

RULEBOOK

RISORGIMENTO 1859

The Battles

Magenta (June 4) and Solferino (June 24)
in the Second Italian War for Independence



Napoleon III



By Rodger B. MacGowan ©2000

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A RICHARD H. BERG Game Design

Living Rules version, Sept. 2008 – Changes from previous version by Riccardo Rinaldi, highlighted in YELLOW

- with the kind assistance of John Ellsworth for translating and formatting the original PDF document back into MS Word.

1.0 INTRODUCTION

RISORGIMENTO 1859: THE BATTLES covers the two major engagements in the Second War for Italian Independence in 1859: Magenta, the opening battle of the war; and Solferino, one of the largest battles in European pre-20th century history. It was also a war in which two emperors—Napoleon III and Franz Josef—and a king—Victor Emmanuel—all took battlefield command.

A Word on Complexity. It is the designer's intent to give the players the feel and sweep of a large, 19th century land battle. At the same time, it is also our intent to make the game as playable as possible, within its scope and size. To that end we have tried to make the systems and mechanics as simple as possible, and to keep adherents of both styles of gaming happy.

2.0 COMPONENTS

The game includes the following items:

- 2 Game maps (22"x34" and back-printed)
- 3 Sheets of counters
- 1 Rulebook
- 1 Playbook with scenarios
- 2 Playing aid charts
- 1 Activation Card
- 2 Ten-sided dice

2.1 The Maps

The maps cover the area over which the battles were fought. Each map is overlaid with a grid of hexagons—which are used to regulate movement. The various types of terrain represented are discussed in the rules below. The Solferino battlefield uses two maps: the Solferino map and the San Martino map. Magenta and the campaign map are on the other sides of these maps.

Design Note: The battlefields, and especially Solferino, are virtually dotted with small villages, many of which we have not included for purposes of clarity. They did not affect

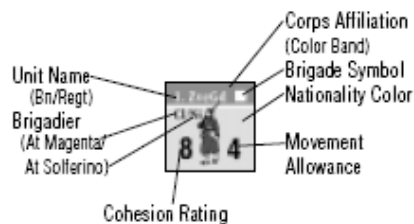
the battles greatly, and we apologize to anyone living in the area who feels left out.

2.2 The Counters

RISORGIMENTO 1859 contains three types of counters (playing pieces): 1) combat units—the infantry battalions, cavalry regiments and artillery batteries; 2) leaders (virtually all brigadiers); and 3) a variety of informational markers, such as Hits, used to note status. All combat units are printed on both sides; the reverse shows the unit as "Disordered." The combat units are color-coded for ease in identifying to which command [2.4] they belong.

Play and Design Note: Combat units do not have any Strength Points, the usual indication of a unit's numerical strength.

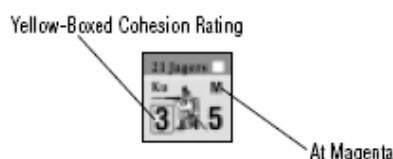
Infantry Unit



Disordered Infantry Unit (Back)



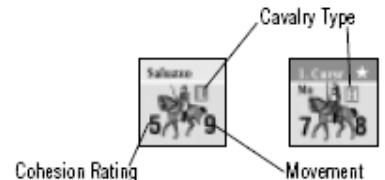
Jäger/Chasseur Unit



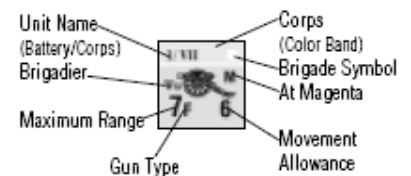
Light Infantry Unit



Cavalry Units: Light and Heavy



Artillery Unit



Disordered Artillery Unit (Back)



Most units are infantry, organized as follows:

Austria: Each infantry counter is a battalion, usually part of a four-battalion regiment. Usually a Grenzer or Jäger battalion was attached. Thus, the regiment has a different name than the brigade to which it belonged. Thus, Hoditz's Brigade (2nd Division of the I Corps), contains all four battalions of the Ernst regiment plus the 14th Jäger battalion.

Historical Note: We use the word "Austrian" to cover all the units of the Habsburg Empire, which included a lot of non-Austrian peoples.

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France: The French brigades tended to be bigger. Thus, Goze's brigade (3/I) includes the battalions (three each) of the 1st Zouave, 33rd and 34th regiments.

Piedmont-Sardinia: This army was organized along lines very similar to that of the Austrians. Thus, Colliano's brigade consists of the 1st and 2nd Grenadiers regiments (four battalions each—although some counters represent two battalions), plus the 3rd Bersagliari battalion.

NOTE: Some units have two brigadiers. This indicates that the brigade was commanded by different brigadiers in each battle. Thus, the 1st Grenadier Guards was led by Cler at Magenta and Niol at Solferino.

2.3 The Die

The game uses a ten-sided die to resolve combat. A 0 is a 0, not a 10.

2.4 Definitions and Abbreviations

2.41 Key Definitions. Awareness of the following terms will help as you read through the rules:

Cohesion: The numerically-rated ability of a combat unit to withstand the vigors of combat.

Command: A group of combat units under one leader/brigadier, the name on the Command Indicator line on the counter. The basic "maneuver" command in this game is the brigade; the basic activation command in the game is the corps, with the Piedmontese Army being treated as one corps.

DRM: Die Roll Modifier—used to adjust the value of a rolled die.

Jägers/Chasseurs: For those not up fluent in the languages of the opponents, Jägers and Chasseurs are the same unit type; the words mean the same thing in each language—"hunter." They are

highly-mobile units which fought in dispersed formations.

Leader: Those generals (and ranks below) commanding at brigade level. Also called **Brigadiers**.

ZOC: Zone of Control—the ability of a unit, through its maneuverability and use of skirmishers, to extend its presence into adjacent hexes.

2.42 Abbreviations

Full corps commander and brigadier names can be found in the Orders of Battle section of the Playbook. Other significant unit abbreviations on counters or in the scenario setups are found below.

Arty	Artillery
Bde	Brigade
Bn	Battalion
Brsglri	Bersaglieri
Chssr	
or Chs	Chasseur
Cursr	Cuirassier
Div	Division
Drgn	
or Dgn	Dragoon
Etrg	Foreign Legion
Gd	Guard
Grn	Grenadier
Grnt	Granatieri
Grz	Grenzer
Hus	Hussar
Imp	
or IG	Imperial Guard
Jgr	Jäger
Regt	Regiment
Uhl	Uhlán
Zve	Zouave

2.5 The Scale

The map scale for the battles is about 325 yards per hex. Each turn covers about one hour of real time.

Each **infantry** unit is a battalion or two (the latter applies to most of the Piedmont army). All units are treated as having the same strength, equalized as follows:

- The Austrian battalions contained about 750 men. However, the uneducated, multilingual Austrian trooper had not yet figured out how to fire his new rifled muskets.
- The French battalions usually had about 550 men, but their small-arms weapons, and thus their firepower, was much better ... and, other than the chasseurs and light infantry, they mainly relied on the bayonet charge, which the Austrians, *sans* firepower, were not very good at repelling.
- Piedmontese battalions, which had about 500 men each, had only tepid training, little experience and antiquated weapons. Thus, we have grouped two of these together (except for a few that were used as detachments) to render them "equal" to the others. The Piedmontese Bersaglieri units held 700+ men each, so these stand alone.

Cavalry units (regiments) contained around 500 men each, sometimes dropping to 400, sometimes as high as 600 or more. The Piedmontese cavalry was usually around 600.

Each **artillery** unit represents a 6-8 gun battery. The batteries are divided into five types:



Field guns (usually 6- and 8-lbers).



"Heavy" artillery (usually 12- and 16-lbers).



The new French Rifled field guns [7.11].



Rockets (see Solferino battle in Playbook).



Horse artillery were similar in size to field guns, but with lighter carriages, which enabled them to move "faster" but slightly restricted their range.

To compare overall strengths, using Solferino as a measuring stick:

- An Austrian corps contained around 18,000 men (somewhat lower for the undermanned VII and XI Corps)
- French corps ran from 11,000 (III Corps; see notes on this corps in playbook) to 22,000 (I Corps).
- The Sardinian Army had about 29,000 men at Solferino, or 50 per cent more than Benedek's VIII Corps.

2.6 Ratings

Determining combat/cohesion ratings for units is, at best, a "pièce de guess," as there is no source that lays it out mathematically, like numbers, guns, etc. Add to that the fact that the sole combat rating on most units—Cohesion—covers a whole lot more than just "cohesion," and you have, in respect to other systems, a lot of seeming anomalies. For example, the Austrian Jägers were actually "elite" units, yet their Cohesion is low. This reflects more their manpower, formation and tactical doctrine than the soldiers' ability. As for individual ratings, often your guess is as good as mine, and if you adhere to that doctrine literally, feel free to bump any unit up or down. It's not going to affect the game greatly.

2.7 Questions?

Any questions about play?

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3.0 SEQUENCE OF PLAY

Each turn follows a set sequence as described below.

- A. Initiative Determination Phase**
Roll the die to see who goes first [4.3].

B. Activation Phase

- 1. Reserve Placement Segment.** Both players may place eligible brigades in Reserve [4.6].
- 2. Corps Activation Segment.** The Initiative Player selects which of his corps he wishes to activate. When a corps is activated, he may perform available actions [4.4] with all of the brigades in that corps. Each brigade finishes its actions before the next brigade goes.
- 3. Continuity Segment.** When the player undergoing B2 finishes he may now either:
 - Pass play to his opponent, in which case the latter goes back to B2; or
 - Roll for Continuity by selecting a new corps (it may NOT be the same corps that just went) and rolling against the selected Corps Commander's Continuity Rating. If he succeeds he returns to B2. If he fails, his opponent goes to B2. When all corps are Finished or players pass in succession [4.56], go to Phase C.

C. End of Turn Phase.

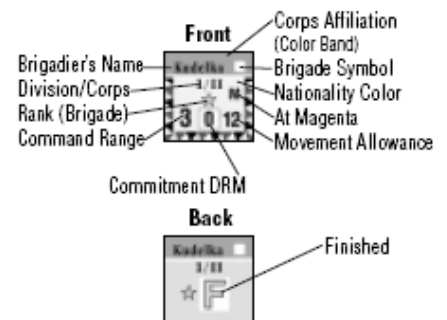
- 1. Recovery Segment.** Conduct Recovery for Reserve units [8.5].
- 2. Out of Reserve Segment.** Bring commands out of reserve [4.6].
- 3. Move Corps Commanders Segment** [4.2]
- 4. Demoralization Segment.** Check for Corps Demoralization and Brigade Hors de Combat [9.0].
- 5. Start a new turn.**

4.0 THE COMMAND SYSTEM

The Command system is used to determine an army's efficiency, its ability to use its resources. The most important leaders are the brigadiers. Higher levels of command—divisions, corps, army—are covered differently.

