



Age of Valor

REVOLUTION 1848

The Schleswig Question, Hungarian Revolution & 1st
Italian Risorgimento

“Only three people have ever really understood the Schleswig-Holstein business — the Prince Consort, who is dead — a German professor, who has gone mad—and I, who have forgotten all about it.”

Lord Palmerston, British Prime Minister

On the cover, “Soldaternes hjemkomst til København, 1849” by Otto Bache and in the Public Domain.

Age of Valor

Age of Eagles II for European Warfare
by Blood and Iron, 1848 thru 1914

REVOLUTION 1848

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“Ottende brigades angreb ved Dybbøl 18. april 1864” by Vilhem Rosenstand and in the Public Domain.

INTRODUCTION

This is an independent *Age of Valor* (AOV) expansion chapter or mini-module for *Age of Eagles II*, also known as Napoleonic Fire & Fury. As such AOE II is needed to properly play this game. In most cases all rules changes have been embedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs with the original rules, then play as normal. Changes unique to the Revolution 1848 period, and the subject of this expansion set, are found in the following pages.

Also note that as a digital download your feedback can be especially helpful. If you see errors in spelling or grammar, let us know so we can correct it. If you see rules that contradict each other or simply make no sense whatsoever, let us know so we can modify it. The beauty of digital publication is the ability to make corrections on the fly, and simply Email a complete new file to all customers who have purchased the product. Please avail yourself of this unique aspect of the *Age of Valor* series.

Contact us on our Group.IO account, Facebook or via Email at www.ageofeagles.com.

Age of Valor, Conflict by Blood & Iron, the Great Powers at War 1848 - 1914.

Revolution 1848 Conflict Expansion Chapter

By Colonel Bill Gray, US Army (Retired)

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The Revolutions of 1848



FORWARD. The march of Napoleon I across Europe carried with it many of the reforms of the French Revolution, and while the Emperor was exiled for good in 1815, these reforms were not forgotten.

Thus, in 1848 a series of revolutions burst throughout Western Europe when ethnic minorities as well as the general population demanded a greater voice in their own governance. Ultimately, most were suppressed, but the revolutionary spark remained, smoldering and ever ready to ignite.

This final expansion of the *Age of Valor* series covers the three (plus) most significant conflicts of the 1848 revolts.

The Schleswig-Holstein Question

This issue was really complicated, so for greater detail the reader should read the author's article on the **1st Schleswig War** in *Wargames Illustrated* 381. Essentially the problem was the Duchies of Schleswig (with a population half Danish and Half German) and Holstein (all German) were not technically part of Denmark, but nonetheless ruled by Grand Duke Christian who was also Christian VIII, King of Denmark. When Christian died in January 1848 it seemed likely the Danish throne would pass to a female heir, which was unacceptable to the duchies as they were governed by Salic law prohibiting rule by women. The Danes changed their constitution to allow for a queen, but this caused a revolt in Schleswig-Holstein whose German population had always desired an independent state in Greater Germany. The Federal German Diet and Prussia offered military support to the insurgents, but ultimately Denmark prevailed due to foreign diplomatic pressure – particularly the Tsar – on Berlin to withdraw its troops. The **1st Schleswig War** ended officially in 1852 with the signing of the London Protocols, which the Federal German Diet refused to recognize.

Round two occurred in 1864 with the **2d Schleswig War**. The London Protocols stipulated that the separate duchies of Schleswig and Holstein were not to be treated any differently as regards their political relationship with Denmark. However, a problem arose when Holstein refused to ratify certain new modifications to the Danish constitution. Reluctantly, then Danish King Christian IX applied the newly modified constitution to Schleswig only, hoping this would allow defacto independence for Holstein to avoid a crisis. But this technically violated the London agreement, so Prussian Chancellor Otto von Bismarck used the decision as an excuse for invasion and subsequent land grab, backed by a full corps of Austrians as an ally.

In this rematch, however, the Danes were overwhelmed and by the Treaty of Vienna in 1864, King Christian IX ceded both Schleswig and Holstein to Austro-Prussian administration.

The Hungarian Revolution

The revolutionary fervor of 1848 did not bypass the Austrian Empire, with student and liberal uprisings erupting in Vienna and elsewhere. Spurred on by improving economics, demands for greater autonomy also infected the Hungarian parliament which approved provisions to take over complete internal management of the country. In substitution they declared a personal union with Austria by accepting the Kaiser as the King of Hungary as well. Given the nationwide revolts that occupied most of the Imperial Army's attention, the court at Vienna had little choice but to approve Budapest's proposals while secretly planning to suppress the Hungarians as soon as possible.

But the reality was that much of the population of Hungary wasn't Hungarian, and this segment's similar demands for autonomy were ignored by Budapest. Thus, Feldzeugmeister Josef Jelačić, Austria's man on the scene in Croatia, ignored Vienna's conciliatory overtures towards the Magyars, and raised an army for invasion, much to the delight of the local, oppressed non-Hungarian population. Though his actions were "officially" repudiated, this "casus belli" incident, the crushing of all liberal revolts elsewhere and the accession to the throne of new Emperor Franz Josef I caused a dramatic change of heart. Jelačić was reinstated, named Feldmarschal on 7 April 1848, and given command of all Imperial forces with orders to bring Hungary back into the fold, politely or not.

Surprisingly, the Hungarian Honved inflicted several stinging defeats on the Austrians, forcing Franz Josef to plead for help from the "gendarme of Europe," Tsar Nikolai I. Russian forces invaded Hungary on 8 April 1849 and from that point on the rebellion was doomed. The last Hungarian army surrendered on 13 August 1849 at Vilagos, and after executing 13 of the insurrection's top leaders, the war was over.

The 1st Italian Risorgimento

Compared to the other conflicts depicted, this one is easy to describe. On 23 March 1848, King Charles Albert of Piedmont declared war on Austria. He did so to nurture popular support for his progressive monarchy thus avoiding the nationalist revolts afflicting other smaller Italian states at the time, and to expand his own kingdom at the Kaiser's expense. After all, most of the Imperial Army was tied up shooting students and liberals in Vienna.

Sound strategy, which might have worked but for one, single solitary issue, and its name was Feldmarschal Josef Graf Radetzky von Radetz. Hit by five bullets at Marengo, this former chief of staff of Karl Phillip Prinz von Schwarzenburg (and the unwelcome royal entourage that came along for the ride back in 1813) was a superb battlefield captain, one of Austria's best ever. He consistently triumphed over the Italians pretty much everywhere, Santa Lucia, Custoza (yes, that Custoza, same place as in 1866, same result, only worse) and Novara. Seriously, if a member of the Straus family composes a military march in your name, you probably have a pretty good resume.

In any case, a requested armistice brought Austrian terms so harsh that King Charles Albert abdicated his throne. The new King Victor Emmanuel II was also incensed at the demands by Vienna and threw a conniption fit in Radetzky's presence, but having little choice, agreed to the Vignale Armistice on 24 May 1849. The war ended with the Peace of Milan on 6 August 1849.

RULES MODIFICATIONS

General. This is an expansion to *Age of Eagles II*, and in most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs, then play. Changes unique to the 1848 Revolutions are as follows.

Basing. All infantry 3 figures (or 2 figures of Light Infantry) on a stand 1 inch wide by $\frac{3}{4}$ inch deep; all cavalry has 2 figures on a stand one inch square; all artillery on a stand 1 $\frac{1}{4}$ in wide by one inch deep, with 1 gun model and 2 gunners if field or horse, 3 if siege artillery. All command stands should be spacious enough, but not less than one-inch square with 2 mounted officers/staff for a division command, 3 for a corps, 4 for a wing and 5 + for Army Command. **Optionally**, original *Age of Eagles II* basing may be used (and are more accurate) for any of the conflicts that began in 1848, but not the 2d Schleswig War.

Scale. Each stand represents an average of 360 infantry, 240 Light Infantry, 180 horse or 6 to 8 cannon. Ground scale is 120 yards per inch, each turn is 30 minutes real time.

Artillery. Two Functions per battery. As an additional Function, batteries may now prolong one (1) inch directly forward, straight ahead, but only on open ground, ie, not in rough terrain, villages, across a stream, etc. **Also, Siege Batteries do NOT fire canister, but use FPs as given.**

Grand Batteries. None.

Infantry. No significant change from AOE II, but weapons for infantry are much more powerful in the **2d Schleswig War**.

Skirmishers or Tirailleur. None.

Light Infantry. Units so designated. Per various charts, Light Infantry has special DRMs for melee and fire, and moves through rough terrain without penalty.

Cavalry. Light Cavalry can fire mounted. No cavalry may dismount, and any cavalry fighting dismounted at the beginning of a game due to scenario parameters may not mount. Dismounted cavalry is based and fights as their parent nation's light infantry, but one Effectiveness Rating lower. In other words, Light Cavalry rated Regular rates Conscript if fighting on foot.

Movement. All infantry use the same movement rate, with a March Table option for Double Time.

Fire. Effective Range for rifled small arms is 4 inches, for smoothbore small arms 2 inches. Canister range is 4 inches for artillery.

Suppression. This is separate and more severe than Disorder but gained only via fire combat, conveying different DRMs for fire, melee and movement. A unit recovers from this condition during the March Phase using the third, "Suppressed" movement column or by reverting to Disorder due to negative melee results. Charging units suffering Suppression will not make contact and no melee occurs. Instead the unit recoils away from the defender to outside effective small arms range. Currently Suppressed units may not charge or fire in the offensive fire phase. Suppressed units Disordered by fire remain Suppressed. Disordered units Suppressed by fire become Suppressed instead.

Melee. No significant change from AOE II.

Reserve Zone. Due to the increased range of artillery and battlefield staff equity, there is NO Reserve Zone or Reserve Movement in this module

Army Cohesion – In general and unless otherwise specified, 33% stand losses (brigades and batteries) for the Danes and Hungarians, and 25% for everyone else, ie Austrians, Federal Germans, Prussians, Italians, Russians and so on. Specifically, the turn after the latter lose 25% of their troop or gun stands, or the Danish or Hungarian armies lose 33%, a permanent -1 DRM is applied to all that army's units on the March Table. Once this penalty is applied, the affected army suffers an additional, permanent -1 DRM on the March Table the beginning of any turn where it is determined its total troop and stand losses have exceeded those of the enemy. Additional March Table -1 DRMs will be suffered by each unit in the army for the loss of each specific terrain objective on the game board, as dictated by scenario design.

Terrain. Railroads now constitute a type of difficult terrain due to their normally being laid on high embankments. Treat railroads as rough terrain for all movement. Railroads will block line of sight. Units shooting at a target directly behind a railroad embankment do so with a -1 DRM, with a +1 Defender's DRM if attacked solely across a railroad embankment.

Victory Conditions. Continue to use Table on page 17 (Figure 6) of AOE.

Other. Facing to the Flank and the Urban Combat rules per AOE II are now mandatory.

SECOND SCHLESWIG WAR SPECIFIC RULES MODIFICATIONS

Fire Optional Rule. Shock infantry using the Shock melee DRM does **NOT** fire offensively for that specific close combat.

Melee Optional Rule. Austrian non-Light or non-Landwehr infantry are Shock infantry and must always use the Shock DRM when charging. Such infantry may not move to **within** 4 inches of an eligible (ie, **not** cavalry) enemy target without charging it or withdrawing. Should an eligible enemy unit move to **within** 4 inches of Shock infantry, the latter must charge the enemy next turn or withdraw **outside** 4 inches of the enemy unit.

Prussian Krupp Artillery Optional Rule. Prussian Krupp breechloading cannon equipped batteries (**ONLY**) go Low on Ammo if rolling a natural 10 on the die when firing. They fire at one-half fire points thereafter. There is never a Low on Ammo status for any other unit in the game. The Krupps are also especially vulnerable targets, Fire DRMs reflect this.

REVOLUTION 1848 WARGAMERS REFERENCE SHELF

As with the other sections of this document, AOV has created a public online OneDrive folder which contains all the Public Domain works used by the author to design this expansion. This includes many official histories produced by the general staffs of the warring parties, so OBs can be found in abundance. Not so much for maps, however, as many of the institutions scanning these books and converting them to PDF have ignored the oversized cartography often found in a separate volume or folded in a pocket at the rear of the book.

To reemphasize, these documents are provided **FREE OF CHARGE**, not only to you the customer but to anyone else you might want to share the file location with. There are no copyrights to worry about, only restrictions from Google and other organizations who ask that you do not sell them. So please do not abuse this privilege. I would hate to see it disappear.

You can access the public folder for Revolution 1848 by [clicking here](#). The contents of the folder are Public Domain pdfs, and all can be downloaded free. They include the following:

- *Die Schlacht bei Schleswig am 23sten April 1848*
- *Administration of the Austrian Army 1869, English translation*
- *Austrian Comment on Russian Involvement 1848 in German*
- *Den dansk tydske Krig I Aarene 1848-50* (6 Volumes, in Danish, General Staff Study)
- *Der Feldzug in Ungarn und Siebenburgen in Sommer des Jahres 1849*
- *Der Deutsch Dänische Krieg 1864* (2 Volumes, German General Staff Study)
- *Die Feldzüge des Deutsch Dänischen Krieg in den Jahren 1848 und 1849*
- *Die Preussische Feld Artillerie nach der Construction vom Jahre 1842*
- *Die Schlacht bei Friedericia am 6ten Juli 1849*
- *Die Schlacht bei Idstedt am 24 und 25 Juli 1850*
- *Die Schlacht bei Idstedt am 24sten und 25sten Juli 1850*
- *Die Schleswig holsteinische Armee im Jahre 1849*
- *Gen Josef Bems Campaign in Siebenburg 1848 in German*
- *Geschichte des krieges gegen Dänemark 1848/49 (Moltkes Kriegsgeschichtliche Arbeiten)*
- *Geschichte des Schleswig Holsteinischen Kriegs*
- *Geschichte des Ungarischen Insurrectionskrieg in den Jahren 1848 und 1849 by Rustow*
- *History of the Hungarian Insurrection 1848 in German*
- *History of the Novaro Campaign 1849 in French*
- *Hungarian Generals in the War of 1848*
- *Komornim Jahre 1849 mit besonderem Hinblick auf die Operationen der Ungarischen Armee*
- *Statistical Abstract of the Danish Army 1864 by Danish General Staff in Danish*
- *The 1st Schleswig Holstein War 1848 thru 50 by Danish General Staff in Danish*
- *The Austro-Prussian War against Denmark 1864 in German*
- *The Campaign in 1848 and 1849 in French*
- *The Campaign in Hungary and Siebenburg Summer 1849 in German*
- *The Campaign of Austria in Lombardy under Radetzky 1848 – 49*

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- *The Campaign of the Hungarians against Austria and Russia 1848-49* in German
- *The Campaign of the Imperial Austrian Army under Radetzky in Italy 1848 - 49* in German
- *The German Danish War 1864* by Rustow in German
- *The Hungarian Danube Army 1848-49* in German
- *The Hungarian Winter Campaign and the Provisional Constitution 1848 - 49* in German
- *The Italian War 1848 and 1849* by Rustow in German
- *The National War in Hungary and Siebenburg* in German (2 Volumes)
- *The War against Denmark in 1864* in German
- *The War in Schleswig and Jutland in 1864* in German
- *The Winter Campaign 1848 - 1849* in German
- *The Winter Campaign in Schleswig Holstein in 1864* in German
- *War Stories of the Imperial Austrian Army in Italy* in German
- Nafziger OB Finding Document.
- Folder of regimental flags for the era.
- Folder of Public Domain battle maps for the era.
- Folder of Public Domain images of the era.

Online Resources. The Vinkhuijzen Collection of uniforms at the New York City Public Library which can be accessed by [clicking here](#). To access dozens of color plates from 1848, go to the left sidebar and click on Denmark, Prussia, or whatever country you need. Then select the state/year for the uniforms you need.

Commercial Publications. Commercial products for this era are not that rare but often expensive. I recommend Amazon for the Kindle version first, then Dennis Shorthouse at On Military Matters for hardcopy if preferred. Here are several for your consideration:

- Ralph Weaver, *The Armies of the First Schleswig Holstein War 1848-51*, and *The Hungarian Army 1848 – 1849*, both published by Partizan Press, 2007.
- Michael Embree, *Radetzky's Marches – the Campaigns in Upper Italy 1848 and 1849* and *Bismarck's First War – the Campaign in Schleswig and Jutland 1864*, both published by Helion, 2011.
- Edward Dicey and Charles Lowe, *The Schleswig-Holstein War of 1864 between Denmark, and Prussia & Austria* plus *The Redoubts of Dybbol*, Leonaur, 2016.
- Nick Svendsen, *The First Schleswig-Holstein War 1848 – 50*, Helion, 2008.

- Tom Buk-Sweinty, *1864 – the Forgotten War that Shaped Modern Europe*, Profile Books, 2015. The famous Danish TV mini-series was based on this book.
- Bruce Bassett-Powell, *The Armies of Bismarck's Wars – the Prussian Army 1860 – 67*, Casemate, 2013.
- Gyozo Somogyi, *The Honved Army 1848-49*, published 2016, beautiful full color uniform book on the insurgent Hungarian army.
- Gabriel Esposito, *Armies of the Italian Wars of Independence 1848 – 70*, Vols 1 and 2, Osprey, 2018.
- Darko Pavlovik, *The Austrian Army 1836 – 1866*, Vols 1 and 2, Osprey, 1999.

15 mm Miniatures for the Revolutions of 1848. As odd as it may seem, there are some respectable companies that actually make such a line, although in a pinch you could use a combination of Napoleonic, ACW, Crimean War and Franco-Prussian War models. Here are the firms I found:

Old Glory/19th Century Miniatures – a complete line of nearly all the armies of this period in their Rank & File 15 mm range, https://oldglory15s.com/19th-Century-European-Wars_c620.htm.

Honved Miniatures – part of Hagen Miniatures from Germany, they actually produce Hungarian, Austrian and Russian sets specifically for the Hungarian Revolutions and the 1848 Risorgimento, <https://www.hagen-miniatures.de/test-category-13/figures-16/>.



Redoubt 14, Public Doman, Danevirke Museum.

Leader & Unit Data Charts

Revolution 1848. The list below is provided to aid players in scenario creation. It is not all-inclusive and, though complete as possible, should not be necessarily taken as definitive. If players believe the rating of a unit to be inaccurate, please change it. It is doubtful that any military formation could boast a totally consistent record of service. The data should thus be digested with more than just a pinch of salt.

The Chart lists the formation on the left, and on the right specific data about the unit beginning with **Troop Rating** (Conscript, Regular or Elite). Following this will be information indicating primary weapon type, whether the unit is Armored, is Irregular, and so on. Also included – **for historical information only** – is the designation of the actual, historical weapon normally carried by the formation in question or other information.

THE SCHLESWIG-HOLSTEIN QUESTION

KINGDOM OF DENMARK:

Leaders, 1st Schleswig-Holstein War.

	Initiative	Charismatic?	Other
Major General Hans Hedemann	0	No	Commander in Chief
MG Friderich Adolph von Schleppegrell	0	No	Commander Flank Division
Colonel Frederik Læssøe	0	No	Commander at Schleswig
Major General Frederik Rubeck Bülow	0	No	Commander Flank Division
General Christian Julius de Meza	+2	No	Commander at Frederica
General Gerhard Christoph von Krogh	+1	No	Commander in Chief
All other commanders	0	No	NA

Units, 1st Schleswig-Holstein War.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Smoothbore	System 1834, 6 and 12 lbers
Horse Artillery	Regular	Smoothbore	System 1834, 6 lbers
Siege or Fortification Artillery	Regular	Smoothbore	System 1834, 84 lbers, etc
Guard Cavalry Regt	Regular	Sabre	Heavy, Armored
Guard Hussars	Regular	Sabre	Light
Dragoons	Regular	Sabre	Heavy
Lancers	Regular	Lance	Light, one squadron orderlies
Foot Guard Battalion	Regular	Smoothbore	Model 1828 Percussion
Jaeger Battalions	Regular	Rifle	Light Infantry, M1831 Percussion
Line Infantry Battalions	Regular	Smoothbore	Model 1828 Percussion
Line Infantry Reinforcement Battalions	Conscript	Smoothbore	Model 1828 Percussion
Volunteer Units	Conscript	Smoothbore	Model 1828 Percussion

Leaders, 2d Schleswig-Holstein War.

