

Volturno 1860

# L'ultima battaglia

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## 1. INTRODUCTION

**L'ultima battaglia. Volturno 1860** (from now on Volturno) is a simulation game for two players that intends to simulate this battle of the Italian Risorgimento.

*Note: This rulebook is an evolution of the **Custoza, Fields of Doom** rulebook published by Europa Simulazioni, and can also be used with that game.*

### 1.1. Game Components

- ➔ Two A2 maps
- ➔ An A4 table
- ➔ A sheet of die-cut counters
- ➔ This set of rules

The game requires at least one 6-sided die, not included.

### 1.2. Game Turn (GT)

The game is divided into turns (GT). During each GT, players alternate attempts to activate their Formations, and maneuver them on the battlefield. Each GT simulates one hour of real time.

### 1.3. Map

A hex grid is superimposed on the battlefield to govern movement and combat. Most terrain features have been modified to fit within hexes. To control a hex, a player's units must occupy the hex, or be the last to enter it. A hex is approximately 330 meters from side to side.

### 1.4. Initial placement

For the initial placement of units see the scenario rules.

## 2. COUNTERS

The Counters represent combat units, commanders and information markers.

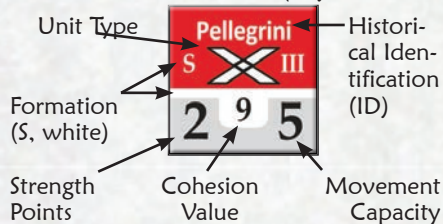
### 2.1. Combat units

Combat Units can be of the following types:

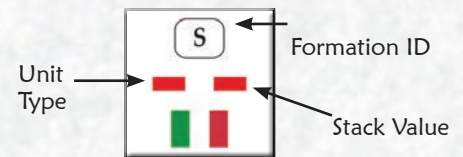
- ➔ Infantry (Line Infantry, Movement Allowance 5 or Light Infantry, Movement Allowance 6),
- ➔ Cavalry,
- ➔ Artillery (Field Artillery and Horse Artillery with Movement Allowance 8).

Unit sizes are Battalion/Squadron (II) or Regiment (III).

All combat units show on their front side: Unit Type (NATO symbol), Strength Points, Movement Allowance, Cohesion Value, Formation and Historical Identification (ID).



All units on the back side show: Unit Type (small symbols), Stacking Value (number of symbols), and Formation ID.



*Example: This unit represents a Neapolitan cavalry unit, with stacking Value 3 (one regiment), belonging to the Cavalry Reserve (grey CR).*



### 2.1.1. Strength Points

Represents the number of men, horses or cannons that are part of the unit. It is expressed in Strength Points (SP): 1 SP represents approximately 300 soldiers, 150 horses or 2-3 cannons. Strength Points affect the units' abilities in Fire and Assault/Charge.

### 2.1.2. Cohesion Value (CV)

It represents Formation, unit morale, and the presence of good lower-ranking officers.

### 2.1.3. Movement Ability (MA)

A unit's ability 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 (CdF) and Commanders in Chief (CiC). CdF also have a counter used to track Formation Morale.







CiC



CdF

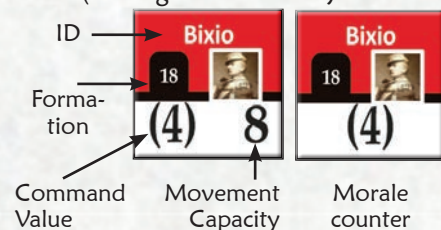
Commanders do not influence combat, they always retreat with the units they are stacked with and can advance with them.

A leader cannot be eliminated; if an enemy unit enters his hex when he is alone, move him to the closest friendly unit belonging to his Formation.

If such a unit does not exist on the map, move it its MA ignoring any enemy units or ZoR.

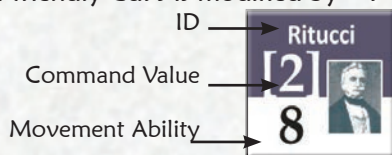
### 2.2.1. CdF Command Value

the number in brackets on the counter represents the ability and reliability with which a Formation Commander and his staff implement their Action Phase (the higher the better).



### 2.2.2. CiC Command Value

The number in square brackets on the counter is used to influence the Initiative Determination dice roll (Phase 1 of the Sequence of Play). It is also the range within which the activation roll of friendly CdFs is modified by "-1".



### 2.3. Formation

The Formation is the group of units that maneuver together, under the command of a CdF, 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 Roster counter.

### 2.4. State of the Unit (efficiency)

The amount of a unit's Cohesion decreased due to battle wear and tear. All units can be in one of the following status levels:

- 1) Good Order,
- 2) Shaken (cohesion -1),
- 3) Disordered (cohesion -2),
- 4) Disorganized (cohesion -3),
- 5) Broken (removed from game).

A marker is provided for Status Levels other than Good Order or Broken.



A Broken unit is immediately removed from the map.