Design Note: The Austrian (and Piedmontese) leaders, with the exception of VIII Corps commander, Benedek, are rated comparatively lower than their French counterparts. The Habsburgs used social rank as the main (if not only) criterion for advancement in the army, and, in this war, it served them quite poorly. The Piedmontese were simply not up to the level of their allies ... at least not yet.

4.1 The Brigadiers and Their Commands



4.11 Ratings. The brigadiers command the actual combat units. They have two ratings, aside from their Movement Allowance. Brigadiers may move with their brigade, when their Corps is activated.

- **Commitment DRM:** A rating, expressed as a die roll modifier, used when any of his In Command units wishes to attack [7.42].
- **Range:** Used to determine which of his combat units is In Command. Units not within range are Out of Command. However, if a combat unit is outside its Brigade leader's range, but adjacent to a unit from the same brigade that is

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In Command, it, too, is considered to be In Command.

Play Note: Thus if only one unit from a brigade is in Range, but all the others are adjacent to one another, they are all In Command.

4.12 Command Range. The ability to “command” troops is maintained through the Command Range of the brigadier. This range is the number of Leader Movement Points (not hexes) over which the Leader may extend his influence. Command Range is always counted from brigadier to combat unit, including the latter hex, but not the leader’s. Command cannot be traced through enemy ZOCs, unless the hex being traced through is occupied by a friendly combat unit; i.e., friendly units negate enemy ZOCs for this purpose.

The Naviglio Canal in Magenta DOES NOT block Corps Commander Command Range.

4.13 Orders. Brigades can be either Under Orders or Without Orders [4.22]. The Orders Status is checked at the beginning of the Activation Segment; such status is retained for the whole turn. Brigadiers that are Without Orders can attempt to change that to Under Orders. To do this, the player rolls one die. He adjusts this roll by the brigadier’s Commitment DRM.

- If the adjusted roll is 4 or less, his brigade is Under Orders.
- If the adjusted roll is 5 or more, that brigade may not do anything, except Rally.

Example [from Solferino]: Austrian III Corps is activated. The brigadiers Pokorny, Dientsel and Wezlar are all within Schwarzenberg’s Range of 3. They are Under Orders, and their In Command combat units have full capabilities. However, Hartung and Rosgen are outside Schwarzenberg’s range, so their brigades are Without Orders. If the Austrian player wishes, he may, when it is time to move each of these brigades, roll to see if they will become Under Orders. Hartung would need a natural roll of 0-4; Rosgen, because of his +1

Commitment Rating, would need a natural roll of 0-3.

4.14 Artillery. Most batteries are assigned to a specific brigade, that brigade being listed on the second line of the counter. Thus, the French 7(11)/I battery—battery #7 of the I Corps—is assigned to Douay’s brigade. Each so-named battery is under the command of its brigadier.



There are also a large minority of batteries that are “Reserve.” (This includes batteries in the Austrian Army Reserves.) These batteries may never be commanded by infantry brigadiers. They may, however, be treated as an individual command when their corps is activated—i.e., all non-attached batteries are moved/fired at the same time. These batteries can fire at any time during that Corps Activation (as if they were a brigade) but DO NOT have to be in range of anyone (not even the Corps Commander).

Play Note: The Austrian’s ID system for batteries produces a fair number of units with the same “ID.” There are at least three batteries of the 10th cavalry nom de guerre. These are the 10th from three different artillery regiments, though (e.g., 10cv/II). Ultimately, the historical ID of the battery is unimportant for play purposes; it is the name of the brigadier of assignment, or the Reserve notation, that matters.

See 7.12 for how and when batteries may combine fire.

4.15 Cavalry

France. All French cavalry is assigned to a specific brigadier, as listed on the counter.

Austria. The Austrians have cavalry assigned either to individual Corps or to the Army Cavalry Reserves.

- Corps-assigned cavalry has no leader; one unit (per brigade) may be commanded by any Brigadier in that corps.
- Army Reserve cavalry is led by a named brigadier (e.g., the Prinz von

Bayern Hussars are led by Vopaterney).

Piedmont. Piedmontese cavalry brigades are assigned to divisions; they may not use Massed Cavalry Attack.

Historical Note: There was a Piedmontese Cavalry Reserve Division—Lt.Gen. Sambuy commanded four regiments of cavalry—but they do not appear to have been involved in either battle.

4.16 Massed Cavalry Attack. A player may decide to use his cavalry in a Massed Attack. Each player may undertake one Massed Attack per turn. To do so, he announces this (within the parameters below). The eligible cavalry units must Charge when so activated; units that do not charge are considered to not have been activated.

- **France.** The French Player selects a cavalry brigadier. All cavalry units, regardless of assignment, within that cavalry leader’s range are eligible for Massed Cavalry Attack. To activate a Massed Attack, the player uses the Corps Activation to which the chosen leader belongs. This is considered to be that corps’ activation. However, only the massed cavalry may move/fight; all other units are not activated ... and it is considered one of that corps’ activations.
- **Austria.** Their cavalry operates similar to the French, with the following differences:
 - a) 1st Army cavalry may not combine with 2nd Army cavalry (and vice versa).
 - b) Only Vopaterney, Palffy or Zichy are eligible to lead a Massed Attack.
 - c) The Austrian uses the Reserve Activation for this.



Historical Note: There was a somewhat ineffective, but massive, cavalry vs. cavalry battle mid-day, east of the lightly-cultivated area around Medole.

4.17 Austrian Reserve Units. Certain Austrian units (which do not have their own corps commander) are activated



by treating them as an ersatz corps (“The Reserve”—not to be confused with the game function of being in Reserve [4.6]):

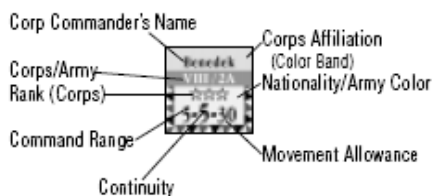
- The 1st Army Reserve batteries
- The cavalry brigades from the 1st Army and 2nd Army

All units present are considered active when activating The Reserve. The Reserve has a Continuity Rating of 2; it has no other command function.

Play Note: It is possible that the 1st Army Artillery, for example, may include other batteries. Conversely, individual cavalry units may be “attached” to brigades/divisions.

4.2 Corps-Level Command

Corps commanders provide initiative and orders for their brigades.



Design Note: We have “skipped” over the division level of command; the capabilities of those leaders has been factored into the Corps Continuity and Cohesion Ratings.

4.21 Ratings. Corps Commanders have three ratings:

- **Range.** The number of **Movement Points (NOT hexes!)** that a Brigadier from that corps must be within to be Under Orders [4.22]
- **Continuity** [See 4.5; 9.2].
- **Movement Allowance** [4.23].

Play Note: The Continuity rating is also printed on the Activation Card.

4.22 Range and Orders. Brigadiers that are within range of their corps commanders are Under Orders. Those that are not are Without Orders.

- A Brigadier that is **Under Orders** has all his combat units within range as In

Command [4.41], except for those who are not within range [4.42].

- A Brigadier **Without Orders** has all his units Out of Command, regardless of where they are.



4.23 Movement. Corps commanders may move only in the End-Turn Phase in the Corps Commander movement segment.

4.24 Guard Commander. The commander of the French Imperial Guard, St.Jean d’Angely, has two Range ratings. He may use the higher one (6) if he is within one hex of Napoleon III.

4.25 Piedmont Command. Vittorio Emanuele acts as both Overall Commander of the Piedmont army as well as its (sole) corps commander. Brigades treat him as a corps commander. His “3” rating also serves as his Range and Continuity Ratings when used as Corps Commander.

4.3 Overall Command and Initiative

The abilities of an army’s overall command are represented by the player, although we give you each OC as a counter. The sole purpose of the OC counter is to provide a DRM for Initiative, which he may do as long as he is on the map.

In the Initiative Determination Phase, each player rolls the die. One of the players may get to add a modifier to that roll, depending on the scenario. The high roller gets the Initiative for that turn. If tied, roll again. The player with the Initiative gets a **Free Activation** [4.52], indicating which corps command he wants to start that turn.

4.4 Activation Capabilities

A player’s units are activated by corps. Corps are activated individually, either by Free Activation [4.52] or Continuity [4.51]. When a player’s corps is activated, all of the brigades (plus cavalry and artillery) in that corps are activated, regardless of where they are. See 4.22 for what status they have.

Play Note: Use the Activation Card and the Hit markers, to keep track of the number of Activations a Corps has undertaken.

4.41 Under Orders. When their brigade is activated and is **Under Orders** (4.22), the individual units that are **In Command** may:

- Move
- Fire (if eligible)
- Attack
- Rally (if they have not done any of the above)

This is the Sequence in which the actions are undertaken, except that artillery may Fire either before or after Moving (small-arms units Fire after Movement).

4.42 Without Orders. When their brigade is activated and is Without Orders, or there are individual units that are **Out of Command** they may:

- Move, but they may not move adjacent to an enemy combat unit. If already adjacent, they may stay or move away.
- Rally (if they have not moved).
- They may NOT fire or attack, but they will defend normally.

• Artillery Units that are Without Orders, or Out of Command, may Fire or Move (not both) when activated.

4.43 Extended Activation. Normally, each corps may be activated twice in a single turn. However, a corps may be activated a third time in a non-weather turn [4.44], at the risk of increasing the Hits incurred by the units in that corps. Whenever a single corps gets an Extended Activation [4.54]:

- For each unit that moves—and this does not include movement associated with combat, such as attack into a hex or Retreat—roll a die and compare it

to that unit's Adjusted Cohesion. If it is higher, the unit incurs a Hit.

- Each unit that attacks (fire is not attack for this purpose) earns an automatic Hit.
- In an Extended activation, only those French and Piedmontese Artillery units that are within range of their Corps Commander may fire; Austrian batteries may fire if within range of their brigadier (or Corps, if Corps or Reserve Artillery). Artillery may always Reaction Fire.

Play Note: It is possible for a unit to incur two Hits during an Extended Activation.