General Christian Julius de Meza	+ 2	No	Commander in Chief
General George Daniel Gerlach	0	No	Commander in Chief after Meza
Colonel Max Muller	+ 1	Yes	Commander at Oeversee
General Peter Frederik Steinmann	+ 1	No	Commander at Oeversee/Als
All other commanders	0	No	NA

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Units, 2d Schleswig-Holstein War.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Rifled	Model 1863, 4 lber (83mm)
Field Artillery	Regular	Smoothbore	System 1834, 12 lbers
Horse Artillery	Regular	Rifled	Model 1863, 4 lber (83mm)
Siege or Fortification Artillery	Regular	Smoothbore	System 1834, 84 lbers, etc
Guard Cavalry Regt	Regular	Sabre	Heavy, Armored
Guard Hussars	Regular	Sabre	Light
Dragoons	Regular	Sabre	Heavy
Lancers	Regular	Lance	Light, one squadron orderlies
Foot Guard Battalion	Regular	Rifle	Model 1834/41/51 Percussion
Line Infantry Regiments	Regular	Rifle	Model 1834/41/51 Percussion
7 th and 8 th Line Infantry Brigades	Elite	Rifle	Model 1834/41/51 Percussion
Line Infantry Reinforcement Battalions	Conscript	Rifle	Model 1834/41/51 Percussion
Volunteer Units	Conscript	Rifle	Model 1834/41/51 Percussion

Notes. Danish artillery usually fielded 8 guns per battery with carriages painted a grey-green-olive hue. In 1864 Danish infantry used a variety of percussion cap rifled muskets, of which most were refurbished smoothbore muskets. Others included both imported and domestically manufactured Minie rifles and so on. The Danes disbanded all their Jaeger battalions in 1860, converting them to line infantry. Reinforcement battalions were Reserve formations.

COMBINED GERMAN FEDERAL ARMY:

Leaders, 1st Schleswig-Holstein War.

	Initiative	Charismatic?	Other
Feldmarschal Graf von Wrangle	+2	No	Commander in Chief, Prussian
Generalmajor Moritz von Hirschfeld	0	No	Commander Prussian Division
Generalleutnant Hugh Halkett of Hanover	0	No	Cdr Federal Mobile Division
General Moritz Ernst von Pritwitz	0	No	Cdr Federal Army, Prussian
Prinz Friedrich Emil August von Nor	0	No	Commander, Schleswig Forces
General Eduard von Bonin von Preussen	0	No	Commander, Schleswig Forces
Generalleutnant Karl Wilhelm von Willisen	0	No	Commander at Isted, Schleswig
All other commanders	0	No	NA

Units, 1st Schleswig-Holstein War.

	Troop Rating	Primary Weapon	Special Attributes
Prussian Field Artillery	Regular	Smoothbore	M42 6 and 12 lbers, howitzers
Prussian Horse Artillery	Regular	Smoothbore	M42 6 and 12 lbers, howitzers
Schleswig Field Artillery	Regular	Smoothbore	Danish then Prussian weaponry
Schleswig Horse Artillery	Regular	Smoothbore	Danish then Prussian weaponry
German Federal Field Artillery	Regular	Smoothbore	Various
German Federal Field Artillery	Regular	Smoothbore	Various
Austrian Rocket Artillery	Regular	Rocket	One battery, no kidding
Siege Artillery	Regular	Smoothbore	Various heavy guns/howitzers
Prussian Kurassiers	Regular	Sabre	Heavy, Armored
Prussian Hussars	Regular	Sabre	Light
Schleswig Dragoons	Regular	Sabre	Heavy
German Federal Guard Horse	Regular	Sabre	Heavy
German Federal Dragoons	Regular	Sabre	Heavy

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German Federal Hussars, Chevauleger	Regular	Sabre	Light
Prussian Foot Guards	Regular	Smoothbore	M1839 Percussion
Prussian Guard Jaeger	Elite	Rifle	Light Infantry, M1835 JgrBsCh
Prussian Line Infantry	Regular	Smoothbore	M1839 Percussion
Prussian Line Regts 2 and 12	Elite	Smoothbore	M1839 Percussion
Prussian Jaeger	Elite	Rifle	Light Infantry, M1835 JgrBsCh
Prussian Landwehr	Conscript	Smoothbore	M1839 Percussion
Schleswig Line Infantry	Regular	Smoothbore	Danish then Prussian weaponry
Schleswig Jaeger	Elite	Rifle	Light Infantry, Danish-Prussian
Schleswig Volunteers	Conscript	Smoothbore	Danish then Prussian weaponry
Federal German Foot Guards	Regular	Smoothbore	Various
Federal German Line or Light Infantry	Regular	Smoothbore	Various
Federal German Jaeger	Elite	Rifle	Light Infantry, Various

Notes. Federal German forces formed the so-called X Korps and included contingents from Bavaria, Hanover, Brunswick, Mecklenburg, Oldenburg, Hesse, Saxony, Schaumburg-Lippe, Saxony-Weimar, Saxony-Altenburg, Lippe-Detmold, Nassau, Hesse-Homburg, Waldeck and Anhalt-Bernburg-Koethen. Artillery batteries contained between 6 and 8 guns. Evidently, all forces, to include Prussian, flew the Federal German red-yellow-black tricolor.

Leaders, 2d Schleswig-Holstein War.

Feldmarschal Graf von Wrangle	+1	No	Overall Commander, Prussian
Prinz Friedrich Karl von Preussen	- 1	No	Replaced Wrangle also Prussian
FML Ludwig von Gablenz	+2	No	Commander, Austrian Forces
General Karl Herwarth von Bittenfeld	+1	No	Prussian Commander at Als
All other commanders	0	No	NA

Units, 2d Schleswig-Holstein War.

	Troop Rating	Primary Weapon	Special Attributes
Prussian Foot Artillery	Regular	Krupp	C-61/64 Breechloader 4/6 lber
Prussian Heavy Foot Artillery	Regular	Smoothbore	Model 1842 12 lber
Prussian Horse Artillery	Regular	Smoothbore	Model 1842 12 lber
Austrian Foot Artillery	Regular	Rifled	Model 1863 4 and 8 lbers
Austrian Horse Artillery	Regular	Rifled	Model 1863 4 and 8 lbers
Siege or Heavy Artillery	Regular	Smoothbore	Various
Prussian Guard Hussars	Regular	Sabre	Light
Prussian Hussars	Regular	Sabre	Light
Prussian Uhlans	Regular	Lance	Light
Prussian Dragoons	Regular	Sabre	Heavy
Prussian Kurassiers	Regular	Sabre	Heavy, Armored
Austrian Hussars	Regular	Sabre	Light
Austrian Dragoons	Regular	Sabre	Heavy
Prussian Foot Guards	Regular	Breechloader	M1862 Needlegun 15mm
Prussian Line Infantry	Regular	Breechloader	M1862 Needlegun 15mm
Prussian Feldjaeger	Elite	Breechloader	Light Infantry, Needlegun
Austrian Line Infantry	Regular	Rifle	M1854 Lorenz 13.7mm
Austrian Jaeger	Elite	Rifle	Light Infantry, M1854 Lorenz

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THE HUNGARIAN REVOLUTION AND 1ST ITALIAN RESORGIMENTO

IMPERIAL AND ROYAL (KuK) AUSTRIAN ARMY:

Leaders, Both Conflicts

	Initiative	Charismatic?	Other
FZM Julius Jacob von Haynau	+2	No	Cdr, Army of the Danube
Count FZM Josip Jelacic	+1	No	Ban of Croatia, Cdr South Army
Alfred I, Prince of Windish-Gratz	-1	No	Initial Cdr in Chief, Hungary
FML Franz Schlik	0	No	Cdr, I Corps, Danube Army
General Christian Gotz	0	No	Cdr, Ramberg's Division
LTG Ludwig Wohlgemuth	0	No	Cdr at battle of Nagysallo
General Balthazar Simunich	-1	No	Cdr at battle of 1 st Komoran
FML Graf Clam Gallas	0	No	Cdr, Cdr Siebenburger Corps
"General" Avram Iancu	+2	Yes	Transylvanian Revolt Leader
Field Marshal Johan Josef Graf Radetzky	+3	No	Cdr in Chief, Italian Theater
All other commanders	0	No	NA

Units, Both Conflicts.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Smoothbore	M38 6 and 12 lbers, howitzers
Horse Artillery	Regular	Smoothbore	Model 1838 6 lbers, howitzers
Rocket Artillery	Regular	Smoothbore	Congreve type rockets
Siege Artillery	Regular	Smoothbore	Various heavy guns/howitzers
Kurassiers	Regular	Sabre	Heavy, Armored
Dragoons	Regular	Sabre	Heavy
Hussars	Conscript	Sabre	Light
Chevauleger	Regular	Sabre	Light
Uhlans	Regular	Lance	Light
Volunteers	Regular	Sabre	Light
Grenadiers	Regular	Smoothbore	Model 1842 Percussion Musket
Jaeger Battalions	Elite	Rifle	Light Infantry, M1835/44 JgrBsch
Line Infantry Regiments	Regular	Smoothbore	Model 1842 Percussion Musket
Infantry Regt 4 Deutschmeister	Elite	Smoothbore	Model 1842 Percussion Musket
Hungarian Line Regiments	Conscript	Smoothbore	Model 1842 Percussion Musket
Landwehr Regiments	Regular	Smoothbore	Model 1842 Percussion Musket
Grenz Regiments	Regular	Smoothbore	Model 1842 Percussion Musket
Volunteer Infantry	Regular	Smoothbore	Various

Notes. FZM – Feldzeugmeister, FML – Feldmarschal Leutnant. Austrian gun carriages retained the traditional mud ochre hue, with normally six guns per battery.

IMPERIAL RUSSIAN ARMY

Leaders, Hungarian Revolution

	Initiative	Charismatic?	Other
Count Ivan Paskewich, Prince of Warsaw	0	No	CIC, Russian Forces
GDI & General Adjutant Alexandr Luders	0	No	V Corps Reinforced
General Feodor Panyutyin	0	No	15 th Division, Danube Army
All other commanders	0	No	NA

L'Armee Francaise Vol III

Units, Hungarian Revolution.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Smoothbore	M1838 6 and 12 lbers, Licornes
Horse Artillery	Regular	Smoothbore	Model 1838 6 lbers, Licornes
Cossack Artillery	Conscript	Smoothbore	Various light guns and Licornes
Siege Artillery	Regular	Smoothbore	Various heavy guns/howitzers
Hussars	Regular	Sabre	Light
Uhlans	Regular	Lance	Light
Cossacks	Regular	Sabre	Light, Irregular
Schutzen Battalions	Regular	Rifle	Light Infantry, M43 Shtutser Rifle
Line Infantry Regiments	Regular	Smoothbore	Model 1844/45 Percussion Cap
Line Jaeger Regiments	Regular	Smoothbore	Model 1844/45 Percussion Cap

Notes.

HUNGARIAN INSURRECTION ARMY (HONVED)

Leaders, Hungarian Revolution.

	Initiative	Charismatic?	Other
LTG Janos Moga	+1	Yes	Initial Hungarian Army Cdr
General Imre Hatvany	-1	No	Transylvania Revolt suppression
General Mór Perczel de Bonyhád	-1	No	Initial Cdr in Chief, Hungary
General Henryk Dembiński	-1	No	Cdr Northern Army, Polish
Colonel András Gáspár	0	No	Div, Army Northern Danube
General György Klapka	+1	Yes	Cdr, Army of Northern Danube
General Artur Gorgei	+1	Yes	War Minister, Cdr in Chief
General János Damjanich	0	No	Cdr III Corps, Arad Fortress
General Richard Comte de Guyon	+1	No	Commanded at Hegyes
General Józef Zachariasz Bem	+2	Yes	Cdr Siebenberger, Main Army
All other commanders	0	Yes	NA

Units, Hungarian Revolution.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Smoothbore	Austrian equipment
Horse Artillery	Regular	Smoothbore	Austrian equipment
Rocket Artillery	Regular	Smoothbore	Austrian equipment
Siege Artillery	Regular	Smoothbore	Various heavy guns/howitzers
Ex Imperial Hussars	Elite	Sabre	Light
Ex Imperial Dragoons	Regular	Sabre	Heavy
Honved Raised Hussars	Regular	Sabre	Light
Polish Volunteer Uhlans	Elite	Lance	Light
Other Foreign Volunteer Cavalry	Regular	Sabre	Light
Freikorps Cavalry	Conscript	Sabre	Light, Irregular if Partisan
Ex Imperial Line Infantry	Elite	Smoothbore	Austrian equipment
Ex Imperial Jaeger	Elite	Rifle	Light Infantry, Austrian equipmnt
Ex Imperial Grenz Regiments	Elite	Smoothbore	Austrian equipment
Honved Raised Line Infantry	Regular	Smoothbore	Austrian equipment
Honved Raised Jaeger	Regular	Rifle	Light Infantry, Austrian equipmnt
National Guard or Reserve Infantry	Conscript	Smoothbore	Austrian equipment

L'Armee Francaise Vol III

Polish Volunteer Infantry	Elite	Smoothbore	Percussion Cap Muskets
Other Foreign Volunteer Infantry	Regular	Smoothbore	Various muskets and so on
Freikorps Infantry	Conscript	Smoothbore	Austrian equipment
Freikorps Jaeger or Schutzen	Conscript	Rifle	Light Infantry, Austrian equipmnt
Landsturm Infantry	Conscript	Scythe	No firearms, Irregular

Notes. Pretty much Austrian everything, but gun carriages could retain the old Imperial mud ochre color or be repainted medium green or a green-white-red tricolor scheme. One battery's carriages were even painted red.

ROYAL ITALIAN (PIEDMONT-SARDINIA) ARMY

Leaders, 1st Italian Risorgimento

	Initiative	Charismatic?	Other
King Charles Albert, Duke of Savoy	-2	Yes	Commander in Chief
General Wojciech Chrzanowski	-1	No	Joint Commander at Novara
All other commanders	-1	No	NA

Units, 1st Italian Risorgimento

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Smoothbore	M1844 6 lber, M1818 16 lbers
Horse Artillery	Regular	Smoothbore	Model 1844 6 lber and howitzers
Siege Artillery	Regular	Smoothbore	Various heavy guns/howitzers
Line Cavalry	Regular	Lance	Heavy
Guides	Regular	Sabre	Light
Milan Light Cavalry	Regular	Sabre	Light
Milan Dragoons	Regular	Sabre	Light
Papal Dragoons	Regular	Sabre	Light
Guard Grenadiers	Regular	Smoothbore	Model 1844 Percussion Musket
Guard Cacciatore	Regular	Smoothbore	Model 1844 Percussion Musket
Carabinieri	Regular	Smoothbore	Model 1844 Percussion Musket
Bersaglieri	Elite	Rifle	Light Infantry, M1848 Carbine
Line Infantry	Regular	Smoothbore	Model 1844 Percussion Musket
Reserve or National Guard Infantry	Conscript	Smoothbore	Model 1844 Percussion Musket
Papal Infantry	Regular	Smoothbore	Model 1822 Percussion Musket

Notes. Italian artillery batteries had six guns total, four cannon and two howitzers, all based on the locally designed Cavalli system. The carriages were painted a light to medium blue.



Field Marshal Radetzky with Staff at Novara, by Albrecht Adam, 1855 and in the Public Domain.

Battle of Idstedt

25 July 1850



2d Schleswig War. This battle ended the 1st Schleswig War. The Danes brought the Schleswig-Holsteiners to bay near the town of Idstedt, with fierce skirmishing occupying most of 24 July 1850. During the night, however, the weather turned cool and mist alternating with rain covered the area until 9:00 am the next morning. After some dulsatory cannon fire on the morning of the 25th, the Schleswig army moved forward to regain ground lost the day previous. The Danes counterattacked and the process repeated itself the entire battle. What Schleswig commander Karl Wilhelm von Willisen did not know was that Danish commander Gerhard Christoph von Krogh had dispatched his 3d Brigade in a sweeping march to the West, encircling his army's unprotected left flank.

Then the Gods of War decided to get funny. Danish division commander Friedrich Adolph Schleppegrell was shot dead leading a charge. His replacement, Colonel Baggeson, proved less than adequate to the task, and sent so many alarming messages to headquarters for help that von Krogh canceled the 3d Brigade's decisive flank march. Had this not happened, its quite likely the Schleswig army would have been totally surprised and destroyed.

It mattered not. Hard fighting and the Dane's advantage in numbers finally prevailed. By 2:00 pm the Schleswig-Holstein army was in disarray and retreating south. Out of 39,000 Danes engaged, 845 were killed and 2770 were wounded or captured. Out of the 27 – 30,000 Schleswigers on the field, 534 were killed and 2274 wounded and captured.

Scale. Each stand represents an average of 360 infantry, 240 Light Infantry, 180 horse or 4 to 8 cannon. Ground scale is 120 yards/inch, each turn is 30 minutes real time.

Players. Each "army" is actually the equivalent of a large corps, so one or two players could theoretically manage each "army" present.

Gaming Table. The table is 8 feet long and 6 feet deep, laid out as shown.

Terrain and Weather. The weather is cold, intermittent mist and rain until 9:00 am. Until the 9:00 am turn, all marsh like areas on the map are considered Rough Terrain for all units save Light Infantry. Beginning with the 9:00 am turn, any unit (except Light Infantry) that begins movement with at least half its stands in a marsh,

subtracts an additional -1 from its March Table die roll whether in Good Order or Disordered. Other Rough Terrain for movement includes towns and forests. The defender receives a +1/-1 melee and fire advantage for occupying forests, rising to +2/-2 for towns. Forests and towns block Line of Sight. All streams are fordable, but a Defender gets a +1 DRM defending behind a stream if attacked entirely cross stream. Cavalry charging into marshes, towns, forests or across a stream are automatically Disordered. The lakes are impassable.

Playing Time. The game begins at 5:00 am and ends with the 3:00 pm game turn, a total of 21 turns.

Deployment. Units set up per following maps in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command.

Leaders. Generals von Krogh and von Willisen command the Danish and Schleswig forces, respectively, the former with an Initiative rating of +1, the latter at 0. General Schleppegrell is Charismatic.

Infantry. Both sides carry percussion cap smoothbore muskets, except for some (not all) Light Infantry units which have rifles. Light Infantry units pay no extra movement costs for marching thru rough terrain and have both fire and melee DRMs.

Cavalry. May not dismount, Lights may fire mounted.

Artillery. All guns have two functions and may be set up limbered or unlimbered. Note that prolonging the battery is now an available function for artillery.

Reinforcements. This game is designed with the 3d Brigade on the table, not yet starting its flank march. It is recommended a flank march option **NOT** be used. If you do decide to move the unit off table, use the Reinforcements Rule as described on pages 15 – 16 of Age of Eagles II. The turn after the 3d Brigade moves off table, and moving 6 inches or any portion thereof along the map edge off board is the equivalent of one complete game turn, ie, moving to enter near Gammelund takes nine turns. Moving back on table is automatic and takes an additional turn.

Army Cohesion. Per Page 6 of this module, cohesion impacts occur at 33% losses for the Danes, 25% losses for the Schleswig-Holstein forces.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE.