The unit's status affects the unit's Cohesion Value.

### 3. REACTION ZONE

The Reaction Zone (ZoR) consists of the six hexes adjacent to the unit.

A ZoR does NOT extend into Village or Forest (bosco) hexes.

Units moving in Column have no ZoR.

#### 3.1. Facing

All units in a hex must always point to a hexside at the end of their move, retreat, or advance.

3.1.1 Each unit has three front hexes and three rear hexes.



Exception: Units in Village and Farmhouse(Cascina) hexes only have frontal hexes.

3.1.2 During Movement a Unit may enter an enemy ZoR only if there is an Assault or Charge marker in the hex. Commanders cannot enter enemy ZoRs if the hex is not occupied by friendly units.

#### 3.2. Units in EZoR

Units that start their Action Phase in an enemy ZoR (EZoR) must attack a hex from which the ZoR is projected,

placing an Assault marker in their hex, or must leave the hex.

### 4. GAME SEQUENCE

*Author's Note:* The game system is based on Formation Maneuver, and players alternate trying to activate their Formations.

Units in the activated Formation move and fight **one at a time**, and each unit must wait until the previous one has finished before it can move and fight.

A Turn in Volturno is divided into various Phases:

#### A. DETERMINATION OF THE INITIATIVE

Each player rolls two dice, adding the Command Value of the CiC. The player with the highest total is the player with the initiative. Re-roll in case of a tie.

#### B. ACTION PHASE OF THE ENGAGED FORMATIONS

##### B-1. COMMAND PHASE

The command status of all units is checked, and those Out of Command are marked (5.1).

##### B-2. ACTIVATION PHASE

Starting with the player with the Initiative, both sides alternate attempting to activate one of their Formations (6.1). A failed attempt is considered an attempt. Either player may choose to pass without attempting to activate a Formation, but if players pass three times in a row (e.g. Player 1, Player 2, then Player 1 again), the Phase ends and Formations that have not been activated may not activate again in the current Game Turn.

*Note:* Out of Command units may still move in their Phase (see Phase D).

Once activated, the units of the Formations that are in command can act, one Unit at a time.

For each activated Formation, perform the following steps:

#### a) Assault Statements and Charges:

Assaults and Charges must be declared at the start of the Activation, before each action, using the appropriate markers (7.1).

#### b) Execution of Actions by units:

Each unit belonging to the Active



Formation can execute **one** Action, causing possible **Reactions** (12.2) by enemy units. A Unit can choose one action between:

- **Movement**, (any Action that involves the expenditure of Movement Points).
- **Fire**, (artillery or light infantry) including movement before firing, if light infantry (9.2.3).
- **Charge/Assault**, including movement to perform it.

**c) Activation Ends:** Eligible forces may regain Status Levels or Exhaustion (13.3.1).

Remove the Assault/Charge markers.

#### C. NON-ACTIVATED FORMATIONS PHASE

Starting with the player without the initiative, Units must perform a **Withdrawal** (8.7) if they are in an enemy ZoR.

Units in command of non-activated Formations may recover Status Levels and/or Exhaustion (13.3.1).

#### D. OUT OF COMMAND UNITS PHASE

Starting with the player without the initiative, Out of Command units may move, recover Status Levels and/or Exhaustion, or perform a Retreat.

#### E. END OF GAME TURN PHASE

Remove the Low Ammo and Out of Ammo markers.

Move one box forward on the Game Turn Table the Turn marker.

## 5. COMMAND

Units can be in command or out of command (OOC).

### 5.1. State of Command

Each unit can Act during the Activation of its Formation if within the Command range of its CdF at the start of the Action Phase.

Units outside of CdF range are marked Out of Command at the start of the Action Phase, and will move during the Out of Command Units Phase.

**5.1.1** Out of Command units must perform a Retreat if they are in an enemy ZoR. If not in an enemy ZoR, they may move, but only if at the end of their move, the distance in hexes to their CdF is decreased.

### 5.2. Command Radius

A unit is in command if it is within the command range of its CdF. The command range is **four** points, and is traced from the CdF to the unit.

**5.2.1** Tracing the Command radius through a non-road hex costs 1 point, tracing along road hexes (of any type) costs ½. Point.

**5.2.2** The command radius cannot be traced through unbridged River hexes (major or minor) or through an enemy ZoR (EZoR), if no friendly unit is present in the EZoR hex.

## 6. FORMATIONS

Each Formation is composed of a CdF plus the Combat Units assigned to him. Each Formation also has a marker, to keep track of the Commander's Morale (see 6.2.1).

### 6.1. Formation Activation

Each Formation must be activated to allow its units to perform an Action during its Action Phase.

A Formation can only be activated once per GT.

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

**6.1.2** If the attempt fails, place a -1 Orders marker on the CdF, as a reminder of the Die Roll Modifier (DRM) to be applied to the next attempt of the same CdF. Each failed attempt increases the DRM by -1 in the next attempt. Update the Orders marker accordingly.



