Custoza
Fields of Doom

ENGLISH RULES &
SCENARIO INSTRUCTIONS

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EUROPA
SIMULAZIONI

1. Introduction

"Custoza, fields of Doom" is a two-players game intending to simulate, at regimental and battalion level, the campaigns and the battles that took place on Custoza heights, between Verona and Lake Garda, during 1848 and 1866. These campaigns and battles were fought between the Austro-Hungarian and Italian armies during a critical period of the Italian Risorgimento, the First and Third Wars of Italian Independence.

The system's aim is to convey to the players the feeling of the battlefields of the era, involving both strategic decisions, and battlefield tactics, such as the different employment of infantry, artillery, and cavalry, while maintaining a moderate complexity.

In this game Fog of War has a great impact, and units are normally placed face down when moving around the map, hidden from the opponent's view, revealing their identity and values only when in contact with the enemy. Remember that all units have a facing and must point towards a single hexside at any time.

The game comprises the Basic Game, with the rules necessary for fighting short engagements, the Small scenarios, and the Advanced Game, with the rules necessary for command and maneuver on the battlefield during longer periods, the Campaign games.

1.1 Game Components: *"Custoza, Fields of Doom"* contains the following components:
- Two 22"x34" maps
- Three sheets of 5/8" counters
- One "Objective Map" card
- One Terrain Effect and Combat card (backprinted)
- Two six-sided dice

2. Basic Concepts

2.1 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.

2.2 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.

2.2.1 Terrain: Consider the terrain in the hex centre when more than one terrain type is present in a hex.

2.3 Objective Map [Advanced Game Only]: It is a small map, reproducing the main map, where On March Formations set their Objectives. Each player has its own Objective Map, and keeps it secret from the opponent.

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

2.4.1 Combat Units:
A Combat Unit can be one of the following types: Infantry, Cavalry, or Artillery:
- Infantry (Line, Movement Allowance: 5 or Light Infantry, Movement Allowance: 6)
- Cavalry
- Artillery (Field, Movement Allowance: 6 or Horse Artillery, Movement Allowance: 8)

Units Samples
All units on their front side display: Unit Type (NATO symbol/icon), Strength Points, Movement Allowance, Cohesion Value, Formation Id and Historical identification.
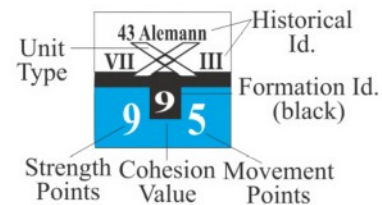
All units on their back side display: Unit Type (small NATO symbols), Stacking Value (number of symbols), Formation Id and nationality flag.

The first unit in the picture above represents an AH Cavalry unit, Stacking Value 3 (a Regiment), belonging to the II AH Corps (black box).

Units with a horizontal Red bar in the middle are for the 1848 Scenarios, units with a horizontal Black bar are for the 1866 Scenarios. Unit size can be Battalion (II) or Regiment (III). Artillery units represent batteries or groups of batteries.

2.4.1.1 Strength: represents the number of men, or 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.

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

2.4.1.3 Unit Status: is a measure of the disruption of the combat unit due to battle weariness. All units are in one of the following Status Levels: **Good Order, Shaken, Disordered, Disorganized, Routed**. A marker is provided for the Status Levels different form Good Order or Routed. A unit with a Routed Status Level is immediately removed from the map. Unit Status affects a unit's Cohesion Value.

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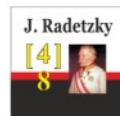
Formation Commander **Overall Commander**

2.4.2 Commanders: There are two types of Commanders in the game: Formation Commanders and Overall Commanders. A Formation Commander may have an associated Scout unit on the map, useful to hide the real position of the Formation to the enemy side [Advanced Game only].

2.4.2.1 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).

2.4.2.2 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".

2.4.2.3 Commanders have a basic Movement Allowance of 8 Movement Points. 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 (see 2.6).

2.5 Formation: The Formation is the group of units that maneuver together, under the command of a Formation Commander, during an Action Phase (or the March & Reserve Phase in the Advanced Game). 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. Each Formation has a corresponding marker, similar to the Formation Commander, to keep track of the Formation Commander Mood.

2.6 ZoR: 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 Woods, Village, and Fortress** hexes. Units in March Movement have no ZoR.

2.7 Facing: All units in a hex must always point to one hexside at the end of their movement. Each unit has three Front hexes and three Rear hexes (see figure).
Exception: units in Village and Fortress hexes have all around facing (no rear hexes)
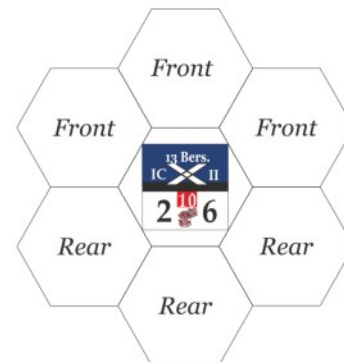
2.8 Force: A Force is composed of <u>one or more units of the same type</u> in the same hex. Forces can be composed of one Unit Type only. Mixing unit types within a Force is not allowed. <u>More than one Force can coexist in the same hex, up to the hex's stacking limit.</u> In the rules, with reference to Actions and Reactions, a single unit in a hex is also considered a Force.

2.9 Stacking Limit: 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 (i.e. an Infantry Regiment with 3 rectangles has a stacking value of 3. An Artillery unit with 2 guns, has a Stacking Value of 2). **The Stacking Limit is 5 (five) for every terrain type**. Stacking limits must be **respected at all times** in a GT.
Exception: Retreat (10.5) and March Movement (7.8)

BASIC GAME

3. Basic Game Sequence of Play

1. **Initiative Determination.** Each Player rolls two dice, adding the Command Rating of the Overall Commander, if in play. The player with the highest total is the Initiative player. Re-roll on ties.

2. **Engaged Formations Action Phase.**

   2.1 Command Step. Check the Command Status of all of the units, and mark the Out of Command ones (4.1).

   2.2 Activation Step. Starting with the Initiative player, both sides alternate trying to activate one of their Formations (5.1). 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 <u>activate</u> any more on the current GT.
   NOTE: Out of Command units can still move in their Phase (see Step 4.)

   Once activated, the Formation's units that are In Command can act, Force by Force.
   NOTE: Remember, consider a single unit as a Force.

   For each Formation to activate, conduct the following steps:

   2.2.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 6.1).

   2.2.b) Forces perform Actions
   Each Force belonging to the Activated Formation can perform <u>one</u> Action, potentially causing Reactions (see 11) by enemy Forces. A Force can choose one action among:
   - Movement (7.0) (including any Action implying expenditure of Movement Points)
   - Fire (8.0) (Artillery or Light Infantry), including movement before firing, if Light Infantry (6.4)
   - Charge/Assault, including the movement to perform it (9.0 and 10.0)

   2.2.c) End of Activation
   Eligible Forces can **Recover Status Levels and/or Exhaustion** (see 13.6).
   Remove Assault/Charge markers.

3. **Non Activated Formations Phase.** In Command units of Non Activated Formations can **Recover Status Levels and/or from Exhaustion** (see 13.6).
   They must execute Withdrawal (see 12.0) if they are in a ZoR.
   The Initiative Player's units move second.

4. **Out of Command Units Phase.** Out of Command units can move now, and Recover Status Levels and/or from Exhaustion (see 13.6).
   They must execute Withdrawal (see 12.0) 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.

5. **End of the the Game Turn Phase.**
   Remove "Low Ammo/Out of Ammo" markers.
   Advance the GT marker one box on the Turn record Track.

4. Command

4.1 Command Status: Each unit can act (see the SoP, Step2.2.b) during the Activation of its Formation if within the Command Range of its Formation Commander (4.2) at the beginning of the Action Phase. Units out of their Formation Commander's Range are marked as Out of Command at the beginning of the Action Phase, and will move during the Out of Command Units Phase.

4.1.1 Out of Command units must execute Withdrawal (12.0) 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.

4.2 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). Count 1 when tracing through a non-Road hex and count ½ when tracing the Command Range through hexes with Roads (any type). The range cannot trace through an Enemy ZoR (EZoR), if no friendly unit is present in the EZoR hex, or through unbridged Mincio River hexsides.

4.3 Reserve units: Units listed by the Scenario instructions as "**Reserve units**" can be <u>activated</u> once per GT by any Formation Commander within Range. Each Formation can activate one Reserve unit only. Any Reserve units out of Command Range, or simply not Activated, can move during the Out of Command Movement phase.

NOTE: Do not confuse "Reserve units" for the scope of this rule, with historically named Reserve formations (such gen. Taxis formation) or "In Reserve" Formations (rule 17.0). They are different concepts.

5. Formations

Each Formation has a marker, to keep track of the Commander's Mood (see 5.2.1), or of its Objective (see 16.0 - Advanced Game).

5.1 Formation Activation: Each Formation has to be activated to perform any action in the Engaged Formations Action Phase.
A Formation can be activated once per GT.

5.1.1 Activation die-roll: 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, 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).

5.1.2 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 5.2).

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

5.2 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 for that Commander. See the Command Chart and the Initiative Table on the map for description of the results.

5.2.1 Formation Commander Mood: Each Formation has an associated marker, to record on the Commander Mood Track the number of combats won and lost by its Formation. Each Assault/Charge won increases by +1 the DRM, each Assault/Charge Lost 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, unless otherwise specified. [Advanced Game only: During the Fatigue Phase of each GT, move the marker one step towards 0].

6. 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.

6.1 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 (Assault or Charge) on the adjacent hexes pointing toward the target hexes.
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.
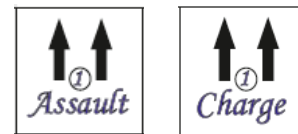
6.2 A Corps Formation can place **6** Assault/Charge markers.
A Division Formation can place **4** Assault/Charge markers.
A Brigade Formation can place **2** Assault/Charge markers (Note: the only two Brigade Formations in the game are Perin and Simbschen in the 1848 scenarios).

6.2 Assault and Charge markers cannot be placed in the same hex, but a hex can be the target of Assaults and Charges from different hexes.

6.3 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 **2.2.b**). Each marker must have a different Force associated to it. Different Forces can be associated to the same marker.

6.4 Declared Assault/Charge 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.
Note that Light Infantry units are the only units which can move and fire in the same Action.

6.5 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.

6.6 Each acting Force belonging to the Activated Formation can do any one Action of Movement, Fire or

Charge/Assault per GT. Each Action must be completed before another Force can Act.

7. Movement

7.1 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. The opponent can always inspect the top, visible side of each enemy unit in a hex. Commanders arc deployed face down before being activated, face up after.

7.2 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.

7.3 Some terrain requires a **Cohesion Check** (see 13.2); resolve it just after the Force entered the hex (because of Movement, Assault/Charge, Retreat), before any Reaction.

7.4 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.

7.5 ZoR Effects:
During Movement, a Force can enter an EZoR only on an Assault/Charge marker.
Forces starting their Action Phase in an EZoR must attack the Force projecting the ZoR, placing an Assault marker in its hex, or leave the hex. Forces entering an EZoR (it must occur on an Assault marker) must attack the Force projecting the ZoR.
Fire by Light Infantry is considered an attack. So a player has fulfilled his obligation to Assault, if one of his Light Infantry units enters the Assault marker hex and fires from there.
Commanders cannot enter EZoRs if the hex is not already occupied by friendly units.

7.6 Facing: Every Force must always point to one hexside at the end of its movement. All the Forces in a hex must have the same facing. Facing 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 (12.0) can avoid being fired at though its Rear hexes.
Exceptions: Charging Forces (see 9.3) and Retreating units (10.5.5).
Units in Villages, Fortresses, or Square have All Around Facing (no rear hexes).

7.7 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. Units in Square cannot move. Use the appropriate marker to indicate Square formation. Note that Infantry units can also form Square by Reaction (11.5.4). "Disorganized" units can never enter Square.

7.8 March Movement: A unit in March Movement 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. IMPORTANT NOTE: Units can use March Movement even off road.

7.8.1 March Movement and Stacking: 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).

7.8.2 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 (so note that a unit in March Movement cannot change facing in the last hex of its move).

7.8.3 Units in March Movement can Assault and Charge, **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.

Note that, as units in March Movement have no ZoR, they cannot react when an enemy unit(s) moves adjacent to them. They can React, and exit March

Movement, as a consequence of Fire against them (11.5.6).

7.9 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. *Exception: Horse Artillery units can unlimber for free at the end of their movement.*

7.10 Commanders' Movement: All Commanders have a Movement Allowance of **eight (8)** MPs. Commanders pay terrain costs as Infantry units, are considered in Road Movement along Roads and are immune to Cohesion Checks.

8. Fire

8.1 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 8.9), but they must choose to fire the Artillery or the non Artillery Force in the hex.

8.2 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.

Note: Firing to a target at 4-5 hexes gives a -2 DRM if using the first column of the Fire table. No modification to a 1 hex range target, if using the last column of the table.

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

8.2.2 Artillery Forces can counterbattery fire (firing back as Reaction if subject to Fire, see 11.1) within their range.

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

8.4 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.

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.