Battle of Idstedt, 1st Schleswig War

Order of Battle Labels and Order of Appearance

DANISH**Starting Forces**

Denmark	Krogh	Moltke	Moltke	Moltke	Moltke	Moltke	Moltke	Moltke
Krogh + 1	Moltke 1 st Div	3d Bde R 12/9/6 M	4 th Bde R 12/9/6 M	6 th Bde R 9/7/5 M	1 st Rs Jgr R 4/3/2 RL	4 th Jaeger R 4/3/2 RL	5 th Jaeger R 4/3/2 RL	1 st Light R 4/3/2 ML
XXXX	XX							

3d Bde – 6th, 7th, 8th Line and 4th Reserve Battalions
 6th Bde – Royal Guard, 1st, 4th Reinforcement Battalions

4th Bde – 9th, 11th Line and 5th, 6th Reserve Battalions

Moltke	Moltke	Moltke	Moltke	Moltke	Krogh	Schlpgrel	Schlpgrel	Schlpgrel
2d Light R 4/3/2 ML	R 6 lb SB	R 6 lb SB	R 6 lb SB	Gd Hussrs R 4/3/2 L	Schlpgrel 2d Div	1 st Bde R 9/7/5 M	2d Bde R 9/7/5 M	5 th Bde C 12/9/6 M
					XX (C)			

1st Bde – 4th Line, 1st and 3d Reserve Battalions
 5th Bde – 3d Line, 2d, 3d, 5th Reinforcement Battalions

2d Bde – 5th, 13th Line and 2d Reserve Battalions

Schlpgrel	Schlpgrel	Schlpgrel	Schlpgrel	Schlpgrel	Schlpgrel	Schlpgrel	Schlpgrel	Schlpgrel	Schlpgrel
3d Jaeger R 4/3/2 RL	3d Res Jgr R 4/3/2 RL	10 th Light R 4/3/2 ML	12 th Light R 4/3/2 ML	1 st Reinf Jg C 4/3/2 RL	2d Reinf Jg C 4/3/2 RL	R 6 lb SB	R 6 lb SB	R 6 lb SB	4 th Drag R 4/3/2 H

Krogh	Krogh	Krogh	Krogh	Krogh	Krogh	Krogh
Reserve R 12/9/6 H	R Horse SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	R 12 lb SB	R 12 lb SB

Reserve Cavalry – 3d, 5th, 6th
 Dragoons

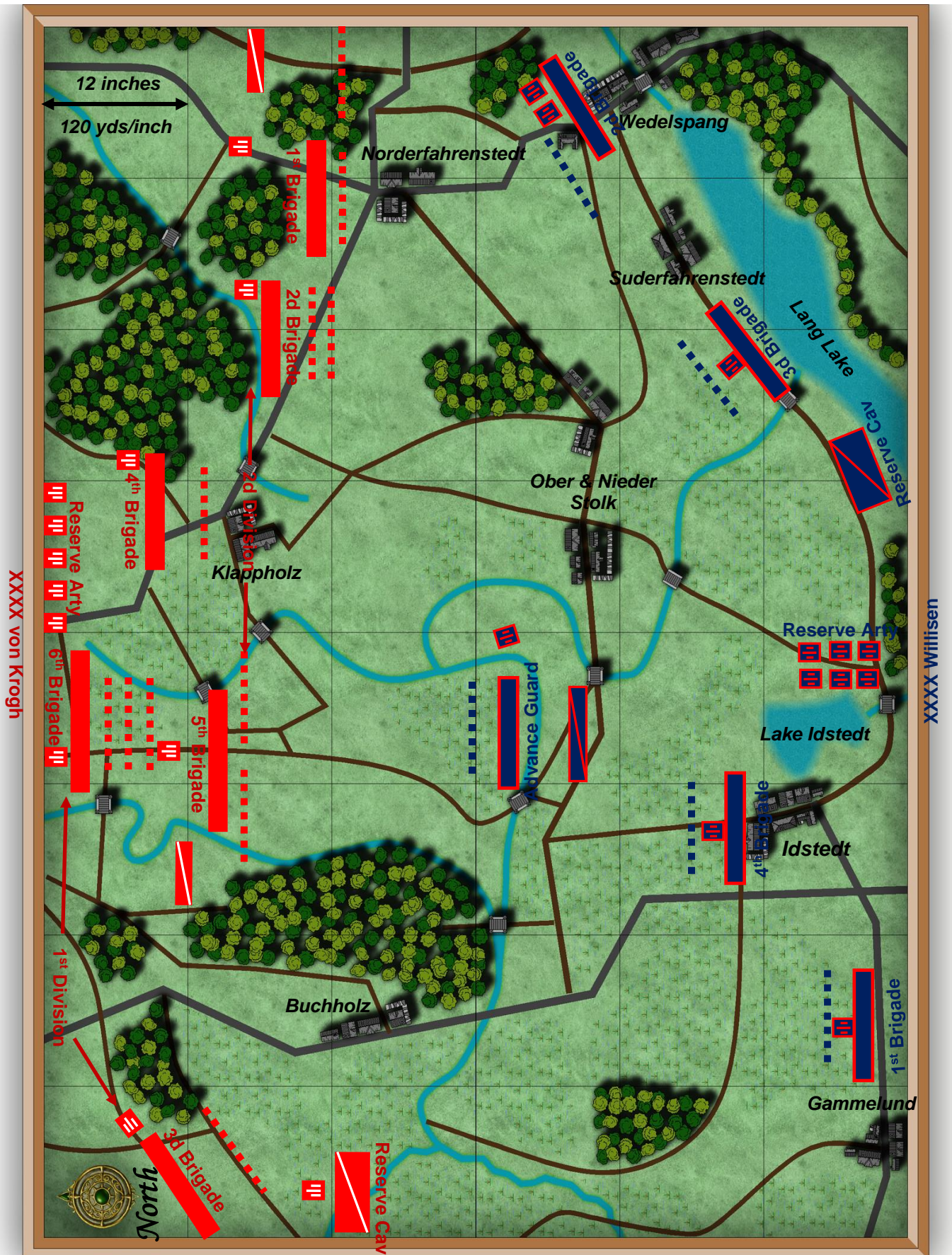
SCHLESWIG-HOLSTEIN**Starting Forces**

Schleswg	Adv Gd	Adv Gd	1 st Bde	1 st Bde	2d Bde	2d Bde	3d Bde	3d Bde	4 th Bde
Willisen + 0	Adv Gd R 9/7/5 M	3d Jaeger E 4/3/2 RL	1 st Bde R 9/7/5 M	1 st Jaeger E 4/3/2 RL	2d Bde R 9/7/5 M	2d Jaeger E 4/3/2 RL	3d Bde R 9/7/5 M	5 th Jaeger E 4/3/2 RL	4 th Bde R 9/7/5 M
XXXX									

4 th Bde	Adv Gd	1 st Bde	2d Bde	2d Bde	3d Bde	4 th Bde	Adv Gd	Willisen	Willisen
4 th Jaeger E 4/3/2 RL	R 6 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	Combnd R 8/6/4 H	R 6 lb SB	R 6 lb SB

Willisen	Willisen	Willisen	Willisen	Willisen
R 6 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	Reserve R 12/9/6 H

Adv Gd- 1st, 8th, 15th Line Battalions
 1st Bde – 2d, 3d, 4th Line Battalions
 2d Bde – 5th, 6th, 7th Line Battalions
 3d Bde – 9th, 10th, 11th Line Battalions
 4th Bde – 12th, 13th, 14th Line Battalions





Planning Map

Storming the Danevirke

6 February 1864



2d Schleswig War. This battle never happened, but could have and in fact came within just a few hours of starting. An assault on the Danevirke was planned by the Austro-Prussians for the morning of 6 February, aimed at a narrow gap between the towns of Overselk and Jagel. Austrian FML Gablenz doubted the marshy ground to the West would freeze over and permit movement, so rejected that option. Conversely, Danish General de Meza thought the same ground **would** likely freeze over (it was snowing heavily, the temperature plummeting) and allow such movement, so he withdrew his army the night of 5/6 February. But what if Copenhagen had forced him to hold?

Scale. Each stand is an average of 360 infantry, 240 Light Infantry, 180 horse or 4 to 8 cannon. Ground scale 120 yards/inch, each turn 30 minutes real time.

Players. Each "army" is actually the equivalent of a large corps, so one or two players could theoretically manage each "army" present. Otherwise, three players per side each with the equivalent of a division plus.

Gaming Table. The table is 8 feet long and 6 feet deep, laid out as shown.

Terrain and Weather. The weather is cold, and the ground and streams are completely frozen over. Swamp or marsh areas are also frozen over, but displayed for decoration – they were totally covered by snow and wouldn't show on the tabletop anyway – and for those wishing to recreate the battle assuming no snow storm the day and night previous (thus, these areas constitute Rough Terrain). **Or for the really sadistic**, assume the marshes are frozen over, **but** convey a -1 or -2 March DRM for any unit where half or more stands start movement in a marsh. Otherwise, the general real estate and streams do not degrade movement, **BUT** infantry Double Time is not in effect the entire game, and there is no Road Movement bonus, tho the latter negates the impact of other terrain such as woods. Rough Terrain for movement includes towns, forests, railroads and fortifications. The defender receives a +1/-1 melee and fire advantage for occupying forests or defending behind railroad embankments, rising to +2/-2 for towns, and fortifications. Forests, railroads, redoubts and towns block Line of Sight, but not trenches.

The Danevirke. OK, this is gonna be a little complex, deserving some background material, so pay attention. The Danevirke were fortifications supposedly ordered by Queen Thyra pre 500 AD specifically built to impeded

Germanic invasions into Denmark. It was built at the narrowest part of Schleswig-Holstein using massive berms up to six meters high, interlinked with marshes, rivers and lakes. At different times during its history, it included parapets for defenders. By 1864, however and despite renovation, only the earthen berms remained, with modern fortifications interspersed to improve its defensive capability. In the game, the Danevirke are the berms only. Treat crossing the Danevirke the same as a railroad embankment, to include the Rough Terrain penalty along length and width. Artillery and cavalry may not cross at all. The berms completely block Line of Sight to all but infantry defending the opposite side which coveys a +1/-1 DRM combat advantage.

Playing Time. The game begins at 7:30 am and ends with the 16:30 pm turn, a total of 20 turns.

Deployment. Units set up per following maps in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command.

Leaders. Generals de Meza and FML Gablenz command the Danish and Austro-Prussian forces, respectively. Both have a +2 Initiative rating. There are no Charismatic Commanders in the game

Infantry. Danish and Austrian infantry carry muzzle loading rifles, the Prussians the Needlegun breechloader. Light Infantry units pay no extra movement costs for marching thru rough terrain and have both fire and melee DRMs.

Cavalry. May not dismount, Lights may fire mounted.

Artillery. All guns have two functions and may be set up limbered or unlimbered. Note that prolonging the battery is now an available function for artillery.

Reinforcements. The Austro-Prussians enter the board Turn 1 as shown, the Danes receive reinforcements as indicated on Turn 3 at Point A. These units may enter in any formation and activate automatically for movement onto the board. For all turns after, roll normally on the March Table.

Army Cohesion. Per Page 6 of this module, cohesion impacts occur at 33% losses for the Danes, 25% losses for the Austro-Prussians.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE.

L'Armee Francaise Vol III

Storming the Danevirke, 2d Schleswig War

Order of Battle Labels and Order of Appearance

DANISH

Starting Forces

Denmark	De Meza	Steinman	Steinman	Steinman	Steinman	Steinman	Steinman	Steinman	Steinman
De Meza + 2 XXXX	Steinman 3d Div XX	1 st In Rgt R 6/5/3 R 	11 th In Rgt R 6/5/3 R 	9 th In Rgt R 6/5/3 R 	20 th In Rgt R 6/5/3 R 	19 th In Rgt R 6/5/3 R 	21 st In Rgt R 6/5/3 R 	R Rifled 	R 12 lb SB

De Meza	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat
Du Plat 2d Div XX	4 th In Rgt R 6/5/3 R 	6 th In Rgt R 6/5/3 R 	7 th In Rgt R 6/5/3 R 	12 th In Rgt R 6/5/3 R 	5 th In Rgt R 6/5/3 R 	10 th In Rgt R 6/5/3 R 	R Rifled 	R 12 lb SB

De Meza	Zepilin	Zepilin	De Meza	Lindcrn	Lindcrn	Lindcrn	Steinman	Du Plat
Zepelin Reserve X	8 th In Rgt R 6/5/3 R 	15 th In Rgt R 6/5/3 R 	Lindcrn Reserve XX	1 st Bde R 8/5/4 H 	2d Bde R 4/3/2 H 	R 12 lb SB 	4 th Drag R 4/3/2 H 	Hussars R 4/3/2 L

1st Cav Bde – 3d and 5th Dragoons. 2d Cav Bde – 6th Dragoons.

Danevirk	Danevirk	Danevirk	Danevirk	Danevirk	Danevirk	Danevirk	Danevirk	Danevirk	Danevirk
R Fort SB 	R Fort SB 	R Fort SB 	R Fort SB 	R Fort SB 	R Fort SB 	R Fort SB 	R Fort SB 	R Rifled 	R Rifled

Reinforcements, Turn 3

De Meza	De Meza	De Meza	De Meza	Gerlach	Gerlach	Gerlach
R Rifled 	R 12 lb SB 	R 12 lb SB 	Gerlach 1 st Div XX	16 th In Rgt R 6/5/3 R 	17 th In Rgt R 6/5/3 R 	R Rifled

Arrives Turn 3 at
Point A, eastern
side of map.

AUSTRO-PRUSSIAN

Starting Forces, Enter Board Turn 1 per Colored Arrows along Map Edge

Austria	Gablentz	Gondre	Gondre	Gondre	Gondre	Gablentz	Dormus	Dormus	Dormus
Gablentz +2 XXX +	Gondre 1 st Bde X	30 th IR R 9/7/5 R 	34 th IR R 9/7/5 R 	18 th Jgr E 4/3/2 RL 	R 4 lb Rifle 	Dormus 2d Bde X	35 th IR R 9/7/5 R 	72d IR R 9/7/5 R 	22d Jgr E 4/3/2 RL

Dormus	Gablentz	Nostitz	Nostitz	Nostitz	Nostitz	Gablentz	Tomas	Tomas	Tomas
R 4 lb Rifle 	Nostitz 3d Bde X	14 th IR R 9/7/5 R 	27 th IR R 9/7/5 R 	9 th Jgr E 4/3/2 RL 	R 4 lb Rifle 	Tomas 4 th Bde X	6 th IR R 9/7/5 R 	80 th IR R 9/7/5 R 	11 th Jgr E 4/3/2 RL

Tomas	Gablentz	Dobznsky	Dobznsky
R 4 lb Rifle 	Dobznsky Cavalry X	2d Drag R 5/4/3 H 	9 th Hussar R 5/4/3 L

Gablentz	Gablentz	Gablentz	Gablentz	Gablentz
R 8 lb Rifle 	R 8 lb Rifle 	R 6 lb Krupp 	R 7 lb How 	R 12 lb SB

Storming the Danevirke (continued)

Gablenz	Mulbe	Mulbe	Mulbe	Mulbe	Mulbe	Mulbe	Mulbe	Mulbe
Mulbe Prussian	3d Gd R 9/7/5 N	4 th Gd R 9/7/5 N	3d Gd Grn R 9/7/5 N	4 th Gd Grn R 9/7/5 N	Gd Hus R 4/3/2 L	6 th Kur R 4/3/2 A	R 4 lb Krupp	R 4 lb Krupp
XX								

Dormus	Dormus	Gondre	Gondre	Nostitz	Nostitz	Tomas	Tomas
35 ^h IR R 6/5/3 R	72d IR R 6/5/3 R	30 ^h IR R 6/5/3 R	34 ^h IR R 6/5/3 R	14 ^h IR R 6/5/3 R	27 th IR R 6/5/3 R	6 ^h IR R 6/5/3 R	80 ^h IR R 6/5/3 R

Alternative Lower Strength Labels for 2 battalion Austrian infantry regiments.

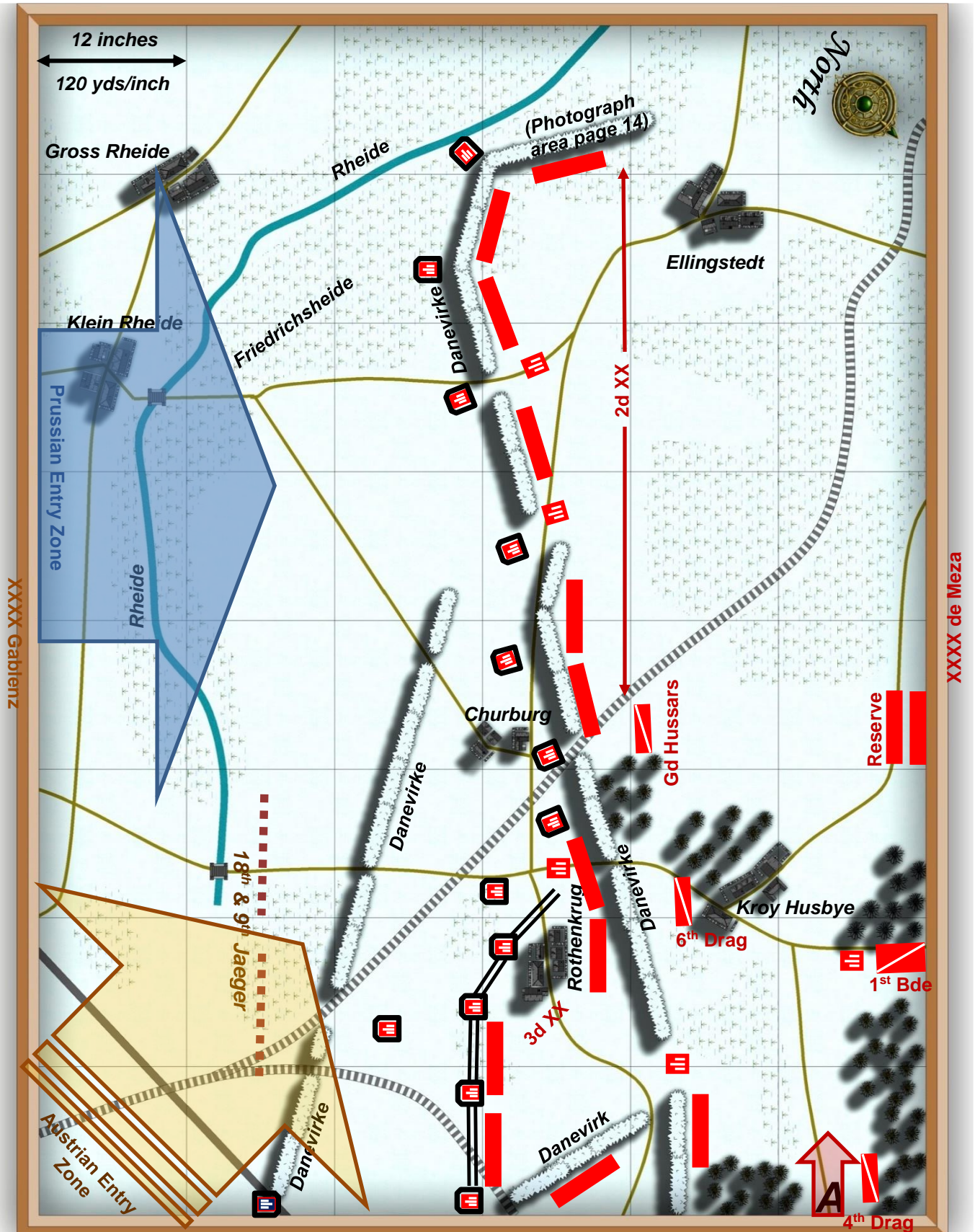
ABBREVIATIONS: L or Lt – Light, H – Heavy, A – Armored Heavy, LL – Light Cavalry Lancer, R – Rifled Musket, N – Needlegun, IR – Infanterie Regiment, How – Howitzer, SB – Smooth Bore, RL/ML – Light Infantry armed with Rifles/SB Muskets, Jgr – Jaeger, I – Irregular, C–Conscript, R–Regular, E–Elite, (C)–Charismatic, DRM – Die Roll Modifier, X–Brigade or oversized Regiment, XX–Division, XXX–Corps, XXX+ - Wing or Armee Korps, XXXX–Army, XXXX+ - Overall Army Commander. Numbers represent Fresh/Worn/Spent status (as in 9/7/5 for example).

