

Una vittoria inutile,

# Goito 1848



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## 1. INTRODUCTION

**Goito 1848, una vittoria inutile** is a two-players game intending to simulate, at regimental and battalion level, the battles that took place around Goito on 30 May 1848 between the Piedmontese and the Austrian army, during the First Italian War of Independence.

*This game uses the same rules of Europa Simulazioni's **Custoza, fields of doom.***

### 1.1 Game Components

**Goito 1848** contains the following components:

- A A2 (42x60 cm.) map
- A sheet of 5/8" counters
- Two Terrain Effect and Combat card
- This set of rules

To play you also need a six-sided die (1d6), not included in the game.

### 1.2 Game Turn (GT)

The game is played in Game Turns. During each GT, players alternate attempts to activate their Formations, and to maneuver them on the battlefield. Each GT represents an hour of real time.

### 1.3 Map

It's the battlefield. It is divided into hexes, to regulate the movement and the combat on the battlefield. Most terrain characteristics have been modified to match the hexagonal grid. To control a hex, the player's units must occupy the hex or be the last to move through it during the game. One hex is about 330 meters across.

## 2 UNITS

The game has three types of units: combat units, commanders and markers.

*In the countersheet are included also the units to simulate two other battles of 1848: Santa Lucia and Curtatone e Montanara. In the next issues of Para Bellum will be published the scenario rules for these battles.*

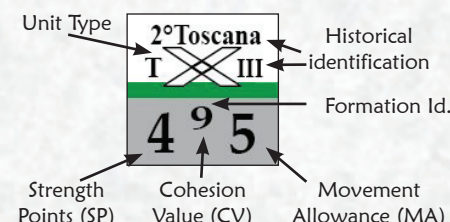
### 2.1 Combat Units



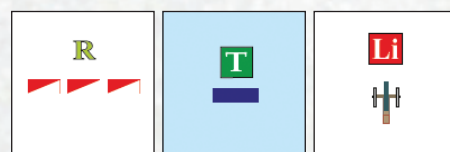
A Combat Unit can be one of the following types: Infantry (Line, Movement Allowance: 5 or Light Infantry, Movement Allowance: 6),

Cavalry, or Artillery (Field, Movement Allowance: 4 or 6, Horse Artillery, Movement Allowance: 8).

All units on their front side display: Unit Type (NATO symbol), Strength Points, Movement Allowance, Cohesion Value, Formation Id and Historical identification.



All units on their back side display: Unit Type (small NATO symbols), Stacking Value (number of symbols) and Formation Id.



*Example: The first unit in the picture above represents an AH Cavalry unit, Stacking Value 3 (a Regiment), belonging to the Reserve (yellow R) AH Corps.*

**2.1.1 Strength Points (SP):** represents the number of men, horses, or guns that are part of the unit. It is expressed in Strength Points (SP): 1 SP represents about 300 soldiers, or 150 horses, or 2-3 guns. Strength Points affect both Fire and Assault/Charge unit's abilities.

**2.1.2 Cohesion Value (CV):** represents the training and the morale of the unit and the presence of good, lower rank, officers.

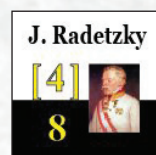
**2.1.3 Movement Allowance (MA):** The unit's capacity to move on the map. It is expressed in Movement Points (MP).

### 2.2 Commanders

There are two types of Commanders in the game: Formation Commanders (FC) and Overall Commanders (OC).



Formation Commander



Overall Commander

Each Formation has a corresponding marker, similar to the Formation Commander, to keep track of the Formation Commander Mood.

**2.2.1** Commanders do not affect combat, they always retreat with the units they are stacked with, and can

advance with them. A Commander cannot be eliminated; if an enemy unit enters its hex when it is alone, move it to the nearest friendly unit belonging to its Formation. If such a unit doesn't exist on the map, move it its full MA ignoring any enemy unit or ZoR.

**2.2.2 Formation Commander's Command Value:** The Formation Commander's Command Value (the number between "( )" on the counter) is the speed and reliability with which a Formation Commander and his staff implement their Action Phase (higher is better).

**2.2.3 Overall Commander's Command Rating:** This rating (the number between "[ ]" on the counter) is used both to affect the Initiative Determination die-roll (Step 1. of the Sequence of Play) and as a range within which the Activation Die Roll of friendly Formation Commanders is modified by "-1".

### 2.3 Force

A Force is composed of one or more units of the same type in the same hex. Forces can be composed of one Unit Type only. Mixing unit types within a Force is not allowed. More than one Force can coexist in the same hex, up to the hex's stacking limit.

**2.3.1** In the rules, with reference to Actions and Reactions, a single unit in a hex is also considered a Force.

### 2.4 Formation

The Formation is the group of units that maneuver together, under the command of a Formation Commander, during an Action Phase. Units of the same Formation are identified by the color of the square around their Cohesion Value, or around the formation id on the Commander unit.

### 2.5 Unit Status (efficiency)

The measure of the decrease of Cohesion of the unit due to the battle wear. All units may be in one of the following status levels: Good Order, Shaken, Disordered, Disorganized, Routed. A Levels marker is provided for Status other than Good Order or Rout. A Routed unit is immediately removed from the map. The status of the unit affects the Value of Cohesion of the unit.

## 3 ZONE OF REACTION

The Zone of Reaction (ZoR) consists of the six hexes adjacent to the unit, where the unit could move. A **ZoR does NOT extend into Village, and Farmhouse hexes.**

Units in March Movement have no ZoR.



### 3.1 Facing

All units in a hex must always point to one hexside at the end of their movement.

**3.1.1** Each unit has three Front hexes and three Rear hexes (see figure).



*Exception: units in Village and Farmhouse hexes have all around front facing (no rear hexes).*

**3.1.2** During the Movement a Force can enter an enemy ZoR only if in the hex there is a marker Assault/Charge.

Commanders cannot enter enemy ZoRs if the hex is not occupied by friendly units.

