



**POLEMOS**

# Fratelli d'Italia

A supplement for converting Polemos  
Commandant de Bataille FPW rules for the Italian  
Wars of Unification

Peter Riley





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### A supplement for converting Polemos Commandant de Bataille FPW rules for 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](http://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>

## **Fratelli d'Italia**

**Introduction** ii

### **Part One – Setting up the Game**

Troop Types 4

### **Part Two – Playing the Game**

Tempo Bidding 5

Bombardment Tables 5

Move Distance Table 6

Firing Range Table 6

Firing Procedure Modifiers Table 6

Close Combat Attacks Table 7

Pursuit Modifiers Table 7

Army Morale 7

### **Part Three – Orders of Battle**

Piedmont & French Army Commands 8

Austrian Army Commands 9

French Army of Italy - OOB 10

Piedmont Army - OOB 13

Austrian Second Army - OOB 14

### **Part Four – Army Generators**

Army Generators 19

French Army 20

Piedmont Army 21

Austrian Army 22

### **Part Five – Scenario**

The Battle of Palestro - 1859 23

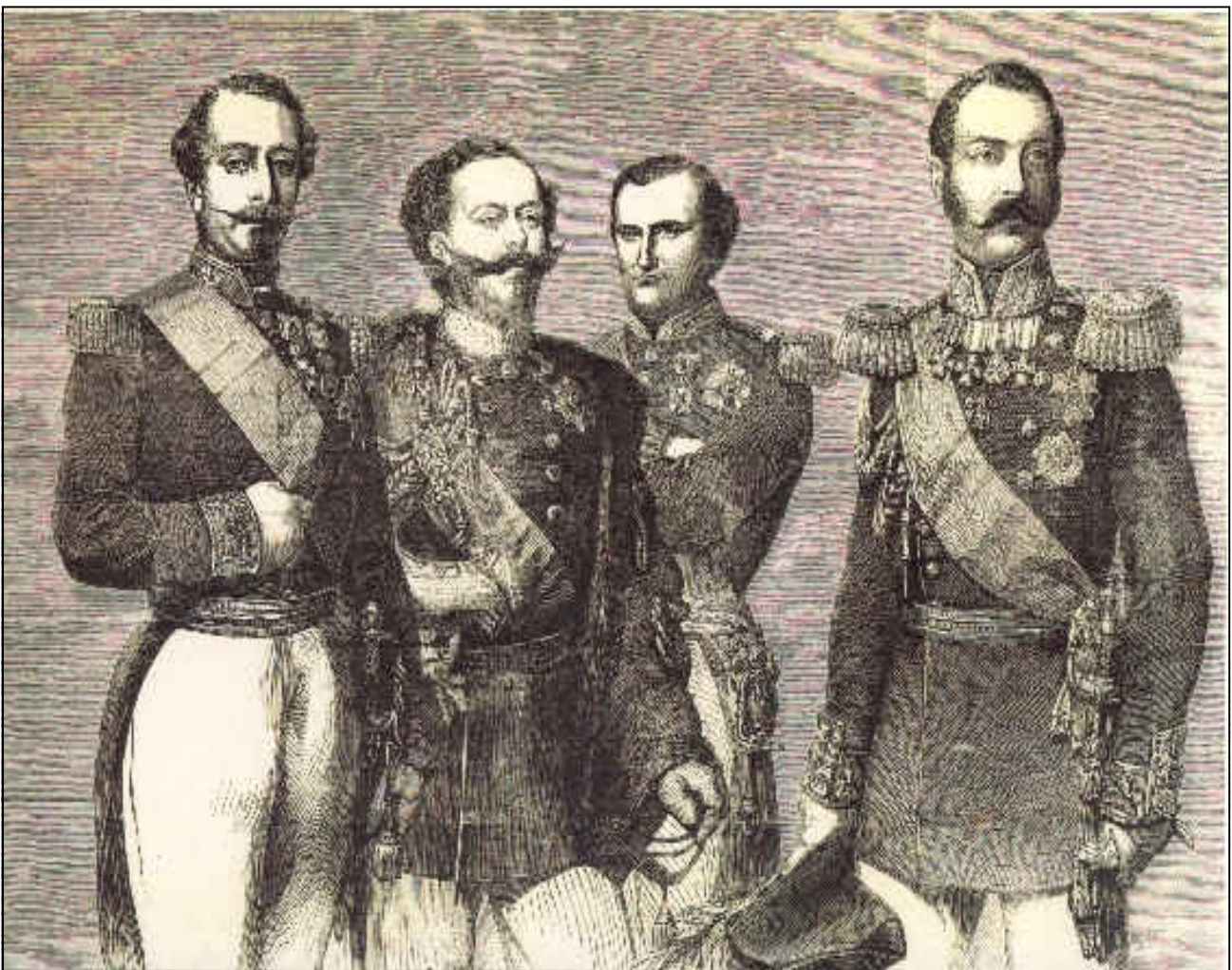
## Introduction

The Risorgimento of 1859 actually 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, the Prime Minister that the French would aid Piedmont in the face of any Austrian moves against them.

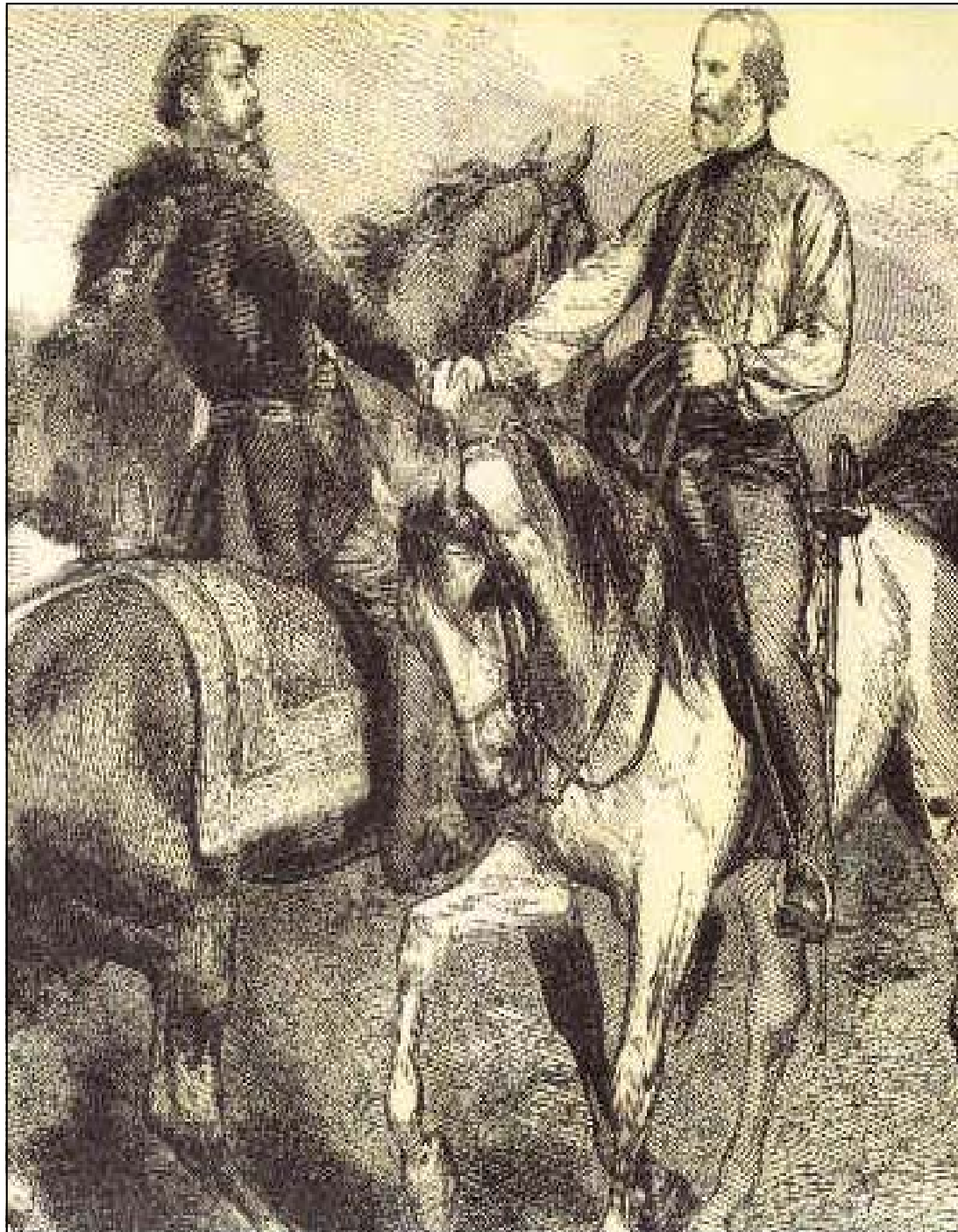
So in 1859, the Italians, having secured the support of Napoleon III of France, began provoking Austria into war it was not prepared for. The Austrians reacted as planned the Emperor Francis Joseph declared war. By April 23rd 1859 an ultimatum was delivered wanting the complete demobilization of Piedmontese 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 its Imperial Guard and its experienced African foreign service troops totalling to about 28% of its 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 its compact size, belief and smoothbore muskets adding to a healthy mix of type and experience for some interesting games.



**Polemos Risorgimento**  
**Fratelli d'Italia**





# Setting up the game

## Troop types

**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 units** 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.

# 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 TP 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 TP 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 (CDB p.10)

If an unmodified dice roll of 2 occurs for any artillery firing this result is an automatic **BS** result and it is immediately applied to the firers.

Maximum ranges are:	
12 pdr MLR, 4pdr MLR	10 BW
15cm SB How	7 BW
12pdr SB, 18pdr SB, 16pdr SB	10 BW
Rocket	8 BW
6pdr SB, 7pdr SB How, 8pdr SB	7 BW

Otherwise add or subtract the following Bombardment Modifiers:

Firer behind target's flank	+2
Each further base in line of sight and in base contact behind target (up 2 additional bases)	+1
For each additional base firing	+1
12pdr, 18pdr or 16pdr bases firing or in firing group	+1
Firer is French artillery	+1
Any Rocket bases Firing	-1
Artillery standing on rough ground or marsh	-1
Artillery is shaken	-1
Target behind level 1 obstacle	-1
Target behind level 2 obstacle	-2
Target behind level 3 obstacle	-3

Bombardment Results read resulting total off following table:

Score	2 or less	3-4	5-7	8-10	Over 10
Result	<b>BS</b>	<b>BCF</b>	<b>BNE</b>	<b>TBS</b>	<b>TSF</b>

### Bombardment Definitions

**BS = Bombarding Shaken (BS)** - bombarding base(s) take one level of shaken. Bombarding bases will not fire in next bombardment phase or give support in this turn. All units **must** limber up and move back one full move.

**BCF = Bombarding Cease Firing (BCF)** - bombarding base(s) will not fire in next bombardment phase or give support in this turn.

**BNE = Bombardment No Effect (BNE).**

**TBS = Target Base Shaken (TBS)** - target base takes one shaken level.

**TSF = Target Shaken & Fall Back (TSF)** - target base, plus any base behind and in contact with it, take one shaken level and fall back 1BW.