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

8.6 Procedure: To resolve fire, determine the total number of Firing SPs. Consult the Fire Modifiers Table (FMT) and, if necessary, the CVM (Cohesion Value Modifers) 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.

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

8.7 Fire results: 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.
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.

8.8 Ammunitions: The first time a unit fires, it receives a "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 "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.

8.9 Line of Sight (LoS): When firing at a distance of **two or more** hexes, an Artillery unit must have a Line of Sight (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 **Woods, Village or Fortress** terrain (remember that the terrain of a hex is always that of the centre of the hex), provided that the intervening hex is at the same level as the highest of the firing and the target hex. If both the firing **and** the target hexes are at a level higher than the blocking hex, the LoS is clear. 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.

9. Charge

A Charge can be performed by Non Exhausted cavalry Forces as an Action, or as a Reaction. Charging while in March Movement is allowed (this is the only way to charge through a Bridge). A Charge is a combination of movement and combat.

9.1 Charge target hexes are declared at the beginning of the Action Phase, placing the Charge markers in the hex adjacent (called the Charging hex) to that containing the target units. The target hex must be within the MA 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.

9.2 The target hex and all hexes/hexsides of the path of Charge can only be: Clear or Cultivated terrain (both types), Stream or Slope hexsides (NO Steep Slopes), but no other terrain. **Roads** can be used **to Charge in March Movement**, in this case the above mentioned terrain limits are not considered.

9.3 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 10.0).

9.4 Charge continuation: If the Charging Force does not lose the combat against a Square, or wins the combat against any other Force 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.

9.4.1 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.

9.5 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 (13.2). A successful check puts an end to the Charge without the need to resolve the Charge combat. See 9.6 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.

9.6 After the end of a Charge, the charging Force become 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.

9.6.1 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.

9.7 Countercharge: A Countercharge (see 11.5.3) is executed like a Charge. Both Charging and Countercharging cavalry units are Exhausted at the end of the charge and can execute Exhausted movement, Charging Force first.

10. 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.

10.1 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.

10.2 The Assaulting Force moves to the Assaulting hex, possibly causing Reactions (entering or moving into EZoRs). Then resolve the Assault (see 10.4). The

Assaulting Force is the Attacker, while all the units in the target hex are the Defender stack.

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

10.4 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. All DRMs are cumulative.

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": one or both players must still roll a **Cohesion Check, see rule 13.2** (with modifiers given by the Cohesion Check Modifiers Table) to determine if there is winner (see also Step 9).

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:
   n S # = 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. **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.

10. 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 9.4), going through the Square hex, and activating any potential reaction.

11. 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: Charge (see 9.3).*

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

10.5 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.

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

Forces which must retreat, but cannot are **permanently** eliminated from the game (they are placed apart; they surrender and cannot be recovered).

10.5.2 Retreat and Stacking limits: 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.

10.5.3 If it is impossible to go on retreating without violating the stacking limits, because of enemy Forces or prohibited terrain, the retreating Force is **permanently** eliminated (see 10.5.1).

10.5.4 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.

10.5.5 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.

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

10.6 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).

10.6.1 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, <u>after any reaction</u> 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.

10.6.2 Each Artillery unit stacked with other units retreating from an assault retreats Limbered and takes half of its current SPs (halving up) as losses (i.e. a 5 SP retreating unit loses 3 SPs <u>after any reaction</u> against the Assaulting/ Charging Force (see 10.6.1). *Exception: Retreating Horse Artillery do not suffer any losses while Retreating.*

11. Reactions

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

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

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

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

d) 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).

e) 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.

Note that units in March Movement (7.8) **have no ZoR**, but can exit March Movement after receiving any fire or after an Assault/Charge against them.

11.2 Reactions affect the triggering enemy Force, not other Forces in the same hex.
Exception: Countercharge or Counterattack.

11.3 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.

11.4 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.

11.5 Potential Reactions:
Every time a Reaction occurs (see 11.1), any one of the following actions is permitted, within the constraints specified herein. Units may be required to make a Cohesion Check (see Rule 13.2); further, certain Reactions are allowed to certain unit types only (see below).

11.5.1 Change Facing. A reacting Force can change its facing to any other hexside. **After** doing that, a **Cohesion Check (13.2) is required**, applying the result. A Cohesion Check failure <u>affects</u> the reacting Force Status.

11.5.2 Reaction Fire (Artillery and (Line, Light) Infantry). A reacting Force can Fire at the Active Force (if within Range) that caused the Reaction. See Fire Rules. *NOTE: Massed target modification is valid even if only part of the target units in the hex triggered this reaction.*

11.5.3 Countercharge or Counterattack (Cavalry units only). The reacting Force makes a **Cohesion Check (13.2)**. 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.

If a Counterattack is successful (the Reacting Force now is in the Assault/Charge marker hex), the triggering player can move the Assault/Charge marker one hex, and can change the marker from Assault to Charge.

11.5.3.1 A Reaction Charge will finish in its target hex and it is executed against the triggering Force, without a free hex in between. The procedure to follow for reacting Cavalry at the end of a Countercharge is the same as for a normal Charge (see 9.1), without producing any Reaction by the Active player.

11.5.4 Enter Square Formation (Line and Light Infantry): Infantry and Light Infantry units can enter Square Formation as a Reaction. Make a **Cohesion Check** (13.2) 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.

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

11.5.4.2 Charging Cavalry Forces can carry on a Charge through a Square hex in case of a Draw in the combat resolution (see 9.4).
NOTE: In this case, the Cavalry Force enters the Square hex to continue the Charge, activating any potential reaction.
Historical Note: In Europe in this period Square Formations were still efficient against Cavalry, but made the infantry squares easy target.

11.5.5 Reaction Withdrawal: The Reacting Force Withdraws (see 12.0) one hex away from the Force causing the Reaction, keeping the same facing, **after a successful a Cohesion Check** (13.2) with an additional DRM equal to the MA **difference** between the Active Force that caused the reaction and the reacting Force **plus 4 (+4)** (i.e. Active Force MA = 5, Reactive Force MA = 6, DRM = +3). A Cohesion Check failure affects the reacting Force's Status, but does not prevents Withdrawal. The Active Force The Active Force can advance one hex the Assault/Charge marker and resume movement after a Reaction Withdrawal, if it has any Movement Points left.

11.5.6 Exit March Movement (any type of unit), Exit Square Formation (Infantry only), or Limber/ Unlimber (Artillery only). The reacting Force can do this after the circumstance that caused the reaction ended.

12. Withdrawal

12.1 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. Withdrawal is executed during the Non Activated Formations Phase and the Out of Command units Phase. Withdrawal may be executed also as a Reaction move (11.5.5). Withdrawal during the Non Activated Formations Phase and the Out of Command units Phase do not require a Cohesion Check.

12.2 All provisions of Rules 10.5.1 through 10.5.6 regarding Retreat are also valid for Withdrawal.

12.3 A Force which must Withdraw and cannot, is eliminated.

13. Cohesion Levels

13.1 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**.

13.2 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.

13.2.1 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.

13.3 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.

13.4 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 12.0).

13.5 Rout: When the Status Level worsens by four Levels, the unit Routs, it is removed from the map, and placed on the Command Chart among the Routed units (keeping a record of suffered SP losses), if it is possible to trace a Command Span of any length, free of enemy units or uncontested ZoRs, to a friendly Supply Route indicated in the Scenario Instructions. If this is not possible, the unit is eliminated (surrenders) and is **permanently** eliminated from the game.

13.6 Status Levels and Exhaustion Recovery:

13.6.1 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).

13.6.2 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.

13.6.3 [Advanced game only]: Units of a Collapsed Formation must pass a Cohesion Check, before upgrading each Status Level.

13.7 Routed Units Recovery [Advanced Game only]: Routed Cavalry and Infantry units can reenter play through Reorganization. An "In Reserve" Formation (in Advanced Game only) can Recover Routed units, making a successful Cohesion Check with a DRM of +4 for each Routed unit. Reorganized units reenter among the Formation units as "Disorganized", with one SP less than when Routed. If reentering on the map, they are placed within four heesx from their Formation Commander, not in an enemy ZoR. If the Cohesion Check is unsuccessful, there is no effect.

Now you can play the Small Scenarios

ADVANCED GAME

The Advanced Game introduces you into the campaign games, where the Formations maneuver across the battlefield in a longer time period to reach players' Strategic Objectives.

In the Advanced Game, Formations may have all their units deployed on the map (they are termed "Engaged" in this case) or being represented only by the Commander (and his Scout unit) when On March. An additional **Objective Map** is provided with the game, to indicate a specific Formation's "march objective", for "On march" Formations (see below).

14. Advanced Game Sequence of Play

1. Initiative Determination. As in the Basic Game.

2. Command Phase: Both players conduct the following steps in order, in each step the Initiative player goes second:

> **2.1** Check for units or Formations entering as Reinforcements this Turn. Place Reinforcements on their entry hex, as dictated by the Scenario instructions.
>
> **2.2** Choose which Formations are Engaged, On March, or in Reserve (see 15.0), including Reinforcement Formations. Determine the Formations LoC (see 20.0).
>
> **2.3** Deploy units of Engaged Formations on the map (see 16.8), if the owning player chooses so.

2.4 Objective Change: On March Formations may try to change their Objective (see 16.1, 16.2).

2.5 Freely assign an Objective to each On March Reinforcement Formation arrived this Turn.

3. Engaged Formations Action Phase. As in the Basic Game.

4. Non Activated Formations Phase. As in the Basic Game.

5. Out of Command Units Phase. As in the Basic Game.

6. March & Reserve Phase (see 16.0). Starting with the Initiative Player, players alternate trying to activate a Formation to move it toward its Objective. Repeat the attempts with a -1 DRM for every prior attempt. A natural "6" will stop the Formation where it is, with no further effect. Both players can choose to pass, and to not try to activate a formation, but if the players pass three times in sequence (i.e. Player 1, Player 2, then again Player 1), the Phase ends. On March Formations cannot move any more in the current GT. The Overall Commander can move during this Phase like a Formation Commander, if not moved during the Engaged Formation Action Phase.

> **In Reserve Formations can Recover Routed units now** (see 17.1, 13.7).

Overall Commanders move at the end of this Phase (Initiative Player second).

7. Fatigue Phase (see 18.0).

> **7.1** The Fatigue Level is adjusted for each Formation (see 18.2)
>
> **7.2** Then the Formation Fatigue is checked for each Formation. A Dice Roll less than or equal to the Fatigue Level, minus the Formation Commander's Command Value, will Fatigue the Formation.
>
> **7.3** Move the Commander Mood marker of each Commander one step towards 0.

8. End of the Game Turn Phase.

> **8.1** Remove "Low Ammo/Out of Ammo" markers from units with a valid LoC (20.0).
>
> **8.2** <u>At the end of Game Turn 1 of each Day:</u> in Reserve Formations can Recover Strength Points (see 17.4); all Formations can Recover Fatigue (see 18.6).
>
> **8.3** Advance the GT marker one box on the Turn record Track.

15. Formation Status

In the Advanced Game, a Formation can be **Engaged, On March, or In Reserve**.

Put the **Formation marker** on the Objective Map if On March or in Reserve, or on the Commander Mood Track if Engaged. Each Formation can change into one of the following statuses only one time in a Game Turn.

15.1 Engaged: The Formation is close to the enemy: all the Formations' units are deployed on the map and at least one unit is within 4 hexes of any enemy unit. **The Formation Marker is on the Commander Mood Track**.

15.2 On March: The Formation is marching to its Objective. The Formation Marker is on the Objective Map, in its Objective Box. Each Formation has to be activated to move in the March & Reserve Phase. The Formation's Commander and, possibly, his Scout unit are deployed on the map. Other Formation units are off map.

15.3 In Reserve: The Formation Marker is on the Objective Map, in the Reserve Box. The Formation's Commander and, possibly, his Scout unit are deployed on the map. Other Formation units are off map.

NOTE: The procedure to enter (re-enter) On March mode is Engaged => In Reserve => On March.

15.4 Out of Command units of On March or In Reserve Formations remain on the map. These units must be taken off the map only when they re-enter the Command range of their own Commander (provided their Formation is still On March or In Reserve).

16. On March Formations

On March Formations units are kept off the map, while their Commander (and his Scout unit) stay on the map face down.

16.1 Establishing an Objective: Every On March Formation has its marker placed on the Player's Objective Map. That is the Objective given to that Formation, and the Formation's Commander must move toward it. An On March Commander must move at least half of his MA along any type of Road, using March Movement (only). At the end of his movement, he must be at least one hex closer to his Objective.

Formation Commanders who are not in a Road hex, entering On March, must move towards the nearest Road hex and from there along the Road as above.

NOTE: Fair play and good sense are necessary here to avoid abuse of this rule: Formations are supposed to have received an order to reach their objective.

Each player's Objective Map must be kept out of sight of the opponent. A Formation is supposed to have reached its objective when it arrives within 2 hexes of it.

16.2 Changing the Objective: Objectives can be changed during the Command Phase. In Reserve Formations going On March get their new Objective automatically. On March Formations must roll a die; if the result is less than or equal to the sum of the Command Value of the Overall Commander and the Formation Commander, the Objective can be changed. A natural 6 is always a failure.

