



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

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

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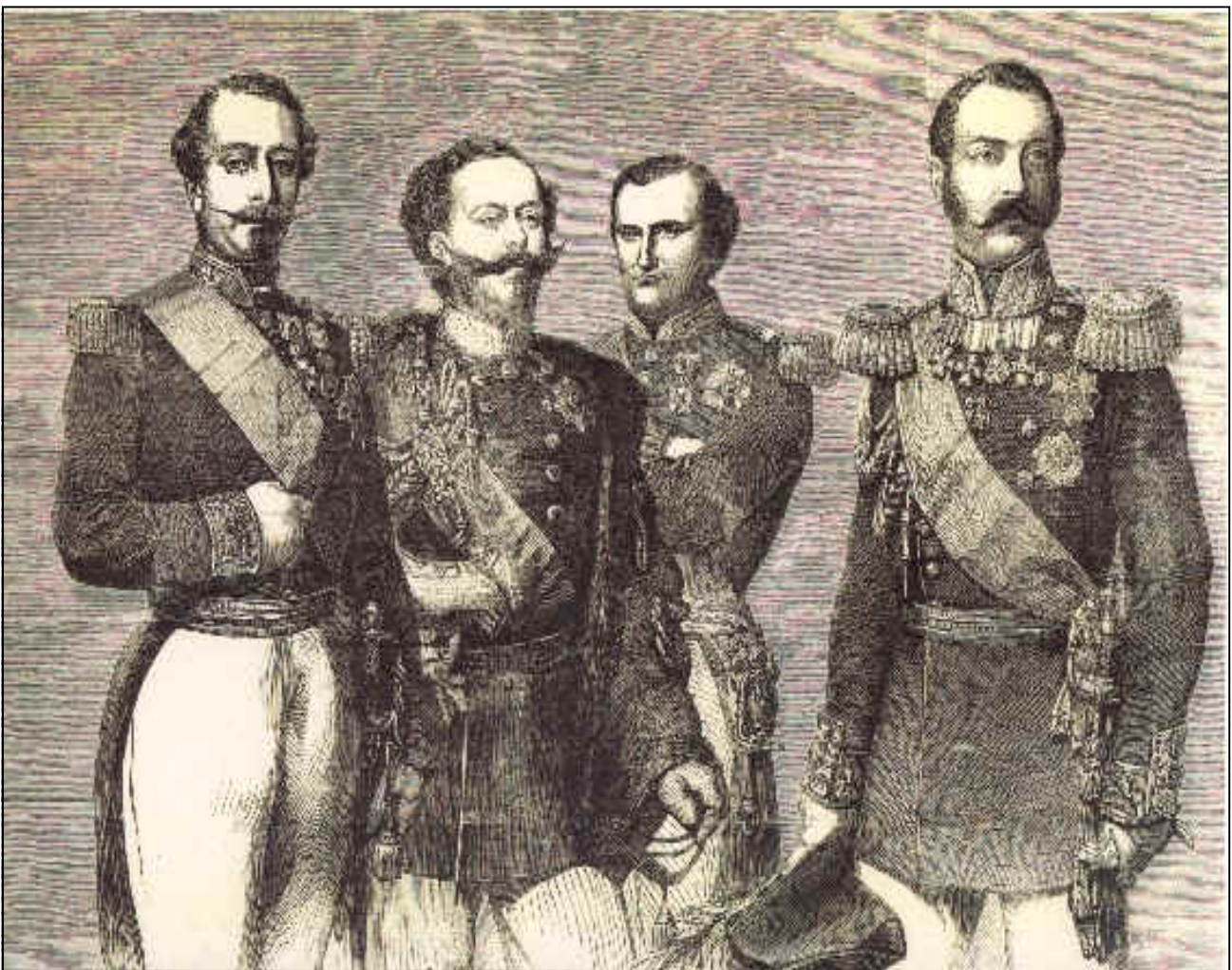
Introduction

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.