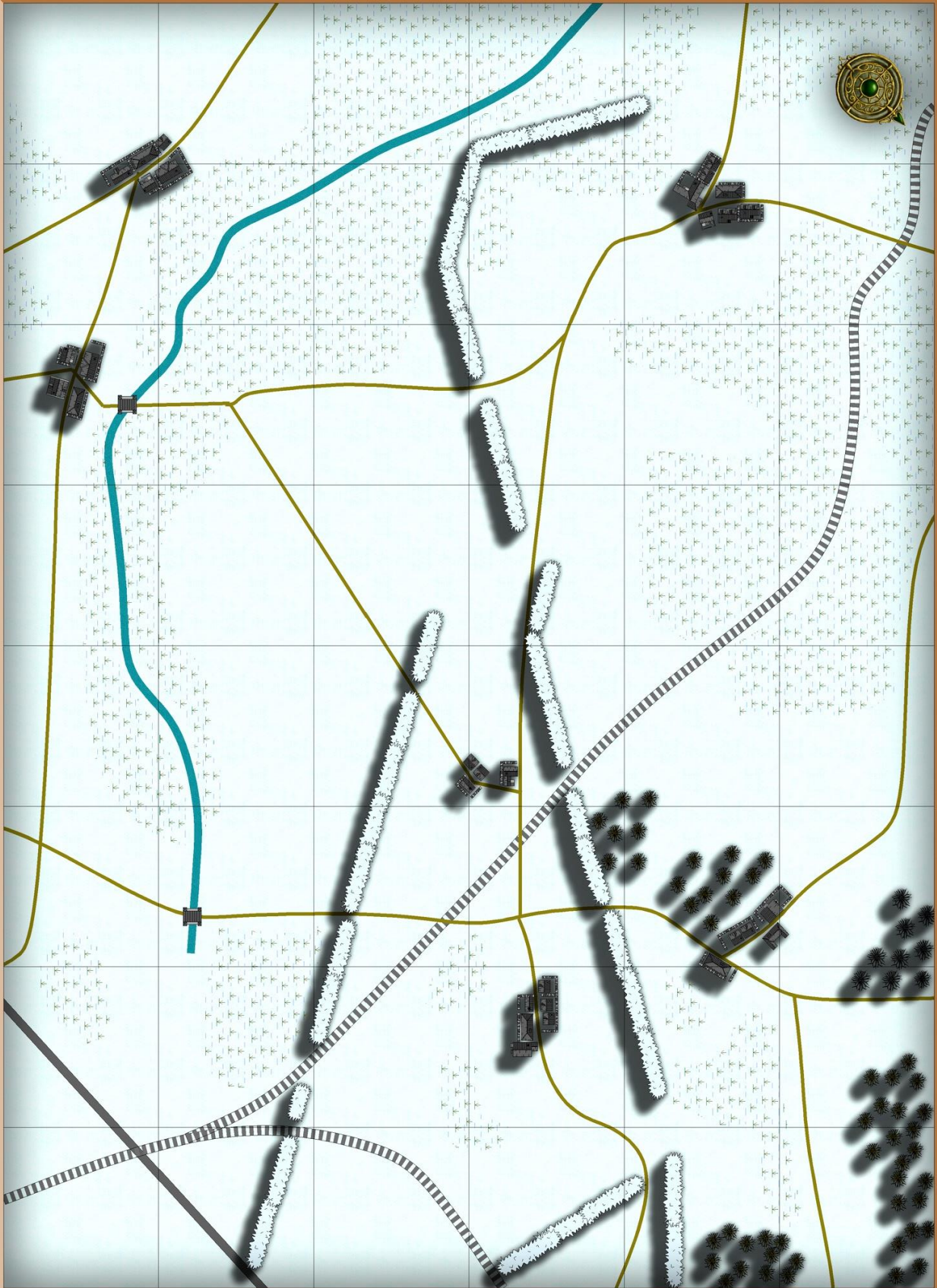
LABELS: Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25.

ALTERNATIVE 1864 AUSTRIAN LABELS: The reporter Friedrich Engels (yes, him) indicated 3 battalions for each infantry regiment, but other sources say two. These labels are for the latter if you wish to use them.



Danewirke: Krummwall westlich Schanze (Redoubt) XXI, from Wikipedia, Public Domain.





Planning Map

Battle of Isaszeg

6 April 1849



Hungarian Revolution. By the beginning of April 1849, the Austrian commander in Hungary thought he had effectively crushed the insurrection. Accordingly, he dispersed his three corps around Budapest, partially because he was unsure where the remnants of the Honved (Hungarian army) actually were. In the meantime, newly appointed Honved commander Artur Gorgei planned for an offensive to drive the Austrians west, away from Budapest, and to retake lost ground. General Andras Gaspar's VII Corps was to advance and pin the Austrian III Corps in and around the town of Godollo. Simultaneously, Gorgei with three other Honved corps would attack from the south east towards Isaszeg to encircle the Austrians and cut off their retreat to Budapest. The attack was scheduled for the 7th of April.

However, as the Hungarians moved into their battle positions on 6 April, they unexpectedly ran into the Austrian's heavy outpost screen around noon, and the battle unintentionally began in earnest a day early, something that Gorgei in his HQ some 15 km away did not learn until 3:00 pm. In the meantime, and despite the sounds of a huge battle erupting, Gaspar did nothing because he had standing orders to wait for the next day to engage. In the south, General Lajos Aulich's II Corps did likewise until around three in the afternoon when directly ordered forward by the Chief of the Hungarian General Staff. This left the Honved's I and III Corps to bear the brunt of the fighting, and at one point the former actually disengaged without orders to do so. Nevertheless, Gorgei's arrival on scene and hard fighting forced the Austrians to retreat by 9:00 pm.

Outside the "Sitzkrieg" VII Corps, the Hungarians put around 31,000 men and 99 cannon in the field, lost around 800. The Austrians had around 26,000 plus supported by 72 guns, and lost around 400 (most historians believe all numbers too low). The victory provided a much needed morale boost to the insurrection and the war continued.

Scale. Each stand represents an average of 360 infantry, 240 Light Infantry, 180 horse or 6 – 8 cannon. Ground scale is 120 yards/inch, each turn is 30 minutes real time.

Players. One player per Austrian corps, two – three players for the Honved

Gaming Table. The table is 8 feet long and 6 feet deep, laid out as shown.

Terrain and Weather. The weather is sunny and clear. Forests provide a +1/-1 advantage to the defender. The urban areas a +2/-2. All streams or rivers are fordable and defending behind either affords the defender a +1 DRM advantage, as does defending uphill (each contour) from an attacker. Roads allow for Road Movement, and woods, marshes, urban areas and moving upslope **or** downslope is considered Rough Terrain. Cavalry charging across water, or into woods, marshes, up or down slope or towns are automatically Disordered for Melee.

Playing Time. The game begins at 1:00 pm and ends with the 8:00 pm turn, a total of 15 turns.

Deployment. Units set up per following maps in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command.

Leaders. General Artur Gorgei commands the Honved with a +1 Initiative DRM, Prince Alfred I the Austrians with a -1 DRM. Various Hungarian commanders are rated Charismatic and these are noted by the (C) designation on the label.

Infantry. All infantry carries percussion cap smooth bore muskets, save Lights who carry rifles. Light Infantry units pay no extra movement costs for marching thru rough terrain and have both fire and melee DRMs.

Cavalry. May not dismount, Lights may fire mounted.

Artillery. All guns have two functions and may be set up limbered or unlimbered. Note that prolonging the battery is now an available function for artillery.

Reinforcements. All Honved corps enter the table as indicated on the following Order of Appearance chart and map, and automatically move on board without the need for a die roll on the March Table. Use of Reinforcement Table Fig 4 on page 16 of AOE II encouraged for Aulich's and Gaspar's corps.

Army Cohesion. Per Page 6 of this module, cohesion impacts occur at 25 % losses for the Austro-Russians, 33% losses for the Honved.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE.

Battle of Isaszeg

Order of Battle Labels and Order of Appearance

HONVED**Starting Forces**

Honved	Gorgei	Klapka	Deswffy	Deswffy	Deswffy	Deswffy	Klapka	Kazinski
Gorgei + 1 (C)	Klapka I (C)	Deswffy Division	Bodech R 9/8/5 M	Dipold R 9/8/5 M	R 6 lb SB	R 6 lb SB	Kazinski Division	Zake R 8/6/4 M
XXXX	XXX	XX					XX	

Bodich – 27, 46, 47th Honved Dipold – 6, 26, 52d Honved Zake – 34, 19th Honved Schulz – 17th Honved, IR Don Miguel

Kazinski	Kazinski	Kazinski	Klapka	Klapka	Klapka	Klapka	Leingn - 3, 42d Honved, IR Hessen Homberg Kifs – 9 th Honved, Polish Leg, IR Wasa Knezich – 60 th Honved, Prussian Legion
Schulz R 8/6/4 M	R 6 lb SB	R 6 lb SB	Hussar 1 E 8/6/4 L	Hus8/13/14 E 8/6/4 L	R 6 lb SB	R 6 lb SB	

Gorgei	Damjanch	Bysocki	Bysocki	Bysocki	Bosycki	Damjanch	Sandor	Sandor
Damjanch III	Bysocki Division	Leingn R 9/8/5 M	Kifs R 9/8/5 M	R 6 lb SB	R 6 lb SB	Sandor Division	Knezich R 9/8/5 M	R 6 lb SB
XXX	XX					XX		

Sandor	Sandor	Sandor	Damjanch
Hussar 2 E 8/6/4 L	Hus3/PI Ln E 8/6/4 L	R 6 lb SB	R 6 lb SB

Gorgei	Gaspar	Poltnbg	Poltnbg	Poltnbg
Gaspar VII	Poltnbg Division	1 st Bde R 8/6/4 M	2d Bde R 8/6/4 M	R 6 lb SB
XXX	XX			

Poltnbg	Poltnbg	Gaspar	Liptay	Liptay	Liptay	Liptay	Liptay	Gaspar	Kmetty
R 6 lb SB	Hussar A E 8/6/4 L	Liptay Division	3d Bde R 8/6/4 M	4th Bde R 8/6/4 M	R 6 lb SB	R 6 lb SB	Hussar B E 8/6/4 L	Kmetty Division	5 th Bde R 8/6/4 M
		XX						XX	

Kmetty	Kmetty	Kmetty	Kmetty	Gaspar	Gaspar
6 th Bde R 8/6/4 M	R 6 lb SB	R 6 lb SB	Hussar C E 8/6/4 L	Weissel R 6/4/2 M	R 6 lb SB

According to Klapka's memoirs, the composition of VII Corps remains unknown for this period.

Gorgei	Aulich	Szeful	Szeful	Szeful	Szeful	Aulich	Hertel	Hertel	Hertel
Aulich II	Szeful Division	Mihaly R 9/8/5 M	Buttler R 9/8/5 M	R 6 lb SB	R 12 lb SB	Hertel Division	Miguel R 9/8/5 M	Mandy E 8/6/4 L	R 6 lb SB
XXX	XX					XX			

Hertel	Aulich
R 6 lb SB	R 3 lb SB

Mihaly – 25, 54, 56th Honved

Buttler – 48, 60, 61st Honved

Miguel – IR Don Miguel, 52d Boxkay Bn, Freiwilliger Bn, Vienna Legion

Mandy – Hussar Regts 6 and 14

*Battle of Isaszeg (continued)***AUSTRIAN****Starting Forces**

Austria	Alfred I	Schlick	Schlick	Schlick	Schlick	Schlick	Lobkow	Lobkow
Alfred I -1	Schlick III Corps	R 12 lb SB	R 12 lb SB	R 6 lb SB	R Rocket	Lobkow Division	2d Jgr E 4/3/2 RL	Krieg R 14/11/7 M
XXXX	XXX					XX		

Krieg – St George Grenz, LW IR 24, IR 12 and 30, I bn each

Lobkow	Lobkow	Lobkow	Schlick	Liechtn	Liechtn	Liechtn	Liechtn
Pergen R 14/11/7 M	R 6 lb SB	R 6 lb SB	Liechtn Division	Fiedler R 14/11/7 M	R 6 lb SB	Parrot R 12/9/6 A	R 6 lb SB
			XX				

Pergen – Warasdiner Kreuz Grenz, IRs 12, 28, 40 1 bn each

Fiedler – Ottokaner Grenz, IRs 9,10,57 1 bn each

Parrot – Kurassier Regts 2 and 8, Chevauleger Regts 1 and 7

Alfred I	Jellach	Jellach	Jellach	Jellach	Jellach	Jellach	Jellach	Hartlich
Jellach I Corps	R 12 lb SB	R 12 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	R Rocket	Hartlich Division	5th Jgr E 4/3/2 RL
XXX							XX	

Grammt – Grenz Regts 1 and 8

Rast – Grenz Regts 1, 2, 3 and 4

Kleinb – Grenz Regts 3, 7 and 11

Dietrich – Grenz Regts 4, 5 and 11, Eckert Composite Bn

Hartlich	Hartlich	Hartlich	Hartlich	Jellach	Schulz	Schulz	Schulz	Schulz
Grammt R 9/8/5 M	Rast R 12/9/6 M	R 6 lb SB	R 6 lb SB	Schulz Division	Kleinb R 9/8/5 M	Dietrich R 12/9/6 M	R 6 lb SB	R 6 lb SB
				XX				

Sedelmyr – Kurassier Regts 6 and 7

Sternbg – Kurassier Regts 1 and 3

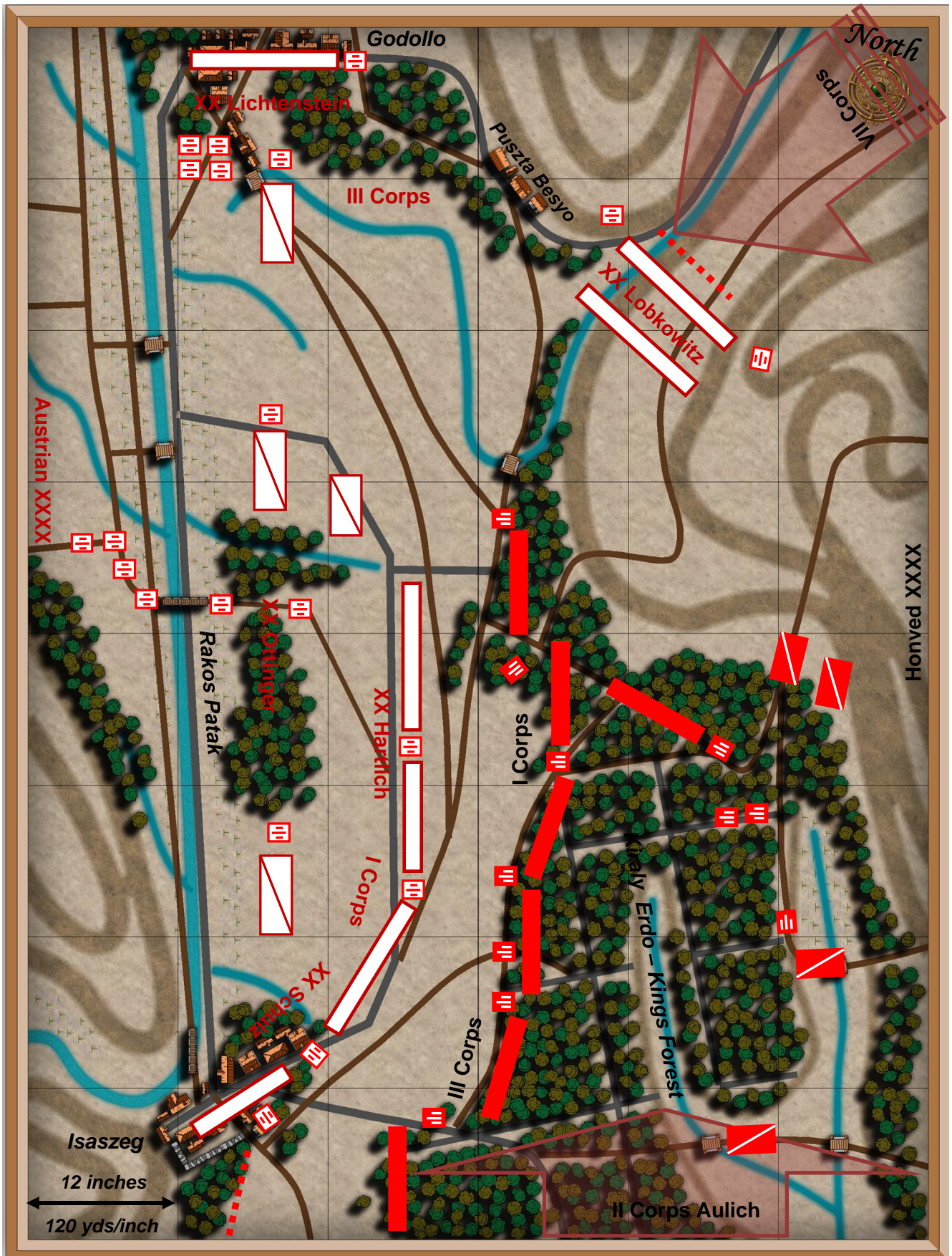
Bandr – Banderial Hussars

Jellach	Ottenger	Ottenger	Ottenger	Ottenger	Ottenger
Ottenger Cavalry	Sedelmyr R 12/9/6 A	Sternbg R 12/9/6 A	Bandr Hus R 8/6/4 L	R 6 lb SB	R 6 lb SB
XX					

**Austro-Russian prisoners
from the Transylvania
Panorama on the battle of
Segesvar 1849 by Jan Styka,
finished in 1897 and now in
the Public Domain.**

The image on page 30 is
another fragment from this
project, also in the Public
Domain.







Planning Map

Battle of Temesvar

9 August 1849



Hungarian Revolution. In a last ditch effort to stop the advancing Austro-Russian Army of the Danube, General Henryk Dembiński retreated towards Arad to concentrate his forces per Hungarian high command instructions.

Standing in his way, however, was the Austrian held fortress of Temesvar. Yet although blocked, the situation was alleviated somewhat when the more capable General Josef Bem arrived the night before battle to take command. He decided to make his stand on the plains north of Temesvar hoping to catch a single Austrian column unsupported, providing a needed victory for the despondent Honved. The next morning Austrian cavalry ran into Hungarian outposts at around 8:30 am, and FML Julius "Hapsburg Tiger" Haynau found "Grandpa Bem" deployed to fight behind the Nyarad River. Haynau immediately attacked but was thrown back. A nasty cannon duel followed, so Haynau ordered his IV Grenadier Corps to swing south from its original line of march to hit the Hungarian right flank. Then – and you simply cannot make this up – 120 Hungarian cannon fell silent as they ran out of ammunition. The reserve ammo could not be located as ole Henryk, not expecting a fight, moved it and neglected to pass on this minor detail to Bem . . . who was then thrown from his horse, broke his shoulder and wound up evacuated. Haynau saw what happened and ordered a general advance, dead sure that the IV Corps would arrive to flank the Hungarians. It did, around 5:00 pm, and the Honved routed.

The final cost was as follows. For the Austrians and their Russian allies, out of about 45,000 actually engaged, 4450 men were killed or wounded and four cannon were lost. For the Hungarians, out of some 55,000 men and 120 guns present, 10,490 men became casualties and 112 guns were lost. An additional 7000 men from Bem's army were captured, and perhaps another 11,000 deserted. The Revolution was over.

Scale. Each stand represents an average of 360 infantry, 240 Light Infantry, 180 horse or 6 to 8 cannon. Ground scale is 120 yards/inch, each turn is 30 minutes real time.

Players. For the Austro-Russians, one player each for III Corps, IV Corps, Wallmoden and the Russians. For the Honved, wing it.

Gaming Table. The table is 8 feet long and 6 feet deep, laid out as shown.

Terrain and Weather. The weather is sunny and clear. The large tracts of Heide (a heath or similar) and yellow haystacks are for decoration and have no impact on the game. Forests provide a +1/-1 advantage to the defender. The few urban areas a +2/-2. All streams or rivers are fordable, and defending behind them affords the defender a +1 DRM advantage, as does defending uphill from an attacker. Roads allow for Road Movement, and woods, urban areas and moving upslope is considered Rough Terrain. Cavalry charging across water, or into woods or towns are automatically Disordered for Melee.

Playing Time. The game begins at 10:00 am and ends with the 7:00 pm turn, a total of 19 turns.

Deployment. Units set up per following maps in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command.

Leaders. FML Haynau commands the Austro-Prussians with a +2 command modifier, Bem the Honved with a +1. Various Hungarian commanders are rated Charismatic and these are noted by the (C) designation on the label

Infantry. All infantry carries percussion cap smooth bore muskets, save Lights who carry rifles and Hungarian Landsturm who have only scythes (in other words zero Fire Points). Light Infantry units pay no extra movement costs for marching thru rough terrain and have both fire and melee DRMs.

Cavalry. May not dismount, Lights may fire mounted.

Artillery. All guns have two functions and may be set up limbered or unlimbered. Note that prolonging the battery is now an available function for artillery.