# Movement and Firing

## Move Distances (CdB - Page 14)

Troop type	Normal move	Attack move
Generals	4 BW	-
Infantry formation 1 BW wide	3 BW	4 BW
Infantry formation more than 1BW wide	2 BW	3 BW
Light cavalry	4 BW	5 BW
Heavy cavalry	3 BW	4 BW
All Artillery & Rockets	3 BW	-

Note: Rocket Bases are treated as Artillery in all respects.

## Firing (CdB - Page 16)

### Range Table

Units	Point Blank	Close Range	Long Range
French and Bersaglieri*	Contact to 1BW	Over 1BW to 3BW	Over 3BW to 4BW
Austrian	Contact to 1BW	Over 1BW to 2BW	Over 2BW to 3BW
Piedmontese	Contact	Over 'Contact' to 1BW	Over 1BW to 2BW

\* Piedmontese Bersaglieri units were armed with the minie rifle the same as the French units.

## Firing Procedure

Firing Modifiers	
Point blank range	+2 to firer
Firer behind target's flank	+2
First time firing	+1 to firer
Veteran troops	+1
Supporting artillery (if 12pdr, 18pdr or 16pdr)	+1
Raw troops	-1
Each shaken level	-1
Long range	-1 (-2 if Smoothbore Musket)
Target behind/in level 1 obstacle	-1
Target behind/in level 2 or 3 obstacle	-2 (Infantry Fire Only)





# Tempo, Bombardment & Morale

## Close Combat Attacks (CdB - Page 19)

Attack Modifiers			
Both Sides			
Veteran Unit	+2	Supporting Units (up to +2)	+1
Cavalry Heavier than Opposing Cavalry	+2	One or Both Secure Flanks	+1
Uphill of Enemy	+2	Austrian or Piedmontese Grenadiers	+1
CinC in base contact with unit	+2	All Austrian Units	-1
General in base contact with unit	+1	Attacking Units have Gone to ground	-1
Supported by Cavalry and Infantry	+1	Shaken	-2
Elite Unit	+1	Cavalry Attacking Infantry	-2
Any French Guard, Foreign Service or Light Units	+1	Raw Unit	-2
Defender Only		Attacker Only	
Supported by Unlimbered Artillery	+2	Cavalry Pursuing	+2
Cavalry within 1BW of at start of move	-1	Supported by Unlimbered Artillery	+1
Defender intends to fire at close range	-1	Cavalry Charging	+1
Defender intends to fire at point blank range	-2	Defender behind level 1 linear obstacle	-1
Flank attack from outside 1BW	-2	Attacking Unlimbered Artillery Behind Obstacle	-2
Flank attack from inside 1BW	-3	Defender behind level 2 linear obstacle	-2
		Defender behind level 3 linear obstacle	-3

Note: Foreign Service: Zouaves, Chasseurs d'Afrique, Tirailleurs Algerians or Foreign Legion

## Pursuit Modifiers (CdB -Page 21)

Pursuit Modifiers:			
Raw Troops	+2	Elite Troops	+1
In contact with	+2	Pursued	-1
French Foreign Service Troops	+2	Unbroken enemy within 2BW	-1
Cavalry	+1	Unbroken enemy within 2BW	-2
Shaken Troops	+1	Gone to ground	-2
First Melee	+1	following modifier is at the player's discretion	
Veteran Troops	-1	General or CinC with unit	+/-2

## Army Morale (CdB - 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.

The result is the army's **critical morale factor**. 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 CdB Orders of Battle

The Orders of Battle for **Risorgimento CdB** 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	<b>CinC Victor Emmanuelle</b>
Reserve Artillery	
1st Division	<b>Gen Durando</b>
2nd Division	<b>Gen Fanti</b>
3rd Division	<b>Gen Mollard</b>
4th Division	<b>Gen Cialdini</b>
5th Division	<b>Gen Cucchiari</b>
Cacciatori delle Alpi	<b>Gen Garibaldi</b>
Cavalry Division	<b>Gen Sambuy</b>



### French Army May 1859

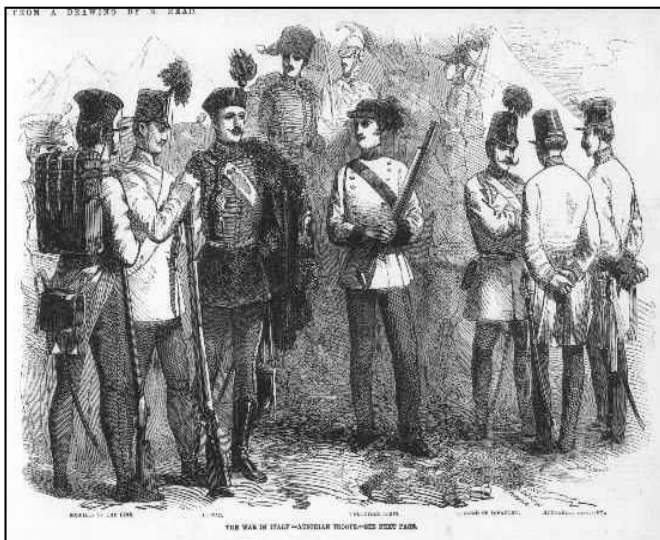
Army Commander	<b>CinC Napoleon III</b>
Reserve Artillery	
Imperial Guard Corps	<b>Gen St Jean-d Angely</b>
1st Corps	<b>Gen Baraguay D'Hilliers</b>
2nd Corps	<b>Gen MacMahon</b>
3rd Corps	<b>Gen Canrobert</b>
4th Corps	<b>Gen Niel</b>
5th Corps	<b>Gen Prince Napoleon</b>

# 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 1<sup>st</sup> Army June 1859 - CinC Kaiser Franz Josef

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



## Austrian 2<sup>nd</sup> Army June 1859

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

# Orders of Battle



## *French Army of Italy* **CinC - Napoleon III**



### **Reserve Artillery**

2 Base 12pdr SB - Veteran  
1 Base 12pdr MLR - Veteran

### *Guard Corps - Gen St-Jean-d'Angely*

#### **1st Division - Gen Mellinet**

##### **1st Brigade**

2 Bases Guard Zouaves - Veteran Elite, SK2  
3 Bases 1st Grenadiers - Veteran, SK1

##### **2nd Brigade**

3 Bases 2nd Grenadiers - Veteran, SK1  
3 Bases 3rd Grenadiers - Veteran, SK1

##### **Divisional Artillery**

1 Base, 4pdr MLR - Veteran

#### **2nd Division - Gen Camou**

##### **1st Brigade**

1 Base Chasseurs a Pied - Veteran Elite, SK2  
3 Bases 1st Voltigeurs - Veteran, SK1  
3 Bases 2nd Voltigeurs - Veteran, SK1

##### **2nd Brigade**

3 Bases 3rd Voltigeurs - Veteran, SK1  
3 Bases 4th Voltigeurs - Veteran, SK1

##### **Divisional Artillery**

1 Base 4pdr MLR - Veteran

#### **Guard Cavalry Division - Gen Morris**

##### **1st Brigade**

1 Base 1st Cuirassiers - Veteran, Lt, Hvy Cav  
1 Base 2nd Cuirassiers - Veteran, Lt, Hvy Cav

##### **2nd Brigade**

1 Base Empress Dragoons - Veteran, Hvy Cav  
1 Base Lancers - Veteran, Light Cavalry

##### **3rd Brigade**

1 Base Chasseurs a Cheval, Veteran, Lt Cav  
1 Base Guides, Veteran, Light Cavalry

##### **Divisional Artillery**

1 Base 4pdr MLR - Veteran

#### **Guard Corps Artillery**

1 Base 4pdr MLR - Veteran

### *1st Corps - Gen Baraguay D'Hilliers*

#### **1st Division - Gen Forey**

##### **1st Brigade**

1 Base 17th Chasseurs a Pied - Trained, SK2  
3 Bases 74th Infantry - Trained, SK1  
3 Bases 84th Infantry - Trained, SK1

##### **2nd Brigade**

3 Bases 91st Infantry - Trained, SK1  
3 Bases 98th Infantry - Trained, SK0

##### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

#### **2nd Division - Gen Ladmirault**

##### **1st Brigade**

1 Base 10th Chasseurs a Pied - Trained, SK2  
3 Bases 15th Infantry - Trained, SK1  
3 Bases 21st Infantry - Trained, SK0

##### **2nd Brigade**

3 Bases 61st Infantry - Trained, SK1  
3 Bases 100th Infantry - Trained, SK0

##### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

#### **3rd Division - Gen Bazaine**

##### **1st Brigade**

1 Base Zouaves - Veteran, SK2  
3 Bases 33rd Infantry - Trained, SK1  
3 Bases 34th Infantry - Trained, SK0

##### **2nd Brigade**

3 Bases 37th Infantry - Trained, SK1  
3 Bases 78th Infantry - Trained, SK0

##### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

#### **Corps Cavalry Division - Gen Desvaux**

##### **1st Brigade**

1 Base 5th Hussars  
1 Base 1st Chasseurs d'Afrique, Veteran, Lt Cav

##### **2nd Brigade**

1 Base 2nd Chasseurs d'Afrique, Veteran, Lt Cav  
1 Base 3rd Chasseurs d'Afrique, Veteran, Lt Cav

##### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

#### **Corps Artillery**

2 Bases, 4pdr MLR - Trained



## *French Army of Italy* **CinC - Napoleon III**



### *2<sup>nd</sup> Corps - Gen MacMahon*

#### **1<sup>st</sup> Division - Gen Motterouge**

##### **1<sup>st</sup> Brigade**

3 Base 1<sup>st</sup> Tirailleurs Algerians - Veteran, SK2  
3 Bases 45<sup>th</sup> Infantry - Trained, SK1

##### **2<sup>nd</sup> Brigade**

3 Bases 65<sup>th</sup> Infantry - Trained, SK1  
3 Bases 70<sup>th</sup> Infantry - Trained, SK0

#### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

### **2<sup>nd</sup> Division - Gen Decaen**

#### **1<sup>st</sup> Brigade**

1 Base 11<sup>th</sup> Chasseurs a Pied - Trained, SK2  
3 Bases 71<sup>st</sup> Infantry - Trained, SK1  
3 Bases 72<sup>nd</sup> Infantry - Trained, SK1

#### **2<sup>nd</sup> Brigade**

3 Bases 2<sup>nd</sup> Zouaves - Veteran, SK2  
2 Bases 1<sup>st</sup> Foreign Legion - Veteran, SK1  
3 Bases 2<sup>nd</sup> Foreign Legion - Veteran, SK1

#### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

### **Corps Cavalry Brigade - Gen de Villaine**

#### **1<sup>st</sup> Brigade**

1 Base 4<sup>th</sup> Chasseurs a Cheval, Trnd, Lt Cav  
1 Base 7<sup>th</sup> Chasseurs a Cheval, Trnd, Lt Cav

#### **Corps Artillery**

2 Bases, 12pdr SB - Trained

### *3<sup>rd</sup> Corps - Gen Canrobert*

#### **1<sup>st</sup> Division - Gen Renault**

##### **1<sup>st</sup> Brigade**

1 Base 8<sup>th</sup> Chasseurs a Pied - Trained, SK2  
3 Bases 23<sup>rd</sup> Infantry - Trained, SK1  
3 Bases 90<sup>th</sup> Infantry - Trained, SK0