*Example: Three failed attempts result in a total DRM of -3.*

**6.1.3** In a GT any number of attempts may be made to Activate a Formation,





until the attempt is successful or a natural “6” is rolled (6.2).

**6.1.4** A CdF within Command Range of its CiC has an additional DRM of -1 to its activation roll.

## 6.2. Personal initiative

An unmodified “6” activates the Formation according to the Initiative of your CdF. Roll a die on the Personal Initiative Table, with the DRM indicated by the “Morale” for that Commander on the Formation Morale Table.

See the Formation Morale Table and the Personal Initiative Table for descriptions of the results.

### 6.2.1 Formation Commander

**Perception:** Each Formation has a marker used to record on the Formation Morale Table (TMF) the number of combats won and lost by his Formation.

Each Assault/Charge (either as attacker or defender) won (in which the opponent retreats) moves the Formation marker one space to the right on the TMF, each Assault/Charge lost (in which the Formation Unit must retreat) moves the marker one space to the left on the TMF.

At the start of each scenario, all Formation markers are placed at 0.

## 6.3. Stacking

Stacking represents the maximum number of units that can fit in a hex at any one time.

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 guns, has a stacking value of 2.*

**6.3.1** The stacking limit is 5 (five) for each type of terrain. The limits must be respected at all times during the GT.

*Exception: Retreat (11.3.2) and Move In Col. (8.3.2).*

## 7. ACTION PHASE

During a Formation’s Action Phase, each of its units can perform one Action.

Each unit belonging to the Active Formation must complete its Action before another unit can act.

### 7.1. Assault/Charge

At the start of an Action Phase, the player controlling the Activated Formation must declare which enemy hexes the Formation intends to Assault or Charge (target hexes), and indicate the adjacent hex from which it intends to do so, placing an appropriate marker (Assault or Charge) pointing towards the target hex.



Forces entering an enemy ZoR on an Assault or Charge marker must attack the units the Assault or Charge is directed at.

Fire by Light Infantry (MA 6) is considered an attack, so a player has fulfilled his Assault obligation if one of his Light Infantry units enters the hex with an Assault marker and fires.

*Design Note: The attack declarations at the start of the Action Phase represent orders given by the CdF, to be carried out during the GT.*

**7.1.1** A Formation may place a maximum number of Assault/Charge markers equal to the Command value of its CdF.

Formations may place an additional Assault/Charge marker if the CdF is within range of their CIC, but a CdF may never place more than 4.

**7.1.2** Assault and Charge Markers may not be placed in the same hex, but a hex may be the target of multiple Assaults or Charges from different hexes.

**7.1.3** For each marker placed, you must indicate a unit that can enter the hex during the next Action Execution Phase (Sequence of Play, Phase B.2.b). Each marker must have a different unit associated with it.

**7.1.4** During the current Action Phase, all declared Assault or Charge hexes must have a unit from the Active Formation enter them and conduct an Assault, Charge, or Light Infantry Fire, to the extent possible.

**7.1.5** When, following a Reaction or Retreat during the Action Phase, an Assault or Charge marker is found to indicate a vacant hex, it may be

immediately moved to the indicated hex and/or rotated one hexside towards a new target.

### 7.2. Actions

Units in an Active Formation can perform one (and only one) Action between Move, Fire, and Charge/Assault.

*Exception: Light Infantry units may move and fire in a single Action (9.2.3).*

## 8. MOVEMENT

Each Unit can move using Movement Points (MP) from its Movement Allowance (MA). Each hex entered, and some hexsides, have a cost in MP (see the Terrain Effects Table, TEC) that the moving unit must spend. A moving Unit cannot enter a hex occupied by an enemy Unit or move beyond its MA. Movement Points cannot be saved from turn to turn and if they are not used during a GT they are lost.

*IMPORTANT: A unit can only enter enemy ZdR in hexes containing Assault or Charge markers.*

### 8.1. Minimum Movement

A Unit may always move one hex, regardless of the terrain cost to enter the hex or cross the hexside, as long as it does not enter/cross any prohibited terrain.

### 8.2. Facing

Facing (3.1) has no effect during movement, moving units can freely change facing while moving.

Moving units may also change facing while remaining in the same hex. Forces entering a friendly hex assume the facing of forces already in the hex.

*Note: In this way, a Retreating Unit (8.7) can avoid taking fire from its rear side.*

### 8.3. Movement in Column

Units moving in Column (Mov. in Col.) may use roads and bridges, using the cost of the Road (Major or Minor) regardless of other terrain in the hex. A unit may enter or leave Mov. in Col. at the start of its Movement.





Place (or remove) Move in Col. marker above the Unit as appropriate.

**8.3.1** Units may use the Mov. in Col. also off road.

**8.3.2** Units in Mov. in Col. may enter hexes with other friendly units, but may not use roads or bridges if the hex has a combined total of more than 3 stacking points, including the entering unit.

