



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 PANDEMIC PREVIEW SPECIAL

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

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INTRODUCTION TO THE PANDEMIC PREVIEW SPECIAL

Revolution 1848 is an independent Age of Valor (AOV) expansion 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 the 1st and 2d Schleswig Wars, Hungarian Revolution and 1st Italian Risorgimento, the subjects of this expansion set, are found in the following pages.

Historical miniature wargaming isn't about paint, rules, terrain or figures, its about people, the people around the table joking and rolling dice. They make the hobby great. But right now, those people are going thru rough times hunkering down at home away from a nasty virus, or on the front lines doing what they can to beat it. So please accept this free Age of Valor expansion module preview as a small contribution from all of us at AOE to help ease the boredom and in appreciation for all you do. And don't worry, there are five more scenarios being produced for final publication.

Thanks, Colonel Bill

Age of Valor, Age of Eagles II for European Warfare 1848 thru 1914

Age of Valor, Revolution 1848 Expansion Module

By Colonel Bill Gray, US Army (Retired)

Digitally Published 2020.

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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 as 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. Together with 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 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 1848 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 and thus avoid the nationalist revolts afflicting other smaller Italian states at the time, and to

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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 thing, and his 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 $\frac{1}{8}$ 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 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, a light cavalry unit rated Regular would rate 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 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

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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, and also a -1 DRM if attacking a unit 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 the 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 4 inches or closer of an eligible (ie, **not** cavalry) enemy target without charging it or withdrawing. Should an eligible enemy unit move to 4 inches or closer 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 declined to do so for the oversized cartography that is often found in a separate volume or folded up 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*

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- *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*
- *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 Morits 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

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German Federal Dragoons	Regular	Sabre	Heavy
German Federal Hussars, Chevauleger	Regular	Sabre	Light
Prussian Foot Guards	Regular	Smoothbore	M1839 Musket
Prussian Guard Jaeger	Elite	Rifle	Light Infantry, M1835 JgrBsch
Prussian Line Infantry	Regular	Smoothbore	M1839 Musket
Prussian Line Regts 2 and 12	Elite	Smoothbore	M1839 Musket
Prussian Jaeger	Elite	Rifle	Light Infantry, M1835 JgrBsch
Prussian Landwehr	Conscript	Smoothbore	M1839 Musket
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

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 was not sure the same ground would **not** freeze over (it was snowing heavily, the temperature plummeting) and prohibit such movement, so he withdrew his army the night of 5/6 February. But what if Copenhagen had ordered him to man up and hold?

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. 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). 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 fording a stream, but with a 3-inch penalty plus depth of the berm for infantry and leaders. 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 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. 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	Steinman 3d Div	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
XXXX	XX								

De Meza	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat	Du Plat
Du Plat 2d Div	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
XX								

De Meza	Zepilin	Zepilin
Zepelin Reserve	8 th In Rgt R 6/5/3 R	15 th In Rgt R 6/5/3 R
X		

De Meza	Lindrcrn	Lindrcrn	Lindrcrn
Lindrcrn Reserve	1 st Bde R 8/5/4 H	2d Bde R 4/3/2 H	R 12 lb SB
XX			

Steinman	Du Plat
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.

Danevirke	Danevirke	Danevirke	Danevirke	Danevirke	Danevirke	Danevirke	Danevirke	Danevirke	Danevirke
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
R Rifled	R 12 lb SB	R 12 lb SB

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

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	Gablenz	Gondre	Gondre	Gondre	Gondre	Gablenz	Dormus	Dormus	Dormus
Gablenz +2	Gondre 1 st Bde	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	35 th IR R 9/7/5 R	72d IR R 9/7/5 R	22d Jgr E 4/3/2 RL
XXX +	X					X			

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

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

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

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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 ^h 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 – Light Infantry armed with Rifles, 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 Armeekorps, XXXX–Army, XXXX+ - Overall Army Commander. Numbers represent Fresh/Worn/Spent status (as in 9/7/5 for example).

