POLEMOS

DeutscherKrieg

Peter Riley

Converting Polemos KDA FPW rules for the
Austro-Prussian War of 1866

BACCUS6MM

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Published in pdf format by: *Baccus 6mm Ltd, 2010.*

Text Copyright: *Peter Riley*

Layout and Design: *Baccus 6mm Ltd*

Photography: *Peter Berry*

Maps: *Sven Lugar*

Buildings and Scenics: *Timecast*

Baccus 6mm figures painted by *Peter Berry and Charles Kirke*

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Deutscherkrieg

Introduction

The DeutscherKrieg of 1866 between Prussia and Austria came about over their confrontation over Schleswig-Holstein, a state shared by both countries following the 1864 war with Denmark. Bismarck inflamed the confrontation hoping that France, Italy and Russia would leave them to it. The question was, would the Prussians be able to stand against the might of the Austrian Imperial Army?

In 1860 the German parliament had halted the plans of King Wilhelm to reform the Prussian army in reply to a crisis in the state. In reaction to this the king appointed Bismarck as his Prime minister. Bismarck was a hardliner who made the changes to the Army despite any opposition. Bismarck's, and Wilhelm's, aim in making the Prussian Kings position stronger in Parliament, either with or without Austria, had been achieved.

Apart from Russia the Austrians had the largest army in the European arena. However Austria's 850,000 plus soldiers couldn't mobilize in the few short weeks allowed. The Prussians began the war with 350,000 men against, not including their Italian allies, Austria's 320,000 men. The Prussians were better prepared and organised it seemed.

The well trained Prussian soldier would prove decisive; they were also armed with breech-loading rifles. Their Austrian counterparts had to make do with outdated tactics, old muzzle-loaders, marching in close columns and using bayonet assaults. The outcome was in the balance.

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DeutscherKrieg

Troop Types

Troop types (FPW KDA - Page 4)

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

Infantry: Most infantry, known as Regulars, Landwehr, Grenzer, Guard, Foot Guards, Grenadiers, Fusiliers or any other name, are formed units and are armed with Muzzle or Breech-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.

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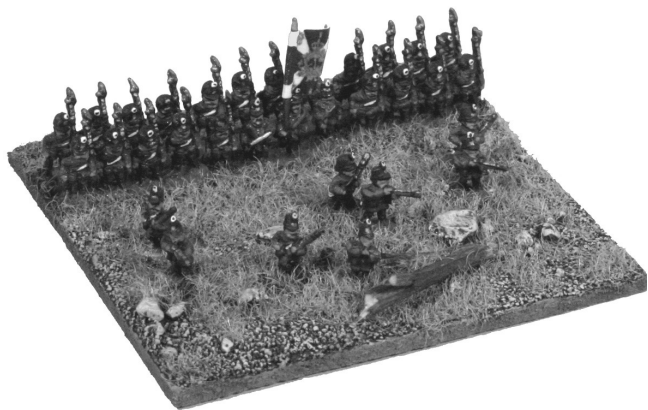
Skirmishers: Jaeger, Kaiser Jaeger, Feld Jaegers, Bersaglieri or Sharpshooters etc. These are not generally depicted by distinct bases of their own, but by a skirmish capability factor which is assigned to standard infantry bases. This represents the infantry base's ability to skirmish. However they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

Cavalry: did not generally fare well against the increasing ranges and rates of fire of Infantry and Artillery fire during the period. Compounding the issue was that Cavalry formations were often parcelled out piecemeal by both sides' generals. The cavalry arm therefore was mainly used in pre-battle scouting, harassing a retreating enemy or providing rearguard actions to delay the enemy. In some cases though, shock action was employed by cavalry, such as the Austrians at the Battle of Custoza.

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, and Heavy Horse etc. These are cavalry trained to charge but, are also capable of scouting and screening.

Artillery and Rocket 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 war had a mix of Smoothbore and Muzzle Loading or Breech Loading Rifled artillery; it was generally therefore used to engage targets at a mixture of ranges. The Austrians were used to grouping and massing their artillery at key points whereas the Prussians in particular were slow to mass and found they had to expose themselves and move in closer to support attacking formations with their own artillery.
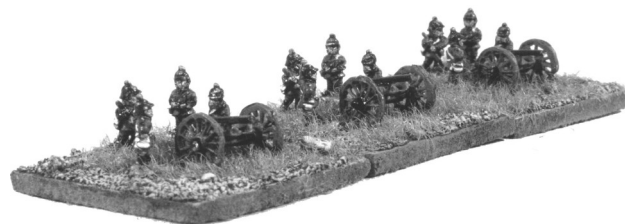
Artillery: Batteries were able to closely support infantry or cavalry attacks and unlimber close to the enemy line. The Heavier 'Corps' or 'Reserve' guns were usually placed in support of troops in defence, however they could also be deployed forward on the gun line.

Tempo bidding (KDA Page 13)

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

Prussian CinC's:
• 4 TPs for an Energetic CinC.
• 3 TPs for an Experienced CinC.
• 2 TPs for a Listless CinC.

Prussian Subordinates:
• 3 TPs for each Imposing officer.
• 2 TPs for each Competent officer.
• 1 TP for each Confused officer.

Austrian CinC's:
• 3 TPs for an Energetic CinC.
• 2 TPs for an Experienced CinC.
• 0 TPs for a Listless CinC.

Austrian Subordinates:
• 4 TPs for each Imposing officer.
• 3 TPs for each Competent officer.
• 2 TP for each Confused officer

German CinC's:
• 3 TPs for an Energetic CinC.
• 2 TPs for an Experienced CinC.
• 0 TPs for a Listless CinC.

German Subordinates:
• 3 TPs for each Imposing officer.
• 2 TPs for each Competent officer.
• 1 TP for each Confused officer.

Italian CinC's:
• 3 TPs for an Energetic CinC.
• 2 TPs for an Experienced CinC.
• 0 TPs for a Listless CinC.

Italian Subordinates:
• 3 TPs for each Imposing officer.
• 2 TPs for each Competent officer.
• 1 TP for each Confused officer.

Bombardment Phase (FPW KDA - Page 13)

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

Bombardment Phase (FPW KDA - Page 14)

If an unmodified dice roll of **1** occurs for any Austrian or Italian artillery bases firing or a **1 or 2** occurs for any Prussian or German artillery bases firing, the artillery must **recoil** immediately.