Reinforcements. The Austro-Russians enter the board deployed Turn 1 as shown, the IV Corps on the 4:30 pm game turn as shown, use of Reinforcement Table Fig 4 on page 16 of AOE II encouraged.

Army Cohesion. Per Page 6 of this module, cohesion impacts occur at 33% losses for the Austro-Russians, 25% losses for the Honved.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE.

L'Armee Francaise Vol III

Battle of Temesvar

Order of Battle Labels and Order of Appearance

HONVED

Starting Forces

Honved	Bem	Guyon	Guyon	Guyon	Guyon	Guyon	Guyon	Guyon	Guyon
Bem + 1 (C) XXXX	Guyon IV (C) XXX	Bannasy R 9/8/5 M 	Pereczy R 9/8/5 M 	Igmandy R 9/8/5 M 	Reserve R 9/8/5 M 	Jaeger R 4/3/2 RL 	R 6 lb SB 	R 6 lb SB 	R 6 lb SB
Guyon	Guyon	Guyon	Guyon	Bem	Vecsey	Vecsey	Vecsey	Vecsey	
R 6 lb SB 	R 6 lb SB 	R 6 lb SB 	R 6 lb SB 	Vecsey V (C) XXX (-)	1st Bde R 9/8/5 M 	2d Bde R 9/8/5 M 	3d Bde R 12/9/6 L 	R 12 lb SB 	
Bem	Lazar	Lazar	Lazar	Lazar	Lazar	Lazar	Lazar	Lazar	Lazar
Lazar IX (C) XXX	1st Bde R 9/8/5 M 	2d Bde R 9/8/5 M 	3d Bde R 9/8/5 M 	4th Bde R 9/8/5 M 	Jaeger R 6/4/2 RL 	R 6 lb SB 	R 6 lb SB 	R 6 lb SB 	R 12 lb SB
Lazar	Lazar	Bem	Dessewfy	Dessewfy	Dessewfy	Dessewfy	Dessewfy		
R 6 lb SB 	R Rocket 	Dessewfy Cavalry XXX	1st Bde R 12/9/6 L 	2d Bde R 12/9/6 L 	3d Bde R 12/9/6 L 	R 6 lb SB 	R 6 lb SB 		
Bem	Gaal	Gaal	Gaal	Gaal	Gaal	Gaal	Gaal	Gaal	Gaal
Gaal X (C) XXX	1st Bde R 9/8/5 M 	2d Bde R 9/8/5 M 	3d Bde R 9/8/5 M 	4th Bde R 9/8/5 M 	5th Bde R 12/9/6 L 	R Rocket 	R 6 lb SB 	R 6 lb SB 	R 6 lb SB
Gaal	Gaal	Bem	Kmeti	Kmeti	Kmeti	Kmeti	Bem	Meszana	Meszana
R 6 lb SB 	R 6 lb SB 	Kmeti 15th Div XX	1st Bde R 9/8/5 M 	2d Bde R 12/9/6 L 	R 6 lb SB 	R 6 lb SB 	Meszana Landstrm XX	1st Det C 9/8/6 Ir 	2d Det C 9/8/6 Ir

AUSTRO-RUSSIAN

Starting Forces, Enter Board Turn 1 per Colored Arrows along Map Edge

Austria	Haynau	Walmodn	Walmodn	Walmodn	Walmodn	Walmodn	Haynau	Ramberg	Ramberg
Haynau +2 XXXX	Walmodn Cavalry XXX	Leder R 8/6/4 A 	Leder bis R 8/6/4 A 	Simbsn R 8/6/4 L 	Simb bis R 8/6/4 LL 	R 6 lb SB 	Ramberg III XXX	R 6 lb SB 	R Rocket
Ramberg	Ramberg	Ramberg	Schutte	Schutte	Schutte	Schutte	Ramberg	Moltke	Moltke
R 12 lb SB 	R Rocket 	Schutte Division XX	Gerstner R 14/11/7 M 	Dossem R 14/11/7 M 	19th Jgr E 4/3/2 RL 	R 6 lb SB 	Moltke Division XX	22d Jgr E 4/3/2 RL 	Wolff R 14/11/7 M

Battle of Temesvar (continued)

Moltke	Moltke	Moltke	Moltke
R 6 lb SB	Beigl R 6/5/3 H	Beigl bis R 8/6/4 L	R 6 lb SB

Haynau	Haynau	Haynau	Haynau	Haynau	Haynau
R 12 lb SB	R 12 lb SB	R Howitzer	R 6 lb SB	R 6 lb SB	R 6 lb SB

Haynau	Panytin	Panytin	Panytin	Panytin	Panytin	Panytin	Panytin	Panytin	Panytin
Panytin Russian	15 th IR R 12/9/6 M	18 th IR R 12/9/6 M	17 th JR R 12/9/6 M	18 th JR R 12/9/6 M	Uhlán 1 R 4/3/2 LL	R 12 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB
XX									

Enters Board 4:30 pm Turn (variable) per Colored Arrow along Map Edge _____

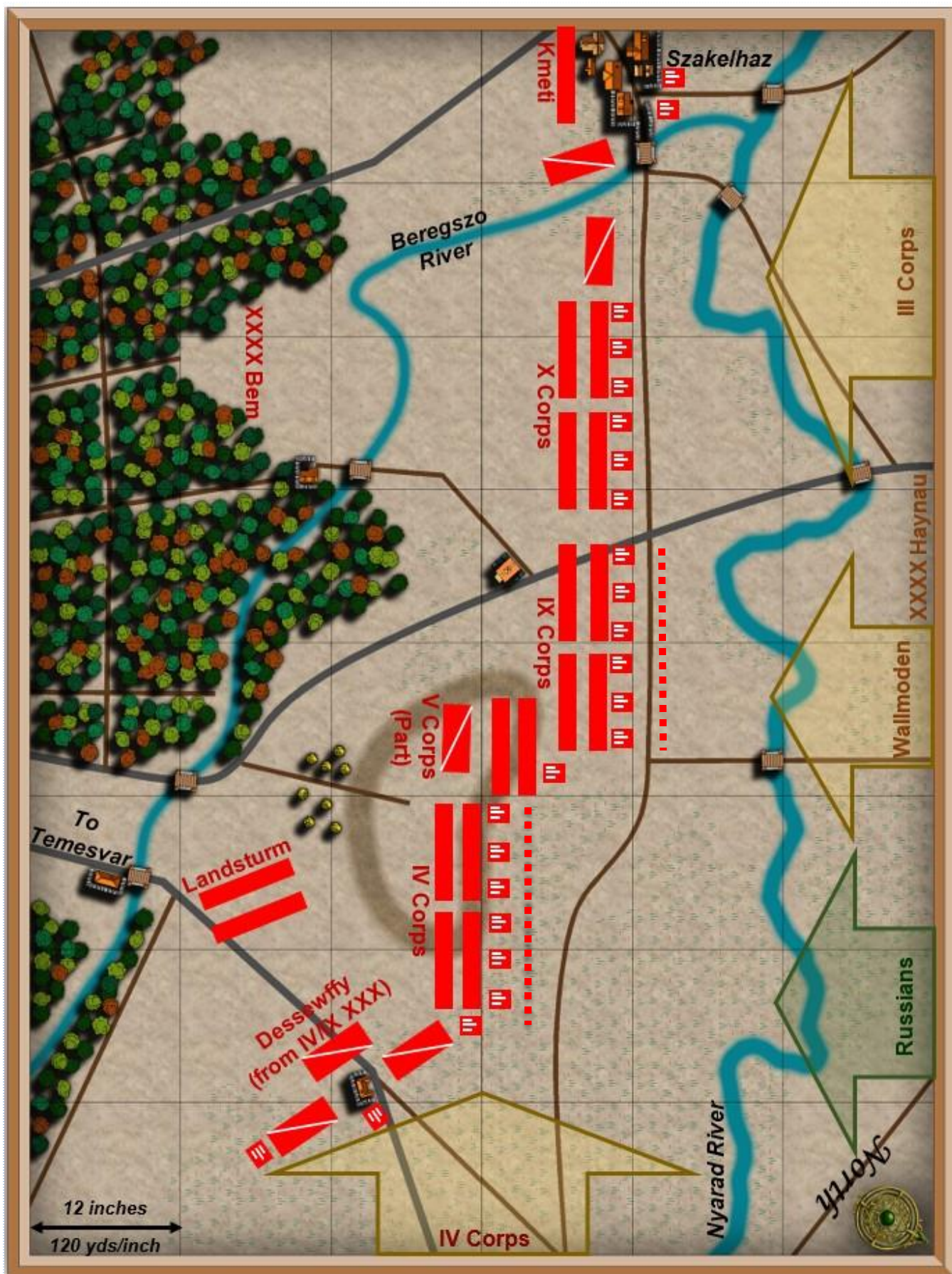
Haynau	Lichtnstn	Lichtnstn	Lichtnstn	Lichtnstn	Lichtnstn	Benedek	Benedek	Benedek
Lichtnstn IV	R 12 lb SB	R 12 lb SB	R 6 lb SB	R Rocket	Benedek Adv Guard	IR 4 E 14/9/6 M	12 th Jgr R 4/3/2 RL	Chev No 2 R 8/6/4 L
XXX					XX			

Benedek	Benedek	Lichtnstn	Herzinger	Herzinger	Herzinger	Herzinger	Lichtnstn	Burits
R 6 lb SB	R 6 lb SB	Herzinger Grenadier	Thiesing R 12/9/6 M	Perin R 12/9/6 M	R 6 lb SB	R 6 lb SB	Burits Division	IR 15 R 9/7/5 M
		XX					XX	

Note. The historical order of battle for Temesvar begins the next page and is provided for historical reference.

Optional Rule, Hungarian Artillery. Unless you want the Honved butchered every game, or you really, REALLY think you are Napoleon reincarnated, do not use artillery ammunition depletion in this game. However, if you are thoroughly into the history, here is the rule. Beginning the 3:00 pm game turn, all Hungarian artillery fires at ½ x Fire Points. On the 3:30 pm game turn, Fire Point allocation drops to zero (as in 0) FP's per battery as everyone runs out of ammunition. On the 4:00 pm game turn and every turn thereafter the Hungarian army commander rolls a single 10-sided die at the beginning of each game turn and on a raw score of 8, 9 or 10, ammunition is found and the army's guns fire at ½ x Fire Points for the rest of the game. Otherwise, zip. **On the other hand . . .** Josef Bem was renowned for his expert handling of the guns, so in another **Optional Rule**, allow any Hungarian battery that starts movement, or fires, etc, within the 12 inch command radius of Bem to use three (3) artillery functions as opposed to two (2). The battery still only fires once per Fire Phase, but could, for example, move, unlimber and fire.







Planning Map

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ORDER OF BATTLE

Imperial Austrian Army of the Danube FML Baron Julius Jacob von Haynau, Commanding

Cavalry Division - FML Graf Wallmoden (4000 – 6000 men)

- Bde MG (Major General) Karl Lederer – Kaiser Franz Joseph No 1 (2 sqns), Sunstenau No 2 (2 sqns), Kaiser Ferdinand No 4 (6 sqns), Auersperg No 5 (6 sqns) Cuirassiers, Cavalry Battery 2
- Bde MG Simbschen – Liechtenstein Chevaulegers No 5 (6 sqns), Erherzog Johann Dragoons No 1 (2 sqns), Kaiser Franz Josef Uhlans No 6 (8 sqns), Cavalry Battery 4

III Corps – FML Br Ramberg (10,000 – 12,000 men)

Division – MG Br Schutte

- Bde MG Gerstner – 19th Jaeger Bn, 3d and 4th Bns Welden IR 20, 3d and 1st Landwehr Bn Nugent IR 30, 4th Bn Szluiner Grenz, 6 lb Battery 9
- Bde COL (Colonel) Dossen – 1st, 2d and 3d Landwehr Bns Khevenhuller IR 35, 3d and 1st Landwehr Bn Woher IR 25, 6 lb Battery 15

Division – FML Br Moltke

- Bde MG Wolff – 22d Jaeger Bn, 4th and 1st Landwehr Bn Kaiser IR 1, 4th and 1st Landwehr Bns Erherzog Wilhelm IR 12, 1st Bn Erherzog Ferdinand d'Este IR 32, 6 lb Battery 16
- Bde MG Beigl – Wrbna Chevaulegers No 6 (8 sqns), Ficquelmont Dragoons No 6 (6 sqns), Cavalry Battery 11

Corps Artillery Reserve – 2 x 12 lb Batteries, 1 x 6 lb Battery, 1 x Rocket Battery

IV Corps – FML Furst Liechtenstein (10,000 - 12,000 men)

Advance Guard MG Benedek – 12th Jaeger Bn, 1st, 2d and 4th Bns Deutschmeister IR 4, 1st Landwehr Bn Constantin of Russia IR 18, Erherzog Carl Chevaulegers No 2 (8 sqns), 6 lb Battery 31, Cavalry Battery 20

Division – MG Herzinger

- Bde MG Theissing – Grenadier Bns Schneider, Fichter, Richter and Bittermann, 6 lb Battery 18
- Bde MG Bf Perin – Grenadier Bns Rattay, Kudelka, Pasztory and Trenk, 6 lb Battery 19

Division – FML Br Burits

- Bde MG Furst Jablonowski – 1st, 2d, 3d and Landwehr Bn Nassau IR 15

Corps Artillery Reserve – 2 x 12 lb Batteries, 1 x 6 lb Battery, 1 x Rocket Battery

Russian 9th Division – MG Feodor Sergeyevich Panyutyin (10,780 foot, 250 horse)

- 1st Bde MG Kobjakoff – 15th Diebitsch and 18th Sessek IRs (4 bns each)
- 2d Bde MG Karajakin – 17th Briansk and 18th Furst von Warschau Jaeger Regiments (4 bns each)
- 9th Artillery Bde – 1 x Position and 3 x Light Field Batteries (48 guns)
- 2 x sqns Austrian Civallart Uhlans No 1

Austrian Army Artillery Reserve – 1 x 6 lb, 2 x 12 lb, 4 x Cavalry, 1 x howitzer, 1 x 18 lb and 4 Rocket Batteries

HONVED, HUNGARIAN INSURRECTION ARMY

General Józef Zachariasz Bem

IX Corps – General Vilmos Lazar (in four brigades, 9600 men)

- Infantry: 2 x Schutzen bns, 9 x newly raised Honved infantry bns (some only two companies strong), 4 x companies Polish Legion, 12 x companies Freischarren (partizans)
- Cavalry: 6 x squadrons Hussars, 1 x squadron Polish Uhlans, 1 x squadron mounted Freischarren
- Artillery: 4 x 12 lb, 16 x 6 lb, 11 x 3 lb guns and 3 x rocket tubes

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IV Corps – General Richard Comte de Guyon (14,000 men)

- Division Bannsy – 4 x bns Honved infantry, 2 x sqn 8th Hussars, 1 ½ sqn 15th Hussars, ½ x sqn Szekler Hussars and 8 x 6 lber guns
- Division Pereczy – ½ x Jaeger bn, 2 x bns ex Imperial Hungarian Line IR, 2 x bns Honved Infantry, 3 x bn Freischarren, 6 ½ sqns from Hunyady, Ferdinand and Bocskaj Hussars, 6 x 12 lb, 6 x 6 lb and 6 x cavalry guns
- Division Igmandy – 1 x bn Honved infantry, 1 x bn Bacser Freikorps, 1 ½ x sqn 7th Hussars, 1 ½ sqn mounted Bacser Freikorps, 1 ½ sqn mounted Funfkircher Freikorps, 4 x 6 lb, 6 x 3 lb guns and 4 rocket tubes

NB: Guyon formerly commanded the old Honved Reserve Corps as late as July 1849, and this formation may have been merged into IV Corps. It consisted of Division Hadik – 4 x bns Honved infantry, 4 x sqns 16th Hussars, 6 x cavalry guns, and Division Pulszki – 6 x bns Honved infantry, 2 x sqns 16th Hussars and 6 x 6 lb guns, or 9500 men total.

V Corps – General Graf Vecsey (10,000 men, at least half investing Temesvar)

- Bde Przyjemski – 1 1/6 x bn Honved infantry, 1/3 x bn Krassver/Torontaler National Guard. 1 x sqn Lebel Hussars and 6 x 6 lber guns
- Bde Rakoczy – ½ x bn Honved infantry, 1 x sqn 7th Hussars, 1 x sqn Lebel Hussars, ½ x sqn mounted Biharer Freiwilliger, 8 x 6 lber guns
- Bde Ragy – 2/3 x bn Honved infantry, ½ x sqn Lebel Hussars, 13 x guns
- Bde Boros – 2 ½ x bn Honved infantry, 1 x company Ragy-Zerender National Guard, 1 x sqn 7th Hussars and 32 x guns
- Bde Bergmann – 1 1/6 x bn Honved infantry, 2 x sqns Lebel Hussars, 7 x guns

X Corps – Colonel Laszlo Gaal (10,000 men)

This is the army's mystery unit. Evidently, just prior to the battle the Hungarian high command enlisted General Mor Perczel to form a second "reserve corps," one that soon merged with the shot-up remnants of Hungarian forces retreating from the Russian invasion thru the Carpathians. The latter could have been Bem's old VI Corps previously consisting of 1 x Jaeger company, 16 x bns Honved infantry, 5 x bns Reserve Honved infantry, 13 x sqn Hussars, 19 x 6 lbers, 22 x 3 lbers and 4 x rocket tubes. Colonel Gaal assumed control when Perczel abruptly relinquished command.

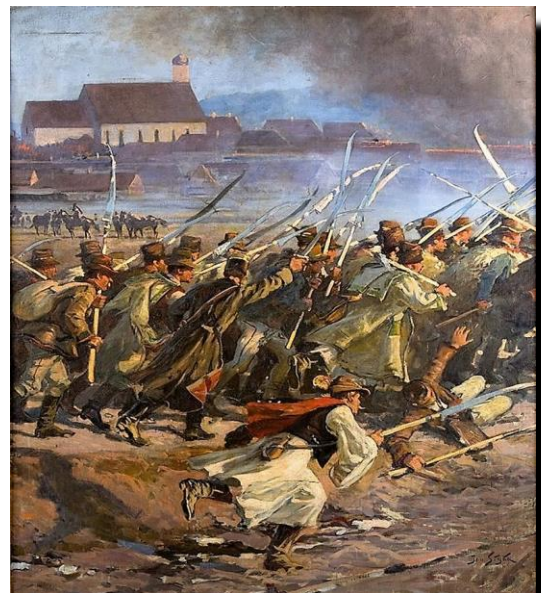
15th Division General Kmety (5700 men) – 5 x bns Honved infantry, 2 x companies Jaeger, 8 x sqns from 10th and 12th Hussars, 8 x 6 lb, 7 x cavalry guns, 2 x rocket tubes

Division General Messzena – 6000 Hungarian Landsturm (*Nepfolkelok*)

MG Arisztid Dessewffy's Cavalry – likely drawn from IX and IV Corps assets.

Uber NB: The Honved never instituted a permanent organizational structure above the regiment, instead combining, transferring, attaching, detaching and raising new units on nearly a daily basis. The order of battle above is taken from late June 1849 returns (forces in garrison or investing fortresses not included), cross checked with commanders' biographies and other sources. There is almost **NO** possibility this is what showed up at Temesvar, but it does show the typical, confused "who the Hell knows" lack of organization the Hungarian army operated under, and for wargaming purposes, should work just fine.

The Hungarian *Nepfolkelok*, also from the previously mentioned Transylvanian Panorama, and in the Public Domain.



Battle of Santa Lucia

6 May 1848



1st Italian Risorgimento. After the unexpected Sardinian victory over the Austrians at Pastrengo, King Charles Albert marched the Italian army towards Verona. His plan was to make a reconnaissance in force to judge

Austrian Field Marshal Graf Radetzky's defenses of the city, but in reality the escapade turned into a formal assault. Kicking off at 7:30 am, units had only received their orders 30 minutes prior and were late to advance. And while the Austrians had an excellent understanding of the lay of the land, the Italians did not and instead ran into a battlefield crisscrossed by ditches, stone walls, vineyards and mulberry trees. Cavalry and artillery found it difficult to deploy, formations were broken, movement slowed and in some places visibility was barely a couple hundred meters. Nevertheless, thru hard fighting despite, and not because of, the efforts of their generals, the Sardinian infantry did manage to dislodge the Austrians from Santa Lucia.