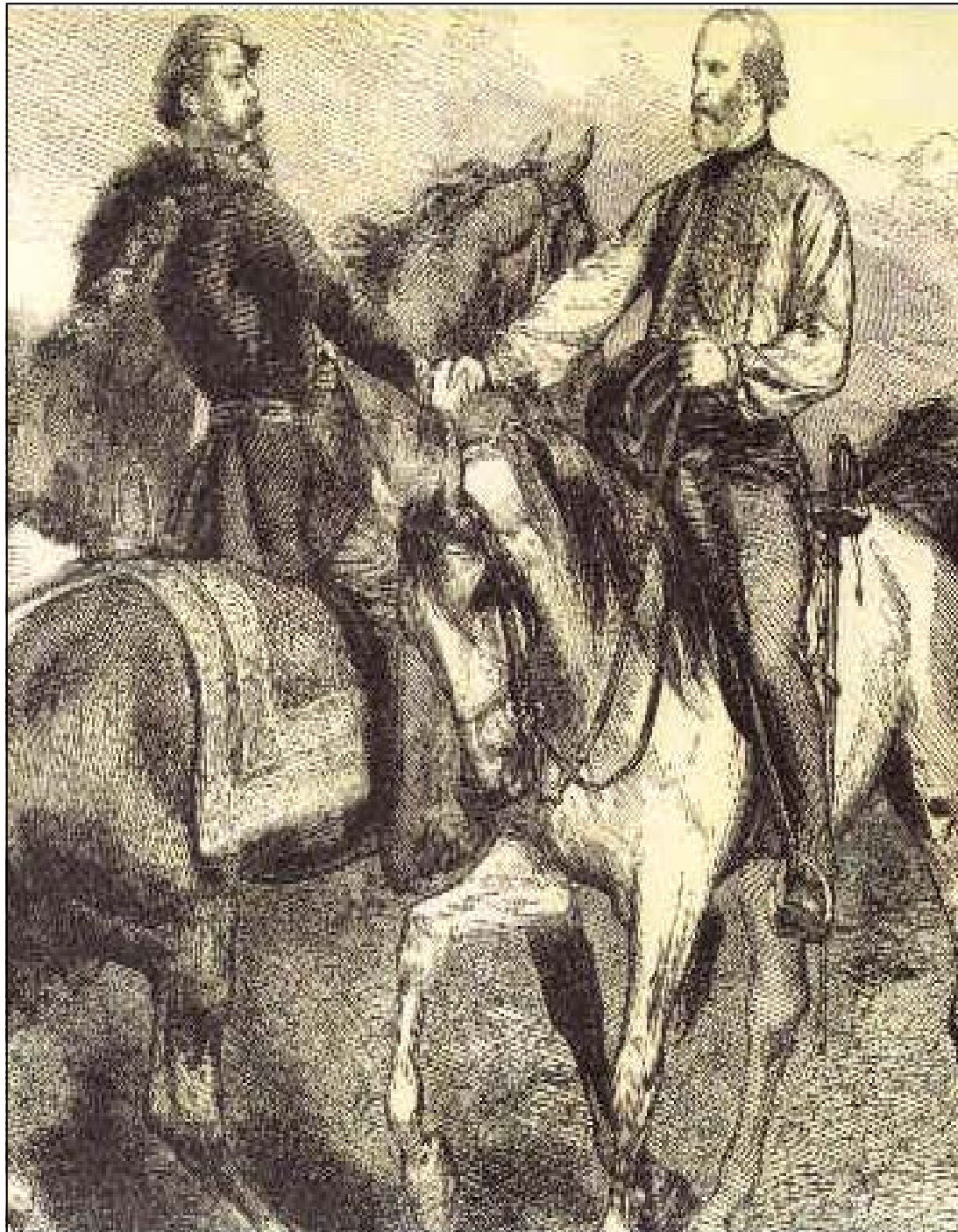
Although in terms of numbers and time it is considered a small war, the battle of Solferino was at the time the largest single battle ever fought in Europe. The campaign is interesting as it was quite fluid and led to a number of battles of vary sizes and types, the encounter battle of Magenta is particularly 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	BS	BCF	BNE	TBS	TSF

