Brigade - 2 Bases Trained, SK1
- 2nd Brigade - 1 Base Trained, SK1
 - 1 Base Raw, SK0

2nd Division

- 1st Brigade - 2 Bases Trained, SK2
- 2nd Brigade - 1 Base Trained, SK1
 - 1 Base Raw, SK1
- 3rd Brigade - 2 Bases Raw, SK0

Corps Assets

- Corp Cavalry - 1 Base Trained, Light Cavalry
- Divisional Artillery - 2 Base Field Artillery
- Corps Artillery - 1 Base Reserve Artillery

Cavalry Division

- 1st Brigade - 1 Base Trained, Light Cav
- 2nd Brigade - 1 Base Trained, Heavy Cav
- Cavalry Artillery - 1 Base Field Artillery

Army Generators

When generating your army you must decide on the rough size of the forces that will be involved in the battle.

First decide on the number of subordinate commanders you will have, the number must be within the range given at the start of each list. As a very rough guide the lower number will give you an army of about twenty four bases the higher number in excess of fifty.

Roll for the Grading of the **CinC** and any attached **Generals** as detailed in the army list.

For the Austrian Army you may treat the two army commanders under the **CinC** as wing commanders (**Generals**) with other **Generals** reporting to them.

Once you have rolled for your subordinates, roll again on the tables below, following the sequence outlined to determine the composition of your Army.

Austrian Forces

Die Score	Results	
1 or 2	One of your Generals has decided to take a short cut using an unfamiliar map. Getting hopelessly lost, his command will not reach the battlefield.	Deduct One Subordinate officer
3 or 4	Orders are muddled and two of your General's forces end up marching through each other. They will be late to the Battle.	They will arrive at the battle when each rolls a 4, 5 or 6
5	One of your Generals gets a report of an intact wine cellar and diverts his force to investigate.	He will arrive at the battle when a 3, 4, 5 or 6 is rolled
6	Your army arrives intact.	No effect

Allied Forces

Die Score	Results	
1	One of your Generals has decided to take a short cut using an unfamiliar map. Getting hopelessly lost, his command will not reach the battlefield.	Deduct One Subordinate officer
2 or 3	Orders are muddled and two of your General's forces end up marching through each other. They will be late to the Battle.	They will arrive at the battle when each rolls a 4, 5 or 6
4	One of your Generals gets a report of an intact wine cellar and diverts his force to investigate.	He will arrive at the battle when a 3, 4, 5 or 6 is rolled
5	Your army arrives intact.	No effect.
6	Reinforcements arrive! A General has arrived after getting separated from his army.	You get an allied General added to your army. If you are playing French use the Piedmontese table, if you are playing Piedmontese use the French table to generate this force.

Army Generators



The French Imperial Army of Italy 1859



Grade of CinC (D6)

- 1-3 Listless
- 4-5 Experienced
- 6 Energetic

Generals - Choose - 2 to 5

Grades of General (D6)

- 1-2 Confused
- 3-5 Competent
- 6 Imposing

For Each CinC (D6) for Engineers/Sappers

- 5 or 6 1 Base

Their Commands (D10)

1	2	3	4	5
Cavalry Div	Line Inf Div	Line Corps	Line Corps	Line Corps
6	7	8	9	10
Line Corps	Line Corps	Line Corps	Imp Guard Corps	Reserve Artillery

Note: each option may only be assigned once. If the same number is rolled more than once roll again.

Line Corps - Divisions in Corps (D6)

- 1 1 Infantry Division
- 2 2 Infantry Divisions
- 3 3 Infantry Divisions
- 4 1 Infantry & Corps Cavalry Division
- 5 2 Infantry & Corps Cavalry Division
- 6 3 Infantry & Corps Cavalry Division

For each Line Infantry Division (D6)

- 1-2 1 Brigade
- 3-5 2 Brigades
- 6 3 Brigades

For each Infantry Brigade (D6)

- 1-2 1 Base
- 3-6 2 Bases

For each Infantry Brigade (D6)