##### **2<sup>nd</sup> Brigade**

3 Bases 41<sup>st</sup> Infantry - Trained, SK0  
3 Bases 56<sup>th</sup> Infantry - Raw, SK0

#### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

### **2<sup>nd</sup> Division - Gen Trochu**

#### **1<sup>st</sup> Brigade**

1 Base 19<sup>th</sup> Chasseurs a Pied - Trained, SK2  
3 Bases 43<sup>rd</sup> Infantry - Trained, SK1  
3 Bases 44<sup>th</sup> Infantry - Trained, SK1

#### **2<sup>nd</sup> Brigade**

3 Bases 64<sup>th</sup> Infantry - Trained, SK0  
3 Bases 88<sup>th</sup> Infantry - Raw, SK0

#### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

### **3<sup>rd</sup> Division - Gen Bourbaki**

#### **1<sup>st</sup> Brigade**

1 Base 18<sup>th</sup> Chasseurs a Pied - Trained, SK2  
3 Bases 11<sup>th</sup> Infantry - Trained, SK1  
3 Bases 14<sup>th</sup> Infantry - Trained, SK1

#### **2<sup>nd</sup> Brigade**

3 Bases 46<sup>th</sup> Infantry - Trained, SK1  
3 Bases 59<sup>th</sup> Infantry - Raw, SK1

#### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

### **Corps Cavalry Div - Gen Partouaux**

#### **1<sup>st</sup> Brigade**

1 Base 2<sup>nd</sup> Hussars - Trained, Light Cavalry  
1 Base 7<sup>th</sup> Hussars - Trained, Light Cavalry

#### **2<sup>nd</sup> Brigade**

1 Base 1<sup>st</sup> Lancers - Trained, Light Cavalry  
1 Base 4<sup>th</sup> Lancers - Trained, Light Cavalry

#### **Divisional Artillery**

1 Base, 4pdr MLR - Trained

#### **Corps Artillery**

2 Bases, 12pdr SB - Trained

# Orders of Battle



## French Army of Italy *CinC - Napoleon III*



### *4th Corps - Gen Niel*

#### **1st Division - Gen Luzy**

##### **1st Brigade**

- 1 Base 5<sup>th</sup> Chasseurs a Pied - Trained, SK2
- 3 Bases 30<sup>th</sup> Infantry - Trained, SK1
- 3 Bases 49<sup>th</sup> Infantry - Trained, SK1

##### **2nd Brigade**

- 3 Bases 6<sup>th</sup> Infantry - Trained, SK1
- 3 Bases 8<sup>th</sup> Infantry - Raw, SK0

#### **Divisional Artillery**

- 1 Base, 4pdr MLR - Trained

#### **2nd Division - Gen Vinoy**

##### **1st Brigade**

- 1 Base 6<sup>th</sup> Chasseurs a Pied - Trained, SK2
- 3 Bases 52<sup>nd</sup> Infantry - Trained, SK1
- 3 Bases 73<sup>rd</sup> Infantry - Trained, SK1

##### **2nd Brigade**

- 3 Bases 85<sup>th</sup> Infantry - Trained, SK1
- 3 Bases 86<sup>th</sup> Infantry - Trained, SK0

#### **Divisional Artillery**

- 1 Base, 4pdr MLR - Trained

#### **3rd Division - Gen Faily**

##### **1st Brigade**

- 1 Base 15<sup>th</sup> Chasseurs a Pied - Trained, SK2
- 3 Bases 2<sup>nd</sup> Infantry - Trained, SK1
- 3 Bases 53<sup>rd</sup> Infantry - Trained, SK1

##### **2nd Brigade**

- 3 Bases 55<sup>th</sup> Infantry - Trained, SK0
- 3 Bases 76<sup>th</sup> Infantry - Trained, SK1

#### **Divisional Artillery**

- 1 Base, 4pdr MLR - Trained

#### **Corps Cavalry Brigade - Gen de Villaine**

##### **1st Brigade**

- 1 Base 2<sup>nd</sup> Chasseurs a Cheval, Trained, Lt Cav
- 1 Base 10<sup>th</sup> Chasseurs a Cheval, Trained, Lt Cav

#### **Corps Artillery**

- 2 Bases - 12pdr SB - Trained

### *5th Corps - Gen Prince Napoleon*

#### **1st Division - Gen D' Erville**

##### **1st Brigade**

- 3 Bases 3<sup>rd</sup> Zouaves - Veteran, SK2
- 3 Bases 75<sup>th</sup> Infantry - Trained, SK1
- 3 Bases 89<sup>th</sup> Infantry - Trained, SK0

##### **2nd Brigade**

- 3 Bases 93<sup>rd</sup> Infantry - Trained, SK1
- 3 Bases 99<sup>th</sup> Infantry - Raw, SK0

#### **Divisional Artillery**

- 1 Base, 4pdr MLR - Trained

#### **2nd Division - Gen Urich**

##### **1st Brigade**

- 1 Base 14<sup>th</sup> Chasseurs a Pied - Trained, SK2
- 3 Bases 18<sup>th</sup> Infantry - Trained, SK1
- 3 Bases 26<sup>th</sup> Infantry - Trained, SK1

##### **2nd Brigade**

- 3 Bases 80<sup>th</sup> Infantry - Trained, SK0
- 3 Bases 82<sup>nd</sup> Infantry - Trained, SK0

Div Artillery - 2b 4pdr

#### **Corps Cavalry Brigade - Gen de Villaine**

##### **1st Brigade**

- 1 Base 6<sup>th</sup> Hussars - Trained, Light Cavalry
- 1 Base 8<sup>th</sup> Hussars - Trained, Light Cavalry

#### **Corps Artillery**

- 2 Bases - 12pdr SB - Trained





## The Piedmontese Army *CinC - Victor Emmanuel II*



# Orders of Battle

### Reserve Artillery

2 Bases 16pdr SB - Veteran  
1 Base 15cm SB - Trained

### 1st Division - Gen Durando

#### 1st Brigade (Grantieri di Sardegna)

1 Base 8<sup>th</sup> Bersaglieri - Veteran, SK2  
4 Bases 1<sup>st</sup> Grenadiers - Veteran, SK1  
4 Bases 2<sup>nd</sup> Grenadiers - Veteran, SK1

#### 2nd Brigade (Savoia)

1 Base 4<sup>th</sup> Bersaglieri - Veteran, SK2  
4 Bases 1<sup>st</sup> Infantry - Trained, SK1  
4 Bases 2<sup>nd</sup> Infantry - Trained, SK0

### Allessandria Cavalry

1 Base Light Horse - Trained

### Divisional Artillery

1 Base 8pdr SB - Trained  
1 Base 16pdr SB - Trained

### 2nd Division - Gen Fanti

#### 1st Brigade (Piemonte)

1 Base 9<sup>th</sup> Bersaglieri - Trained Elt, SK2  
4 Bases 3<sup>rd</sup> Infantry - Trained, SK1  
4 Bases 4<sup>th</sup> Infantry - Trained, SK0

#### 2nd Brigade (Aosta)

1 Base 1<sup>st</sup> Bersaglieri - Trained Elt, SK2  
4 Bases 5<sup>th</sup> Infantry - Trained, SK1  
4 Bases 6<sup>th</sup> Infantry - Raw, SK0

### Aosta Cavalry

1 Base Light Horse - Trained

### Divisional Artillery

1 Base 8pdr SB - Trained

### 3rd Division - Gen Mollard

#### 1st Brigade (Cuneo)

1 Base 10<sup>th</sup> Bersaglieri - Trained, SK2  
4 Bases 7<sup>th</sup> Infantry - Trained, SK1  
4 Bases 8<sup>th</sup> Infantry - Raw, SK1

#### 2nd Brigade (Pinerolo)

1 Base 2<sup>nd</sup> Bersaglieri - Trained, SK2  
4 Bases 13<sup>th</sup> Infantry - Trained, SK1  
4 Bases 14<sup>th</sup> Infantry - Raw, SK0

### Monferrato Cavalry

1 Base Light Horse - Trained

### Divisional Artillery

1 Base 8pdr SB - Trained

### 4th Division - Gen Cialdini

#### 1st Brigade (Regina)

1 Base 7<sup>th</sup> Bersaglieri - Trained, SK2  
4 Bases 9<sup>th</sup> Infantry - Trained, SK1  
4 Bases 10<sup>th</sup> Infantry - Trained, SK0

#### 2nd Brigade (Savona)

1 Base 6<sup>th</sup> Bersaglieri - Trained, SK2  
4 Bases 15<sup>th</sup> Infantry - Trained, SK1  
4 Bases 16<sup>th</sup> Infantry - Raw, SK0

### Novara Cavalry

1 Base Light Horse - Trained

### Divisional Artillery

1 Base 8pdr - Trained  
1b 16pdr - Trained

### 5th Division - Gen Cucchiari

#### 1st Brigade (Casale)

1 Base 8<sup>th</sup> Bersaglieri - Trained, SK2  
4 Bases 11<sup>th</sup> Infantry - Trained, SK1  
4 Bases 12<sup>th</sup> Infantry - Trained, SK0

#### 2nd Brigade (Acqui)

1 Base 5<sup>th</sup> Bersaglieri - Trained, SK2  
4 Bases 17<sup>th</sup> Infantry - Trained, SK1  
4 Bases 18<sup>th</sup> Infantry - Trained, SK1

### Saluzzo Cavalry

1 Base Light Horse - Trained

### Divisional Artillery

1 Base 8pdr - Trained

### Caccadori delle Alpi - Gen Garibaldi

2 Bases 1<sup>st</sup> Infantry - Trained, SK2  
2 Bases 2<sup>nd</sup> Infantry - Trained, SK1  
2 Bases 3<sup>rd</sup> Infantry - Raw, SK1

### Cavalry Division - Gen Sambuy

#### 1st Brigade

1 Base Nizza Heavy Horse - Trained  
1 Base Savioa Heavy Horse - Trained

#### 2nd Brigade

1 Base Piedmont Heavy Horse - Trained  
1 Base Genova Heavy Horse - Trained

### Divisional Artillery

1 Base 8pdr SB - Trained

# Orders of Battle



## *Austrian Second Army* **CinC - FZM Gyulai**



### **Reserve Artillery**

- 1 Base 12pdr SB - Veteran
- 1 Base 6pdr SB - Trained
- 1 Base Rocket - Veteran
- 1 Base 18pdr - Trained

### ***2<sup>nd</sup> Corps - Gen Leichtenstein***

#### **1<sup>st</sup> Division - Gen Jellavic**

##### **1<sup>st</sup> Brigade**

- 1 Base 7<sup>th</sup> Jager Battalion - Veteran, SK2
- 4 Bases 12<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Raw, SK1
  - 1 of Grenadiers - Veteran, SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 21<sup>st</sup> Jager Battalion - Veteran, SK2
- 4 Bases 46<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Veteran, SK1

##### **Artillery**

- 1 Base 6pdr SB - Trained

#### **2<sup>nd</sup> Division - Gen Herdy**

##### **1<sup>st</sup> Brigade**

- 1 Base 10<sup>th</sup> Jager Battalion - Veteran, SK2
- 4 Bases 9<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, SK1

##### **2<sup>nd</sup> Brigade**

- 3 Base 9<sup>th</sup> Jager Battalion - Trained, SK2
- 4 Bases 59<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Raw, SK1
  - 1 of Grenadiers - Trained, SK1