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

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

Tempo and Ranged Attacks

Tempo Point Cost
(FPW KDA - Page 15)

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

Ranges (FPW KDA - Page 16)

Units	Contact	Close Range	Long Range
All Units	Under 1BW must go to Contact Phase	From 1BW up to 1.5BW	Over 1.5BW up to 2BW

Ranged Attack Procedure
(FPW KDA - Page 17)

Ranged Attack Modifiers	
Firer behind target's flank	+2
Veteran troops	+1
Close Range	+1 to firer
Prussians or Hesse-Cassel firing	+1 to firer
Supporting Bases	+1
Gone to Ground	-1
Austrians Firing	-1
Raw troops	-1
Each shaken level	-1
Long range	-1
Relevant Terrain Modifiers	See Terrain chart

Ranged Attack Outcome
(FPW KDA - Page 17)

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

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

Combat

Combat Modifiers
(FPW KDA - Page 20)

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

Combat results (FPW KDA - Page 20)
(There is no change to this chart I have included it for completeness.)

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

Following up (FPW KDA - Page 21)

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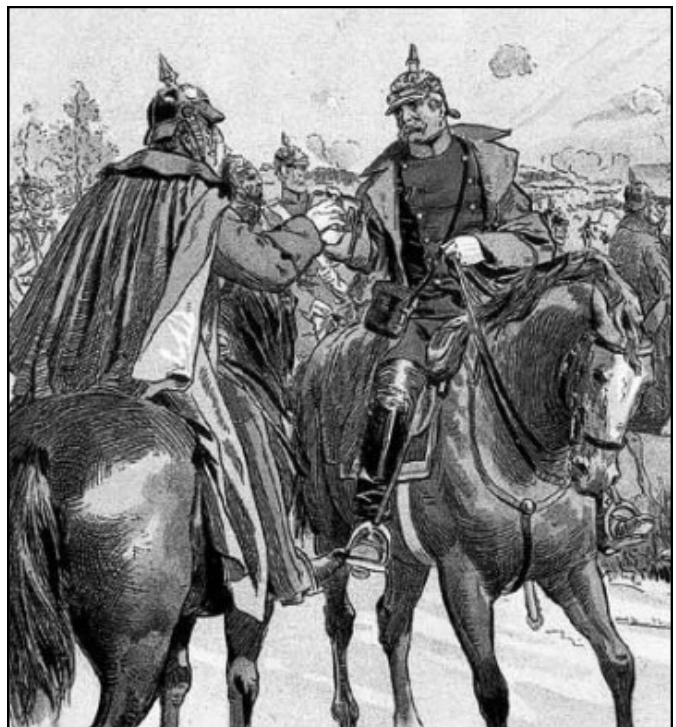
Morale

Force Morale (FPW KDA - Page 23)

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

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

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

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

Army Morale (FPW KDA - Page 23)

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

- • 2 - For Italian and German army **Critical Morale Factor.**
- • 2.5 - For the Austrian & Prussian army **Critical Morale Factor**.

Add the CinC's grade level:

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

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

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

Once the factor falls below 0, the army is broken in defeat.
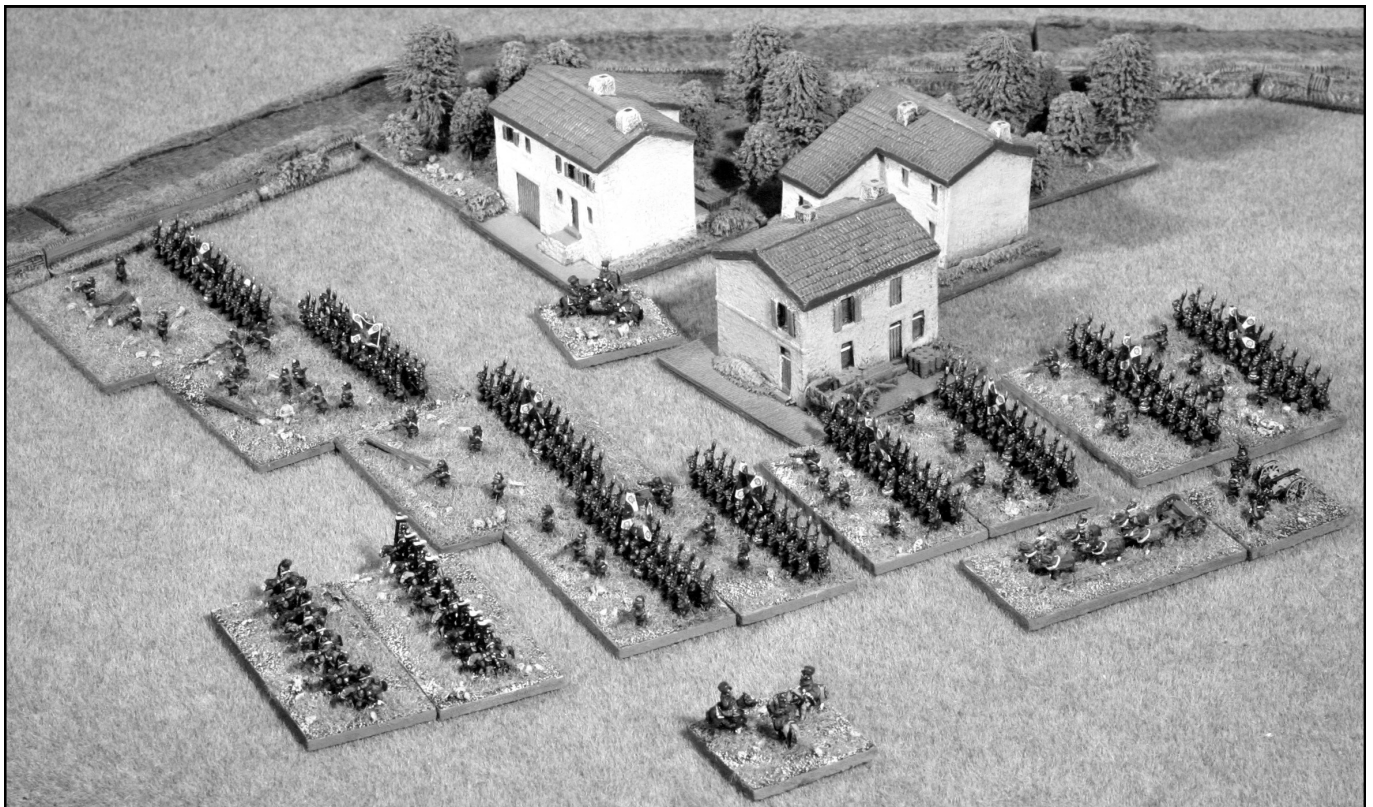
Polemos Deutscherkrieg KDA Orders of Battle

The Orders of Battle for DeutscherKrieg KDA are presented here for players to use as a resource. They can be used for playing large battles, for use in quick games as the formations are already set out and provided or changing as they see fit.

