Risorgimento 1859: The Campaign for Lombardy

Errata, Clarifications and Discussion

Errata

Map Errata: The cross-bars are missing from the connection between L24 and L34. It is a rail connection. (Note the thin black line over the brown base.)

Counter errata: The Mantova Garrison (2-0) counter shows a set-up location of L11. It should, of course, be L106, the city of Mantova.

Q: The Renault/III counter comes on turn 3 according to the counter, but turn 2 according to the Allied card. I assume that he arrives turn 2.

A: Renault shows up on Turn 2, as on the chart.

Q: Motterouge's Division (II Corps - French) has a combat strength of 2 on both the front and the back of the counter. Should the reduced strength be a 1?

A: Yes, Motterouge's reduced strength should be a 1.

Clarifications

Clarification: Retreat after combat. If you have to retreat from a lost battle, you, the loser, get to retreat one or two spaces at your choice. You may also choose to retreat 3 to 6 spaces if you wish, but that constitutes an Extended Retreat.

Q: Can the corps/Army HQ listed as "Available" at start be deployed at or must you wait until Turn 2, per the one-turn-delay rule, to deploy them (This will primarily affect the Austrian)

A: You can only place HQs during the Reorg segment of the Command phase. There is no command phase at all on Turn 1 (or Turn 0 if you use the optional rules). Furthermore, reinforcements are placed on the board after the Reorg segment, so HQ may not be placed in play until the turn following their first availability.

Q: Can cavalry/Garibaldi retreat before combat in the Battle Segment or only in one of the Movement segments?

A: Note first that cavalry retreat before combat if alone in a space is not optional; they must retreat if attacked by infantry. Garibaldi has the choice of running or fighting. This applies in the Battle sequence as well as during normal movement.

Q: Is the Strat Movement Allowance of 12 only usable on railroads or does any unit using Strat move get that movement allowance? I assume that the 12 mp is only good on railroads but this brings up another question. Since moving by railroad is limited, why, if you don't gain any movement benefit other than RR, would you ever put a unit into Strat Move if you can't/won't move it via railroad?

A: The 12 MPs is only for Rail Movement. Strat Move for non rail movement merely reduces the cost of all roads to 1 MP.

Q: Does the game begin on turn 0 or turn 1?

A: Turn 0 is used only if you play with the optional rule. The normal game begins on turn 1.

Q: Can a unit with aggressive orders move to another space that is the same distance away (in spaces) from enemy forces as the space from where you started?

A: You have to move closer, not just stay the same distance away.

Q: Assume per 15.6 that a space has both an attacker and a defender in it. Another attacker tries to move into the space. Does that attacker pay +2 (for an enemy unit in the space) or +3 (+2 for the enemy and +1 for the friendly)?

A: The cost is cumulative at +3. This should not happen often, but as you correctly point out, the possibility of a stalemated attack does make it possible, if unlikely.

Q: The attacker had 5:1 odds, but lost the battle in a fortified town/city space. The "winner" lost all of his units; the loser didn't lose anything. As I read 15.27, the "loser," even though he was the attacker that moved into the space, can stay in the space after the battle, yes?

A: No. 15.27 refers to 15.4 in regards to the loser not retreating. This was meant to apply to a case where a defender holding a fortified space lost the battle, not to an attacker trying to take such a space. In the case you describe, the attacker lost, and so must retreat. Remember, just because all the counters are removed from play, that doesn't mean that the forces are destroyed.

Q: Design question: Why do fortified cities/towns and fortresses only affect retreat options, and don't provide DRMs?

A: The battles reflect open field encounters, in which minor forts play little role. The garrisons represent the effect of extensive or strong fortifications.

Q: When Allied Depots come on as reinforcements, do they have to be placed on the same city as the reinforcements?

A: They arrive in the locations noted on the card.

Q: If so, it makes things very difficult for the Allies since the depots have to be redeployed almost immediately. This means the Allied armies will be OoS for two more turns. Plus, the depot(s) will have to be redeployed again at least once. Thus, the Allied depots will be out of play almost a third of the game. This makes it tough.

A: Indeed it does! The Allies had a lot of logistics problems during the campaign, particularly after Magenta.

Q: The setup instructions for the campaign explicitly state that one of the French forces is OOC while the other is using Strategic Movement. Cialdini sets up in S61, 3 spaces from V. Emmanuel. The unit is not marked in any way, but should it be marked OOC at the start?

Q: No. Unless a unit is marked OOC at the start, it is considered in command.

Q: If I leave a friendly occupied space and enter a friendly occupied space do I add +2 or +1?

A: Costs are cumulative, so it is +2.

Q: French reinforcements enter marked for strategic movement as per 9.2. The rule says they are supposed to start checking command status normally from the following turn. However, 13.31 says that units marked for strategic movement from the previous turn may either use Strategic movement again, or remove that marker and check command. Does that mean that the French reinforcement may avoid being marked OOC until they stop using strategic movement for whatever reason?

A: Yes.

Q: Are there really no penalties for being attacked while being marked for Strategic movement? I looked around in the rulebook but could not find any.

A: Look in rule 13.31. There is a -2 DRM if a defending force includes a unit marked for strategic movement.

Q: Is it true that the Piedmontese and French can draw supply from their respective Depots only, and not from the other friendly one - i.e., the Piedmontese from a French depot and the French from the Piedmontese?

A: Yes. The Allies must draw supply from their own depots. They do not treat them each as common. Makes life a little more difficult for them, does it not?