- 1-2 SK 0
- 3-5 SK 1
- 6 SK 2

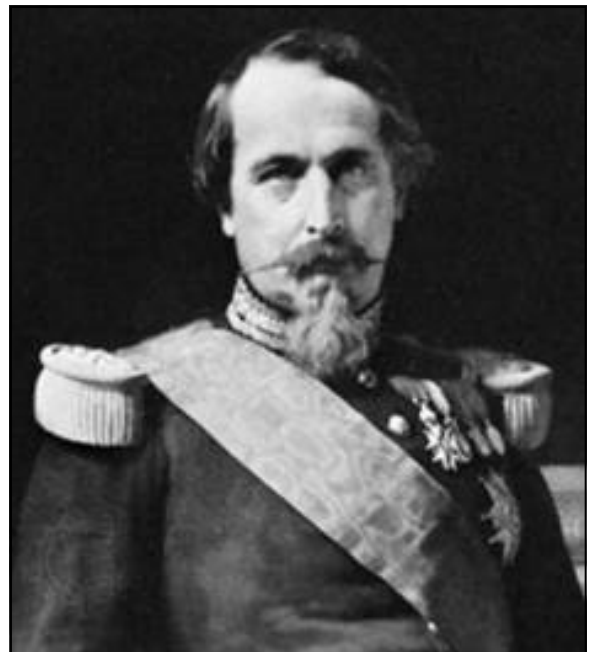
For Each Brigade Class (D6)

- 1-2 Raw
- 3-4 Trained
- 5-6 Veteran

Throw (D6) for each **Division** if 5 or 6 add Elite status to one brigade.

For each Infantry Corps, roll (D6) for Corps Assets (for Guard Corps Artillery +1 to roll)

- 1-2 1 Reserve Artillery Base
- 3-5 1 Reserve & 1 Field Artillery Base
- 6 1 Reserve & 2 Field Artillery Base



Cavalry Division

For each Division (D6)

- 1-2 1 Brigade
- 3-6 2 Brigades

Each Brigade is

- 1 Base Light cavalry

For Class (D6)

- 1 Raw
- 3-4 Trained
- 5-6 Veteran

Throw (D6) for each Brigade if 6 add Elite status to one base.



The French Imperial Army of Italy 1859



Imperial Guard Corps

Divisions in Guard Corps (D6)

- 1-2 1 Divisions
- 3-6 2 Divisions

For Each **Guard Infantry Division** (D6)

- 1-2 1 Brigade
- 3-6 2 Brigades

For Each **Guard Infantry Brigade** (D6)

- 1 Base
- 3-6 2 Bases

(All Guard Bases are, Veteran SK2)

Throw (D6) for each **Division** if 5 or 6 add Elite status to one brigade.

Throw (D6) for each **Division** if 5 to 6 downgrade one brigade to SK1.

Guard Cavalry (D6) if

- 4-6 Guard Cavalry Division is present

For the **Guard Cavalry Division** Roll (D6)

- 1-2 1 Light Brigade
- 3-4 1 Light & 1 Heavy Brigade
- 5-6 2 Light & 1 Heavy Brigade