Prussian Armies - CinC Wilhelm I King of Prussia

First Army	CinC - Prince Frederick Karl
Second Army	CinC - HRH Crown Prince Frederick of Prussia
Army of the Elbe	CinC - Gen Von Herwarth
Army of the Maine	CinC - Gen Vogel Von Falkenstein

Italian Army – CinC King Victor Emmanuel II

Army of the Mincio	CinC - Gen La Marmora
Army of the Po	CinC - Gen Caldiani

Austrian Armies

Army of the North	CinC - Gen Benedek
Army of the South	CinC - Gen Albrecht
VIII Federal Corps	CinC - Prince Alexander of Hesse

German Armies

Royal Saxon Army	CinC - Kronprinz Albert
Bavarian Army	CinC - FM Prince Carl
Hesse-Cassel	CinC - Gen Lossberg
Hanoverian	CinC - Gen Arenschildt

Orders of Battle

Prussian 1st Army CinC - HRH Prinz Frederick Karl

First Army Artillery Reserve
1 Base Reserve Artillery
2 Bases Field Artillery

II Corps - Gen Von Schmidt
3rd Division - Werder
5th Brigade - 2 Bases Veteran, SK2
6th Brigade - 2 Bases Trained, Sk1

4th Division - Herwarth
7th Brigade - 2 Bases Veteran, SK2
8th Brigade - 2 Bases Trained, Sk1

Corps Troops
1 Base (Jagers) Veteran, SK2
1 Base Field Artillery
3rd Heavy Brigade - 1 Base Trained Hvy Cav

III Corps - Gen Von Manstein
5th Division - Tumpling
1 Base (Jagers) Veteran, SK2
9th Brigade - 2 Base Veteran, SK1
10th Brigade - 2 Bases Trained, SK1
1 Base Field Artillery

6th Division - Manstein
11th Brigade - 2 Bases Veteran, SK1

12th Brigade - 2 Bases Trained, SK1
1 Base Trained Heavy Cavalry

IV Corps - HRH Prinz Frederick Karl
7th Division - Gen Von Franzecky
1 Base (Jagers) Veteran, SK2
13th Brigade - 2 Bases Trained, Sk1
14th Brigade - 2 Bases Trained, Sk1
1 Base Field Artillery

8th Division - Horn
1 Base Trained Light Cavalry
15th Brigade - 2 Bases Trained, Sk1
16th Brigade - 1 Base Trained, Sk1

Cavalry Corps - HRH Prinz Albrecht
1st Cavalry Div -Alvensleben
1st Light Brigade - 1 Base Vet, Elite Lt Cav
2nd Heavy Brigade - 1 Base Trained Cav
Attached Artillery - 1 Base Field Artillery

2nd Cavalry Div -Weyhern
2nd Light Brigade - 1 Base Veteran Lt Cav
3rd Light Brigade - 1 Base Trained Lt Cav
Attached Artillery - 1 Base Field Artillery

Prussian 2nd Army CinC - HRH Erbprinz von Preussen

I Corps - Gen Von Bonin
1st Division - Grossman
1st Brigade - 2 Bases Veteran, SK1
2nd Brigade - 2 Bases Trained, SK1

2nd Division - Clausewitz
3rd Brigade - 2 Bases Veteran, SK1
4th Brigade - 2 Bases Trained, Sk1

Corps Troops
1 Base (Jagers) Veteran, SK2
1 Base Cavalry Veteran, Elite
1 Base Reserve Artillery
1 Base Field Artillery

V Corps - Gen Von Steinmetz
9th Division - Lowenfeld
17th Brigade - 2 Bases Trained, Elite, SK1
18th Brigade - 1 Base Veteran, SK2
1 Base Field Artillery

10th Division - Kirchbach
19th Brigade - 2 Bases Trained, Elite, Sk1
20th Brigade - 2 Bases Trained, Sk1
1 Base Trained Hvy Cavalry
1 Base Field Artillery

Corps Troops
1 Base (Jagers) Veteran, SK2
1 Base Reserve Artillery

VI Corps - Gen Von Mutius
11th Division - Zastrow
21st Brigade - 2 Bases Veteran, SK1

22nd Brigade - 2 Bases Trained, Sk1
1 Base Field Artillery

12th Division - Prodzynski
24th Brigade - 3 Bases Trained, Sk1
1 Base Field Artillery

Corps Troops
1 Base (Jagers) Veteran, SK2
1 Base Trained Light Cavalry
1 Base Reserve Artillery

Garde Corps - Gen Von Wurttemburg
1st Guards Division
1st Guards Brigade - 2 Bases Vet, Elite, SK2
2nd Guards Brigade - 2 Bases Vet, Elite, SK2
1 Base Field Artillery

2nd Guards Division
3rd Guards Brigade - 2 Bases Vet, Elite, SK1
4th Guards Brigade - 2 Bases Vet, Elite, SK1
1 Base Field Artillery

Guard Corps Troops
1 Base Rifles of the Guard - Vet, Elite, SK2
1 Base Reserve Artillery
2 Bases Veteran Heavy Cavalry

2nd Army Cavalry
Reserve Division - Gen Von Hartmann
9th Cavalry Brigade - 1 Base Trnd Hvy Cav
10th Cavalry Brigade - 1 Base Trnd Lt Cav
12th Cavalry Brigade - 2 Bases Raw Lt Cav
(This formation was combined from inactive units)

Prussian Army of the Elbe CinC - Gen Von Herwarth

Elbe Army Artillery
1 Base Reserve Artillery
1 Base Field Artillery

Elbe Cavalry Reserve
1 Base Trained Light Cavalry
1 Base Trained Heavy Cavalry

14th Division - Munster
27th Brigade - 3 Bases Trained, Sk1
28th Brigade - 2 Bases Trained, Sk1
1 Base Field Artillery

15th Division - Canstein
29th Brigade - 2 Bases Trained, Elite, Sk1
30th Brigade - 2 Bases Trained, Sk1
1 Base (Jagers) - Vet, Sk2
1 Base Field Artillery

16th Division - Etzel
31st Brigade - 2 Bases Trained, Sk1
32nd Brigade - 2 Bases Trained, Elite, Sk1
1 Base Trained Heavy Cav
1 Base Field Artillery

I Reserve Corps - Gen Von Mulbe
Ldw Div of the Guard - Rosenberg
1st Gd Ldw Brigade - 2 Bases Trnd, Elt, SK1
2nd Gd Ldw Brgde - 2 Bases Trnd, Elt, SK1

1st Landwehr Division - Benthiem
1st Ldw Brigade - 2 Bases Raw, SK1
2nd Ldw Brigade - 2 Bases Raw, SK1

2nd Landwehr Div -
3rd Ldw Brigade - 2 Bases Raw, SK1
4th Ldw Brigade - 2 Bases Raw, SK1
Res Ldw Brigade - 2 Base Cav Raw Lt Cav
1 Base Field Artillery

Corps Troops
1 Base Reserve Artillery
1 Base Field Artillery

Prussian Army of the Maine CinC - Gen GDK Falckenstein

13th Division - Goeben
25th Brigade - 2 Bases Trained, Sk1
26th Brigade - 2 Bases Trained, Sk1
1 Base Trained Heavy Cavalry
2 Bases Field Artillery