### 3.2 Forces in EzoR

Forces that begin their Action Phase in an enemy ZoR (EzoR) must attack the Force projecting the ZoR, placing a counter of Assault in their hex, or they must leave the hexagon.

## 4 SEQUENCE OF PLAY

A Turn in **Goito 1848** is divided into various phases:

### A. Initiative Determination

Each Player rolls two dice, adding the Command Rating of the Overall Commander.

The player with the highest total is the Initiative player.

Re-roll on ties.

### B. Formations Action Phase

**B.1 Command Step.** Check the Command Status of all of the units, and mark the Out of Command ones (5.1).

**B.2 Activation Step.** Starting with the Initiative player, both sides alternate trying to activate one of their Formations (6.1). A failed attempt is considered an attempt. Both players can choose to pass, and to not try to activate a Formation, but if players pass three times in sequence (i.e. Player 1, Player 2, then again Player 1), the Phase ends and Formations which have not been activated cannot activate any more on the current GT.

*NOTE: Out of Command units can still move in their Phase (see Step D.)*

Once activated, the Formation's units that are In Command can act, Force by Force.

For each Formation to activate, conduct the following steps:

#### a) Assault and Charge

**declarations:** Assaults and Charges must be declared at the beginning of the Activation, before any action, using the appropriate markers (see 7.1).

#### b) Forces perform Actions:

Each Force belonging to the Activated Formation can perform one Action, potentially causing Reactions (12.2) by enemy Forces. A Force can choose one action among:

- **Movement**, (including any Action implying expenditure of Movement Points).
- **Fire**, (Artillery or Light Infantry), including movement before firing, if Light Infantry (9.2.3).
- **Charge/Assault**, including the movement to perform it.

**c) End of Activation:** Eligible Forces can **Recover Status Levels and/or Exhaustion** (see 13.3.1). Remove Assault/Charge markers.

### C. Non Activated Formations Phase

They must execute Withdrawal (8.8) if they are in a ZoR. The Initiative Player's units move second.

In Command units of Non Activated Formations can Recover Status Levels and/or from Exhaustion (see 13.3.1).

### D. Out of Command Units Phase

Out of Command units can move now, and Recover Status Levels and/or from Exhaustion. They must execute Withdrawal if they are in a ZoR. If they are not in a ZoR and move, they must move closer to their Commander (4.1.1). Initiative Player units move second.

### E. End of the Game Turn Phase

Remove "Low Ammo/Out of Ammo" markers. Advance the GT marker one box on the Turn record Track.

## 5 COMMAND

Units are in command or out of command (OOC).

### 5.1 Command Status

Each unit can act during the Activation of its Formation if within the Command Range of its Formation Commander at the beginning of the Action Phase. Units out of their Formation Commander's Range are marked as Out of Command (Fuori Comando) at the beginning of the Action Phase, and will move during the Out of Command Units Phase.

**5.1.1** Out of Command units must execute Withdrawal if they are in an enemy ZoR. Otherwise, if they move, they can only move to shorten the distance in hexes, at the end of their movement, between them and their Formation Commander.

### 5.2 Command Range

A unit is In Command if it is within the Command Range of its Formation Commander. The Command Range is **four** hexes, traced from the Formation Commander (excluded) to the unit (included).

**5.2.1** Count 1 hex when tracing through a non-Road hex and count 1/2 hex when tracing the Command Range through hexes with Roads (any type).

**5.2.2** The Command range cannot trace through an Enemy ZoR (EZoR), if no friendly unit is present in the EZoR hex, or through unbridged River hexsides.

## 6 FORMATIONS

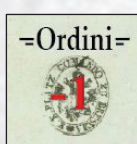
Each Formation includes a leader plus the units assigned to him. Each Formation has a marker, to keep track of the Commander's Mood (see 6.2.1).

### 6.1 Formation Activation

Each Formation has to be activated to perform any action in the Formations Action Phase.

A Formation can be activated once per GT.

**6.1.1** To activate a Formation, the owning player rolls a die. If the modified result is equal to or lower than the Formation Commander's Command Value, the Formation is activated.



**6.1.2** Otherwise mark the Commander with an Order "-1" marker, as a reminder of the DRM (Die-Roll Modifier)

applied to the following attempt with the same Commander. Every failed attempt gives a cumulative -1 DRM

to the following attempt. Update the Orders marker accordingly.

*Example: three failed attempts give a total DRM of -3.*

**6.1.3** Any number of attempts to Activate a Formation can be made in a GT, until the Formation is activated, or a natural "6" is rolled (see 6.2).

**6.1.4** A Formation Commander within the Command Range of its Overall Commander has an additional -1 DRM to its Activation Die Roll.

### 6.2 Loose Cannon

In the Action Phase, an unmodified "6" will activate the Formation by the Initiative of its own Commander. Roll again on the Initiative Table, with the "Mood" DRM given by the Commander Mood Track (TMF) on the map for that Commander. See the Command Chart and the Initiative Table for description of the results.

#### 6.2.1 Formation Commander

**Mood:** Each Formation has an associated marker, to record on the Commander Mood Track (TFM) the number of combats won and lost by its Formation.

Each Assault/Charge won (when the enemy retreats) increases by +1 the DRM, each Assault/Charge Lost (when your unit retreats) decreases by -1 the DRM (both as attacker or as defender). At the beginning of each Scenario, the Command Mood is 0 for all Formations.

### 6.3 Stacking

Stacking is the maximum number of units that can be at any time in a hex. Each unit has a stacking value equal to the number of symbols on its back side.

