1918

# Inferno sul Piave

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## 1. INTRODUCTION

***Inferno sul Piave*** (IsP) or ***Hell on the Piave*** is a simulation game about the 2nd Battle of the Piave River, which Gabriele d'Annunzio called the "Battle of the Solstice".

This battle was fought in June 1918 and represented the last major offensive of the Imperial and Royal Austro-Hungarian Army before its dissolution.

**Scale**: 2 km per hex, 1 day per turn.

*The map features four different levels of hills and two levels of low mountains. The different terrain levels are only used to calculate altitude in combat.*

***Inferno sul Piave*** contains:

- An A1 size map
- 280 die-cut countercounters
- This rulebook
- A game table

To play you will also need three six-sided dice, two the same color and one of a different color.

### 1.1. Game Preparation

Place the unit counters on the map. The placement hex or turn they enter play is indicated on the counter.

### 1.2. Abbreviations

**A-H**: Austro-Hungarian
**VA**: Artillery Value
**CRT**: Combat Results Table
**DRM**: Die Roll Modifier
**GT**: Game Turn
**ID**: Identification
**MA**: Movement Allowance
**MP**: Movement Points
**VP**: Victory Points
**ZoC**: Zone of Control
**EZoC**: Enemy Zone of Control
**1d6** or **2d6** or **3d6**: one, two, or three 6-sided dice.

Unit IDs Abbreviations:
**Art.** = Artillery
**Bers.** = Bersaglieri
**Cav.** = Cavalry
**Cz** = Czechoslovakians
**RGF** = Regia Guardia di Finanza

### 1.3. Game Length

The game can last from 8 to 11 turns. Starting on GT8, the AH player rolls 1d6 in phase C of their turn. Each player can decide to add a +1 to the die roll; if the result is a 7 or higher, the game ends; otherwise, the turn continues normally.

At the end of GT10, if both players agree, play continues for one more turn, otherwise the game ends.

## 2. GAME COUNTERS

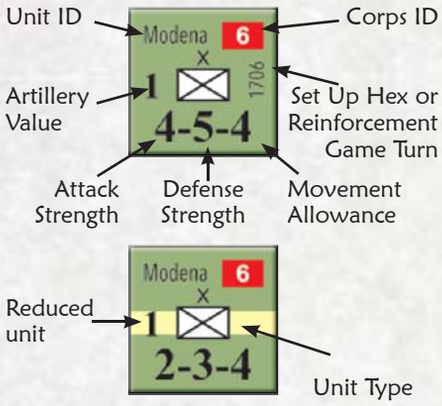
### 2.1. Counter Features

**Attack Strength and Defense Strength**: A quantification of the unit's combat strength.

**Movement Allowance (MA)**: The number of Movement Points a unit can use to move.

**Artillery Value (AV)**: A measure of the quantity and effectiveness of artillery.

**Reduced Unit**: This is indicated with a horizontal stripe on the reverse side of the counter.




**Unit Identification (ID)**: A unit's ID is its historical designation and indicates its name or number. Some units have a second ID (in a colored box), this is the Army Corps identification number. The Corps number (or lack thereof) is relevant to rules 7.2 and 7.4.

**Unit Sizes**:
X = Brigade
III = Regiment
II = Battalion

### 2.2. Types of Units

Infantry

Bersaglieri

Cavalry

Artillery

Bridge Engineers

Assault Infantry

### 2.3. Color Scheme

The nationality of the units is indicated by the background color of the counter:

**Gray Green**: Italian
**Light Grey**: Austro-Hungarian
**Khaki**: British

### 2.4. Information Counters

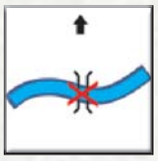
These counters include (front/reverse):