4.44 Weather Turn. In any turns with Weather—that means **Heat** and/or **Rain** (see the turn tracks and the scenario rules)—the normal number of activations per turn is one. A second activation would be an Extended Activation ... and there are no third activations.

4.5 Continuity

After a player has undertaken all his actions with his activated corps he may either **Pass** play to his opponent or try to activate another corps. He does this through **Continuity**.

4.51 Continuity Roll. In order for a player to continue his turn he selects which corps with which he wishes to do so and rolls the die. If the roll is:

- Equal to or lower than the Corps Continuity Rating, that corps is now activated.
- Higher than the rating, then play passes to his opponent.

The Corps Commander's Continuity Rating is used whether he is on or off of the map.

Failure of a Continuity Roll does not count as an activation unless the Corps is Demoralized [9.2].

4.52 Free Activation. Whenever a player fails a Continuity Roll, or Passes to the opponent, the opposing player gets to activate one of his corps "free" (without rolling the die). Passing occurs when a player has corps he can try to

activate but chooses not to do so at the time.

4.53 Consecutive Activation. If a player gets two consecutive activation segments, his opponent gets a Free Activation, after which the original player may resume his Continuity Rolls [4.51]. No Corps may ever be selected for activation twice in a row. A player, having activated Command "A" must either select a different command for Continuity or else Pass to the opponent. An opponent's "Pass" is considered an "interruption" for this purpose.

Exception: If the player has only one command left eligible to be activated—and it was the one he just activated—he may select that command (or Pass). However, in order to select a command twice in a row under these circumstances, the player must roll for Continuity ... and a failed result finishes that command for that turn.

4.54 Extended Activation. If a player wishes to use Extended Activation (a third activation) for a corps, he **MUST** make a Continuity Roll for that corps, even in a normally "Free" situation. A player may attempt Extended Activation only once. If the roll fails, that corps is Finished for the turn. When a corps is Finished, flip all the Corps' Brigade Commanders to their "Finished" side.

4.55 One Side Finished.

Whenever one side has Finished and the other side has corps that may still be activated, activation occurs as follows:

- 1) The first corps, selected from those left, gets a Free Activation.
- 2) For all subsequent corps, the player rolls the die to activate.
 - If the roll is the same as or lower than the Corps Continuity, the corps gets a normal activation.
 - If the roll is higher, the corps is activated but may not attack. (It may fire.)

Play Note: This rule "kicks in" whenever one side has activated all of his commands/corps twice; declaring yourself "Finished" does not trigger the

rule.

An Example of Activation and Continuity

Solferino. (For purposes of this example, assume all brigades are Under Orders.) It is the start of the turn. The French player gets the Initiative and chooses I Corps (d'Hilliers) as his active corps. He finishes moving the units therein and then chooses IV Corps (Niel) for his next activation, for which he must roll for Continuity. He rolls a 3, which is lower than Niel's Continuity rating of 4. He then undertakes actions with the units of IV Corps.

The French player having activated two consecutive corps, the Austrian player receives a Free Activation. He selects Stadion's V Corps—he does not have to roll the die, their activation is "free"—and undertakes actions for those units. Play now returns to the French player, who wishes to activate I Corps again (second time). He must roll, however, and rolls a 7, higher than d'Hillier's rating of 3. Play passes to the Austrian.

The Austrian, with a Free selection, chooses to activate Stadion's V Corps once again; this he can do, as its second activation is not consecutive (there have been other activation attempts, albeit unsuccessful, in the interim, which serve to break the "consecutive" chain). After activating Stadion, the Austrian wishes to Continue, selecting Benedek's VIII Corps (not within Army Commander range), for which he rolls a 4, lower than Benedek's rating of 5, so he goes.

After Benedek, the French player gets a Free Activation, activating the Piedmontese. Play then goes back to the Austrian. He tries to activate Schwarzenberg's III Corps by roll and fails. The French player gets a Free Activation, activating the Piedmontese. After they finish, he attempts to activate II Corps, but fails.

The Austrian has a free selection. However, because of the situation developing, he feels he must activate Stadion's V Corps for a third time (Extended Activation). Thus, even though it is normally "free," because it is an Extended Activation, he must roll. He does, and rolls a 6, higher than Stadion's Continuity Rating. Not only does he fail to attain Continuity, but Stadion is now Finished for the turn.

4.56 End of Activations. The Activation Phase ends whenever one of the following occurs:

- 1) Both players voluntarily Pass (consecutively) in either of the following orders:
 - Austrian, then French, or
 - French, then Austrian, then French.

Failing a Continuity Roll is not considered a Pass for this purpose.

- 2) Neither player has a command that is eligible to be activated (they are all “Finished”).

Design Note: The different sequence of Passes represents the overall French initiative advantage, compliments of their vastly superior middle and junior level of command. In essence, the French army was “active.”

4.6 In Reserve



Brigades may be placed into Reserve and some brigades start a battle in Reserve. Brigades are placed in Reserve status only in the Reserve Placement Segment. All In Command units in a brigade, regardless of proximity, are together placed in Reserve. They may voluntarily be brought out of Reserve only in the Out of Reserve Segment.

Design Note: This is a tad on the simplistic side, but it does make the game easier to play.

4.61 Reserve Effects. Units in Reserve status:

- May not move, fire or attack.
- May overstack while in Reserve to the extent that all units from the same brigade may stack in one hex. **Overstacking applies only to the initial placement (see Scenario Book). When units are subsequently placed in Reserve during the course of the game, they do not overstack. Rather, they stay where they are until they are brought out of Reserve in the Out of Reserve Segment.**

- May Rally and/or Recover [8.5]. Being in Reserve is the only way a unit can Recover (Rally is available to any activated unit).

4.62 Involuntary Release. A brigade will be released involuntarily from Reserve **the instant** any enemy combat unit moves within three hexes of any of the brigade’s combat units, regardless of Chain of Command. Upon such involuntary release, any Reserve units that are overstacked get an “interphase” in which they may move up to one hex to conform to stacking rules. There are no restrictions concerning in which direction the “unstacking” units may move, other than “no further than one hex.”

Play Note: Each scenario states whatever additional restrictions apply to releasing Reserves, as well as what turn a corps in Reserve is automatically released.

5.0 MOVEMENT

A Movement Allowance (MA) represents the maximum number of Movement Points (MPs) that any unit may “normally” expend during a single activation segment. Units may always move less than their allowed MA.

5.1 Strategic Movement



A unit using Strategic Movement (SM) places a Strategic Movement marker near it, to so indicate. That marker may not be removed from the unit until its next activation (if it chooses not to continue using SM). **Units use Strategic Movement by brigade. Either all units in the brigade use it, or none does.** See 7.45 for combat effects.

Units that are Without Orders that are not already using Strategic Movement may not use SM. They may stop using SM, though. This does not apply to entering Reinforcements or units activated from the Reserve.

5.11 Movement Effects. Using SM, the unit’s MA is double what is printed on the counter. However, when using SM:

- No unit may start or move within THREE hexes of any enemy combat unit. **A unit cannot move in Strategic Mode within three hexes of an enemy unit, even if the former can’t see the latter (it’s not what they can see, it’s what they think might be out there).**
- Units may not move in any Heavily-Cultivated hex unless it is by Road (not Trail). **In Magenta, those are all roads (some major, some minor) except for the RR, which is treated as a Trail, and thus may not be used for SM through the vineyards.**
- Units may not move in any Lightly-Cultivated hex unless it is by Road or Trail.
- Only one combat unit is allowed in any one hex.

Units that are Without Orders that are not already using Strategic Movement may not use SM. They may stop using SM, though. This does not apply to entering Reinforcements or units activated from Reserve.

5.12 Artillery SM. The maximum MA of a non-horse artillery unit using strategic movement is 10. Horse artillery use SM like infantry or cavalry.

Artillery using Strategic Movement cannot fire (not even in reaction).

5.2 Terrain

A unit expends Movement Points for each hex it enters. MP costs depend on unit type and terrain entered (see the Terrain Effects Chart). Movement into/across certain terrain types will cause certain units to become Reduced.

5.21 Roads. Units using Roads pay the Road cost if they are entering that hex from a hex containing a connecting road hex; otherwise, they pay the cost of the other terrain in the hex. A unit using a road to cross an elevated hexside, or a ridge, treats that hexside as the next lower-level hexside. Thus, the road leading from S1424 into S1425 allows

The Second Italian War for Independence

the unit to ignore the elevation change cost. A **Major Road** is different from a Minor Road only in that it is not affected by Rain (see Playbook).

5.22 Trails and Railroads. Trails halve (rounding fractions down) the cost to enter a specific type of hex. However, they have no effect on elevation costs. Railroads are treated as if they were Trails.

5.23 Water Terrain. Running water is treated as follows:

- **The River Ticino** (Magenta map) is impassable, except where traversed by bridges.
- **Canals and Deep Streams** are difficult to cross; for some unit types they are uncrossable (see Terrain Effects Chart). In addition, infantry crossing such hexsides incurs an automatic Disorder.
- **Shallow Streams** are treated as indicated in the Terrain Effects Chart.
- **Fords.** Where Roads cross streams without a bridge, that is considered a Ford. Trails do not create fords.

Design Note: It's somewhat difficult to determine the effect of the streams and canals, especially at Solferino, mostly for lack of narrative information. The canals were at least three yards wide, and deeper than a man ... but no more than 10-15 yards wide. That makes them a problem, but not a major barrier. As for the streams, their difficulty lay in the fact that most were "sunk" into the terrain, with fairly steep banks. The battle descriptions do not mention any great difficulties with these barriers (except for the big canal flowing through Medole). This could mean that they avoided them, of course.

5.24 Elevated Terrain. The hexsides where the elevation changes (for game purposes, if not in reality) are called Slopes. There are three types of Slope, each with a different visual indication (see the sample terrain on the maps):

- **Gradual:** One-level change (no icon)
- **Sharp:** Two-level change
- **Steep:** Three-level change

Rough. All hexes on level 4 and 5 are Rough Terrain (some are also Wooded and Rough).

Artillery Firing Angle. Artillery firing over distances must consider the total number of level changes as affecting the angle of their fire. For example, Artillery firing up two levels over a distance of several hexes would be considered as firing up a Sharp slope for terrain effects purposes.

5.25 Ridges (Solferino only). Ridges represent sharp, but narrow, rises in elevation. The color of the ridge hexside is its level, comparable to the color code for hex levels. (Most are one level above the surrounding terrain; a few are steeper.) The cost to cross a Ridge is based on its elevation level change, as listed on the Terrain Effects Chart. Note, though, that when crossing a ridge such movement negates any elevation change cost for the hex entered.

