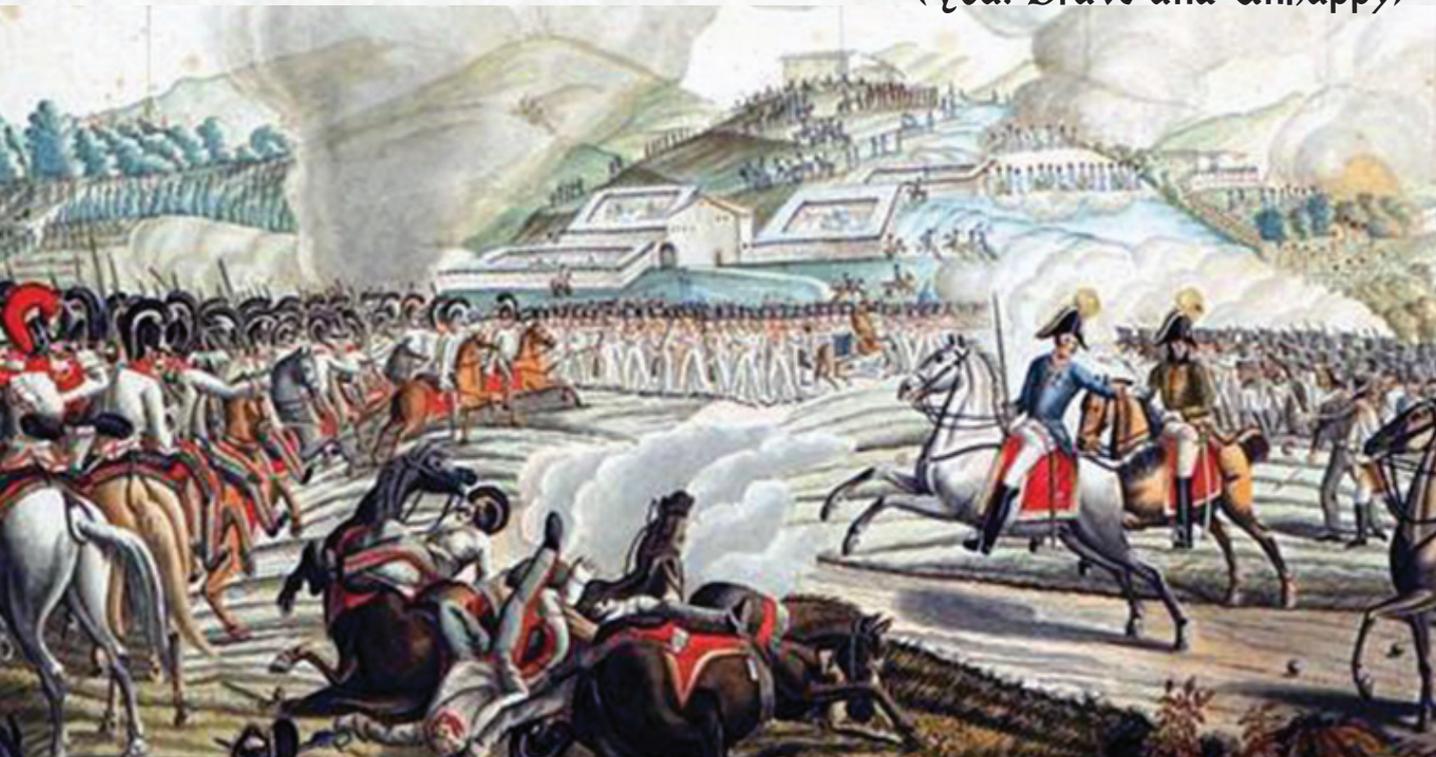


Tolentino 1815

# Voi! Bravi ed infelici

(You! Brave and Unhappy)



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## 1 INTRODUZIONE

**Voi! Bravi ed infelici (You! Brave and Unhappy)** is a simulation game about the battle of Tolentino in 1815, fought during the Italian campaign by the king of Napoli Gioacchino Murat against the Austrians led by General Federico Bianchi.

These rules derive from *Caldiero 1796*, published in issue II of *Para Bellum*, but due to the changes in the way of combat, in the 19 years, between the two battles, there are several differences between the two rulebooks.

For historical notes refer to the article *La Battaglia di Tolentino* included in this magazine.

### 1.1 Game Components

Each game includes:

- One game-map A2 (42x60 cm.)
- 108 5/8" counters.
- A Player Aid Cards
- This Rule booklet

*Also you need a six sided dice (not included in the game).*

### 1.2 Scale

2 hours per turn

About 550 m per hex (1:250).

1 strength point (SP):

- 2-300 men for infantry,
- 150-200 for the cavalry
- or 2-3 guns.

### 1.3 Map

The game map covers the area over which the battle of Tolentino was fought.

Each hex has a four-digit code printed on it.

Around the game map there are a series of boxes used for playing *Voi! Bravi ed infelici*.

## 2 PLAYING PIECES

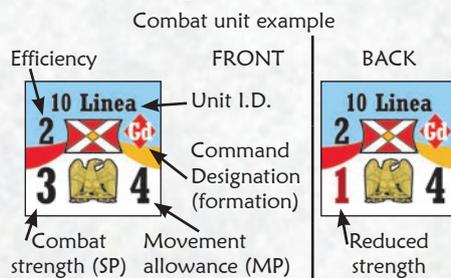
There are three types of playing pieces:

- Combat units,
- Leaders,
- Markers.

### 2.1 Combat units

The color patterns follow the uniforms' colors of the period.

Most units have Full strength and Reduced strength (backside) sides with different color patterns.