Combined Division - Manteuffel
1st Combined Brgd - 2 Bases Trained, Sk1
2nd Combined Brgd - 2 Bases Trnd, Elt, Sk1
Saxe-Coburg, Lippe Brgd - 1 Base Trnd, Sk1
1 Base Trained Heavy Cavalry
2 Bases Field Artillery

Combined Division - Beyer
32nd Brigade - 2 Bases Trained, Sk1
3rd Combined Brigade - 2 Bases Trnd, Sk1
32nd & 39th Regiments - 2 Bases Trained, Sk1
1 Base Trained Light Cavalry
1 Base Reserve Artillery

CinC - Gen GDK Franz
II Reserve Corps (23rd of July)
Mecklenburg Div - Bilgner
Mecklenburg Brigade - Jasmund
1 Base Jager - Trained, SK1
2 Bases Infantry - Trained, SK1

Braunschweig Brigade - Girswald
2 Bases Infantry - Trained, SK1

Combined Prussian Div - Horn
1st Comb Brigade - Treskow
4 Bases Prussian Infantry - Trained, SK1

2nd Comb Brigade - Senden
Anhalt Contingent - 1 Base Raw, SK1
Pomeranian Rgt – 1 Base Raw, SK0

Corps Troops
2 Bases Ldw Cavalry - Raw Light Cavalry
2 Bases Reserve Artillery

Orders of Battle

The Army of the Mincio
I Corps - Gen Durando
Corps Troops
2 Bases Trained, Light Cav
1 Base Field Artillery
1 Base Reserve Artillery

1st Division - Cerale
Brigade Pisa - 2 Bases Trained, SK1
Brigade Forli - 2 Base Raw, SK0
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

2nd Division - Pianell
Brigade Siena - 2 Bases Trained, SK1
Brigade Aosta - 2 Bases Raw, SK1
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

3rd Division - Brignone
Brigade Sardegna - 2 Bases Veteran, SK1
Brigade Lombardia - 2 Bases Veteran, SK1
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

5th Division - Sirtori
Brigade Brescia - 2 Bases Raw, SK0
Brigade Valtellina - 2 Bases Trained, SK1
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

II Corps - Gen Cuccari
Corps Troops
2 Bases Trained, Light Cav
1 Base Field Artillery
1 Base Reserve Artillery

4th Division - Mignano
Brigade Regina - 2 Bases Trained, SK1
Brigade Ravenna - 2 Bases Raw, SK0
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

6th Division - Cosenz
Brigade Acqui - 2 Bases Raw, SK0
Brigade Livorno - 2 Bases Trained, SK1
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

10th Division - Angioletti
Brigade Umbria - 2 Bases Trained, SK1
Brigade Abruzzi - 2 Bases Raw, SK0
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

19th Division - Lorgoni
Brigade Calabria - 2 Bases Trained, SK1
Brigade Palermo - 2 Bases Raw, SK1
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

III Corps - Gen Della Rocca
Corps Troops
2 Bases Trained, Light Cav
1 Base Field Artillery
1 Base Reserve Artillery

7th Division - Bixio
Brigade Del Re - 2 Bases Trained, SK1
Brigade Ferrara - 2 Bases Raw, SK0
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

8th Division - Cugia
Brigade Piemonte - 2 Bases Trained, SK1
Brigade Cagliari - 2 Bases Raw, SK0
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

9th Division - Govone
Brigade Pistoia - 2 Base Trained, SK1
Brigade Delle-Alpi - 2 Bases Raw, SK0
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

16th Division - Pr Umberto
Brigade Parma - 2 Base Raw, SK0
Combined Brigade - 2 Bases Raw, SK0
Bersaglieri - 1 Base Veteran, SK2
1 Base Field Artillery

Reserve Cavalry Division - Sonnaz
1st Brigade - 1 Base Trained, Heavy Cavalry
2nd Brigade - 1 Base Trained, Heavy Cavalry
1 Base Field Artillery

Reserve Artillery of the Mincio Army
1 Base Reserve Artillery
1 Base Field Artillery

The Army of the Po IV Corps - Gen Cialdini

Army Cavalry
1st Brigade - 1 Base Trained, Light Cavalry
2nd Brigade - 1 Base Trained, Light Cavalry

Reserve Artillery
2 Bases Reserve Artillery

11th Division - Casanova
Brigade Pinerolo - 2 Bases Trained, SK1
Brigade Modena - 3 Bases Trained, SK1
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

12th Division - Ricotti
Brigade Casale   - 3 Bases Trained, SK1
Brigade Como   - 2 Bases Raw, SK0
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

13th Division - Mezzacapo
Brigade Savona   - 2 Bases Trained, SK1
Brigade Bologna   - 3 Trained, SK1
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

14th Division - Chiabrera
Brigade Reggio   - 3 Bases Raw, SK0
Brigade Marche   - 2 Bases Trained, SK1
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

15th Division - Medici
Brigade Pavia   - 2 Bases Raw, SK0
Brigade Sicilia   - 2 Bases Trained, SK1
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

17th Division – Cadorna (Grenadiers)
Brigade Napoli   - 3 Bases Trnd, Elite, SK1
Brigade Toscana   - 3 Bases Trnd, Elite, SK1
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

18th Division – Della Chiesa
Brigade Cremona   - 2 Bases Raw, SK0
Brigade Bergamo   - 2 Bases Trained, SK1
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

20th Division - Franzini
Brigade Barieri   - 2 Bases Trained, SK1
Brigade Alberti   - 2 Bases Raw, SK0
Bersaglieri   - 1 Base Veteran, SK2
1 Base Field Artillery

Orders of Battle

Austrian Army of the South CinC - FZM Erzherzog Albrecht

V Corps - Gen Rodich
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Trained, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Raw, SK1
V Corps Troops
1 Base Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

VII Corps - Gen Del Monte
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Raw, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
VII Corps Troops
1 Bases Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

IX Corps - Gen Hartung
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Raw, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
VII Corps Troops
1 Bases Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

Reserve Infantry Div - Gen Virtsolog
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
1 Bases Field Artillery
2nd Brigade
1 Base Trained, SK1
1 Base Raw, SK1
1 Bases Field Artillery

Army Reserve Cavalry
1st Brigade - 1 Base Veteran, Light Cav
2nd Brigade - 1 Base Veteran Light Cav
1 Base Field Artillery

South Army Mobile Brigade
1st Brigade - Zastavnikovic
2 Bases Trained, SK1
1 Base Field Artillery
1 Base Veteran Light Cavalry

Orders of Battle

Austrian Army of the North CinC - FZM Von Benedek

I Corps - Gen Clam Gallas
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Trained, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Raw, SK1
4th Brigade
2 Bases Trained, SK1
1st Brigade (Att from 3rd corps)
1 Base Veteran, SK2
2 Bases Trained, SK1
I Corps Troops
1 Base Reserve Artillery
3 Bases Field Artillery
1 Base Veteran Light Cavalry