However, by 3:00 pm King Charles Albert had seen enough and terminated the operation. Simultaneously, Radetzky ordered counterattacks to regain Santa Lucia and other lost Austrian ground, only to find the Sardinians had withdrawn. By 6:00 pm, both armies were back in bivouac where they had started the festivities that morning.

Both sides fielded about 33,000 infantry, 9000 cavalry and 85 guns, but fully 11,000 Austrians garrisoning Verona never saw combat. Italian losses were thought to be in the neighborhood of 2000 men, Austrian casualties far lower.

Scale. Each stand represents an average of 360 infantry, 240 Light Infantry, 180 horse or 6 to 8 cannon. Ground scale is 120 yards/inch, each turn is 30 minutes real time.

Players. For the Austrians, one player per each of the two deployed field corps, one for the Verona garrison. For the Italians, one player each for the left, center and right wings of the army

Gaming Table. The table is 8 feet long and 6 feet deep, laid out as shown.

Terrain and Weather. The weather is sunny and clear. Forests provide a +1/-1 advantage to the defender, urban areas a +2/-2, the walls of Verona +3/-3. River Adige is unfordable, but streams are fordable and defending behind either affords the defender a +1 DRM

advantage, as does defending uphill from an attacker. Roads allow for Road Movement, and woods, urban areas and moving upslope is considered Rough Terrain. Cavalry charging across water, or into woods or towns are automatically Disordered for Melee.

The scrub areas on the map represent the nightmare terrain described in the recap of the battle left. This terrain has no movement impact on Italian leaders but Italian artillery treats it as Rough Terrain. If starting movement from this terrain with half or more stands, Italian infantry and cavalry suffer an additional – 1 DRM on the March Table if in Good Order or if Disordered. The terrain has no impact on Light Infantry movement.

Playing Time. The game begins at 8:00 am and ends with the 5:00 pm turn, a total of 19 turns.

Deployment. Units set up per following maps in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command.

Leaders. Field Marshal Graf Radetzky commands the Austrians with a +3 command modifier, King Charles Albert the opposition with a – 2 DRM. The King is considered Charismatic, but if he is either wounded or killed, the Austrians automatically win the game.

Infantry. All infantry carries percussion cap smooth bore muskets, save Lights (Bersaglieri and Jaeger) who carry rifles. Light Infantry units pay no extra movement costs for marching thru rough terrain and have both fire and melee DRMs.

Cavalry. May not dismount, Lights may fire mounted.

Artillery. All guns have two functions and may be set up limbered or unlimbered. Note that prolonging the battery is now an available function for artillery.

Reinforcements. The Piedmont-Sardinians enter the board deployed Turn 1 as shown and receive a free move on board. Austria Verona units may deploy outside the city the turn after any one of Santa Lucia, Santa Massimo or Chievo fall to the Sardinians.

Army Cohesion. Per Page 6 of this module, cohesion impacts occur at 33% losses for the Austrians, 25% losses for the Sardinians.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE.

L'Armee Francaise Vol III

Battle of Santa Lucia

Order of Battle Labels and Order of Appearance

SARDINIAN

Starting Forces, Enter Board Turn 1 per Colored Arrows along Map Edge

Sardinia	King	Bava	Arvillars	Arvillars	Arvillars	Arvillars	Bava	Ferrere	Ferrere
The King - 2 (C)	Bava I Corps	Arvillars 1 st Div	Regina R 12/9/6 M	Aosta R 12/9/6 M	R 6 lb SB	R 6 lb SB	Ferrere 2d Div	Casale R 12/9/6 M	Acqui R 12/9/6 M
XXXX	XXX	XX					XX		

Ferrere	Ferrere	Bava	Bava
R 6 lb SB	R 6 lb SB	Bersaglieri E 4/3/2 RL	Cavalry R 7/5/4 HL

King	Sonnaz	Broglia	Broglia	Broglia
Sonnaz II Corps	Broglia 3d Div	Combined R 12/9/6 M	Savoy R 12/9/6 M	R 6 lb SB
XXX (-)	XX			

Broglia	Broglia	Broglia
R 6 lb SB	Bersaglieri E 4/3/2 RL	Cavalry R 7/5/4 HL

Regina – 9th, 10th Infantry Aosta – 5th, 6th Infantry Casale – 11th, 12th Infantry
Acqui – 17th, 18th Infantry Bava Cav – Nizza, Aosta Line Cav,
Broglia Cav – Royal Piedmont, Novara Line Cav yes, all cav Heavy Lancers

Enter Board Turn 4 per Colored Arrows along Map Edge

King	Savoy	Savoy	Savoy	Savoy	Savoy	Savoy	Savoy	Savoy	Savoy
Savoy Reserve	Guard R 12/9/6 M	Cuneo R 12/9/6 M	Sala R 9/8/5 HL	R 6 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	R 6 lb SB	R 16 lb SB
XX									

Guard – Grenadier, Cacciatore Regts

Cuneo – 7th, 8th Infantry

Sala – Genoa, Savoy Line Cavalry

AUSTRIAN

Starting Forces, Deployed on Map as Indicated

Austria	Radetzky	Lichtnstn	Lichtnstn	Lichtnstn	Lichtnstn	Lichtnstn	Lichtnstn	Lichtnstn
Radetzky + 3	Lichtnstn Division	Strassaldo R 9/8/5 M	Gallas R 9/8/5 M	10 th Jaeger E 4/3/2 RL	4/Kaiser E 4/3/2 RL	Rad Hus R 8/6/4 L	R 6 lb SB	R 6 lb SB
XXXX	XX							

Radetzky	D'Aspre	Wimpffen	Wimpffen	Wimpffen	Wimpffen	Wimpffen	Wimpffen	Wimpffen	Wimpffen
D'Aspre II Corps	Wimpffen Division	Gulai R 9/8/5 M	Lichtnstn R 9/8/5 M	Taxis R 12/9/6 M	9 th Jgr E 4/3/2 RL	11 th Jgr E 4/3/2 RL	ReusWind R 8/6/4 L	R 6 lb SB	R 6 lb SB
XXX	XX								

Wimpffen	Wimpffen	Wimpffen
R 6 lb SB	Simbschen R 9/8/5 L	R 6 lb SB

D'Asprey	D'Asprey
R 12 lb SB	R Rocket

Strassaldo – IR 45

Gulai – IR 48

Rad – Radetzky Hussars

Hussars, Windeschgratz Chevaulegers

Rath – IR 17, 43, Grenadier Bn

Rudolf – Kaiser Uhlan, Lichtnstn Cheva

Gallas – IR 7 & 18, Grenadier Bn

Taxis – IR 38

Lichtnstn – IR 52

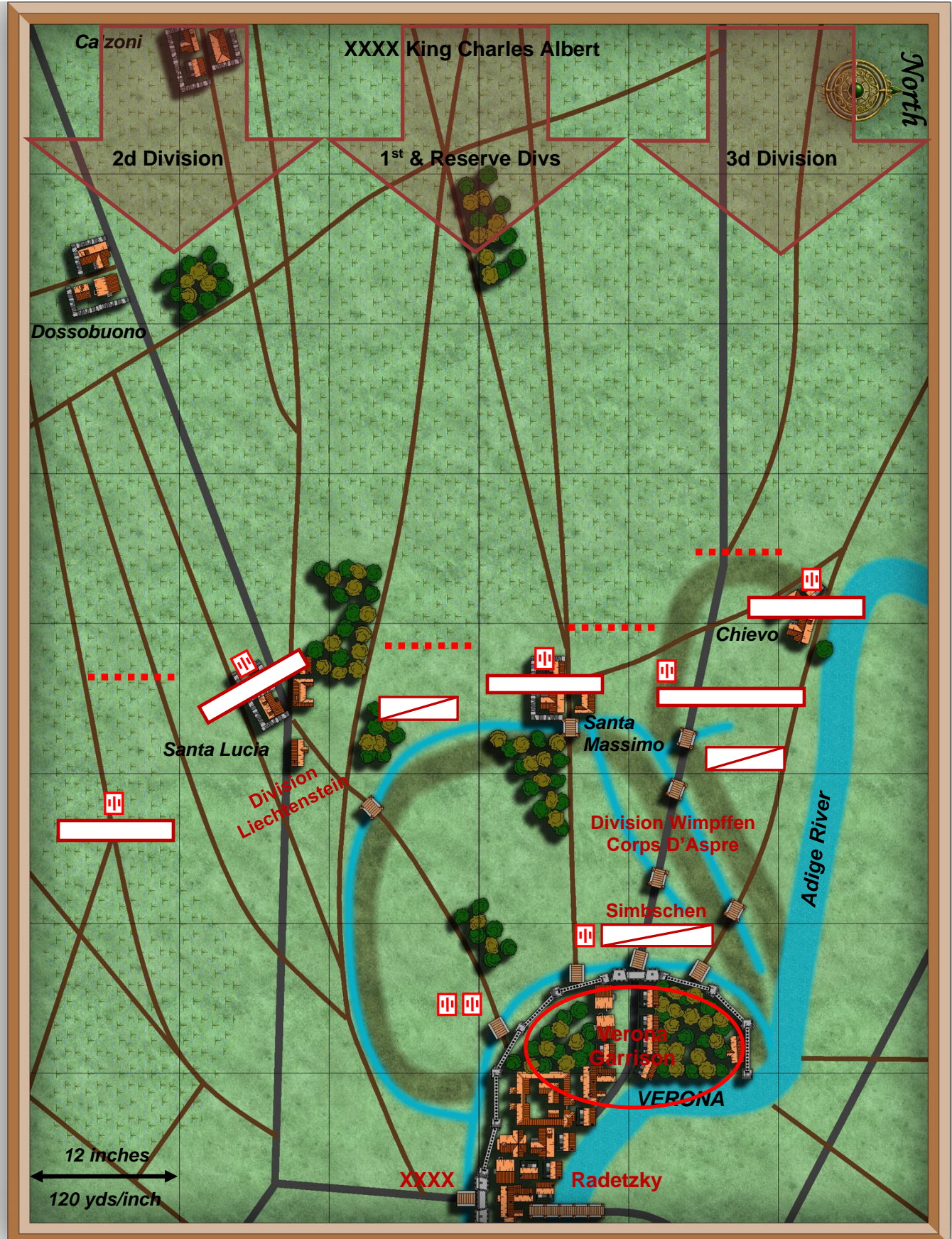
ReusWind – Reus

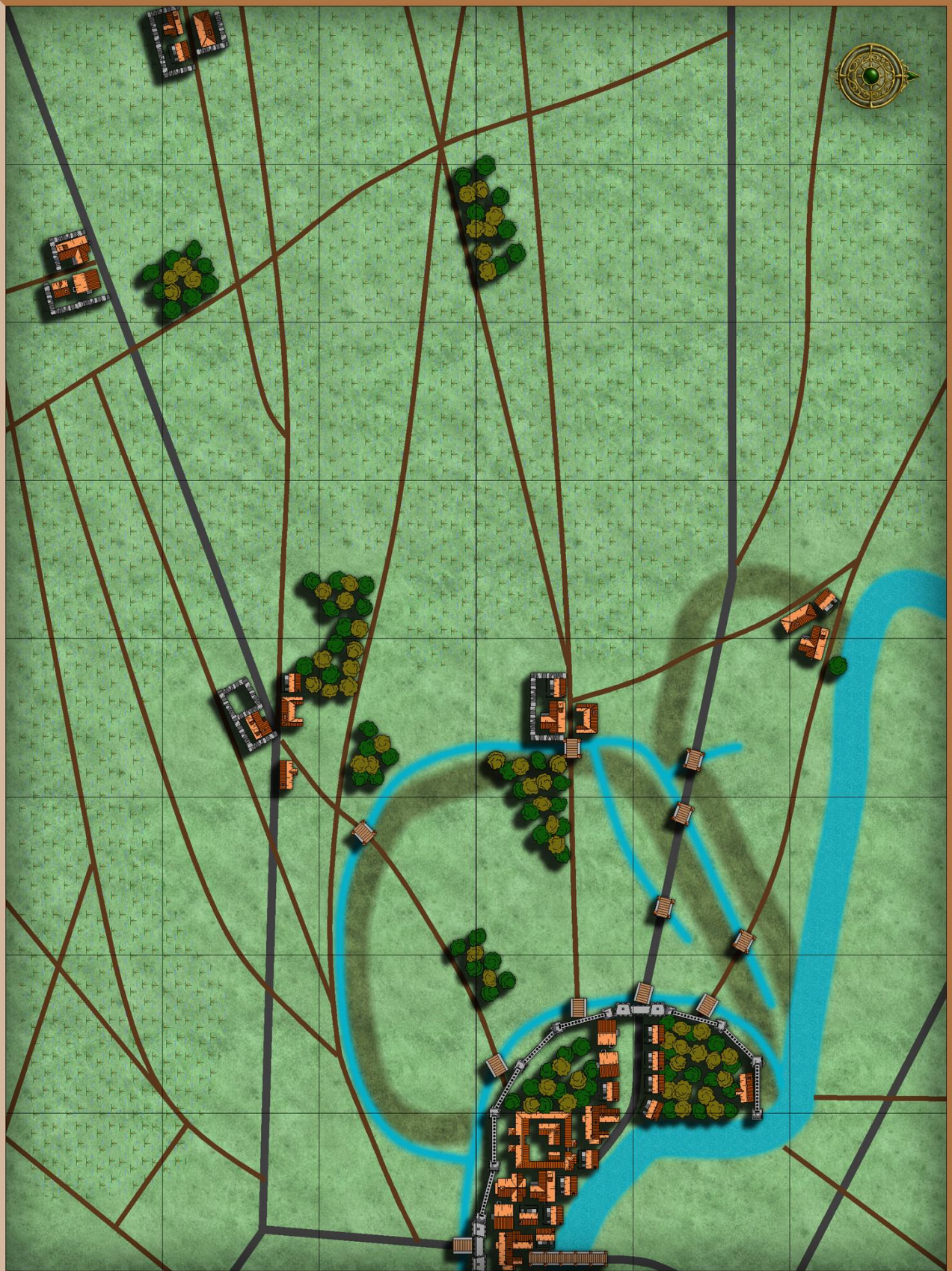
Simbschen – ditto

Mauer – IR 1 & 44

Bavaria Dragons

Radetzky	Taxis	Taxis	Taxis	Taxis	Taxis	Ernst	Ernst	Ernst
Taxis Verona	Rath R 12/9/6 M	Mauer R 12/9/6 M	R 6 lb SB	R 6 lb SB	Ernst Verona Cav	Rudolf R 8/6/4 LL	Bavaria R 6/5/3 H	R 6 lb SB
XX					XX			





Planning Map

Battle of Novara

23 March 1849



1st Italian Risorgimento. This was the last battle of the war. King Charles Albert, with Polish General Wojciech Chrzanowski in direct command, stood in front of the ancient fortress city of

Novara for one final stand against the Austrians. The Sardinian king deployed 45,000 infantry, 2500 cavalry and 109 guns. Against him Austrian Field Marshal Graf Radetzky advanced with 60,000 infantry, 5000 horse and 141 guns. While the numbers seem lopsided, the battle was closer and all in all, the doughty Italian soldier did his country proud.

Sentinels manning church bell towers spotted the advance of the Austrian formation at 11:00 am, marching in road column from the South. This was D'Aspre's II Corps and what followed was a process by which the Austrians slowly pushed the Italians back, only to lose some of the ground gained to counterattacks. D'Aspre soon realized he was facing the entire Italian army, not just a few thousand men, and called for support. Radetzky, however, anticipated this possibility and soon other Imperial forces were on the move. FML Appel's III moved in behind d'Aspre's troops at 3:00 pm, followed by I Reserve Corps at 6:00 pm. More importantly, however, Count Thurn's IV Corps, which had been swinging west of the battlefield, arrived on the Italian right flank at about 4:30 pm, crossed the Agogna and decided the issue.

Austrian losses were around 3200, Sardinian at least 6000 with perhaps another 20,000 stragglers and missing. The King abdicated the same day at 9:30 pm.

Scale. Each stand represents an average of 320 - 360 infantry, plus 200 - 240 Light Infantry, 160 - 180 horse or 6 to 8 cannon. Ground scale is 120 yards/inch, each turn is 30 minutes real time.

Players. For the Austrians, one player per corps, for the Italians, one player each for the right, center and left wings of the army.

Gaming Table. The table is 8 feet long and 6 feet deep, laid out as shown.

Terrain and Weather. The weather is sunny and clear. Forests provide a +1/-1 advantage to the defender, urban areas a +2/-2, the walls of Novara +3/-3. River Agogna is unfordable, but canals and streams are fordable and

defender a +1 DRM advantage, as does defending uphill from an attacker. Roads allow for Road Movement, and woods, urban areas and moving upslope is considered Rough Terrain. Cavalry charging across water, or into woods or towns are automatically Disordered for Melee.

Playing Time. The game begins at 11:00 am and ends with the 8:00 pm turn, a total of 19 turns.

Deployment. Units set up per following maps in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command.

Leaders. Field Marshal Graf Radetzky commands the Austrians with a +3 command modifier, King Charles Albert the opposition with a - 2 DRM. The King is considered Charismatic, but if he is either wounded or killed, the Austrians automatically win the game. The Duke of Savoy is also considered Charismatic.

Infantry. All infantry carries percussion cap smooth bore muskets, save Lights (Bersaglieri and Jaeger) who carry rifles. Light Infantry units pay no extra movement costs for marching thru rough terrain and have both fire and melee DRMs.

Cavalry. May not dismount, Lights may fire mounted.

Artillery. All guns have two functions and may be set up limbered or unlimbered. Note that prolonging the battery is now an available function for artillery.

Reinforcements. The Piedmont-Sardinian army is deployed at the beginning of the game, while the Austrians enter the board in any formation at the points and times indicated on the Order of Appearance Chart. Entry onto the board is automatic at normal marching speed. Once on the board, as with all scenarios, Movement is determined using the appropriate March Table.

Army Cohesion. Per Page 6 of this module, cohesion impacts occur at 33% losses for the Austrians, 25% losses for the Sardinians.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE. Again, wounding, capturing or killing the King is an automatic Austrian victory, as is capturing the city of Novara.