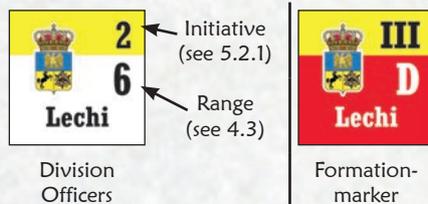
### 2.2 Leaders

Leaders come in three types: Commanders (Army commanders), Division Officers and Brigade Officers. The different capabilities of Commanders and Officers are explained under "Command" (see 4.0).

**2.2.1 Movement.** All leaders have a Movement allowance of eight Movement Points.

**2.2.2** The back of the leaders represents the Activated side, indicated by an "A" symbol.

**2.2.3** Each Division Officers also has a Formation-marker (see 5.1).



### 2.3 Markers

Markers are depicted in the rules explaining their use.

## 3 SEQUENCE OF PLAY

### 3.1 Game Turns

Each Game-Turn is divided in 3 phases, further divided into various steps, according to the Command-activation rules.

Each phase must be resolved in the exact order given. Any action taken out of sequence is in violation of the rules.

#### A. Command phase

This phase is divided into three steps:

**1. Orders.** In this segment the Army

commanders may change their orders (5.2).

**2. Replacement.** Both players return to the map previously eliminated combat units (15.5).

**3. Initiative.** A die is rolled to decide who goes first (6.0).

#### B. Action phase

A player activates a formation according to the initiative rules (6.1). Each formation performs all the Action phase segments below, before the next formation is activated.

The Action phase will continue until all the formations have completed their actions.

**1. Reinforcements.** Reinforcement units of the active formation enter the map in Maneuver order at this time (15.4).

**2. Command.** Place an "Out of Command" marker on the units of the active formation which are out of the command range of their formation leader, after this the formation leader can try to change his order (5.2.1).

**3. Movement.** Units move following their orders.

Artillery units that move are turned on their "Moved" side and cannot do Bombardment.



Artillery



Artillery "Moved"

Once the movement of all in command units is over, the out of command units can attempt to change their Order (5.3.1).

**4. Bombardment.** The eligible active formations can execute artillery Bombardment (11.4).

**5. Combat.** Combat is resolved in a series of segments as outlined below (for each combat):

**5a. Attacks declaration.** The player declares his attacks and place the markers, "Attack" or "Attack?" according to their orders.

**5b. Retreat before combat.** Defending cavalry can retreat before combat (14.1).

**5c. Defensive Bombardment.** The defensive player may bombard with artillery units present in hexes that are under attack.

**5d. Assault.** All Efficiency checks are done and the attacks are resolved on the CRT.

**6. End of Phase.** The counter of the Active leader is turned on the side

### 1.4 Rounding

If not specified by the rules, when values are divided, fractions are always rounded to the nearest whole number.



Activated (A). The player can try to reorganize their Disordered or Routed units (15.3).

Return to the Segment 3 (Initiative) of the Command Phase.

### C. End of turn phase

When all the formations have completed their actions, perform all Rout movements (15.2.2). Turn all artillery to the “unmoved” side.

The Game-Turn marker is moved into the next space on the Turn record track, all the Officers counters on the side A (Activated) are turned and a new Game-turn begins.

### 3.2 First Game Turn

The game starts with the Action Phase (skip the Command Phase). The Neapolitan player automatically has the initiative and they must activate one of their Formations.

**3.2.1** All units start in command.

### 4 LEADERS

Each leader represents the named person as well as his accompanying staff and escort.



Leaders are of three types:

- Commanders (Murat and Bianchi),
- Division Officers,
- and Brigade Officers (only for the Neapolitan).

### 4.1 Officers

Officers are in charge of specific formations. An Officer commands all combat units that share his command designation (see Sample Combat Units).

**4.1.1** Officers perform several important functions:

They give orders to formations and place combat units in command so that they may be moved as a formation.

They facilitate the Advance after combat of the victorious combat units (12.7.3).

They give a modifier in the Efficiency check (13.2).

They give a modifier in combat (12.4.4).

**4.1.2** Only the Officer directly in command of a formation may contribute a modifier.

**4.1.3** Each Officer has his own Initiative Rating (IR) which is used to determine if he can change his Order (5.2.1).

**4.1.4** Officers can move at the end of the Movement segment of the Action Phase in which his formation is activated.

### 4.2 Army Commanders

A Commanders may change the order to subordinate officers in the range of command. The maximum number of Officers to which it is possible to change the Order is equal to the Initiative value of the Army Commander.

**4.2.1** The Commanders can move once per turn at the end of the Movement segment of the Action Phase in which a friendly formation is active.

### 4.3 Command Range

Each leader has a Command Range indicated on the counter. The leader’s Command Range is traced from the leader to all units in his formation (only).

Command status is determined in the Order segment of the Actions phase and stays with the unit throughout that Activation. Only the leader with

the same Command Designation of the unit can trace command to a combat unit (exc. 4.3.2).

Units that are beyond the Command Range of his leader, are considered “Out of Command”.

**4.3.1** The distance the command range extends depends on the terrain traversed (see TEC).

**4.3.2 Battle line.** A unit not actually within Command Range but adjacent to a unit of its formation that is in Command is considered to be in Command.

**4.3.3 Limits.** You cannot trace a line of Command through an enemy unit or a hex(side) impassable to leaders. You can trace a Line of Command through enemy Zone of Control.

**4.3.4 Neapolitan Command.** The Neapolitan divisions in addition to the Division Officers also have one or two Brigade Officers (the leaders with the values of one).

Neapolitan units in the Orders step of the Action Phase of their formation must always be in the same hex or adjacent to their Officers (division or brigade), otherwise they automatically become Disordered (if already disordered, they do not suffer further restrictions).

### 4.4 Leader losses

Sometimes a leader must do a test to see if it was captured/killed.