*Example: A regiment with 3 accumulation points cannot use a road in a hex with any other unit, a battery with 1 accumulation point can use a road in a hex with a maximum of 2 accumulation points.*

**8.3.3** A unit in Mov. in Col. along a road can only move through one of the three Front hexes. It can change facing during the movement, before leaving the hex.

*Note: Therefore a unit in Move in Col. cannot change facing in the last hex of its move.*

**8.3.4** Units in Mov. in Col. can Assault or Charge.

**8.3.5** Units in Mov. in Col. do not have ZoR and therefore cannot react when an enemy unit moves adjacent to them.

**8.3.6** Units can exit the Mov. in Col. at the beginning of their activation, as a Reaction to the Fire at them, or after a combat that involves them.

#### 8.4. Artillery Movement

Artillery units must be “limbered” to move. Indicate the “limbered” status at the start of the movement with a Move in Col. marker.

Artillery units can be limbered or unlimbered at a cost of 2 MP, or as a Reaction.

Limbered artillery follows the rules of the Mov. in Col. and cannot fire.

**8.4.1** Horse artillery units may remove the Mov. in Col. counter and move into position without spending MP at the end of their movement.

#### 8.5. Commanders' Movement

All Commanders have a Movement Allowance of eight MP.

Commanders pay the costs of Movement in Column along roads.

#### 8.6. Fog of War

Units not adjacent to enemy units remain face down on the map, showing only the unit type (infantry, cavalry, artillery), stacking value, and Formation ID to which they belong. Any markers are placed over the affected units and both players can look at them.



Commanders are face down before being activated, revealed afterwards.

**8.6.1** The opponent may always inspect the top, visible side of every enemy unit in a hex.

#### 8.7. Withdrawal

Withdrawal is a special type of movement that allows a Unit to move without spending MP, until it arrives in a hex not in EZoR.

**8.7.1** Withdrawal is performed during the Movement Phase of Non-Activated Formations, and the Movement Phase of Out of Command units.

**8.7.2** The Force Retreats one hex from the EZoR, maintaining the same orientation and then makes a Cohesion Check.

A failure of the Cohesion Check affects the Force Status, but does not prevent the Withdrawal.

**8.7.3** The Active Force may resume movement after a Withdrawal, if it has Movement Points remaining.

**8.7.4** The Withdrawal can also be performed as a Reaction move (12.2.6).

### 9. FIRE

Light Infantry and Artillery units may fire as an Action. Line Infantry and Cavalry may not fire as an Action.

Infantry (both types) and Artillery can fire as a Reaction.

Units may only fire through their front hexes. Active Formation units may target any hex within their range and with a clear LoS (see 9.4.3), but if there are multiple types of units, they must choose to fire at only one unit in the hex.

#### 9.1. Range

The Range of Artillery is 5 hexes (4 intermediate hexes). The distance causes a modification to the dice roll of the firing Artillery (see the Fire Table Modifiers).

**9.1.1** Light Infantry, and Line Infantry for Reaction Fire only, have a range of 1 hex, through their frontal hexes.

**9.1.2** Artillery units may fire counter-battery (firing as a Reaction if subjected to Fire) within their range.

#### 9.2. Fire Execution

**9.2.1** Each unit fires individually against individual units. Fire from different units does not combine.

Different units in the same hex cannot fire at the same unit in the same Action or Reaction.

**9.2.2** As an Action, a Unit may change facing and fire. An Artillery Unit that fires may change facing before or after firing, but not both, and may not move.

**9.2.3** A Light Infantry Unit may move and then fire, provided it enters a hex with an Assault marker. Light Infantry units may move and fire, or move and Assault as an Action, not both.

**9.2.4** A target may be subjected to fire any number of times in a GT.

#### 9.3. Fire Resolution

To resolve fire, consult the Fire Dice Rolling Modifications and the Terrain Effects Table, then add together all the modifiers for the dice roll,

Consulting the Fire Tables, roll two dice, applying all modifiers, and cross-reference the modified dice roll with the Fire Effect column to find the result.

#### 9.4. Results

The number rolled is the number of Status Levels the target has worsened. A modified dice roll of 7 or less is useless.

**9.4.1** Status losses are applied to the affected unit.

Place on the unit a “Shaken”, “Disordered”, or “Disorganized” marker corresponding to its current Status Level.

The results apply immediately after each fire resolution.

*Example: A result of 1 means a Shaken unit becomes Disordered.*



**9.4.2** The first time a unit fires, it receives a “Munizioni scarse” (Low Ammo) marker. Each time it wants to fire again in the same GT, its player rolls a die BEFORE firing; a result of 1-2 indicates that the unit remains “Senza munizioni” (Out of Ammo) and cannot fire; flip the marker.

Units with No Ammo cannot fire and receive a negative DRM in Combat. “Low Ammo/Out of Ammo” markers remain on the affected unit and are removed during the Terminal Phase of the GT.