16.2.1 An On March Formation can enter In Reserve status, only when reaching its Objective.

16.2.2 Engaged Formations no longer have an Objective to move to, until they are back in On March mode.

16.3 On March Formations have on map the face down Commander unit only, and one face down Scout unit per Formation.

16.4 During the March & Reserve Phase (Step **6.** of the Advanced Sequence of Play), starting with the Initiative Player, the players alternate trying to activate their Formations (see Formation Activation). NOTE: During the March & Reserve Phase only the Formation Commander, his Scout unit, and the Overall Commander, are moved on the map, and they are always face down. Combat units are not moved during the March & Reserve Phase. In the March & Reserve Phase, an unmodified activation die roll of "6" will stop the Formation, and a Scout unit chosen by the owning player, where they are. The Formation does not move, keeps its objective, and rests, losing fatigue points as a non moving Formation. The Overall Commander can move without an activation die-roll. One Scout unit can move, at its player's will, at the same time as the Overall Commander.

PLAY NOTE: A player can simulate an activation die-roll for the Overall Commander as well, to deceive the opponent about the Overall Commander's position.

16.5 The Formation units are considered "inside" the Formation Commander unit, and their MA is the slowest among the units in the Formation.

16.6 The Formation that attempts the activation is not visible to the opponent (face down), but the die roll is.

16.7 When a Formation is activated, one Scout unit is also activated, and they can move on the map. The real Formation Commander must move toward his Objective, the Scout unit can move as the player wishes. *Play Note: A very fast Scout is obviously a "Scout".*

16.8 On March Formation Deployment: During the Command Phase, if the owning player chooses so or whenever, during any March or Action Phase, an On March Formation Commander is within 9 hexes (8 intervening) from an enemy unit or Commander, the Formation must deploy its units. If two opposing Formations come within range of each other, the stationary Formation deploys first. The Formation units are deployed face down along road hexes, within 4 hexes of the Formation Commander, and in March Move/Limbered status. The Formation Commander is face up.

Players can choose to deploy their Formations during the Command Phase (see 14.2.3).

When a Formation is deployed, a Scout unit must be removed from the map.

16.9 If one, or both, of the On March units coming within 9 hexes of each other are Scout units, they are removed, and no Formations are deployed. The removed Scout unit is placed immediately face down over another On March unit (even another Scout unit) and the real Formation player can take a Scout unit from the map, and place it over the real Formation Commander, without revealing it.

16.10 On March Formations can also intentionally deploy. They can do this during the Command Phase, if they have reached their Objective, or subsequent to an Objective change (i.e. the new Objective is where they are). The deployment procedure is the same.

16.11 Deployed Formations become Engaged Formations and act like them.

16.12 Entering in Reserve: During the Command Phase, an On March Formation who has reached its Objective or an Engaged Formation that has all of its units In Command, and is more than 4 hexes (10 hexes for its Commander) distant from any enemy unit can enter In Reserve.

Place the Formation marker of an In Reserve Formation on the Objective map, and remove all its units from the map (if any). The Commander is now turned face down. Take a Scout unit from off map and place it on the Commander. Starting from the following Game Turn the In Reserve Formation can receive a new Objective.

17. In Reserve Formations

In Reserve Formations units are kept off the map, while their Commander, and his Scout unit, stays on the map face down.

17.1 In Reserve Formations cannot move. During the Command Phase, they can automatically take a new Objective (no die roll), entering On March in this way, or can recover Routed units (see Routed Units Recovery, 13.7), Cohesion Levels, and Fatigue, while resting.

17.2 Like On March Formations, whenever, during a March & Reserve or Action Phase, if an In Reserve Formation Commander comes within 9 hexes of an Enemy unit or Commander, he must deploy his Formation units, in the same way (16.8, 16.9).

17.3 During Night Turns, Non Activated Formations are considered In Reserve, for purposes of Recovery as in 17.1, if all of their units are not in EzoR.

17.4 Step Loss Recovery: At the end of GT #1 of each day, every unit of an **In Reserve** Formation can recover 1 Strength Point, but never the first lost Strength Point.

18. Fatigue

Formations moving and fighting for a long time can become fatigued, losing part of their combat efficiency.

18.1 Every Formation always has a Fatigue Level; place a numerical marker under or alongside the Commander to indicate this.

18.2 During the Fatigue Phase, Formations can increase or decrease their Fatigue Level.

An **Activated** Engaged Formation:
- increases 2 Fatigue Points, if it has placed any Assault/Charge marker
- increases 1 Fatigue Point, if it has not placed any Assault/Charge marker

Note that an Activated Formation increases anyway its Fatigue, regardless of how many combat units are in Command range of the Formation's Commander (also zero).

An **Engaged** Formation **not Activated**:
- decreases 2 Fatigue Points, unless involved in any Assault/Charge or reacted with Assault/Charge, in which case increases 2 Fatigue Points

An **On March** Formation:
- increases 1 Fatigue Point, if it has moved
- decreases 2 Fatigue Points, if it has not moved

An **In Reserve** Formation:
- decreases 3 Fatigue Points

Note: The maximum increase in Fatigue Level is 2 per GT, even if a Formation attacked during its Activation, and Counterattacked during an enemy Activation.

18.3 After adjusting the Fatigue Level, every Formation checks to see if it becomes Fatigued. A Dice Roll less than or equal to the Fatigue Level will Fatigue the Formation. Add the Formation Commander Command Value to the dice roll. Mark the Formation with a "Fatigued" Marker on the Commander, if the Formation is Fatigued.

18.4 Units of a Fatigued Formation have a negative DRM during Combat Resolution and Cohesion Checks (see the Combat tables).

18.5 A Fatigued Formation which decreases its Fatigue Level automatically removes the Fatigued status. However, it can become newly Fatigued in the same Game Turn, as the Fatigue dice roll is made after the Fatigue Level adjustment.

18.6 Fatigue Level Recovery: At the end of the GT #1 of each day, every Formation recovers all of their Fatigue Points, and all units revert to Good Order again.

19. Command Collapse

Losses and Routed units from the same Formation can undermine the morale of the Formation troops.

19.1 Both players must keep a running total of absorbed losses in Strength Points. When the total loss of Strength Points of units belonging to a Formation equals or exceeds the Collapse Level for the Formation (printed on the Command Chart on the map), this Formation Collapses. Mark the Formation with a "Command Collapse" Marker on the Command Chart.

19.2 Strength Points losses include the lost SPs and the SPs of Routed units.

19.3 Units of a Collapsed Formation have a negative DRM in Combat Resolution and Cohesion Checks, and every Status Level Recovery must undergo a successful Cohesion Check (see 13.2). No effect if unsuccessful.

19.4 Recovery from Collapse: Whenever, recovering Routed units (see 13.7) or lost steps (see 17.4), the Formation Strength Points losses are lower than the Collapse Level, the Formation is no longer Collapsed. Remove the Collapsed marker from the Formation on the chart.

20. Line of Communication

To act with complete efficiency, a Formation needed the logistical support, such as supply and ammo trains, medical centers, and so on.

20.1 During the Command Phase, Formation Commanders must check their line of communication (LOC). Formation Commanders must trace a line of connected hexes of any length, free of EZoR (friendly units negate the EZoR for this purpose), to one of its side's Supply Sources indicated in the Scenario Instructions. Only the first 5 hexes of the line can be non Road hexes.

20.1.1 Formation Commanders that cannot trace a LOC cannot remove "Low Ammo/Out of Ammo" markers and also suffer the same effects as a Collapsed Formation: mark the Formation with a "Cut-off" marker. If the Formation is already Collapsed, there are no additional effects.

20.1.2 Formation Commanders that can trace a LOC can remove the "Cut-off" marker, if they have one.

21. Reinforcements

21.1 Reinforcement Formations may enter the map during the Engaged Formation or March & Reserve Phase (at the owning player's option) through entry hexes along the map edge, as specified in the Scenario rules. When entering during the March & Reserve Phase, a Formation must immediately be given an Objective (mark it on the Objective Map).

21.2 Reinforcement Formations have to be activated to enter the map.

21.3 A Reinforcement Formation can enter as an On March Formation, but it may be required to switch to an Engaged Formation, depending on the distance of enemy units from the entry hex (see 16.8). If it enters as an Engaged Formation, it enters as a column of units leading off the map edge, and the MΛ is reduced by 1 (or ½ or 1/3, 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).

21.4 Units entering without their Commander, enter the map and move during the Out of Command Phase, towards the closest friendly Commander on the map.

21.5 Reinforcements, which cannot be placed on the map due to enemy units or enemy ZoRs (not negated by the presence of friendly units) blocking the entry hexes, may be delayed until the conditions for their placement on the map can be fulfilled, or switched to another map edge hex with a road, delaying their entry by 1 GT for every 5 hexes (rounding up) of distance from the original entry hex. The new entry hex must be toward the rear of its Army (East for the Austro-Hungarians, West for the Italians).

21.6 Reinforcements may be delayed, or not enter the map as the owning player sees fit without penalties.

22. Special Rules

22.1 Tione River

The Tione was once a minor river, not wide, but with very steep banks and deep.
Artillery units can only enter Tione river hexes using March Movement at Bridge hexes and cannot leave March Movement while on a Tione bridge. Commanders, **Infantry units** can enter any Tione River hex using normal movement, but the movement cost is increased by 1, and they must undergo a **Cohesion Check** (13.2) in doing so. This check is required even if moving along the Tione River, or entering any Tione River hex by Retreat or Advance after combat.
Cavalry units can enter Tione River hexes using normal movement at a movement cost **increased by 2**, and suffering **one** automatic **Status Level** reduction (no die roll).

22.1.1 Units cannot recover from Disorganization while on Tione River hexes.

22.2 Mincio River

Mincio River hexes without a Bridge are impassable. **All units** can only enter Mincio River hexes, using March Movement at Bridge hexes (see TEC).

22.2.1 Units cannot recover from Disorganization while on Mincio River bridge hexes.

22.2.2 A unit can **Retreat** through (but not into) a Bridge over the Mincio River, but it incurs **an additional Status Level loss** in doing so. A unit which is compelled to Retreat "into" such a Bridge hex must Retreat an additional hex.

22.3 Peschiera and Fortresses

22.3.1 Peschiera is hex 1705. Peschiera and the surrounding smaller Fortresses contain an intrisic defending garrison. Every Fortress hex, and Peschiera itself, has an intrinsic Combat Value of 3 Line Infantry SPs, 1 Artillery SP, and a Cohesion Value of 9.

22.3.2 Peschiera and it surrounding smaller Fortresses do not belong to any Formation, so they do not accumulate Fatigue and never Collapse. They can only Fire as a Reaction, they cannot attack, but they defend normally during Combat.

22.3.3 Each Fortress hex ignores any Retreat results, suffers losses to the Infantry SPs only, and undergoes Cohesion Checks like any other normal unit. A Fortress that Routs, or that loses all of its Infantry SPs, surrenders, and it is destroyed. Mark the destroyed Fortress with a Fortress Destroyed marker. Fortresses recover one Status Level for free during the Fatigue Phase.

22.3.4 One unit is allowed to stack in a Fortress hex, and that unit contributes to the defense of the hex. Losses are absorbed by the fortress.

22.3.5 Peschiera Fortress (hex 1705) is one level higher than the surrounding hexes for LoS determination only. Once the Peschiera hex is enemy occupied, all of the remaining fortresses cease to exist, The Peschiera hex can be assaulted only from hexes 1606, 1704, and 1805.

22.4 Night, Dawn and Twilight Game Turns
During Night GTs, no Assault/Charge can be declared, no unit can enter an EZoR, and no Fire is allowed. An Activation die-roll of "6" (see 5.2) will have no effect: all the Formation units and Commander simply stay where they are and the Formation is considered Activated. For Non activated Formations, see 17.3. At Dawn and Twilight, the Line of Sight is reduced to 3 hexes maximum.

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ABBREVIATIONS

(Valid for both Small and Campaign Scenarios)
2714 (#1) = Within 1 hex of 2714 / Entro 1 esagono da 2714.
[Formation/Formazione] (color / colore)
Com. = Commander / Comandante
Bers. = Bersaglieri
Bde. = Brigade / Brigata
Rgt. = Regiment / Reggimento
Btn. = Battalion / Battaglione
Batt. = Battery / Batteria
Inf. = Infantry / Fanteria
L. = Light / Leggera
Cav. = Cavalry / Cavalleria
Art. = Artillery / Artiglieria
Prov. = Provisional / Provvisorio
Grenzer = Border Troops / Confinari
A.D. = Archduke /Arciduca

Lanc. = Lancers / Lancieri
U. = Hussars / Ussari
GdL = Brigata Granatieri di Lombardia
GdS = Brigata Granatieri di Sardegna
G. D. Tosc. = Gran Ducato di Toscana
Bayer K. = König von Bayern
D. Miguel = Don Miguel
K. Jäger = Kaiser Jäger
Guardia = Brigata Guardie
WG = Windischgratz

23. Small Scenarios

The Basic Game rules (only) are used.
At the beginning of each scenario, players must mark their Artillery units as Limbered or Unlimbered as they wish.
Unit counters of both sides for the battle of Custoza 1848 bear a red stripe; for the battle of Custoza 1866 bear a black stripe.
The "[ ]" parentheses identify specific Formations.
The "( )" are informational/historical notes.