Example: an infantry unit moving from S2218 to S2117 would pay 3 MPs (one to enter the hex plus two for crossing a Sharp Ridge). The Ridge negated the Slope elevation cost between the two hexes.

5.26 Impassable Hexsides. Certain hexes/hexsides are impassable; units may not enter or cross them (unless they are traversed by a Bridge or Road). Note that the "one hex" allowance rule [5.31] does not allow passage of impassable hexes/hexsides.

Example: Cavalry and artillery units may not cross Steep Slope hexsides, unless by Road.

5.27 Cultivated Hexes. Most level 2 hexes on the Magenta map are Heavily Cultivated. Aside from the movement costs, Heavily-Cultivated hexes have some unusual rules regarding ZOC [6.23], movement and combat (see Magenta in the Playbook). The Lightly-Cultivated hexes at Solferino also have important ZOC rules in addition to their costs.

Play Note: The important rule for Magenta is No Stacking if you want to use roads/Trails through these hexes.

5.28 Towns and Villages. These are treated distinctly, mostly in terms of movement and combat benefits [see 5.5 on Towns]. Hexes with only one building are treated like the other terrain in the hex.

5.29 Castles. Essentially, there are only two: one above the village of Solferino, and Monte Rolondo at Magenta. Only one unit may gain/use the benefits of a castle—and that unit may not be cavalry. All other units are considered outside the castle. If more than one unit is in that hex, the bottom unit is considered to be inside the castle. When a castle hex is attacked, the units outside the hex are treated separately, and attacked separately.

5.3 Movement Restrictions

As a unit moves it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. Each unit moves separately, and one unit's movement must be completed before another can begin. A unit may be moved in any direction or combination of directions. A unit's Facing [6.1] has no effect on how or where it may move.

Exception: See the Awareness rule for the Heavily-Cultivated hexes at Magenta.

5.31 Entrance Minimum. A moving unit must have enough MP's to pay the terrain (and ZOC) cost of entering a hex; if it doesn't, it may not enter that hex. However, a unit may move **one hex**, regardless of available MP, if it is permitted to enter that hex at all.

5.32 Firing Artillery.

Artillery units that fire may also move, but they may use only half (rounded down) of their MA for that segment. Artillery units may move, and then fire. **Artillery units move, and then fire after completion of movement by their whole Corps.** In this



case, such fire incurs a -1 DRM. Artillery using Strategic Movement may not fire in that activation.

5.33 Adjacency Prohibitions. Cavalry may not move adjacent to an enemy combat unit unless such movement is part of a Charge. Artillery units may not move adjacent to an enemy unit unless the two are separated by impassable terrain.

5.34 Protected Entry. No unit may move within two hexes of an enemy Entry Hex [5.6] until all reinforcements have entered the game.

5.4 Stacking

Stacking refers to having more than one unit in a hex at any one time.

5.41 Normal Stacking. The basic rules are:

- 1) Up to TWO infantry or cavalry units of the **same brigade** may stack together. **Cavalry and infantry units may not stack together. If they start a scenario stacked together (which is sometimes the case), they must unstack by the end of their first activation.**

Example: Two infantry battalions from Dauber's brigade (VIII, Austrian) may stack together. But one of Dauber's units may not stack with one of Lippert's, even though they are from the same division (Lang).

- 2) ONE artillery unit may stack with one infantry or cavalry unit (regardless of parent command).
- 3) THREE artillery units may stack together.
- 4) When using Strategic Movement, only one combat unit is allowed per hex.
- 5) When in Reserve status, units may overstack at no penalty.
- 6) Infantry in a Town have special restrictions [5.5].

- 7) Markers and Leaders do not count for stacking purposes.

5.42 Combat Stacking. Stacking restrictions apply at all times, except during an attack. A unit may move into a hex containing an enemy unit—that is how attack occurs [7.42]. A unit may not move through a hex containing an enemy combat unit.

5.43 Stacking Order and Fire. Artillery may fire regardless where they are in a stack. Jägers, Chasseurs and Lights may fire only if they are the top unit in a stack.

5.44 Stacking Order. When a unit enters a friendly-occupied hex, it is always placed at the bottom of the resulting stack. The stacking order can only be changed at the beginning of movement, and doing so costs 1 MP. **Additionally, a stack in an enemy ZOC cannot change its stacking order.**

5.5 Towns

The narrow streets, close, stone buildings and walled perimeters of the Italian towns (e.g., Magenta) made for strong defensive positions. This rule does NOT apply to villages.

5.51 Town Stacking. A player may stack up to three infantry units, or two infantry and one artillery unit, in a town hex, **regardless of their parent organization.** Cavalry stacking restrictions still apply.

5.52 Town Effects. If two or more infantry units are in any one town hex, they each gain the following advantages:

- They have all-around, six-hex frontal facing and ZOC. However, that ZOC does not extend into Heavily-Cultivated or Woods hexes [6.23].
- When leaving the hex, or attacking out of that hex, they may do so through any one hexside.

These advantages do not apply to single infantry units in a town hex, nor do they apply to cavalry.

5.53 Town Restrictions. A unit that starts its movement in a town hex that is taking advantage of town stacking pays an extra MP to leave that hex. Only two units may attack out of a Town hex, even if there are three in that hex. This includes firing Jägers, Chasseurs or Light Infantry.

5.54 Cavalry and Towns. Cavalry does not gain ANY of the benefits of a Town hex (including the terrain benefit applied to infantry). They may not charge an enemy in a Town hex.

5.6 Reinforcements

Reinforcements enter the game in the turn listed in the reinforcement arrival schedule for the scenario (see Playbook). They enter when their corps is activated. They enter through the Entry Hex(es) stated in the scenario, as if they were in a "line" extending off the map. That is, the first unit in that command pays the cost to enter the map edge. Each additional reinforcing unit that enters the map pays the terrain cost multiplied by the number of reinforcement units that have entered ahead of it through that entry hex.

Some Reinforcements specify that they may be activated only once that turn. This represents units that arrived about halfway through the turn's time frame.

Reinforcements may enter using Strategic Movement, if they are eligible and the player wishes.





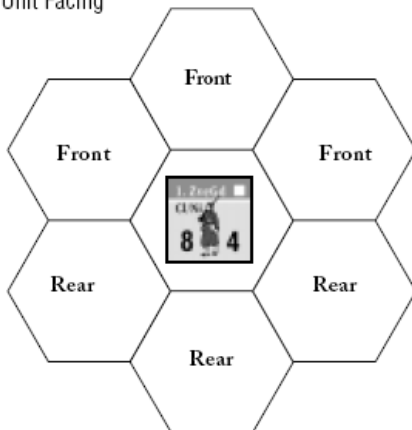
6.0 POSITION

The position of counters (facing, adjacency and zones of control) have an impact upon what units can and/or must do in the game.

6.1 Facing

All units must be faced in a hex so that the top of the unit (the side with its unit name) faces along one of the hexsides, as shown below. All units in a hex must be faced the same way (**except** as noted in 6.13 and 6.14). The three hexes to the front are called the Frontal hexes; those behind, the Rear.

Figure A
Unit Facing



6.11 Movement Facing. Facing has no effect on movement, and a unit is free to change its facing at any time, during and at the end of movement. Units do not have to be facing a particular hex to enter that hex.

Exception: See 6.33 regarding presence in enemy frontal ZOC.

6.12 Attack Facing. A unit may attack only into its Frontal hexes, with some restrictions [6.23].

6.13 Artillery Facing. Stacked artillery, or an artillery unit stacked with an infantry unit, do NOT have to have the same facing. Any facing effects on the attack DR apply to the infantry unit's orientation.

6.14 Square. To protect against a cavalry charge, non-Jäger/Chasseur infantry unit(s) (within normal stacking limits [5.41]) may assume different facings to form a Square. To do so the unit must not be adjacent to an enemy unit and must pay 1 MP to do so, after which it may move no further that turn. Place



a Square marker atop the unit. Square confers the following effects:

- Units in Square may not move.
- All hexes adjacent to the Square are Frontal.
- All units in the Square may fire, but they still fire separately.
- Cavalry units add one (+1) to their Charge Commitment die roll [7.42] when charging a Square.

Units may leave Square by paying 1 MP. They may not do so if adjacent to an enemy unit.

6.15 Rally Facing. Rallied units may change facing [7.9].

6.16 Facing Change after Combat. An attacking unit may change facing one vertex (in the combat hex) after forcing the defender to retreat.

6.2 Zones Of Control (ZOC)

Zones of Control represent the extension of a unit's presence outside the immediate hex in which it is located, usually through skirmishers and maneuverability.

6.21 Frontal ZOCs. Infantry and cavalry units exert a ZOC into all three Frontal hexes adjacent to the hex they

occupy. There are no ZOCs to a unit's Rear.

Exception: Artillery and Disordered units do not exert any ZOC.

6.22 ZOC Limitations. A ZOC does not extend:

- Across impassable hexsides or into Town hexes
- Through bridges (but they do extend across Fords).
- UP sheer or steep hexsides (but they do extend DOWN for infantry).

6.23 Cultivated Hex ZOCs. *Much of the Magenta battlefield is heavily-cultivated farm land—a maze of vineyards, trees and other types of dense cultivation. The same applies to much of the southern plain of the Solferino battlefield, although the growth is not quite as entangled and more sporadic, for which we have Lightly-Cultivated hexes.* In addition to the movement costs to navigate this thicket of greenery, a unit in a Heavily- or Lightly-Cultivated hex exerts a ZOC only into the one hex directly to its front.

Exception: ZOCs extend into any frontal hex directly connected by a road or Trail.

Units in a Heavily-Cultivated hex may attack only into one of their controlled hexes. This does not apply to units in Lightly-Cultivated hexes, even though they may exert a ZOC only directly frontal.

Play Note: See the Magenta scenario in the Playbook for additional rules concerning this.

6.24 Enemy ZOCs and Command. Enemy ZOCs block command range but are negated if the hex into which the enemy ZOC is exerted is occupied by a friendly unit. See also 4.12.

6.3 Moving Adjacent

The cost to move adjacent to an enemy unit represents the time and difficulty it takes to deploy for an attack. See also 5.33 for adjacency prohibitions.