II Corps - Gen Thun-Hohenstadt
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Raw, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
4th Brigade
2 Bases Raw, SK1
II Corps Troops
1 Base Reserve Artillery
3 Bases Field Artillery
1 Base Veteran Light Cavalry

III Corps - Gen Ernst
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Raw, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
4th Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
5th Brigade
1 Base Raw, SK1
III Corps Troops
1 Base Reserve Artillery

2 Bases Field Artillery
1 Base Trained Light Cavalry

IV Corps - Gen Festeticz
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Trained, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Raw, SK1
4th Brigade
2 Bases Trained, SK1
IV Corps Troops
2 Base Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

VI Corps - Gen Ramming
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Raw, SK1
3rd Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
4th Brigade
2 Bases Raw, SK1
VI Corps Troops
2 Base Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

VIII Corps - Gen Leopold
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Trained, SK1
3rd Brigade
2 Bases Raw, SK1
4th Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
VIII Corps Troops
2 Base Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

Orders of Battle

Austrian Army of the North CinC - FZM Von Benedek

X Corps - Gen Von Gablenz
1st Brigade
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade
2 Bases Raw, SK1
3rd Brigade
2 Bases Trained, SK1
4th Brigade
1 Base Veteran, SK2
2 Bases Raw, SK1
X Corps Troops
2 Base Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

North Army Light Cavalry
1st Light Cavalry Division
1st Brigade - 1 Base Veteran, Heavy Cav
2nd Brigade - 1 Base Veteran Light Cav
3rd Brigade - 1 Base Veteran, Light Cav
1 Base Field Artillery

2nd Light Cavalry Division
1st Brigade - 1 Base Veteran, Light Cav
2nd Brigade - 1 Base Veteran Light Cav
1 Base Field Artillery

North Army Cavalry Reserve
Cavalry Reserve Artillery
3 Base Reserve Artillery
1 Base Field Artillery
1st Res Cavalry Division
1st Brigade - 1 Base Veteran, Heavy Cav
2nd Brigade - 1 Base Veteran, Heavy Cav
2nd Res Cavalry Division
1st Brigade - 1 Base Veteran, Heavy Cav
2nd Brigade - 1 Base Veteran, Light Cav
3rd Res Cavalry Division
1st Brigade - 1 Base Veteran, Heavy Cav
2nd Brigade - 1 Base Veteran, Heavy Cav

Austrian Tyrol Command CinC - Lt Gen Von Kuhn

Montluisant's Force
1 Base Field Artillery

Grünne's Right Column
1 Base Infantry - Trained, SK2
1 Base Militia - Raw, SK0

Von Krynicki Centre Column
1 Base Infantry - Trained, SK2
1 Base Depot Infantry - Raw, SK0

Kaims Force
1 Base Field Artillery
Hofferns Brigade
1 Base Infantry - Trained, SK2
1 Base Tyrolean Volunteers - Raw, SK1

Albertinis Brigade
1 Base Militia - Raw, SK0
1 Base Trained Light Cavalry

Note: Generals and troops interchanged throughout the campaign, with differing objectives and commanders so I have grouped together troops for simplicity.

The Italian Volunteer Corps CinC – Giuseppe Garibaldi

North Italians
Gen Haugh
1 Base Volunteer Infantry - Trained, SK1
1 Bases Volunteer Infantry - Raw, SK0
1 Base Field Artillery

Gen Picci
1 Base Bersaglieri - Trained, SK2
1 Base Volunteer Infantry - Trained, SK0
1 Base Volunteer Infantry - Raw, SK0
1 Base - Trained, Light Cavalry

South Italians
Gen Corte
1 Base - Volunteer Infantry - Trained, SK1
2 Bases - Volunteer Infantry - Raw, SK0

Gen Arriani
1 Base Volunteer Infantry - Raw, SK1
1 Base Volunteer Infantry - Raw, SK0
1 Base Field Artillery

Note: Generals and troops interchanged throughout the campaign, so I have grouped troops for simplicity.

VIII Federal Corps (North Army) Prince Alexander of Hesse

1st Wurttemburg Division - Hardegg
1 Base Veteran, SK2
2 Bases Trained, SK1

4th Combined (Austrian/Nassau)
Austrian Brigade - 2 Bases Veteran, SK2
Nassau Brigade - 2 Bases Trained, SK1

2nd Baden Division - Pr Wilhelm
1 Base Veteran, SK1
1 Base Trained, SK1

Federal Reserve Cavalry
1 Base Trained, Light Cavalry
1 Base Trained, Heavy Cavalry

3rd Hesse-Darmstadt Division - Perglas
1 Base Veteran, SK1
2 Bases Trained, SK1

Federal Reserve Artillery
3 Bases Field Artillery

Hesse-Cassel - Lossberg

1 Base Veteran, Elite, SK2
3 Bases Trained, SK1
1 Base Trained, Light Cavalry
1 Base Reserve Artillery

Royal Saxon Army - Kronprinz Albert

1st Division - Schimpff
1 Base Veteran, SK2
3 Bases Trained, SK1

Cavalry Division - Fritsch
2 Bases Trained, Lt Cav

Saxon Artillery
1 Base Field Artillery
2 Bases Reserve Artillery

2nd Division - Stieglitz
1 Base Veteran, SK2
3 Bases Trained, SK1

Bavarian Corps - FM Prince Carl

Reserve Brigade
2 Bases Trained, SK1

4th Division - Hartmann
1 Base Trained, SK2
3 Bases Raw, SK0

1st Division - Stephan
1 Base Trained, SK2
3 Bases Trained, SK0

Bavarian Corps Troops
1 Base Infantry Trained, SK2
1 Base Reserve Artillery
3 Bases Field Artillery
2 Bases Trained, Lt Cav

2nd Division - Feder
1 Base Trained, SK2
3 Bases Trained, SK1

3rd Division - Zoller
1 Base Trained, SK2
3 Bases Raw, SK0

Bavarian Cav Div - Thurn und Taxis
1st Lt Brigade - 1 Base Trained Light Cav
2nd Lt Brigade - 1 Base Trained Light Cav
Heavy Brigade - 1 Base Veteran Heavy Cav
1 Base Reserve Artillery

Hanoverian Army - Arenschildt

1st Brigade - Knesbeck
1 Base - Veteran, Elite, SK2
1 Base - Veteran, Light Cav
2nd Brigade - Vaux
1 Base Veteran, SK1
1 Base Raw, SK1
1 Base Field Artillery
3rd Infantry Brigade - Bulow

1 Base Veteran, SK2
1 Base Trained, SK1
1 Base Field Artillery
4th Infantry Brigade - Bothmer
1 Base - Trained, SK1
1 Base Veteran Heavy Cavalry
Reserve Cavalry Brigade - Geyso
1 Base - Trained, Heavy Cavalry

Army Generators

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

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

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

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

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

Italian and German Forces

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

Austrian and Prussian Forces (Prussians +1 to dice)

Die Score:	Results	
1	One of your **Generals** has decided to take a short cut using an unfamiliar map. Getting hopelessly lost, his command will not reach the battlefield.	Deduct one subordinate officer
2 or 3	Orders are muddled and two of your **General's** forces end up marching through each other. They will be late to the battle.	They will arrive at the battle when each rolls a 4, 5 or 6
4	One of your **Generals** gets a report of an intact wine cellar and diverts his force to investigate.	He will arrive at the battle when a 3, 4, 5 or 6 is rolled
5	Your army arrives intact.	No effect.
6	Reinforcements arrive! A **General** has arrived after getting separated form his army.	You get an allied General added to your army. Use the Allied Army Generator for both **Austrian** and **Prussian** forces.

