

L'ultima battaglia

Volturno, 2 Ottobre 1860

COHESION CHECK MODIFIERS TABLE	
CONDITION	COHESION CHECK MODIFIER
Result from the Assault Table	+1 or +2
Checking unit in Mov. in Col.	+2
Infantry charged by Cavalry	+2
Check to Withdraw in front of the enemy	+ActMA -ReactMA
Checking unit Exhausted	+2

COHESION CHECK EFFECTS TABLE	
COHESION CHECK FAILED BY	UNIT STATUS EFFECT
1 or 2	Unit Status -1
3 or 4	Unit Status -2
5 or more	Unit Status -3

UNIT STATUS CHART	
DEFENDER'S CCV	EFFECT
Good Order	No Effect
Shaken	Cohesion Value -1
Disordered	Cohesion Value -2
Disorganized	Cohesion Value -3
Routed	Removed from the map

COMMAND TABLE	
DIE TO ACTIVATE	EFFECT
Less than or Equal to Command Value of FC + OC (in Range)	Activation
Higher than Command Value of FC + OC (in Range)	No Activation, increase by +1 the DRM for the next die roll. Mark it with the corresponding Orders marker.
6	Personal Initiative. Roll again on the Initiative Table.

INITIATIVE TABLE	
DIE (WITH TMF DRM)	EFFECT
1	Retreat: All of the Formation units must move at least 2 hexes away from their closer enemy unit. Units that can't do it surrender.
2 - 5	Defence: The Formation Commander cannot move. Formation units can move, or fire, but cannot enter EZoC, Assault/Charge, or exit from the Formation Commander range.
6	Attack: The Formation Commander and its units can move as the player wishes. The Formation must do at least 2 Assaults/Charges (place 2 Assault/Charge markers), if possible, otherwise all of the Formation units must move 2 hexes closer to their closer enemy unit.



Assault Results:

Att / Dif	Results to the left of the / are for the Attacker; to the right for the Defender
cc	Cohesion Check
cc1	Cohesion Check with +1 DRM
cc2	Cohesion Check with +2 DRM
1 - 2	Units lose 1 - 2 Status Levels
-	No Effect

	Attacker wins
	Defender wins
	Draw
	Uncertain