Each **Guard Cavalry Brigade** is

- 1 Base of Cavalry and is Veteran

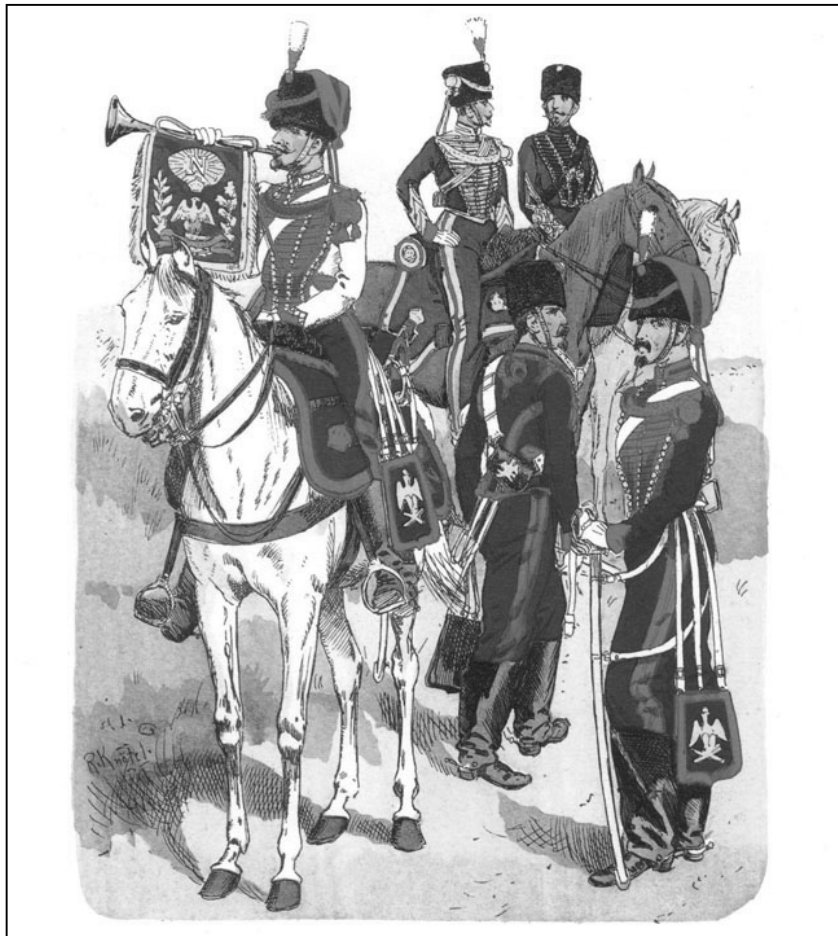
Throw (D6)

For each **Guard Cavalry Division** if

- 4-6 add Elite status to one brigade

Reserve Artillery (D6) for each **CinC** if a 3 to 6 is rolled, roll (D6) for Artillery Bases.

- 1-2 1 x Field Artillery
- 3-4 1 x Reserve Artillery
- 5-6 1 x Reserve & 1 x Field Artillery



Army Generators



The Piedmontese Army 1859



Grade of CinC (D6)

- 1-3 Listless
- 4-5 Experienced
- 6 Energetic

Generals - Choose 2 or 4

Grades of General (D6)

- 1-3 Confused
- 4-5 Competent
- 6 Imposing

For Each CinC (D6) for Engineers/Sappers

- 5 or 6 1 Base

Their Commands (D6)

1	2	3	4	5	6
Cavalry Div	Line Div	Line Div	Line Div	Grenadier Div	Reserve Art

Note: each option may only be assigned once. If the same number is rolled more than once roll again.

Throw (D6) for each **Division** if 3 to 6 make one division the Cacciatori delle Alpi and roll as per line div. Once successfully rolled this option may not be rolled for again.

For Each **Line Division** (D6)

- 1-2 1 Brigade
- 3-6 2 Brigades

For **Infantry** per **Brigade** (D6)

- 1-2 1 Base
- 3-5 2 Bases

For each Infantry **Brigade** (D6)

(For the Cacciatori delle Alpi +2 to dice)

- 1-2 SK 0
- 3-4 SK 1
- 5-6 SK 2

For each Brigade Class (D6)

(For the Grenadier Div +2 to dice, for the Cacciatori delle Alpi +1 to dice)

- 1-2 Raw
- 3-4 Trained
- 5-6 Veteran

Throw (D6) for each **Division** if 5 or 6 add Elite status to one brigade.

Throw (D6) for each **Division** if 4 to 6 add one Trained Light Cavalry Base

Cavalry Division (D6) for Brigades

- 1-2 1 Brigades
- 3-6 2 Brigades

Cavalry Brigade Type (D6)

- 1-2 1 Light Cavalry Base
- 3-4 1 Heavy Cavalry Bases
- 5-6 1 Heavy & 1 Light Cavalry Base