*Example: An Infantry Regiment with 3 rectangles has a stacking value of 3. An Artillery unit with 2 gun has a stacking value of 2.*

**6.3.1** The Stacking Limit is 5 (five) for every terrain type. Stacking limits must be respected at all times in a GT.

*Exception: Retreat (11.3.2) and March Movement (8.3.2).*

## 7 ACTION PHASE

During the Action Phase of its Formation, a Force of units can perform one Action. We refer to a Force also for acting/reacting single units.

Each Action must be completed before another Force can Act.

### 7.1 Assault/Charge

At the beginning of an Action Phase,

the owning player of an Activated Formation must declare which enemy hexes the Formation will Assault/Charge (target hexes), and from which adjacent hexes (Assaulting/Charging hex), placing the appropriate markers (Assalto or Carica) on the adjacent hexes pointing toward the target hexes. The forces that enter a enemy ZoR (in a Carica/Assalto marker) must attack the Force projecting the ZoR. Fire by Light Infantry (MA 6) is considered an attack, so a player has fulfilled

his obligation to Attack if one of the his Light Infantry units enter in the Assault hex and fire.



*Design Note: The attack declarations at the beginning of the Action Phase represent the orders given by the Formation Commander, to be executed during the GT.*

**7.1.1** A Formation can place a maximum number of Assalto/Carica markers equal to the Command value of the his CdF. Formations can place a additional Assalto/Carica marker if the CdF is in range of the CiC (Radetzky or Carlo Alberto).

**7.1.2** Assalto and Carica markers cannot be placed in the same hex, but a hex can be the target of Assaults and Charges from different hexes.

**7.1.3** For each marker, indicate at least one Force that could potentially enter the hex by moving, in the ensuing Actions step (Sequence of Play, Step B.2.b). Each marker must have a different Force associated to it. Different Forces can be associated to the same marker.

**7.1.4** Declared Assalto/Carica hexes must have a Force of the Active Formation entering them during the current Activation, and an Assault/Charge (or Fire from Light Infantry) made from them, when possible.

**7.1.5** Markers pointing to hexes that became empty during the Action Phase can immediately be rotated one hexside left or right toward a new target. This also applies if a former Assault/Charge has been successful.

### 7.2 Action

Each acting Force belonging to the Activated Formation can do any one (and only one) Action of Movement,

Fire or Charge/Assault per GT.

*Exception: the light infantry can move and fire with the same action*

## 8 MOVEMENT

Each Force can move using Movement Points (MPs) from its Movement Allowance (MA). The MA of a Force is that of the slowest (lowest MA) unit. Every hex entered and some hexside crossed have a cost in MPs (see the Terrain Effects Chart, TEC). A moving Force cannot enter any hex occupied by an enemy Force or move beyond its MA. MPs cannot be saved from turn by turn, and if not used during one turn, are lost.

### 8.1 One-hex minimum move

A Force can always move one hex minimum, regardless of the terrain cost to enter the hex/hexside, as long as it does not enter/cross any impassable terrain.

### 8.2 Facing

Facing (3.1) has no effect during movement, and moving units can freely change facing while moving. Moving units can also change facing while remaining in the same hex. Forces entering a friendly hex assume the facing of the forces already in the hex.

*Note that in this way, a Withdrawing Force (8.8) can avoid being fired at though its Rear hexes.*

### 8.3 March Movement

A unit in March Movement (Movimento in Marcia) can use roads and bridges, using the Road (Major/Minor) cost, regardless of other terrain in the hex. A unit can enter or leave March Movement at the beginning of its movement.

Place (or remove) the March Movement marker on top of the unit as appropriate. Units in March Movement move on a unit by unit basis, not as a Force.

**8.3.1** Units can use March Movement even off road.

**8.3.2** Units in March Movement can enter hexes with other friendly units, but they cannot use roads or bridges if the entered hex has a combined total of more than 3 stacking points, including the entering unit.

*Examples: a Regiment with 3 Stacking Points cannot use a road in a hex with any other unit; a battery with 1*

*Stacking Point can use a road in a hex with up to 2 Stacking Points in it.*

**8.3.3** Units in March Movement using roads must have their facing pointing along the road in the direction of the march. They can move only through one of their three Front hexes. They can change facing during movement, just only immediately before leaving the hex.

*Note: A unit in March Movement cannot change facing in the last hex of its move.*

**8.3.4** Units in March Movement can Assault and Charge.

**8.3.5** Units in March Movement have no ZoR, and can exit March Movement at the beginning of their activation, as a reaction to Fire, or after a Combat involving them.

**8.3.6** Units in March Movement can exit March Movement at the beginning of their activation, as a reaction to Fire, or after a Combat involving them.

### 8.4 Artillery Movement

Artillery units must limber to move. Indicate the limbered status at the beginning of their movement as in March Movement. Limbered Artillery are for all effects units in March Movement, and cannot fire. Artillery units can limber/unlimber at the cost of 2 MPs, or as reaction.

**8.4.1** Horse Artillery units can unlimber

for free at the end of their movement.

### 8.5 Commanders' Movement

All Commanders have a Movement Allowance of **eight (8)** MPs.

Commanders pay terrain costs as Infantry units and they are considered in Road Movement along Roads.

### 8.6 Entering Square

Line and Light Infantry units can freely form Square as a Movement Action. No other movement is allowed in the same Action Phase. Use the appropriate marker to indicate Square formation.

**8.6.1** Units in Square cannot move.

**8.6.2** Infantry units can also form Square by Reaction (12.2.5).

**8.6.3** "Disorganized" units can never enter Square.

### 8.7 Fog of War

Units not adjacent to enemy units stay face down on the map, showing only their Unit Type (Infantry, Cavalry, Artillery), Stacking Value and Formation id. Markers are stacked over the affected units, and both players can look at them. Commanders are deployed face down before being activated, face up after.

**8.7.1** The opponent can always inspect the top, visible side of each enemy unit in a hex.



## 8.8 Withdrawal

Withdrawal is a special kind of movement allowing a Force to move without expending any MPs, up and until it arrives at a hex not in a ZoR. While withdrawing, a Force can maintain its facing.

