CUSTOZA, FIELDS OF DOOM

ALL-ENCOMPASSING COMBAT EXAMPLE

During an Action Phase of the 1866 battle, the Austro-Hungarian player activate the V Corps, and declare a Charge against hex 2815, and two assaults against hex 2914, like in the picture below.

He can do this because the Cavalry Battalion in 2613 has enough movement points to reach the Charge hex, 2714. And so both hexes 2814 and 2913 can be reached by infantry units in the hexes behind

The Action start with the Charge by the I/12 Uhlans Cavalry unit, against the Italian 44th Regiment of Forlì Brigade, that is in March Movement, so it has no Zone of Reaction.

The Charge is resolved on the Combat Results Table, on the column +2 (the difference in CCV), with the following modifications:

- -3 for the Strength Ratio (1:3).
- +1 for Charging cavalry
- +1 for defender in March Movement

For a total of -1.

The AH player rolls a "10" for the combat, that become a "9", meaning that the Defender lost the combat, and its Status get worst of two levels, becoming Disordered. The Italian regiment retreat two hexes to 2817, and become Disordered. Now the AH Cavalry advance (it must do it) in hex 2815, that is in the ZoR of the Italian units in 2915 and 2914.

The Italian unit in 2914 does not react, keeping its facing against the other AH units, knowing that the Cavalry cannot change facing during the Charge.

The Italian Bersaglieri save the ammunitions, leaving the artillery to fire against the charging Cavalry.

The artillery fires at range 1, with 6 points and a net DRM of +3:

- +2 to be artillery firing at range 1
- +2 the target is Cavalry
- -1 The Target CCV is10

The Italian player rolls a 4, modified to 7, having no effect.

The Cavalry decide to stop the Charge, become Exhausted, and move back to 2613. (It could retreat further, since he can move with all his movement capacity).The artillery unit now is "Low Ammo".

Now the AH V Corps artillery in 3113 act firing to the Italian 43rd Regiment in 2914.

The fire is resolved on the column 6, without any DRM.

The AH player rolls a "9", giving a reduction of the 43rd Regiment Status, becoming Shaken.

The AH artillery now is "Low Ammo".

The AH player now act with the 5th KaiserJaeger battalion in 2713, moving in 2814 and entering the Italian 43rd Regiment ZoR.

The 43rd Regiment decide to not React, hold the fire, and save ammunitions.

The 5th KaiserJaeger battalion fires to 2914 on the "3" column, rolls a "7", with no effect, and become Low Ammo. It can move and fire because it is a light Infantry unit, recognizable by the value of its movement allowance, 6.

The AH player now act with the 75th Regiment, moving to hex 2913, entering the 43rd Regiment ZoR, to assault hex 2914. Reaction is not triggered, because 2913 contains a town, negating the EzoR in 2913.

The Assault is resolved on the coulumn "+2" (the difference in CCV), with the following DRM:

- +1 the strength ratio is 1,5:1

The die roll is 3, modified to "4". The result is uncertain; both sides have to check the Cohesion with a DRM of+2 (Attacker) / +1 (Defender)

The Attacker rolls 7, with a DRM of +2 get a 9, and pass the check.

The Defender rolls the same ("7"), but with a DRM of +1 fail the check by 1.

It is Disordered, and it loses the combat.

It has to retreat 2 hexes, retreating to 3115 through 3015 (2815 is in EzoR, priority 1; 2915 is an overstacking hex, priority 2; 3015 is available).

It checks the cohesion because of the retreat across the Tione River; rolling 5 the cohesion check (against a CCV of 5) is passed.

The 75th AH Regiment now has to advance in hex 2914, triggering the Reaction by the units in 2915.

Both of them fires.

The artillery unit rolls a 1 before firing, realizing it is out of ammo, and cannot fire.

The Bersaglieri unit fires on the column 2, without DRM (there are no one), rolling "9", and getting a Shaken result on the 75th AH Regiment. Now the Bersaglieri unit is Low Ammo.

The AH player can continue his Action, because he can still activate the units in 2712 and 2813, remebering they cannot enter EzoR because there are no more Assault/Charge markers in EzoR.