**4.4.1** If in an Assault or a Bombardment the attacker rolls an unmodified 6 and a leader is in the attacked hex, the leader must do a test.

**4.4.2** If in an Assault the attacker rolls an unmodified 1 and he used a leader modifier (12.4.4), that leader has to do a test.

**4.4.3 Test.** The player rolls a die, with a result of 1 or 2 the leader is considered captured/killed.

**4.4.4** If all units in the hex with a leader are eliminated, the leader has to do a test.

If the leader is not captured/killed, he must immediately move to the nearest friendly unit. If there is no friendly unit within the leader's movement allowance, he may move to any hex, free of enemy units, within his MA.

**4.4.5** If a Division Officer dies, his units are out of command for the rest of the game (see also 4.5.1), but the formation may be normally activated.

A Neapolitan Division Officer can be replaced by one of his Brigade Officers (continue to use the Division General's Formation marker).

**4.4.6** When an enemy unit arrives adjacent at a Leader, the leader may move his full movement allowance to get away.

## 4.5 Von Mohr and Lechi

These two Officers have special rules.

**4.5.1 Von Mohr.** The Austrian Division Officer Von Mohr can command all artillery units within his command range (of whatever formation they are part of) and can replace any Austrian command (Bianchi too) if they are eliminated.

**4.5.2 Lechi.** The Neapolitan Division Officer Lechi enters as a reinforcement on the second day of the battle. Lechi can replace any eliminated Neapolitan Officer (except Murat). In this case Lechi is immediately moved on a unit of the new formation and De Maio becomes autonomous (he uses Lechi's 3rd Division Formation Marker, while Lechi uses that of the Officer he replaces).

## 5 ORDERS

Every formation starts with the orders issued before the battle as stated in the scenario rules.

### 5.1 Types of Orders

There are 4 types of Orders:

- Advance,
- Attack,
- Defense,
- Maneuver.

Officers' formation markers are



directly from EZoC to EZoC but they must perform an efficiency test (13.1), if they fail they suffer a level of demoralization.

This order allows to use Reorganization (15.3) and Cover (10.7).

**5.1.4 Maneuver** – All the units may move freely but may not enter EZoCs. Formation with this order may use Road March (9.3) and Reorganization (15.3).

Artillery units can move into Rough hexes, with no road, at a cost of 2 MP per hex. Cavalry with this order does not halve their SPs in the woods.

**5.1.5** In the sum of the units of the formation for 5.1.1 and 5.1.2, do not count artillery, out of command units and units in towns or Fortified position.

### 5.2 Change Order

Murat and Bianchi (or van Mohr, 4.5) may automatically change order of their Officers during the segment 1 of the Command phase. The Neapolitans first. Only Officers which are within the Command Range of their Army Commander may receive new Order.

**5.2.1. Officer Initiative.** At the moment that their formation is activated (not in the Orders segment of the Command phase), if the Officer rolls equal to or less than his IR on the die, he has succeeded and he can change orders.

If this fails all combat units of that formation must maintain their original order.

**5.2.2 Out of command officer.** The effect of being outside of the Command Range of the Commander for any officer is that he can't receive new orders and he can only try to change his orders by Initiative.

### 5.3 Out of Command Unit

A unit out of command receives automatically a Defense order.

**5.3.1** During the activation of his formation an out of command unit who wants to change its order must perform an Efficiency Check (13.1): if it is successful then the unit can change orders, otherwise, the unit remains in Defense order.

**5.3.2** If there are more units in the hex, rolls one die for efficiency and apply the result to both.

placed in the Order's box on the map indicating the current order.

**5.1.1 Advance** - Each turn that a formation is under Advance order, at least half of its in command units must move toward the enemy (they must end their activation at least one hex closer to the enemy than at the start). This order allows to enter EZoC, use Road March (9.3) Reorganization (15.3) and Assault (12.0).

**5.1.2 Attack** – All the units must move (if possible) at least one hex closer to the enemy units until they come in an EZoC. This movement is toward the enemy line and is not mandatory to reach immediately the EZoCs.

All the units in EZoC must attack. This order allows to enter EZoC and Assault (12.0).

*See also 12.5.4 for the NE result on the CRT.*

**5.1.3 Defense** – Formations under Defense orders must attempt to hold specific terrain or areas.

Units may not move more than 1 hex and may not enter EZoCs unless to stack with other friendly units.

Units may leave EZoCs. Units may move

## 6 INITIATIVE

The Players, during the Initiative segment of each game turn, roll 1d6 and adding the Army commander initiative value. The higher modified die roll gets the initiative.



### 6.1 Activation

The player that wins the initiative choose a formation not yet activated (friend or enemy) that becomes the active formation and makes all the phases of the Action Phase (3.1 phase B).

Once the active formation completed all the Action Phase, return to the initiative segment and repeat the procedure as long as there are formations not yet activated, therefore go to the end of turn phase.

**6.1.1** In case of draws in the Initiative roll, May 2 is Neapolitan, May 3 Austrian.

## 7 STACKING

Players may stack more than one friendly combat unit in a hex at the end of the movement phase. It costs no movement points to stack combat units.

You may move through a unit's hex at no extra cost.

### 7.1 Stacking Limits

The stacking limit is:

a) Two units of the same type (infantry, cavalry) and of the same Formation or all units of the same regiment.

*For the purposes of this rule and 9.3.2, 1, 2 and 3 Veliti of the infantry division of Pignatelli (the Guardia) belong to the same regiment.*

b) One artillery unit of any Formation combined with one infantry or cavalry unit.

c) Two artillery units of any Formation(s).

Markers and leaders do not count towards the stacking limit.