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



French Army May 1859

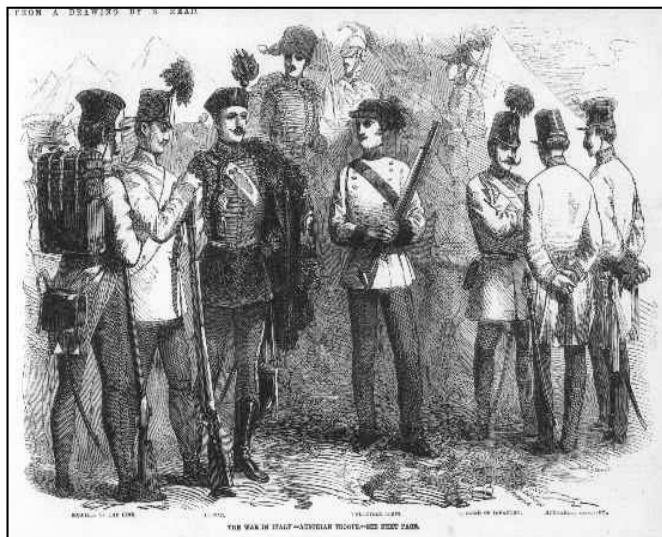
Army Commander	CinC Napoleon III
Reserve Artillery	
Imperial Guard Corps	Gen St Jean-d Angely
1st Corps	Gen Baraguay D'Hilliers
2nd Corps	Gen MacMahon
3rd Corps	Gen Canrobert
4th Corps	Gen Niel
5th Corps	Gen Prince Napoleon

Orders of Battle

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

Austrian 1st Army June 1859 - CinC Kaiser Franz Josef

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



Austrian 2nd Army June 1859

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

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, Elt, Hvy Cav
1 Base 2nd Cuirassiers - Veteran, Elt, 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*



2nd Corps - Gen MacMahon

1st Division - Gen Motterouge

1st Brigade

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

2nd Brigade

3 Bases 65th Infantry - Trained, SK1
3 Bases 70th Infantry - Trained, SK0

Divisional Artillery

1 Base, 4pdr MLR - Trained

2nd Division - Gen Decaen

1st Brigade

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

2nd Brigade

3 Bases 2nd Zouaves - Veteran, SK2
2 Bases 1st Foreign Legion - Veteran, SK1
3 Bases 2nd Foreign Legion - Veteran, SK1

Divisional Artillery

1 Base, 4pdr MLR - Trained

Corps Cavalry Brigade - Gen de Villaine

1st Brigade

1 Base 4th Chasseurs a Cheval, Trnd, Lt Cav
1 Base 7th Chasseurs a Cheval, Trnd, Lt Cav

Corps Artillery

2 Bases, 12pdr SB - Trained

3rd Corps - Gen Canrobert

1st Division - Gen Renault

1st Brigade

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

2nd Brigade

3 Bases 41st Infantry - Trained, SK0
3 Bases 56th Infantry - Raw, SK0

Divisional Artillery

1 Base, 4pdr MLR - Trained

2nd Division - Gen Trochu

1st Brigade

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

2nd Brigade

3 Bases 64th Infantry - Trained, SK0
3 Bases 88th Infantry - Raw, SK0

Divisional Artillery

1 Base, 4pdr MLR - Trained

3rd Division - Gen Bourbaki

1st Brigade

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

2nd Brigade

3 Bases 46th Infantry - Trained, SK1
3 Bases 59th Infantry - Raw, SK1

Divisional Artillery

1 Base, 4pdr MLR - Trained

Corps Cavalry Div - Gen Partouaux

1st Brigade

1 Base 2nd Hussars - Trained, Light Cavalry
1 Base 7th Hussars - Trained, Light Cavalry

2nd Brigade

1 Base 1st Lancers - Trained, Light Cavalry
1 Base 4th 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 5th Chasseurs a Pied - Trained, SK2
- 3 Bases 30th Infantry - Trained, SK1
- 3 Bases 49th Infantry - Trained, SK1