6.31 Added Movement Cost. The costs (in addition to the cost of the terrain itself) to move adjacent to an enemy infantry or cavalry combat units are:

- All regular infantry pay +2 MPs to enter an enemy ZOC.
- All regular infantry pay +1 MP to move adjacent to any enemy combat unit, but not into a ZOC hex.

6.32 Stops Movement. Units must stop upon moving into to an enemy ZOC (although they can alter their facing as they enter that hex). They do not have to stop if they do not enter a ZOC.

6.33 Inhibits Movement. A unit that starts movement in an enemy ZOC may do one of three things, in terms of movement:

6.34 Cavalry Withdrawal. If an enemy infantry unit is about to move adjacent, or, if already starting adjacent, wishes to enter a hex occupied by a cavalry unit,



the cavalry may react by withdrawing two hexes away. The enemy may move into the vacated hex and then continue moving if it has MPs remaining. If moving adjacent, it does pay the cost to enter the cavalry ZOC once the latter has withdrawn (for Cavalry only; not for Horse Artillery). If already adjacent, there is no extra MP cost. Horse Artillery—those batteries with an MA of 8—is considered to be cavalry for the purpose of Withdrawing, but the enemy infantry unit does NOT pay the cost to enter the ZOC once the HA unit has withdrawn.

Cavalry may Withdraw even if the subject of a Surprise Attack (Magenta).

Exception: Cavalry cannot withdraw if it is in the ZOC of another enemy unit.

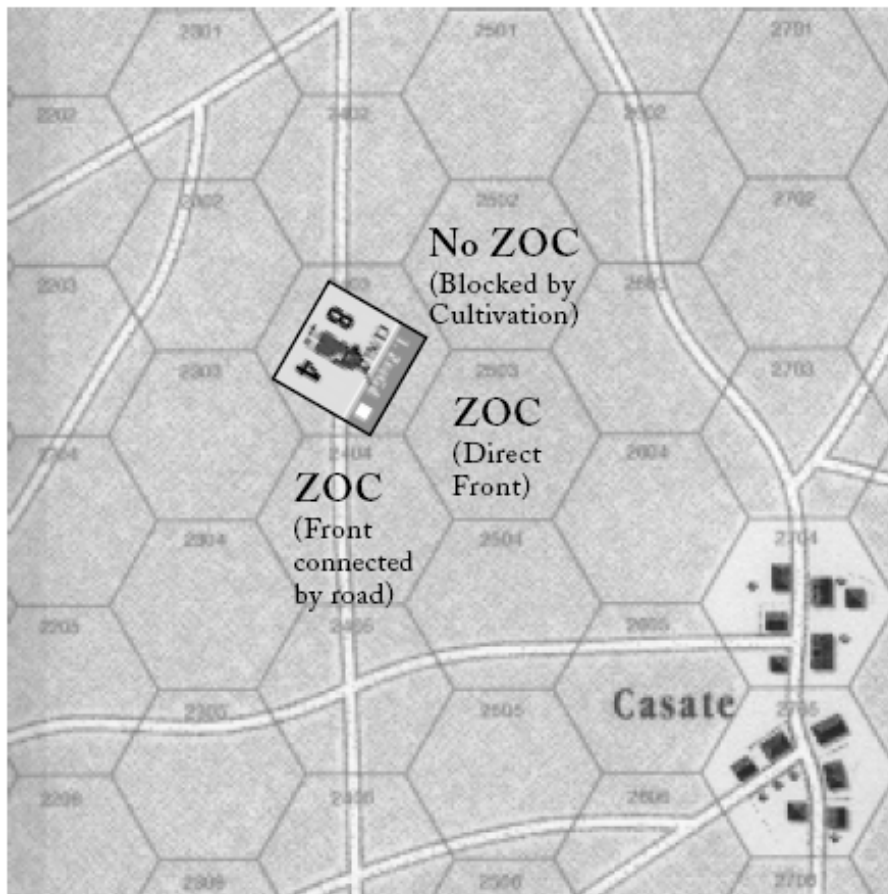
6.35 Jäger/Chasseur Withdrawal. Jäger and Chasseur units [7.2] may, even if Disordered, withdraw before an enemy unit moves into one of its ZOC hexes. To withdraw, the unit moves one hex to the rear. The enemy unit may move no further, but the withdrawing unit may not Reaction Fire.

7.0 COMBAT

Combat consists of three types: artillery fire, a limited amount of Small-Arms Fire and attack (which combines close-range fire and charges).

- Artillery cannot attack [7.35].
- Small-Arms Fire is limited to Jägers, Chasseurs and Light infantry [7.2].

Design Note: We have combined the usual fire and shock aspects of combat into one mechanic. This is as much a result of the scale (325 yards per hex) as our desire to keep things as accessible as possible.



Example: A unit in M2403 is facing into M2503. It extends a ZOC into M2503, as that is its directly frontal hex, and into M2404, because of the road. It does not do so into M2502, even though the latter is a frontal hex.

- Light infantry and Jägers/Chasseurs pay +1 MP to move adjacent to an enemy, including a ZOC hex.
- There is no MP cost to move adjacent to an enemy artillery unit not stacked with supporting infantry/cavalry.
- Cavalry may move adjacent to an enemy unit only as part of a Charge [7.5], though there is no additional MP cost.
- Stand still
- Stay and change its facing **one** hexside (not more).
- They may leave an enemy ZOC if they start their phase there, but to do so costs one additional MP (in addition to the terrain cost of the hex entered), and that unit may not move directly into another enemy ZOC.

7.1 Artillery Fire

Artillery may fire any time it is activated, once per activation segment



(see 5.32 for movement effects of firing). Artillery can change facing (without leaving the hex) and fire in the same phase. It may also fire in Reaction, during an opposing player's activation segment [7.17]. **Artillery can fire only through its frontal hexes.**

7.11 Fire Procedure. Artillery fire is resolved by rolling the die for each firing unit, and adjusting that roll [see 7.18 on fire resolution]. Artillery fire results affect all units in the target hex, individually. The effectiveness of the fire largely depends upon gun type and range.

- **Gun Type:** The gun type is printed on the counter: **F**, for Field, **H** for Heavy, **R** for Rockets and **Rf** for Rifled. The **Horsehead** indicates Horse Artillery.
- **Ranged Fire:** Artillery may fire at targets more than one hex away. The maximum distance, in hexes, over which artillery may fire is printed on the counter. Range effects are used as a DRM to the fire resolution (consult the Artillery Range Effects Chart for the DRM for that type at that range). Ranged fire may also be restricted by Line-of-Sight considerations [7.13].

Historical Note: The French Imperial Guard's brand new, muzzle-loading rifled guns were superior to that of either the Austrians or Piedmontese, at least in terms of accuracy and range. However, it appears that the French did not have (or use) grape or canister for the new rifled barrels, which is why they have lower ratings at short ranges.

7.12 Combined Fire. If artillery units from the same Corps are stacked in the same hex, or in adjacent hexes, they may combine fire IF (and only if) they are within range of the Corps Commander. Army Reserve batteries may be assigned to any corps for this purpose, OR they may combine fire as part of the Army Reserve activation (but not both).

Example: Schwarzenberg can command any/all batteries from the III

corps, whether they are in his Reserve or assigned to a specific brigade.

When combining fire, ADD TWO to the roll for EACH additional battery. Otherwise, artillery units fire separately. If guns of different type combine fire, they use the "worst" Range DRM.

Exceptions:

- French artillery may only combine fire when stacked in the SAME HEX.
- Piedmont batteries may NOT combine fire.

7.13 Line of Sight. Artillery firing at a range of two hexes or more—counted from guns to target, not counting the hex the firing unit is in—can fire only if they can see the target (called having a Line of Sight). Intervening elevations and units (friendly or otherwise) can block the Line of Sight (LOS) to the target. Ridges are treated as the level of their color. Woods, Villages, Towns and Castles are treated as being one level higher than the hex they are in.

LOS is **blocked** if:

- Any intervening hex is of a higher elevation than both target and firing hex.
- Any intervening hex between target and firer is Woods, Heavily-Cultivated, or a hex occupied by a combat unit (friendly or otherwise), and neither target nor firer is at a higher elevation than that woods/occupied hex.
- The firing hex is higher than the target and higher than the intervening Woods or Heavily-Cultivated hex, and if the obstruction is halfway between the two or closer to the target.
- The target hex is higher than the firing hex and higher than the intervening woods or HC hex, and if the woods is halfway between the two or closer to the firing hex.

The hexside of a potentially blocking hex is part of that hex and thus that hex will block LOS that travels along that hexside. *Artificial? You bet.*

If both target and firing hexes are higher than intervening obstructions, fire is allowed (for the benefits of firing from a higher elevation, see 7.14).

7.14 Elevated Fire. Guns at a measurably higher elevation than their targets were usually more effective, as long as the target was not too close. Therefore, if the target is NOT ADJACENT, then artillery gains the following elevation benefits:

- +1 DRM if firing down two levels
 - +2 DRM if firing down three levels
- Artillery may **not** fire at an adjacent hex that is two or more levels higher or lower.

7.15 Dispersed Target. If the hex contains only Jägers or Chasseurs, the player applies a -2 DRM.

7.16 Massed Target. When artillery fires at any hex in which there are two or more non-artillery units stacked, it gets a +1 DRM. Jägers and Chasseurs do not count.

7.17 Reaction Fire. Artillery batteries may fire during an opposing player's activation segment, in Reaction to certain actions by that player. They may do one of each type of fire listed below for each activation segment.

- **Counter-Battery Fire.** An artillery unit may always fire back at any artillery unit that fires at it. Such fire is not simultaneous; it occurs after the original fire, and the unit may only Counter-Battery Fire once in each activation segment.
- **Pre-Attack Fire.** An artillery battery that is about to be fired at [7.2] or attacked [7.3], or into whose frontal hex an enemy unit moves, may fire at any one frontal hex. It may do so only once in each activation segment.



Play Note: Thus, a battery may either fire when an enemy moves adjacent or wait until it decides to attack. The choice is up to the non-phasing player.

7.18 Fire Resolution. Roll the die and add or subtract any modifiers to fire (see below). Then consult the Artillery Fire Table for the result. Note: Disordered artillery may not fire.

The artillery fire roll may be adjusted by:

- **Range** [7.11]
- **Terrain** (see the Terrain Effects Chart)
- **Combined Fire**—add two for each additional battery firing [7.12]
- **Elevated Fire** [7.14]
- **Massed or Dispersed Target** [7.15 and 7.16]

KEY TO FIRE RESULTS:

NE No Effect

CDR Cohesion Die Roll: Roll a die and compare it to the unit's present Cohesion. If higher than that rating, the unit is Disordered; if not, then there is no effect. The CDR result has no effect on artillery.

