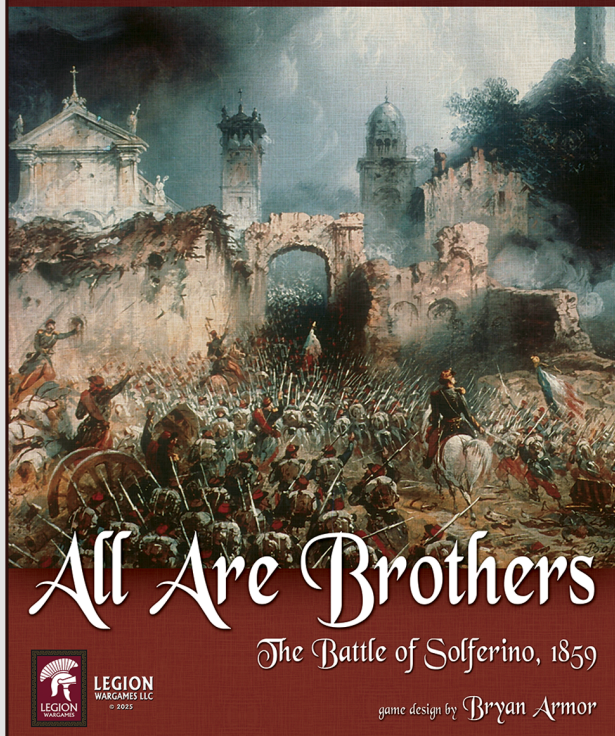


Second Italian War of Independence



RULES OF PLAY

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1.0 Introduction

"...the women of Castiglione, seeing that I made no distinction between nationalities, followed my example, showing the same kindness to all these men whose origins were so different, and all of whom were foreigners to them. "Tutti fratelli (All are brothers)", they repeated feelingly..."

Henry Dunant, A Memory of Solferino

On the morning of June 24th, 1859, the Allied armies of France and Piedmont-Sardinia ran headlong into two Austrian armies camped on the plains of northern Italy. With only the vaguest understanding of where their adversaries lay, both high commands intended to march forward to the attack. The earlier-rising Allied armies stole the initiative from the Austrians, and collided with their forward pickets before the sun had fully risen. Thus began the Battle of Solferino, which would draw into the fray over 250,000 men - the largest general engagement in Europe since the Battle of Leipzig in 1813. Before the day was through, nearly 40,000 men would lay dead or wounded, and the Austrian armies would be decisively driven from the field.

The Battle of Solferino was the last battle in world history in which all of the armies were under the personal command of their monarchs, and the battle produced human suffering on a scale that led directly to the formation of the International Committee of the Red Cross and the establishment of the first Geneva Convention. The battle itself was a grinding slugfest often described as a "soldier's battle" - a deliberate slight to the often-uninspired leadership of the generals and a tribute to an allied victory gained only at the tip of the bayonet.

With the belligerent armies exhausted and alarmed by the potential expansion of the conflict, France and Austria quickly came to terms at Villafranca, disappointing the Sardinians but ending the conflict known as the Second Italian War of Independence - placing Italy firmly on the road to unification. *All Are Brothers: Solferino, 1859* is a wargame simulating the decisive battle of that conflict. One player takes the role of the French and Sardinian Allies, and the other takes the role of Austria.

(The polity ruled by Vittorio Emanuele II in 1859 was variously called the Kingdom of Sardinia, Kingdom of Savoy-Sardinia, Piedmont-Sardinia, or Savoy-Piedmont-Sardinia. For brevity's sake, it is referred to in these rules as "Sardinia", and its people or units as "Sardinians")

All Are Brothers - The Battle of Solferino, 1859

2.0 Game Scale and Map

2.1 Scale

Each map hex is roughly 500 meters across. Infantry and cavalry units mostly represent brigades, and artillery units represent groupings of batteries. Detachments are smaller units of each type which are operating independently. Each HQ represents the Corps or Division commander and his staff. One Strength Point equals about 600 infantry, 450 cavalry, or 3-4 guns. One Game Turn represents 1 hour.

2.2 Map Details

The map covers the Solferino battle and has a hex grid over it to facilitate movement and range. There are numerous terrain features with movement and/or combat effects - consult the Terrain Chart. Towns have red roofs on their houses and names printed with a large font. Villages have light red roofs and printed names with smaller fonts. There are three elevation levels on the map (from lowest to highest): Flat, Rolling, and Raised. Slopes are hexsides where there is a steeper elevation difference between two hexes. Up Slope is the movement through a Slope hexside from the lower hex to the higher hex.

3.0 Game Components

3.1 Combat Units

3.1.1 - Combat Unit Types

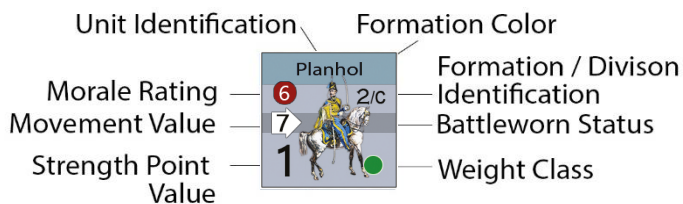


There are three types of Combat Units: Infantry, Cavalry, and Artillery, each recognized by the type of icon on the counter (man, horse, gun). Each type has unique capabilities which are detailed in the relevant sections of the rules.

3.1.2 - Unit Identification

A unit's nationality is indicated by the unit's color-scheme. Austrians are cream, French are blue, and Sardinians are green. Each Formation is identified by its header with its own color. Also, printed at top, is the unit's identification which is either the name of the formation or of its commander.

Note: Divisional affiliation that French units have together with its Formation number is important when Emperor Napoleon III is activated (6.2.1).



3.1.3 - Morale Rating

The unit's Morale Rating (MR) is a measure of the unit's morale, cohesion, and experience. The greater the MR, the more effective a unit is in combat. The printed MR is modified by the following conditions: If a Unit is ...

- Shaken = reduce unit's MR by one (-1)
- Disrupted = reduce unit's MR by two (-2)

3.1.4 - Movement Value

A unit's Movement Value is its movement ability, expressed in the number of Movement Points (MP) it can spend in a turn.

3.1.5 - Strength Points

A unit's Strength Point value (SP) is used in Fire and Assault Combat. Some units receive a +1 column shift in Fire Combat due to their High Quality SP (French Chasseur and Medium Artillery, and Austrian Jaeger). They are recognized by their white SP value. The printed SP is modified by the following conditions: If a Unit is ...



- Shaken = reduce unit's SP by one (-1)
- Disrupted = reduce unit's SP by two (-2)

3.1.6 - Weight Class

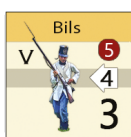
Cavalry and some Artillery units have a Weight Class, shown through different symbols on the counter. For Cavalry, it is referenced when making a Cavalry Charge (11.11). The classifications are:

Light - Green circle: (Cavalleggeri, Chasseurs à Cheval)

Medium - Blue square: (Dragoons, Lancers, Uhlans, French Medium Artillery)

Heavy - Red triangle: (Cuirassiers)

3.2 Unit Status



Most units possess three Status levels: Fresh, Battleworn, and Broken. A unit on its front full-strength side is in Fresh status. A unit that has received a Casualty Hit is flipped to its reduced-strength back side and is in Battleworn status (the reverse side is identified by its bar across the counter).

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Once a unit is on its **Battleworn side**, it cannot be flipped back over to its **Fresh side**. A unit that fails a Break Test is Broken and thereby removed from the game (10.2).

3.3 Detachments



All units with 1 or 2 SP only on their front side are **Detachments**. They do not have a Battleworn back side (they are either Fresh or Broken).

They function like normal Combat units, except that they never provide Victory Points for the enemy, and they do not reduce Corps Morale when Broken.

3.4 HQ Units



These counters represent a general and his staff. HQ do not have any Strength or Morale Rating, and cannot conduct any combat.

3.4.1 - Unit Identification

HQ units are identified by their Formation Identification. When an HQ activates, all units with the same Formation Color Header are activated along with it.

3.4.2 – Posture

Each HQ counter lists an Aggressive (A) or Defensive (D) Posture (7.2).

3.4.3 - Command Rating

A HQ unit has a Command Rating that represents both its command capability and its Command Range in hexes.

3.4.4 - HQ Unit Movement

HQ units pay the same MP costs as Infantry units on the Terrain Chart, and may utilize the Road March (11.3) and Road Bonus (11.4).