2nd Brigade

- 3 Bases 6th Infantry - Trained, SK1
- 3 Bases 8th Infantry - Raw, SK0

Divisional Artillery

- 1 Base, 4pdr MLR - Trained

2nd Division - Gen Vinoy

1st Brigade

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

2nd Brigade

- 3 Bases 85th Infantry - Trained, SK1
- 3 Bases 86th Infantry - Trained, SK0

Divisional Artillery

- 1 Base, 4pdr MLR - Trained

3rd Division - Gen Faily

1st Brigade

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

2nd Brigade

- 3 Bases 55th Infantry - Trained, SK0
- 3 Bases 76th Infantry - Trained, SK1

Divisional Artillery

- 1 Base, 4pdr MLR - Trained

Corps Cavalry Brigade - Gen de Villaine

1st Brigade

- 1 Base 2nd Chasseurs a Cheval, Trained, Lt Cav
- 1 Base 10th 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 3rd Zouaves - Veteran, SK2
- 3 Bases 75th Infantry - Trained, SK1
- 3 Bases 89th Infantry - Trained, SK0

2nd Brigade

- 3 Bases 93rd Infantry - Trained, SK1
- 3 Bases 99th Infantry - Raw, SK0

Divisional Artillery

- 1 Base, 4pdr MLR - Trained

2nd Division - Gen Urich

1st Brigade

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

2nd Brigade

- 3 Bases 80th Infantry - Trained, SK0
- 3 Bases 82nd Infantry - Trained, SK0

Div Artillery - 2b 4pdr

Corps Cavalry Brigade - Gen de Villaine

1st Brigade

- 1 Base 6th Hussars - Trained, Light Cavalry
- 1 Base 8th Hussars - Trained, Light Cavalry

Corps Artillery

- 2 Bases - 12pdr SB - Trained



Reserve Artillery

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

1st Division - Gen Durando

1st Brigade (Grantieri di Sardegna)

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

2nd Brigade (Savoia)

1 Base 4th Bersaglieri - Veteran, SK2
4 Bases 1st Infantry - Trained, SK1
4 Bases 2nd 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 9th Bersaglieri - Trained Elt, SK2
4 Bases 3rd Infantry - Trained, SK1
4 Bases 4th Infantry - Trained, SK0

2nd Brigade (Aosta)

1 Base 1st Bersaglieri - Trained Elt, SK2
4 Bases 5th Infantry - Trained, SK1
4 Bases 6th 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 10th Bersaglieri - Trained, SK2
4 Bases 7th Infantry - Trained, SK1
4 Bases 8th Infantry - Raw, SK1

2nd Brigade (Pinerolo)

1 Base 2nd Bersaglieri - Trained, SK2
4 Bases 13th Infantry - Trained, SK1
4 Bases 14th 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 7th Bersaglieri - Trained, SK2
4 Bases 9th Infantry - Trained, SK1
4 Bases 10th Infantry - Trained, SK0

2nd Brigade (Savona)

1 Base 6th Bersaglieri - Trained, SK2
4 Bases 15th Infantry - Trained, SK1
4 Bases 16th 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 8th Bersaglieri - Trained, SK2
4 Bases 11th Infantry - Trained, SK1
4 Bases 12th Infantry - Trained, SK0

2nd Brigade (Acqui)

1 Base 5th Bersaglieri - Trained, SK2
4 Bases 17th Infantry - Trained, SK1
4 Bases 18th Infantry - Trained, SK1

Saluzzo Cavalry

1 Base Light Horse - Trained

Divisional Artillery

1 Base 8pdr - Trained

Caccadori delle Alpi - Gen Garibaldi

2 Bases 1st Infantry - Trained, SK2
2 Bases 2nd Infantry - Trained, SK1
2 Bases 3rd 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