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

An LoS is a straight line drawn from the center of the firing hex to the center of the target hex. Any hex the LoS passes through is an intermediate hex.

The LoS is blocked by any intermediate hex with friendly or enemy units, Village, Wood or Farm (Cascina) terrain (remember that the terrain of a hex is always that of the center of the hex).

It is always possible to shoot directly into, and from, a blocking hex. LOS may be drawn along a hexside only when one of the two hexes sharing the hexside does not block it.

## 10. CHARGE

A charge can be performed by non-Exhausted Cavalry units as an Action, or Reaction.

### 10.1. Targets

The target hexes of the Charge are declared at the start of the Action Phase, placing Charge markers in the adjacent hex (called the Charge hex) to the one containing the target units. The target hex must be within the MA of a Charging Unit, and the Charging unit must have a LoS to the Charge hex.

**10.1.1** The target hex and all hexes/hexsides of the Charge path may only be Clear Terrain and there must be at least one intermediate hex between

the Charging unit and the (first) target hex.

**10.1.2** The Charging unit cannot change facing; it moves through frontal hexes to the Charge hex, possibly causing Reactions (entering or moving into an EZoR ). It then resolves the Charge as an Assault (see 11).

### 10.2. Continuation of the Charge

If the Charging unit wins the combat against any other target (see also 10.2.3), and is still in Good Order after the Combat, it may continue the Charge from the hex just charged, selecting another target hex (even adjacent to the hex just charged) by moving the Charge marker, within its remaining Movement Allowance, entering (or remaining, if the marker is in the same hex) the Charge hex and continuing with another Charge move through any frontal hex without changing facing, up to the limits of its Movement Allowance.

**10.2.1** Resolve any Reactions, then resolve the new Charge, and so on, until the Charging unit decides to abort the Charge process, or loses a Combat, or suffers a Status Level loss, or runs out of MP.

**10.2.2** A Charge may be interrupted after the Cavalry Force has entered the Charge marker's hex, and the defender has reacted, if the attacker makes a successful Cohesion Check. A successful check ends the Charge without the need to resolve the Charge combat (see 10.3 to end the Charge). If the Cohesion check fails, apply any result to the Charging Force's Status Level and resolve the Charge against the target.

### 10.3. End of Charge

After the end of a Charge, the Charging unit becomes Exhausted, and can move up to its full MA again, without Charging or Assaulting, but





causing any Reactions during its move as Exhausted.

Cavalry cannot end this move in EZoR.

**10.3.1** To recover from the Exhausted condition, a cavalry unit must “rest” an entire GT without moving.

#### 10.4. Countercharge

A cavalry unit can perform a Counter Charge as a Reaction.

A Counter Charge (see 12.2.3) is performed as a Charge.

**10.4.1** Charging and Counter-Charging Cavalry Forces are Exhausted at the end of the Charge and must execute the movement as Exhausted (10.3), starting with the Charging Force.

### 11. ASSAULT

An Assault is performed by Line Infantry, Light Infantry, or Non-Charging Cavalry Forces. It is a movement followed by combat.

Light Infantry that moves and fires as an Action cannot Assault. A Light Infantry unit that enters the Assault marker's hex and fires has fulfilled its Assault obligations.

#### 11.1. Hexagon Target

Assault hexes are declared at the start of the Action Phase by placing Assault markers in the adjacent hex (called the Assault hex) to the one containing the target units. The target hex must be within the MA of a unit that can assault, with the assault path traced through the Assault hex.

**11.1.1** The Assault unit moves to the Assault hex, possibly causing Reactions (entering or moving into EZoR ) and resolves the Assault (see 11.2). The Assault unit is the Attacker, while all units in the target hex are the Defender.

**11.1.2** If the Assault unit wins the Combat, it must advance into the Defender's hex, possibly causing Reactions.

#### 11.2. Assault Resolution

To resolve the Assault, consult the Assault Dice Roll Modifications and the Terrain Effects Table, then add all the dice roll modifiers together. If there are multiple units in the defending hex, the Cohesion and Strength considered are those of the non-artillery unit with the highest Strength.

Consulting the Assault Table, roll two dice, apply all modifiers, and cross-reference the modified dice roll with the Assault or Charge Effect column to find the result.

#### Determine the winner and loser.

Results on a “red” background indicate that the defender is the winner. Results on a “blue” background indicate that the attacker is the winner. Results on a “white” background are “uncertain”. When the result is “uncertain”, if one of the two sides has not been eliminated, the winner is the side that suffers the fewest losses of Status Levels, after implementing the results of the Assault Table. If the difference is zero, the fight is a draw.

**Applying the results.** The results to the left of the bar are applied to the Attacker's Strength; to the right, to the Defender. The Defender applies his result first, then the Attacker.

#### Results:

**#:** The affected units' Status worsens by the indicated number of Levels.

**cc#:** Cohesion Control (13.1) with + # DRM.

Failed Cohesion Checks are immediately applied to the status of the units.