##### **Artillery**

- 1 Base 12pdr SB - Trained

##### **Corps Artillery**

- 1 Base Rocket - Veteran

### ***3<sup>rd</sup> Corps - Gen Schwarzenberg***

#### **1<sup>st</sup> Division - Gen Schoenberger**

##### **1<sup>st</sup> Brigade**

- 1 Base 15<sup>th</sup> Jager Battalion - Veteran, SK2
- 4 Bases 58<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 13<sup>th</sup> Jager Battalion - Veteran, SK2
- 4 Bases 27<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base, 6pdr SB - Trained

#### **2<sup>nd</sup> Division - Gen Martini**

##### **1<sup>st</sup> Brigade**

- 1 Base Otto Grenze Battalion - Veteran, SK1
- 4 Bases 5<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 23<sup>rd</sup> Jager Battalion - Veteran, SK2
- 4 Bases 14<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base 6pdr SB - Trained

##### **Corps Cavalry**

- 2 Bases 10<sup>th</sup> Hussar - Trained, Light Cavalry

##### **Corps Artillery**

- 1 Base 12pdr SB - Trained
- 1 Base Rocket - Trained



## *Austrian Second Army* **CinC - FZM Gyulai**



### *5<sup>th</sup> Corps - Gen Stadion*

#### **1<sup>st</sup> Division - Gen Paumgarten**

##### **1<sup>st</sup> Brigade**

- 1 Base Liccaner Grenze - Trained, SK1
- 4 Bases 3<sup>rd</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 4<sup>th</sup> Kaiser Jager - Trained, Elite, SK1
- 4 Bases 31<sup>st</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **3<sup>rd</sup> Brigade**

- 1 Base Ogul Grenze - Trained, SK1
- 4 Bases 47<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 2 Bases 6pdr SB - Trained

#### **2<sup>nd</sup> Division - Gen Sternberg**

##### **1<sup>st</sup> Brigade**

- 1 Base Ogul Grenze - Trained, SK1
- 4 Bases 32<sup>nd</sup> Infantry Regiment
  - 3 of Infantry - Raw, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 6<sup>th</sup> Kaiser Jager - Trained, Elite, SK1
- 4 Bases 21<sup>st</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base 6pdr SB - Trained

##### **Corps Cavalry**

- 1 Base 12<sup>th</sup> Uhlans - Trained, Light Cavalry

##### **Corps Artillery**

- 1 Base 12pdr SB - Trained
- 1 Base 6pdr SB - Trained

### *7<sup>th</sup> Corps - Gen Zobel*

#### **1<sup>st</sup> Division - Gen Reischach**

##### **1<sup>st</sup> Brigade**

- 4 Bases 1<sup>st</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 3<sup>rd</sup> Kaiser Jager - Trained, Elite, SK1
- 4 Bases 54<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base 12pdr SB - Trained

#### **2<sup>nd</sup> Division - Gen Chevalier de Lilia**

##### **1<sup>st</sup> Brigade**

- 4 Bases 53<sup>rd</sup> Infantry Regiment
  - 3 of Infantry - Raw, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base Otto Grenze - Trained, SK1
- 4 Bases 22<sup>nd</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base 6pdr - Trained

##### **Corps Cavalry**

- 1 Base 1st Hussars - Trained, Light Cavalry

##### **Corps Artillery**

- 1 Base 6pdr SB - Trained
- 1 Base Rocket - Trained

# Orders of Battle



## *Austrian Second Army* **CinC - FZM Gyulai**



### *8<sup>th</sup> Corps - Gen Benedek*

#### **1<sup>st</sup> Division - Gen Berger**

##### **1<sup>st</sup> Brigade**

- 1 Base 2<sup>nd</sup> Kaiser Jager - Trained, Elite, SK1
- 4 Bases 7<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base Szluiner Grenze - Trained, SK1
- 4 Bases 11<sup>th</sup> Infantry Regiment
- 3 of Infantry - Raw, SK0
- 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base 6pdr SB - Trained

#### **2<sup>nd</sup> Division - Gen Lang**

##### **1<sup>st</sup> Brigade**

- 1 Base 5<sup>th</sup> Kaiser Jager - Trained, Elite, SK1
- 4 Bases 17<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 3<sup>rd</sup> Jager - Trained, Elite, SK1
- 4 Bases 39<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base 6pdr SB - Trained

##### **Corps Cavalry**

- 1 Base 1st Hussars - Trained

##### **Corps Artillery**

- 1 Base 6pdr - Trained
- 1 Base 12 pdr - Trained

#### **Reserve Division - Gen Urban**

##### **1<sup>st</sup> Brigade**

- 1 Base 19<sup>th</sup> Jager - Trained, Elite, SK1
- 4 Bases 33<sup>rd</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1b 1b Szluiner Grenze - Trained, SK1
- 4b 41<sup>st</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **3<sup>rd</sup> Brigade**

- 2 Bases 59<sup>th</sup>/49<sup>th</sup> Infantry - Trained, SK1
- 1 Base 12<sup>th</sup> Hussars - Trained, Light Cav
- 1 Base 6pdr SB - Trained

#### **Cavalry Division - Gen Mensdorff**

##### **1<sup>st</sup> Brigade**

- 1 Base 12<sup>th</sup> Hussars - Trained, Light Cav
- 1 Base 1<sup>st</sup> Uhlans - Trained, Light Cav

##### **2<sup>nd</sup> Brigade**

- 1 Base 5<sup>th</sup> Dragoons - Trained, Heavy Cav
- 1 Base 6<sup>th</sup> Dragoons - Trained, Heavy Cav

##### **Cavalry Artillery**

- 1 Base 6pdr SB - Trained



## Austrian Second Army *CinC - FZM Gyulai*



*May end - Additional Corps to 2<sup>nd</sup> Army:*

### **9<sup>th</sup> Corps - Gen Schaffgotsche**

#### **1<sup>st</sup> Division - Gen Handel**

##### **1<sup>st</sup> Brigade**

- 1 Base Gradiskaner Grenze - Trained, SK1
- 4 Bases 19<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base Gradiskaner Grenze - Trained, SK1
- 4 Bases 40<sup>th</sup> Infantry Regiment
- 3 of Infantry - Raw, SK0
- 1 of Grenadiers - Trained, Elite SK1

##### **3<sup>rd</sup> Brigade**

- 1 Base 16<sup>th</sup> Jager - Trained, Elite, SK1
- 4 Bases 34<sup>th</sup> Infantry Regiment
- 3 of Infantry - Raw, SK0
- 1 of Grenadiers - Trained, SK0

##### **Artillery**

- 2 Bases 6pdr SB - Trained

#### **2<sup>nd</sup> Division - Gen Crenneville**

##### **1<sup>st</sup> Brigade**

- 1 Base 4<sup>th</sup> Jager - Trained, SK1
- 4 Bases 52<sup>nd</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base Tittler Grenze - Trained, Elite, SK1
- 4 Bases 8<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **Artillery**

- 1 Base 6pdr SB - Trained

##### **Corps Cavalry**

- 1 Base 12<sup>th</sup> Hussars - Trained

##### **Corps Artillery**

- 1 Base Rocket - Trained
- 1 Base 12 pdr - Trained

*May end - Changes to: 8<sup>th</sup> Corps*

#### **2<sup>nd</sup> Division - Gen Lang**

2<sup>nd</sup> Brigade from Herdys Division, II corps

##### **2<sup>nd</sup> Brigade**

- 1 Base 9<sup>th</sup> Jager - Trained, SK1
- 4 Bases 59<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

*May end - Changes to:*

#### **8<sup>th</sup> Corps**

#### **2<sup>nd</sup> Division - Gen Lang**

2<sup>nd</sup> Brigade from Herdys Division, II corps

##### **2<sup>nd</sup> Brigade**

- 1 Base 9<sup>th</sup> Jager - Trained, SK1
- 4 Bases 59<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

#### **2<sup>nd</sup> Corps - Gen Leichtenstein**

##### **2<sup>nd</sup> Division - Gen Herdy**

1<sup>st</sup> Brigade joins Herdys Division, II corps in place of the above 2<sup>nd</sup> Brigade

##### **1<sup>st</sup> Brigade**

- 4 Bases 45<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, SK1

*Beginning June - Additional Corps to 2<sup>nd</sup> Army:*

#### **1<sup>st</sup> Corps - Gen Clam-Gallas**

##### **1<sup>st</sup> Division - Gen Montenuovo**

##### **1<sup>st</sup> Brigade**

- 1 Base 2<sup>nd</sup> Jager - Trained, Elite, SK1
- 4 Bases 60<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, Elite SK1

##### **2<sup>nd</sup> Brigade**

- 1 Base 24<sup>th</sup> Jager - Trained, SK1
- 4 Bases 16<sup>th</sup> Infantry Regiment
- 3 of Infantry - Raw, SK0
- 1 of Grenadiers - Trained, Elite SK1

##### **3<sup>rd</sup> Brigade**

- 1 Base Banal Grenze - Trained, SK1
- 4 Bases 29<sup>th</sup> Infantry Regiment
- 3 of Infantry - Raw, SK0
- 1 of Grenadiers - Trained, SK0

##### **Artillery**

- 2 Bases 6pdr SB - Trained

#### **2<sup>nd</sup> Division - Gen Cordon**

##### **1<sup>st</sup> Brigade**

- 1 Base 14<sup>th</sup> Jager - Trained, SK1
- 4 Bases 48<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK0
- 1 of Grenadiers - Trained, SK2

##### **2<sup>nd</sup> Brigade**

- 1 Base Banal Grenze - Trained, Elite, SK1
- 4 Bases 37<sup>th</sup> Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Veteran, SK1

##### **Artillery**

- 1 Base 6pdr SB - Trained

##### **Corps Cavalry**

- 1 Base 12<sup>th</sup> Hussars - Trained

# Orders of Battle



At this point the Austrians became 2 forces:

1<sup>st</sup> Army under **Wimpffen**

2<sup>nd</sup> Army under **Schlick**

*Additional Corps/Units to the 1<sup>st</sup> Army above:*

## **Reserve Artillery**

2 Bases 12pdr SB - Veteran

## **10<sup>th</sup> Corps - Gen Wernhardt**

### **1<sup>st</sup> Division - Gen Marziani**

#### **1<sup>st</sup> Brigade**

1 Base 12<sup>th</sup> Jager - Trained, SK1

4 Bases 15<sup>th</sup> Infantry Regiment

- 3 of Infantry - Trained, SK1

- 1 of Grenadiers - Trained, Elite SK1

#### **2<sup>nd</sup> Brigade**

1 Base Illyrian Grenze - Trained, SK0

4 Bases 4<sup>th</sup> Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, Elite SK1

#### **3<sup>rd</sup> Brigade**

1 Base 20<sup>th</sup> Jager - Trained, Elite, SK1

4 Bases 33<sup>rd</sup> Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, SK0

#### **Artillery**

2 Bases 6pdr SB - Trained

### **2<sup>nd</sup> Division - Gen Wallemare**

#### **1<sup>st</sup> Brigade**

1 Base 5<sup>th</sup> Jager - Trained, SK1

4 Bases 6<sup>th</sup> Infantry Regiment

- 3 of Infantry - Trained, SK1

- 1 of Grenadiers - Trained, Elite SK1

#### **2<sup>nd</sup> Brigade**

1 Base Romanian Grenze - Trained, SK1

4 Bases 56<sup>th</sup> Infantry Regiment

- 3 of Infantry - Trained, SK0

- 1 of Grenadiers - Trained, Elite SK1

#### **Artillery**

1 Base 6pdr SB - Trained

#### **Corps Cavalry**

1 Base 4<sup>th</sup> Uhlans - Trained

#### **Corps Artillery**

1 Base Rocket - Trained

1 Base 12 pdr - Trained

*Additional Corps to 1<sup>st</sup> Army above:*

## **Austrian Army**



## **11<sup>th</sup> Corps - Gen Veigl**

### **1<sup>st</sup> Division - Gen Schwarzel**

#### **1<sup>st</sup> Brigade**

1 Base 10<sup>th</sup> Jager - Trained, SK1

4 Bases 37<sup>th</sup> Infantry Regiment

- 3 of Infantry - Trained, SK0

- 1 of Grenadiers - Trained, Elite SK1

#### **2<sup>nd</sup> Brigade**

4 Bases 35<sup>th</sup> Infantry Regiment

- 3 of Infantry - Raw, SK1

- 1 of Grenadiers - Trained, Elite SK1

#### **Artillery**

1 Bases 6pdr SB - Trained

1 Base Rocket - Trained

### **2<sup>nd</sup> Division - Gen Blomberg**

#### **1<sup>st</sup> Brigade**

1 Base Warasdiner Grenze - Trained, SK1

4 Bases 9<sup>th</sup> Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, SK0

#### **2<sup>nd</sup> Brigade**

1 Base 21<sup>st</sup> Jager - Trained, Elite, SK1

4 Bases 42<sup>nd</sup> Infantry Regiment

- 3 of Infantry - Trained, SK1

- 1 of Grenadiers - Trained, Elite SK1

#### **3<sup>rd</sup> Brigade**

1 Base Peterwardeiner Grenze - Trained, SK1

4 Bases 57<sup>th</sup> Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, SK0

#### **Artillery**

1 Base 6pdr SB - Trained

#### **Corps Cavalry**

1 Base 12<sup>th</sup> Hussars - Trained

#### **Corps Artillery**

1 Base Rocket - Trained

1 Base 12 pdr - Trained

### **Cavalry Division - Gen Zedtwitz**

#### **1<sup>st</sup> Brigade**

1 Base 3<sup>rd</sup> Hussars - Trained, Light Cav

1 Base 11<sup>th</sup> Hussars - Trained, Light Cav

#### **2<sup>nd</sup> Brigade**

1 Base 1<sup>st</sup> Dragoons - Trained, Heavy Cav

1 Base 3<sup>rd</sup> Dragoons - Trained, Heavy Cav



# Army Generators

Firstly decide on a **Minimum** number of bases in your army. You will keep generating formations until this minimum is reached or exceeded.

Roll for the Grading of the **CinC** and any attached **Corps** assets detailed in the army list.

The first formation to be generated in each army list is an **Infantry Division**. Dice as directed to decide the number of **Brigades** in the **Division**, **Battalions** or **Regiments** in the **Brigade** and their type and class.

Then Dice for the grading of the commanding **General** and the number of and type of the **Divisional Artillery units**.

Once the first line **Infantry Division** is complete, dice at random for what the next formation will be; this may be a **Cavalry Formation**, **Guards Brigade**, **Reserve Division** or even specialist units like the **Cacciatori delle Alpi** for instance, or even another **Infantry Division**. Continue to dice again for the composition, type and class until this formation too is complete.

Once any other type of formation has been generated, the formation which follows will always be a line **Infantry Division**; therefore line Infantry formations will always equal or outnumber all other type of formations within your army.

When the minimum number of bases you decided to start with is reached, continue to dice for the formation you are currently generating until it is complete. Do not stop generating part of the way through a formation, only when it is complete.

You may therefore exceed your minimum by some margin.



# Army Generators



## The French Imperial Army of Italy 1859



### CinC

Grade of **CinC** (D6)

- 1-2 Listless
- 3-5 Experienced
- 6 Energetic

### Corps Artillery (D6) for each Corps

- 1 1 x 12pdr SB Base
- 2-3 1 x 12pdr SB & 1 x 4pdr MLR Base
- 4-5 2 x 4pdr MLR Bases
- 6 2 x 12pdr SB Bases

### Corps (D6) for Engineers/Sappers

- 5 or 6 1 Base

### Infantry Division (D6) for Brigades

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

### Battalions (units) per Brigade (D6)

- 1 3 Battalions
- 2-3 4 Battalions
- 4-5 5 Battalions
- 6 6 Battalions

### Battalion Experience (D10)

1	2	3	4	5
Raw SK0	Raw SK1	Trained SK0	Trained SK1	Trained SK1
6	7	8	9	0
Trained SK2	Trained Leger SK2	Veteran SK1	Veteran SK1	Veteran Leger SK2

\*If a “Leger” unit has been already rolled for the Division, any following “Leger” units are treated as Infantry.

Throw (D6) for each **Brigade** if **4 or 6** add **Elite** status to one base

Throw (D6) for each **Division** if **4 to 6** make 1 Base **Veteran, Elite, SK2**

### After an Infantry Division (D6)

- Divisions/ Brigades in Corps
- 1-4 Another Infantry Division
  - 5 Cavalry Formation
  - 6 Guard Brigade

If **Guard Brigade** Throw (D6)

- 1-4 Infantry
- 5-6 Cavalry

### Cavalry Formation (D6) for Type

- 1-4 Cavalry Brigade
- 5-6 Cavalry Division

### Cavalry Brigade (D6)

- 1-2 1 Trained Light Cavalry Base
- 3-6 2 Trained Light Cavalry Bases

### Cavalry Division (D6) for Brigades

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

### Cavalry Division Brigades Type (D6)

- 1-3 Light cavalry
- 4-6 Heavy cavalry

### Cavalry Division Regiments (Bases) per Brigade (D6)

- 1-3 1 Regiment (Base)
- 4-6 2 Regiments (Base)

### Class of Regiment (D6)

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

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

### Grades of General (D6)

- 1-2 Confused
- 4-6 Confident

### Divisional Artillery (D6) for each Division

- 1-4 1 x 4pdr MLR Base
- 5-6 2 x 4pdr MLR Base

### Guard Cavalry Brigade (D6)

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

### Guard Infantry Brigade (D6)

- 1-2 3 Veteran (SK1) Bases
- 3-4 3 Veteran Elite (SK2) Bases
- 5 4 Veteran (SK1) Bases
- 6 4 Veteran Elite (SK2) Bases

**Reserve Artillery** (D6) for each **CinC** if 4 to 6 roll (D6) for Artillery.

- 1-2 1 x 12pdr SB Base
- 3-4 1 x 12pdr SB & 1 x 4pdr MLR Base
- 5-6 2 x 12pdr MLR Bases

# Army Generators



## The Piedmontese Army 1859



### CinC

Grade of **CinC** (D6)

- 1-2 Listless
- 3-5 Experienced
- 6 Energetic

**Reserve Artillery** (D6) for each **CinC** if 4 to 6 then roll (D6) for Artillery.

- 1 1 x 16pdr Base
- 2-5 1 x 16pdr Base & 1 x 150mm
- 6 2 x 16pdr Base & 1 x 150mm

**Army** (D6) for Engineers/Sappers

- 5 or 6 1 Base

**Infantry Division** (D6) for **Brigades**

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

**Battalions** (units) per **Brigade** (D6)

- 1-2 4 Battalions
- 3-4 5 Battalions
- 5-6 6 Battalions

**Battalion Experience** (D10)

1	2	3	4	5
Raw SK0	Raw SK0	Raw SK1	Trained SK1	Trained Bersaglieri SK2
6	7	8	9	0
Trained Bersaglieri SK2	Veteran SK1	Veteran SK2	Veteran Bersaglieri SK2	Veteran SK2

\*If a Bersaglieri unit has been already rolled for the Brigade, any following Bersaglieri units are treated as Infantry.

Throw (D6) for each **Division** if **3 to 6** add one Trained Light Cavalry Base

Throw (D6) only for the **1<sup>st</sup> Division** rolled, if **3 to 6** make 1 Brigade **Veteran, Elite, SK2**

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

**After an Infantry Division** (D6)

- 1-4 Another Infantry Division
- 5 Cacciatori delle Alpi
- 6 Cavalry Division

\*Once a the **Cacciatori delle Alpi** and the **Cavalry Division** have been rolled all other Divisions are infantry divisions.

**Cacciatori delle Alpi** (D6)

- 1-2 4 Battalions
- 3-4 5 Battalions
- 5-6 6 Battalions

\*for experience use the **“Battalion Experience”** table with a +2 modifier to the dice.

**Cavalry Division** (D6) for Brigades

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

**Cavalry Brigade Type** (D6)

- 1-2 1 Heavy Cavalry Base
- 3-6 2 Heavy Cavalry Bases

Throw D6 for class of **Regiment** (Base)

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

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

**Divisional Artillery**

(D6) for each **Infantry Division**

- 1-4 1 x 8pdr Base
- 5-6 1 x 8pdr & 1x 16pdr Bases

\*Once a 5 or 6 is thrown (D6) all following Divisions have 1 x 8pdr Base

**Cavalry Divisional Artillery**

Throw (D6) for the **Cavalry Division** if **3 to 6** add 1 x 8pdr Base

Grades of **General** (D6)

- 1-2 Confused
- 3-4 Confident
- 5-6 Imposing

\*For the **Cacciatori delle Alpi** add +2 to the dice roll.

# Orders of Battle



## The Austrian Army May 1859



### CinC

Grade of CinC (D6)

- 1-3 Listless
- 4-5 Experienced

### Corps Artillery (D6) for each Corps

- 1 1 x 12pdr SB Base
- 2-3 1 x 6pdr SB Base
- 4 1 x Rocket Base
- 5 1 x 6pdr SB & 1 x 12pdr SB Bases
- 6 1 x 6pdr SB & 1 x Rocket Bases

### Corps Cavalry

- 1-4 1 Light Cavalry Base
- 5-6 2 Light Cavalry Bases

### Corps (D6) for Engineers/Sappers

- 5 or 6 1 Base

### Infantry Division (D6) for Brigades

- 1-5 2 Brigades
- 6 3 Brigades

### Battalions (units) per Brigade (D6)

- 1 4 Battalions
- 2-5 5 Battalions
- 6 6 Battalions

### Battalion Experience (D10)

1	2	3	4	5
Raw SK0	Raw SK1	Raw Jgr/Grz SK1	Trained SK0	Trained SK1
6	7	8	9	0
Trained SK1	Trained SK2	Trained Jgr/Grz SK2	Veteran SK1	Veteran Jgr/Grz SK2

\*If a "Jager/Grenzer" unit has been rolled for the Brigade, any other "Jager/Grenzer" units are treated as Infantry.

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

Throw (D6) for each **Brigade** with no Veteran unit. If 3 to 6 make one base a **Veteran** unit.