23.1 Meeting engagement in the Tione Valley (June 24th, 1866)
This scenario represents the meeting engagement between the left wing of the Italian I Corps, and the AH Reserve Division and part of the V Corps. The scenario starts after a first engagement between the advanced guard of the Italian 5th Division and the Pisa Brigade of the 1st Division. General Cerale of 1st Division had no idea he had met such a so strong AH force, and kept the Forlì Brigade marching in column along the road.

23.1.1 Special Rules: The AH Player has the Initiative for the whole Scenario.

23.1.2 Scenario Length: The Scenario starts on Game Turn 5, and finishes at the end of Game Turn 7. 1866.

23.1.3 Scenario Area: Only use the map area west of hex column 37XX (inclusive).

23.1.4 Victory Conditions: The player who controls the majority of the following hexes is the winner [all of the following hexes are Italian controlled at start]:
    Monte Cricol (hex 2713 only)
    Mongabia (2913)
    Oliosi (2915)
    Maragnotte (2617)
    La Pernisa (3318)
    Muraglie (3119)
    Santa Lucia dei Monti (3321)

23.1.5 SET UP / PIAZZAMENTO

ITALIANI (set up first / piazza per primo)

2714 (#1):
    [1ª Divisione] (white / bianco),
        - 29° , 30° Pisa Inf. Rgt.
        - 18° Bers. L. Inf. Btn.
        - 3/6 Art. Batt. **(-1 SP)**

2815 + 2816 (one unit per hex / una unità per esagono):
    [1ª Divisione] (white / bianco),
        - Com. **Cerale**
        - 43°, 44° Forlì Inf. Rgt. (in March Movement /in Marcia)

3119 (Muraglie):
    [5ª Divisione] (green / verde),
        - 20° Brescia Inf. Rgt. ("Shaken"/"Scosso")
        - 5° Bers. L. Inf. Btn. ("Shaken" /"Scosso"))

3318 (La Pernisa):
    [5ª Divisione] (green / verde),
        - Com. **Sirtori**
        - 19° Brescia Inf. Rgt.
        - 2/9 Art. Batt.

3321 (#1) (Santa Lucia dei Monti):
    [5ª Divisione] (green / verde),
        - 65° , 66° Valtellina Inf. Rgt.

ÖSTERREICHISCH-UNGARISCH:

2612 (#1):
    [Reserve Division] (yellow / giallo):
        (Benko Bde.)
        - 17° Hohenlohe Inf. Rgt.
        - 12° Grenzer Inf. Rgt.
        - 37° Jäger L. Inf. Btn.
        - IV/5° Art. Rgt. **(-1 SP)**

2911 (#1):
    [Reserve Division] (yellow / giallo):
        (Weimar Bde.)
        - Com. **von Virtsolog**
        - 36° Degenfeld Inf. Rgt.
        - 4/76° Paumgarten Inf. Rgt.
        - 4/7° Maroicic Inf. Rgt.
        - 36° Jäger L. Inf. Btn.
        - V/5° Art. Rgt.

3115 (#1):
    [V Corps] (white / bianco):
        (Piret Bde.)
        - 50° Baden Inf. Rgt.
        - 75° Crenneville Inf. Rgt.
        - 5° KaiserJäger L. Inf. Btn.
        - 1/12° Uhlans Cav. Rgt.
        - I/5° Art. Rgt.
        - V Corps Art.

3416 (#1):
    [V Corps] (white / bianco):

        (Bauer Bde.)
        - 23° Benedek Inf. Rgt.
        - 70° Nagy Inf. Rgt.
        - 19° Jäger L. Inf. Btn.
        - II/5° Art. Rgt.

3514 (#1):
    [V Corps] (white / bianco):
        (Moering Bde.)
        - Com. **von Rodich**
        - 53° A.D. Leopold Inf. Rgt.
        - 54° Grüber Inf. Rgt.
        - 21° L. Jäger Inf. Btn.
        - III/5° Art. Rgt.
        All in March Movement / Tutte in Marcia

23.2 Morning Clash for Custoza (June 24th, 1866)

This Scenario represents the first clashes for Custoza, and its surrounding hills. In this case as well, the Italians were surprised on march, or resting, without any warning of the nearby AH troops.

23.2.1 Special Rules: The AH Player has the Initiative for the whole Scenario.

23.2.2 Scenario Length: The Scenario starts on Game Turn 5, and finishes at the end of Game Turn 7, 1866.

23.2.3 Scenario Area: Use only the map area East of hex column 37XX (excluded), and west of column 50xx (excluded).

23.2.4 Victory Conditions: The player who controls majority of the following hexes is the winner [all the following hexes are Italian controlled at start]:

        Staffalo (4420)
        Monte Croce (4422)
        Monte Torre (4323)
        Gorgo (4122)
        Belvedere (3922)
        Custoza 1 (3923)
        Custoza 2 (3924)

23.2.5 SET UP / PIAZZAMENTO

ITALIANI (set up first / piazza per primo)

4122 + 4222 (one unit per hex / una unità per esagono):
    [3ª Divisione] (black / nero),
        - 3° GdL Inf. Rgt., 4° GdL Inf. Rgt. in March Movement / Marcia.

4422 (#1):
    [3ª Divisione] (black / nero),
        - Com. **Brignone**
        - 1° , 2° GdS Inf. Rgt.
        - 37° Bers. L. Inf. Btn.

- 5/6 Art. Batt.
   All in March Movement / Tutte in Marcia

4525 (#3):
  [8ª Divisione] (purple / viola):
   - Com. **Cugia**
   - 3° , 4° Piemonte Inf. Rgts.
   - 63° , 64° Cagliari Inf. Rgts.
   - 6° Bers. L. Inf. Btn
   - 30° Bers. L. Inf. Btn
   - 1+2+3/6 Art. Batteries / Batterie
   - Alessandria Cav. Rgt.
   All in March Movement / Tutte in Marcia

ÖSTERREICHISCH UNGARISCH:

4018 (#1):
  [IX Corps] (red / rosso):
  (Boeck Bde.)
   - 63° Inf. Rgt.
   - 66° G. D. Tosc. Inf. Rgt.
   - 15° Jäger L. Inf. Btn.
   - I/8° Rgt. Art.

4419 (#1):
  [IX Corps] (red / rosso):
  (Weckbecker Bde.)
   - Com. **Hartung**
   - 15° Bayern K. Inf. Rgt.
   - 39° D. Miguel Inf. Rgt.
   - 4° K.Jäger L. Inf. Btn.
   - II/8° Art. Rgt.
   - IX Corps Art.
   - 1/11° Hussars Cav. Rgt.

4817 (#2):
  [IX Corps] (red / rosso):
  (Kirschberg Bde)
   - 7° Maroicic Inf. Rgt.
   - 29° Thun Inf. Rgt.
   - 23° Jäger L. Inf. Btn.
   - IV/7° Art. Rgt.
   All in March Movement / Tutte in Marcia

23.3 Tail Strike
(July 24th, 1848)
This Scenario represents the attempt by Carlo Alberto to hit the left flank of Radetsky's Army.

23.3.1 Special Rules: The Italian Player has the Initiative for the whole Scenario length.

23.3.2 Scenario Length: The Scenario starts on Game Turn 11, and finishes at the end of Game Turn 15, 1848

23.3.3 Scenario Area: Use only the map area East of hex column 37XX (excluded).

23.3.4 Victory Conditions: The player who controls the majority of the following hexes is the winner [all of the following hexes are Austro-Hungarian-controlled at start]. A draw is possible:

    Staffalo (4420)
    Monte Croce (4422)
    Monte Torre (4323)
    Gorgo (4122)
    La Berettara (4516)
    Sommacampagna 1 (4913)
    Sommacampagna 2 (4914)
    Sommacampagna 3 (5014)

23.3.5 SET UP / PIAZZAMENTO

ÖSTERREICHISCH UNGARISCH S (set up first / piazza per primo):

4323 (#2):
  [Simbschen Brigade] (blue / blu):
   - 57° Haynau Inf. Rgt.
   -16° + 9° Art. Batt. (one unit / una unità)
4422 (#1):
  [Simbschen Brigade] (blue / blu):
   - 54° Prinz Emil Inf. Rgt.
4420 (#2):
  [Simbschen Brigade] (blue / blu):
   - Com. **Simbschen**
   - 2/12° Grenzer Inf. Rgt.
   - 1/30° Nugent Inf. Rgt.
   - A.D. Charles Uhlans Cav. Rgt.

ITALIANI:

5029 (#5):
  [1ª Divisione di Riserva] (yellow / giallo):
   - Com. **V.E. di Savoia**
   - 1° , 2° Guardia Inf. Rgts.
   - 7° , 8° Cuneo Inf. Rgts.
   - 2° Bers. L. Inf. Btn
   - 3ª + 9ª Art. Batt. (one unit / un'unità)

  [I Corpo] (grey / grigio):
   - Com. **Bava**
   - 5° , 6° Aosta Inf. Rgts.
   - 6ª Art. Batt.

Campaign Scenarios

The Basic and the Advanced Game Rules are used.
At the beginning of each scenario, players must mark their Artillery units as Limbered or Unlimbered as they wish.
The "[ ]" parentheses identify specific Formations.

The "( )" are informational/historical notes.

24. Scenario 1 (1848 historical)

24.1 Special Rules

DESIGN NOTE: Actually in 1848 , an "Italian" State did not exist, but the Sardinian Army went to war under the tricolor flag of Italy, with the coat of arms of Savoy in the middle. Just for simplicity, we refer to all the units belonging to the Sardinian Army and its allies as "Italians".

Italian Formations are Divisions, apart from Bava's First Corps which enters as a reinforcement.

We use AH for all Austro-Hungarian units.

All AH Formations are considered Corps, including the two Reserve Divisions, under Taxis and Haller.

24.1.1 Peschiera and its fortresses are Italian controlled.

24.1.2 The unit in Hex 4604 is the Italian stronghold of "Osteria al Bosco", and it is a Fortress with a Combat Value of 2. See the Fortress rules.

24.1.3 The AH Bridge Train/Pontoon Bridge and the AH Artillery units with a green R under their Cohesion Value are Reserve units **(see Rule 4.3)**. The Bridge Train unit is treated like an Artillery unit (but it cannot fire).

24.1.4 The AH player can build one Pontoon Bridge over the Mincio River according to the procedure below.

24.1.4.1 The Bridge Train unit must be adjacent to a Mincio River hex during the Command Phase.
During the Activation of a Formation, the AH player may declare that he is starting the build the bridge, and a "4" numerical marker is placed above the Bridge Train marker. On each following Command Phase, the numerical marker is decreased by 1 and, when it reaches "0", the Bridge is ready: turn the marker to the Pontoon Bridge side.
If, during the Building Process, the Bridge Train unit is moved, fails a Cohesion Check, or is destroyed, the process is interrupted, and has to restart from zero. Once deployed, the Pontoon Bridge marker cannot be moved or destroyed: it will serve as a normal bridge like any other bridge printed on the map.

24.1.4.2 The Bridge Train unit can be used to build one Pontoon Bridge only.

24.1.4.3 The Bridge Train unit can also ferry one unit with a Stacking Value of 1 per Game Turn. The ferry operation must be the only move in the Action Phase of the ferried unit. The Bridge Train unit and the ferried unit must be stacked, and adjacent to the river hex to cross at the beginning of the unit's movement. It takes the whole MA of the unit to be ferried over the river to an empty hex (even in an EZoR) adjacent to the river within two hexes of the Bridge Train unit. The Bridge Train unit stays in place, and can build a bridge while ferrying troops. A unit with a Stacking Value of 2 or 3 can be ferried as well, but it takes a number of Game Turns equal to the Stacking Value of the unit to do this; keep record of the running time, and at the end of the last Game Turn, move it to the other side of the river, as in the above procedure .

24.1.5 Supply Sources:
- Italian: hexes: 1004, 1034, 2533, 4434, 4834.
- Austro-Hungarian: hexes: 7004, 7006, 7011, 7014.

24.1.6 Scenario Length: The Scenario starts on Game Turn 4 of July23rd, 1848, and finishes at the end of Game Turn 17 of July 25th, 1848.

24.2 Victory Conditions

At the beginning of the Scenario, each player chooses one Strategic Objective among the three available, and keeps the chosen marker face down. The Italian player (only) can change it once during the Command Phase of the first GT of the second day of battle. If one player alone satisfies the Strategic Objective conditions at the end of the game he is the winner; if both players, or no player, accomplish their conditions, it is a draw.

Italian Strategic Objectives:

1. Strategic Objective 1 (Historical):
   Keep Mantova under siege
   The Italian player controls Valeggio (both hexes: 2529 and 2430) and Villafranca (all hexes: 4929, 5029, 5030, 5129).

2. Strategic Objective 2:
   Lift Mantua Siege, to concentrate the Army close to Peschiera and intercept Radetzky's Army.
   The Italian player controls Salionze (2315), Madonna degli Angeli (2309), and Castelnuovo (3105). With this objective the Italian Player can receive the **Optional Reinforcements** (see below)

3. Strategic Objective 3:
   Cut Off AH communications
   The Italian player controls Sona (4707), Sommacampagna (all hexes: 4913, 4914 and 5014), and Villafranca. With this objective the Italian Player can receive the **Optional Reinforcements** (see below).