3.4.5 - Commander-in-Chief units (CiC)

CiC units are special HQ units that do not have postures. They represent the three national sovereigns present at the battle, and they have special abilities (6.2).

3.5 Game Markers

3.5.1 - Morale Hit



Shaken and Disrupted markers indicate a morale loss (9.0). They can be reduced or removed through a Rally action (13.1).

3.5.2 – Victory Points



Both sides gain/lose Victory Points (VP). The difference between the two sides' VP markers at the end of the game will determine if and who has won, and by how much (15.2). Add VP per scenario rules. If you occupy an enemy VP hex (they have a yellow border), then not only do you add its VP, your opponent deducts the same amount of VP as well. Make adjustments immediately as they are gained or lost. VP are also earned by others means such as breaking enemy units or demoralizing their formations. It is recommended that these adjustments are made as these events happen to best keep track. If your VP marker passes 20, flip it to its "+20 side" and let it continue on the Victory Point track. A ½ VP step is marked by letting the VP marker cover the dot between the two full VP values.

3.5.3 - Control



A Control marker is placed on a VP hex to show which player controls it. Other gameplay markers are explained in relevant rules section.

3.6 Dice and Rounding Convention

The game includes two six-sided dice (d6), and one ten-sided die (d10). The "0" result on the d10 is read as a "10".

Any halving of any Value, Rating or Points, is rounded down, but never below 1. So, a 5 is rounded down to 2; a 3 is down to 1. But a 1 remains a 1.

4.0 Stacking

4.1 Stacking Limits

No more than 10 SP may be in a hex at the end of any Step (the limit can be temporarily exceeded as units pass through hexes during movement). Any number of HQ units and markers may freely stack with any friendly unit(s). If units are overstacked, reduce SP by placing Shaken or Disrupted markers as required to get to the 10 SP limit – unit owner's choice.

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If a unit is halted by Defensive Fire while moving through a hex with friendly units, resulting in overstacking, it must backtrack to the last legal hex passed through. If a unit moves into an overstacked hex during a retreat, it simply continues to retreat until in a legal hex.

4.2 6 SP Threshold and Front-line

The top-most 6 SP in a stack represents the front-line of a hex. This is decided by stacking order. As such, 6 SP provides a firing limit for Fire Combat (8.0). All units that contribute to the front-line in a hex that is targeted by Fire Combat are subject to the Combat result.

Example: A target hex contains a 4 SP infantry unit, a 1 SP cavalry unit, and a 2 SP artillery unit, stacked in that order. If that hex takes a Morale Test, then all three units must test. If the stacking order was 4 SP infantry, 2 SP artillery, 1 SP cavalry, then only the infantry and artillery would test (the 1 SP of cavalry being “behind” the other 6 SP).

If a unit moves into a hex with friendly unit(s), adjacent to an enemy unit, that moving unit will only trigger enemy Defensive fire if it stacks on top of the friendly unit(s), or if it contributes SP to the 6 SP front-line.

Example: 4 SP cavalry unit moves into a hex with a 5 SP unit, and stacks underneath it. This will trigger Defensive Fire from adjacent enemy units. If a 4 SP unit moves into a hex with a 6 SP unit, it would only trigger Defensive Fire if it stacks on top. (If so, both top 4 SP unit and bottom 6 SP unit would suffer any Morale Tests resulting from the fire).

Note: 6 SP threshold does not apply to Assault Combat. All units in a Defending Hex may be forced to take a Morale Hit, even if there are more than 6 SPs in the hex.

4.3 Stacking Order

Stacking order can only be changed during Movement or Retreat. A unit that is activated but does not move may still change its position within a stack. Units moving as a stack may re-order their stacking freely, but only at start of a move. Changing the stacking order adjacent to an enemy unit counts as movement and may trigger defensive fire. Units moving into a friendly-occupied hex may take any place in the stacking order, but may trigger defensive fire if it places itself among the top 6 SP.

4.4 Force Displays

With the number of potential unit and status markers in a hex, there occasionally will be large stacks. Each side has numbered Force markers on its Force Display. If there is an unwieldy stack, you can replace it with a Force marker and move the units and any markers to the Force Display. Place the bottom unit of the stack in the bottom slot above the chosen Force marker icon and the rest of the units in the slots above it, in the same order as they are in the stack. Players can return units to the map whenever they wish (remember to keep the order they are stacked), or continue to use Force counters.

Note: By mutual agreement, this can also be used to generate fog of war. Only reveal whether a Force counter contains infantry, cavalry, and/or artillery.

5.0 Sequence of Play

The game is played through a series of Game Turns. Each Turn consists of Phases and Steps, played in the order shown below. Each Phase and Step must be completed before proceeding to the next one. When the last Phase is concluded, a Game Turn is finished and play proceeds to the following Game Turn. If it is the last Turn of a scenario, players reference Victory Determination. Gameplay proceeds in the following sequence:

Planning Phase (5.1)

- a. Event Chit Step (5.1.1)
- b. Activation Chit Step (5.1.2)
- c. Plotted Orders Step (Optional, see 17.3)

Chit Draw Phase (5.2)

Activation Phase (6.0)

- a. HQ Command Step (7.0)
- b. Fire Combat Step (8.0)
- c. Movement Step (11.0)
- d. Assault Combat Step (12.0)
- e. Rally Step (13.0)

End Turn Phase (15.0)

- a. Housekeeping Step (15.1)
- b. Victory Determination Step (15.2)

5.1 Planning Phase

5.1.1 - Event Chit Step



Each player gathers all of his/her Event Chits (even those still held off-map) face down in Event Chit Box, and mixes them. Keep the French and Sardinian chits separated.

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Each player randomly selects a number of Event Chits according to the scenario (which will tell the Allied player to select French and/or Sardinian chits). Put them in a single opaque Draw Cup, that both players share, without looking at their front sides. Leftover Event Chits remain face-down in the Box and cannot be referenced for the remainder of the turn.

5.1.2 - Activation Chit Step

Next, both players determine which HQ Activation (6.1) and CiC Activation Chits (6.2) are available this Game Turn per the Scenario rules and put them in the same Draw Cup. Shake the Draw Cup and place it nearby for easy access.

5.2 Chit Draw Phase

One of the players randomly draws one chit from the Draw Cup. If the drawn chit is an HQ or CiC Activation Chit, all eligible units indicated by the chit are activated. Proceed to the Activation Phase. After all activated units have completed the Rally Step, the drawn chit is placed off-map and the next chit is drawn. If the drawn chit is an Event Chit, the player who owns it may enact that Event at any eligible time (6.3). After the Event chit has been enacted or kept for later use, the next chit is drawn.

5.3 Activation Phase

During Activation Phase, conduct the following five steps in the order shown below. Activated units must complete each step before continuing to the next step.

1. **HQ Command Step**
2. **Fire Combat Step**
3. **Movement Step**
4. **Assault Combat Step**
5. **Rally Step**

5.4 End Turn Phase

After all chits have been drawn from the cup and acted upon, both players conduct the Housekeeping Step where players clean up and adjust certain markers and tracks. Proceed to the next Game Turn, unless it was the last turn, in which case you determine which player is the winner.

6.0 Activation and Event Chits

6.1 Activation Chits

HQ Activation Chits are each labeled with one of the Austrian, Sardinian, or French HQ units. When drawn, the HQ on the map that matches the drawn HQ Activation Chit is activated, along with all units in its formation. Proceed to HQ Command Step (7.0).

6.2 Commander-in-Chief (CiC) Chits

There are three CiC Activation Chits. The Austrian player has Emperor Franz Josef, and the Allied player has French Emperor Napoleon III and Sardinian King Vittorio Emanuele II. When activated, the owning player may move the CiC unit like any HQ unit. Additionally, all units of the same nationality that are stacked with a CiC always receive a +1 MR bonus, whether the CiC is activated or not.

6.2.1 - Napoleon III

When activated, the Allied player may select units of the same Corps and Division, within his Command Range, and activate them. The selected units conduct a normal Activation Phase, under either Posture, but do not conduct a Rally Step. These may be activated even if they have previously been activated by their HQ this turn. If they have not been activated by their HQ yet, they may still be so, even if they have been activated by Napoleon III.