Army Generators

The Prussian Army 1866

Grade of CinC (D6)
1   Listless
2-4   Experienced
5-6   Energetic

Generals - Choose - 2 to 4
 Grades of **General** (D6)
1-2   Confused
3-4   Competent
5-6   Imposing

For Each CinC (D6) for Engineers/Sappers
5 or 6   1 Base

Their Commands (D10)

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

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

Line Corps - Divisions in Corps (D6)
1   1 Infantry Division
2-5   2 Infantry Divisions
6   3 Infantry Divisions

For each **Line Infantry Division** (D6)
1   1 Brigade
2-5   2 Brigades
6   3 Brigades

For each Infantry **Brigade** (D6)
1   1 Base
2-5   2 Bases
6   3 Bases

For each Infantry **Brigade** (D6)
1-2   SK 0
3-4   SK 1
5-6   SK 2

For Each Brigade Class (D6)
1-2   Raw
3-4   Trained
5-6   Veteran

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

For each **Corps**, roll (D6) for Corps Assets
1-2   1 Field Artillery Base
3-4   1 Field Art & 1 Vet, SK2 Infantry Base
5-6   1 Reserve Art & 1 Field Artillery Base

Throw (D6) for each **Corps**
3-4   1 Base Trained Heavy Cavalry
5-6   1 Base Trained Light Cavalry

Cavalry Division
For each Division (D6)
1-2   1 Brigade
3-6   2 Brigades

For each Brigade (D6)
1-2   Heavy Brigade
3-6   Light Brigade

Each Brigade is
1 Base of Cavalry

For Class (D6)
1   Raw
3-4   Trained
5-6   Veteran

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

Imperial Guard Corps
Divisions in Guard Corps (D6)
1-2   1 Divisions
3-6   2 Divisions

For Each **Guard Infantry Division** (D6)
1-2   1 Brigade
3-6   2 Brigades

For Each **Guard Infantry Brigade** (D6)
1-2   1 Base
3-6   2 Bases
(All Guard Bases are, Veteran SK2)

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

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

Guard Cavalry Division Roll (D6)
1-2   1 Light Brigade
3-4   1 Light & 1 Heavy Brigade
5-6   2 Light & 1 Heavy Brigade

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

Throw (D6) For each **Guard Cavalry Division** if 4-6 add Elite status to one brigade

Army Artillery (D6) for each **CinC** if a 3 to 6 is rolled, roll (D6) for Artillery Bases.
1-2   1 x Field Artillery
3-4   1 x Reserve Artillery
5-6   1 x Reserve & 1 x Field Artillery

Army Generators

The Italian Army 1866

Grade of CinC (D6)
1-3   Listless
4-5   Experienced
6   Energetic

Generals - Choose 2 or 4

Grades of General (D6)
1-3   Confused
4-5   Competent
6   Imposing

For Each CinC (D6) for Engineers/Sappers
5 or 6   1 Base

Army of the Mincio Commands (D6)

1	2	3	4	5	6
Res Cav Div	Line Div	Line Corps	Line Corps	Line Corps	Reserve Artillery

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

Army of the Po Commands (D6)

1	2	3	4	5	6
Cavalry Brigade	Line Div	Line Div	Line Div	Grenadier Div	Res Art

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

For Each **Line Corps** (D6) (Mincio Army Only)
1   1 Division
2-5   2 Divisions
6   3 Divisions

For Each **Line Division** (D6)
1-2   1 Brigade
3-6   2 Brigades

For **Infantry** per **Brigade** (D6)
1-3   2 Bases
4-6   3 Bases

For each Infantry **Brigade**
1-3   SK 0
4-5   SK 1
6   SK 2

For each Brigade Class (D6)
1-3   Raw
4-5   Trained
6   Veteran

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

Throw (D6) For Each **Division** if 3 to 6 add:
1 Base Veteran, SK2 Infantry (Bersaglieri)
1 Base Field Artillery

Cavalry Division (D6) for Brigades
1-3   1 Brigades
4-6   2 Brigades

Cavalry Brigade Type (D6)
1-3   1 Light Cavalry Base
4-5   1 Heavy Cavalry Bases
6   1 Heavy & 1 Light Cavalry Base

Throw D6 for class of **Base**
1-2   Raw
3-5   Trained
6   Veteran

Throw (D6) for each **Cavalry Formation** if **3 to 6** add 1 Base of Field Artillery

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

Throw (D6) for each **CinC** if 4 to 6 roll for **Reserve Artillery** (D6) for Artillery.
1-2   1 x Field Artillery
3-5   1 x Field & 1 x Reserve Artillery
6   2 x Reserve Artillery

Army Generators

The Austrian Army of the North 1866

CinC
Grade of **CinC** (D6)
1   Listless
2-4   Experienced
5-6   Energetic

Generals - Choose - 3 to 4

Grades of **General** (D6)
1   Confused
2-5   Confident
6   Imposing

For CinC (D6) for Engineers/Sappers
5 or 6   1 Base

Their Commands (D10)

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

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

Line Corps - **Brigades** in Corps (D6)
1-2   2 Infantry Brigades
3-6   3 Infantry Brigades

For each Infantry **Brigade** (D6)
1   1 Base
2-4   2 Bases
5   3 Bases

For each Infantry **Brigade** (D6)
1-2   SK 0
3-5   SK 1
6   SK 2

For Each **Brigade** Class (D6)
1-2   Raw
3-5   Trained
6   Veteran

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

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

Throw (D6) for each **Corps** if **3 to 6** add 1 Trained Light Cavalry Base

Corps Artillery (D6) for each **Corps**
1   1 x Field Artillery Base
4-5   1 x Reserve & 1 x Field Artillery Base
6   2 x Reserve Artillery Bases