Austro-Hungarian Strategic Objectives:

1. Strategic Objective 1 (Historical):
    **Establish a bridgehead west of the
    Mincio River, to menace both Peschiera
    and the Italians troops besieging Mantova**
    The AH player must have all on map units of an uncollapsed Corps west of the Mincio River and must occupy Valeggio (both hexes: 2529 and 2430).
2. Strategic Objective 2:
    Peschiera
    The AH player controls the fortress of Peschiera (1705) with a valid LOC.
3. Strategic Objective 3:
    Break the siege of Mantova
    The AH player controls Valeggio (both hexes: 2529 and 2430) and Villafranca (all hexes: 4929, 5029, 5030, 5129), and exits an entire Corps off the south map edge, west of hex 4034 (inclusive).

To fulfill the condition concerning an entire Corps, all of the units of that Corps must exit to fulfill this condition, excluding eliminated and Routed units, and the Corps is not Collapsed. NOTE: the Haller and Taxis Divisions are from the same Corps (Reserve).

24.3 SET UP / PIAZZAMENTO
If not specified otherwise, all units can set up or enter as reinforcements in March Movement mode /
> *Se non diversamente specificato, tutte le unità possono essere piazzate o entrare come rinforzi nella modalità di Movimento di Marcia.*

ITALIANI (set up first / piazza per primo)**:**

4913 (Sommacampagna) (#4) or / oppure
5029 (Villafranca) (#4):
    [4ª Divisione] (white / bianco):
      - Com. **Ferdinando di Savoia**
      - Novara I (part of Cav. Rgt / parte di Cav. Rgt..)
      - 13° Pinerolo Inf. Rgt.
      - Toscana Art. Batt.
      - 1° Toscana Inf. Rgt.
4834 (#4):
    [4ª Divisione] (white / bianco):
      - 3° , 4° Piemonte inf. Rgt
      - Volontari Pavesi Inf. Btn.
      - Carabinieri Lombardi L. Inf. Btn.
      - 1st Art. Batt.
4707 (Sona) (4#) or / oppure
4402 (Palazzolo) (4#):
    [3ª Division] (red / rosso):
      - Com. **Broglia**
      - 1° , 2° Savoia Inf. Rgt.

      - Parma Inf. Btn.
      - Modena Inf. Btn.
      - 1° Bersaglieri L. Inf. Btn.
      - Novara II (part of Cav. Rgt / parte di Cav. Rgt.)
      - Parma+Modena (P+M) Art. Batt. (one unit/una)
      - 2ª + 7ª Art. Batt. (one unit / una unità)
4604:
      - Osteria al Bosco (Fortress unit / unità Fortezza)
2529 (Valeggio) (or / oppure)
1621 (Mozambano) (or / oppure)
1705 (#4) (Peschiera):
    [2ª Divisione di Riserva] (green / verde):
      - Com. **Visconti**
      - 1° , 2° Prov. Inf. Rgt.
      - 3° , 4° Prov. Inf. Rgt.

ÖSTERREICHISCH UNGARISCH:

Set up in March Movement in the indicated hex or any connected Road or Track hex within 5 hexes of 5705 / Piazzate in Movimento di Marcia nell'esagono indicato, o in qualsiasi esagono di Strada o Pista collegato ed entro 5 esagoni di 5705:
    [Overall Com. / Com. Generale] **Josef Radetzky**
    [II Corps] (black / nero):
      - Com. **D'Aspre**
    [II Corps] (black / nero):
      (Schaaffgotsche Div.)
      - 1° Kaiser Inf. Rgt.
      - 48° A.D. Ernst Inf. Rgt.
      - 38° Hang Inf. Btn.
      - 11° Jäger L. Inf. Btn.
      - 2/6° Grenzer Inf. Btn.
      - 4° Kaiser Uhlans Cav. Rgt.
      - 4° + 5° Art. Batt. (one unit / una unità)
    [II Corps] (black / nero):
      (Wimpffen Div.)
      - 4° Grenzer Inf. Rgt.
      - 47° Kinski Inf. Rgt.
      - 52° A.D. Franz Karl Inf. Rgt.
      - 2° Kaiser Jäger L. Inf. Btn.
      - 9° Jäger L. Inf. Btn.
      - 7° Hussars Cav. Rgt.
      - 2° + 7° Cav. Art. Batt. (one unit / una unità)
      - 6° Art. Batt.

Set up in March Movement in the indicated hex or any connected Road or Track hex within 5 hexes of 6216 /
> *Piazzate in Movimento di Marcia nell'esagono indicato, o in qualsiasi esagono di Strada o Pista collegato ed entro 5 esagoni da 6216:*
    [I Corps] (white / bianco):
      - Com. **Wratislaw**
    [I Corps] (white / bianco):

(Von Rath Div.)
- 28° Latour Inf. Rgt.
- 3° Grenzer Inf. Rgt.
- 4° Kaiser Jäger L. Inf. Btn.
- 2/5° Grenzer Inf. Btn.
- 2/11° Grenzer Inf. Btn.
- 3/44° A.D. Alb. Inf. Btn.
- 5° Hussars Cav. Rgt.
- 2° + 3° Art. Batt. (one unit / una unità)

[I Corps] (white / bianco):
(Von Weigelsperg Div.)
- 7° Proh Inf. Rgt.
- 17° Hohenlohe Inf. Rgt.
- 1° + 8° Grenzer Inf. Rgt. (one unit/una unità)
- 10° Jäger L. Inf. Btn.
- 1° Cav. Art. Battery

24.4 REINFORCEMENTS / RINFORZI

ITALIANI:

Game Turn 9 /Turno di Gioco 9
(h. 12.00 - July 23rd / 23 Luglio):
2101 or / oppure 3601:
[3ª Divisione] (red / rosso):
- 14° Pinerolo Inf. Rgt.
- 16° Savona Inf. Rgt.
- 4ª Art. Batt.

2533 or / oppure 4434:
[Overall Com. / Com. Generale] **Carlo Alberto di Savoia**
[1ª Divisione di Riserva] (yellow / giallo):
- Com. **V.E. di Savoia**
- 1° , 2° Guardia Inf. Rgt.
- 2° Bers. L. Inf. Btn
- 3ª + 9ª Art. Batt. (one unit / un'unità)

Game Turn 11 / Turno di Gioco 11
(h. 14.00 - July 23rd / 23 Luglio):
4434 or / oppure 4834:
[Riserva di Cavalleria] (blue / blue):
- Com. **Olivieri**
- Savoia Cav. Rgt.
- Genova Cav. Rgt.
- Piemonte Cav. Rgt.
- Aosta Cav. Rgt.
- 1ª + 2ª + 3ª Cav. Art. Batt. (one unit / una unità)

Game Turn 13 / Turno di Gioco 13
(h. 16.00 - July 23rd / 23 Luglio):
Entering in the same hex chosen for the Turn 9 reinforcement / Entrano dallo stesso esagono scelto per I rinforzi del Turno 9:
[1ª Divisione di Riserva] (yellow / giallo):
- 7° , 8° Cuneo Inf. Rgt.

Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 24th / 24 Luglio):
Any South edge map hex / qualsiasi esagono sul lato sud della mappa:
[I Corpo] (grey / grigio):
- Com. **Bava**
- 5° , 6° Aosta Inf. Rgt.
- 17° Aqui Inf. Rgt.
- 6ª Art. Batt.

Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 25th / 25 Luglio):
Any South edge map hex / qualsiasi esagono sul lato sud della mappa:
Optional Reinforcements *(if current Strategic Objective is nr. 3) /*
Rinforzi Facoltativi *(se l'Obbiettivo Strategico in vigore è il 3):*
[I Corps] (grey / grigio):
- 18° Aqui Inf. Rgt.
- 9° , 10° Regina Inf. Rgt.

ÖSTERREICHISCH UNGARISCH:

Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 23rd / 23 Luglio):
Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
[Reserve Haller] (red / rosso):
- Com. **Haller**
- Grenadieren Inf. Rgt.
- 3° A.D. Karl Inf. Rgt.
- 25° Wocher Inf. Rgt.
- 43° Geppert Inf. Rgt.
- 1/12° Grenzer Inf. Btn.
- 8° + 9° Art. Batt. (one unit / una unità)

Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
[Reserve Taxis] (yellow / giallo):
- Com. **Taxis**
- 2° Bayern Dragoons (BD) Cav. Rgt.
- WindischGratz Cav. Rgt.
- 3° Uhlans Cav. Rgt.
- 4° Kaiser Uhlans Cav. Rgt.
- 4° + 5° + 6° Cav. Art. Batt. (one unit / una unità)

Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
[Art. Reserve **(see Rule 4.4 / vedi Regola 4.4)**]:
- Heavy / Pesante Art. (one unit / una unità)
- Howitzers / Obici (one unit / una unità)
- Bridge Train / Convoglio del Ponte (one unit / una unità)

Game Turn 4 / Turno di Gioco 4

(h. 07.00 - July 24ᵗʰ / 24 Luglio):
Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
   [Simbschen Brigade] (blue / blu):
     - Com. **Simbschen**
     - 2/12° Grenzer Inf. Btn.
     - 1/30° Inf. Btn.
     - 54° Prinz Emil Inf. Rgt.
     - 57° Haynau Inf. Rgt.
     - A.D. Charles Uhlans Cav. Squadrons
     - 16° + 9° Art. Batt. (one unit / una unità)

Game Turn 4 or later / Turno di Gioco 4 o più tardi
(h. 07.00 - July 25ᵗʰ / 25 Luglio):
Optional Reinforcements *Entering from 7004 or 7011, if any Sommacampagna hex (4913,4914,4014) is under Italian control at any time during July 24ᵗʰ or 25ᵗʰ /*
   Rinforzi Facoltativi *Entrano da 7004 oppure 7011 se qualsiasi esagono di Sommacampagna (4913,4914, 4014) è sotto il controllo italiano in qualsiasi momento durante il 24 o 25 luglio:*
   [Perin Brigade] (light Green / verde chiaro)
     - Com. **Perin**
     - 1/18° Grenzer Inf. Btn.
     - 18° Resising Inf. Rgt.
     - 45° A.D. Sig. Inf. Rgt.
     - 10° Art. Batt.

25. Scenario 2 (1848 free set up)

25.1.1: Same as 24.1.1.
25.1.2: Same as 24.1.2.
25.1.3: Same as 24.1.3.
25.1.4: Same as 24.1.4.
25.1.5: Same as 24.1.5.

25.1.6 Scenario Length: The Scenario starts on Game Turn 3 of July23ʳᵈ, 1848, and finishes at the end of Game Turn 17 of July 25ᵗʰ, 1848.

25.2 Victory Conditions: Same as Scenario 1.

25.3 SET UP: The Italian player sets up the same units as in Scenario 1, anywhere on the map, west of hex column 54xx (inclusive). *Exception: Osteria al Bosco (Fortress) is placed in hex 4604.*
No Austro-Hungarian unit starts on the map.

25.4 REINFORCEMENTS / RINFORZI

Game Turn 3 / Turno di Gioco 3
(h. 06.00 - July 23ʳᵈ / 23 Luglio):
Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
   [Overall Com. / Com. Generale] **Josef Radetzky**

   [II Corps] (black / nero):
     (setup units listed in Austro-Hungarian setup in Scenario 1 / piazzare le unità Austroungariche come nel piazzamento dello Scenario 1)
   [I Corps] (white / bianco):
     (setup units listed in Austro-Hungarian setup in Scenario 1 / piazzare le unità Austroungariche come nel piazzamento dello Scenario 1)

Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 23ʳᵈ / 23 Luglio):
Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
   [Reserve Haller] (red / rosso):
     (enter units listed as Austro-Hungarian Reinforcements in Scenario 1 / le stesse unità Austroungariche di rinforzo dello Scenario 1)
Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
   [Reserve Taxis] (yellow / giallo):
     (enter units listed as Austro-Hungarian Reinforcements in Scenario 1 / le stesse unità Austroungariche di rinforzo dello Scenario 1)
Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
   [Art. Reserve (see Rule 4.4 / vedi Regola 4.4)]:
     (enter units listed as Austro-Hungarian Reinforcements in Scenario 1 / le stesse unità Austroungariche di rinforzo dello Scenario 1)

Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 24ᵗʰ / 24 Luglio):
Entering at any one of the following hexes / Entrano da uno dei segeunti esagoni: 7004 – 7006 – 7011 – 7014:
   [Simbschen Brigade] (blue / blu):
     (enter units listed as Austro-Hungarian Reinforcements in Scenario 1 / le stesse unità Austroungariche di rinforzo dello Scenario 1)

Game Turn 4 or Later / Turno di Gioco 4 o più tardi
(h. 07.00 - July 25ᵗʰ / 25 Luglio):
Optional Reinforcements *Entering from 7004 or 7011, if any Sommacampagna hex (4913,4914,4014) is under Italian control at any time during July 24ᵗʰ or 25ᵗʰ /*
Rinforzi Facoltativi *Entrano da 7004 oppure 7011 se qualsiasi esagono di Sommacampagna (4913,4914, 4014) è sotto il controllo italiano in qualsiasi momento durante il 24 o 25 luglio:*
   [Perin Brigade] (light green / verde chiaro)
     (enter units listed as Austro-Hungarian Reinforcements in Scenario 1 / le stesse unità Austroungariche di rinforzo dello Scenario 1)

ITALIANI:

Game Turn 9 / Turno di Gioco 9
(h. 12.00 - July 23rd / 23 Luglio):
2533 or / oppure 4434:
[Overall Com. / Com. Generale] **Carlo Alberto di Savoia**
[1ª Divisione di Riserva] (yellow / giallo):
(enter units listed as Italian Reinforcements in Scenario 1 / le stesse unità Italiane di rinforzo dello Scenario 1)
[3ª Divisione] (red / rosso):
(enter units listed as Italian Reinforcements in Scenario 1 / le stesse unità Italiane di rinforzo dello Scenario 1)

Game Turn 11 / Turno di Gioco 11
(h. 14.00 - July 23rd / 23 Luglio):
4434 or / oppure 4834:
[Riserva di Cavalleria] (blue / blue):
(enter units listed as Italian Reinforcements in Scenario 1 / le stesse unità Italiane di rinforzo dello Scenario 1)

Game Turn 13 / Turno di Gioco 13
(h. 16.00 - July 23rd / 23 Luglio):
Entering in the same hex chosen for the Turn 9 reinforcement / Entrano dallo stesso esagono scelto per I rinforzi del Turno 9:
[1ª Divisione di Riserva] (yellow / giallo):
(enter units listed as Italian Reinforcements in Scenario 1 / le stesse unità Italiane di rinforzo dello Scenario 1)

Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 24th / 24 Luglio):
Any South edge map hex / qualsiasi esagono sul lato sud della mappa:
[I Corpo] (grey / grigio):
- Com. **Bava**
- 5° , 6° Aosta Inf. Rgt.
- 17° Aqui Inf. Rgt.
- 6ª Art. Batt.

Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 25th / 25 Luglio):
Any South edge map hex / qualsiasi esagono sul lato sud della mappa:
Optional Reinforcements (if current Strategic Objective is nr. 3) / Rinforzi Facoltativi (se l'Obbiettivo Strategico in vigore è il 3):
[I Corps] (grey / grigio):
- 18° Aqui Inf. Rgt.
- 9° , 10 °Regina Inf. Rgt.

26. Scenario 3 (1866 historical)

26.1 Special Rules

26.1.1 Peschiera and its fortresses are controlled by the Austro-Hungarian player.

26.1.2 Italians: The Italian Army went to battle without any knowledge of the presence of the Austro-Hungarian Army. The Overall Commander, Alfonso La Marmora, left his staff on the right side of the Mincio River, that's the reason why his value is "0". He can only affect Commanders stacked with himself.
Italian Formations are Divisions. The I Corps Reserve is considered a normal Formation (it is not subjected to Rule 4.3), under the direct command of Commander Durando. Formations of the III Corps (see below, Corps Attachments), and the Cavalry Reserve (De Sonnaz) **cannot receive a DRM from the Overall Commander**.

III Corps Formations:
- [7th Division] (dark blue): Comm. **Bixio**
- [8th Division] (purple): Comm. **Cugia**
- [9th Division] (light blue): Comm. **Govone**
- [16th Division] (light green): Comm. **Umberto di Savoia**

26.1.3 Italian Reluctance: Each Italian **Engaged** Formations rolling **a natural 5 or 6** as its activation die-roll (5.1.1) cannot move and is "finished" (cannot attempt Activations any more) during the current Game Turn. This limitation is lifted for that Formation for the remainder of the game, after the first assault/charge their units are involved in (as attackers or defenders). Mark this Formation with a blank marker on the Command chart on the map.

26.1.4 Austro-Hungarians: AH Formations are Corps. The Reserve Division and the Cavalry Reserve are each considered as one Corps (they are not subjected to Rule 4.3).

26.1.5 Supply Sources:
- Italian: hexes: 1004, 1034, 2533, 4434, 4834.
- Austro-Hungarian: hexes: 7004, 7006, 7011, 7014

26.1.6 Scenario Length: The Scenario starts on Game Turn 3, and finishes at the end of Game Turn 18 of June 24th, 1866. The Command Phase is omitted on Game Turn 3 (the first turn).

26.2 Victory Conditions
At the beginning of the Scenario, each player chooses one Strategic Objective among the three available, and keeps the chosen marker face down. If one player alone accomplishes the Strategic Objective conditions at the

end of the game he is the winner; if both players, or no one, accomplish their conditions, it is a draw.

Italian Strategic Objectives:

1. Strategic Objective 1:

   ### Cut off Peschiera from Verona

   The AH player cannot trace a valid LOC between Peschiera (1705) and hex 7004.

2. Strategic Objective 2:

   ### Control Peschiera

   The Italian player controls Peschiera (1704).

3. Strategic Objective 3:

   ### Start the siege of Mantova

   The Italian player controls Valeggio (both hexes: 2529 and 2430), Custoza (3923) and Villafranca (all hexes: 4929, 5029, 5030, 5129).

Austro-Hungarian Strategic Objectives:

1. Strategic Objective 1:

   ### Re-establish the Mincio River line

   The AH player controls the East side of every bridge over the Mincio river.

2. Strategic Objective 2:

   ### Take the high ground of the Custoza Hills

   The AH player controls Fornello (2625), Venturelli (3125), Custoza (3923)

3. Strategic Objective 3:

   ### Outflank the Italian position

   The AH player controls Olfino (1526), Monzambano (1621), and Ponti sul Mincio (1513).

26.3 SET UP / PIAZZAMENTO

Both players start with Formations On March. At the beginning of the Scenario, On March Formations must establish an Objective on the Objective Map (Reinforcements Formations included) /

Entrambi i giocatori iniziano con le Formazioni in Marcia. All'inizio dello scenario, le Formazioni in Marcia devono stabilire un Obiettivo sulla Mappa degli Obiettivi (Formazioni di rinforzi incluse)

ITALIANI (first / primo)**:**

1621:
   [1ª Divisione] (white / bianco):
   - Com. **Cerale**
   - 29°, 30° Pisa Inf. Rgt.
   - 43°, 44° Forlì Inf. Rgt.
   - 18° Bersaglieri L. Inf. Btn.
   - 3/6° Art. Batt.

2229:
   [5ª Divisione] (green / verde):

   - Com. **Sirtori**
   - 19°, 20° Brescia Inf. Rgt.
   - 65°, 66° Valtellina Inf. Rgt.
   - 5° Bersaglieri L. Inf. Btn.
   - 2/9° Art. Batt.

1513:
   [2ª Divisione] (light blue / blu chiaro):
   - Com. **Pianell**
   - 31°, 32° Siena Inf. Rgt.
   - 5°, 6° Aosta Inf. Rgt.
   - 17° Bersaglieri L. Inf. Btn.
   - 4/6° Art. Batt.

ÖSTERREICHISCH UNGARISCH:

3205:
   [Reserve Division] (yellow / giallo):
   - Com. **von Virtsolog**
   (Benko Brigade)
   - 17° Hohenlohe Inf. Rgt.
   - 12° Grenzer Inf, Rgt.
   - 37° Jäger Light Inf. Btn.
   - IV/5° Rgt. Art.
   (Weimar Brigade:)
   - 36° Degenfeld Inf. Rgt,
   - 4/76° Paumgarten Inf. Rgt,
   - 4/7° Maroicic Inf. Btn,
   - 36° Jäger Light Inf. Btn.
   - V/5° Rgt. Art.

4804:
   [V Corps] (white / bianco):
   - Com. **von Rodich**
   - V Corps Art.
   (Piret Brigade)
   - 50° Baden Inf. Rgt,
   - 75° Crenneville Inf. Rgt,
   - 5° KaiserJäger L. Inf. Btn.
   - 1/12° Uhlans Cav. Squadrons
   - I/5° Rgt. Art.
   (Bauer Brigade)
   - 23° Benedek Inf. Rgt.
   - 70° Nagy Inf. Rgt.
   - 19° Jäger Light Inf. Btn.
   - II/5° Art.
   (Möring Brigade)
   - 53° A.D. Leopold Inf. Rgt.
   - 54° Grüber Inf. Rgt.
   - 21° Jäger L. Inf. Btn.
   - III/5° Art.

7004:
   [Overall Com. / Com. Generale] **Albrecht von Habsburg**
   [VII Corps] (black / nero):

- Com. **Maroičić**
- 1/3° Hussars (Cav Squadrons)
- VII Corps Art.
(Scudier Brigade)
- 19° Prinz Rudolf Inf. Rgt.
- 48° A.D. Ernst Inf. Rgt.
- I/7° Art.
(Töply Brigade)
- 43° Alemann Inf. Rgt.
- 65° A.D. Ludwig Inf. Rgt.
- 7° Jäger L. Inf. Btn.
- II/7° Art.
(Welserheim Brigade)
- 31° Meklenbourg Inf. Rgt.
- 76° Paumgarten Inf. Rgt.
- 3° KaiserJäger L. Inf. Btn.
- III/7° Art.

7011
[IX Corps] (red / rosso):
- Com. **Hartung**
- IX Corps Art.
- I/11° Hussars (Cav Squadrons)
(Böck Brigade)
- 63° Inf. Rgt.
- 66° Granduca di Toscana Inf. Rgt.
- 15° Jäger L. Inf. Btn.
- I/8° Art.
(Weckbecker Brigade)
- 15. König von Bayern Inf. Rgt.
- 39. Don Miguel Inf. Rgt.
- 4. KaiserJäger L. Inf. Btn.
- II/8. Art.
(Kirschberg Brigade)
- 7° Maroicic Inf. Rgt.
- 29° Thun Inf. Rgt.
- 23° Jäger Light Inf. Btn.
- IV/7° Art.

5017:
[Cavalry Reserve] (blue / blu):
- Com. **Pulz**
(Bujanovics Brigade)
- 3° Hussars Cav Rgt.
- 11° Hussars Cav Rgt.
- II/12° Uhlans (Cav Squadrons)
(Pulz Brigade)
- 1° Hussars Cav Rgt.
- 13° Uhlans Cav Rgt.
- 5° Cav. Art.

26.4 REINFORCEMENTS / RINFORZI

ITALIANI:

Game Turn 3 / Turno di Gioco 3 (06.00):

1034:
[Overall Com. / Comandante Generale] **A. La Marmora**
[I Riserva del I Corpo] (red / rosso):
- Com. **Durando**
- Lancieri Aosta Cav. Rgt.
- Lucca Cav. Rgt.
- Guide a Cav. Cav. Rgt.
- 2°, 3°, 8°, 13° Bersaglieri L. Inf. Btn.
- 1/6, 2/6, 1/9 (Art. Batt.)

2533:
[3ª Divisione] (black / nero):
- Com. **Brignone**
- 1°, 2° GdS two Inf. Rgt.
- 3°, 4° GdL two Inf. Rgt.
- 37° Bersaglieri L. Inf. Btn.
- 5/6 Art.

4434:
[7ª Divisione] (dark blue / blu scuro):
- Com. **Bixio**
- 1°, 2° Del Re Inf. Rgt.
- 47°, 48° Ferrara Inf. Rgt.
- 9°, 19° Bersaglieri L. Inf. Btn
- 1+2+3/5° Art. (one unit / una unità)

4834:
[16ª Divisione] (light green / verde chiaro):
- Com. **Umberto di Savoia**
- 49°, 50° Parma Inf. Rgt.
- 8°, 71° Mista Inf. Rgt.
- 11°, 4° Bersaglieri L. Inf. Btn
- Saluzzo Cav Rgt.
- 7+8+9/5° Art. (one unit / una unità)

Game Turn 4 / Turno di Gioco 4 (07.00):
3434:
[8ª Divisione] (purple / viola):
- Com. **Cugia**
- 3°, 4° Piemonte Inf. Rgt.
- 63°, 64° Cagliari Inf. Rgt.
- 6°, 30° Bersaglieri L. Inf. Btn
- Alessandria Cav Rgt.
- 1+2+3/6° Art. (one unit / una unità)

4034:
[9ª Divisione] (light blue / blu chiaro):
- Com. **Govone**
- 35°, 36° Pistoia Inf. Rgt.
- 51°, 52° Delle Alpi Inf. Rgt.
- 27°, 34° Bersaglieri L. Inf. Btn
- Foggia Cav Rgt.
- 4+5+6/5° Art. (one unit / una unità)

Game Turn 6 / Turno di Gioco 6 (09.00):

4434:

[Riserva di Cavalleria] (brown / marrone):
- Com. **De Sonnaz**
- Savoia Cav. Rgt.
- Genova Cav. Rgt.
- Nizza Cav. Rgt.
- Piemonte Cav. Rgt.
- Cav. Art.