**7.1.1** Routed units may not stack voluntarily with other units in good order or disordered, if it happens, the units must move up to a "free" hex.

**7.1.2** Units in Road March (9.3) may not stack (but see 9.3.2 b) and move through other unit's hex.

**7.1.3** Neapolitan units start the game in violation of the Stacking rules and in Road march (this is an exception to 9.3.2).

## 8 ZONE OF CONTROL

The zone of control (ZoC) represents the influence projected by a unit beyond the hex it occupies. All units exercise a ZOC into its six adjacent hexes.



If a friendly combat unit is in an EZOC, the opposing units are equally and mutually affected by each other's ZoC. The presence of a friendly unit in an EZOC does not negate the EZOC effects.

ZoCs do not extend in Fortified position and across impassable hexsides. Disordered and Routed units have not ZoC.

### 8.1 Leaving EZOCs

Units in an EZOC cannot exit except by a Defense Order (5.1.3) or combat results.

**8.1.1** Routed units ignore EZOC.

### 8.2 Engagement

Entering an EZOC is called "Engagement".

**8.2.1** Combat units may enter EZOCs if their Order permits it but stop moving.

**8.2.2** Leaders may not enter EZOCs voluntarily unless a friendly combat unit occupies the hex.

**8.2.3** If a hex containing a lone leader is entered by an enemy combat unit, the leader may immediately move up to its full movement allowance to escape.

If he can't leave the hex due to Retreat limitations, he is captured and eliminated from the game.

## 9 MOVEMENT

During the movement phase, the active Formation may move all, some, or none of his units and leader in any direction, subject to their Order, Command status, Initiative, terrain restrictions, and the presence of enemy units and EZOCs.

Units can only be activated (and moved) once per game turn.

## 9.1 Movement Procedure

The Phasing player may move units individually or as a stack. Whether moving individually or as a stack, the move must be completed before moving the next individual unit or stack. Units may only move from hex to contiguous hex paying MPs for each hex along the way.

Unused movement points may not be saved from turn to turn.

**9.1.1** A unit may never expend more movement points than its movement allowance in a single movement phase, but a unit may always move at least one hex per turn, even if the cost of terrain in the hex and hexside exceeds the printed movement allowance of the unit.

**9.1.2** A combat unit (but not a leader, see 8.2.2) must stop the moment it enters an EZOC (see also 5.1.3). A unit cannot enter a hex occupied by an opposing combat unit.

**9.1.3** Units not in Road March may move through other friendly units without additional costs.

**9.1.4** Leaders have eight MP and they may always move their full movement allowance regardless of the Order of their formation. A leader may move from EZOC to EZOC if each of these hexes are occupied by friendly combat units.

## 9.2 Terrain and Movement

Each hex costs a number of movement points to enter. This number of movement points varies depending on the terrain in the hex and on the hexside crossed to enter the hex (see Terrain Effect Chart).

The MP costs are deducted from the movement allowance of the unit as it moves from hex to hex. All movement point costs are cumulative. When the unit has insufficient movement points left to pay the cost of the next hex, that unit must cease moving.

**9.2.1** The player who controls San Severino (1004) can move units from 1003 to 1005 at the cost of 1 MP.

## 9.3 Road March

All units may use Road March, subject to their Order. At any time during movement a unit on a road or trail may declare that it will use the road advantage and that this unit has March orders.

There is no cost to declare Road march.

**9.3.1** Each hex from road to contiguous road (not trail) costs one-half ( ½ ) movement point in Road March, and

there is no extra cost for bridges. Each hex from trail to contiguous trail costs one movement point less (but never less than 1) than the other hex terrain cost, when in Road March.

### 9.3.2 A unit in Road march:

Cannot enter EZOC

May not stack with other units if they do not belong to the same regiment.

May not move through a hex containing other friendly units.

### 9.3.3 A unit using only Road March during the turn has two additional movement points (2 MP).

## 10 TERRAIN

For movement point costs see the Terrain Effects Chart.

Streams Buildings, Entry Hexes (Flags), and Victory Points Hexes (Stars) on the map have no influence on movement and combat.



Victory Points



Entry Hexes

If there are several terrains in a hex during movement, the active player chooses which terrain to consider, during the combat the inactive player.

### 10.1 Towns



Towns have their name indicated in red on the map. All towns occupy only one hex except Tolentino which extends into hexes 1111 and 1112. Any constructions in adjacent hexes are considered Buildings.

There is a trail in all towns.

Unit(s) in Towns may choose to remain stationary (i.e. not move and assault) independently from the order received from its Formation.

**10.1.1** In an assault against units in a town the defender can change the DR result to EX, if they wish, and if it successfully passes an Efficiency Test.



### 10.2 Rough

The rough terrain, even if of two types (the lighter part is a higher level), represents a single terrain.

The two levels are effective only for the LoS.

Artillery units may only move one hex per turn into rough hexes with no road or trail (see also 5.1.4).

**10.2.1** Rough terrain has no effect

on combat, but Cavalry Charge is prohibited on this terrain.

*The typical landscape of the interior of the Marche is represented by a succession of rounded hills.*

*From a military point of view it is a landscape particularly rich in obstacles due to the succession of cultivated fields, vineyards and olive groves and the presence of irrigation canals, dry stone walls and hedges. It is a decidedly unsuitable terrain for cavalry maneuvers and for the deployment of artillery batteries.*



### 10.3 Stream

Artillery units may cross a stream only if it has a bridge.

**10.3.1** There is a 1L to the combat if all units assault through a stream.

### 10.4 Bridges

Bridges are present where a road or trail crosses a stream (see also 16.1).