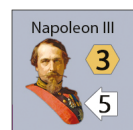
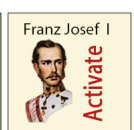
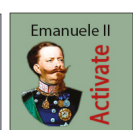
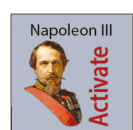
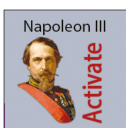
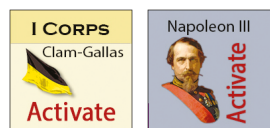
6.2.2 - Vittorio Emanuele

Once per Allied Assault Combat Step, any Sardinian unit within his Command Range may reroll an Assault Combat roll (12.4). The new result is binding. Additionally, all units within Vittorio Emanuele's Command Range are always considered to be In Command. They may enact the Posture of their HQ unit, even if outside the HQ unit's Command Range.

Note: In effect, this allows Vittorio Emanuele to extend the Command Range of a Sardinian division, allowing it to operate on an extended frontage.

6.2.3 - Franz Josef

If an Austrian Corps HQ is stacked with Franz Josef, and tries to activate, it will automatically succeed in its activation (no Activation Check required, see 7.6).



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Note: All effects of Vittorio Emanuele and Franz Josef apply whether they are activated or not. Activation only adds the opportunity to move.

6.3 Event Chits



Event Chits show events that can be used by the owning player. When drawn, the Event Chit is owned by and applies to the side with the corresponding color (Cream = Austrian, Green = Sardinian, Blue = French). Sardinian event chits may only be played on Sardinian units and French chits only on French units. Both may be played against the Austrian player when applicable. There is no limit to how many chits can be played at the same time, as long as each play is a legal use of the chit. Whenever an Event Chit is resolved, it is placed face down in the Event Chit Box for the remainder of the Game Turn. Exactly how and when each event can be used is detailed on the Event Description Chart (see also 11.9). The holding player simply stops play and announces a chit is to be played. The event is then carried out and play resumes where it left off. If both sides play an Opportunity Fire chit at the same time, then the one that is played last is performed first.

7.0 HQ Command Step

7.1 Postures

The HQ Command Step is when the activated HQ selects its Posture for the Phase (owner's choice). The chosen Posture sets the parameters for what the HQ and its units can do this turn. Postures are in effect only during the current Activation Phase. When an HQ is activated, it is displayed on the map with either its "A" (Aggressive) side or "D" (Defensive) side showing. HQ units will often have a different Command Rating on their Aggressive and Defensive sides.

7.2 Type of Postures

7.2.1 - Aggressive (A)

Activated units may move (11.0), Engage enemy units (11.7), conduct Fire Combat (8.0) and Assault Combat (12.0), including Cavalry Charge (11.11). Units may not Road March (11.3) or receive any Road Bonus (11.4). During the Rally Step, they may only conduct one single Rally action (13.1).

7.2.2 - Defensive (D)

Activated units may move, use Road March and receive a Road Bonus, and conduct Fire Combat and a Full Rally. However, they may not Engage the enemy nor conduct Assault Combat or Cavalry Charges.

Note: In both Postures, units can move and fire. If you want to engage and assault the enemy, you must be in Aggressive Posture. But then you cannot move as quickly or do multiple Rally Actions.

7.3 Command Range

An HQ unit's Command Range is equal to its Command Rating in hexes. Each hex counts as one hex, regardless of terrain, except that Woods count as two hexes. It can never be traced through hexes occupied by enemy units. An HQ that has been Overrun this turn (11.6) has a Command Rating of "0", which means that its Command Range will only cover the hex the HQ occupies. An HQ unit has no Command Range until it enters the map.

Example: An HQ with a Command Rating of "1" cannot trace its Command Range into a Woods hex.

7.4 In Command Status

During the HQ Command Step, after the HQ posture has been determined, every unit of the active formation must check if it is In Command. It can be so in three ways:

- It is within Command Range of its HQ unit.
- It is adjacent to another unit from the same formation that is itself In Command. This applies if both units occupy a road hex that connects to each other (it can create a chain of adjacent In Command units). This only applies to formations in a Defensive posture.
- Special situations, such as when entering the game as a Reinforcement or as part of a CiC Chit activation. These situations are explained elsewhere in the rules.

Example: A Corps in Defensive posture is marching down a road. The HQ at the front and its units adjacent to one another in line behind it. The entire formation is In Command, regardless of its length.

A unit that is In Command abides by all the conditions of the HQ's Posture and conducts the remainder of the Activation Phase normally. Note that the HQ itself is always considered to be In Command.

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7.5 Out of Command Status



Units that fail to be In Command are “Out of Command”. Place an Out of Command marker on them. A unit that is Out of Command is subject to the following restrictions:

- They may not Engage, conduct any Fire or Assault Combat (or Cavalry Charge), or Rally.
- They pay double MP cost for non-Road movement.
- If they move, each hex moved must be closer (fewer hexes) to their HQ unit.

They may conduct Defensive Fire and move normally on roads (but no Road March (11.3) and Road Bonus (11.4)). Remove any Out of Command markers at the completion of the formation’s activation phase.

Note: These restrictions ensure units cannot go running off behind enemy lines seizing VP locations.

Example: A unit that is Out of Command may use its full Movement Value and move on Roads at 1 MP per Road hex. If it enters a Woods hex, it would pay 4 MPs (2 x 2 MPs).

7.6 Austrian Corps Activation

Austrian HQ units must conduct an additional Activation Check in order to activate.

7.6.1 - Activation Check Process

When the Activation Chit of an Austrian Corps is drawn, conduct HQ Command Step as normal, but then roll a d10:

1. Subtract -2 from the die roll if any of that Corps’ units are engaged (11.7).
2. If the roll is less than the sum of the HQ unit’s Command Rating + Game Turn number, then the activation succeeds. If not, then the activation fails.
3. An unmodified Activation Check roll of 10 is always a failure, even if the sum of the Command Rating + Game Turn number is greater than 10.

7.6.2 - Failed Activation

If the HQ fails its activation, then the HQ and its units may not Assault or move, which includes reinforcements that may not enter (they are delayed until next turn). They may only conduct Fire Combat (all kinds of) and do a single Rally (13.1). Out of Command units whose HQ has failed activation still follow the rules for Out of Command units (they may move and conduct Defensive Fire normally).

Assess Out of Command status against the intended HQ posture. Any HQ unit (Austrian, as well as French and Sardinian) that has previously been overrun this Game Turn (11.6) will automatically fail activation.

7.6.3 - Benedek and the VIII Corps



The Austrian VIII Corps (Benedek) will always activate (unless it has been overrun) and does not need to perform any Activation Check.

8.0 Fire Combat Step

8.1 Eligibility

Fire Combat is voluntary and can be made by active units during Fire Combat Step. Fire Combat can also be made by Engaged units issuing Defensive Fire (11.8) during enemy’s Movement, or due to an Event Chit allowing Opportunity Fire (11.9). HQ and Cavalry units may not conduct any kind of Fire Combat. Units issue Fire individually or as Combined unit fire (8.1.3). Each Fire is resolved completely before moving to the next unit. A unit can only Fire once in the Fire Combat Step or due to an Event, but numerous times when conducting Defensive Fire. Enemy units can be targeted multiple times by different units.

8.1.1 - Minimum SP Value

Units can always Fire on the Cadre column, regardless of column shifts that may apply.

8.1.2 - Maximum SP Value

The maximum SP value that can be issued from a hex is 6. Units can Fire on a better column only as a result of column shifts. Any issued Fire must come from the top unit of a stack. If a unit is activated and not at the top of a stack, it can still conduct a Fire Combat, but only at the number of SP it has present in the front-line.

Example: A 6 SP artillery unit is activated. But it is underneath a 4 SP infantry unit. The artillery may therefore only conduct a Fire Combat at 2 SP.

8.1.3 - Combined Unit Fire

Units of the same type (Infantry or Artillery), belonging to the same activated HQ and part of the same stack and front-line, may combine their SP against a single target. The total may not exceed 6 SP. Any High Quality (white SP) column shift apply if at least 4 SP are being fired from such unit(s). Low Ammo markers apply if any unit in a combined fire have such a marker.

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Example: A 5 SP infantry unit at the top of a stack and a High Quality 5 SP infantry unit below it, may conduct a Combined Unit Fire of 6 SP, if they are in the same active formation. The High Quality column shift would not apply, because it only contributes 1 of the 6 SP. If the High Quality unit is at the top of the stack, then the column shift applies since it now contributes 5 of the 6 SP.

8.1.4 - Fire Ranges

All infantry units have a Range of 1 hex. Artillery units have two separate Range categories: Effective Range and Extended Range.

- **Effective Range** is 2 hexes for French medium Artillery (blue square) and 1 hex for all other Artillery.
- **Extended Range** is 5 hexes for French medium Artillery and 3 hexes for all other Artillery. A unit that fires at more than its Effective Range and up to its Extended Range suffers a -2 column shift penalty.