### After an Infantry Division (D6)

Divisions in Corps (D6)

- 1-3 Another Infantry Division
- 4-5 Reserve Infantry Division
- 6 Cavalry Division

### Cavalry Division Type (D6)

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

### Heavy Cavalry Brigade Type (D6)

- 1-3 2 Light Cavalry Bases
- 4-6 1 Light Base

### Light Cavalry Brigade Type (D6)

- 1-3 2 Light Cavalry Bases
- 4-6 1 Light Base

Throw D6 for class of Cavalry (Base)

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

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

Throw (D6) for each **Cavalry Brigade** if 5-6 add 1 x 6pdr SB Base

### Divisional Artillery (D6) for each Infantry Division

- 1-2 1 x 12pdr SB Base
- 3-6 1 x 6pdr Base

### Reserve Infantry Division

**3 Brigades** roll (D6) for each Brigade

\*for experience use the "**Battalion Experience**" table with a +2 modifier to the dice. Treat Jager/Grenz rolls as Infantry.

### 1st & 2nd Brigades Table

**Battalions (units) per Brigade (D6)**

- 1 1 Jager & 2 Infantry Battalions
- 2-5 1 Jager & 3 Infantry Battalions
- 6 1 Jager & 4 Infantry Battalions

### 3rd Brigade Table

Bases for the **Brigade (D6)**

- 1 1 Infantry & 1 Trained Lt Cav
- 2-5 2 Inf, 1 Tr Lt Cav & 1x Tr 6pdr SB
- 6 1 Trained Lt Cav & 1x Tr 6pdr SB

**Reserve Artillery (D6)** for each **CinC** if 3 to 6 then roll (D6) for Artillery.

- 1 1 x 12pdr SB Base
- 2-3 1 x 6pdr SB Base
- 4-5 1 x 6pdr SB & 1 x Rocket Base
- 6 1 x 18pdr SB, 1 x pdr SB & 1 x Rocket Base

Grades of **General (D6)**

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

# Scenario – The Battle of Palestro, 1859

## Historical Situation

The allies began to plan to move to Novara and threaten Milan after winning the battle of Montebello on the 20th of May using a grand flanking manoeuvre. The Piedmontese army units moved into position to cover the right flank of the allied forces. By the 30th of May, the Piedmontese had taken control of Palestro and a few surrounding villages. The Austrians ordered FMZ Zobel to attack the village of Palestro using two infantry divisions for the purpose.

The 3rd Zouaves, attached to the Piedmontese, were hidden on an island called Sesiotta. Cialdini's Savona Brigade of the 4th Division, was in position to cover the road between Palestro and Robbio. The Regina Brigade was placed to defend San Pietro.

## Terrain

The terrain is very flat and open with the area being covered by grasslands and cornfields with a few rice fields as well. The villages are on small hills shown by the contours as that kept them from flooding and the woods and tree lined canals causing some problems for the troops.

## Terrain Effects

Gentle Slope: +1  
No Effects.

## 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.

## Wetlands (scenario only terrain)

- Cavalry may not advance to contact.
- All troops half speed except infantry with skirmish capability 2.
- Counts as level 1 obstacle to units in combat. Obstacle level 1 to fire.

## Canals and Streams (Irrigation Ditches)

- Passable by all troops, costing 1BW of movement. Obstacle level 1 to combat units attacking across them.

## River

Impassable except by bridge or ford. One unit per game turn may negotiate a bridge or ford.

**Palestro** is 2 town bases in size and **San Pietro** is 1 town base.

## Objectives

The Austrian objective is to take and hold Palestro.

The Piedmontese objective is to prevent the Austrians taking and holding Palestro and ensuring the protection of the Bridge.

The game starts at 8:00am and has turns of approx 20minutes and ends at 1:30pm.



The map represents an approximate area of 4km by 4km and is about 16BW's across by 16BW's in depth.

# Scenario – The Battle of Palestro, 1859

## Arrivals

The French 3<sup>rd</sup> Zouaves appear in line of Battle at point B on a roll of 1-2 on a D6 or when the Austrians attack San Pietro.

The Austrian Center Column, 2nd Corps, 1st Division - 1st Brigade will appear at Point A on a roll of 1-3 on a D6, begin rolling after the second turn.

All other units start on the map as marked.

## Elements of Austrian Second Army - CinC Zobel Center Column - Gen Dondorf

### 7<sup>th</sup> Corps, 2<sup>nd</sup> Division - 2<sup>nd</sup> Brigade

- 1 Base Otto Grenze - Trained, SK1
- 4 Bases 22<sup>nd</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Trained, Elite SK1

### Center Column Artillery

- 1 Base 6pdr - Trained
- 1 Base 12pdr SB - Trained

### Left Column - Gen Jellavic

#### 2<sup>nd</sup> Corps, 1<sup>st</sup> Division - 2<sup>nd</sup> Brigade

- 1 Base 21<sup>st</sup> Jager Battalion - Veteran, SK2
- 4 Bases 46<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Trained, SK1
  - 1 of Grenadiers - Veteran, SK1

### Left Column Artillery

- 1 Base 6pdr – Trained
- 1 Base 12pdr SB – Trained

### 2<sup>nd</sup> Corps, 1<sup>st</sup> Division - 1<sup>st</sup> Brigade

- 1 Base 7<sup>th</sup> Jager Battalion - Veteran, SK2
- 4 Bases 12<sup>th</sup> Infantry Regiment
  - 3 of Infantry - Raw, SK1
  - 1 of Grenadiers - Veteran, SK1

### Cavalry

- 1 Base 1st Hussars - Trained, Light Cavalry

### Right Column - Gen Weigl

#### 7<sup>th</sup> Corps, 1<sup>st</sup> Division - 1<sup>st</sup> Brigade

- 3 Bases 53<sup>rd</sup> Infantry Regiment
  - 3 of Infantry - Raw, SK1

## Historical Outcome

When the Austrians attacked Palestro they were driven back towards Robbio where they had come from. The Austrians were to suffer similar setbacks at San Pietro, which was also being attacked by Austrian units coming from the direction of Rosacco. At San Pietro Vittorio Emmanuel II led the French Zouaves from the Sesietta against the Austrians taking them by surprise and flanking them. The Austrians were forced back across the La Bida bridge, where many were drowned in the headlong flight. Also another Austrian attack towards Confienza, held by Fanti's Piedmontese division was sent back in retreat and closed the days fighting.

Allied Casualties were about 700 casualties, against almost 1400 Austrian losses.

Vittorio Emanuele II was given the rank of honorary corporal of the Zouaves in recognition of his courage in during the battle at San Pietro.

## General Reserve

- 1 Base 53<sup>rd</sup> Infantry Regiment
  - 1 of Grenadiers - Trained, Elite SK1

## The Piedmontese Army

### CinC - Victor Emmanuel II

- 3 Bases 3<sup>rd</sup> Zouaves - Veteran, SK2

### 4<sup>th</sup> Division - Gen Cialdini

#### 1<sup>st</sup> Brigade (Regina)

- 1 Base 7<sup>th</sup> Bersaglieri - Trained, SK2
- 4 Bases 9<sup>th</sup> Infantry - Trained, SK1
- Bases 10<sup>th</sup> Infantry - Raw, SK0

#### Divisional Artillery

- 1 Base 8pdr - Trained
- 1 Base 16pdr - Trained
- 1 Base (attached) 12pdr MLR - Trained

### Novara Cavalry

- 1 Base Light Horse - Trained

### 2<sup>nd</sup> Brigade (Savona)

- 1 Base 6<sup>th</sup> Bersaglieri - Trained, SK2
- 4 Bases 15<sup>th</sup> Infantry - Trained, SK1
- 4 Bases 16<sup>th</sup> Infantry - Raw, SK0

### 2<sup>nd</sup> Division - Gen Fanti

#### 1<sup>st</sup> Brigade (Piemonte)

- 1 Base 9<sup>th</sup> Bersaglieri - Trained Elt, SK2
- 1 Base 1<sup>st</sup> Bersaglieri - Trained Elt, SK2





**POLEMOS**

# Feldzeugmeister

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

Peter Riley





# Feldzeugmeister

## 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](http://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

<b>Introduction</b>	ii
<b>Part One – Setting up the Game</b>	
Troop Types	4
<b>Part Two – Playing the Game</b>	
Tempo Bidding	5
Bombardment Tables	5
Tempo Point Cost	6
Ranged Attacks	6
Combat	7
Army Morale	8
<b>Part Three – Orders of Battle</b>	
Piedmont & French Army Commands	9
Austrian Army Commands	10
French Army of Italy - OOB	11
Piedmont Army - OOB	12
Austrian Second Army - OOB	13,14
<b>Part Four – Army Generators</b>	
Army Generators	15
French Army	16,17
Piedmont Army	18
Austrian Army	19
<b>Part Five – Scenario</b>	
The Battle of Magenta - 1859	20,21

# 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.

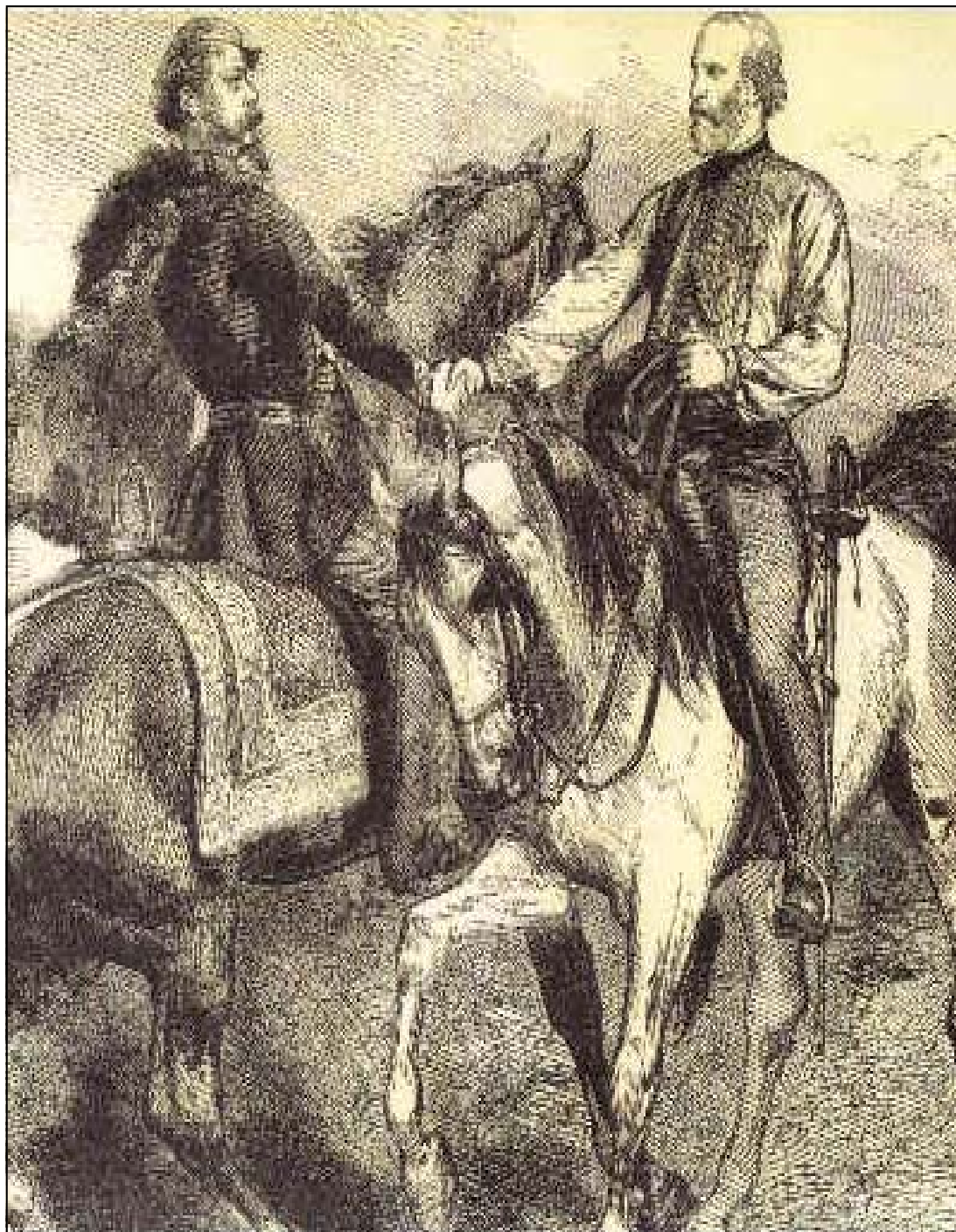
The campaign is interesting as it was quite fluid and led to a number of battles of vary sizes and types, the encounter battle of Magenta is particularly interesting one.