Game Turn 15 / Turno di Gioco 15 (18.00):
4434:

[19ª Divisione] (orange / arancione):
- Com. **Longoni**
- 59°, 60° Calabria Inf. Rgt.
- 67° Palermo Inf. Rgt.
- 33°, 40° Bersaglieri Inf. Rgt.
- U. Piacenza Cav. Rgt.
- 1+2+3/7° Art. (one unit / una unità)

Game Turn 16 / Turno di Gioco 16 (19.00):
4834:

[10ª Divisione] (yellow / giallo):
- Com. **Angioletti**
- 53°, 54° Umbria Inf. Rgt.
- 57°, 58° Abruzzi Inf. Rgt.
- 24°, 31° Bersaglieri L. Inf. Btn
- 4+5+6/9° Art. (one unit / una unità)

27. Scenario 4 (1866 free set up)

27.1.1: Same as 26.1.1.
27.1.2: Same as 26.1.2.
27.1.3: 26.1.3 is not in effect.
27.1.4: Same as 26.1.4.
27.1.5: Same as 26.1.5.

27.1.6: Scenario Length: The Scenario starts on Game Turn 1, and finishes at the end of Game Turn 18 of June 24th, 1866.

27.2 Victory Conditions: Same as 26.2.

27.3 SET UP / PIAZZAMENTO:

All the units enter as reinforcements / Tutte le unità entrano come rinforzi.

27.4 REINFORCEMENTS / RINFORZI:

All Commanders of both sides enter the map accompanied by their units, as listed in the Set Up or Reinforcement schedule of Scenario 3 / Tutti i comandanti di entrambe le parti entrano nella mappa accompagnati dalle loro unità, come elencato nel programma di allestimento o rinforzo dello scenario 3.

ITALIANI:

Game Turn 1 / Turno di Gioco 1 (04.00):
Map edge between hexes 1020 and 1034 (inclusive) / Bordo mappa tra gli esagoni 1020 e 1034 (inclusi):
- [1ª Divisione] (white / bianco): Com. **Cerale**
- [2ª Divisione] (light blue / blu chiaro): Com. **Pianell**
- [5ª Divisione] (green / verde): Com. **Sirtori**.

Game Turn 3 / Turno di Gioco 3 (06.00):
Map edge between hexes 1020 and 1034 (inclusive) / Bordo mappa tra gli esagoni 1020 e 1034 (inclusi):
- [Overall Com. / Com. Generale] **A. La Marmora**.
- [Riserva del I Corpo] (red / rosso): Com. **Durando**
- [3ª Divisione] (black / nero): Com. **Brignone**

Map edge between hexes 2533 and 4834 (inclusive) / Bordo mappa tra gli esagoni 2533 e 4834 (inclusi):
- [7ª Divisione] (dark blue / blu scuro): Com. **Bixio**
- [16ª Divisione] (light green / verde chiaro): Com. **Umberto di Savoia**

Game Turn 4 / Turno di Gioco 4 (07.00):
Map edge between hexes 2533 and 4834 (inclusive) / Bordo mappa tra gli esagoni 2533 e 4834 (inclusi):
- [8ª Divisione] (purple / viola): Com. **Cugia**
- [9ª Divisione] (light blue / blu chiaro): Com. **Govone**

Game Turn 6 / Turno di Gioco 6 (09.00):
Map edge between hexes 2533 and 4834 (inclusive) / Bordo mappa tra gli esagoni 2533 e 4834 (inclusi):
- [Cavalry Reserve] (brown / marrone): Com. **De Sonnaz**

Game Turn 15 / Turno di Gioco 15 (18.00):
Map edge between hexes 2533 and 4834 (inclusive) / Bordo mappa tra gli esagoni 2533 e 4834 (inclusi):
- [19ª Divisione] (orange / arancione): Com. **Longoni**

Game Turn 16 / Turno di Gioco 16 (19.00):
Map edge between hexes 2533 and 4834 (inclusive) / Bordo mappa tra gli esagoni 2533 e 4834 (inclusi):
- [10ª Divisione] (yellow / giallo): Com. **Angioletti**

ÖSTERREICHISCH UNGARISCH:

Game Turn 1 / Turno di Gioco 1 (04.00):
7004 or / oppure 7011:
- [Cavalry Reserve] (blue / blu): Com. **Pulz**

Game Turn 2 / Turno di Gioco 2 (05.00):

7004 or / oppure 7011:
- [V Corps] (white / bianco): Com. **von Rodich**

Game Turn 3 / Turno di Gioco 3 (06.00):
3601:
- [Reserve Division] (yellow / giallo):
  Com. **von Virtsolog**
7004 or / oppure 7011:
- [Overall Com. / Com. Generale]
  Albrecht von Habsburg
- [VII Corps] (black / nero): Com. **Maroičić**
- [IX Corps] (red / rosso): Com. **Hartung**.

28. Scenario 5 (1848 late start)

This Scenario starts in the middle of the battle, when Carlo Alberto organized a counterattack against the Austro-Hungarian army's left flank, while it was engaged in crossing the Mincio River.

28.1.1: Same as 24.1.1.
28.1.2: "Osteria Al Bosco" unit is eliminated
28.1.3: Same as 24.1.3.
28.1.4: Same as 24.1.4.
28.1.5: Same as 24.1.5.

28.1.6 Scenario Length: The Scenario starts on Game Turn 11 of July 24th, 1848, and finishes at the end of Game Turn 17 of July 25th, 1848.

28.2 Victory Conditions: Same as Scenario 1. On the 24th, the Italian player is assumed to have chosen Strategic Objective 3.

28.3 SET UP / PIAZZAMENTO:

ÖSTERREICHISCH UNGARISCH (first/ primo)**:**

4323 (#2):
[Simbschen Brigade] (blue / blu):
- 57° Haynau Inf Rgt.
- 16° + 9° Art. Batt. (one unit / una unità)
4422 (#1):
[Simbschen Brigade] (blue / blu):
- 54° Prin Emil Inf. Rgt.
4420 (#2):
[Simbschen Brigade] (blue / blu):
- Com. **Simbschen**
- 2/12° Grenzer,
- 1/30° Nugent
- A.D. Charles Uhlans
3105 (#5):
[II Corps] (black / nero):
- Com. **D'Aspre**
[Schaaffgotsche Div., II Corps] (black / nero):

- 1° Kaiser Inf. Rgt.
- 48° A.D. Ernst Inf. Rgt.
- 38° Hang Inf. Btn.
- 11° Jäger L. Inf. Btn.
- 2/6° Grenzer Inf. Btn.
- 4° Kaiser Uhlans Cav. Rgt.
- 4° + 5° Art. Batt. (one unit / una unità)
[Wimpffen Div., II Corps] (black):
- 4° Grenzer Inf. Rgt.
- 47° Kinski Inf. Rgt.
- 52° A.D. Franz Karl Inf. Rgt.
- 2° Kaiser Jäger L. Inf. Btn.
- 9° Jäger L. Inf. Btn.
- 7° Hussars Cav. Rgt.
- 2° + 7° Cav Art. Battery (one unit / una unità)
- 6. Art. Battery
2315 (#3):
[Overall Com. / Com. Generale] **Josef Radetzky**
[I Corps] (white / bianco):
- Com. **Wratislaw   (Fatigue 4 / Fatica 4)**
- 7° Proh Inf. Rgt.
- 17° Hohenlohe Inf. Rgt.
- 1° + 8° Grenzer Inf. Btn. (one unit/una unità)
- 10° Jäger L. Inf. Btn.
- 5° Hussars Cav. Rgt.
- 1° Cav. Batt.
[Art. Reserve (see Rule 4.4 / vedi Regola 4.4)]:
- Heavy Art. / Art. Pesante (one unit / una unità)
- Howitzers / Obici (one unit / una unità)
Bridge deployed at 2215 / Ponte disposto in 2215:
Bridge Train / Convoglio da Ponte (one unit / una unità)
2115 (#2), West of Mincio River / Ovest del Mincio
- 28° Latour Inf. Rgt.
- 3° Grenzer Inf. Rgt.
- 4° Kaiser Jäger L. Inf. Btn.
- 2/5° Grenzer Inf. Btn.
- 2/11° Grenzer Inf. Btn.
- 3/44° A.D. Alb. Inf. Btn.
- 2°+ 3° Art. Batt. (one unit / una unità)
3807 (5#):
[Reserve Haller] (red / rosso):
- Com. **Haller   (Fatigue 4 / Fatica 4)**
- Grenadieren Inf. Rgt.
- 3° A.D.Karl Inf. Rgt.
- 25° Wocher Inf. Rgt.
- 43° Geppert Inf. Rgt.
- 1/12° Grenzer Inf. Btn.
- 8° + 9° Art. Batt. (one unit / una unità)
[Reserve Taxis] (yellow / giallo):
- Com. **Taxis   (Fatigue 4 / Fatica 4)**
- 2° Bayern Dragoons (BD) Cav. Rgt.

- WindischGratz Cav. Rgt.
- 3°. Uhlans Cav. Rgt.
- 4°. Kaiser Uhlans Cav. Rgt.
- 4° + 5° + 6° Cav. Art. Batt. (one unit / una unità)

ITALIANI:

5029 (#5):
[Overall Com. / Com. generale] **Carlo Alberto di Savoia**
[1ª Divisione di Riserva] (yellow / giallo):
- Com. **V.E. di Savoia**
- 1° , 2° Guardia Inf. Rgt.
- 7° , 8° Cuneo Inf. Rgt.
- 2° Bers. Inf. Btn
- 3° + 9° Art. Batt. (one unit / una unità)
[I Corpo] (grey / grigio):
- Com. **Bava**
- 5° , 6° Aosta Inf. Rgt.
- 17° Aqui Inf. Rgt.
- 6ª Art. Batt.

5031 (#3):
[4ª Div., II Corpo] (white / bianco):
- Com. **Ferdinando di Savoia**
- Novara I (part of Cav. Rgt.)
- 13° Pinerolo Inf. Rgt.
- Toscana Art. Batt.
- 1° Toscana Inf. Rgt.
- 3° , 4° Piemonte Inf. Rgt.
- Volontari Pavesi Inf. Btn.
- Carabinieri Lombardi L. Inf. Btn.
- 1ª Art. Batt.

1705 (#3) or / oppure 1621 (#3):
[3ª Div., II Corpo] (red / rosso):
- Com. **Broglia (Fatigue 4 / Fatica 4)**
- 1° , 2° Savoia Inf. Rgt.
- Parma Inf. Btn.
- Modena Inf. Btn.
- Novara II (part of Cav. Rgt.)
- 2° + 7° Art. Batt. (one unit / una unità)
- 16° Savona Inf. Rgt.
- 4ª Art. Batt.

1513 (#3):
[3ª Div., II Corpo] (red / rosso):
- 1° Bersaglieri L. Inf. Btn. (Shaken / Scosso)
- Parma+Modena (P+M) Art. Batt. (Shaken / Scosso) (one unit/una unità)
- 14° Pinerolo Inf. Rgt. (Shaken / Scosso)
[2ª Div. di Riserva] (green / verde):
- 2° Prov. Inf. Rgt.
- 1° Prov Inf. Rgt.

1705 (#3), 1621 (#3), 2529 (#3):
[2ª Div. di Riserva] (green / verde):

- Com. **Visconti**   (Fatigue 4 / Fatica 4)
- 3° Prov. Inf. Rgt.
- 4° Prov. Inf. Rgt.

28.4 REINFORCEMENTS / RINFORZI:
ITALIANI:

**Game Turn 4 / Turno di Gioco 4
(h. 07.00 - July 25th / 25 Luglio):**
Any South edge map hex / qualsiasi esagono sul lato sud della mappa:
[I Corpo] (grey / grigio):
- 18° Aqui Inf. Rgt.
- 9° Regina Inf. Rgt.
- 10° Regina Inf. Rgt.

ÖSTERREICHISCH UNGARISCH:

**Game Turn 4 or Later / Turno di Gioco 4 o più tardi
(h. 07.00 - July 25th / 25 Luglio):**
7004 or / oppure 7011:
[Perin Brigade] (light green / verde chiaro)
- Com. **Perin**
- 1/18. Grenzer Inf. Btn.
- 18. Resising Inf. Rgt.
- 45. A.D. Sig. Inf. Rgt.
- 10. Art. Batt.

HISTORICAL NOTES

Custoza is a town in the southern foothills laying on the left bank of the Mincio River, exiting from Peschiera and Lake Garda . Today it is famous for the white wine coming from the grapes of its hills, but in the XIX century it was also a crossroads of transit, and clash, for the armies attacking, or defending, the fortress system called "The Quadrilateral", composed of the fortresses of Peschiera, Mantua, Legnago, and Verona.

Still the Napoleonic Wars saw bloody clashes along the Mincio river banks, but during the confrontation between the new nascent Italian state and the Austro-Hungarian Empire, known as the Risorgimento, Custoza gave its name to two of the larger battles of this period. The first one, in 1848, was decisive for the outcome of the First War of Independence (1848-49), while the second one had no effect on the outcome of the Third War of Independence (1866), but humiliating for the army of the newly born Italian Kingdom.

The campaigns of the First War of Independence saw alternating events. It started on March 23rd, 1848, after the internal uprisings of the double monarchy of Austria and Hungary, that gave the opportunity to Milan and Venice to rise up and claim independence in the form of republics, and to Carlo Alberto, Piedmontese king of Sardinia, to raise the tricolor Italian flag and march to the aid of the rebelling republics as paladin of the Italian cause. In different stages and circumstances, the Kingdom of Naples and the Papal States joined the Italian cause, to leave later before the end of the war. Also small volunteers, and regular, detachments from the other small duchies of Italy, like Tuscany, Parma, and Modena joined Carlo Alberto's army.