Canister Fire: Artillery units firing at a target in an adjacent hex receive a +2 column shift Canister bonus. Exception: French medium Artillery do not receive Canister bonus.

8.1.5 - Line of Sight

When artillery fire at a target two or more hexes away, it must be able to “see” the target – have a Line of Sight (LoS). To determine LoS, draw an imaginary line from the center of the firing hex to the center of the target hex. Any hex entered by this line in between these hexes is an intervening hex. The LoS stops in any intervening hex containing Blocking terrain or units. Units can always fire into (but not beyond) and out of Blocking hexes. LoS can also be Obscured by an intervening hex, which means that LoS reaches the intended target hex but with a -2 column shift due to degraded visibility. Line of Sight cases are:

- If any intervening hex is higher than both units’ hexes, then it will **Block** fire.

Firing unit and Target unit are on same elevation:

If any intervening hex is at the same level as both units ...

- And it contains Woods, Town, two consecutive Cultivated hexes, or any unit, then it will **Block** fire.
- And it contains a village (anywhere in the hex), then LoS is **Obscured**.

Firing unit and Target unit are on different elevations:

If any intervening hex is at the same level as the unit on ...

- The higher elevation, and it contains Woods, Town, two consecutive Cultivated hexes, or any unit, then it will **Block** fire.
- The higher elevation, and it contains a village (anywhere in the hex), then LoS is **Obscured**.
- The lower elevation (even two levels lower), and it contains Woods, Town, Village, two consecutive Cultivated hexes, or any unit, then the LoS is **Obscured**.

If a LoS passes exactly along a hexside, the LoS is affected by the most disadvantageous case presented by the two adjacent hexes, with one exception: If one side is blocked and the other side clear, use the Obscured LoS modifier.

8.1.6 - Artillery Mobility



An Artillery unit that fires in the Fire Combat Step may not move in the subsequent Movement Step. Place an Artillery Fired marker on the unit as a reminder. Remove it at the end of Movement Step.

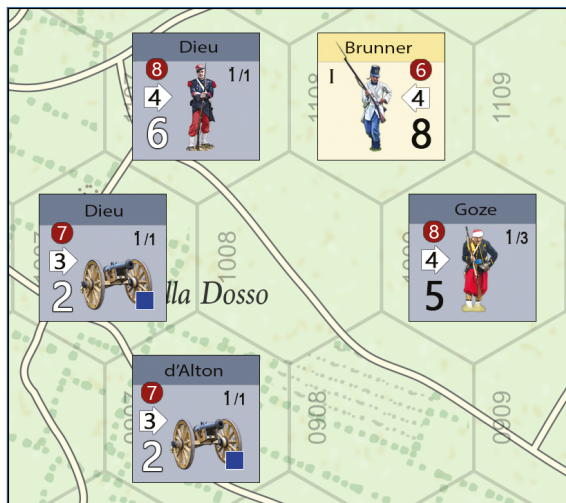
8.2 Fire Combat Procedure

Declare an eligible enemy target hex, and then determine the total number of SP in the firing hex (max 6 SP). Find the corresponding column on the Fire Combat Table. Check for any applicable Column Shifts. Finally, the firing player rolls all three dice and determines the result of the fire.

8.3 Firing Combat Column Shifts

Unit(s) issuing Fire Combat may have the final SP column shifted to the left (minus) or to the right (plus). Check the Fire Combat Column Shifts Chart. All shifts are cumulative (exception: the +1 from a High Quality unit is only given once, even if two such units are combining fire). Calculate the net number of column shifts before you settle on a final column. Shifts are the only way to get a better column than 6 SP. Flanking Fire shifts apply when a target unit receives Fire across a hexside that is not adjacent to another hexside through which it is engaged. Units in a Town hex cannot be flanked.

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Example: Several French units Fire at an Austrian unit. Dieu infantry unit gets flanking bonus because the Austrian unit is engaged with Goze unit, and the hexside that Dieu Fires across is not adjacent to the hexside bordering Goze. The same flanking bonus applies to Goze unit, if it decides to Fire, since the Austrian unit is engaged to the Dieu unit as well. If Dieu artillery Fires, then it will receive flanking bonus thanks to Goze (there is an empty hexside between Goze and where the artillery Fire enters the target along a hexside), but not if the Dieu infantry were the only engaged unit. It would also suffer the Obscured LoS penalty due to the LoS passing between a blocked and clear hex, negating the flanking bonus. Finally, if d'Alton artillery Fires, then it will not receive flanking bonus because the hexside its Fire crosses when entering the target, is too close to any of the two engaged French units.

8.4 Fire Combat Results

After determining the final SP column, the firing player rolls three dice - two d6 and one d10. Cross-reference the die roll result of the two d6 with the column on the Fire Combat Table. Combat Results are as follows:

- = **No effect** on the targeted hex.
- M** = **Morale Test** (9.0): Compare d10 die roll result with the MR of all units that contribute to the Front-line in the Target hex.
- M +1 / M +2 / M +3** = Add to d10 die roll the modification you received in the combat result (+1, +2, +3). Then compare the modified d10 die roll result with the MR of all units that contribute to the Front-line in the Target hex.

- CH** = **Casualty Hit** (8.5): Inflict one Casualty Hit on the largest SP front-line unit in the target hex (owning player's choice of unit if tied). Then remove any Shaken/Disrupted marker it has.
- CH + M** = Inflict one Casualty Hit on the largest SP front-line unit in the target hex, then all units that contribute to the front-line take a Morale Test (see above).
- 2 CH** = Inflict two Casualty Hits on the largest SP front-line unit in the target hex.

8.5 Casualty Hits

When Casualty Hits (**CH**) are inflicted on a target unit, the unit is reduced one Status Level for each CH.

- A Fresh unit that suffers a CH is flipped to its Battleworn side, and has any existing Shaken or Disrupted markers removed. A detachment that suffers a CH is automatically broken (10.2).
- A Battleworn must take a Break Test for each CH it suffers (10.0).

8.6 Low Ammo



During Fire Combat, if the sum of the two d6 is the same result as the d10, and it is an even number (like 6 and 2, or 5 and 3, on the two d6, and an 8 on the d10), then the firing unit with most SP suffers Ammo shortage (owner's choice, if a tie). Apply Fire Combat result, if any, and place a Low Ammo marker on the unit (ignore any further Low Ammo results). A unit with Low Ammo suffers a -2 column shift when issuing Fire Combat (if two units with Low Ammo combine their fire, then -4). Low Ammo can be removed with a Rally action (13.1). Units that conduct Assault Combat suffer no negative column shift due to a Low Ammo marker.

8.7 HQ Units and Fire Combat

An HQ or CiC unit cannot be a target, even if stacked with other units. They cannot receive Morale or Casualty Hits, but may suffer possible Leader Casualty.

8.7.1 - Leader Casualties



If Fire Combat against a stack that includes an HQ or CiC unit results in any Morale Test or Casualty Hit, and there is an unmodified roll of "0" on the d10, a Leader Casualty occurs in addition to everything else.

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The HQ unit is given a Leader Casualty marker. It remains with the HQ unit for the remainder of the game and signifies that the HQ unit's Command Rating (and thereby Range) is reduced by one (-1) in both Postures. Any further Leader Casualty result has no effect. If there are multiple HQ units in the stack, randomly determine which one suffers the Leader Casualty.

8.7.2 - CiC Casualty

If Napoleon, Vittorio Emanuele, or Franz Josef suffers a Leader Casualty, remove that CiC unit and its associated Activation Chit from the game. All units within that leader's Command Range take an immediate Morale Hit, and all Corps/Divisions of the same nationality lose one Corps morale (14.0).

9.0 Morale Test

When there is a Morale Test, the d10 die roll result (which may be modified with nothing or with +1, +2, or +3) is compared to the Morale Rating of all units that contribute to the front-line in the Target hex. All affected units separately compare their individual MR and each applies the result to itself.

9.1 Morale Test Results

If the modified d10 die roll result is ...

- Less than target unit's MR = No effect.
- Equal to, or up to 3 more than target unit's MR = Target unit suffers 1 Morale Hit.
- 4 more than target unit's MR = Target unit suffers 2 Morale Hits.

9.2 Morale Hits

Morale Hits are applied in this order:

- 1) A unit that currently has no Morale Hit and receives one, gets a Shaken marker.
- 2) A Shaken unit that receives a Morale Hit, flips the Shaken marker to its Disrupted side.
- 3) A Disrupted unit that receives a Morale Hit, must apply the Morale Hit as a Casualty Hit (CH) instead. If the unit is Fresh and becomes Battleworn due to this CH, then the Disrupted marker is removed (8.5).