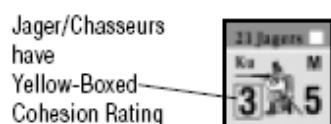
D All units in hex Disordered

D+1 All units in hex Disordered, 1 Hit is applied to any one unit.

7.2 Jägers, Chasseurs and Light Infantry

Design Note: Jäger and Chasseur battalions are prohibited from attack simply because, while they were trained in shock attack, it does not appear that they were used for that purpose during this war. The Austrian light infantry is mostly second-line, Grenzer battalions, and, while the French light infantry is rated much better, it was usually somewhat smaller (at least as far as we can tell). Anyway, it made up for size with skill at more than one job. It also provides a dash of flavor for the stew that is wargaming.

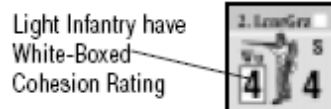
The only units that may use Small-Arms Fire are Jägers and Chasseurs (those units with a yellow-boxed cohesion rating) and Light Infantry (those units with a white-boxed cohesion rating). Small-Arms Fire-capable units may fire only if they are the top unit in a stack.



7.21 Jäger/Chasseur Capabilities:

- May only fire; they may never attack.

- If stacked with non-Jäger/Chasseur units, and the stack is attacked, ignore the Jägers/Chasseurs (regardless of stacking order). They take Hits from an enemy attack only if there are no units left.
- Pay only +1 MP above terrain costs to move adjacent to an enemy unit.
- When an enemy unit moves into a Jäger/Chasseur ZOC, and the Jäger/Chasseur is the only unit in the hex, the Jäger/Chasseur unit has two choices:
 - 1) Stand and defend (they may use Reaction Fire), OR
 - 2) Withdraw one hex to the rear (may not use Reaction Fire), but the enemy unit may move no further. Jägers/Chasseurs may not Withdraw if they are the subject of a Surprise Attack (Magenta). Cavalry may.



7.22 Light Infantry Capabilities:

- May fire and attack when activated.
- When attacking with any Light Infantry, the attacker incurs a -1 DRM to his attack die roll.

(Note: Disregard the CRT – such penalty is incurred with ANY Light Infantry, not just when attacking with more than half LI, as the CRT states.)

7.23 Small-Arms Fire. This type of fire (restricted to Jägers, Chasseurs and Light Infantry) takes place only into adjacent, frontal hexes. To fire, the player rolls the die, applies any terrain or Disorder effects—the only DRMs that affect small-arms fire—and checks the Small-Arms Fire Table. Units may not combine Small-Arms Fire. Units capable of Small-Arms Fire may do so only once in an activation segment, and only into one hex.

Fire may be directed across non-elevated hexes across which an attack would normally not take place (e.g., a canal hexside, across which the units most certainly could fire).

7.24 Small-Arms Reaction Fire. Much like artillery pre-attach Reaction Fire [7.17], small-arms fire may occur during an enemy activation segment. However, each unit may do this only one time in each segment, either after being fired at OR before being attacked.

7.25 Small-Arms Fire Results. The result is either No Effect, or else the target unit gets 1 Hit.

7.3 Infantry Attack

Design Note: “Attack” combines close-range musketry with the subsequent display of “cold steel”, the bayonet charge.

Any active infantry unit—except for Jägers and Chasseurs—may attack any enemy unit(s) in its ZOC [See 7.5 for cavalry]. Attacking is voluntary. A single activated unit may attack into only one hex. Even if both Frontal hexes are enemy-occupied, a single unit may attack against only one (attacker's choice). If there are two activated units in a hex, they may either combine and attack into one hex [7.31], or split and attack into one different hex each. This choice is made before any Commitment die rolls [7.42]. Defenders stacked together are combined.

7.31 Combined Attack. Attacking units from the same brigade may combine their “strength” if:

- They start stacked together, or
- They start in adjacent hexes.

Non-adjacent units must attack separately.

Units from the same corps, but different brigades, may not attack together.

7.32 Separate Attacks. If attacking separately, the order is up to the attacking player. If one of the attackers is doing so across a hexside which would give different die roll modifiers, the defender gets the benefit of the terrain DRM which is best for him.

7.33 Attack Restrictions:

- **Artillery** never participates in attack. If stacked with infantry or cavalry, the artillery suffers any retreat results incurred by the infantry or cavalry. It may not be used to take a Hit result, though. If attacked while alone in a hex (or stacked with another artillery unit), it is automatically eliminated.
- **Cavalry** may not attack; it must charge [7.5].
- **Jägers and Chasseurs** may not attack. They defend only if they are the only units in the defending hex.
- **Light Infantry** may fire and attack/defend [7.22].
- **Disordered** units may not attack (although, if capable, they may fire).

7.4 Resolving Attack

Attacks are undertaken by activated units that began the activation In Command, and are conducted AFTER all movement and fire has been completed (by all activated units). Attack is always voluntary. An activated unit may launch an attack on any enemy unit(s) in its Frontal hexes, unless they are separated by an uncrossable hexside. Disordered units may not attack; they will defend (with a DRM).

7.41 Commitment. To attack, the activated unit must **enter the enemy-occupied hex**. Attack resolution occurs when opposing units occupy the same hex.

To enter an enemy hex, each unit must pass a Commitment die roll. **All Commitment die rolls for the brigade are undertaken before any attacks are resolved.** Roll the die, adjusted as below, and compare it to the Cohesion Rating (as adjusted, see 8.12) of the unit. The roll is adjusted (up or down) by the Commitment DRM of its brigadier, if the unit is within his range at the time of the die roll.

If the DR is **equal to or lower** than the adjusted Cohesion, the unit **must** enter the enemy hex and attack. If the DR is **higher** than the adjusted Morale, it may not move or attack.

7.42 Combined Commitment. If there are two units in an attacking hex, the top unit attempts Commitment first. If it passes, the bottom unit follows automatically. If it fails, neither unit may Commit.

7.43 Attack Stacking. Stacking restrictions do not apply in the attack/target hex during the attack, but they apply afterwards. **After the loser has retreated out of the contested hex, the winner must “retreat” all units above the stacking limits (back into the hexes from whence they came). The loser retreats his units first (see also 8.33).**

Play Note: As each unit undertakes Commitment individually, and a committed unit must attack, it is entirely possible that some multi-unit attacks will not be quite as “multi” as the player hoped.

7.44 Attack Procedure. Attacks are resolved, one hex at a time, in any order the activated player wishes. To resolve the attack, both the attacker and defender each roll the die. Each player adds (or subtracts) any of his applicable DRMs, depending on whether he is attacker or defender [7.45]. The result is the number of Hits inflicted upon the opposing unit [8.0]. Results apply immediately to all affected units, before proceeding to the next combat.

7.45 Attack and Charge DRMs. The following DRM apply to attack. All DRMs are cumulative.

ATTACKER DRMs

Strength Comparison. If the attacker has more units than the defender, he earns a DRM equal to the difference. The DRM is always “positive,” and applies only to the numerically superior player. *Example: Three Austrian units attack one French unit. The Austrian would get a +2 DRM as the attacker. There would be no DRM for the defender.*

Higher Cohesion. The side with the unit with the highest Cohesion ADDS ONE to its roll. If tied, neither side benefits.

Position DRMs. If any units are attacking by entering the target hex

through the target’s Rear hexside, ADD ONE to the attacker’s roll. If attacking units are attacking through both Front and Rear hexsides, ADD TWO to the roll. **The attackers get this DRM as long as they are Committed to Attack the hex; if more than one unit is attacking, they do have to combine [7.31] their attacks to gain such DRM benefit.**

Terrain DRM. Check the Terrain Effects Chart for any Terrain DRM that negatively affects the attacker’s roll.

Strategic Movement. If defender is using Strategic Movement, the attacker gets a +2 DRM.

Morale. If any defender is from a brigade that is *Hors de Combat* [9.1], the attacker gets a +1 DRM.

Unit Type. If ALL defending units are Jägers or Chasseurs, the attacker gets a +2 DRM. If only some of the defenders are Jäger/Chasseur, simply ignore them. If more than half of the attackers are Light Infantry, the attacker incurs a –1 DRM.

Cavalry Charge vs. Infantry [7.5]. If more than half of an attacking force is Light Cavalry charging infantry, it incurs a –2 DRM for attacker.

Cavalry Charge vs. Cavalry [7.5].

Heavy Cavalry charging Light Cavalry receives a +1 DRM.

Light Cavalry charging Heavy Cavalry incurs a –1 DRM.

If the attackers (or defenders) are mixed types, there is no DRM.

Surprise (Magenta only, see Playbook). An attacking unit gains a +2 DRM.



DEFENDER DRMs

Strength Comparison. If defender has more units, he earns a DRM equal to the difference. The DRM is always “positive,” and applies only to the numerically superior player. *Example: If one French attacked three Austrians, the latter, as defender, would get a +2 DRM.*

Higher Cohesion. The side with the unit with the highest Cohesion ADDS ONE to its roll. If tied, neither side benefits.

Disordered. If any defender is Disordered, he SUBTRACTS ONE from his roll.

Infantry defending vs. Cavalry. ADD TWO to the defender’s roll [see 7.53]. (This represents the infantry’s firepower).

7.46 Unsupported Artillery. Artillery units that are alone in a hex (with no infantry or cavalry support) are automatically eliminated when attacked, after they use Reaction Fire (see 7.61 regarding Horse Artillery). The attackers first must pass Commitment for this to happen.

7.47 Continued Attack. Any time the attacker has lost fewer Hits than the defender (and, therefore, controls the hex he attacked [8.31], he may (voluntary) attempt to Continue his attack. He may do so only with the unit(s) that remain in the hex after meeting stacking limits [7.43]. To do this, he rolls the die, subtracting the difference between enemy Hits suffered and victorious Hits suffered, and compares the adjusted roll it to the adjusted Morale of the unit intended to attack again.

- If the adjusted roll is the same as or lower than the adjusted Morale, that unit (or stack) may move into any one hex adjacent to the original battle hex and attack any enemy therein, using regular combat rules.
- If the adjusted roll is higher, the units stay in the original battle hex, and there is no further movement.

Example: Thus, if the attacker loses 1 Hit and the defender loses Hits, the attacker, as winner, may opt to attempt Continued Attack with a –2 DRM.