Q: Do OCs check for LOC? Do OCs pay MP penalties for moving through units?

A: The rules actually do say that OCs are ignored for stacking purposes (Exception in rule 14.31.) They pay no additional costs for stacking, nor do they cause any for other units. They do not have to trace LOCs.

Discussion

Q: Why does the rain and heat affect the length of the LOC when it uses only the railroad (I mean why is there not an exception)?

A: The reduction in the length of LOCs represents the increased difficulty of loading, unloading, and transporting materiel, and other physical and psychological effects of bad weather. I didn't think the difference between LOCs traced mostly off rail and LOCs traced mostly on rail, to the extent there might be one at the level of detail represented in the game, warranted adding an exception to the rules. I really tried to avoid proliferating too many of those.

Q: Why is it that Mantova does not have an Uprising counter?

A: The Uprising mechanics are a simplification of more complicated rules and are designed to make the Austrian worry about a really serious problem showing up in a city or region he really would not be prepared to deal with. The Quad forts were not immune to uprisings in reality, but in game terms I judged that the results of such uprisings were more likely to be handled locally because of the larger garrisons and the absolute need for the Austrians to retain those locations. They might be willing to let the garrison of Bergamo run away, for example, under threat of an uprising, but were unlikely to feel the same about a Quad fort.

Q: Why is there no combat DRM for an attack on refitting units?

A: There is no DRM for attacking a refitting unit because, although these guys are resting and gathering stragglers, they are not considered scattered all over the landscape (if they were, they would already have been eliminated). Their biggest vulnerability is that if you were really beat up and then you stop to gather yourself back together within striking range of the enemy, they will cut you off and then crush you later. In addition, because of the sequence of play, the enemy may well have an opportunity to hit you while you are reduced, especially if you have allowed yourself to get into a situation in which he has a fresh force, marked to move early, within range of where your battered units or HQs are. Another advantage to he who has the initiative. And if you have lost the battle that got you into that fix, you may very well be in the position of having to move second. At one point I had thought about having the refitting units stay marked the whole turn but only come back to full strength at the beginning of the next turn. This seemed a bit too harsh, and introduced additional complexities which did not strike me as worth the trouble. So, I thought that the existing approach captured the essence of the problem of pursuit well. To really be effective, the victor had to have fresh troops in position to follow up a victory by forcing the enemy to keep retreating before an HQ would return a removed unit, or by attacking the reduced units before they could actually refit because the pursuers were likely to be able to move first.

Q: Historically, the Austrian VII Corps was operating across the Sesia from Vermicelli with units pushing towards the Dora Baltea. That would put them out of supply in game terms (unless I'm miscounting my secondary roads), though it is manifestly clear from the account that they were not in any way discommoded. Also they seem to have derived supplies from Milano, not from Pavia (much better communications, but the game gives Milano, as a base, much shorter range).

A: If you read the rules for No LOC, you will see that they hardly cripple a force. You can operate with them, just at reduced efficiency. My assessment of the Austrian effort you describe, which was off the main line of operations to the south) led me to modeling it this way. Gyulai was contemplating changing his main line of operations to one targeting Torino, but he decided instead to pull back. The effort on his right was, essentially, a probe.

Q: The ability to threaten Torino without the strange depot shifting rules was one that the General Staff clearly conceived as physically possible in the real thing (they reckoned units could march there by the end of Turn 1) even though as it happened Gyulai chose a rather slower advance (because on the whole he would rather not have advanced at all). The current rules seem to be too restrictive.

A: So, you are using the Austrian staff study as the basis for what was reality? I prefer using actual evidence rather than staff appreciations in isolation. Guess I have too much experience with staff studies in the real world. If we believed the German staff studies for Barbarossa, I suppose we would think that most games on that campaign are too restrictive on the Wehrmacht. My study of the campaign in Lombardy indicates that the Austrians could barely support a single main line of attack. Thus the depots. You can push subsidiary efforts, but they are going to go more slowly and will definitely not have the same force as the main center of gravity. I find that not at all inconsistent with the situation you described above.

Q: Historically, weren't there three French Corps ashore on Turn 1 at Genoa? Presumably the last two were busy unpacking (they appear on Turn 2)?

A: Exactly the case. The French deployment was a classic goat rope. I tried to balance the arrival dates with their actual arrival in port or their debarkation, and their demonstrated performance of sorting themselves out into march formation and heading toward the war.

Discussion: Refits. The key to understanding the refit system is the sequence of play. If the unit meets the requirements during the refit phase, you flip it and mark it. It then has these new values but may not move or attack. So, if it is still in a corps box, the corps cannot move or attack. But if it is in a space that is attacked by the enemy, you treat it as it is, with its currently showing (refitted) strength. It stays marked with the refit marker and still may not move or attack after the enemy attack, but the attack does not affect its refitting status. If you want an explanation, here it is. The refitting process represents the unit recovering stragglers, regrouping sub-units, physically resting the troops, providing them new equipment and ammo, a hot meal and everything necessary to make them effective as a fighting unit for offensive operations or even long distance marching. At this scale, I decided that if attacked during this process, much of the housekeeping might be interrupted, but the troops would already be in a state of organization that would allow them to fight in place with reasonable effectiveness. That is why I placed the phase as I did.

Discusssion: garrisons in defense with a field force. If you have a covering force defending the city, your enemy must first drive this force off before setting up what is essentially a siege of the fortress. So, that is why it requires two battles to take a city in this case.