Throw D6 for class of **Base**

- 1-2 Raw
- 3-5 Trained
- 6 Veteran

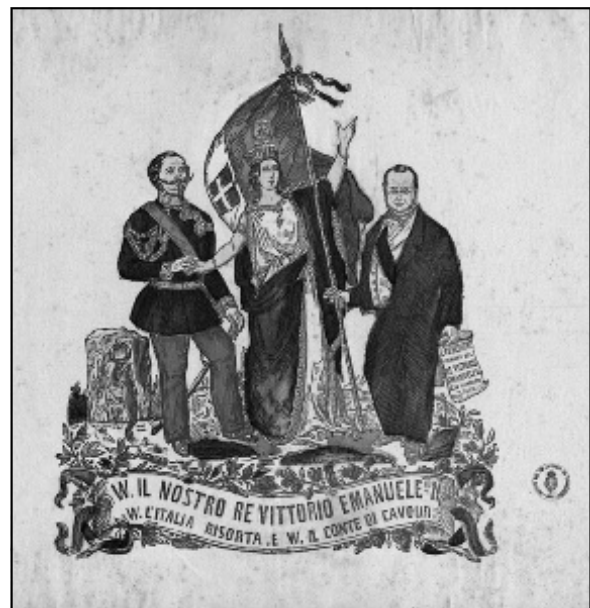
Throw (D6) for each **Cavalry Division** if 5 or 6 add **Elite** status to one Brigade

Divisional Artillery (D6) for all **Divisions**

- 1-3 1 x Field Artillery Base

Reserve Artillery (D6) for Artillery.

- 1-2 1 x Field Artillery
- 3-5 1 x Field & 1 x Reserve Artillery
- 6 2 x Reserve Artillery



Army Generators



The Austrian Army May 1859



CinC

Grade of **CinC** (D6)

- 1-3 Listless
- 4-6 Experienced

Generals - Choose - 3 to 5

Grades of **General** (D6)

- 1-3 Confused
- 4-5 Confident
- 6 Imposing

For CinC (D6) for Engineers/Sappers

- 5 or 6 1 Base

Their Commands (D10)

1	2	3	4	5
Cavalry Div	Reserve Div	Line Corps	Line Corps	Line Corps
6	7	8	9	0
Line Corps	Line Corps	Line Corps	Line Corps	Reserve Artillery

Note: each option may only be assigned once. If the same number is rolled more than once roll again.

Line Corps - Divisions in Corps (D6)

- 1-2 1 Infantry Division
- 3-5 2 Infantry Divisions
- 6 3 Infantry Divisions

For each **Line Infantry Division** (D6)

- 1 1 Brigade
- 3-5 2 Brigades
- 6 3 Brigades

For each Infantry **Brigade** (D6)

- 1 1 Base
- 2-6 2 Bases

For each Infantry **Brigade** (D6)

- 1-2 SK 0
- 3-5 SK 1
- 6 SK 2

For Each **Brigade** Class (D6)

- 1-2 Raw
- 3-5 Trained
- 6 Veteran

Throw (D6) for each **Division** if 5 or 6 add Elite status to one brigade.

Throw (D6) for each **Division** if 4 or 6 add 1 Field Artillery Base

Corps Assets (D6) for each **Corps**

- 1 No Corps Assets
- 2-3 1 x Field Artillery Base
- 4-5 1 x Reserve Artillery Base
- 6 1 x Reserve & 1 Field Artillery Bases

Throw (D6) for each **Corps** if 4 to 6 add

1 Trained Light Cavalry Base to the **Corps Assets**

Cavalry Division Type (D6)

- 1 1 Brigade Light Cavalry
- 2-3 1 Brigade Heavy Cavalry
- 4-6 1 Brigade Heavy & 1 Light Cavalry

Cavalry Brigades Class

All are bases are Trained

Throw (D6) for each **Cavalry Brigade** if 6 add **Elite** status to one base

Throw (D6) for each **Cavalry Brigade** if 5 or 6 add 1 x Field Artillery Base

Reserve Division (D6)

- 1 2 Infantry Base
- 2 3 Infantry Bases
- 3 4 Infantry Bases
- 4 4 Inf & 1 Trained Lt Cav Base
- 5 3 Inf, 1 TrLt Cav & 1 Field Art Base
- 6 2 Inf, 1 TrLt Cav & 1 Field Art Base

Reserve Artillery (D6) for each **CinC** if a 3 to 6 is rolled, roll (D6) for Artillery Bases.