Throw (D6) for each **Corps** if **3 to 6** add 1 Trained Light Cavalry Base

Cavalry Division Type (D6)
1-3   1 Brigade Light Cavalry
4-5   1 Brigade Heavy Cavalry
6   1 Heavy & 1 Light Cavalry Brigade

Cavalry Brigades Class
All Brigades are 1 Base

Cavalry Brigade Class Type (D6)
1   Raw
2-4   Trained
5-6   Veteran

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

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

Reserve Artillery (D6) for each **CinC** if a 3 to 6 is rolled, roll (D6) for Artillery Bases.
1   1 x Field Artillery
2-3   1 x Reserve Artillery
4-6   2 x Reserve Artillery

Army Generators

The Austrian Army of the South 1866

CinC - Grade of **CinC** (D6)
1   Listless
2-5   Experienced
6   Energetic

Generals - Choose - 3 to 5

Grades of **General** (D6)
1   Confused
2-4   Confident
5-6   Imposing

For CinC (D6) for Engineers/Sappers
5 or 6   1 Base

Their Commands (D10)

1	2	3	4	5
Cavalry Brigade	Cavalry Brigade	Reserve Division	Line Corps	Line Corps
6	**7**	**8**	**9**	**0**
Line Corps	Line Corps	Line Corps	Corps Artillery	Corps Artillery

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

Res or Line Corps - **Brigades** in Corps (D6)
1-2   2 Infantry Brigades
3-4   3 Infantry Brigades
5-6   4 Infantry Brigades

For each Infantry **Brigade** (D6)
1   2 Bases
2-5   3 Bases
6   4 Bases

For each Infantry **Brigade** (D6)
1-2   SK 0
3-5   SK 1
6   SK 2

For Each **Brigade** Class (D6)
1-2   Raw
3-5   Trained
6   Veteran

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

Throw (D6) for each **Brigade** if 3 or 6 add **Veteran** status to one base.

Throw (D6) for each **Brigade** if 3 or 6 add 1 Field Artillery Base

Throw (D6) for each **Brigade** if 3 to 6 add 1 Trained Light Cavalry Base

Corps Artillery (D6) for each **Corps**
1-2   1 x Field Artillery Base
3-5   1 x Reserve & 1 x Field Artillery Base
6   2 x Reserve Artillery Bases

Throw (D6) for each **Corps** if **3 to 6** add 1 Trained Light Cavalry Base

Cavalry Brigade Type (D6)
1-4   1 Brigade Light Cavalry
5-6   1 Brigade Heavy Cavalry

Cavalry Brigades Class
All Brigades are 1 Base

Cavalry Brigade Class Type (D6)
1   Raw
2-4   Trained
5-6   Veteran

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

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

Reserve Division (D6)
1-2   1 Infantry Brigades
3-6   2 Infantry Brigades

For each Infantry **Brigade** (D6)
1-2   2 Bases
3-6   3 Bases

For each Infantry **Brigade** (D6)
1-2   SK 0
3-5   SK 1
6   SK 2

For Each **Brigade** Class (D6)
1-2   Raw
3-5   Trained
6   Veteran

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

Throw (D6) for each **Brigade** if 3 or 6 add **Veteran** status to one base.

Throw (D6) for each **Brigade** if 3 or 6 add 1 Field Artillery Base

The Allied Army 1866 (German States)

CinC
1   Listless
2-5   Experienced
6   Energetic

CinC's (D6) for Engineers/Sappers
5 or 6   1 Base

Generals - Choose - 3 to 5

Grades of **General** (D6)
1   Confused
2-4   Confident
5-6   Imposing

Their Commands (D10)

1	2	3	4	5
Cavalry Brigade	Cavalry Brigade	Reserve Division	Line Division	Line Division
6	**7**	**8**	**9**	**0**
Line Division	Line Division	Line Division	Division Artillery	Reserve Artillery

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

All Infantry **Divisions** (D6) for **Brigades**
1-3   2 Brigades
4-6   3 Brigades

For each Infantry **Brigade** (D6)
1   1 Base
2-5   2 Bases
6   3 Bases

For each Infantry **Brigade** (D6)
1   SK 0
2-5   SK 1
6   SK 2

For Each **Brigade** Class (D6)
1-2   Raw
3-5   Trained
6   Veteran

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

Throw (D6) for each **Brigade** with no Veteran units. If **4 to 6** make one base a **Veteran** unit.

Division Artillery (D6)
1-2   1 Field Artillery Base
3-6   1 x Reserve & 1 x Field Artillery Base

Reserve Artillery (D6)
1-2   1 x Field Artillery Base
3-5   1 x Reserve & 1 x Field Artillery Base
6   2 x Reserve Artillery Bases

Cavalry Brigade Type (D6)
1-3   Heavy Cavalry Brigade
4-6   Light Cavalry Brigade

Cavalry Brigade (D6)
1-3   1 Cavalry Base
4-6   2 Cavalry Bases

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

Throw D6 for class of **Cavalry** Bases
1-2   Raw
3-5   Trained
6   Veteran

Throw a (D6) for each **Cavalry Brigade** if **4** to **6** add 1 Field Artillery Base

Army Generators

Italian Forces

CinC
1-2   Listless
4-5   Experienced
6   Energetic

CinC's (D6) for Engineers/Sappers
5 or 6   1 Base

Generals - Choose - 2 to 5
Grades of **General** (D6)
1   Confused
2-4   Confident
5-6   Imposing

Their Commands (D6)

1	2	3
Infantry Force	Infantry Force	Infantry Force
4	**5**	**6**
Infantry Force	Cavalry Force	Mixed Force

Infantry Forces (D6)
1-3   2 Brigade
4-6   3 Brigades

For each Infantry **Brigade** (D6)
1   1 Base
2-4   2 Bases
5-6   3 Bases

For each Infantry **Brigade** (D6)
1   SK 0
2-5   SK 1
6   SK 2

For Each **Brigade** Class (D6)
1-2   Raw
3-5   Trained
6   Veteran

Throw (D6) for each **Brigade** if **5 or 6** make any SK1 value base into an SK0 base.
Throw a (D6) for each **Brigade** if **3 to 6** add 1 x Field Artillery

Mixed Force is:
1 x Field Artillery
1 x Guides Veteran, Light Cavalry
1 x Volunteer Bersaglieri - Trained, SK2

Cavalry Force (D6)
2 x Trained, Light Cavalry
1 x Field Artillery

Austrian Forces

CinC
1   Listless
2-5   Experienced
6   Energetic

CinC's (D6) for Engineers/Sappers
5 or 6   1 Base

Generals - Choose - 2 to 4
Grades of **General** (D6)
1   Confused
2-5   Confident
6   Imposing

Their Commands (D6)

1	2	3
Infantry Force	Infantry Force	Infantry Force
4	**5**	**6**
Infantry Force	Cavalry Force	Mixed Force

