

# Garibaldi and the Two Sicilies

The invasion of the Kingdom of the Two Sicilies by Garibaldi and his thousand men in May of 1860 was an incredible venture which should, rightly, have been doomed to failure. It was only Garibaldi's inspirational leadership, backed up by the zeal of his followers which allowed them to overcome a foe who, on the surface was so superior in numbers, equipment and training.

## GARIBALDINI FORCES

There are two core forces available for the Garibaldini in this conflict. The first force represents the "Mille", the thousand men who landed at Marsala on the 11<sup>th</sup> of May and who won the first key battle at Calatafimi. They are led by Garibaldi himself.

This force should have five Command Cards in the Game Deck.

THE THOUSAND
Leader, Status IV Three Groups of 8 <i>Mille</i> , Muskets
Leader, Status III Two Group of 8 <i>Mille</i> , Muskets
Leader, Status I One Group of 6 Genoese Carabinieri, Rifles
Leader, Status I One Group of 6 Picciotti
Brother Pantaleo
<b>Point Value: 67</b>

The second force represents a detachment of Garibaldini after the fall of Palermo. The troops have been armed with Rifled Muskets but their inexperience with these weapons mean that they are rated as Rifles. They have been joined by local Sicilian youngsters, Picciotti, who are keen but inexperienced.

This force is led by one of Garibaldi's trusty Lieutenants. It is a small core force allowing plenty of options for selection of support.

COMPANY COLUMN
Leader, Status III Three Groups of Garibaldini, Rifles
Leader, Status II Two Group of Volunteers, Muskets
<b>Point Value: 44</b>

## Force Specific Characteristics

This force has the following specific Characteristics.

- Italy of Death:** These troops are inspired by patriotic fervour. When a Leader is activated and plays two Command Cards he can inspire his force to move with an additional D6 of movement towards the enemy. If contact is made they inflict Shock on the enemy on rolls of both 5 and 6 in the resulting Fisticuffs.
- Brother Pantaleo:** Brother Pantaleo is a Holy Man whose inspires men through his word and deed. He is treated as a Holy Man with an icon.

# GARIBALDINI

<b>The "Mille"</b>					<b>Type</b>	Conscripts & Volunteers
<b>Points Value</b>	5	<b>Weapon</b>	Musket		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Always	Yes	No	2	1	-	Italy or Death Aggressive
<b>Garibaldi, July 1860 onwards</b>					<b>Type</b>	Conscripts & Volunteers
<b>Points Value</b>	7	<b>Weapon</b>	Rifle		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Always	Yes	No	2	2	-	Italy or Death Aggressive
<b>Genoese Carabinieri</b>					<b>Type</b>	Light Infantry
<b>Points Value</b>	11	<b>Weapon</b>	Rifles		<b>Size</b>	6
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Never	Yes	No	-	2	-	Sharp Practice
<b>Picciotti</b>					<b>Type</b>	Irregular Skirmishers
<b>Points Value</b>	4	<b>Weapon</b>	Musket		<b>Size</b>	6
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Never	Yes	No	-	3	-	Weedy Coves
<b>Volunteers, July 1860 onwards</b>					<b>Type</b>	Conscripts & Volunteers
<b>Points Value</b>	4	<b>Weapon</b>	Musket		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Always	Yes	First Only	3	3	-	
<b>Volunteers, July 1860 onwards</b>					<b>Type</b>	Conscripts & Volunteers
<b>Points Value</b>	6	<b>Weapon</b>	Rifles		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Always	Yes	First Only	3	3	-	
<b>Garibaldi Cavalry</b>					<b>Type</b>	Scouting Cavalry
<b>Points Value</b>	6	<b>Weapon</b>	Sabre		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
No Shock	No	No	-	2	-	Aggressive, Tally Ho!
<b>Artillery to early July 1860</b>					<b>Type</b>	Artillery
<b>Points Value</b>	5	<b>Weapon</b>	Light Guns		<b>Size</b>	5
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
No	Yes	No	-	-	-	
<b>Artillery from late July 1860</b>					<b>Type</b>	Artillery
<b>Points Value</b>	9	<b>Weapon</b>	Heavy Guns		<b>Size</b>	5
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
No	Yes	First Only	-	-	-	Sharp Practice

### **BOURBON FORCE**

The Bourbon forces on Sicily were formed around a core of mercenaries recruited in Switzerland and the German States in the hope of ensuring loyalty to a monarchy which had little popular support.

The two Army lists here cover both Line force and the better quality Light troops who proved to be the better fighters.

one Group of Skirmish Troops may be present with a Bourbon Force.

<b>LINE INFANTRY</b>
Leader, Status II
Leader, Status I
Three Groups of 8 Line Troops, Muskets
Leader, Status II
Two Groups of 8 Line Troops, Muskets
<b>Point Value: 30</b>

<b>LIGHT INFANTRY</b>
Leader, Status II
Leader, Status I
Three Groups of 8 Light Infantry, Rifled Muskets
Leader, Status II
Two Groups of 8 Light Infantry, Rifled Muskets
Leader, Status I
One Groups of 6 Light Skirmishers, Rifled Muskets
<b>Point Value: 67</b>

### **Force Specific Characteristics**

This force has the following specific Characteristics.

- **Controlled Fire:** Bourbon troops were trained to only fire controlled volleys on the command of their Leaders. To reflect this they may only fire Controlled Volleys where this is shown as being Obligatory.
- **Close Order:** Bourbon troops were discouraged any independent action which could provide opportunities to desert. As a result only the most trustworthy men were allowed to skirmish. To reflect this a maximum of

## NEAPOLITAN FORCES

<b>Line</b>					<b>Type</b>	Conscripts & Volunteers
<b>Points Value</b>	3	<b>Weapon</b>	Musket		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Always	Yes	Obligatory	3	3	2	Weedy Coves, Poor Shots
<b>Light Infantry</b>					<b>Type</b>	Regulars
<b>Points Value</b>	8	<b>Weapon</b>	Rifled Musket		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
Always	Yes	Obligatory	3	2	2	Weedy Coves
<b>Light Infantry Skirmishers</b>					<b>Type</b>	Skirmishers
<b>Points Value</b>	9	<b>Weapon</b>	Rifled Musket		<b>Size</b>	6
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
No	Yes	No	-	2	-	Weedy Coves
<b>Cavalry</b>					<b>Type</b>	Scouting Cavalry
<b>Points Value</b>	5	<b>Weapon</b>	Sabre		<b>Size</b>	8
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
No Shock	No	No	-	2	-	
<b>Artillery</b>					<b>Type</b>	Artillery
	8	<b>Weapon</b>	Heavy Gun		<b>Size</b>	5
<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
No	Yes	No	-	-	-	