



**POLEMOS**

# Fratelli d'Italia

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

Peter Riley





# Fratelli d'Italia

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

Published in pdf format by: *Baccus 6mm Ltd, 2009.*

Text Copyright: *Peter Riley*

Layout and Design: *Baccus 6mm Ltd*

Photography: *Peter Berry*

Maps: *Sven Løgar*

Buildings and Scenics: *Timecast*

Baccus 6mm figures painted by *Peter Berry*

All rights reserved. No part of this work may be reproduced or used in any form or by any means without the express written consent of the authors.

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.

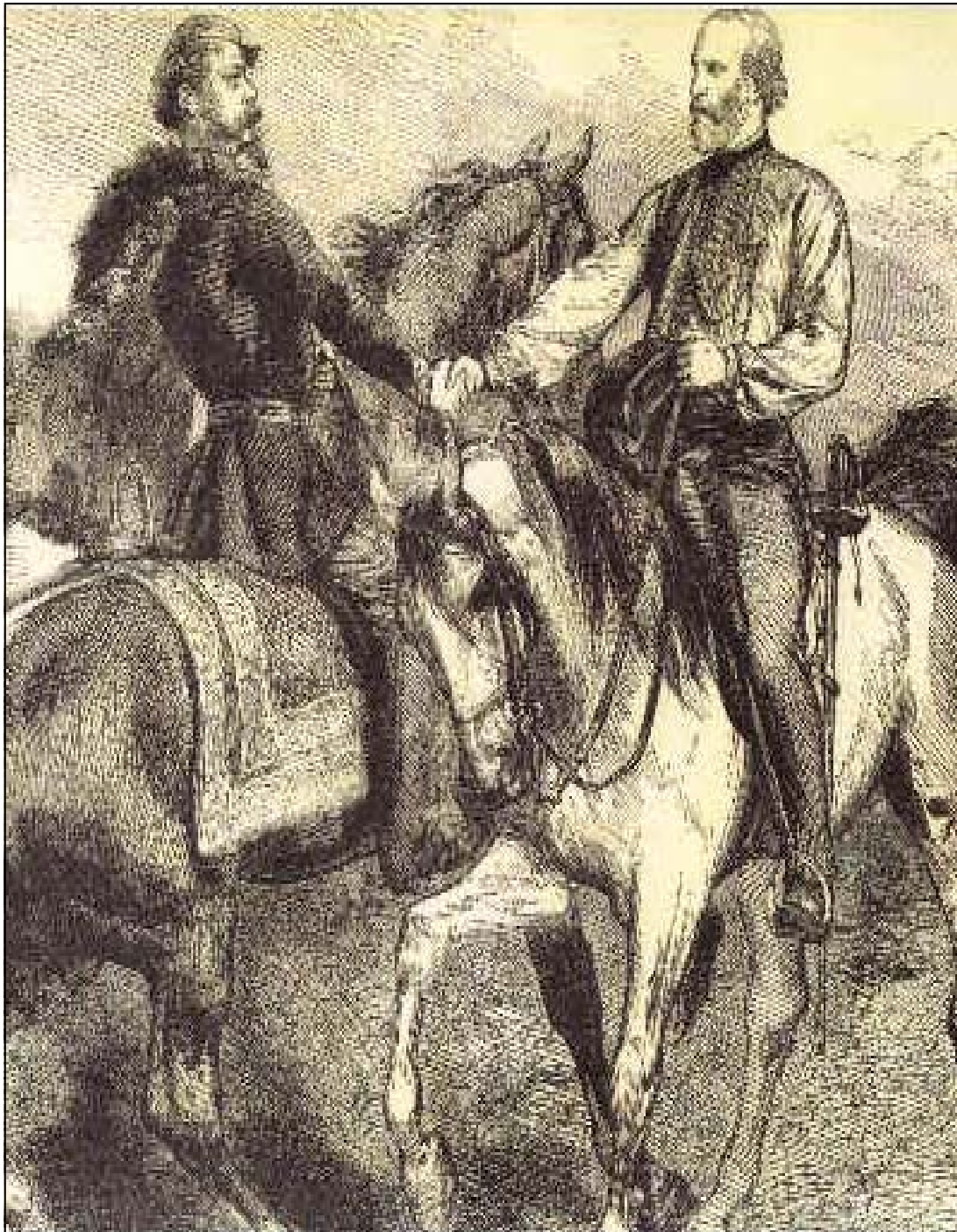
So in 1859, the Italians, having secured the support of Napoleon III of France, began provoking Austria into war it was not prepared for. The Austrians reacted as planned the Emperor Francis Joseph declared war. By April 23rd 1859 an ultimatum was delivered wanting the complete demobilization of Piedmontese 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 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.



**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 exposed 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 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 (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
Cacciatori delle Alpi	Gen Garibaldi
Cavalry Division	Gen Smbuy



### French Army May 1859

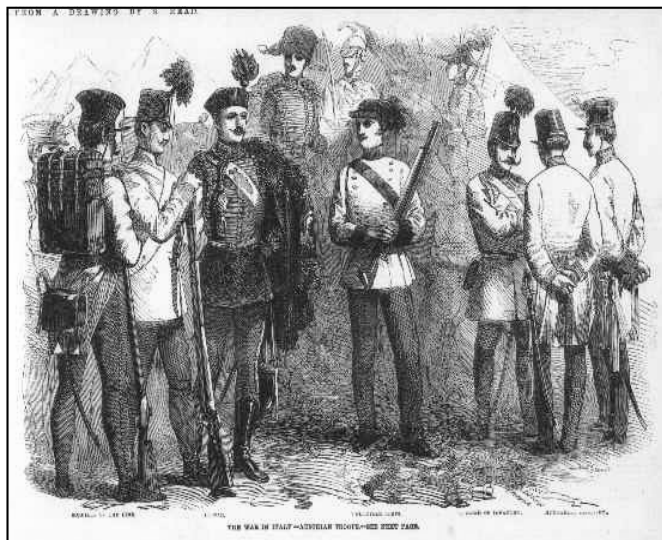
Army Commander	CinC Napoleon III
Reserve Artillery	
Imperial Guard Corps	Gen St Jean-d Angely
1st Corps	Gen Baraguay D'Hilliers
2nd Corps	Gen MacMahon
3rd Corps	Gen Canrobert
4th Corps	Gen Niel
5th Corps	Gen Prince Napoleon

# 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 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*

### **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*

## *CinC - Napoleon III*



#### **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**



# Orders of Battle

### *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 Partoureaux**

#### **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***



# **Orders of Battle**

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

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

##### **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 Gyuali*



### *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



## 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 d SK1	Trained d 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 the planned 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 hill 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 Jellavcic

#### 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

## 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

## 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.