Return back to 1) after 3).

Example: A Disrupted unit receives 2 Morale hits. The first hit is changed into a CH. The unit becomes Battleworn and removes its Disrupted marker. The second hit is applied by giving it a Shaken marker.

Any Detachment-sized units whose SPs are reduced to "0" by becoming Shaken or Disrupted are automatically Broken and removed (10.2).

10.0 Break Test

A Break Test is required each time a Battleworn unit receives a Casualty Hit. A Break Test is also required when a Battleworn unit has its SP reduced to "0" due to becoming Shaken or Disrupted.

10.1 Break Test Procedure

For each Break Test, the owning player rolls a d10 and compares the die roll result to the testing unit's MR. If the result of the d10 is ...

- 3 (or any greater number) less than the MR = No Effect. The unit remains Battleworn and stays where it is.
- Equal to, or 1 or 2 less than the MR = The unit remains Battleworn but must Retreat one hex away from the firing unit (Fire Combat) or from the nearest enemy unit (Assault Combat), per the normal Retreat rules (12.5). If a unit retreats due to a Break Test, any other units in the hex may also voluntarily retreat.
- Greater than the MR = The unit is Broken and removed from the game. Reduce also that unit's Corps or Division Morale (14.0). Detachment-sized units that are Broken do not reduce Corps Morale.

If a Battleworn unit, reduced to 0 SP due to being shaken / Disrupted, passes its Break Test (it is not removed), restore it to 1 SP by removing or reducing the Morale Hit marker.

10.2 Broken Units

Broken units are placed in the Broken box in order to keep track for VP purposes. If all units in a formation are Broken, send HQ unit to the Broken box as well and remove that formation's activation chit from the game.

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11.0 Movement Step

11.1 Movement Procedure

Activated units can now move, except Artillery units that conducted Fire Combat (8.1.6). Units may be moved individually or in stacks. Units in a stack may change their stacking order before they begin movement, but not later on. Units may not move onto an enemy unit, unless they are overrunning an enemy HQ unit (11.6).

11.2 Terrain Movement Costs

Each unit has a Movement Value that shows the number of Movement Points (MP) available to use each turn. A unit may spend none, some or all of it. Each hex, and some hexsides, have a dominant terrain feature and costs one or more MP to enter depending on the type of unit moving – Infantry, Cavalry, or Artillery. Each type has its own Movement Point cost – see the Terrain Chart. A hex is considered a Woods hex even if the Woods only partially fills the hex. Active units move from hex to adjacent hex, paying the MP cost of the hex being entered. If a unit does not have sufficient MP left over to pay the cost to enter a hex, it may not enter that hex.

11.2.1 – Hexsides

Slope, Stream, and Canal hexsides cost additional MP to cross, in addition to the terrain cost for the entered hex (printed with a “+” in front of MP cost in the Terrain Chart). Artillery units may not cross Canal or and Slope hexsides.

11.2.2 – Roads

The road hex cost is 1 MP (or ½ MP - Road March, 11.3) if a unit moves from a Road hex to a connected Road hex (Railroad is considered Minor Road). Road movement cancels the cost of other terrain in the hex/hexsides. Units may begin their move in a stack, but must move individually to use this Road Movement rate. If a unit moves into a hex where there is another unit, then it may not use Road Movement rate nor Road March in that hex (unless it is only occupied by a marker or friendly HQ). It must use the MP cost of the other terrain there.

11.2.3 - Minimum Movement

A unit may always move one hex during its Movement Step, regardless of terrain costs, as long as it would be otherwise legal to do so per the Terrain Chart.

11.2.4 – Terrain Morale Hit

Units moving into a Woods hex suffer a Morale Hit, unless entering along a road. This represents woods disorganizing formations. Morale Hits taken in this fashion cannot result in a Casualty Hit. Units can only be Shaken or Disrupted.

11.2.5 - Spia d'Italia

The famous “*Spy of Italy*” tower in hex 2312 counts as Village terrain.

11.3 Road March

A unit under a Defensive Posture that moves from one Major Road hex to another connected Major Road hex pays only ½ MP to enter that hex.

11.4 Road Bonus

A unit under a Defensive Posture that moves entirely along any connected road of any kind during its movement receives a +1 MP bonus. A unit that moves into a hex with another unit pays the other hex terrain cost and forfeits this +1 MP bonus.

Note: This means that a unit cannot move into a hex with any other unit by spending its “bonus” MP, even if the other terrain cost would only be 1.

11.5 Reinforcements

Reinforcements may either remain on the Setup Chart or be stacked close to the Game Turn track, waiting for their entry. Their Entry Code on Setup Chart (and in the scenario info) says which Game Turn they arrive, and at which Arrival Hex (example: “4 D/E” means Game Turn 4 and at Arrival Hex “D” or “E”). If there is an “entry span” shown (such as es 1-8) printed above a reinforcement, then roll a d10. If the die roll result is within that entry span, then the unit(s) may enter that turn. If you roll outside the span, the unit(s) fails to enter. They will try to enter again the next Game Turn by rolling against the same entry span value.

Reinforcing units enter on their fresh side when their Activation Chit is drawn. They are always In Command for the turn of entry (only), regardless of where their HQ unit is. Units enter the map under the Posture its HQ has chosen. Austrian units entering as Reinforcements are not required to pass an Activation Check to activate.

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11.5.1 - Reinforcement Entry

Activated reinforcements enter on, or within one hex of their arrival hex. Units move onto the map paying regular movement costs for the first hex. If Reinforcing units exceed stacking limit, the extra units are lined up off-map one unit/stack behind the other (units or stacks entering on a Road hex are assumed to be lined up on the same road off-map). The first unit or stack pays normally to enter the map edge hex, the second unit pays double cost to enter, and the third unit pays triple the cost, and so on. These additional costs do not apply to HQ units.

11.5.2 – Reinforcement Delay

Reinforcements may be delayed. Units delayed in such a manner may then change the assigned arrival hex to any map edge hex not farther than three hexes away from the originally assigned arrival hex. If desired, then another turn delay can be incurred and the arrival hex can be changed again by up to three map-edge hexes. There is no limit as to how long reinforcing units can be delayed in this manner. Reinforcements entering adjacent to an enemy unit are eligible to receive Defensive Fire (11.8).

11.5.3 - No HQ unit

Units that start an Activation Phase already on the map but without an HQ unit (as in a case where the HQ unit has been delayed) are automatically Out of Command. Once an HQ unit is on the map, the normal Posture and Command rules apply.

11.6 HQ Overruns



Should a lone HQ unit find itself in the same hex with an enemy unit at any point of an enemy's Movement Step, the HQ is Overrun. Simply pick up the HQ and stack it with the nearest unit from its own formation (player's choice if there are multiple options). An HQ unit so displaced has a "0" Command Rating for the remainder of this turn. Place an HQ Overrun marker on the unit. Any HQ that is Overrun automatically fails activation. Remove the HQ Overrun marker during the Housekeeping Step, by when it returns to normal.

11.7 Engagement

A unit will Engage an enemy unit if it moves adjacent to that enemy unit. It may continue to move, but it has to Disengage doing so. Any unit already adjacent to an enemy unit is considered to be Engaged.

11.7.1 – Who may Engage?

Only units that contribute to the front-line (top 6 SP) count as being Engaged. A unit in Defensive Posture or Out of Command may not voluntarily Engage enemy units (with some exceptions below). If so, it must either refrain from moving adjacent an enemy unit, or see to it that it is "beneath" the top 6 SP front-line in a stack (and thereby not Engaged). A unit may involuntarily become Engaged if the top 6 SP is reduced or removed. Movement adjacent to a lone enemy HQ in a hex is not Engagement. HQ units can move adjacent to enemy units and are never considered to be Engaged.

Note: Engagement is not the same as Assault Combat. Just because a unit may Engage an enemy unit (move next to it) does not necessarily mean it can also conduct an Assault Combat.

Units that shift in their stack and thereby contribute to the top 6 SP front-line, count as Engaging adjacent enemy units, even if they remain in the same hex. They may be subject to Defensive Fire when doing so.

Exceptions:

- Units conducting a Disengagement (see below) may move into a new hex that results in Engagement, even if their HQ posture does not normally allow it (units that are Out of Command are still prohibited to Engage, and cannot do this).
- Retreating units can always Engage freely as part of their retreat, if the retreat path requires it (see 12.5).