At the conclusion of the Continued Attack, regardless of the result, the unit(s) that Continued suffer 1 Hit each. Only one Continued Attack may be undertaken by each unit in an activation segment.

7.5 Cavalry Charge

Historical Note: Cavalry effectiveness was much reduced since the Napoleonic era, mostly because of the increased range and effectiveness of infantry fire. A big cavalry action occurred at Solferino, in the plains west of Medole. Very little cavalry was at Magenta, although the French Chasseurs of the Guard did charge, and take, an Austrian entrenched position.

To attack an enemy unit, cavalry must Charge. Charges are undertaken by activated units that began the activation In Command, and are conducted AFTER all movement and fire has been completed (by all activated units). Charge is always voluntary. To Charge in its segment, the cavalry unit must Charge into the target’s hex, starting at least two, but not more than three, hexes away. A cavalry unit may Charge only against a target it can see before it started its Charge move (see 7.13 LOS). Disordered cavalry may not Charge. In order to continue with the Charge, cavalry must roll for Commitment [7.41].

The exact sequence is that the cavalry unit moves and then, if eligible for Charge, checks for Commitment. If successful, it then “charge moves” into the hex and attacks. While the latter movement is part of the Charge, it is not part of actual “movement”. Charging cavalry units become Disordered at the end of the charge.

7.51 Enemy Obstruction. Cavalry units that start their activation adjacent to an enemy combat unit may either stay there (and change facing), or move away. They may NOT Charge. Moreover, cavalry may not voluntarily move adjacent to an enemy combat unit except during a Charge. It may do so if required by a Retreat result [8.3].

Cavalry that are or become adjacent to an enemy unit being activated may Withdraw as per 6.34 and 7.53 (they can Displace other units; see 8.33).

7.52 Terrain Obstruction. Terrain also determines whether a cavalry unit may or may not Charge.

- Cavalry may NOT Charge **into** a non-road or non-trail Heavily-Cultivated, Marsh or Woods hex.
- Cavalry MAY Charge into a Heavily-Cultivated hex if moving **via Road**, but incurs a –1 DRM (in addition to the DRM the terrain usually brings). Thus, at Magenta, a cavalry unit in 4609 could charge a unit in 4507 (with a –1 DRM), but not one in 4408.
- Cavalry may NOT Charge into any Castle, Town or Village hex regardless of road presence.
- During charge movement a cavalry unit may not move **through** any hex, or **across** any hexside (including the one which separates attacker from defender) that would cost more than 2 MP.

Historical Note: Normally, we would exclude charges across fortifications (which exist at Magenta). However, most of those fortifications were “entrenchments,” and the French cavalry—the Chasseurs of the Guard — did charge entrenched Austrians at Magenta.

7.53 Cavalry Reaction. Cavalry has the ability to avoid—or instigate—an infantry attack either by moving away at the first sign of danger, or by charging into the oncoming units. Whenever an enemy infantry unit moves into, **or starts its activation adjacent to**, a cavalry ZOC, the “defending” cavalry **must** do one of the following:

- React by **withdrawing** two hexes away (they can Displace other units; see 8.33). The enemy may move into the vacated hex (at least), and then continue moving if it has MPs remaining. Horse Artillery (those batteries with an MA of 8) is considered to be cavalry for the purposes of this ability. The choice as to whether to withdraw or not must be made the instant the enemy unit enters the ZOC.

- React by **countercharging** the incoming infantry. That combat is resolved instantly, with the countercharging cavalry as the attacker and the attack taking place in the original target hex. No Commitment roll is needed.

Design Note: So why can't the cavalry just stand and defend? Because, at the level of complexity and design intent, the infantry would be firing at the cavalry, not meleeing. The cavalry would have only two choices in the face of that firepower: retreat or charge. If it stood in place, the infantry would, most likely, shoot it to ribbons.

7.54 Reaction Restrictions. Cavalry may not use Reaction if it is in the ZOC of a different enemy unit at the time. If such is the case, it can neither withdraw nor countercharge. Disordered cavalry may use reaction to withdraw, but not to countercharge. Reaction withdrawal does not cost any MPs. However, the unit may never react farther than it could normally move (in terms of MPs it would spend). It may not react into an enemy ZOC.

Cavalry may Countercharge only into hexes into which it could normally charge [7.52]. If, for reasons of terrain/ZOC, the cavalry can neither withdraw nor charge "legally," it must stand and defend against the attack.

Example of Cavalry Reaction: [Solferino] The 3/4 Sicilian Uhlans are sitting in S3732, guarding the bridge across the canal. Directly to their rear (in 3731/3632) are three battalions of infantry from Dientsl's brigade (III) plus an artillery battery. Two battalions from O'Farrel's brigade (IV Corps) move from S3836 to S3832. As they enter S3832, the Uhlans must decide what to do. To countercharge would be most foolish (heavy negative DRMs), so they opt to withdraw (to 3831). The French infantry may not move any further. If it could, it would have been a difficult decision for the French player, as he would be moving into the face of an

Austrian battery (and some hefty opposition).

8.0 COMBAT RESULTS

Combat causes units to suffer Hits [8.1], Disorder [8.2] and Retreats [8.3]. Disorder can be removed with Rally, while Hits can be removed with Recovery [8.5].



8.1 Hits

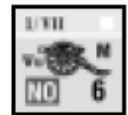
The term "Hits" is shorthand for the cumulative and corrosive effects of combat on a unit. It represents more than just the loss of manpower, although that is certainly one of the aspects. All Hits are cumulative. Keep track of them by placing the appropriate Hit markers under the affected counter.

8.11 Hit Results. Combat results from either attack or fire may include Hits, the numbered combat result. Hits are always applied to the hex as a whole. Thus, if there are two units in a hex, and it incurs 1 Hit, only one of those units gets that Hit. If there is a choice as to how to divide Hits, they must be divided as evenly as possible, with the affected player choosing when there is a "leftover" Hit. **Hits have no effect on Artillery.**

8.12 Effect of Hits:

- The number of Hits a unit has accumulated is used to determine its Adjusted Cohesion. Unless the rules say specifically to use the "printed" Cohesion, whenever a roll is made against a unit's Cohesion Rating, the Cohesion Rating is adjusted (down) by the number of Hits it has accumulated. *Example: A unit with a Cohesion Rating of 6 with 2 Hits has an adjusted Cohesion Rating of 4.*
- The instant a unit has accumulated Hits GREATER THAN its Cohesion Rating, the unit is eliminated (and is unrecoverable).
- Hits have no effect on a unit's basic ability to fire or attack/defend. It will affect Commitment, though.

Design Note: It is important to keep in mind that, as Cohesion Ratings reflect more than just morale or manpower casualties. Hits affect the endurance a unit has. To that extent, the Cohesion + Hit system simulates a unit's staying power.



8.2 Disorder

Disorder is a result incurred from Artillery Fire or as a consequence of performing a charge (cavalry units only). Indicate such status by flipping the unit to its Disordered side.

8.21 Disorder Effects. Disordered units may not Artillery Fire, attack, Charge or Countercharge. They may fire Small-Arms.

A Disordered unit incurs the following DRMs:

- When defending against attack: -1
- When firing small-arms: -1

8.24 Additional Disorder. If a Disordered unit suffers an additional Disorder result, it remains Disordered and incurs a Hit (in addition to any other Hits it might have incurred). Artillery units that suffer an additional Disorder are eliminated.

8.3 Retreat

Retreat applies only to the aftermath of an attack; it is not used in fire.

8.31 Determine Loser. After all Hits have been applied when resolving an attack, determine the loser of the attack (which must retreat all his units), using the following list of priorities (use the first one that applies):

- 1) The player whose units received the most hits must retreat.
- 2) The player with the unit with the lowest Adjusted Cohesion (after hits

from that attack have been applied) must retreat.

- 3) The side which has a brigadier in the combat “wins,” forcing the other side to retreat.
- 4) The side with the brigadier with the superior Commitment Rating (–1 is better than +1) wins, forcing the other side to retreat.
- 5) The attacker retreats.

8.32 Attacker Retreat. An attacking unit must retreat into the hex(es) from whence it came. It does not move any further. There are no other restrictions.

8.33 Defender Retreat. A defending unit forced to retreat moves into any hex adjacent to the target hex, with the following “preferences”:

- It may never retreat into an enemy-occupied hex.
- It may not retreat into a hex that was occupied by an enemy unit prior to the attack (the attacker’s hex of origin).
- It will retreat into the least costly hex (in MP cost terms) available.
- It may not retreat into or through prohibited terrain.
- If it retreats into an enemy ZOC (other than that exerted from the contested hex), which it may do, it incurs an additional Hit.

That is, back-stepping from the contested hex into the victor’s ZOC does not trigger the penalty. Retreating into the ZOC of another enemy unit does.

- If a unit retreats into a hex occupied by a friendly unit with which it CAN stack according to 5.41, and which is the subject of a pending (yet to be resolved) attack, it is placed at the bottom of the stack, and does not contribute to the hex’s defense in any way. If the defenders of the hex are subsequently forced to retreat or are eliminated, the unit retreats a second time and performs a CDR. If it fails, it takes one Hit. The one hit penalty for retreating into an enemy ZOC still applies.
- If losing, the defender retreats all his units from the contested hex before the attacker retreats any “extra” (i.e., overstacked) units of his own. *This is intended to avoid a chance that the winning, overstacked attackers might*

exert a ZOC into a possible retreat hex, forcing an unwarranted step loss.

- **DISPLACEMENT:** If a unit’s only path of retreat is into a hex occupied by a friendly unit with which it CANNOT stack per 5.41, it MAY enter such hex, but:
 - i) the original occupant unit is displaced one hex in turn; this may trigger a chain of displacements, which may or may not extend to the whole line. This effect is intended.
 - ii) both units then undergo a CDR. If either fails, it takes one additional hit.
 - iii) If the hex retreated into was meant to be attacked later in the same activation by enemy units, the attack is cancelled. The one Hit penalty for retreating into an enemy ZOC still applies.
- An Artillery unit stacked with other units that are forced to retreat due to enemy attack is eliminated.

If a defending unit cannot retreat it is eliminated.

8.34 One-Vertex Facing Change. An attacking unit can change facing one vertex in the combat hex after forcing the defender to retreat.

8.4 Commanders and Combat

Leaders are endangered when one of the following occurs:

- They are stacked with units that receive an artillery fire result of D+1.
- They are stacked with units that receive two or more Hits in an attack.
- They are alone in a hex and an enemy combat unit moves adjacent.