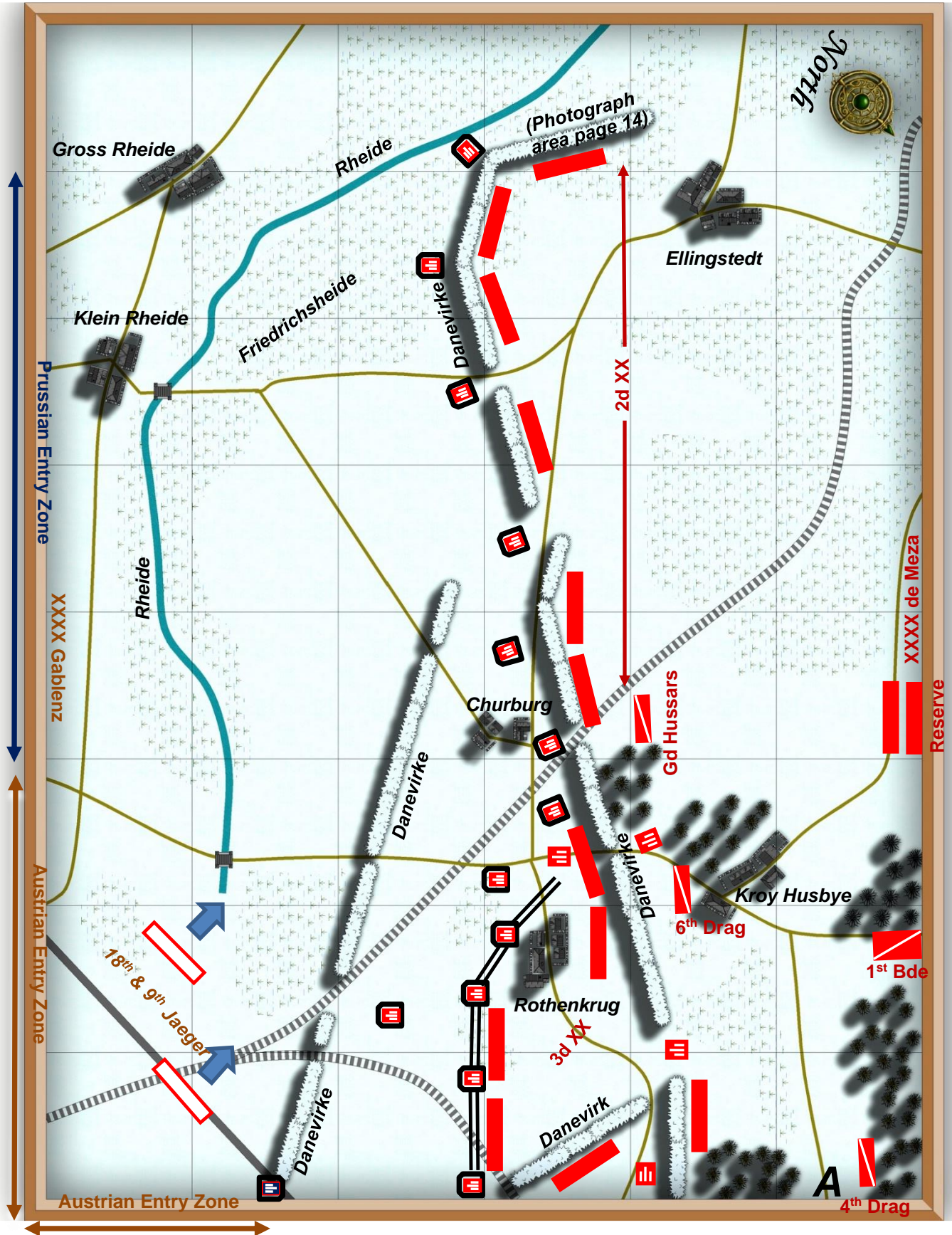
LABELS: Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25.

ALTERNATIVE AUSTRIAN LABELS: Reporter Karl Marx (yup, him) indicated 3 battalions per infantry regiment, but other sources say two. These labels are for the latter if you wish to use them.