**10.4.1** Bridge cancel the additional MP to pass the stream.

**10.4.2** Treat the bridge as stream for the combat.



### 10.5 Fortified position

*They were important civil constructions such as la Rancia, or they were simple obstacles made with timber and supported on the local farms, such as to offer partial protection.*

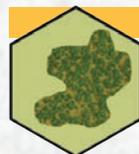
To take advantage of the Fortified position, the troops must be in Cover.

**10.5.1** Units adjacent to a Fortified position do not extend their ZoC into Fortified position.

**10.5.2** Unit(s) in Cover in a Fortified position may choose to remain stationary (i.e. not move and assault) independently from the order received from its formation.

**10.5.3** In an assault against units in a Fortified position the defender can change the DR result to EX, if he wishes, and it successfully passes an Efficiency Test.

**10.5.4** Cavalry defending in Fortified positions only gives -1L.



### 10.6 Woods

Artillery can only move in wood hexes by road or trail.

Cavalry combat in wood has its strength halved (but see 5.1.4). To take advantage of the Defense in the Woods, units must be in Cover.

### 10.7 Cover

To take advantage of the defensive advantages of some terrains, units must have a Defense Order, see 10.5 and 10.6.

## 11 ARTILLERY

Artillery units may always use an Order of Defense or Maneuver independently from the Order received from its formation.



Artillery



Horse artillery

When an artillery or horse artillery unit moves, turn it on the side "Moved". This counter is turned again in the segment 6 of the Action phase Artillery with a "Moved" counter may not bombard.

Artillery with 5 or 6 PM are Horse Artillery.

**11.0.1** Artillery units may participate in attacks only by bombarding the Defending unit. Artillery units are NOT considered for combat purposes, neither for die roll modifications due to target density.

### 11.1 Retreat

Artillery, stacked with infantry or cavalry that are eliminated or have been forced to retreat as a result of combat, is eliminated.

Artillery stacked with infantry or cavalry forced to retreat due to Bombardment can decide is retreat too (turn it to the Moved side) or remain in the hex.

**11.1.1** If artillery units are themselves attacked when alone in a hex, they may Bombard a hex of attacking units (11.4.4). If, after the Bombardment, an enemy unit is still able to advance into the Defending hex (12.7), the artillery unit(s) is eliminated.

### 11.2 Artillery Range



The maximum range of each artillery unit is two. According to the distance,

apply the modifiers indicated in the Bombardment Table.

The bombarded enemy units (called Targets) must be in the artillery Line of Sight (11.3). Range from the bombarding artillery unit to the target hex is counted by including the target hex, but not the bombarding units' hex.

### 11.3 Line of Sight

Units may spot enemy targets at a distance of four (4) hexes if the conditions allow this (17.0) and no blocking terrain or hexsides prevent the spotting. Units trace a Line of Sight (LoS) tracing a line from the center of the unit hex to the center of the target unit hex.

#### 11.3.1 Blocking hexes.

Some terrains block the LoS (see the TEC).

If any hex or hexside between the active unit and the target is blocking terrain, the LoS is blocked and the target may not be hit/observed.

*Units do not block the LoS.*

The Line of Sight is blocked if it passes through the juncture of two or more blocking hexsides or the juncture of a blocking terrain hexside and a blocking terrain hex.

**11.3.2 Fog of war.** It is possible to examine an enemy stack only if you have a LoS in the hex where it is located.

### 11.4 Bombardment

A bombardment attack is an attack by an artillery unit against an enemy occupied hex. Each artillery unit may only attack a single enemy occupied hex when bombarding. A stack of artillery units may split its bombardments against different targets but a single artillery unit may not split its fire among different targets.

Artillery units are never forced to attack an enemy unit merely because it is in range.

**11.4.1** Artillery units can combine their bombardment factors in a single Bombardment only if stacked in the same hex. Multiple artillery units in different hexes cannot bombard together as a single force but they may bombard the same target (the player rolls a die on the Bombardment Table for each attacking artillery unit).

**11.4.2** Artillery units may bombard, if within range of a target in LOS, regardless of command status.

#### 11.4.3 Bombardment procedure

Roll a die on the Bombardment Table in the column corresponding to the value of the firing unit and apply terrain modifiers and those indicated in the Bombardment Table (distance and concentration of SP in the hex).

It is not possible to bombard a hex where there are only artillery.

**11.4.4 Defensive Bombardment.** If attacked in *mêlée*, defending artillery (not in Moved side) may Bombard the enemy attacking hex. After the attacking player declares all his assaults, but before he rolls for Efficiency checks if due, the defending player may bombard with artillery units being directly assaulted.

## 12 COMBAT

All combat between opposing units occurs during the formation segments 5 of the Action phase. Only adjacent combat units may be attacked. The attacker conducts a series of Assaults in any order he desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack.

All active units with an Attack order must attack enemy units that are in their ZoC, units with an Advance

order aren't required to. If a unit assaults an enemy, all units in its ZoC must be attacked (even if by other friendly units). The player may choose which attacking units will attack each defending unit as long as all adjacent friendly units participate in an attack.

### 12.1 Procedure

Each assault is resolved in a series of steps which must be played through in their exact order. The acting player is designated the Attacker, the reacting player is the Defender.

1. Define which units will attack which defenders. (see rule 12.2)
2. Retreat before combat (14.1)
3. Defensive Bombardment Step (11.4.4)
4. Check for Efficiency (12.2.2),
5. Determine the odds (15.5.1) and the effects of terrain.
6. Rolls the die and applies the combat results.

### 12.2 Assault Declaration

The active Player is termed the Attacker; the other player is the Defender, regardless of the overall situation.

The active player must declare all the attacks he wants to execute. Place an "Assault" marker on every unit in an EZOC with an Attack Order and an



“Assault?” marker over every unit with an Advance Order.

Units with other order types (Maneuver or Defense) cannot attack, but defend normally.