2nd Corps - Gen Leichtenstein

1st Division - Gen Jellavic

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base 6pdr SB - Trained

2nd Division - Gen Herdy

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base 12pdr SB - Trained

Corps Artillery

- 1 Base Rocket - Veteran

3rd Corps - Gen Schwarzenberg

1st Division - Gen Schoenberger

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base, 6pdr SB - Trained

2nd Division - Gen Martini

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base 6pdr SB - Trained

Corps Cavalry

- 2 Bases 10th Hussar - Trained, Light Cavalry

Corps Artillery

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



Austrian Second Army CinC - FZM Gyulai

Orders of Battle



5th Corps - Gen Stadion

1st Division - Gen Paumgarten

1st Brigade

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

2nd Brigade

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

3rd Brigade

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

Artillery

- 2 Bases 6pdr SB - Trained

2nd Division - Gen Sternberg

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base 6pdr SB - Trained

Corps Cavalry

- 1 Base 12th Uhlans - Trained, Light Cavalry

Corps Artillery

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

7th Corps - Gen Zobel

1st Division - Gen Reischach

1st Brigade

- 4 Bases 1st Infantry Regiment
 - 3 of Infantry - Trained, SK1
 - 1 of Grenadiers - Trained, Elite SK1

2nd Brigade

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

Artillery

- 1 Base 12pdr SB - Trained

2nd Division - Gen Chevalier de Lilia

1st Brigade

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

2nd Brigade

- 1 Base Otto Grenze - Trained, SK1
- 4 Bases 22nd 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**



8th Corps - Gen Benedek

1st Division - Gen Berger

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base 6pdr SB - Trained

2nd Division - Gen Lang

1st Brigade

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

2nd Brigade

- 1 Base 3rd Jager - Trained, Elite, SK1
- 4 Bases 39th 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

1st Brigade

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

2nd Brigade

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

3rd Brigade

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

Cavalry Division - Gen Mensdorff

1st Brigade

- 1 Base 12th Hussars - Trained, Light Cav
- 1 Base 1st Uhlans - Trained, Light Cav

2nd Brigade

- 1 Base 5th Dragoons - Trained, Heavy Cav
- 1 Base 6th Dragoons - Trained, Heavy Cav

Cavalry Artillery

- 1 Base 6pdr SB - Trained



Austrian Second Army *CinC - FZM Gyulai*



May end - Additional Corps to 2nd Army:

9th Corps - Gen Schaffgotsche

1st Division - Gen Handel

1st Brigade

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

2nd Brigade

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

3rd Brigade

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

Artillery

- 2 Bases 6pdr SB - Trained

2nd Division - Gen Crenneville

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base 6pdr SB - Trained

Corps Cavalry

- 1 Base 12th Hussars - Trained

Corps Artillery

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

May end - Changes to: 8th Corps

2nd Division - Gen Lang

2nd Brigade from Herdys Division, II corps

2nd Brigade

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

May end - Changes to:

8th Corps

2nd Division - Gen Lang

2nd Brigade from Herdys Division, II corps

2nd Brigade

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

2nd Corps - Gen Leichtenstein

2nd Division - Gen Herdy

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

1st Brigade

- 4 Bases 45th Infantry Regiment
- 3 of Infantry - Trained, SK1
- 1 of Grenadiers - Trained, SK1

Beginning June - Additional Corps to 2nd Army:

1st Corps - Gen Clam-Gallas

1st Division - Gen Montenuovo

1st Brigade

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

2nd Brigade

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

3rd Brigade

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

Artillery

- 2 Bases 6pdr SB - Trained

2nd Division - Gen Cordon

1st Brigade

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

2nd Brigade

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

Artillery

- 1 Base 6pdr SB - Trained

Corps Cavalry

- 1 Base 12th Hussars - Trained

Orders of Battle



At this point the Austrians became 2 forces:

1st Army under **Wimpffen**

2nd Army under **Schlick**

Additional Corps/Units to the 1st Army above:

