

L'ultima battaglia

Volturno, 2 Ottobre 1860

FIRE TABLE	
MODIFIED DICE RESULT	FIRE EFFECT
7 or less	-
8	1
9	1
10	1
11	1
12	2
13	2
14	2
15	2
16 or more	3

Dice Roll Modifiers:

Target hex terrain:	See Terrain Map
Target with original Cohesion 10:	-1
Target with original Cohesion 8 or less:	+1
Every 4 Strength Points fired:	+1
Artillery firing adjacent:	+2
Artillery firing at 4 or 5 hexes:	-1
Light Infantry Target:	-1
Cavalry Target:	+1
Disordered Firing Unit:	-1
Disrupted Firing Unit:	-2
Target takes fire from the rear:	+2
Massed target (stacking value 4 or more):	+2



Dice Roll Modifiers:












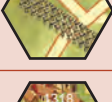

Target hex terrain:	See Terrain Map
Charging Cavalry:	+2
Defender on road movement or attacked from the Rear:	+2
Exhausted Defender:	+2
Attacker/Defender without ammo:	-1/+1
Every 2 Strength Points of the Attacker:	+1
Every 2 Strength Points of the Defender:	-1
# Current Attacker Cohesion:	+ #
# Current Defender Cohesion:	- #
Garibaldi's Ardour in attack:	+1

ASSAULT TABLE	
MODIFIED DICE RESULT	EFFECT ASSAULT OR CHARGE
1 or less	2/-
2	1/-
3	1/-
4	1/cc
5	1/cc
6	cc+2/cc+1
7	1/1
8	cc+1/cc+2
9	cc/1
10	cc/1
11	-/1
12	-/1
13 or more	-/2



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TERRAIN EFFECT TABLE				
TERRAIN	COST	MOVEMENT POINTS	FIRE MODIFIERS	ASSAULT MODIFIERS
 2021 CLEAR	1	2 Art.	NE	NE
 2625 CITY / VILLAGE / CASTEL MORRONE (5213)	1		-2 LOS Blocked (2)	-2
 2016 FARMHOUSE	1	No ZoR	-1 LOS Blocked (2)	-1
 2610 WOODS / PARKS	2		-1 LOS Blocked (2)	-1
 3017 SLOPE		Uphill 2 Downhill 1	NE	Uphill -1 Downhill NE
 5619 STEEP SLOPE (At least 2 level changes in the hex)		No Art. and Cav. Uphill 1 +1 per level (3) Downhill 1	Uphill -1	Uphill -2 Downhill NE
 1818 ROAD	1/3 (1)		ATE	ATE
 1626 TRAILS	1/2 (1)		ATE	ATE
 1817 VOLTURNO	P		NE	P
 2522 TORRENT	14.1		NE	-1
 140 BRIDGES ON THE VOLTURNO / SCAFA		Only in Col. Mov.	NE	NE
 1318 VALLEY BRIDGES	1		-2 LOS Blocked (2)	-2
 1318 CAPUA	P		P	P

LEGEND

NE: No Effect
ATE: See Other Terrain in the Hex
P: Forbidden

NOTES

(1): Use this cost only along Roads and only when moving in column. Otherwise, ATE
(2): LOS INSIDE the hex, but not THROUGH
(3): The unit must make a Cohesion Check