**12.2.1** You have to attack all the enemy units which project one EZOC in the hex of the attacker and who are not attacked by other Friendly Units in this segment (exception 14.2.1).

**12.2.2 Pre-shock Morale Check.** All the units marked with an “Assault?” marker must undergo an Efficiency check (13.1) before their attacks. If they pass it, they receive an “Assault” marker, there’s no penalty for units that fail Efficiency checks, they simply can’t attack.

**12.2.3** No unit may attack more than once per turn, and no enemy unit may be attacked more than once per Combat segment.

### 12.3 Efficiency

At the beginning of combat, both sides must check their Efficiency.

**12.3.1** The players determine the most widespread value of efficiency (in SP) among the units.

In the event of a tie between two values the player can choose which to use.

*Example: An attacker has 2 SP with efficiency 2, 3 SP with efficiency 3 and 2 SP with efficiency 4, efficiency value is 3 (this is the value of the group more numerous with the same SP). If they had 2 SPs for each efficiency value, the attacker he could have chosen any one value from 2 to 4.*

**12.3.2** Efficiency difference between the attacker value and the defender value becomes a die roll modifier.

### 12.4 Assault

An enemy controlled hex may be attacked by as many units as can be brought to bear from the six adjacent hexes. Units may only attack when adjacent to the defending unit.

**12.4.1 Multiple Unit and Multi-hex Combat.** All units in a given hex must defend as a single total strength. A single attack may involve any number of attacking or defending units in different hexes. To be resolved as a single combat, all the attacking units must be adjacent to all the defending units.

The defender may not withhold a unit in a hex under attack. The attacker must attack with all the units in a stack. Different units in a given hex may not be attacked separately.

If more than one attacking unit is in a given hex, these units must be used as a single Combat Strength. They may not be used in separate attacks.

**12.4.2 Diversionary Attacks.** Units may make attacks at poor odds so that adjacent attacks against other defenders could be made at higher odds (by allotting most of the attacking force to the major objective). These attacks are known as ‘Diversionary’ Attacks. It’s forbidden to declare attacks with odds worse than 1-5, but it’s possible that an attack with better odds could become worse than 1-5 due to Efficiency checks. Attacks executed at worse than ‘1-5’ are automatically AE.



**12.4.3 Higher than maximum odds ratio.** Attacks executed at greater than ‘6-1’ odds are treated as ‘6-1’, but the attacker has a +1 to die roll modifier for each further level (i.e. 8-1 is resolved as a roll on the 6-1 column with +2 to die).

**12.4.4 Leaders in combat.** A leader (and only one) may add (or subtract if on the defender side) 1 to (from) the die roll if part of a stack during a combat.

### 12.5 Combat Table

Assaults are resolved with the Combat Table.

**12.5.1 Odds.** The attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the total Combat Strengths of the defending units in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding off to one of the odds ratios on the Combat Results Table.

*Example: If 13 SP attack 4, the ratio would be 3.25 to 1, rounded (always in favor of the defender) 3 to 1.*

Terrain can change the combat odds.

**12.5.2 Die Roll Modifiers (DRM):**

1. Disorder: +2 DRM (15.1)
2. Efficiency: DRM = difference (see 12.3)
3. Leaders: add or subtract 1 (one) to the DRM.
4. Higher than maximum ratio: See 12.4.3.
5. Neapolitan morale: see 13.3.
6. Terrain: see Terrain Effects Chart.

DRM cannot be higher to +4 or -4.

**12.5.3** The result of the die roll indicates a line on the Combat Results Table, which is cross indexed with the column representing the combat odds. The intersection of line and column yields a combat result. This should be immediately applied to the involved units, before going on to resolve any other combat.

Separate assaults may be resolved in any order wished by the attacker, as long as all combats are resolved during that Combat Phase.

### 12.5.4 Explanation of Combat Results

**AE / DE:** Attacker / Defender

Eliminated. All attacking (A) or defending (D) units are eliminated (12.8).

**AD / DD:** All attacking / defending unit(s) are Disordered.

**NE:** No effect. If the attacking units were under Attack orders, the player may roll a die to check against the efficiency that was used in that combat (13.1): if they pass, treat as EX; if not, treat as AD.

**Ex:** Exchange. The attacker loses a unit (of his choice) with an efficiency greater than or equal to that used for the combat and the defender must lose a number of units with an efficiency greater than or equal to that used for the combat whose total SP is at least equal to the attacker’s losses. All other units involved in combat must undergo an Efficiency check, any unit failing it will be Disordered.

**DR:** All defending combat units must retreat 1 hex and check Efficiency: if they pass, they are Disordered, otherwise they are Rout (15.2.1). If the attack is against units in town (10.1.1) or fortifications (10.5.3) the defender can test the efficiency of his units (13.1): if at least one passes the test, the result becomes EX.

### 12.6 Retreat

When the Combat result requires a player’s units to retreat, the owning player must immediately withdraw those units one hex. The retreat must end one hex away from every attacking unit.

Two units from the same hex may retreat into two different hexes. The owning Player decides the direction that each of his retreating units moves.

**12.6.1** A unit may retreat in EZOCs if

no other path of retreat is available, but receives one more Disorganization level.

**12.6.2** If the only hex available to the retreating unit (included EZOC) is one which it could not normally move into because of stacking restrictions, the unit must retreat an extra hex.

**12.6.3** If a combat unit cannot retreat because of prohibited hexsides and/or enemy combat units, it is permanently eliminated.

### 12.7 Advancing as a Result of Combat

Whenever a hex is vacated as a result of combat, one victorious unit adjacent to that hex, which participated in that combat, may advance into the vacated hex. This advance may be made regardless of EZOCs. The option to advance must be exercised immediately, before any other combat resolution.