**8.8.1** Withdrawal is executed during the Non Activated Formations Phase and the Out of Command units Phase.

**8.8.2** The Force Withdraws one hex away from the Force causing the Reaction, keeping the same facing, after a Cohesion Check. A Cohesion Check failure affects the reacting Force's Status, but does not prevent Withdrawal.

**8.8.3** The Active Force can resume movement after a Reaction Withdrawal, if it has any Movement Points left.

**8.8.4** Withdrawal may be executed also as a Reaction move (12.2.6).

## 9 FIRE

Light Infantry or Artillery Forces can Fire as an Action. Infantry (both types) and Artillery can Fire as a Reaction. Forces can fire into or through their front hexes only. Acting Forces can choose the target in any one hex in range with a clear LoS (see 9.4.4), but they must choose to fire the Artillery or the non Artillery Force in the hex.

## 9.1 Range

Artillery Range is 5 hexes maximum (4 intervening hexes), with the range traced as a straight line from the center of the firing hex to the center of the target hex and through the front hexsides of the firing unit (see the Fire Table Modifiers to find how the range affects the firing Artillery Strength).

**9.1.1** Light Infantry and Line Infantry (Reaction Fire only) have a 1 hex range, through their front hexes.

**9.1.2** Artillery Forces can counterbattery fire (firing back as Reaction if subject to Fire) within their range.

## 9.2 Fire as Force

Units of the same type (Infantry or Artillery) firing from the same hex must fire as Force, combining their firepower.

*Note: for this rule, Light Infantry and Line Infantry are INFANTRY, Artillery and Horse Artillery are ARTILLERY.*

**9.2.1** Different Forces, even if firing on the same hex, cannot combine their fire, they fire separately. Different Forces in the same hex can fire at different targets.

**9.2.2** As an Action, a Force can change facing and fire. Artillery Forces that fire can change facing before or after firing, but cannot move.

**9.2.3** A Light Infantry Force can move, then fire, providing it enters a hex with an Assault marker. Light Infantry Forces can Move/Fire OR Move/Assault as an Action, not both. Line Infantry Forces cannot fire as an Action. Cavalry Forces cannot fire.

**9.2.4** A target hex can be subject to fire as many times as possible in a GT.

## 9.3 Procedure

To resolve fire, determine the total number of Firing SPs. Consult the Fire Modifiers Table and, if necessary, the CVM (Cohesion Value Modifiers) Fire Table and the Terrain Effects Chart to obtain column shifts and die-rolls modifiers for the Fire Table. Note that each unit's CCV may be modified by the Unit Status Chart before consulting the CVM Fire Table. All die-roll modifiers are cumulative. Find the column on the Fire Table that contains the modified firepower. Now apply any applicable Column Shifts. Roll two dice, applying all applicable modifiers and cross reference the total modified dice-roll with the correct Fire table column to find the result.

## 9.4 Fire results

Results:  $nS\# =$  The affected Force loses a total of "n" SPs first and then Unit(s) Status worsens by # Levels.

**9.4.1** All results are applied to the target Force only. The first SP lost is taken from the "biggest" unit (the one with the highest stacking value) in the Force, the following ones are decided by the owning player. When more than one unit shares the same highest stacking value, the owning player decides.

Place a numerical marker under the unit corresponding to the total number of SPs lost by the unit.

**9.4.2** Unit Status losses are applied to all units in the affected force. Place a "Shaken", "Disordered" or "Disorganized" marker on the unit, corresponding to the current Status Level of the unit. Apply the results immediately after any fire resolution.

*Example: With a result of 1S2 a unit has lost one Strength Point and the State of the unit gets worse of two levels.*

**9.4.3** The first time a unit fires, it receives a "Munizioni scarse" (Low Ammo) marker.



Every time it tries to fire again in the same GT, the owning player rolls one die BEFORE firing; on a 1-2 result the unit is immediately “Senza Munizioni” (Out of Ammo) and cannot fire any more for that GT; flip the marker. Out of Ammo units cannot fire, and receive a negative DRM in Combat. “Low Ammo”/“Out of Ammo” markers remain on the affected unit, until removed during the End Phase.



**9.4.4 Line of Sight (LoS):** When firing at a distance of two or more hexes, an Artillery unit must have a LoS to the enemy Force.

A Line of Sight is a straight line traced from the center of the firing hex to the center of the target hex. Any hex crossed by the LoS is an intervening hex.

The LoS is blocked by any intervening hex at a ground level higher than both the firing and the target hex.

LoS is also blocked by any intervening hex: with friendly or enemy units; with Village, Farmhouse or Farm terrain (remember that the terrain of a hex is always that of the centre of the hex). It is always possible to fire directly into and from a blocking hex.

LOS can be traced along an hexside only when one of the two hexes sharing the hexside is not blocking.

## 10 CHARGE

A Charge can be performed by Non Exhausted cavalry Forces as an Action, or as a Reaction.

### 10.1 Targets



Charge target hexes are declared at the beginning of the Action Phase, placing the Carica (Charge) markers in the

hex adjacent (called the Charging hex) to that containing the target units. The target hex must be within the MA and LOS of any one Charging Force, with the path of charge traced through the Charging hex. There must be at least one intervening hex between the Charging Force and the (first) target hex.

**10.1.1** The target hex and all hexes/hexsides of the path of Charge can only be Clear, but no other terrain. Roads can be used to Charge in March Movement, in this case the above

mentioned terrain limits are not considered.

**10.1.2** The Charging Force cannot change facing, it moves through any frontal hex to the Charging hex, possibly causing Reactions (entering or moving into an EZoR). Then resolve the Charge as an Assault (see 11).