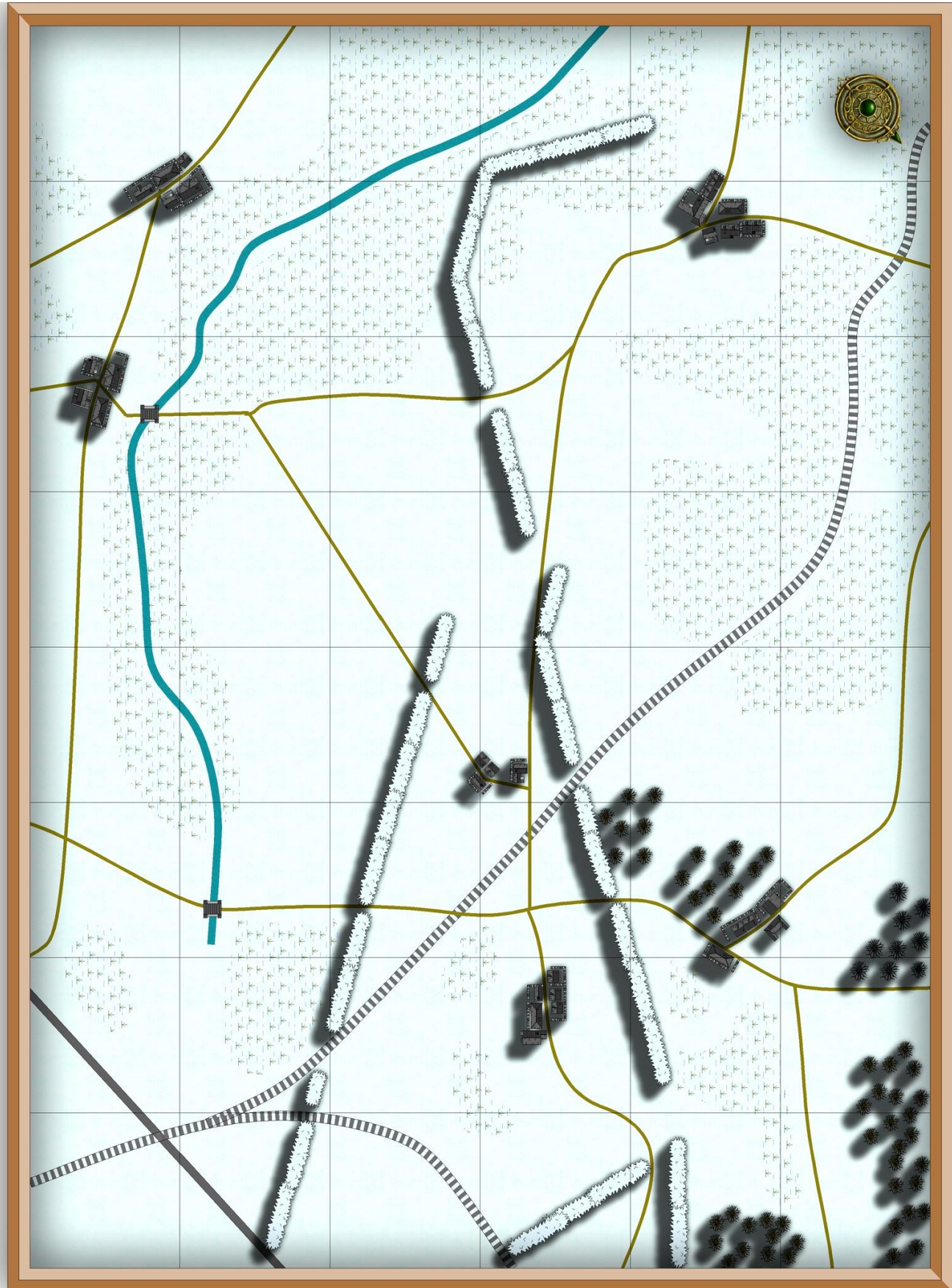


Danewirke: Krummwall westlich Schanze (Redoubt) XXI, from Wikipedia, Public Domain.