L'Armee Francaise Vol III

Battle of Novara

Order of Battle Labels and Order of Appearance

SARDINIAN

Starting Forces, Deployed on Board at Beginning of Game

Sardinia	King	Durando	Durando	Durando	Durando	Durando	Durando	Durando	Durando
The King - 2 (C)	Durando 1 st Div	5 th IR R 9/8/5 M	6 th IR R 9/8/5 M	9 th IR R 9/8/5 M	10 th IR R 9/8/5 M	Bersaglieri E 4/3/2 RL	Nizza R 6/4/2 HL	R 6 lb SB	R 6 lb SB
XXXX	XX								

King	Bes	Bes	Bes	Bes	Bes	Bes	Bes	Bes
Bes 2d Div	11 th IR R 9/8/5 M	12 th IR R 9/8/5 M	17 th IR R 9/8/5 M	23d IR R 9/8/5 M	Bersaglieri E 4/3/2 RL	Piedmont R 6/4/2 HL	R 6 lb SB	R 6 lb SB
XX								

King	Perrone	Perrone	Perrone	Perrone	Perrone	Perrone	Perrone	Perrone
Perrone 3d Div	1 st IR R 9/8/5 M	2d IR R 9/8/5 M	17 th IR R 9/8/5 M	18 th IR R 9/8/5 M	Bersaglieri E 4/3/2 RL	Piedmont R 6/4/2 HL	R 6 lb SB	R 6 lb SB
XX								

King	Genoa	Genoa	Genoa	Genoa	Genoa	Genoa	Genoa	Genoa
Genoa 4 th Div	3d IR R 9/8/5 M	4 th IR R 9/8/5 M	13 th IR R 9/8/5 M	14 th IR R 9/8/5 M	Bersaglieri E 4/3/2 RL	Aosta R 6/4/2 HL	R 16 lb SB	R 6 lb SB
XX								

King	Savoy	Savoy	Savoy	Savoy	Savoy	Savoy	Savoy	Savoy
Savoy Reserve	Guard R 12/9/6 M	Gd Caciatt E 4/3/2 RL	7 th IR R 8/6/4 M	8 th IR R 8/6/4 M	Novara R 6/4/2 HL	Savoy R 6/4/2 HL	R 16 lb SB	R 6 lb SB
XX (C)								

King	Solaroli	Solaroli	Solaroli	Solaroli
Solaroli Reserve	30 th IR R 8/6/4 M	31 st IR R 8/6/4 M	Lombard R 4/3/2 H	R 6 lb SB
XX				

King	King
R 16 lb SB	R 6 lb SB

AUSTRIAN

Starting Forces, Enter Board Turn 1 per Colored Arrows along Map Edge

Austria	Radetzky	D'Aspre	Schattsgf	Schattsgf	Schattsgf	Schattsgf	Schattsgf	D'Aspre	Albrecht
Radetzky + 3	D'Aspre II	Schattsgf Division	2 Kasi Jg E 4/3/2 RL	IR 56 R 6/4/2 M	IR 47 LW R 8/6/4 M	R 6 lb SB	R 6 lb SB	Albrecht Division	9 th Jaeger E 4/3/2 RL
XXXX	XXX	XX						XX	

Albrecht	Albrecht	Albrecht	Albrecht	Albrecht	D'Aspre	D'Aspre	D'Aspre	D'Aspre
11 th Jaeger E 4/3/2 RL	IR 1 & 52 R 9/7/5 M	IR 21/33 R 12/9/6 M	R 6 lb SB	R 12 lb SB	R 12 lb SB	R Rocket	R 6 lb SB	Reus Hus R 8/6/4/ L

Battle of Novara (continued)

Enters Board 2:30 pm Turn (variable) per Colored Arrow along Map Edge _____

Radetzky	Appel	Lichnsvsky	Lichnsvsky	Lichnsvsky	Lichnsvsky	Lichnsvsky	Lichnsvsky	Lichnsvsky
Appel III	Lichnsvsky Division	3d Jaeger E 4/3/2 RL	IR 45 R 8/6/4 M	IR 20/43 R 8/6/4 M	IR 3/38 R 9/7/5 M	R 6 lb SB	R 6 lb SB	R 6 lb SB
XXX	XX							

Appel	Taxis	Taxis	Taxis	Taxis	Taxis	Appel	Appel	Appel	Appel
Taxis Division	1st Jaeger E 4/3/2 RL	Grenz 12 R 6/4/2 M	IR 3/4 R 8/6/4 M	R 6 lb SB	R 6 lb SB	R Rocket	R 6 lb SB	R 12 lb SB	Chevlg 5 R 5/3/2 L
XX									

Enters Board 5:30 pm Turn (variable) per Colored Arrow along Map Edge _____

Radetzky	Wocher	Schwarzbg	Schwarzbg	Schwarzbg	Schwarzbg	Schwarzbg	Wocher	Sturmer	Sturmer
Wocher 1st Reserve	Schwarzbg Division	Styrian E 4/3/2 RL	IR 27 + R 9/7/5 M	Grenadier E 12/9/6 M	R 6 lb SB	R 6 lb SB	Sturmer Cavalry	Kaiser UI R 8/6/4 LL	Chevl 5 R 5/3/2 L
XXX	XX						XX		

Sturmer	Sturmer	Sturmer	Wocher	Wocher	Wocher
Dragoon 2 R 6/4/3 H	R 6 lb SB	R 6 lb SB	R 6 lb SB	R Rocket	R 12 lb SB

Radetzky	Radetzky	Radetzky
R Howitzer	R 30lb Mortar	R Rocket

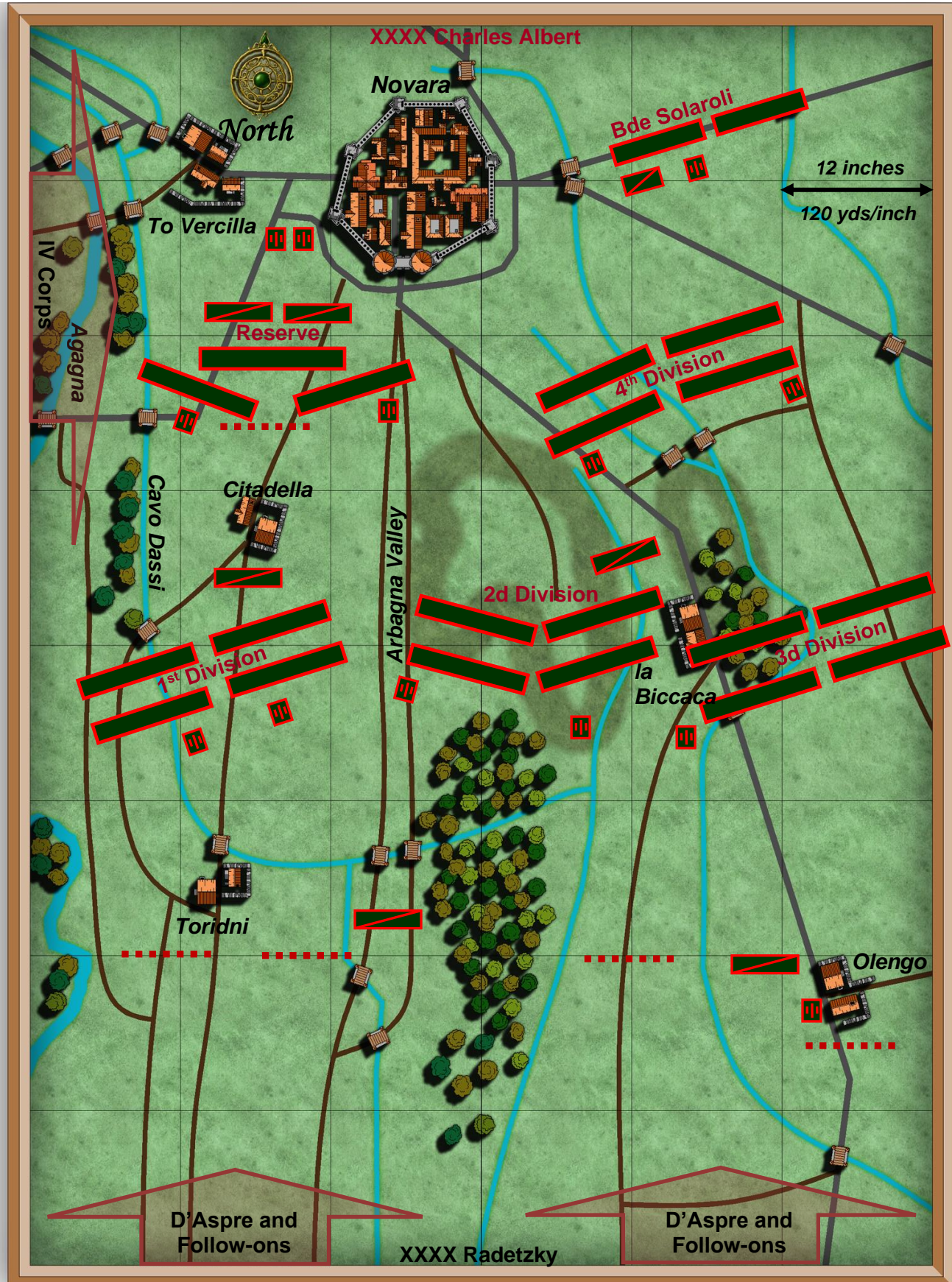
Enters Board 4:00 pm Turn (variable) per Colored Arrow along Map Edge _____

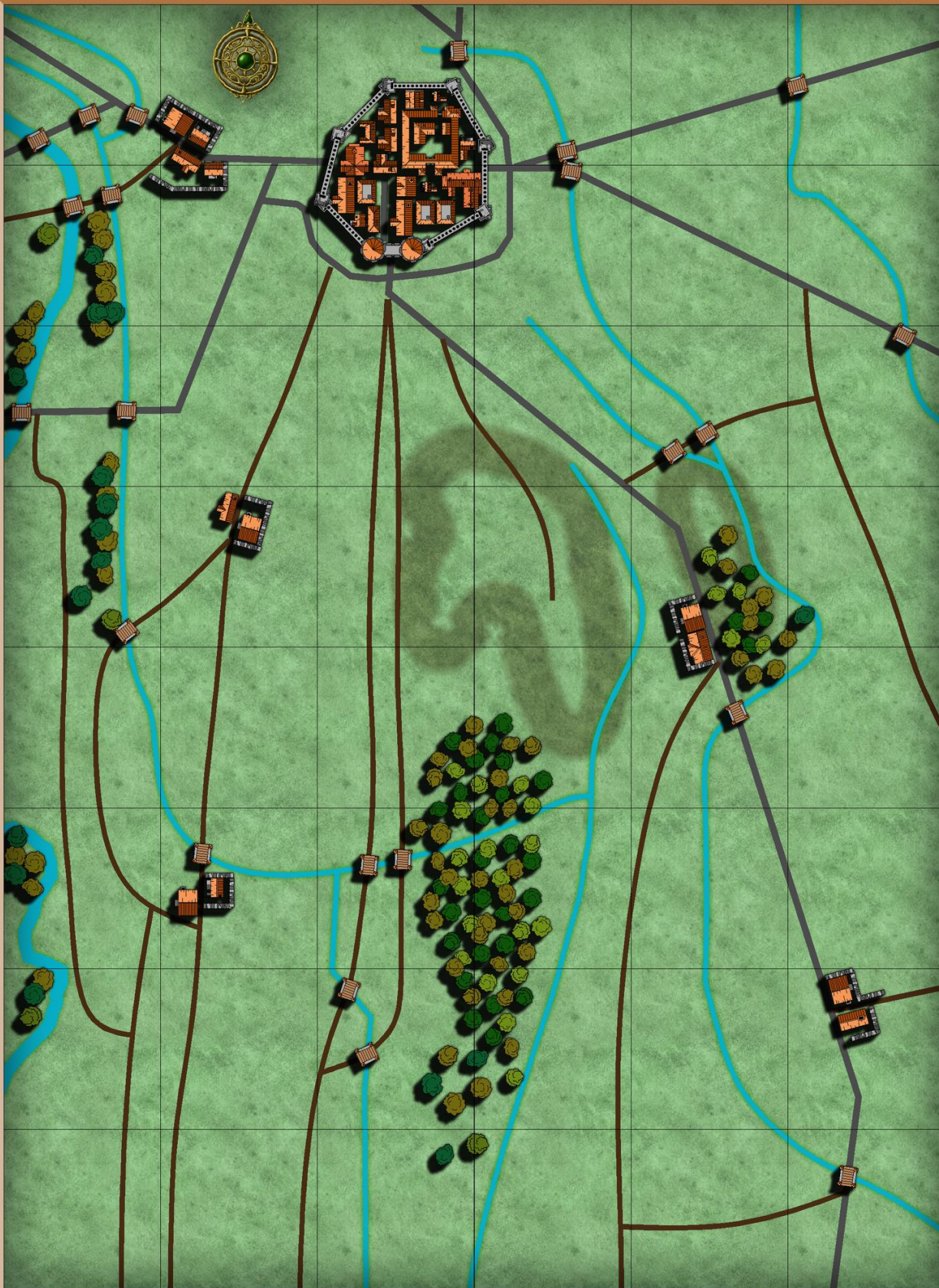
Radetzky	Thurn	Culoz	Culoz	Culoz	Culoz	Culoz	Culoz	Culoz
Thurn IV	Culoz Division	3 Kaiser Jg E 4/3/2 RL	IR 19/30 R 8/6/4 M	IR 9/32 + R 12/9/6 M	IR 43/61 R 9/7/5 M	R 6 lb SB	R 6 lb SB	R 6 lb SB
XXX	XX							

Culoz	Thurn	Thurn	Thurn
Uhlán 3 R 9/7/5 LL	R 12 lb SB	R 12 lb SB	R Rocket

Below, the Battle of Novara 1849 by Luigi Norfini (1825 – 1909) and in the Public Domain.







Planning Map

Addendum: Reduced Scale Age of Valor and the Carlist Wars

Battle of Mendigorria, 16 July 1835



Forward. Many battles during this period were far too miniscule for something where brigades are the base level unit. That said, it is possible to downscale AOV one level to European style regiments (eg, a formation of 2 - 3 battalions) to capture some of these fascinating engagements on the tabletop. Just remember that while things like ranges and scale change, the adjusted fire and combat tables will still make the game a tad more unpredictable than it should be. After all, some notional brigadier is no longer managing six battalions in your absence. Now, you are in direct control as a player.

In any case most changes are provided on a separate Charts & Tables Sheet for your convenience, with said changes **highlighted in red**. Likewise, all rules and measurements from *Age of Eagles II* and AOV modifications are assumed in play unless noted otherwise below.

AGE OF VALOR REDUCED SCALE RULES AND MODIFICATIONS

Game Scale. One turn = 15 to 20 minutes real time, 1 inch = 60 yards. Units are foot or mounted regiments, artillery sections of 3 or 4 guns. Each foot stand = 180 infantry (120 if Light), each cavalry stand = 90 troopers and each artillery stand = 3 to 4 guns (p 10 AOE2).

Command Radius. Changed to 24 inches (p22 AOE2).

Grand Batteries. Not used, ignore all rules and references (pp 30-31 AOE2).

Reserve Movement. Not used, ignore all rules and references (p 23 AOE 2).

Skirmishers. Not used, ignore all rules and references (pp 41 - 42 AOE2). *Peseteros* are built into all infantry.

Tirailleur. Not used, ignore all rules, etc (p 27 AOE2).

Line of Fire. Remains blocked if passing thru more than 1 inch of a forest or town, the gap between blocking units and/or terrain increased to 2 inches (p42 AOE2).

Cavalry Countercharge Range. Changed to **at least 3 inches** (p 49 AOE 2). Also, cavalry may not dismount.

Participating Stand Distance. Remains within 1 inch (p 48 AOE 2).

Movement Rates. No change to digital module Movement Table (see Charts & Tables Sheet).

Bayonet & Sabre Table, Volley & Cannonade Table and Range Table. See Reduced Scale Charts & Tables for specific modifications to melee results, fire combat results, weapons ranges, etc.

Please let me know . . . of any issues, quirks, contradictions or things that don't work, because it's very easy to fix a digital product and email corrected copies.

Finally. These mods can certainly be adapted to other AOV modules, AOE 2 or even *Age of Honor*, but here the gamer is totally on his own. **The big thing to remember is that this mini-mod does NOT constitute a "Regimental" AOE/AOV in any sense.** Good luck!

MENDIGORRIA MINI-SCENARIO

The Carlist Wars included three conflicts from 1833 - 1876 primarily concerned whether the new King of Spain would be the late Fernando VII's brother, the conservative Infante Don Carlos, or his daughter Isabella under the progressive Queen Regent Christina. As such the largest pitched battle of the wars occurred on 16 July 1835 around the high ground south of the village of Mendigorria. Here some 35,000 Christina's under Luis de Cordova defeated 25,000 Carlists under Vincente Moreno, pushing them into the River Arga and nearly capturing Don Carlos who was present.

The Map. For fun, to show what research I go thru and just because I'm a bit sadistic, the game map is an original period map for you to play with. Units marked "A" are initial Christina positions, "B" at the end of battle. Carlist initial positions are marked "C", final positions "D." The scale is in Toises (Toise = 6 feet). Note numbered unit names in legend, and military symbols which are generally battalions and 1 - 3 squadrons.

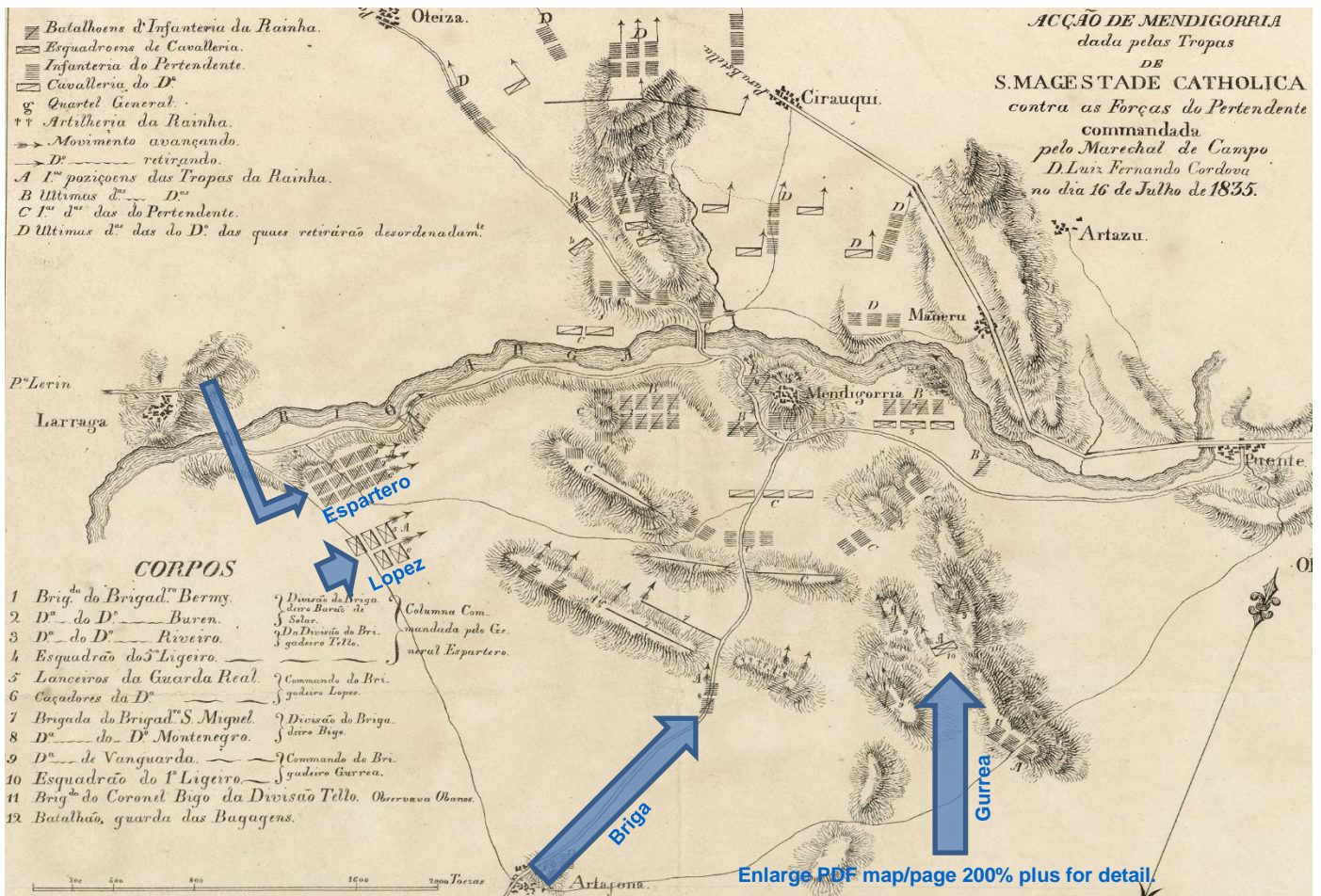
The Game. Weather is clear, no impact. Terrain as shown, but with (no game impact) scrub brush at the base of all hills, roads and trails delineated. The River Arga is impassable except over bridges and the single ford. Villages and slopes are Rough Terrain for movement, the former with a -2/+2 Defender DRM benefit for fire and melee, the latter a +1 DRM if attacked entirely uphill. The game begins at noon and ends with the 5 pm game turn. It can begin earlier if the Christina's march on the board, Gurrea entering at 9 am, the remainder at 10 am with free move on table. Army Cohesion Levels 25% for both sides, Victory Conditions per Casualty Chart AOE 2 page 17. Automatic Christina victory if the Infante is killed or captured.