- 1 1 x Field Artillery
- 2-3 1 x Reserve Artillery
- 4-6 2 x Reserve Artillery

Scenario – The Battle of Magenta, 1859

The Flank March Continues - The Battle of Magenta 4th June, 1859.

Historical Situation

Neither commander, Napoleon the III or FZM Graf Gyulai, expected a battle to be fought on the day. Napoleon thought that the Austrians would not have sufficient troops in place to stop any Allied advance, so the Allies sole aim was to get troops across the Ticino by June 4th and move closer to Milan.

The French Imperial Guard, II and III corps with the Piedmontese following up closely positioned themselves on the east bank of the river facing south. This would be facing the direction the Austrians were expected to come from, if any. The two others, I and IV French corps were on the west bank facing south protecting the allies' lines of communication.

The Austrians were expecting a rest day to redeploy their forces and the allies were to settle into their new positions. Magenta therefore proved to be a battle of encounter; it was, as a matter of fact, a complete surprise to both commanders and only a small portion of each force took actually part. The Austrians faced the Allies with the II Corps, a large portion of the I Corps, part of VII Corps and a cavalry division. Other Austrian units were within the sound of the guns however FMZ Gyulai's army was so disorganised, that they just could not respond quickly enough. The Allies needed to take Magenta by the evening or face overwhelming odds the following day.

Terrain

The terrain is very flat and open with the area being covered by grassland, vineyards, crops and fruit trees. The woods were light with the main obstacle being the Naviglio Grande Canal that is deep and wide with steep overgrown banks and is impassable except at bridges.

Terrain Effects

Road

- Reduces very steep slope to steep. Steep slope to gentle.
- Ignore terrain effect of marsh, woods, enclosures if in formation 1BW wide.

Towns & Villages:

- May only be negotiated by columns 1BW wide, moving at 1BW per turn.
- Counts as level 2 obstacle to units in combat.
- Obstacle level 2 to fire.

Woods

- All movement reduced to 1BW.
- Infantry ignore +1 for attacking.
- Cavalry may not attack.

Rivers, Lakes and Canals

- Impassable except by bridge or ford.
- One unit per game turn may negotiate a bridge or ford.
- All Troops count shaken if attacking across a bridge or ford.

Magenta is 4 bases in size all others are 1 base in size.

The map represents an approximate area of 7km by 9km and is about 14BW's across by 18BW's in depth

Objectives

- The Allies have the tempo in the first turn this means that there will be no tempo bidding. The Allied, Piedmontese & French objective is to take and hold Magenta.
- The Austrian objective is to prevent the taking and holding Magenta.
- The game starts at 1:00pm and has turns of approx 20minutes and ends at 8:00pm.

Arrivals

All units not marked as "on board" arrive as stated.

Historical Outcome

During the battle the Austrians suffered over 5,000 killed or wounded in action, with the captured total reaching 4,500. The Allied total reached almost 5000 casualties in achieving the battle. The Battle of Magenta was being claimed as a great victory in France, so much so it even had a colour named after it.

General MacMahon was made the Duke of Magenta and both he de Saint-Jean-d'Angély of the Imperial Guard were both made marshals of France. Winning the Battle of Magenta had cleared road to Milan where the allies entered the city on the 8th of June.

Scenario – The Battle of Magenta, 1859

Army of Italy - CinC Napoleon III

(On board - With 1st Guard Division)

Reserve Artillery (On board – With 1st Guard Division)

1 Base Reserve Artillery

Guard Corps - Gen St Jean-d Angely

(On board - With 1st Guard Division)

1st Division

(On board - App Ponte Nuovo & Buffalora)

1st Brigade - 1 Base Veteran, SK2
2nd Brigade - 2 Bases Veteran, SK1

2nd Division (Enters Point A - 13:20pm)

1st Brigade - 2 Bases Veteran, SK2
2nd Brigade - 2 Bases Veteran, SK2

Guard Cavalry Division (Enters Point A - 13:40pm)