A unit is never forced to advance.

**12.7.1** Artillery and Disordered units may not advance after combat.

**12.7.2** Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious player may still advance only one unit.

**12.7.3** All combat units present in a hex may advance if a leader is present in the stack and advances with them.

### 12.8 Eliminated Units

Any time a full strength combat unit is eliminated, the unit is rotated on the reduced strength side and it is placed in the next Game Turn on the map if in command, two Game Turn later if out of command.

Combat units that are already at their reduced strength, that do not have a reduced strength or subject to 12.6.3 and 15.2.1 are permanently eliminated.

**12.8.1 Off-map retreats.** Units which are forced to retreat off map are permanently eliminated.

## 13 MORALE

The efficiency rating measures morale, élan, aggressiveness, leadership, training and experience of the units.

### 13.1 Efficiency Check

When a unit must perform an Efficiency check, the player rolls one die: if the result is equal to or less than the unit efficiency, the check is successful, otherwise it fails.

**13.1.1** An Efficiency check always succeeds with an unmodified die roll of 1 and always fails with an unmodified 6.

**13.1.2** In efficiency check, only one die is rolled per stack and the result applies to all units in the hex.

**13.1.3** If not explicitly specified in the rules, a failed efficiency check always causes a Disorganization level.

### 13.2 Officer Modifiers

There is a -1 DRM to the Efficiency of the units stacked with the formation leader or Army Commander (only one can be used).

### 13.3 Neapolitan Morale

Each Neapolitan attack that allows infantry to enter a hex previously occupied by enemy units improves the Morale (Efficiency) of one of the attacking infantry units entering the hex by 1 point; each Austrian attack occupying a hex previously held by Neapolitan infantry worsens the Morale (Efficiency) of a defending infantry units by one. Efficiency can never go below one.

The Neapolitan player chooses the unit to which to apply the bonus, the Austrian the one to which to apply the minus.

The morale modifier is cumulative, but can never exceed (+ or -) 2.

**13.3.1** Put a Morale counter on the unit with modified morale. In the next combats this unit will apply the modifier.



The modifier remains on the counter until other combats modify it again.



**13.3.2** The number of Morale counters included in the game is a limit, players cannot create more.

## 14 CAVALRY

Cavalry units in some situations have the ability to charge or retreat before combat.

**14.0.1** Cavalry units with a Charge marker have their Combat strength doubled against Disordered unit(s) in clear terrain.

### 14.1 Retreat Before Combat

After an assault has been declared defending cavalry and horse artillery (not Moved) unit(s) may retreat one (1) hex prior to the odds calculation if the attacking side includes only infantry and the withdrawers have an order of Maneuver or Defense (the horse artillery is turned on the Moved side after the retreat).

If all the attacked units retreat, the attacker can advance into the vacated hex.

### 14.2 Cavalry Charge

Cavalry units with an Attack Order can charge into a clear hex where enemy units are present if the cavalry has sufficient MP to enter the hex. Cavalry must stop their movement in the hex adjacent to the enemy unit and place a Charge counter on the charging units. During the Assault segment, cavalry with the Charge counter enter the hex and attack enemy units. Cavalry units with a Charge counter have their combat strength doubled (not cumulative with 14.0.1).



**14.2.1** Cavalry charge only one hex and ignore other enemy ZoC for 12.2.1.

**14.2.2** All the charging Cavalry at the end of the Charge become disordered if they were in good order.

**14.2.3** You cannot attack the same hex in a combat segment with a cavalry charge and an infantry assault.

## 15 DISORDER, ROUT, REORGANIZATION AND REINFORCEMENT

Disordered or Routed units have not ZoC and suffer some limitations.

### 15.1 Disordered Units

Disordered Units cannot attack and if in an attacked hex, gives a +2 DRM to the attacker.

**15.1.1** If an already disordered unit receives an additional Disorder, it is routed.

### 15.2 Routed Units

Routed Units cannot move or attack.

If an enemy unit moves adjacent to a routed unit the latter must undergo an Efficiency check: if passed, the routed unit must retreat 2 hexes, otherwise it is eliminated.

**15.2.1** A unit routing as a result of combat must immediately retreat 2 hexes. If it cannot retreat due to enemy units and/or impassable terrain, it is permanently eliminated.

**15.2.2** In the End of Turn Phase, all routed units must move two hexes away from enemy units.

Units can stop their rout if in the Town, Fortification or in the hex with a friendly Leader.



Disordered



Routed

**15.2.3** Routed units passing over friendly units cause them to take an efficiency test (they take a disruption level if they fail).

### 15.3 Reorganization

In step 6 of the Action Phase disordered or routed units may try to reorganize, if they are not in EZOC, their order allows it and it is their only action of the turn.

Units with an Order of Advance have a +1 DRM, units with Defense -1 DRM.

**15.3.1** If they pass the morale check Routed Units become Disordered and Disorder return to full efficiency.

### 15.4 Reinforcements

The new units enter on the map in the appropriate hex on the turn specified on the set up schedule paying the normal terrain cost for the entry hex.

Reinforcements always enter during

the formation Movement segment of the Action phase.

**15.4.1** The Reinforcement unit enters the map in command and with a Maneuver order.

### 15.5 Replacements

The units on the current game turn (12.8) returns on the map on or adjacent to their formation leader, but not in EZOC and respecting the stacking rules.

## 16 SPECIAL UNITS

There are two special and two optional units in the game.

### 16.1 The Radinski company

This Austrian Pioneer unit can be used to build a bridge.

Radinski must stay a full turn next to the side of the stream to cross; in the next activation the unit is turned on the back (bridge side) and a bridge is considered to exist in the hex until the Austrian player deems it appropriate (in any turn he can turn the counter and move it) or until the bridge is captured by the Neapolitan player (if it enters the hex).