### 10.2 Charge continuation

If the Charging Force does not lose the combat against a Square, or wins the combat against any other Force (see also 10.2.3) and is still in Good Order after the Combat, it CAN continue the Charge, selecting another target hex with a new Charge marker in range (even adjacent to the hex it occupies), entering the target hex and continuing with another Charge movement through any frontal hex without changing facing, up to its Movement Allowance limits.

**10.2.1** Resolve any Reaction, then resolve the new Charge, and so on, until the Charging Force decides to stop the Charge process, loses a Combat, takes a Status Level loss or uses all its MP.

**10.2.2** A Charge can be stopped after the Cavalry Force has entered the Charge marker hex, and after the potential defender’s Reaction, if the attacker makes a successful Cohesion Check. A successful check puts an end to the Charge without the need to resolve the Charge combat. See 10.3 to end the Charge. If the check is unsuccessful, apply any result to the Charging Force Status Level, and resolve the Charge against the target.

**10.2.3** The Cavalry in Charge can continue the charge through a hex with Square in case of a tie in the resolution of combat (see 11.2); in this case, the Cavalry Force enters in the Square hex to continue the Charge, activating any potential reaction.

### 10.3 End of a Charge



After the end of a Charge, the charging Force become Esausta (Exhausted), and can move again up to the limit of its MA, without Charging or Assaulting, potentially causing Reactions during its Exhausted movement. It must end this movement out of EZoRs.

**10.3.1** To recover from Exhaustion, a Cavalry unit must “rest” one whole GT without moving. Remove the marker at the end of the next Phase in which the Cavalry unit can move.

## 10.4 Countercharge

A Countercharge can be performed by Non Exhausted cavalry as a Reaction. A Countercharge (see 12.2.3) is executed like a Charge.

**10.4.1** Both Charging and Countercharging cavalry units are Exhausted at the end of the charge and can execute Exhausted movement (10.3), Charging Force first.

## 11 ASSAULT

An Assault is made by Line Infantry, Light Infantry, or non Charging Cavalry Forces. It’s a Movement followed by a Combat. Light Infantry that move and fire as an Action cannot Assault. Furthermore, a player has fulfilled his obligation to Assault, if one of his Light Infantry units enters the Assault marker hex and fires from there.



### 11.1 Target hexes

Assault target hexes are declared at the beginning of the Action Phase, placing the Assault markers in the hex adjacent (called the Assaulting hex) to that containing the target units. The target hex must be within the MA of any Assaulting Force, with the path of assault traced through the Assaulting hex.

**11.1.1** The Assaulting Force moves to the Assault hex, possibly causing Reactions (entering or moving into EZoRs). Then resolve the Assault (see 11.2). The Assaulting Force is the Attacker, while all the units in the target hex are the Defender stack.

**11.1.2** If the Assaulting Force wins the Combat, it must advance into the Defender hex, possibly causing Reactions from other enemy units.

### 11.2 Combat Resolution Sequence

1. Total the Strength points of all the assaulting units, and divide it by the total of Strength points of the defending units, to get a strength ratio (ex. 11:3 = 3.66:1). Artillery units Strength Points are ignored.
2. Round down the ratio to the nearest strength ratio on the left column of the **Strength Ratio Assault Modifiers Table** (ex. 11:5 = 2.2:1 is rounded down to 2-1; 5:7=1:1.4 is rounded to 1-1.5), to find the Strength Ratio DRM.
3. Add any eligible DRM from the **Other Assault Modifiers Table** to find a total DRM.

4. Determine the modification to the basic Cohesion Value of each Attacking and Defending unit, using the **Unit Status chart** (for example, a Shaken unit has its Cohesion Value modified by -1). Compute the difference between the Attacker's Current Cohesion Value (CCV) and the Defender's. When more than one unit is in a stack, consider the CCV of the unit with the highest Stacking Value in the stack. The result may be a negative number. Find the column corresponding to the result on top of the Assault Table.
5. Roll two dice, apply the total DRM, cross-reference the modified dice roll result with the correct column on the **Assault Table** to find the result of the combat.
6. **Determine the winner and the loser.** Results on a "Red" background mean that the Defender is the winner. Results on a "Blue" background mean that the Attacker is the winner. Results on a "Grey" background mean the combat is a Draw. Results on a "White" background are "Uncertain". When the result is "Uncertain", the winner is the side (if it exists) absorbing less Status Levels, after implementing the results on the Assault Table. If the difference is zero, the combat is a Draw and both the Attacker and the Defender remain in place, with no further effect.
7. **Apply results.** Results to the left of the slash are applied to the Attacker's Force; to the right, to the Defender's stack. The Defender first applies its result, then the Attacker.
8. **Results:**
  - nS#:** The affected force/stack must lose a total of "n" SPs and then Unit(s) Status worsens by "#"  
Levels;
  - cc#:** Cohesion Check (13.2) with +# DRM. Failed Cohesion Checks will immediately affect Unit(s) Status. The first SP lost is taken from the "biggest" Attacker/Defender unit(s) (the one with the highest stacking value); losses after the first SP are decided by the owing player. When more than one unit shares the same highest stacking value, the

owning player decides. Place a numerical marker under the unit, corresponding to the total number of SPs lost by the unit. Unit Status losses are applied to all units in the affected stack. Place a "Shaken", "Disordered" or "Disorganized" marker on the unit, corresponding to the current Status Level of the unit.

9. If the loser is the **Attacker, his Force retreats 1 hex**; if the loser is the **Defender, his Force retreats 2 hexes**. In case of a Draw, both players units stay on place, with no further effect (*but remember that adjacent units will usually have to fight or withdraw at the next occasion*). In this case, Cavalry units charging a Square can continue the Charge (see 10.2.3), going through the Square hex, and activating any potential reaction.
10. If the Attacker wins the combat, it must advance into the Defender's hex, potentially triggering Reactions. The Defender never advances after combat. At the end of the Advance, the Force can choose its facing.