11.7.2 – Disengagement

A unit that is Engaged may Disengage by moving away from an enemy unit. If it moves adjacent to an enemy again, including moving alongside the same enemy, it becomes Engaged again. A unit that Disengages must take a Disengagement Test. It must do so each time it Disengages while moving. Roll a d10. If the result is greater than or equal to the unit's MR, then the unit suffers a Morale Hit. The number of enemy units it is adjacent to does not affect the die roll when it Disengages. A unit may continue to move, even if it gets a Morale Hit from Disengaging.

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11.7.3 Free Disengagement

There are circumstances where Disengaging does not trigger a Morale Test. If the Disengaging unit ...

- Occupies a Woods or Town hex.
- Is a Cavalry unit (unless the engaged enemy is another cavalry unit of the same or lighter weight)
- Is retreating
- Conducting a Breakthrough Movement

11.8 Defensive Fire

The instant you move or retreat a unit or stack adjacent to an enemy Infantry or Artillery unit, that enemy unit may immediately conduct a Defensive Fire Combat against your moving unit or stack. Should you move adjacent to two or more enemy hexes, then each eligible enemy unit may Fire, following all Fire Combat procedures. HQ units moving alone never trigger Defensive Fire. Temporarily halt your unit's movement and resolve the fire normally.

11.8.1 – The outcome of Defensive Fire

If the fire results in a Morale Hit or Casualty Hit on your moving unit, it must stop, unless it was retreating (in which case it continues to retreat). A unit that is halted in this way cannot declare an Assault (11.10). If the result is No Effect, it may continue to move, and be subject to more Defensive Fire further along – even from the same unit. There is no limit to the number of Defensive Fires that may be issued by a given unit, but each Defensive Fire after the first one issued in the current Step by the same unit, applies a -2 column shift. If you move a unit into a hex containing friendly units that are adjacent to an enemy unit, then the moving unit is subject to Defensive Fire unless it places itself “beneath” the top 6 SP front-line in the hex, in which case, neither it nor the units that contribute to the top 6 SP suffers any Defensive fire.

Example: A 4 SP unit moving into a stack of two 3 SP units. If the moving unit takes its place in the stack in the top or second position, both the moving 4 SP unit and the top-most 3 SP unit in the stack would receive Defensive Fire. If it places itself at the bottom, then no-one suffers any Defensive Fire.

Note: This allows units to come up to support front-line units under fire without themselves being exposed. However, if they become part of the top 6 SPs in a hex when moving, or when adjusting stacking order, they are immediately subject to Defensive Fire. This also applies to retreating units.

11.8.2 - Overstacking and Defensive Fire

Any unit that moves into a hex and causes it to be overstacked is automatically considered to be at the top of the stack. It, and all other units that now contribute to the current front-line are affected by any Defensive Fire. Defensive Fire may not be issued if the moving enemy unit is conducting Breakthrough Movement (12.6).

11.9 Opportunity Fire

Two Event Chits, *Jaeger Sharpshooters* and *Napoleon's Guns*, allow for Opportunity Fire. This is Fire Combat that is conducted when the chit is played. An Opportunity Fire Event Chit may be played at any time during any friendly or enemy Fire Combat or Movement Step (after an enemy unit's action is announced, or during the action, or after the action is completed). Opportunity Fire uses normal Fire Combat procedures. Multiple chits can be played against the same unit, but only one per hex a moving unit enters. You can play an Opportunity Fire chit when an enemy moves adjacent and then conduct both Defensive Fire (resolved first) and Opportunity Fire. Opportunity Fire is never subject to the multiple Defensive Fires column shift penalty, and a successfully Opportunity Fire halts a moving unit in the same way as Defensive Fire.

Note: The only thing an Opportunity Fire Chit may not interrupt is Defensive Fire (always resolve the Defensive Fire first)

11.10 Assault Declaration



Infantry and Cavalry units that end their movement next to an enemy unit or stack (or that start the Movement Step next to them) may declare an Assault. Place an Assault Marker on the unit or stack that will attempt an assault, indicating which hex will be assaulted. Assaults are then resolved in the Assault Combat Step. Units in separate hexes may declare an assault on the same target. Rules regarding Assaults:

- Only units under an Aggressive Posture or as allowed by a specific Event Chit may declare an Assault.
- Assaulting units in a stack must Assault the same target hex.
- Units whose SP are not part of the stack's top 6 may not Assault alone (some unit from the top must participate). But, in contrast to Fire Combat, units below the top 6 SP may participate in an Assault.

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- Artillery units may never Assault.
- Lone HQ units may not conduct, or be the target of, an Assault Combat.
- Cavalry Charges will result in an Assault Combat. Note that Cavalry units may declare and conduct Assault Combat normally – they are not required to Charge.
- Units whose movement was halted by a successful Defensive or Opportunity Fire may not declare an Assault.

11.11 Cavalry Charges

An active Cavalry unit or stack may conduct a Charge move during the Movement Step, which increases the Cavalry unit's SP in its Assault Combat. The player must announce the Charge before the unit moves.

11.11.1 – Who may Charge?

A Cavalry unit must first qualify as follows:

- It may not start its move adjacent to an enemy Combat unit, but it may enter a hex adjacent to an enemy unit during its move (and may suffer Defensive Fire).
- It cannot be Shaken or Disrupted.
- It must have an unblocked and unobscured LoS (8.1.5) to the target before it starts its move.
- It may not pass through hexes containing any units (enemy or friendly). However, it may start the Charge Move stacked with friendly units.
- It may only enter Clear terrain hexes. It may not pass through a Stream, Canal, or Slope hexside (even along a Road or over a bridge). This includes the final hexside in front of the enemy target unit.
- Its target hex must be a Clear or Cultivated hex.



If these qualifications are met, place a Cavalry Charge marker on the unit and move it adjacent to its target (suffering Defensive Fire from all adjacent enemy units - target or not).

A Charge must be fought, unless halted by Defensive Fire. Other Cavalry units may charge the same enemy, and other eligible units may join the Assault Combat normally. If other units join the Assault Combat, the charging Cavalry must be declared as the Lead Assault Hex (12.1). In the case of multiple chargers, the first Cavalry unit that successfully reaches the target is the Lead Assault Hex.

11.11.2 - Cavalry Charge Weight Bonus

A Cavalry unit that conducts a Charge Move will increase its SP depending on its Weight Class, as follows:

Light Cavalry	+1 SP
Medium Cavalry	+2 SP
Heavy Cavalry	+3 SP

11.11.3 – Disorganization after a Charge

Both the Cavalry units that conducted a Charge Move, and the largest unit in the target hex, will receive an automatic Morale Hit at the conclusion of the Assault Combat Step and after any Breakthrough Movement (12.6). Not only is this Morale Hit in addition to any combat result, it is regardless if there is any Combat result at all.

Note: Cavalry do not have to Charge in order to Assault. The charge simply provides a bonus. Cavalry units may also conduct Assault Combat normally.

12.0 Assault Combat Step

After the Movement Step is complete, any Artillery Fired markers are removed. Advance to Assault Combat Step. Assault Combat can be done by all units that have declared an Assault or made a Cavalry Charge. Any unit that declared an Assault may choose not to conduct it (except for Cavalry Charges). Declared Assaults cannot change targets. They must conduct an Assault against their declared target hex or not at all.

Note: Units that issued Fire Combat earlier in the turn can still conduct an Assault Combat later in the turn. Laying down fire first to “soften them up” is part of the tactics of the era. Most assaults were conducted only after an extended exchange of fire.

12.1 Assault Combat Procedure

The active player resolves each separate Assault Combat in any order desired, using the following procedure:

1. Select the Lead Assault Hex with Lead unit(s), which can be any one of the declared assaulting hexes (Exception: A hex with a Charging Cavalry unit must be the Lead Assault Hex). The other assaulting hexes, if any, are Supporting Hexes. The target hex is called the Defending Hex. The Lead Assault hex and the Defending Hex are sometimes mentioned as the two “Main Hexes”. The Defender may in some cases abandon its position to deny any combat (12.2).

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2. Add together all the participating and adjusted SP of the unit(s) in the Lead Assault Hex.
3. Subtract the adjusted SP of all unit(s) in the Defending Hex (not just the top 6 SP) from the total SP of the attacking unit(s) to get an Assault Differential, which can be negative. Defending Artillery SP are halved.
4. Locate the column that contains the calculated Assault Differential on Assault Combat Table. Check for any Column Shifts to get a final column (12.3).
5. Finally, roll two d6 and cross-reference the result with the net column to get the combat result.