He will decide if to leave the bridge (and use it) or destroy it eliminating the Austrian unit.

**16.1.1** In any other case, the Radinski unit is considered like a normal infantry unit.

### 16.2 1<sup>st</sup> RAT



This battalion of 881 men, of doubtful field training, belonging to the 1st regiment of the Reale Artiglieria Terrestre,

not received the guns, was united and organized to fight as infantry in the ranks of the Guardia Reale.

### 16.3 Grenzer Battalions

The two battalions Szluiner of Carlstädt and 1st Banal of the Taxis brigade, did not reach the battlefield in time.

The Austrian player can choose to enter them as reinforcements on turn 8 (8-9 of May 3) in hex 1005 at a cost of 3 VP.



## 17 NIGHT TURNS

Turns 5 and 6 are considered night.

### 17.1 First Night Turn (Twilight)

In turn 5 each player can activate only one formation of their choice and operate with it. The artillery can bombard with range 1. All other formations take the Order of Defense and can attempt Reorganization.

### 17.2 Second Night Turn

In turn 6, all formations assume the Order of Defense and can attempt Reorganization. All Neapolitan units in the EZoC must retreat one hex to exit the EZoC, if they are not in town or VP hexes.



All Neapolitan leaders start with an Order of Advance. Turn 7 (6.00/7.00 of May 3) **LECHI** (III), **De Majo**, 1° Leggero (3 counters), 4° Linea, 1° Chev Leg., De Majo 6 pdr cav. bty. (3908).

## SOURCES

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## 18 VICTORY CONDITIONS

At the end of the game, Victory Points (VPs) are assigned based on the losses suffered and the occupation of the target hexes on the map.

The Neapolitan player gets a number of VPs for each occupied objective hex equal to the number in the star, 1 VP for each Austrian officer or artillery eliminated and for each reduced Austrian unit, 2 VPs for each Austrian unit eliminated and for the elimination of Bianchi.

The Neapolitan player loses 1 VP for each officer, artillery or friendly unit eliminated.

18.1 If Murat is eliminated it is an automatic Austrian victory otherwise:- The Neapolitan player adds and subtracts the VPs. The result indicates the outcome of the battle:

- 14+** Decisive Neapolitan victory
- 8-13** Tactical Neapolitan victory
- 5-7** Stalemate
- 1-4** Tactical Austrian victory
- 0 or less** Decisive Austrian victory

*The various types of victory are there to determine the winner of the game; in reality only a decisive victory would have allowed Murat to keep the throne. Historically, the result was an Austrian tactical victory.*

## 19 SET UP

### Austria

**BIANCHI** (1112), **Von MOHR** (R) (2111), Kunerth (2211), Order: Defense.

**Starhembreg** (Av) (2510), 5 Hussar (2310, 2610), IX Jäger (2411), Santa Luina (2109), Radinski P. (2012), Starhembreg 6 Pdr cav. bty. (2011), Order: Advance. **Taxis** (T) (1312), Dragoner Toscana (1312, 1412, 1511), Taxis 6 Pdr cav. bty.. (1512), 1st Banal & Szluiner (vedi 16.3), Order: Advance. **Eckhardt** (E) (1508), Erz. Carl (1010, 1011, 1812), Chasteler (1508, 1509), Eckhardt 6 Pdr Bty. (2210), Order: Defence. **Senitzer** (S) (1810), Simbschen (1612, 1613), Hiller (1610, 1611), Wacquant (1810), Senitzer 6 Pdr Bty. (1709), Order: Defense.

### Regno di Napoli

**MURAT** (3908), **d'AMBROSIO** (II), **d'Aquino**, III Leggero (3 counters), 2° Linea (3 counters), 2 Chev Leg. (3903), **Medici**, 6° Linea (2 counters), 9° Linea (2 counters) (3904), d'Aquino 6 pdr bty, Medici 6 pdr bty (3908), **PIGNATELLI** (Gd), **Taillade**, Volteggatori (2 counters) 1, 2, 3 Veliti (3 counters) (3904), **Merliot**, 10° di Linea (2 counters), 1° Rat, Taillade 6 pdr bty., Merliot 6 pdr bty. (3908) **LIVRON** (L), **Campana**, **Giuliani**, Ussari (2 counters), Veliti (a cavallo), Chev Leg., 2° Chev Leg., Campana 6 pdr cav. bty., Giuliani 6 pdr cav. bty. (3908).



accaduti nella Battaglia data in Monte Milone dall'Armata Austriaca al Re Gioacchino Murat li 2 e 3 maggio 1815." in AA.VV. *Atti e Memorie della Regia Deputazione di Storia Patria per le Provincie delle Marche*, Ancona, 1903, pagg. 29-39. Mané Diego, *Campagne d'Italie de 1813-1814, Tolentino 1815*, Lyon, 1998. Rampino Vito, *L'ultima battaglia di Murat, Tolentino 2-3 maggio 1815*, Roma, Chillemi, 2015. Rampino Vito, *Tolentino 2-3 Maggio 1815*, Aras, Fano, 2015. Villar Constant, *Campagna degli Austriaci contro Murat nel 1815*, Ass. Tolentino 815, San Severino Marche, 2002. Weil Maurice-Henri, *Joachim Murat, Roi de Naples – La Dernière Année de Règne (Mai 1814 - Mai 1815)*, Tome IV, Fontemoing ed., Paris, 1910. Zima Herbert, "Murat oder der Traum vom geeinten Italien. Der Feldzug von Tolentino 1815 und das Ende in Pizzo", in *Pallasch Magazine* n.17 (2004) pagg. 2-31

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