If the loser is the **attacker**, his unit **retreats 1 hex**; if the **loser** is the defender, his units **retreat 2 hexes**.

In the event of a tie, both sides remain in place, with no further effect.

If the attacker wins the combat, he must advance into the defender's hex, causing any reactions. At the end of the advance, the unit may change its facing.

Exception: see 10.1.2.

The defender never advances after combat.

At the end of a Combat, Units can exit the Movement in Col..

#### 11.3. Retreat

The Attacker must retreat to one of his rear hexes. The Defender must Retreat two hexes. Each Retreat hex must be chosen strictly according to the priority below:

- 1) Not in an enemy ZoR
- 2) Not in violation of the Stacking Limits

- 3) In the hex with the lowest movement cost.

**11.3.1** Retreats may not be performed through enemy Units, impassable terrain or Assault/Charge markers. A retreating Unit may not pass the same hex twice.

**11.3.2** Units that are forced to retreat in violation of stacking limits must retreat one additional hex, following retreat priorities (and, if necessary, one more hex, and so on) until they can meet stacking limits. All units passed through by retreating units due to stacking violations lose one Status Level.

**11.3.3** If it is impossible to continue retreating due to enemy Units, or prohibited terrain, the Force that must retreat is eliminated (surrenders).

**11.3.4** Subject to Retreat Priorities, multiple retreating units may split in different directions.

Commanders can follow the retreat path of any unit they are stacked with.

**11.3.5** At the end of the retreat, each unit may choose its front, according to 3.1.

For the purposes of Enemy Reaction during the retreat its front is directed towards the direction of retreat (but see 8.2).

**11.3.6** Units retreating into an enemy ZoR (excluding ZoR of units involved in combat) trigger a reaction from enemy forces projecting the ZoR.

#### 11.4. Artillery in Combat

Artillery units have no effect on an Assault/Charge, but suffer the consequences. They contribute zero SP to the Combat.

Their Cohesion Check, if any, is not considered when determining the winner (but is considered for the artillery unit).

**11.4.1** Artillery units alone in a hex are eliminated following an Assault/Charge made against them, without any Combat dice roll, after any Reaction by friendly units adjacent to the hex containing the Artillery.

Note: Potential possible Reactions are Defensive Fire or Counter Charge or Reaction Assault against the attacking unit. If the attacking



*unit is repelled by the reaction, the Artillery is safe.*

**11.4.2** Each Artillery unit in the same hex as other retreating units enters limbered and reduces its Status Level by 1 following an Assault, or by 2 following a Charge.

*Exception: Horse Artillery retreating from an Assault suffers no reduction.*

## 12. REACTION

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

### 12.1. Events that cause Reaction

During the Action Phase of an Enemy Formation, a friendly Unit can React under the following circumstances:

- 1) Unit Subject to Fire: The unit can React after the Fire against it has been resolved. The Reacting unit can exit the Mov. in Col. (for any type of unit), or limbered/unlimbered (artillery only).

- 2) An enemy unit enters the ZoR of a friendly unit: The unit can React after the enemy unit has entered its ZoR. After an Assault or Charge an enemy unit advancing into the ZoR of a friendly unit activates its Reaction.

- 3) An enemy Unit moves, leaving the friendly unit's ZoR: The unit can React before the enemy Force moves leaving the ZoR.

- 4) An enemy Unit moves from ZoR to ZoR of the same friendly unit: The unit can React after the enemy Force's Movement.

*Remember: Units in Mov. In Col. (8.3.5) do not have ZoR and therefore cannot react in cases 2 through 4.*

- 12.1.1** A Reaction affects the enemy unit that activated it, not other units in the same hex.

*Exception: Counter Charge or Counterattack (12.2.3).*

**12.1.2** Each Reacting unit can perform ONE and only ONE Reaction per Reaction trigger.

*Note: Remember that there can be different units in a hex, so different Reactions can be performed by different units in the same hex, such as Artillery Fire and Infantry Counterattack.*

**12.1.3** An Action can trigger any number of Reactions, and each Reaction is resolved separately when it is activated, before any other Actions can be implemented. When an event triggers multiple Reactions at the same time, the Reaction order is chosen by the player reacting.

### 12.2. Possible Reactions

Whenever a Reaction occurs, one of the following Actions is allowed, within the specified limits. In some cases units may be forced to make a Cohesion Check (see rule 13.1); additionally,





some Reactions are only allowed for certain types of units (see below).

**12.2.1 Changing Facing.** A unit as a Reaction may change its facing to any other hexside. **After doing so, a Cohesion Check is required,** applying the result. A failure of the Cohesion Check applies to the State of the Force making this Reaction.

**12.2.2 Reaction Fire** (excluding Cavalry). As a Reaction a Unit may fire at the unit that activated the Reaction.

*Note: The Massed Target modification is valid even if only a portion of the target units in the hex have activated this Reaction.*

**12.2.3 Counter Charge or Counterattack.** The Reacting unit makes a **Cohesion Check**.

A passed check allows the Reacting unit to Assault or Charge (if Cavalry) the hex of the unit that caused the Reaction.