1st Brigade - 1 Base Veteran, Elite, Hvy Cav
2nd Brigade - 1 Base Veteran, Heavy Cav
3rd Brigade - 1 Base Veteran, Light Cav

Corps Assets (Enters Point A - 13:20pm)

Division Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

2nd Corps - Gen MacMahon

(On Board - With 1st Div)

1st Division (On board - Approaching Casate)

1st Brigade - 2 Bases Veteran, SK1
2nd Brigade - 2 Bases Trained, SK1

2nd Division (Enters Point C - 13:20pm)

1st Brigade - 2 Bases Trained, SK1
2nd Brigade - 3 Bases Veteran, SK1

Corps Cavalry Brigade (Enters Point B - 13:40pm)

1st Brigade - 1 Base Trained, Light Cav

Corps Assets (Enters Point C - 14:00pm)

Division Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

3rd Corps - Gen Canrobert (With 1st Div)

1st Division (Enters Point A - 1st Bgde 14:00pm)

(Enters Point A - 2nd Bgde 16:40pm)

1st Brigade - 2 Bases Trained, SK1
2nd Brigade - 2 Bases Raw, SK1

2nd Division (Enters Point A - 2nd Bgde 18:40pm)

1st Brigade - 2 Bases Trained, SK1
Attached Artillery - 1 Base Field Artillery

4th Corps - Gen Niel (With 2nd Div)

2nd Division (Enters Point A - 1st Bgde 14:40pm)

1st Brigade - 2 Bases Trained, SK2
2nd Brigade - 2 Bases Trained, SK1
Attached Art - 1 Base Field Artillery

Piedmontese - Gen Fanti (With 2nd Div)

2nd Division (Enters Point C - 1st Bgde 18:20pm)

Bgde Piemonte - 2 Bases Trained, SK1
Bgde Aosta - 2 Bases Trained, SK0
Attached Art - 1 Base Field Artillery

Elements Austrian Second Army -

CinC FZM Guyali (On board Magenta)

1st Corps - Gen Clam-Gallas

(On board Magenta)

1st Division (On board Ponte Nuovo)

1st Brigade - 2 Bases Trained, Elite, SK1
- 1 Base Reserve Artillery

2nd Division (On board Magenta)

2nd Brigade - 1 Base Trained, Elite, SK2
- 1 Base Raw, SK0

2nd Corps - Gen Leichtenstein (On board Magenta)

1st Division (On board Magenta)

1st Brigade - 2 Bases Veteran, SK1
2nd Brigade - 2 Bases Trained, SK0

2nd Division (On board 1st Bgde - Buffalora)

(On board 2nd Bgde - Robecco)

1st Brigade - 1 Base Veteran, SK1
- 1 Base Trained, SK0

2nd Brigade - 1 Base Trained, SK1
- 1 Base Raw, SK0

Corps Assets (On board - Buffalora)

Division Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

3rd Corps - Gen Schwarzenberg

(Enters Point F - 15:20pm - 1 Division per turn followed by
Corps Assets)

1st Division

1st Brigade - 1 Base Veteran, SK2
- 1 Base Trained, SK0
2nd Brigade - 2 Bases Trained, SK1

2nd Division

1st Brigade - 2 Bases Trained, SK2
2nd Brigade - 2 Bases Trained, SK0
- 1 Base Trained, Lt Cav

Corps Assets

Division Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

5th Corps - Gen Stadion

(Enters Point F - 18:20pm)

1st Brigade - 2 Bases Trained, SK0

7th Corps - Gen Zobel

(Enters Point E - 13:40pm)

1st Division (Enters Point E - 13:40pm)

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 2 Bases Trained, SK1

2nd Division (Enters Point D - 15:20pm)

1st Brigade - 2 Bases Trained, SK0
2nd Brigade - 2 Bases Trained, Elite, SK1

Corps Assets (Enters Point E - 13:40pm)

Corp Cavalry - 1 Base Trained, Light Cavalry
Division Artillery - 1 Base Field Artillery
Corps Artillery - 1 Base Reserve Artillery