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:

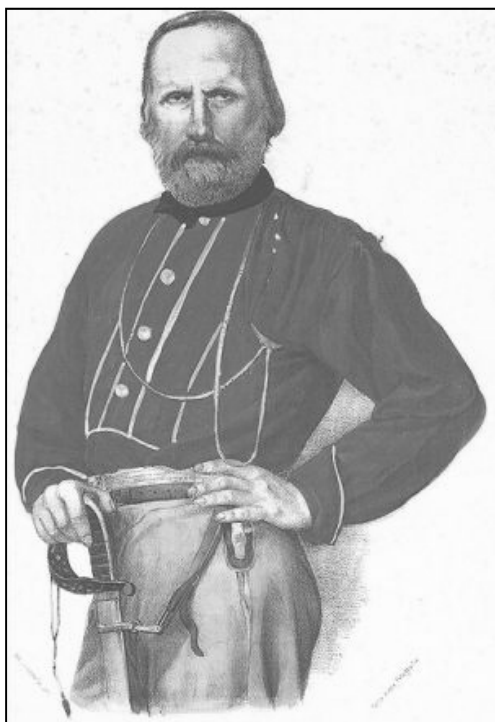
- 3 TPs for each Imposing officer.
- 2 TPs for each Competent officer.
- 0 TP for each Confused officer.

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

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



## 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 <b>go to ground.</b>
2-4	Loser <b>recoils</b>
5	Loser <b>recoils</b> and is <b>shaken</b>
6	Loser <b>breaks</b>

## Following up (FPW KDA - Page 21)

Following up Modifiers:			
Elite Troops	+2	2 <sup>nd</sup> 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.

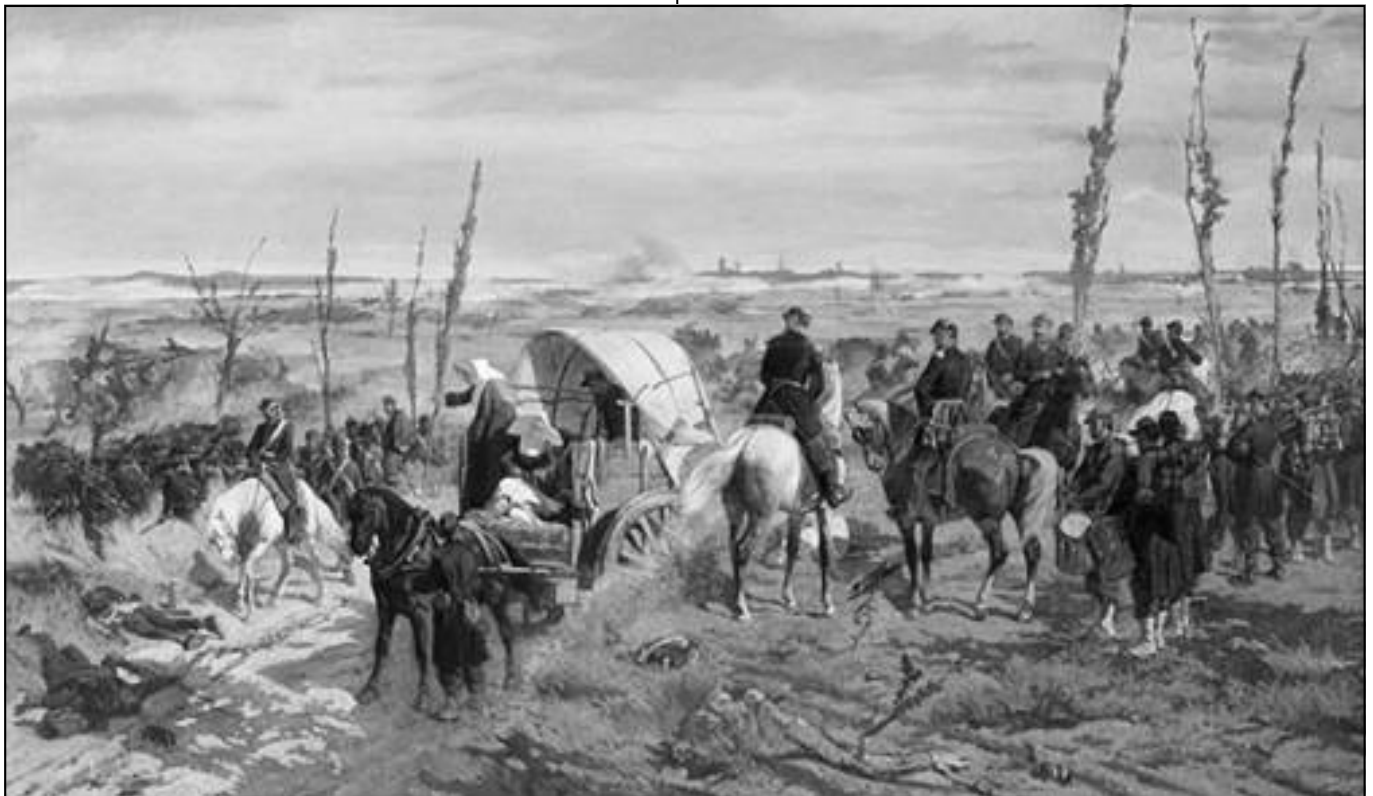
Add the CinC's grade level:

- 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	<b>CinC Victor Emmanuelle</b>
Reserve Artillery	
1st Division	<b>Gen Durando</b>
2nd Division	<b>Gen Fanti</b>
3rd Division	<b>Gen Mollard</b>
4th Division	<b>Gen Cialdini</b>
5th Division	<b>Gen Cucchiari</b>
Cacciatori delle Alpi	<b>Gen Garibaldi</b>
Cavalry Division	<b>Gen Sambuy</b>



### French Army May 1859

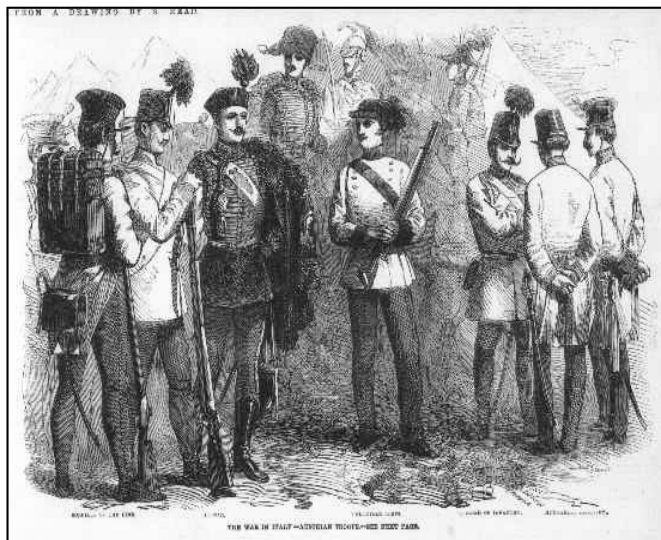
Army Commander	<b>CinC Napoleon III</b>
Reserve Artillery	
Imperial Guard Corps	<b>Gen St Jean-d Angely</b>
1st Corps	<b>Gen Baraguay D'Hilliers</b>
2nd Corps	<b>Gen MacMahon</b>
3rd Corps	<b>Gen Canrobert</b>
4th Corps	<b>Gen Niel</b>
5th Corps	<b>Gen Prince Napoleon</b>

# 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	<b>CinC Wimpffen</b>
2nd Corps	<b>Gen Liechtenstein</b>
3rd Corps	<b>Gen Schwarzenberg</b>
9th Corps	<b>Gen Schaffgotsche</b>
10th Corps	<b>Gen Wernhardt</b>
11th Corps	<b>Gen Veigl</b>
Reserve Artillery	
Cavalry Division	<b>Gen Zedtwitz</b>



## Austrian 2nd Army June 1859

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



# Orders of Battle



## The Piedmontese Army *CinC - Victor Emmanuel II*



### CinC - Victor Emmanuel II

#### Reserve Artillery

2 Bases Reserve Artillery

#### 1<sup>st</sup> Division - Gen Durando

1st Brigade (Grantieri di Sardegna)

- 2 Bases Veteran, SK2

2nd Brigade (Savoia)

- 2 Bases Veteran, SK2

#### 2<sup>nd</sup> Division - Gen Fanti

1st Brigade (Piemonte)

- 2 Bases Trained, SK1

2nd Brigade (Aosta)

- 2 Bases Trained, SK0

#### 3<sup>rd</sup> Division - Gen Mollard

1st Brigade (Cuneo)

- 2 Bases Trained, SK2

2nd Brigade (Pinerolo)

- 2 Bases Trained, SK0

#### 4<sup>th</sup> Division - Gen Cialdini

1st Brigade (Regina)

- 2 Bases Trained, SK1

2nd Brigade (Savona)

- 2 Bases - Raw, SK0

#### 5<sup>th</sup> Division - Gen Cucchiari

1st Brigade (Casale)

- 2 Bases Trained, SK0

2nd Brigade (Acqui)

- 2 Bases Trained, SK1

#### Cacciatori 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*



### **Austrian 2<sup>nd</sup> Army - CinC FZM Gyulai**

#### **Reserve Artillery**

2 Bases Reserve Artillery

#### **2<sup>nd</sup> Corps - Gen Leichtenstein**

##### **1<sup>st</sup> Division**

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

##### **2<sup>nd</sup> 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

#### **3<sup>rd</sup> Corps - Gen Schwarzenberg**

##### **1<sup>st</sup> Division**

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

##### **2<sup>nd</sup> 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

#### **5<sup>th</sup> Corps - Gen Stadion**

##### **1<sup>st</sup> Division**

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

##### **2<sup>nd</sup> 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

#### **7<sup>th</sup> Corps - Gen Zobel**

##### **1<sup>st</sup> Division**

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

##### **2<sup>nd</sup> 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

#### **8<sup>th</sup> Corps - Gen Benedek**

##### **1<sup>st</sup> Division**

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

##### **2<sup>nd</sup> 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 2<sup>nd</sup> Army:*

#### 9<sup>th</sup> Corps - Gen Schaffgotsche

##### 1<sup>st</sup> Division

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

##### 2<sup>nd</sup> Division

- 1<sup>st</sup> Brigade - 2 Bases Trained, SK1
- 2<sup>nd</sup> 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 2<sup>nd</sup> Army:*