A failed Reaction Cohesion Check prevents Counterattack and affects the unit's Status.

**12.2.4** A Reaction Charge will end in the hex that caused the Reaction. The procedure to follow at the end of a Cavalry Counter Charge is the same as for a normal Charge (see 10), without producing any Reaction from the active player.

*Note: Counter Charge does not require a free hex between the units.*

**12.2.5 Reaction Withdrawal:** The Reacting Force Withdraws (see 8.7) one hex from the Force causing the Reaction, maintaining the same facing, and after successfully completing a Cohesion Check with an additional DRM equal to the difference in MA between the unit causing the reaction and the reacting unit.

A failed Cohesion Check affects the State of the reacting unit, but does not prevent the Withdrawal. The Active unit may resume movement after a Reaction Withdrawal, if it has Movement Points remaining.

Field artillery (not mounted) not limbered can never perform this reaction.

## 13. LEVELS OF COHESION

Each unit has a Basic Cohesion Value (BCV), printed on the counter, and a Current Cohesion Value (CCV), obtained after modifications from the **Unit Status Table**.

### 13.1. Cohesion Control

A Cohesion Check may be called during an Assault or Charge, or while performing certain Actions or Reactions. The controlling player rolls two dice, then consults the Cohesion Check Modifiers Table (CCMT). The table is consulted for each unit involved, considering all applicable DRMs for that unit. The net DRM is added to the dice roll and the result is compared to the CCV of the unit checking Cohesion (that is, the Unit's Cohesion Value modified according to the Unit Status Table). If the result is less than or equal to its CCV, the check is successful. If it is higher, consult the Cohesion Check Effects Table to determine the changes to the units' Status.

*Example: A Disordered Infantry unit with a base Cohesion Value of 9, is Charged by a Cavalry Unit and must perform a Cohesion Check. It rolls the dice and gets a 9, modified by +2 according to the CCMT ( $9 + 2 = 11$ ). Its base Cohesion Value is 9, modified according to the Unit Status Table by -2 (Disordered), which gives a 7. It has therefore failed the Cohesion Check: since 11 is 4 more than 7, the unit loses two (2) Status Levels and Routs.*

**13.1.1** A Cohesion Check is performed for each unit, according to the changes due to its situation, and with respect to its CCV. Different units in the same hex may have different Cohesion Check results.

**13.1.2** The Cohesion Check Effects Table indicates how many Status Levels each unit must lose due to a failed Cohesion Check. Each Status Level loss worsens the current level; Status Level losses are cumulative (i.e. a Shaken unit that loses a Level becomes Disordered). There is no limit to the number of Status Levels a unit can lose during a Game Turn.

**13.1.3** Units that suffer a Cohesion Level loss during their Action Phase may choose to interrupt their Action at that moment, and must retreat one hex (see 11.3.2).

### 13.2. Rout

When the Status Level is reduced by four levels, the unit Routs, is removed from the map and is considered permanently eliminated from the game.

### 13.3. Recovery

During your Formation's Movement Phase in an Action Phase, a unit that has not performed any Actions and is not adjacent to the enemy recovers 2 Status Levels, a unit that moves up to half its MA and is not adjacent to the enemy recovers 1 Status Level.

Cavalry units that have not moved can also recover from the Exhausted condition.

**13.3.1** During the Movement Phase of Non-Activated Formations, or the Movement Phase of Out of Command Units, each unit that does not move and is not adjacent to the enemy recovers 2 Status Levels, each unit that moves half its MA, or less, not adjacent to the enemy, recovers 1 Status Level. Cavalry units that do not move may exit the Exhausted condition.

## 14. TERRAIN

On the battlefields of the Risorgimento different types of terrain influenced maneuver and combat.

Cultivated fields are considered clear land.

There are different levels of slope.

### 14.1. River

The Volturno is impassable for all units, except across a bridge if the unit crossing it (during a movement or combat) is in Movement in Column.



An infantry unit can cross a Stream without using a bridge, but the terrain



cost is increased by 1 MP and the unit must make a Cohesion Check (13.1). A cavalry or artillery unit can only cross a Stream by bridge, as with a River.

#### 14.2. Village - Farmhouse - City

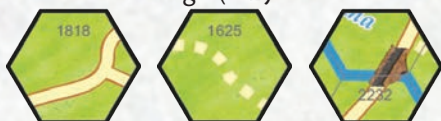
Units attacking or firing at these hexes have a penalty (see TeC). This terrain type also affects ZoR and facing (rules 3 and 3.1.1).



Village Farmhouse City

#### 14.3. Roads

Roads allow units in Mov. In Col. to move faster (8.3), and commands to extend their range (5.2).