Infantry Forces (D6)
1-2   1 Brigade
3-6   2 Brigades

For each Infantry **Brigade** (D6)
1   1 Base
2-4   2 Bases
5-6   3 Bases

For each Infantry **Brigade** (D6)
1-2   SK 0
3-5   SK 1
6   SK 2

For Each **Brigade** Class (D6)
1   Raw
2-5   Trained
6   Veteran

Throw (D6) for each **Brigade** with no SK2 base, If **4 to 6** make any one base an SK2 base.
Throw a (D6) for each **Brigade** if **3 to 6** add 1 x Field Artillery

Mixed Force is:
1 x Field Artillery
1 x 13th Lancers - Trained, Light Cav
1 x Tyrolean Volunteer - Trained, SK2

Light Force (D6)
1 x Trained, Light Cavalry
1 x Tyrolean Volunteer - Trained, SK2

Elbe Army moves forward - Left Wing of Koniggratz 3rd July, 1866

Historical Situation

On the left, the southern end, of the battlefield of Koniggratz, the Army of the Elbe had been taking its time advancing on the Saxons. This was occurring while the rest of the morning's battle took shape, and leaving the Austrians in a fairly robust position and a defensible one at that. The Austrian lines were not threat-ened, the reserves were in position and waiting fro orders and with its artillery on the heights it was safe and confident.

With the Saxons in place around the heights of Problus, Ober-Prim and Nieder-Prim the south looked well placed to hold the line. However with the Prussians slow and careful progress they found their troops moving around and behind the ends of the Saxon position and by the Middle of the afternoon were launching themselves at either end of the Saxon line.

The line was forced back leaving the Saxons in some disarray, however the line rallied and they were soon fighting on the heights around Problus. About 4 pm while the Prussians were reordering the line for further efforts, the order to retreat came through and so they did, Saxons marched away in good order retiring on the Austrian VIII corps.

The Allies finally ordered a general retreat as their line crumpled around them.

Terrain

The terrain is very hilly and open with the area being covered by grassland and trees. The woods are fairly light with the main obstacle being the Steep Hills surrounding Problus. The stream is fordable along its length.

Terrain Effects:

Road:
- Add 1BW to movement on all units following the line of the road.
- Ignore terrain effect of marsh, woods, enclosures, steep slopes if in a formation 1BW wide.

Towns:
- 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.

Steep Slope: All Slopes are steep.
- Impassable to artillery except on road, when they count shaken whether travelling up or down.
- All troops count shaken after ascending a steep hill.
- Cavalry may not advance to contact.

Woods:
- All movement reduced to 1BW.
- Counts as level 1 obstacle to units in combat and fire.
- Impassable to other troops types.

Stream:
- Passable by all units.
- Costs 1BW to cross, Artillery are shaken after crossing.
- Counts as level 1 obstacle to units attacking across it.

Problus is 2 bases in size all others are 1 base in size.

Objectives

- The Prussians have the tempo in the first turn this means that there will be no tempo bidding. The Prussians objective is to take and hold Problus.
- The Austrian & Saxon objective is to prevent the taking and holding Problus.

The game starts at 9:00am and has turns of approx 20 minutes and ends at 3:00pm.

Arrivals

I have given the orders of battle for troops that were not directly involved with the small action at the south end of the battle but could have been. This is to allow for a larger battle.

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

Historical Outcome

At Koniggratz the Austrian and Saxon casualties were 44,800 officers and men of which 20,000 were prisoners. Prussian losses were 9,100 officers and men more than half of these came from the First Army. The Saxons were key in holding back the Army of the Elbe for so long, however the inevitable was to happen when the Austrians decide on an wholesale retreat.

Scenario — The Battle of Koniggratz, 1866

Allies

Royal Saxon Army - CinC - Kronprinz Albert (On Board)
1st Division - Schimpff (On Board)
1 Base Veteran, SK2
3 Bases Trained, SK1
2nd Division - Gen Stieglitz (On Board)
1 Base Veteran, SK2
3 Bases Trained, SK1
Cavalry Division - Fritsch (On Board)
2 Bases Trained, Lt Cav
Saxon Artillery (On Board)
1 Base Field Artillery
2 Bases Reserve Artillery

VIII Austrian Corps - Gen Leopold (6th turn entry at Entry Point 1)
1st Brigade (6th turn entry at Entry Point 1)
1 Base Veteran, SK2
2 Bases Trained, SK1
2nd Brigade (6th turn entry at Entry Point 2)
2 Bases Trained, SK1
3rd Brigade (7th turn entry at Entry Point 1)
2 Bases Raw, SK1
4th Brigade (7th turn entry at Entry Point 2)
1 Base Veteran, SK2
2 Bases Trained, SK1

VIII Corps Troops (4th turn entry at Entry Point 1)
2 Base Reserve Artillery
2 Bases Field Artillery
1 Base Veteran Light Cavalry

2nd Austrian Light Cavalry Division (8th turn entry at Entry Point 2)
1st Brigade - 1 Base Veteran, Light Cav
2nd Brigade - 1 Base Veteran Light Cav
1 Base Field Artillery

Prussians

Army of the Elbe
CinC - Gen Von Herwarth (On Board)

Elbe Army Artillery (On Board)
1 Base Reserve Artillery
1 Base Field Artillery

Elbe Cavalry Reserve (On Board)
1 Base Trained Light Cavalry
1 Base Trained Heavy Cavalry

14th Division - Munster (On Board)
27th Brigade - 3 Bases Trained, Sk1
28th Brigade - 2 Bases Trained, Sk1
1 Base Field Artillery

16th Division - Etzel (On Board)
31st Brigade - 2 Bases Trained, Sk1
32nd Brigade - 2 Bases Trained, Elite, Sk1
1 Base Trained Heavy Cav
1 Base Field Artillery

15th Division - Canstein (On Board)
29th Brigade - 2 Bases Trained, Elite, Sk1
30th Brigade - 2 Bases Trained, Sk1
1 Base (Jagers) - Vet, Sk2
1 Base Field Artillery

3rd Division - Werder (4th turn entry at Entry Point 3)
5th Brigade - 2 Bases Veteran, SK2
6th Brigade - 2 Bases Trained, Sk1

Cavalry Corps - HRH Prinz Albrecht (6th turn entry at Entry Point 3)
1st Cavalry Div - Alvensleben (6th turn entry at Entry Point 3)
1st Light Brigade - 1 Base Vet, Elite Lt Cav
2nd Heavy Brigade - 1 Base Trained Cav
Attached Artillery - 1 Base Field Artillery

2nd Cavalry Div - Weyhern (7th turn entry at Entry Point 3)
2nd Light Brigade - 1 Base Veteran Lt Cav
3rd Light Brigade - 1 Base Trained Lt Cav
Attached Artillery - 1 Base Field Artillery

The map represents an approximate area of 10km by 10km and is 20BW's across by 20BW's in depth.

BACCUS6MM