#### 1<sup>st</sup> Corps - Gen Clam-Gallas

##### 1<sup>st</sup> Division

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

##### 2<sup>nd</sup> Division

- 1<sup>st</sup> Brigade - 2 Bases Trained, SK1
- 2<sup>nd</sup> 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:

1<sup>st</sup> Army under **Wimpffen**

2<sup>nd</sup> Army under **Schlick**

*Additional Corps/Units to the 1<sup>st</sup> Army above:*

#### Reserve Artillery

2 Bases Reserve Artillery

#### 10<sup>th</sup> Corps - Gen Wernhardt

##### 1<sup>st</sup> Division

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

##### 2<sup>nd</sup> Division

- 1<sup>st</sup> Brigade - 2 Bases Trained, SK1
- 2<sup>nd</sup> 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 1<sup>st</sup> Army above:*

#### 11<sup>th</sup> Corps

##### 1<sup>st</sup> Division - Gen Schwarzel

- 1<sup>st</sup> Brigade - 2 Bases Trained, SK1
- 2<sup>nd</sup> Brigade - 1 Base Trained, SK1
  - 1 Base Raw, SK0

##### 2<sup>nd</sup> Division

- 1<sup>st</sup> Brigade - 2 Bases Trained, SK2
- 2<sup>nd</sup> Brigade - 1 Base Trained, SK1
  - 1 Base Raw, SK1
- 3<sup>rd</sup> 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

- 1<sup>st</sup> Brigade - 1 Base Trained, Light Cav
- 2<sup>nd</sup> 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 <b>Generals</b> 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 <b>General's</b> 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 <b>Generals</b> 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 <b>Generals</b> 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 <b>General's</b> 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 <b>Generals</b> 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 <b>General</b> has arrived after getting separated from his army.	You get an allied General added to your army. If you are playing <b>French</b> use the <b>Piedmontese</b> table, if you are playing <b>Piedmontese</b> use the <b>French</b> 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

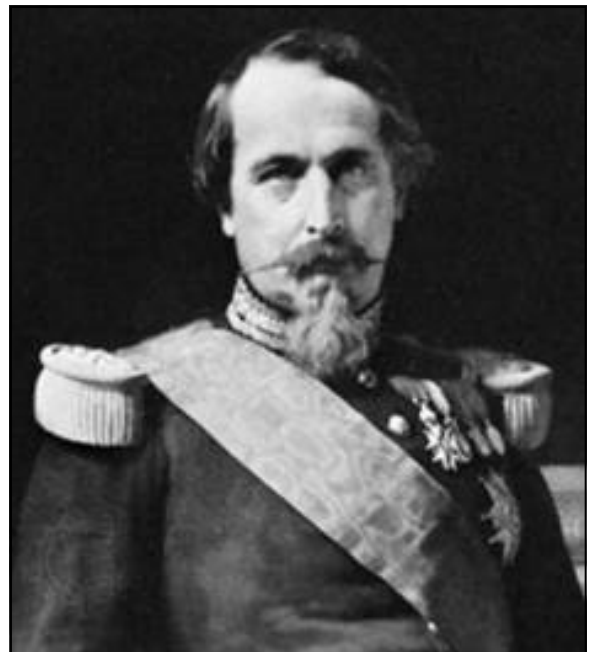
### For Each Brigade Class (D6)

- 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

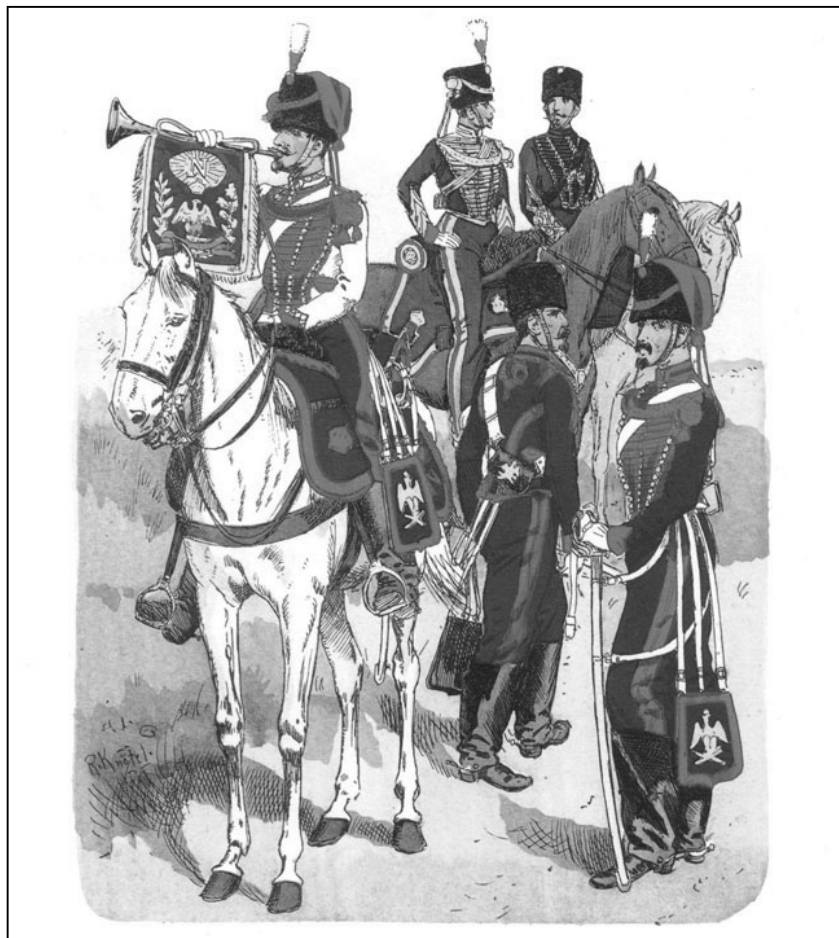
Each **Guard Cavalry Brigade** is  
1 Base of Cavalry and is Veteran

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

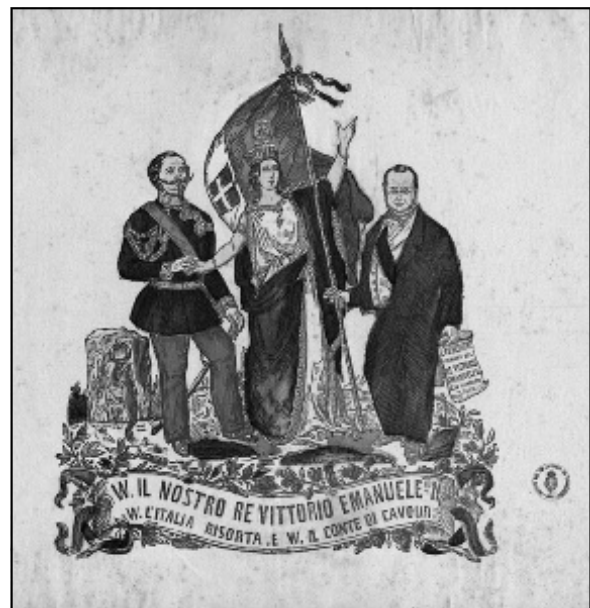
Throw (D6) for each **Cavalry Division** if 5 or 6 add **Elite** status to one Brigade

### 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 4<sup>th</sup> 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 4<sup>th</sup> 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 8<sup>th</sup> of June.

# Scenario – The Battle of Magenta, 1859

## Army of Italy - CinC Napoleon III

(On board - With 1<sup>st</sup> Guard Division)

### Reserve Artillery (On board – With 1<sup>st</sup> Guard Division)

1 Base Reserve Artillery

## Guard Corps - Gen St Jean-d Angely

(On board - With 1<sup>st</sup> Guard Division)

### 1<sup>st</sup> Division

(On board - App Ponte Nuovo & Buffalora)

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

### 2<sup>nd</sup> 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

## 2<sup>nd</sup> Corps - Gen MacMahon

(On Board - With 1<sup>st</sup> Div)

### 1<sup>st</sup> Division (On board - Approaching Casate)

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

### 2<sup>nd</sup> 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

## 3<sup>rd</sup> Corps - Gen Canrobert (With 1<sup>st</sup> Div)

### 1<sup>st</sup> Division (Enters Point A - 1<sup>st</sup> Bgde 14:00pm)

(Enters Point A - 2<sup>nd</sup> Bgde 16:40pm)

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

### 2<sup>nd</sup> Division (Enters Point A - 2<sup>nd</sup> Bgde 18:40pm)

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

## 4<sup>th</sup> Corps - Gen Niel (With 2<sup>nd</sup> Div)

### 2<sup>nd</sup> Division (Enters Point A - 1<sup>st</sup> 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 2<sup>nd</sup> Div)

### 2<sup>nd</sup> Division (Enters Point C - 1<sup>st</sup> 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)

### 1<sup>st</sup> Corps - Gen Clam-Gallas

(On board Magenta)

#### 1<sup>st</sup> Division (On board Ponte Nuovo)

1<sup>st</sup> Brigade - 2 Bases Trained, Elite, SK1  
- 1 Base Reserve Artillery

#### 2<sup>nd</sup> Division (On board Magenta)

2<sup>nd</sup> Brigade - 1 Base Trained, Elite, SK2  
- 1 Base Raw, SK0

### 2<sup>nd</sup> Corps - Gen Leichtenstein (On board Magenta)

#### 1<sup>st</sup> Division (On board Magenta)

1<sup>st</sup> Brigade - 2 Bases Veteran, SK1  
2<sup>nd</sup> Brigade - 2 Bases Trained, SK0

#### 2<sup>nd</sup> Division (On board 1<sup>st</sup> Bgde - Buffalora)

(On board 2<sup>nd</sup> Bgde - Robecco)

1<sup>st</sup> Brigade - 1 Base Veteran, SK1  
- 1 Base Trained, SK0

2<sup>nd</sup> 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

### 3<sup>rd</sup> Corps - Gen Schwarzenberg

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

Corps Assets)

#### 1<sup>st</sup> Division

1<sup>st</sup> Brigade - 1 Base Veteran, SK2  
- 1 Base Trained, SK0

2<sup>nd</sup> Brigade - 2 Bases Trained, SK1

#### 2<sup>nd</sup> Division

1<sup>st</sup> Brigade - 2 Bases Trained, SK2

2<sup>nd</sup> Brigade - 2 Bases Trained, SK0  
- 1 Base Trained, Lt Cav

### Corps Assets

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

### 5<sup>th</sup> Corps - Gen Stadion

(Enters Point F - 18:20pm)

1<sup>st</sup> Brigade - 2 Bases Trained, SK0

### 7<sup>th</sup> Corps - Gen Zobel

(Enters Point E - 13:40pm)

#### 1<sup>st</sup> Division (Enters Point E - 13:40pm)

1<sup>st</sup> Brigade - 2 Bases Trained, SK0  
2<sup>nd</sup> Brigade - 2 Bases Trained, SK1

#### 2<sup>nd</sup> Division (Enters Point D - 15:20pm)

1<sup>st</sup> Brigade - 2 Bases Trained, SK0  
2<sup>nd</sup> 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