*Exception: See 10.1.2.*

11. At the end of a Combat, both sides can, if they wish, exit from March Movement.

### 11.3 Retreat

The attacker must retreat into one of his Rear hexes. The Defender must Retreat away (two hexes intervening) from any Charge/Assault marker. Furthermore, each hex of Retreat must be chosen strictly according to the priority below:

1. Not into an enemy ZoR;
2. Not in violation of Stacking Limits;
3. The hex with the lowest Movement Cost.

**11.3.1** Retreats cannot be executed through enemy Forces, impassable terrain, or Assault/Charge markers. A Retreating Force cannot pass through the same hex twice.

**11.3.2** Forces that have to retreat in violation of the stacking limits must retreat one more hex, following the retreat priorities, (and, if necessary one more hex again, and so on) until they can respect the stacking limits. All Forces passed through by retreating Forces because of stacking violations lose one Status Level.

**11.3.3** Forces which must retreat, but cannot be eliminated from the game (they surrender).

**11.3.4** Subject to the Retreat Priorities, a Force of retreating units can split into different directions. Commanders may follow the path of retreat of any unit they wish.

**11.3.5** At the end of the Retreat the Force can choose its facing. During the retreat its facing is directly towards the retreat direction, for enemy reaction purposes.

**11.3.6** Forces retreating into an EZoR trigger a reaction by the Force(s) projecting the EZoR, excluding the Forces involved in the combat.

### 11.4 Artillery in Combat

Artillery units have no effect on an Assault/Charge, but suffer the consequences. They contribute zero SPs to the Combat, and their Cohesion Check is not considered for the determination of the winning side (but it is considered for the artillery unit).

**11.4.1** Artillery units alone in a hex are permanently eliminated from the game as a result of an Assault/Charge made against them, without rolling the dice for the Combat, after any reaction by enemy units adjacent to the hex containing the Artillery.

*Note: A potential Reaction is Defensive Fire or a Reaction Countercharge / Counterattack against the attacking Force now in the Artillery hex. If the attacking Force is repulsed by the reaction, the Artillery is safe.*

**11.4.2** Each Artillery unit stacked with other units retreating from an assault retreats Limbered and takes half of its current SPs (halving up) as losses after any reaction against the Assaulting/Charging Force.

*Exception: Retreating Horse Artillery do not suffer any losses while Retreating.*

## 12 REACTIONS

The enemy units movement can cause a Reaction in several cases.

The Reacting Force can exit the March Movement or limbered / unlimbered (artillery only) after the circumstance that caused the Reaction is finished.

*Remember: Units in March Movement (8.3.5) have no ZoR, they cannot react when an enemy unit(s) moves adjacent to them.*



## 12.1 Reaction events

During the Action Phase of an enemy Formation, a Force can React in the following circumstances:

Subject to **Fire**. The Force can react after fire against it is resolved;

An Enemy Force **enters the ZoR** of a Force. The Force can react after the enemy Force has entered its ZoR;

An Enemy Force moves, **leaving the ZoR** of a Force. The Force can react before the movement of the enemy Force leaving the ZoR.

An Enemy Force moves **from ZoR to ZoR** of the same Force. The Force can react after the movement of the enemy Force (so one time only).

After an Assault/Charge, an Enemy Force **advances into the ZoR** of a Force. The Force can react against the enemy Force that has entered its ZoR.

**12.1.1** Reactions affect the triggering enemy Force, not other Forces in the same hex.

*Exception: Countercharge or Counterattack (12.2.3).*

**12.1.2** Any triggered Force can make ONE Reaction to any ONE trigger.

*Note: Remember that a Force is composed by units of the same type in the same hex, so different Reactions can happen from different Forces in the same hex, such as artillery Fire, and Infantry Counterattack.*

**12.1.3** An Action can trigger any number of Reactions, and each of them is resolved separately, in the order they are triggered, before any other Action could be implemented. When an event triggers several contemporary Reactions, the Reaction order is chosen by the reacting player.

## 12.2 Potential Reactions

Every time a Reaction occurs, any one of the following actions is permitted, within the constraints specified herein. Units may be required to make a Cohesion Check (see Rule 13.1); further, certain Reactions are allowed to certain unit types only (see below).

**12.2.1 Change Facing.** A reacting Force can change its facing to any other hexside. **After** doing that, a **Cohesion Check is required**, applying the result. A Cohesion Check failure affects the reacting Force Status.

### 12.2.2 Reaction Fire (no cavalry).

A reacting Force can Fire at the Active Force (if within Range) that caused the Reaction.

*Note: Massed target modification is valid even if only part of the target units in the hex triggered this reaction.*