Road Trail Bridge

### 15. SPECIAL RULES

#### 15.1. Ponti della Valle

Ponti della Valle is an aqueduct bridge that crosses the Maddaloni valley. It was the scene of heavy fighting during the battle. Consider its hexes (6129; 6230, 6330) as Village hexes.



#### 15.2. Night and Fog

In night turns (GT 1, 14, 15) and fog turns (GT 2 and 3), the LoS is only 1 hex. In twilight (GT 13) the LoS is 3 hexes. During night TGs, no Assault or Charge may be declared, no units may enter an EZoR, and no Fire is allowed. An Activation die roll of "6" (see 6.2) results in all units in the Formation and their Leader simply remaining where they are and the Formation is considered Activated.

#### 15.3. Morning Surprise

In the GT 1, 2 and 3 no Garibaldi formation may be activated before any of its units has "seen" an enemy unit. See LoS 9.4.3.

#### 15.4. Garibaldi

Garibaldi's formations were not particularly trained, but highly motivated.

Garibaldi's cavalry cannot perform Charge.

##### 15.4.1. Garibaldi ardour

All Garibaldi Assaults, even reaction ones, have a +1 modification to the dice roll.

##### 15.5. Garibaldi Reserve

Units of the 15th Division (Turr) can be activated by commanders of other Formations. A maximum of one unit per Formation can be activated each Turn.



Once per game, an activated unit of the 15th Division may move by train. It will pay 1 MP to board the train, 1 MP to move any distance along the railway (the rail line between 5633 and 1319) free of enemy units or EZoR, 1 MP to dismount the train. If it does not have enough MP to do so in a GT, it cannot move by train.



##### 15.6. Capua

No Garibaldi unit can enter Capua.



#### 15.7. Poor Neapolitan coordination

Whenever a Neapolitan formation fails to activate and all Garibaldi formations have already been activated, roll a die; with a result of 1 or 2 the Activation Phase ends. Go to C. Non-Activated Formations Phase.

#### 15.8. Ruiz Column



Ruiz, if he fails the activation, does not receive the -1 Orders marker (6.1.2) if Castel Morrone (5213) is occupied by Garibaldi units.



**15.8.1** Ruiz column must move towards Caserta Vecchia, once the units arrive within one hex of Caserta Vecchia (5320) this formation can no longer be activated if Ruiz is not within command range of Ritucci or von Meckel.



### 16. SHORT SCENARIO

The Morning Clashes at Santa Maria and Sant'Angelo.

#### 16.1. Special Rules

This scenario simulates the Neapolitan morning attack in front of Capua.

##### 16.1.1. Scenario duration

The scenario starts on game turn 1 (5.00 am) and ends at the end of game turn 8 (12.00 pm).

##### 16.1.2. Scenario area

Only the map with Capua is used and only the area west of the hexagonal column 33XX is playable (excluding it).

##### 16.1.3. Victory Conditions

The player who controls the most of the following hexes is the winner:

2515 (S. Angelo in Formis), 3116 (Monte Tifata), 2425 (Santa Maria Maggiore), 1826 (San Tammario), 2528 (Sant'Andra de' Lagni), 3024 (San Prisco).

A tie is possible.

##### 16.1.4. Set up

See the Italian rule.

### 17. FULL BATTLE

#### 17.1. Special Rules

This is the scenario of the whole battle.



### 17.1.1. Scenario duration

The scenario starts on game turn 1 (5:00 am) and ends at the end of game turn 15 (7:00 pm).

*Historical Note: In reality the battle ended at 5.00 pm, when the Neapolitan army abandoned the field, with the exception of the Ruiz column which remained in Caserta Vecchia, but the battle could have lasted until nightfall.*

### 17.1.2. Scenario area

The entire map is used.

### 17.1.3. Victory Conditions

At the end of the game, the Neapolitan player counts the Victory Points (VP) obtained.

- 20 VP or more Neapolitan Victory.
- Between 5 and 19 VP's draw.
- 4 or less VP Garibaldi's victory.

VP are of two types: for geographical objectives and for the elimination of enemy units. At the beginning of the game all geographical objectives are controlled by Garibaldi. They are considered conquered by the Neapolitans when they were the last to have crossed them.

### VICTORY POINTS (VP) FOR GEOGRAPHIC

#### OBJECTIVES:

- Santa Maria (2425): 5 VP
- St. Angelo in Formis (2515): 5 VP
- Monte Tifata (3116): 5 VP
- Castel Morrone (5213): 1 VP

- Caserta Vecchia (5320): 3 VP
- Maddaloni (5733): 5 VP
- Monte Calvi (5926): 2 VP
- Acquedotto Carolino (6230): 2 VP
- M.te Longano (7028): 2 VP
- Caserta (4426): 5 VP.

### VICTORY POINTS FOR ELIMINATING ENEMY UNITS:

For each combat value point of enemy units routed at the end of the game:

- Neapolitans: -1 VP
- Garibaldinis: +1 VP

### 17.1.4. Set up

See the Italian rule.

## 18. CREDITS

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