Reserve Artillery

2 Bases 12pdr SB - Veteran

10th Corps - Gen Wernhardt

1st Division - Gen Marziani

1st Brigade

1 Base 12th Jager - Trained, SK1

4 Bases 15th Infantry Regiment

- 3 of Infantry - Trained, SK1

- 1 of Grenadiers - Trained, Elite SK1

2nd Brigade

1 Base Illyrian Grenze - Trained, SK0

4 Bases 4th Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, Elite SK1

3rd Brigade

1 Base 20th Jager - Trained, Elite, SK1

4 Bases 33rd Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, SK0

Artillery

2 Bases 6pdr SB - Trained

2nd Division - Gen Wallemare

1st Brigade

1 Base 5th Jager - Trained, SK1

4 Bases 6th Infantry Regiment

- 3 of Infantry - Trained, SK1

- 1 of Grenadiers - Trained, Elite SK1

2nd Brigade

1 Base Romanian Grenze - Trained, SK1

4 Bases 56th Infantry Regiment

- 3 of Infantry - Trained, SK0

- 1 of Grenadiers - Trained, Elite SK1

Artillery

1 Base 6pdr SB - Trained

Corps Cavalry

1 Base 4th Uhlans - Trained

Corps Artillery

1 Base Rocket - Trained

1 Base 12 pdr - Trained

Additional Corps to 1st Army above:

Austrian Army



11th Corps - Gen Veigl

1st Division - Gen Schwarzel

1st Brigade

1 Base 10th Jager - Trained, SK1

4 Bases 37th Infantry Regiment

- 3 of Infantry - Trained, SK0

- 1 of Grenadiers - Trained, Elite SK1

2nd Brigade

4 Bases 35th Infantry Regiment

- 3 of Infantry - Raw, SK1

- 1 of Grenadiers - Trained, Elite SK1

Artillery

1 Bases 6pdr SB - Trained

1 Base Rocket - Trained

2nd Division - Gen Blomberg

1st Brigade

1 Base Warasdiner Grenze - Trained, SK1

4 Bases 9th Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, SK0

2nd Brigade

1 Base 21st Jager - Trained, Elite, SK1

4 Bases 42nd Infantry Regiment

- 3 of Infantry - Trained, SK1

- 1 of Grenadiers - Trained, Elite SK1

3rd Brigade

1 Base Peterwardeiner Grenze - Trained, SK1

4 Bases 57th Infantry Regiment

- 3 of Infantry - Raw, SK0

- 1 of Grenadiers - Trained, SK0

Artillery

1 Base 6pdr SB - Trained

Corps Cavalry

1 Base 12th Hussars - Trained

Corps Artillery

1 Base Rocket - Trained

1 Base 12 pdr - Trained

Cavalry Division - Gen Zedtwitz

1st Brigade

1 Base 3rd Hussars - Trained, Light Cav

1 Base 11th Hussars - Trained, Light Cav

2nd Brigade

1 Base 1st Dragoons - Trained, Heavy Cav

1 Base 3rd 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 **1st 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 3rd 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

7th Corps, 2nd Division - 2nd Brigade

- 1 Base Otto Grenze - Trained, SK1
- 4 Bases 22nd 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

2nd Corps, 1st Division - 2nd Brigade

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

Left Column Artillery

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

2nd Corps, 1st Division - 1st Brigade

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

Cavalry

- 1 Base 1st Hussars - Trained, Light Cavalry

Right Column - Gen Weigl

7th Corps, 1st Division - 1st Brigade

- 3 Bases 53rd Infantry Regiment
 - 3 of Infantry - Raw, SK1

General Reserve

- 1 Base 53rd Infantry Regiment
 - 1 of Grenadiers - Trained, Elite SK1

The Piedmontese Army

CinC - Victor Emmanuel II

- 3 Bases 3rd Zouaves - Veteran, SK2

4th Division - Gen Cialdini

1st Brigade (Regina)

- 1 Base 7th Bersaglieri - Trained, SK2
- 4 Bases 9th Infantry - Trained, SK1
- Bases 10th 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

2nd Brigade (Savona)

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

2nd Division - Gen Fanti

1st Brigade (Piemonte)

- 1 Base 9th Bersaglieri - Trained Elt, SK2
- 1 Base 1st Bersaglieri - Trained Elt, SK2

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.