### 12.2.3 Countercharge or

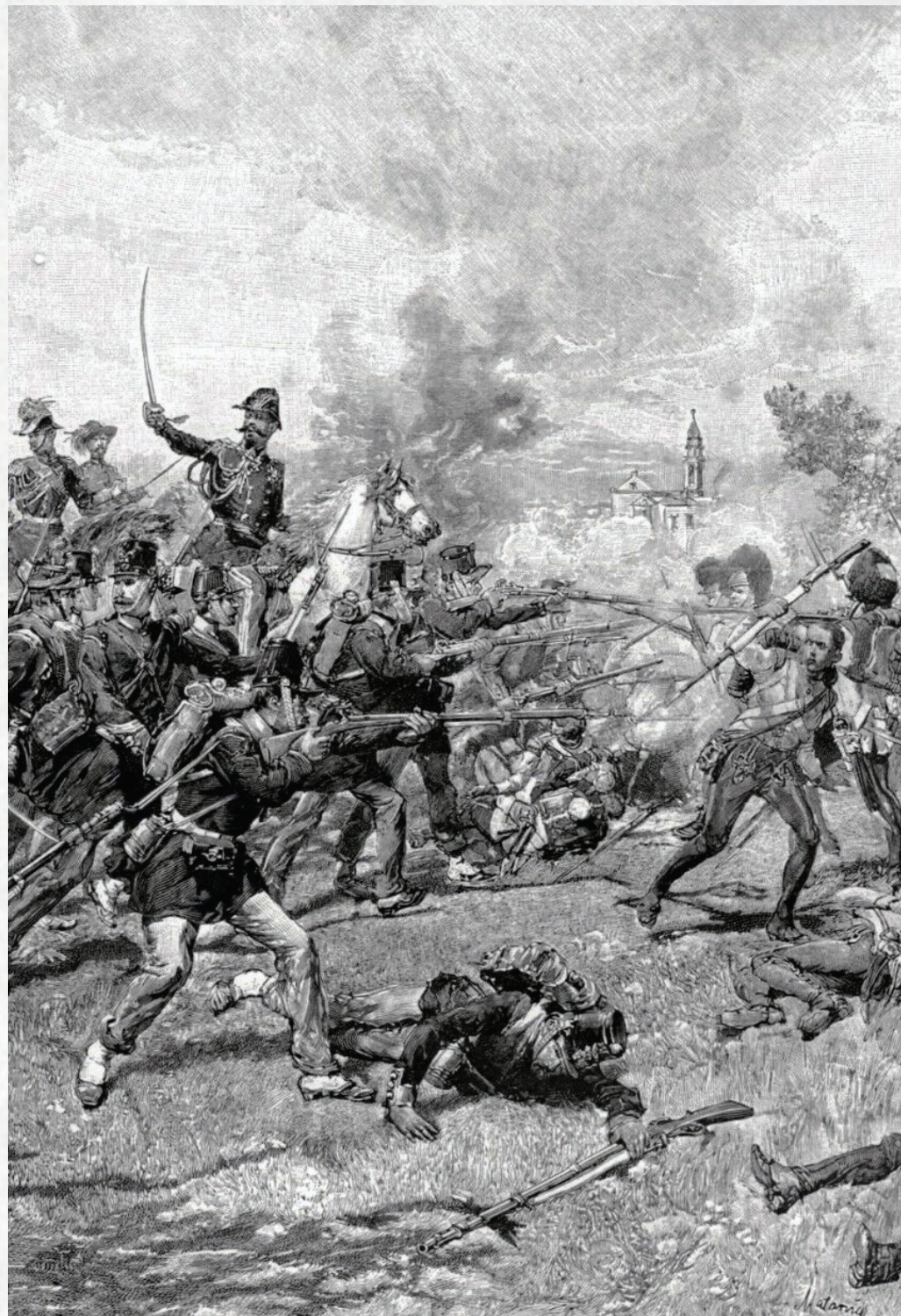
**Counterattack.** The reacting Force makes a **Cohesion Check**. A passed check allows the reacting Force (or the part that passed the Check) to Assault or Charge (if Cavalry) the hex of the Active Force that caused the Reaction. See Charge and Assault rules, no marker is needed in this case. A failed Reaction Cohesion Check prevents the counterattack, but does not affect the Unit Status.

**12.2.4** A Reaction Charge will finish in its target hex. The procedure to follow for reacting Cavalry at the end of a Countercharge is the same as for a normal Charge (see 10), without producing any Reaction by the Active player.

*Note: The Counter Charge does not require a intervening hex.*

### 12.2.5 Enter Square Formation.

Infantry and Light Infantry units can enter Square Formation as a Reaction. Make a Cohesion Check (13.1) for the Force, with an **additional -1 DRM**. If no unit loses Status Levels, the Square is formed, and also Artillery Forces in the hex are included in the Square. Other results are immediately applied. A Cohesion Check failure **affects** the reacting Force's Status and prevents the



formation of the Square.

Forces in Square cannot move. Forces can freely exit Square Formation as a further Reaction, or at the beginning of their Activation.

**12.2.6 Reaction Withdrawal:** The Reacting Force (but not unlimbered artillery) Withdraws (see 8.8) one hex away from the Force causing the Reaction, keeping the same facing, after a successful a Cohesion Check with an additional DRM equal to the MA difference between the Active Force that caused the reaction and the reacting Force (i.e. Active Force MA = 5, Reactive Force MA = 6, DRM = -1). A Cohesion Check failure affects the reacting Force's Status, but does not prevents Withdrawal. The Active Force can resume movement after a Reaction Withdrawal, if it has any Movement Points left.

## 13 COHESION LEVELS

Every unit has a Basic Cohesion Value (BCV), that is printed on the counter, and a Current Cohesion Value (CCV), given by the modifications from the **Unit Status Table**.

### 13.1 Cohesion Check

A Cohesion Check may be require during an Assault or Charge, as a consequence of a Fire result, or while doing some actions or reactions. The checking player rolls two dice, then the **Cohesion Check Modifiers Table (CCMT)** is consulted for each unit in the involved stack, adding together all the applicable DRMs for that unit and the net DRM is added to the dice roll. The result is compared to the checking unit CCV (that is, the unit's Cohesion Value modified as per the **Unit Status Chart**). If the result is less than or equal to its CCV, the check is Successful. If higher, see the **Cohesion Check Effects Table** to determine the modifications to the Unit(s) Status.

*Example: A Disordered Infantry unit, not in Square and with a printed Cohesion Value of 9, is charged by a Cavalry unit and when this happens, it has to perform a Cohesion Check. It rolls a basic 9, modified by +2 as per the CCMT (9+2=11). Its printed Cohesion Value is 9, modified as per the Unit Status Chart by -2 (Disordered), which gives a 7. So, as 11 is higher than 7 by 4, it has failed the Cohesion Check, the unit loses two (2) Status Levels and it Routs.*

**13.1.1** A Cohesion Check is made per Force; every unit in the Force will use

the same dice roll, modified accord to its own situation compared to its own CCV. Different units in the same Force can have different Cohesion Check Effects from the same dice roll.