Note: Assault Differential is calculated only between the attacking units in Lead Assault Hex and the target units in the Defending Hex. The attacking units in the Supporting Hexes are used only to get any column shifts for total "odds" (12.3.2) and to identify units eligible to create a Flank Attack (12.3.3).

12.2 Abandoning Position

In some cases, defending units may opt to retire and abandon their position before the Assault Combat is resolved. These situations are as follows:

12.2.1 - Cavalry Withdrawal Before Combat

A defending Cavalry unit assaulted by Infantry units only, or by other Cavalry units that are all of a heavier Weight Class than it (this includes units in both the Lead Assault and Supporting Hexes), may opt to Retreat one or two hexes (see Retreat rules - 12.5) rather than stand for combat. This option is still available for a Cavalry unit that is part of a mixed-type stack. They are not subject to a Disengagement Test for Disengaging, but all other rules apply normally.

12.2.2 – Infantry / Artillery Withdrawal Before Combat

Infantry and Artillery units may opt to retreat one hex before an Assault Combat is resolved, but in doing so each retreating unit must take a Disengagement Test. Regardless of the result, units in the hex must be retreated per regular Retreat rules (12.5). However, if these units are being assaulted by any Cavalry unit (in a lead or support hex), then the Abandoning Position option is not available and the targeted units must remain in the Defending Hex. If the defending units leave its hex by Abandoning its Position, the Lead Assault Hex units may conduct normal Breakthrough Movement (12.6).

12.2.2 - HQ Units Abandoning Position

HQ units in a Defending Hex may freely abandon position before Assault Combat is resolved, unless any Defending Hex units are forced to remain due to Assaulting Cavalry (in which case, the HQ must remain as well).

12.3 Assault Differential Column Shifts

The initial Assault Differential Column may be shifted to the left (minus) or right (plus). Check the Assault Combat Column Shifts Chart. Roads do not negate terrain or hexside column shifts for Assault Combat. Calculate a net total shift before referencing the Assault Combat Table. These shifts are cumulative.

12.3.1 – MR Comparison

When comparing MR (for any column shifts), pick the highest SP unit in both the Lead and Defending hex (owner's choice if more than one) and see which MR is the highest. Artillery unit MR is halved for this comparison.

12.3.2 - SP Odds Adjustment

For determining this column shift, total the modified SP of all assaulting units (attacking units in both the Lead and Supporting Hexes) and compare this sum to the total modified Defending SP. Express this as a ratio rounding in favor of the defender. Example: 11 attacking SP against 6 defending rounds down to 1:1 (not up to 2:1). Check the Odds Adjustment Chart in the Column Shifts Chart to see how many Column Shifts different odds ratios will produce.

12.3.3 – Flank Attack

If two Assaulting hexes (the Lead Assault and a Supporting Hex) are attacking from hexes not adjacent to each other, or if there are three or more Assaulting hexes attacking, then the Assault Combat receives the Flank Attack column shift modifier. Units in a Town cannot be flanked.

12.4 Assault Combat Results

Roll two d6 and cross-reference the die roll result with the Assault Differential column on the Assault Combat Table. Apply the indicated result (if any) to the affected unit(s). The letter indicates which side is affected (A = Attacker; D = Defender). The number following the letter indicates the amount of Loss Points that must be applied. See also Special Results (12.4.2). Only units in the Lead Assault Hex and Defending Hex are affected by Loss Points.

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12.4.1 - Loss Points

For each and every Loss Point in a given result, the affected player must apply one of the two effects below to the units in question. A Loss Point means either that ...

- All units retreat 1 hex, or ...
- All units suffer 1 Morale Hit each

All Loss Points must be applied, if possible. Only two Loss Points max may be applied as retreats.

Example: You suffer 3 losses. You can choose “a” twice (retreat all units two hexes) and “b” once (let all units suffer one Morale hit each), or you could do vice versa. You could also let the all units suffer three Morale Hits each and stay where you are. But you cannot retreat three hexes.

12.4.2 - Special Results

Some results require a special procedure to be followed:

A2 or D2 = If a yellow-colored result, then at least one Loss Point must be taken as a Morale Hit.

X (X) = The result without parentheses is the result for the loser. If the loser retreats, then the winner does not suffer its Loss Point. If the loser takes a Morale Hit instead, then the winner must suffer its Loss Point (as a Retreat or Morale Hit).

TF = Tough Fight: The largest SP unit (owner’s choice, if tied) in both the Lead Assault Hex and Defending Hex each takes a test. Both sides roll a d10: If your die roll ...

- Is less than your unit’s MR, your side passes. Each participating unit in opponent’s main hex suffers a Morale Hit.
- Is equal to, or greater than your unit’s MR, your side fails. Each participating unit in your main hex suffers a Morale Hit.

Artillery units’ MR are halved for purposes of this test. There is no Retreat option in Tough Fight. Note that your units may suffer the outcome of the results of both players.

12.5 Retreats

Retreats are conducted in hexes – not Movement Points – by the owning player. Units cannot retreat into impassable hexes. Retreats follow this order of priority: A unit should, if possible, ...

- 1) Increase distance between itself and victorious enemy unit(s) during Assault Combat, or the nearest enemy unit in all other cases.
- 2) Avoid moving into a hex with friendly unit(s), causing over-stacking. If they cannot avoid such a hex, they must continue and end their Retreat in the next available legal hex.
- 3) Move closer to its HQ unit.

If a Retreat forces the unit to move off the map or onto an enemy unit (including HQ), it is immediately Broken and removed. Retreating units do not need to retreat to the same hexes, as long as the priorities above are followed. Any HQ units stacked with a retreating unit may always choose to retreat along with it (even if the units are not under its command). A retreating unit may suffer enemy Defensive Fire if it moves adjacent to any enemy unit, except if the enemy unit in question participated in the Assault Combat that caused the retreat.

12.6 Breakthrough Movement

Only participating units in the Lead Assault Hex may conduct Breakthrough Movement. If the Defending Hex is vacated, one or more Lead Assault Hex units may advance into it. Infantry and non-Charging Cavalry units can only advance into the vacated hex itself. Charging Cavalry units must enter the vacated hex and may then advance one hex further into an adjacent vacant hex (regardless of MP cost). Units conducting Breakthrough Movement are not subject to Defensive Fire. HQ units stacked with units that conduct Breakthrough Movement may move with them.

13.0 Rally Step

13.1 Rally Procedure

At the completion of Assault Combat Step, play advances to the Rally Step, where the active player may perform Rally Actions. It represents officers reorganizing and rallying units on the fly, as well as feeding local reserves into the line.

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Rally Actions can remove or reduce unit Morale Hits or remove Low Ammo markers. The number of Morale Hits and Low Ammo markers that can be removed is determined by the Posture of the formation and its HQ Command Rating.

13.1.1 - Eligible Units

You may rally units that are of the same formation as an active HQ and within its Command Range. An overrun HQ can perform a single Rally Action on a unit stacked with it.

13.1.2 - Number of Allowed Rally Actions

Full Rally: Formations in Defensive Posture may conduct a number of Rally Actions equal to the Command Rating of the active HQ Unit.

Single Rally: Formations in Aggressive Posture, or that have failed their activation, may conduct only one single Rally Action.

13.1.3 - Rally Actions

A Rally Action is one of following:

- Removing a Shaken marker. *
- Flipping a Disrupted marker over to its Shaken side. *
- Removing a Low Ammo marker.

*These Rally Actions decrease Corps Morale (14.0)

Each such adjustment is one Rally Action, and more than one Rally Action can be conducted on the same unit each Rally Step, if enough remain available.

14.0 Corps Morale



Each corps (or division, in the case of the Sardinians and Mensdorf's Austrian Cavalry) has an associated Corps Morale marker. Each one sets up on a number on the Corps Morale Track (shared with the Game Turn Track) that either corresponds with its number on the marker, or a lower value according to scenario instructions. A Corps Morale marker is reduced by one if ...

- One of its units fails a Break Test (10.1).
- Its CiC suffers a Leader Casualty (8.7.2).
- A Shaken marker is removed.
- A Disrupted marker is flipped into its Shaken side.

14.1 Corps Demoralization

If a Corps Morale marker hits zero, the corps/division becomes Demoralized and suffers the following effects:

- If the Corps was active, its Activation Phase is ended.
- Every other Corps of the same nationality immediately loses one Corps Morale.
- Every unit (including the HQ) under that HQ's command must retreat two hexes and suffer one Morale Hit (including units temporarily assigned to an HQ, per scenario rules). There are no Disengagement Tests, but retreating units may suffer Defensive Fire.
- The opposing player may be awarded VP, per the Scenario rules.