L'Armee Francaise Vol III

Carlists	Carlos	Moreno	Moreno	Moreno	Moreno	Moreno	Moreno	Moreno	Reyna
Don Carlos (C)	Moreno Army -1	Villareal Center	Segastblz Right	Vacas Left	Reyna Horse (C)	R 6 lb SB	Eraso C 12/9/6 M	Alava C 8/6/4 M	Rio Arga E 5/3/2 LL
XXXXX	XXXX	XX	XX	XX	XX				
Reyna	Segastblz	Segastblz	Segastblz	Villareal	Villareal	Villareal	Vacas	Vacas	Vacas
Reserve E 8/6/4 LL	Guias Nav C 8/6/4 M	Navarra C 8/6/4 M	Guipuz C 8/6/4 M	Alava C 8/6/4 M	Navarra C 8/6/4 M	Medigorria C 12/9/6 M	Castille C 8/6/4 M	Castille C 8/6/4 M	Navarra C 8/6/4 M
Christina	Cordova	Cordova	Cordova	Cordova	Espartero	Gurrea	Lopez	Cordova	Cordova
Cordova Army +1	Espartero Left	Briga Division	Lopez Gd Horse	Gurrea Vanguard	5th Ligero R 4/3/2 LL	1st Ligero R 4/3/2 LL	Gd Horse E 8/6/4 LL	R 6 lb SB	R 6 lb SB
XXXX	XX	XX	XX	XX					
Espartero	Espartero	Espartero	Espartero	Espartero	Espartero	Briga	Briga	Briga	Briga
Princesa R 8/6/4 M	Soria R 8/6/4 M	Cordova R 8/6/4 M	Zargoza R 8/6/4 M	Gd Provin R 8/6/4 M	Gd Cazad R 8/6/4 M	1st Guard E 8/6/4 M	2d Guard E 8/6/4 M	R 12 lb SB	R 12 lb SB
Briga	Briga	Gurrea	Gurrea	Gurrea	Gurrea	<h2>Battle of Mendigorria</h2> <h3>16 July 1835</h3>			
Principe R 8/6/4 M	Prov Avila C 8/6/4 M	Ligero R 8/6/4 M	Castillo R 8/6/4 M	Prov Toro C 8/6/4 M	Estramdr R 8/6/4 M				

Carlists

Christina's

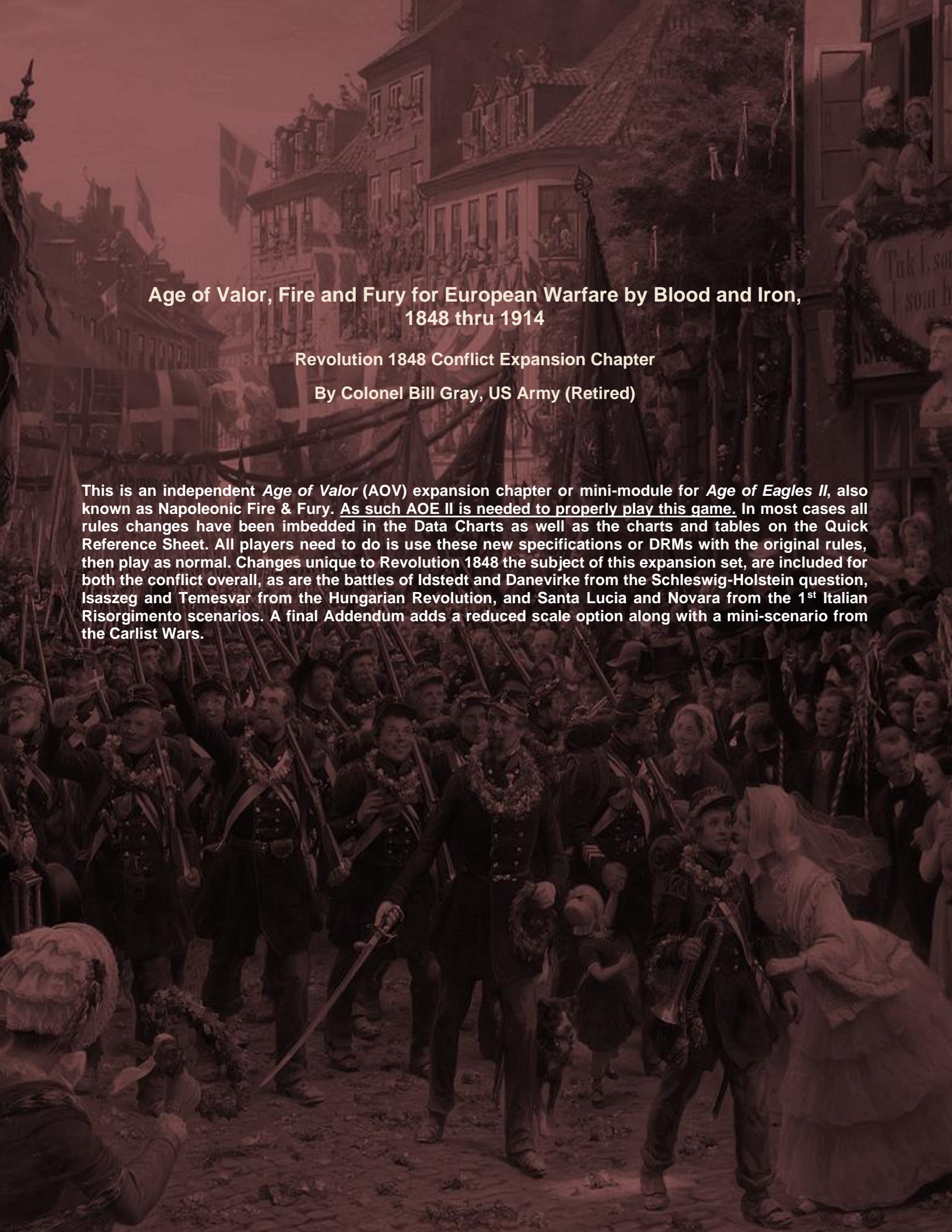


Enlarge PDF map/page 200% plus for detail.

FINIS!

With this final AOV module the l'Armee Francaise project comes to an end, and I retire from designing and concentrate on gaming. Thanks for the support, encouragement, advice and most of all, thanks for the memories.

Good gaming and may the die be forever in your favor.



Age of Valor, Fire and Fury for European Warfare by Blood and Iron, 1848 thru 1914

Revolution 1848 Conflict Expansion Chapter

By Colonel Bill Gray, US Army (Retired)

This is an independent *Age of Valor* (AOV) expansion chapter or mini-module for *Age of Eagles II*, also known as Napoleonic Fire & Fury. As such AOE II is needed to properly play this game. In most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs with the original rules, then play as normal. Changes unique to Revolution 1848 the subject of this expansion set, are included for both the conflict overall, as are the battles of Idstedt and Danevirke from the Schleswig-Holstein question, Isaszeg and Temesvar from the Hungarian Revolution, and Santa Lucia and Novara from the 1st Italian Risorgimento scenarios. A final Addendum adds a reduced scale option along with a mini-scenario from the Carlist Wars.

Age of Valor

The Revolutions of 1848 in Miniature based on Fire and Fury

15 mm Tables and Charts – 2.0

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

1st Player Turn

March (1st) Phase

- Replace, attach & detach leaders
- Reserve movement – Not Applicable**
- Tactical movement
- Move detached leaders

Volley & Cannonade (2d) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Infantry	9"	12"	x 1/2	-2"
Infantry Double Time	12"	15"	x 1/2	-2"
Light Infantry	9"	12"	NA	-2"
Cavalry	12"	15"	x 1/3	-2"
Foot Artillery	9"	12"	x 1/4	-3"
Horse Artillery	12"	15"	x 1/4	-3"
Artillery Prolong	1"	1"	NA	NA
Leaders and Staff	12"	15"	x 1/3	-2"

- Minus 3 inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line/Supported Line.
- Minus half move to deploy into Masse, into March or Assault Column, into or out of an Urban Area, to Move by the Flank, About Face or to Face to the Flank.
- Light Infantry is **NOT** penalized when moving thru Rough Terrain.

March Table

		Good Order	EFFECTS Disorder	Suppressed Infantry
DIE RESULT	10 or more	<i>Pas de Charge!</i>	<i>En Avant!</i>	<i>Cautious</i>
	7, 8, 9	<i>En Avant!</i>	<i>Cautious</i>	<i>Stalled</i>
	5, 6	<i>Cautious</i>	<i>Stalled</i>	<i>Pinned</i>
	3, 4	<i>Stalled</i>	<i>Retire</i>	<i>Pinned</i>
	1, 2	<i>Retire</i>	<i>Retreat</i>	<i>Pinned</i>
	0 or less	<i>Retreat</i>	<i>Broken</i>	<i>Rout</i>

- Pas de Charge** – unit moves normally and may voluntarily Double Time if infantry.
- En Avant** – unit rallies if Disordered, may move normally.
- Cautious** – unit rallies if Disordered or Suppressed, may move half but cannot change formation.
- Stalled** – unit rallies if Disordered or Suppressed but may not move or change formation.
- Retire** – unit does not rally if Disordered, retreats one half move. Good Order units retreat one half move and remain in Good Order.
- Retreat** – unit does not rally if Disordered, retreats full move. Good Order units retreat full move and remain in Good Order.
- Broken** – unit does not rally, retreats full moves and loses 1 stand.
- Rout** – unit destroyed and permanently removed from play.
- Pinned** – unit remains Suppressed, may not move or change formation.

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Each detached chain of command Leader/Charismatic Leader within Command Radius (12 inches). Max 4 pts attached and detached Leaders.
+2/ +3	Each Attached chain of command Leader/ Charismatic Leader. Max 4 pts attached and detached Leaders.
+1	Unit in March or Road Column.
+2/-2	Unit is Fresh/Spent.
+1	Unit is Good Order non-Light Austrian infantry 4 inches or closer to any enemy unit.
-3	Disordered mounted Cavalry charging.

INITIATIVE INTERPHASE MODIFIERS

+3	Feldmarschal Josef Graf Radetzky
+2	FML Ludwig von Gablenz, Prinz FML Jakob von Haynau, etc
+1	Generals Gyorgy Klapka, Josef Bem, Colonel Max Muller, etc
+0	All other Army Commanders outside Italy and Austria
-1	Prinz Friedrich Karl von Preussen, all other Austrian and Italian Army or Force Commanders
-2	Sardinian General Esubio Bava, or Army Commander committed or attached elsewhere or dead
-3	King Charles Albert of Piedmont-Sardinia

There is NO Reserve Movement Phase in this game!!!

Volley & Cannonade

RANGE

	2"	4"	10"	18"	36"
Prussian Krupp Artillery	12	10	8	6	4
Rifled Field Artillery	7	6	5	4	2
Russian Smoothbore Arty	8	7	5	3	0
Other Smoothbore Arty	7	6	4	2	0
All Siege Artillery	6	9	12	9	6
Needlegun Armed Foot	6	4	1		
Rifled Musket Armed Foot	2	2	1		
Smoothbore Armed Foot	2	0	0		
Mounted Fire	1	0	0		

Fire
Points

FIRE POINT MODIFIERS

x 2	Target Enfiladed, to include Masse, Square, March Column enfiladed from any direction by rifled small arms and any artillery.
x 1/2	Firing Unit is Damaged Artillery, Disordered and/or Suppressed infantry, Masse, March Column, or Prussian Krupp arty Low on Ammo.

DIE ROLL MODIFIERS

+1	Target is limbered artillery, any unit About Facing, changing Formation or Movement Mode.
+2	Target is a rocket battery, Prussian Krupp artillery, as well as charging horse engaged by one or more stands of Krupp arty or Needleguns.
- 2	Target is Light Infantry or currently Suppressed.
-1 to -3	Target in or behind Cover (per Scenario).

FALLEN LEADER TABLE

EFFECTS	
DIE ROLL	6 +
	Leader Survives.
DIE ROLL	5 or less
	Leader killed, replaced after one full turn.

DIE ROLL MODIFIER -2 Charismatic Leader

EFFECTS

3 or less	Desultory Fire – no effect.
4, 5	Lively Fire – unit Disordered <u>or</u> 1 battery Silenced.
6, 7, 8	Telling Fire – unit Disordered plus 1 stand lost <u>or</u> 1 battery Damaged.
9, 10	Deadly Fire – unit Disordered plus 2 stands lost <u>or</u> 1 battery Damaged and Silenced.
11 or more	Gone to Ground – unit loses 3 stands <u>or</u> 1 battery Wrecked, then: A. Stationary horse Disordered , stationary foot Suppressed and may not fire offensively, or B. Moving horse and foot instantly stop at point where fire received. Cavalry Disordered , Infantry Suppressed and may not fire offensively, or C. Charging horse and foot instantly retreat 1/2 move away from defender and no melee occurs. Cavalry Disordered , Infantry Suppressed and may not fire offensively.

FIRE POINT DIE ROLL MODIFIERS

1 – 5 Fire Points	-5	31 - 40 points	+1
6 - 10 points	-3	41 - 50 points	+2
11 - 15 points	-2	51 - 60 points	+3
16 - 20 points	-1	61 - 70 points	+4
21 - 30 points	+0	71 + points	+5

GENERAL GAME NOTES:

- **Stosstaktik** – 1864 Austrian Good Order, non-light/Landwehr infantry are Shock Infantry and must use the melee Shock DRM with no offensive fire when charging. Also, Shock Infantry must charge any eligible enemy unit 4 inches or closer at the beginning of its movement, or withdraw outside 4 inches.
- **Changing Movement Mode** – Limbering, unlimbering or **prolonging** artillery (mounting or dismounting cavalry if special scenario rules so dictate).
- **Irregular Troops** – permanently Disordered for Movement, Fire and Melee.
- **Prussian Krupp Arty** – permanent Low Ammo on natural die roll of 10 when firing.
- **Canister** – 4-inch range, use 10 inch FPs if Field of Fire blocked by friendly units. If battery has a valid target within canister range, it must engage that target if firing.
- **Currently Suppressed Infantry** - may not move or fire in **Offensive** Fire Phase.
- **Effective Range** – muskets 2 inches, rifles 4 inches, mounted fire 2 inches.

Bayonet & Sabre

DIE ROLL MODIFIERS

+1/+2	Leader/Charismatic Leader Attached
-1/-2	Outnumbered by the enemy 3:2 or 2:1 in Stands
-3/-4	Outnumbered by the enemy 3:1 or 4:1 + in Stands
+1	One or more Units are Lance Armed Cavalry
+1	One or more Units are Heavy Cavalry
+2	One of more Units are Armored Heavy Cavalry
+1	One or more Units are Shock Infantry charging (<u>no</u> offensive fire by unit permitted)
+1	Breakthrough Charge <u>and/or</u> Supported unit
-2	Half or more participating stands are Disordered, Silenced, Light Infantry, unattached Artillery or Non-countercharging Cavalry (<u>not cumulative</u>)
-1	Each Stand lost during Current Fire Phase or if Defender Suppressed
+1 to +3	Defending in or behind Cover
-3	To Defender when Outflanked or hit in Rear
+2/-2	Half or more participating stands are Fresh/Spent
+1/+2	Half or more participating stands are Regular/Elite

Suppressed Defenders immediately revert to Disordered on a Locked in Combat or Negative Melee Result.

EFFECTS

7 +	Shattered! DEFENDER: Retreat full move Disordered/Silenced. Lose 2 troop stands plus 1 leader captured and plus 1 battery Wrecked if present. ATTACKER: Mandatory Breakthrough 1/2 move towards closest enemy.
4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced 1/2 normal move from the enemy. Lose 1 troop stand plus 1 battery Silenced and Damaged if present. ATTACKER: Carry enemy position with optional Breakthrough 1/2 move towards closest enemy.
1 2 3	Withdrawal! DEFENDER: Retreat Disordered 1/3 normal move from attacker. Batteries retreat Silenced 1/2 normal move. ATTACKER: Carry enemy position.
0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, each lose 1 troop stand or 1 battery Wrecked. Recalculate DRMs, fight again.
-1 -2 -3	Withdrawal! ATTACKER: Retreat Disordered 1/3 normal move away from Defender. DEFENDER: Hold position.
-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered 1/2 move away from Defender. Lose 1 troop stand. DEFENDER: Hold position.
-7 or less	Shattered! ATTACKER: Retreat a full move Disordered away from the enemy with 2 troop stands lost and 1 attached leader captured. DEFENDER: Hold position.

Age of Valor

The Revolutions of 1848 in Miniature based on Fire and Fury

Reduced Scale 15 mm Tables and Charts – 2.0

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

1st Player Turn

March (1st) Phase

- Replace, attach & detach leaders
- Reserve movement – Not Applicable**
- Tactical movement
- Move detached leaders

Volley & Cannonade (2d) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Infantry	9"	12"	x 1/2	-2"
Infantry Double Time	12"	15"	x 1/2	-2"
Light Infantry	9"	12"	NA	-2"
Cavalry	12"	15"	x 1/3	-2"
Foot Artillery	9"	12"	x 1/4	-3"
Horse Artillery	12"	15"	x 1/4	-3"
Artillery Prolong	1"	1"	NA	NA
Leaders and Staff	12"	15"	x 1/3	-2"

- Minus 3 inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line/Supported Line.
- Minus half move to deploy into Masse, into March or Assault Column, into or out of an Urban Area, to Move by the Flank, About Face or to Face to the Flank.
- Light Infantry is **NOT** penalized when moving thru Rough Terrain.

March Table

		Good Order	EFFECTS Disorder	Suppressed Infantry
DIE RESULT	10 or more	<i>Pas de Charge!</i>	<i>En Avant!</i>	<i>Cautious</i>
	7, 8, 9	<i>En Avant!</i>	<i>Cautious</i>	<i>Stalled</i>
	5, 6	<i>Cautious</i>	<i>Stalled</i>	<i>Pinned</i>
	3, 4	<i>Stalled</i>	<i>Retire</i>	<i>Pinned</i>
	1, 2	<i>Retire</i>	<i>Retreat</i>	<i>Pinned</i>
	0 or less	<i>Retreat</i>	<i>Broken</i>	<i>Rout</i>

- Pas de Charge** – unit moves normally and may voluntarily Double Time if infantry.
- En Avant** – unit rallies if Disordered, may move normally.
- Cautious** – unit rallies if Disordered or Suppressed, may move half but cannot change formation.
- Stalled** – unit rallies if Disordered or Suppressed but may not move or change formation.
- Retire** – unit does not rally if Disordered, retreats one half move. Good Order units retreat one half move and remain in Good Order.
- Retreat** – unit does not rally if Disordered, retreats full move. Good Order units retreat full move and remain in Good Order.
- Broken** – unit does not rally, retreats full moves and loses 1 stand.
- Rout** – unit destroyed and permanently removed from play.
- Pinned** – unit remains Suppressed, may not move or change formation.

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Each detached chain of command Leader/Charismatic Leader within Command Radius (24 inches). Max 4 pts attached and detached Leaders.
+2/ +3	Each Attached chain of command Leader/ Charismatic Leader. Max 4 pts attached and detached Leaders.
+1	Unit in March or Road Column.
+2/-2	Unit is Fresh/Spent.
+1	Unit is Good Order non-Light Austrian infantry 8 inches or closer to any enemy unit.
-3	Disordered mounted Cavalry charging.

INITIATIVE INTERPHASE MODIFIERS

+3	Feldmarschal Josef Graf Radetzky
+2	FML Ludwig von Gablenz, Prinz FML Jakob von Haynau, etc
+1	Generals Gyorgy Klapka, Josef Bem, Colonel Max Muller, etc
+0	All other Army Commanders outside Italy and Austria
-1	Prinz Friedrich Karl von Preussen, all other Austrian and Italian Army or Force Commanders
-2	Sardinian General Esubio Bava, or Army Commander committed or attached elsewhere or dead
-3	King Charles Albert of Piedmont-Sardinia

There is NO Reserve Movement Phase in this game!!!

RANGE

	4"	8"	20"	36"	72"
Prussian Krupp Artillery	12	10	8	6	4
Rifled Field Artillery	7	6	5	4	2
Russian Smoothbore Arty	8	7	5	3	0
Other Smoothbore Arty	7	6	4	2	0
All Siege Artillery	6	9	12	9	6
Needlegun Armed Foot	6	4	1		
Rifled Musket Armed Foot	2	2	1		
Smoothbore Armed Foot	2	0	0		
Mounted Fire	1	0	0		

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- **Currently Suppressed Infantry** - may not move or fire in **Offensive** Fire Phase.
- **Effective Range** – **4 inches for Muskets or Mounted Fire, 8 inches for Rifles**.

Bayonet & Sabre

DIE ROLL MODIFIERS

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