The beginning of the First War of Independence saw the Austro-

Hungarian armies suffer from defections of Italian raised troops, and from the insurgency of the surrounding countryside, forcing Field Marshall Josef Radetzky, the governor of Lombardy-Veneto , and commander of the Austro-Hungarian troops in Italy, to abandon Milan, after the famous Five Days riot, and shelter in the Quadrilateral, while the other Austro-Hungarian troops were leaving Friuli.

On the west side of the Quadrilateral the first major clashes took place, with the Sardinian victories at Pastrengo and Goito, and the Austro-Hungarian victory at Santa Lucia, at the gates of Verona. Peschiera and Mantova were besieged by the Sardinian army, while Vicenza was occupied by a mixed Venetian and Papal States army. Peschiera surrendered on the 30th of May, the day of Radetzky's defeat at Goito.

Only with the recovery of order within the double monarchy, more troops became available for Field Marshall Radetzky. Holding off the Sardinian army in front of Mantua and Verona, he was able to concentrate part of his army to reconquer Vicenza, defeating the Papal and Venetian army under General Durando, and thus reopened its supply lines through eastern Veneto and Friuli, besieging Venice, which was now standing alone.

It was finally time to settle accounts with Carlo Alberto's army.

On July 23rd, taking advantage of the dispersion of the Sardinian army, spread between the siege of Mantua and the hills north of Peschiera, Radetzky suddenly attacked the Sardinian center with the bulk of his army, composed of three Corps. In front of him only a few Italian divisions of the II Corps were deployed in the defense of the hills between Sona and Sommacampagna.

By midday the Italian units were forced to retreat, the 3rd Division to Peschiera, and the 4th Division to Villafranca, where Carlo Alberto was rallying his reserves at hands made up of the 1st Reserve Division, the Cavalry Division, and some regiments taken from the I Corps, still besieging Mantua.

At this stage, Radetzky had the "central position", and the opportunity to carry out his plan, crossing the Mincio River south of Peschiera, splitting in two the Italian forces.

On the 24th, while his II Corps was screening Peschiera, the I Corps and the Reserve undertook the river crossing at Salionze, building a pontoon bridge. Only a few battalions from the Italian 2nd Reserve Division tried to oppose the crossing, but were repulsed by artillery fire, and the Jaegers that had crossed.

To screen his left flank toward Villanfranca, Radetzky had dispatched Simbschen's Brigade, just arrived from Verona. Carlo Alberto's planned counterattack fell upon this brigade in the afternoon, between Custoza, Staffalo, and Sommacampagna. The brigade was shattered, leaving 1500 prisoners in Italian hands.

On the 25th Radetzky recalled the II Corps and the Reserve Corps to attack the bulk of the Italians around Custoza, that had counterattacked the day before, to regain the initiative, while Carlo Alberto attacked the <

Austro-Hungarian in turn at Valeggio .The struggle was unequal, and the result as expected. The numerical superiority pushed back the Italian troops, and at sunset Carlo Alberto decided to withdraw his exhausted army across the Mincio through the Goito bridge, south of Valeggio, now under Austro-Hungarian control.

The Italian troops on the right side of the Mincio maneuvered uselessly , without preventing the Austro-Hungarian crossing of the Mincio, of the day before, and holding the bridgehead on the 25th. At the end of the day, they rallied around Volta Mantovana, leaving the field to the Austro-Hungarians.

The First Battle of Custoza had ended, and the clash at Volta Mantovana the day after confirmed Radetzky's success. Carlo Alberto and his army, defeated and demoralized, withdrew to Milan, and to the armistice.

Italian troops fought well during the '48 campaign, but their numerical inferiority, and the indecision of some of their commanders, signaled the doom of the campaign.

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In 1866, during the Third War of Independence, the overall scenario was quite different.

On April 8th the alliance between the just born Kingdom of Italy and the Kingdom of Prussia was born, for reciprocal military assistance in case of conflict with Austria-Hungary, actually with the clear objective for both to expand themselves at the expense of the Habsburg Empire, particularly Italy was aiming to "free" the Veneto.

The Italian Regio Esercito (Royal Army) was taking the field with an overwhelming numerical superiority: 120.000 men of the Army of the Mincio, under the command of Alfonso La Marmora, against 75.000 men of the Austro-Hungarian Army of the South, under the command of the Archduke Albrecht von Habsburg.

The Italian Regio Esercito was collecting officers and soldiers coming from all of the former states of the peninsula, from the Kingdom of Sardinia, to the Kingdom of Naples, to Tuscany, Parma and Piacenza. It was an heterogeneous army, with modern weapons, but with deep rivalries among high level officers.

While south of the Po a large Italian Corps, under the command of Enrico Cialdini, was preparing to cross the large river obstacle, on June 23rd the Army of the Mincio crossed the river that it was named after between Monzambano and Goito, and deployed for a demonstration between Peschiera and Verona, to draw to the open ground the Austro-Hungarian Army of the South, unaware that it was still moving along the Verona – Peschiera road, on the left flank of the river crossing of the Italian Army.

Also the Army of the South was maneuvering blindly, thinking that just a small advanced guard was crossing the Mincio. With these premises a meeting engagement was about to start, where the two opponents were colliding blindly, where the initiative of the single commanders and the training of the troops would make the difference.

At dawn of June 24th, the anniversary of Solferino, the Italian army was moving to bypass Peschiera from the South, with the I Corps on the left, along the Mincio river, and the III on right through Custoza, maintaining half of the Corps covering the right flank around Villafranca

At the same time, the Austro-Hungarian army was turning left, in the direction of Valeggio with the Reserve Division along the Mincio, the V Corps in the direction of Santa Lucia, the VII Corps in the direction of Custoza, and the IX Corps in the direction of Sommacampagna. On the left the Cavalry Corps, under Colonel Pulz, was advancing onVillafranca. The two armies clashed almost immediately along the entire line.

Near the Mincio, around Oliosi, the Austro-Hungarian Reserve Division surprised the Italian Forlì Brigade still on the march, and routed it. The Pisa Brigade rushed to fill the gap, but it was immediately put under pressure by part of the AH V Corps, on its right flank. In front of Santa Lucia, the Italian 5th Division clashed with the bulk of the AH V Corps. After a short skirmish, it withdrew behind the Tione river, defending on the Santa Lucia hills.

Between Custoza and Staffalo, the Italian 3rd Divisioni was also s caught on the march by the AH VII Corps, and badly reduced.

Cugia's 8th Division and Govone's 9th Division, from the III Corps, came to the rescue, while the Austro-Hungarian IX Corps also entered the line.

Actually, the Italian battered I Corps and half of the III Corps were engaging three and a half Austro-Hungarian Corps. At the same time, the right wing of the III Corps, around Villafranca, was charged and engaged by the Cavalry of Colonel Pulz, without being damaged, but convincing Della Rocca, the commander of the III Corps, that he had in front of him many more troops than in reality, therefore denying reinforcements to his own divisions, the 8th and the 9th, engaged at Custoza against two AH Corps.

La Marmora had left his staff on the other side of the Mincio, practically leaving the Army without command control. Moreover, when he saw the arrival in Valeggio of the routing 1st and 3rd divisions, he started thinking that the battle was already lost, whereas the other engaged divisions were giving proof of valor.

In the course of the day, outnumbered and without reinforcements and orders, the Italian divisions began to give way against the enemy and their fatigue. On the Italian left, crossing the Mincio, Pianell's 2nd Division struck the flank of the Reserve Division, while the exhausted 1st Division withdrew disordered, and its place was taken by the I Corps Reserve, entrenching on Monte Vento with artillery and Bersaglieri. Sirtori's 5th Division, after a victorious defense of Santa Lucia, attempted a counterattack across the Tione, but the intense enemy artillery fire, and the final V Corps assaults routed it.

This retreat left the right flank of the Italian I Corps exposed, forcing it to withdraw from Monte Vento, leaving that position to the AH Reserve Division and V Corps.

The Italian 8th and 9th Divisions fought tenaciously for Custoza and Monte Torre, between attacks and counterattacks, until mid afternoon. Then, exhausted, they were forced to yield the field, and the Austro-Hungarian VII and IX Corps were able to occupy the southern edge of the hills. At the same time, Bixio's 7th Division and Umberto di Savoia's 16th Division remained inactive near Villafranca, waiting for an attack that never came, despite the numerous reinforcement requests coming from Govone and Cugia, and Bixio's demands to "move to the sound of the guns".

At sunset, the exhausted and run down Italian divisions withdrew across the Mincio, while the intact 7th and 16th Divisions acted as a rearguard.

Archduke Albrecht's Army of the South, also exhausted, did not pursue the defeated enemy, content to settle on the hills.

The Italian Army of the Mincio had not suffered an overwhelming defeat, and only half of its strength was used. Actually, the whole II Corps, and the divisions that retreated in good order from the battlefield, were still available for a counterattack. Nevertheless, la Marmora and Vittorio Emanuele II, the Italian King who was present at the battle, considered it too risky to stay within reach of the enemy, and decided on a general retreat behind the Oglio River, on the road to Milan. The alleged catastrophe affected also the operations of Cialdini's Corps, that decided to give up its crossing of the Po River.

The Italian troops, despite their numerical superiority, didn't move until, following the Austro-Hungarian defeat at Sadowa (Königgrätz) by the Prussians, part of the Army of the South, and Archduke Albrecht himself, left the Veneto to move to defend Wien. At that point, the Austro-Hungarians no longer had the possibility to oppose the Italians, and, withdrew into the Quadrilatero fortresses, watched powerlessly the occupation of the Veneto by the Italian armies, now under the command of Enrico Cialdini.

After the naval battle of Lissa (also lost by the Italians!), the Third War of Independence ended. Despite the only Italian victories having come from Garibaldi's Corpo Volontario in Trentino, it was a victory for the Italian Kingdom, due to the Prussian victories, giving them Veneto and Friuli. The next step in the Italian Risorgimento would be the Taking of Rome, in 1870.

DESIGN NOTES

This was the hardest part to write. Custoza's project was born in 2010, after reading the book "Custoza 1866, the Italian way to defeat", which made me discover this mostly unknown battle, yet very interesting from the military and historical point of view, but also quite representative of several contradictions of us Italians.

The first project was a very simple system, inherited from the classic and immortal "Napoleon's Last Battles", with the aim of a game that could be approached even by beginners and players who did not want to engage too much in assimilating the rules.

Furthermore, the fact that the same battlefield had seen two major clashes, the two great battles of the First and Third War of Independence, in 1848 and 1866, allowed the same game system to face two very different battles, albeit with the same conclusion (hence the title of the game "Custoza, fields of doom", at least for us Italians).

As the project evolved, however, specific features of historical and military events added important details to the game, making it heavier, while in the course of the playtest the combat system in this context was boring and predictable. In practice the game brought back the historical results, but it wasn't fun. It therefore lacked the essential characteristic of the term "game". Hence the radical decision: we reset everything and started again with a completely new system. Without using predefined schemes, and with the basic concepts of a) non-absolute control of formations and b) continuous action/reaction, the system that you find now was born.

At that time, the tactics of Italians and Austro-Hungarians did not differ so much from their colleagues of the Napoleonic era, and in the clashes between masses of infantry, they were based above all on "shock", where those formations who lost military cohesion left the field to the enemy. Hence the importance of cohesion, and its deterioration. The most strong units have an advantage in assaulta, but they also lose cohesion by wearing themselves down in prolonged combats.

The moment the two formations came into contact without one of them breaking the contact first, it was the combativeness and training of the troops that were tested, and the outcome could never be granted for anyone. Especially in fights around farmhouses or villages.

Fire is used in an offensive function to "soften" the opponent, but in this case it took to the artillery and light infantry units to do the job. Firing of rifles between opposing lines was developed above all in the contemporary American Civil War.

The cavalry had lost its role as a shock formation, but had gained in flexibility and maneuverability. He was very vulnerable against squared formations, but in 1866 he played a decisive role in disrupting the Italian formations on march, and in leaving the Italian commanders uncertain.

Exactly the uncertainty is a feature of this simulation. The cavalry of both sides was not used properly as an explorative and shielding force, leaving commanders uncertain about the enemy's movements

and positions. Hence the extreme use of hidden formations in the countryside scenes. Likewise, on the battlefield only the uniforms, the number of soldiers, and the flags could be distinguished, without knowing the morale or training of those in front of them. From here the counters turned upside down.

Both battles took place in a hot and wet period, and the fatigue of the fighters played a fundamental role. Formations that fought validly all day, exhausted, had to give up because they had not received reinforcements promptly. While victorious formations had to stop, without being able to exploit the advantage, because exhausted in turn.

Collapse is similarly important for the formations, in this case of a moral nature; when combat units saw the other units of the same formation fall apart around them, forced to turn over, they in turn lost cohesion and combativeness.

In conclusion, there are many features included in this simulation, trying to reproduce the tensions, the maneuvers, and their consequences, and of the fight tactics of the time. Era little known from the military point of view, but important in the history of our country, and that we will try to propose again in a series of simulations on the battles of the Risorgimento with this system.

CREDITS

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