When endangered, roll the die. If it is 7 or higher that Leader is Finished for the turn. This means he may not be used for any of his game functions until next turn. For brigadiers, it means all his units are Out of Command.



If a Corps Commander becomes Finished in this fashion before

completing his two activations, the whole Corps is Finished for the turn – i.e., no further activations are allowed until the next turn.

Whenever a leader is alone and an enemy unit moves adjacent, place his counter with the nearest combat unit in his brigade after rolling to see if he is Finished.

Design Note: The temporary loss of a leader represents the time needed for a subordinate to assume command, without using a new counter.

8.5 Rally and Recovery

Rally applies to removing Disorder. Recovery is used to reduce the number of Hits a unit has accumulated.

8.51 Rally. Rally is an action a unit may undertake when it is activated. If the designated unit is not adjacent to an enemy combat unit, and it does nothing else that activation, the player may remove the Disorder. Units in an Extended Activation (4.43) may not Rally.

8.52 Recovery. In the Recovery Segment, from each unit in Reserve status, a player may:



- Remove Disorder status AND
- Remove two Hits.

8.53 No Full Recovery. In removing Hits, a unit may never recover its original status. The first Hit it receives is permanent. Anything beyond that first Hit may be recovered.



VITTORIO EMANUELE II

9.0 DEMORALIZATION

Demoralization takes into account the overall effect of “wear and tear” during a battle. Combat is hard work, at best. In the two battles herein, because of the heat, it was even worse.

9.1 *Hors de Combat*



A brigade becomes *hors de combat* (HDC)—unfit for battle—when more than one-half of its units are either Disordered or Eliminated. **Hdc status is determined at the end of the turn, in the Demoralization segment.** Indicate such with an *Hors de Combat* marker. **Artillery and Piedmontese cavalry units have no effect on HDC status.**

9.11 HDC Effects. Units in an HDC brigade may not attack, nor may they voluntarily move into an enemy ZOC. Units may still fire, move, etc.

9.12 Rally and Recovery. Players may use Recovery and/or Rally to “cure” the HDC status. When a brigade no longer qualifies as HDC, remove the marker.

9.2 Corps Demoralization

Demoralization is determined by corps. In the Demoralization Segment, the player rolls the die for each corps that has at least one brigade that is HDC. Adjust the roll as follows:

- Add to the roll the number of HDC brigades.
- Subtract from that roll the Corps Commander’s Continuity Rating [4.14]. If the adjusted roll is 7 or higher (the “Demoralization Level”), that corps is Demoralized.

Example: Austrian V Corps (2nd Army) has five brigades; its Corps Commander, Stadion, has a Cohesion Rating of 2. Three of its brigades are HDC. The Austrian player rolls a 7 for Demoralization: $7 - 2 (\text{Stadion}) + 3 (\# \text{ of HDC brigades}) = 8$. That is more than the Demoralization Level of 7, so the V Corps is now Demoralized.

9.21 Demoralization Effects. If a corps has become Demoralized it:

- Must roll for Continuity each time it is selected for Activation, even for a usually Free Activation. If it fails the roll, it is considered to have used up one of its possible activations for that turn.
- May not attempt an Extended Activation.
- Is subject to possible “Corps Withdrawal” during Rain (see Solferino scenario rules).

9.22 No Recovery. Once a corps is Demoralized it remains Demoralized. Changing the HDC status of its brigades has no further effect.

Design Note: It is much easier for the Austrian corps to become demoralized than the French. This reflects the rather brittle nature of the Austrian army. If you feel this makes the game unbalanced, lower the French Demoralization Level to 6 or 5 (which would be rather drastic)



Extra Counters

The backs of a few counters have been printed with counters not presently used by the rules. These may be incorporated in the variant rules in a future article in *C3i* magazine.

SOURCES

English

The pickings are slim for this campaign in English. There are, for the most part, two readily available sources of information, although neither is good for OoB.

Turnbull, Patrick, *Solferino* (St Martins Press, NY, 1985). This is a very general survey approach, but not entirely worthless. Nice bookcover picture.

Wylly, H.C., 1859, *Magenta and Solferino*. Also a general overview, but far better than Turnbull’s book. Maps are okay, and battle details—at least for a game designer’s purpose—are more informative.

Non-English

As a result, much research was done in some period sources in three languages: German, Italian and French. Most of that research was done by good friends in Europe, who provided some of these citations, and to whom I am most indebted.

Campagne de L'Empereur Napoleon III en Italie (Paris, 1865). This was the source we used for Magenta as: (a) we could read it; and (b) it had the most discernable detail, of which there was plenty.

Bazancourt, Baron de, *La campagne d'Italie de 1859* (Paris, 1860).

Der Krieg in Italien (Vienna, 1872-6).

Italian General Staff, *L'armata Sarda a San Martino, La insurrezione milanese del marzo 1848* (Official History of the 1859 campaign). Gives a blow-by-blow, hour-by-hour, who-arrived-when for the Italians. All in one big footnote.

Montanari, Gen. Mario, *Politica e*

Strategia in Cento Anni di Guerre Italiane (Vol I-II, Periodo Risorgimento). Recently released work, edited by the Historical Office of the Italian Army.

In addition to the above, we had several, battalion-level tables of "official" Orders of Battles, in both German and French, culled from the military archives (by way of the Library of Congress) by tireless, fearless, but not overly reckless co-designer, Peter Perla. Moreover, these were available for several dates during the campaign. They were most informative, to be sure, although determining which OoB should apply to when was problematical ... and the German OoB sometimes differed from the French. So, what else is new?

We were blessed with excellent European maps on both battles, to which we added those of the (modern/1969) Italian Military Geographical Society (for which we thank Dave Powell, and to whom we will send our bill for eyestrain).

The base maps were from *Moltkes Militärische Werke, III* (clear and concise, but devoid of any vegetation) ... in combination with the maps from the Italian Official History of the 1859 campaign, which were, at times, tough to read but, serendipitously did contain vegetation (of which there was lots) and unit location, although the exact times for that information was not provided. Elevation and vegetation growth was then correlated with the IGM maps. There were differences between the Italian Official History maps and the Moltke maps, mostly on streams, paths, villages, etc. The Italian History maps also differed with the modern maps of the IGM, especially on terrain elevation (Cf. a most curious development, there; for those interested in this sort of thing, compare the elevations around San Martino). The Moltke maps appear to have been drawn at an earlier date, so we relied mostly, if not entirely, upon them. The Magenta map was a fairly easy one to render; Solferino was a nightmare ... as I'm sure it was for the participants.

CREDITS

Design: Richard H. Berg

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Counter Art: Mark Simonitch

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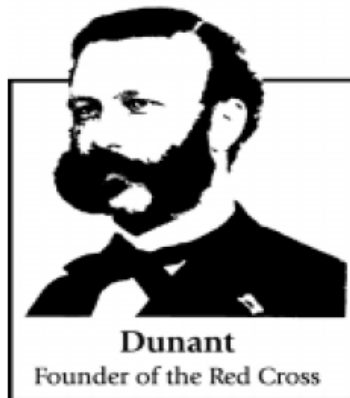
Rules Editing and Layout: Stuart K. Tucker

Production Coordination: Tony Curtis

Our thanks also go to Mauro De Vita, for much help with the Piedmontese Order of Battle (and additional battle information on Magenta and San Martino.)



Franz Joseph



Dunant
Founder of the Red Cross

Abbreviated Sequence of Play [3.0]

A. Initiative Determination Phase [4.3]

B. Activation Phase

1. Reserve Placement Segment [4.6]
 2. Corps Activation Segment. The Initiative Player selects which of his corps he wishes to activate. When a corps is activated, he may perform available actions [4.4] with all of the brigades in that corps. Each brigade finishes its actions before the next brigade goes.
 3. Continuity Segment. When the player undergoing B2 finishes he may now either:
 - a) Pass play to his opponent, in which case the latter goes back to B2; or
 - b) Roll for Continuity by selecting a new corps (it may NOT be the same corps that just went) and rolling against the selected Corps Commander's Continuity Rating. If he succeeds he returns to B2. If he fails, his opponent goes to B2.
- When all corps are Finished or players pass in succession [4.56], go to Phase C.

C. End of Turn Phase.

1. Recovery Segment. Conduct Recovery for Reserve units [8.5].
2. Out of Reserve Segment. Bring commands out of reserve [4.6].
3. Move Corps Commanders Segment [4.2]
4. Demoralization Segment. Check for Corps Demoralization and Brigade Hors de Combat [9.0].
5. Start a new turn.

Artillery Fire Resolution [7.1]

Artillery Fire DRMs:

-/+?	Range [See Artillery Fire: Range Effects Table]
-/+?	Terrain [See Terrain Effects Chart]
+2	For each combining battery above the first.
+1	Massed target [7.16] (Not Jägers/Chasseurs)
+1	Elevated fire down two levels
or +2	Elevated fire down three levels
-1	Moved prior to firing
-2	Dispersed target (Jägers/Chasseurs)

DRMs are cumulative except where noted.

Modified

Die Roll Result

≤2	NE
3-5	CDR
6-8	D
9+	D+1

KEY:

NE No effect.

CDR No effect on artillery. Cohesion die roll for each other unit in target hex:

If higher than the unit's present Cohesion rating, the unit is Disordered; otherwise there is No Effect.

D All units in hex are Disordered. Disordered artillery may not fire.

D+1 All units in hex are Disordered; One unit gains 1 Hit.

Attack Results Table [7.4]

Attacker DRMs:

+?	Strength comparison
+1	Higher cohesion
+1	Attacking rear
or +2	Attacking rear and front
+2	Defender using strategic movement
+1	Defending brigade is <i>Hors de Combat</i>
+2	All defenders are Jägers or Chasseurs
+2	Surprise [Magenta only]
+1	All heavy cavalry charging all <i>light</i> cavalry
-1	All <i>light</i> cavalry charging all heavy cavalry
-2	More than half the attackers are <i>light</i> cavalry charging infantry
-1	More than half the attackers are Light Infantry
-?	Terrain favoring defender [See Terrain Effects Chart]

Defender DRMs:

+?	Strength comparison
+1	Higher cohesion
+2	Infantry defending against cavalry
-1	Any defender disordered

DRMs are cumulative except where noted.

Modified # of Hits Die Roll on Enemy

≤1	0
2-5	1
6-8	2
9+	3