Effects are immediate and may cascade. Apply all Morale Hits first, and then retreat affected units. Morale Hits may prompt Break Tests and additional losses or retreats. The loss of Corps Morale in other Corps might prompt their own immediate Demoralization.

14.2 Demoralized Corps

After a corps becomes Demoralized, its Corps Morale marker is flipped to the Demoralized side and placed in the Demoralized Corps Box.

- A Demoralized Corps may no longer select an Aggressive Posture.
- Its HQ command rating is reduced by 1. Place a Demoralized marker on the HQ unit to indicate this.



15.0 End Turn Phase

After the last chit has been drawn from the Draw Cup and acted upon, both players check to see if there are any remaining held Event Chits that they wish to play (Allied player first). After all remaining chits have been resolved, proceed to the End Turn Phase.

15.1 Housekeeping Step

All Activation and Event Chits are returned to the owning players. Remove all HQ Overrun markers. Then advance the Game Turn marker one space and proceed to the Planning Phase of the next turn.

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15.2 Victory Determination

If it is the final Game Turn, players determine the results of the game. Each of the scenarios has its own Victory Conditions as detailed in the Scenario Book. Victory Points for each scenario are tracked on the Victory Point Track. Certain conditions met in scenarios may result in an immediate victory for one player, regardless of the current Victory Point counts.

16.0 Special Rules - Thunderstorm

There is a powerful thunderstorm that occurs on Turn 11 (the Thundercloud icons on the Game Turn track are used only for the optional Thunderstorm rules). No Engagement is permitted, no Combat of any type may take place, and Disengaging units do not trigger a Disengagement Test during Game Turn 11. During Turns 12-14, no Road March or Road Bonus is permitted due to the aftereffects of the storm.

17.0 Optional Rules

These rules below are optional, to be used as agreed on by the players:

17.1 Commander-in-Chief Casualties

If Vittorio Emanuele, Napoleon III, or Franz Josef takes a leader casualty, the owning player immediately loses the game.

17.2 Variable Thunderstorm

You may choose to play with a variable Thunderstorm rule. There is a small thundercloud icon with a number in it, close to each Game Turn number, from Turn 8 onwards. Roll a d10 during the Planning Phase, starting Game Turn 8. If you roll less than or equal to that Game Turn's Thunderstorm number, the Thunderstorm occurs with all its effects described in rule 16.0. If it does not occur, roll again each subsequent Planning Phase. Regardless of which turn the thunderstorm comes, all turns thereafter are subject to the Thunderstorm aftereffects rules (no Road March or Road Bonus for the remainder of the game).

17.3 Plotted Orders

In the absence of a more involved command system, this rule can provide an added layer of friction and delay. Each player selects the posture for each of its on-map HQs in the Planning Phase of each turn instead of when the HQ activates. A player may attempt (if desired) to change the posture during its HQ Command Step. Roll a d10. If the result is less than the HQ unit's Command Rating, then it may flip to its other posture. If the roll fails, the HQ unit may still activate in its current posture. Austrian HQ units may only attempt to change an HQ's posture after successfully conducting the Austrian Corps Activation process for their current posture. You can place a Force counter on top of each HQ if you wish to hide the chosen posture until that HQ is activated.

18.0 Designer's Corner

18.1 Acknowledgements

I would like to thank a few colleagues that helped bring this game to publication. Riccardo Rinaldi provided some valued correspondence and an early check on map design and placenames. Jeff Coyle kindly built the Vassal module for testing, without which there is no possible way this design would have ever progressed beyond initial conception. Kim Kanger provided an expert eye in developing the final rules and components for publication – any remaining errors are purely the fault of the designer. Edmund Hudson provided another wonderful map. Finally, Hermann Luttmann kindly blessed the use of his Blind Swords system as the basis for the design and provided consistent encouragement, guidance, and good cheer across the many years of development.

18.2 Map Notes

As reported by Riccardo Rinaldi, Bruno Dotto, the author of the forthcoming *Decision in Lombardy*, provided insight on the state of the Redone and the Solferino area's many streams – specifically, whether the various streams could be crossed at will by large, organized bodies of troops. To sum up his reply, the rain in June 1859 had indeed swollen most rivers and streams, but as the end of the month approached, very few presented a problem. The Seriola Marchionale canal near Medole was one of the few significant hurdles, mainly because of its steep banks; the Redone and other streams were not.

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18.3 Design Notes

Austrian Artillery Detachments: Chronic logistical and organizational difficulties led to a poor showing for Austrian artillery in the Italian campaign. These shortcomings were exacerbated by the Austrian practice of assigning individual artillery batteries to support each infantry brigade (hence the presence in the unit mix of numerous detachment-sized artillery units). Piecemeal deployment diffused firepower during the historical battle and makes it more difficult for the Austrian player to concentrate artillery. These units are also prone to attrition if not covered or supported by infantry. They can be used most effectively if the player can mass the units at certain points. The Austrian artillery branch would make a strong comeback in 1866, where it significantly outperformed the other branches on battlefield and served as wakeup call to the Prussian artillery service.

8.1.4 - Fire Ranges: *“Canister Fire: Artillery units firing at a target in an adjacent hex receive a +2 column shift Canister bonus. Exception: French medium Artillery do not receive Canister bonus.”*

The new rifled French four-pound artillery of système La Hitte, while much more effective at delivering accurate and high-velocity fire downrange than the smoothbore guns of the time, were less effective at delivering canister fire at shorter ranges due to the spin imparted on their conical shells. Additionally, many batteries reportedly went without their full complement of the new munitions, and many of those actually delivered proved to be defective. The French heavy 12-pound howitzers were similarly scheduled to be upgraded to La Hitte’s rifling design, but only four batteries were delivered to Italy, and these sat in the army’s reserve park without taking part in the Battle of Solferino.

3.1.5 - Strength Points: *“Some units receive a +1 column shift in Fire Combat due to their High Quality SP (French Chasseur and Medium Artillery, and Austrian Jaeger).”*

By 1859, the bulk of the Austrian army was equipped with the Lorenz rifled musket. A much superior firearm to those equipping the French and Sardinian armies of the time, a good part of the advantage it provided was nullified by line infantry that shot poorly, was rarely afforded musketry practice, and was mostly unfamiliar with the new weapon. Therefore, only the crack Austrian Jaeger battalions made good use of the superior firepower of the Lorenz.

The newest piece of the French arsenal was an artillery piece, the M1858 rifled 4-pdr of système La Hitte. Although, overall, the French failed to take full advantage of its capabilities during the war due to training and terrain constraints, it was markedly superior to the Austrian field guns in both range and accuracy and was used to best effect in the more open terrain in the southern half of the Solferino battlefield.

18.4 Differences from other Blind Sword games

The many iterations of the Blind Swords games run on the same basic design chassis, but with many, often small, variations in elements like movement values, stacking limits and restrictions, cavalry capabilities, weapon types and ranges, CRT shifts, terrain, victory conditions, and others. Even players familiar with the system are encouraged to review this design’s approach to Fire and Assault Combat, line of sight, Defensive and Opportunity Fire, and Flanking. All Are Brothers is based most closely on At Any Cost, so familiarity with that volume will generally be more helpful than experience with any of the excellent U.S. Civil War games.

One particular wrinkle that differs from At Any Cost is the 10 Strength Point limit and the “top 6 SP front-line” concept. While At Any Cost limited stacking to one full strength infantry brigade and any one other, non-full strength infantry brigade unit, All Are Brothers allows as many units un a stack as possible, up to 10 SP.

Given that a unit’s SP may vary within or between turns, this requires some additional rules weight to govern all the implications of this. Coupled with the concept that only the top 6 SPs in a stack may fire (or be exposed to fire), a close reading of rules sections 4.2, 4.3, and 11.7 is especially encouraged. Engagement (11.7) is also different than in At Any Cost in that it is “sticky” – units that engage an enemy cannot always freely disengage without a Disengagement Test. Also, units that are Broken cannot be rebuilt in All Are Brothers.

Finally, Corps Morale has been added as a concept to track the attrition and disorganization on a corps during the day’s combat. Conducting rally actions can remove Shaken and Disrupted counters from units, but at a cost to overall corps morale. Too much of a beating – and too many rally actions – can place a Formation on the edge of demoralization, so players will need to manage risk and reward as they push their formations throughout the scenarios.

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