**13.1.2** The Cohesion Check Effects Table states how many Status Levels each unit must downgrade due to a failed Cohesion Check. Every Status Level loss worsens the current Level; the losses of Status Levels are cumulative (i.e. a Shaken unit losing one Level becomes Disordered). There is no limit to the number of Status Levels a unit can lose during a GT.

**13.1.3** Units failing a Cohesion Check during their Action Phase can choose to stop their Action at that time, and have to Withdraw one hex (see 11.3.2).

### 13.2 Rout

When the Status Level worsens by four Levels, the unit Routs, it is removed from the map and it is eliminated from the game.

### 13.3 Recovery

At the end of their activation in an Action Phase, each unit which did not do any Action and not in EZoR recovers 2 Status Levels, each unit moving half MA, or less, not in EZoR, recovers 1 Status Level. Cavalry units which did not move can recover from Exhaustion, as alternative to above (i.e. cavalry units cannot recover from Exhaustion and recover Status Levels on the same GT).

**13.3.1** During the Non Activated Formations Phase, or Out of Command units Phase, each unit which does not move recovers 2 Status Levels, each unit moving half of its MA, or less, not in an EZoR, recovers 1 Status Level. Cavalry units which do not move can recover from Exhaustion.

## 14 TERRENO

In **Goito 1848** there are seven types of terrain: Clear, River, Stream, Village, Farmhouse, Farm and Road (major and minor).

### 14.1 River/Stream



The major river (the Mincio) is impassable to all units, across the bridge too.

The Stream can be passed through a bridge if the unity is in March Movement.

An infantry unit can cross the Stream without using a bridge, but the cost is increased by 1 PM and the unit must do a Cohesion Control (13.1).

A cavalry unit can cross the Stream without use a bridge, but the cost is increased by 2 PM and the unit automatically loses a Status Level.

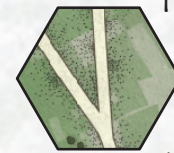
### 14.2 Village/Farmhouse



Unit(s) assault or fire in a hex of Village (Goito and Cerlongo) or Farmhouse have a malus (see TeC).

This terrain also affects ZoR and facing (rules 3 and 3.1.1).

### 14.3 Roads



The roads allow the unit(s) in March Movement to move quickly (8.3) and the commands to extend the radius (5.2.1).



### 14.4 Farms

The farms are consider clear hex except that they block the LoS.

## 15 SET UP

Regno di Sardegna

Within 2 Hex from Valle di Burato:

**Carlo Alberto**, 5 - 6 Aosta, Aosta cav, 8 art.

Within 2 Hex from Motella:

**D'Arvillars** (1 divisione), 7 - 8 Cuneo (-), 1/2 Bersaglieri, 6 art.

Within 3 Hex from Goito: **Di**

**Ferrere** (2 divisione), 17 Acqui (-), 11 Casale, 2/2 Bersaglieri, 1/10 Napoli, Toscana, Nizza cav. 5 art.

Within 3 Hex from Segrada: **V.**

**E. di Savoia** (Riserva), 1 - 2 Guardie, Savoia cav., Genova cav., 1+2+3 art. a cavallo.

### 15.1 Austrian brigade entry

The Austrian brigades enter along the map edge through the road for Sacca in the indicated turn.

The brigades enters as a column of units leading off the map edge, and the MA is reduced by 1 (or less, if in March Movement) for each position in the column after the first. Units can enter in March Movement, or by normal movement (or a mixture of these).

Turn I (h 12.00): **Radetzky**,

Benedek, 4 Grenzer, 21 Paumgarten, 33 Gyulai, 1 art.

Turn II (h 13.00): **Wohlgemuth**,

4 Kjäger, 1/3 Grenzer, 45 Sigmund, 8 art.

Turn III (h 14.00): **Strassoldo**,

17 Hohenlohe, 10 Jäger, 5 Hussars\*, 3 art. a cavallo.

Turn IV (h 15.00): **Clam-Gallas**,  
7 Prohaska, 18 Reisinger (-),  
Grenadiere D'Anthon, 1/8  
Grenzer, 2 art.

\* Reserve, but assigned to Strassoldo

### 15.2 Piedmontese activations

The Piedmontese player can activate each turn a number of Formations equal to the current turn.

*Ex. The first turn can activate one Formation, the second two etc.*

A Formation can be activated a turn and not the next one.

**15.2.1** A Formation Rolling on the Personal Initiative Table of the CdF (6.2) is considered activated.

## 16 VICTORY CONDITIONS

The Austrian gain a decisive victory at the end of any turn in which control Goito.

Otherwise if the Austrian player controls at least six farmhouses/farms at the end of the game gets a tactical victory.

Every other result is a Piemontese victory.

### 16.1 II Corp

Radetzky's plan was to engage the Italian forces in Goito with the I Corps, while the II of the general d'Aspre, while the II corp doing a outflank on the left. Historically the II Corps never arrived on the battlefield, but the Austrian player can try to make it intervene.

**16.1.1** If he wants receive the II Corp the Austrian player, starting with Turn IV, in the End of the Turn phase he rolls a die: with a result of 1 (one) the II Corp begins to enter from the next turn.

The II Corp enters a brigade per turn from the west side of the map from the road to Catapane and uses the same entry rules for other brigades Austrian. The three brigades of the II Corps that enter are Liechtestein (9 Jäger, 52 AD Karl, 2 Cav), Thurn-Taxis (2 Kjäger, 38, 4 art.) And Giulay (11 Jäger, 48, 5 art.).

**16.1.2** If the II corp enter in play the victory conditions are modified: the Austrian must control Goito and Cerlungo at the end of any turn to gain

a decisive victory or 9 farmhouses/farms for a tactical victory.

**16.1.3** If attempt to receive II Corp or not is a choice of the Austrian player, but once the decision is made (in the end of the turn IV) this becomes irrevocable.

## CREDITS

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