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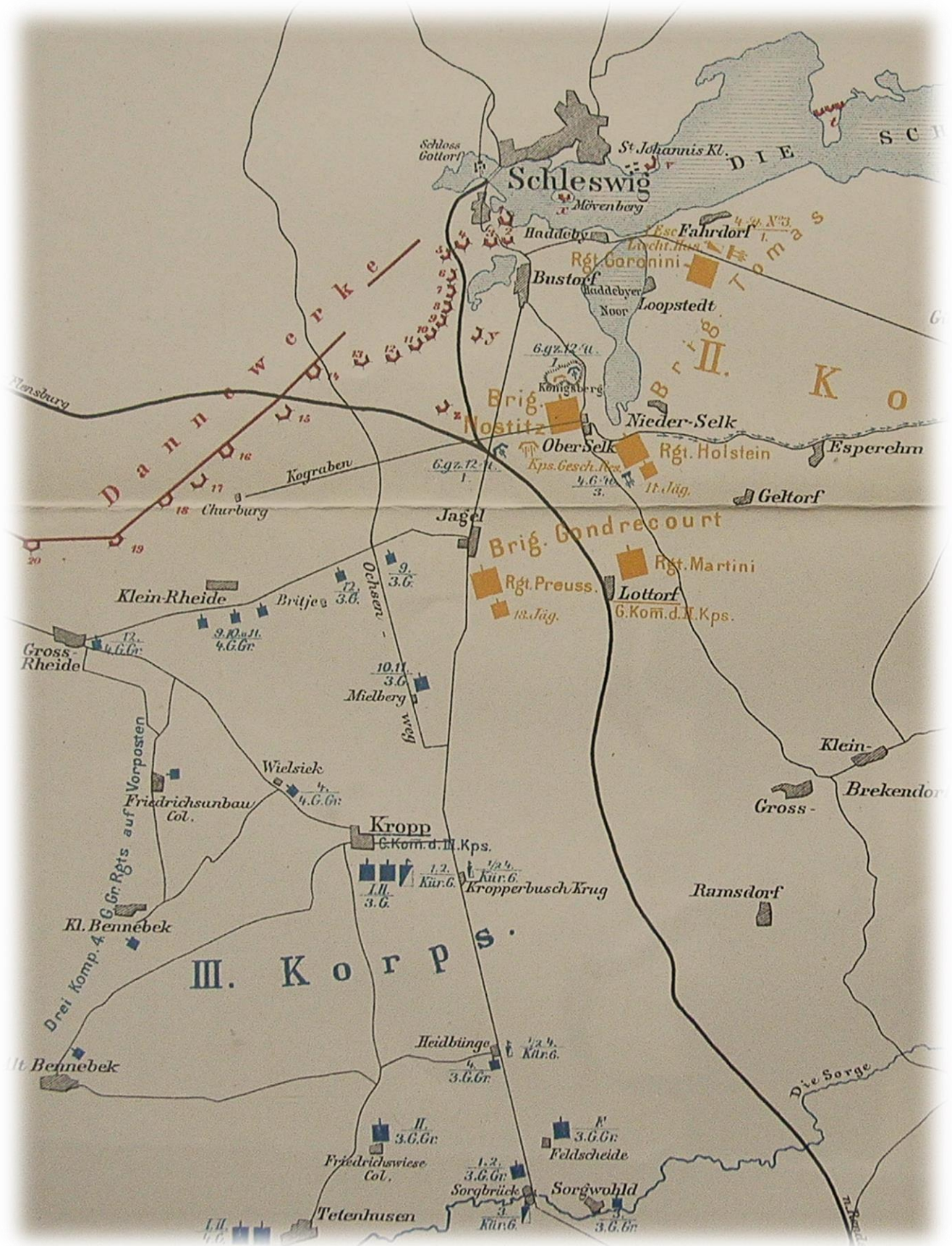


L'Armee Francaise Vol III



Planning Map

L'Armee Francaise Vol III



Actual, historical situation, the day prior to the planned assault.



**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)

PANDEMIC PREVIEW SPECIAL

This is Special Preview of an independent Age of Valor (AOV) expansion 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 the Schleswig Question (1848 and 1864), the Hungarian Revolution and the 1st Italian Risorgimento, the subjects of this expansion set, are included for both the conflict overall, and the six scenarios to be provided.

Historical miniature wargaming isn't about paint, rules, terrain or figures, its about people, the people around the table joking and rolling dice. They make the hobby great. But right now, those people are going thru rough times hunkering down at home away from a nasty bug, or on the front lines doing what they can to beat it. So please accept this free Age of Valor expansion module preview as a small contribution from all of us at AOE to help ease the boredom and in appreciation for all you do. And don't worry, there are five more scenarios being produced for final publication.

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 or any charging horse engaged by one or more stands of Krupp artillery 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.
	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** – 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.
- **Effective Small Arms Range** – 2 inches for smoothbore, 4 inches for rifles.
- **Currently Suppressed Infantry** - may not move or fire in **Offensive** Fire Phase.

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 (not cumulative)
-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.