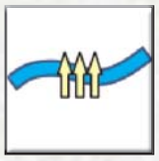
Combat Efficiency Reduced -1

Combat Efficiency Reduced -2

Low Supply (LS) -1

Out of Supply (OOS) -2, AV=0


Destroyed Bridge


River Crossing

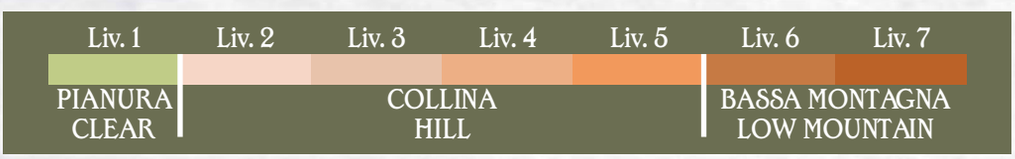
Recovery

Reserve

*If there aren't enough information counters, players can use those included in other games in the series or other generic counters.*

### 2.5. Combat Units

All units with a printed Defense Strength value of one or more are considered Combat units.



*Artillery units are not considered Combat Units.*

Combat units can have one or two levels.

Two-level units have a reduced value indicated by a horizontal bar on the counter reverse.

One-Level Units include Reduced units, and units with no value printed on the reverse.

The Engineer Battalions have special rules, see 12.2.

## 3. GAME SEQUENCE

***Inferno sul Piave*** is played in Game Turns (GT). Each GT consists of two "Player Turns," one turn for the Austro-Hungarian player, followed by one turn for the Italian player.

### 3.1. Game Turn Sequence

During the Italian Player's Turn, the Italian player is referred to as the active player, and the AH player is referred to as the inactive player. During the AH Player's Turn, the references are reversed.

**A. Austro-Hungarian Player Turn**

**A-1. Supply Phase**

The player checks the Supply condition of all their units (11.0). Units in Low Supply or Out of Supply are marked as such.

Units that already had an OOS counter from the previous turn suffer Attrition (11.5).

**A-2. Reinforcement Phase**

The player can release Reserves (13.1) and place reinforcements (13.0) on the map.

**A-3. Movement Phase**

The phasing player may move all, some, or no units (4.0); as they see fit. In this phase certain units may be able to regain some of their lost Combat Effectiveness (10.3).

**A-4. Combat Phase**

The active player can attack adjacent enemy units (7.0).

*After the Austro-Hungarian player's turn is complete, flip the GT marker to its Italian side.*

**B. Italian Player Turn**

The Italian Player's Turn is identical to that of the Austro-Hungarian Player.

**C. Advance the Game Turn Marker**

From GT8 the Italian player rolls 1d6 to see if the game ends.

The GT marker is advanced on the GT Track, and turned to the Austro-Hungarian side.

## 4. MOVEMENT

### 4.1. Movement Allowance (MA)

Each unit has a Movement Allowance, this is the maximum number of Movement Points (MP) it can spend during a Movement Phase.

A unit may never enter a hex occupied by enemy combat units.

*<u>Remember</u>: Artillery units are NOT combat units.*

### 4.2. How to Move Units

Units move by tracing a continuous path through adjacent hexes, spending MP for each hex they enter (and possibly for the hexside crossed), according to the Terrain Effects Table (TET).

### 4.3. Minimum Movement

A unit can always move at least one hex, regardless of its MP cost.

*<u>Exceptions</u>: 12.3.1 e 12.5.*

A unit exercising Minimum Movement cannot spend any more MP during its turn.

### 4.4. Recover Combat Effectiveness (RCE)

Any unit that has suffered Combat Efficiency Reduction may spend MP (while remaining stationary) to recover Combat Effectiveness (see 10.3).

### 4.5. Road movement

Units moving along a road not adjacent to an enemy unit only pay the road MP cost.

*For units with infiltration capability see 12.4.*

**4.5.1** Roads may only be used by moving along them. Road movement cannot go through, enter, or exit an EZoC.

## 5. STACKING

### 5.1. Stacking Limits

The total number of levels (2.5) of combat units that can occupy a hex is shown on the Terrain Effects Table. This limit cannot be exceeded **at the end** of the friendly movement phase or any combat phase. Artillery units and Engineer and Assault Infantry battalions do not affect the stacking of Combat Units, but only one artillery unit and one Engineer and one Assault Infantry unit can be present in a hex when checking stacking limits.

Information counters never affect stacking limits.

Moving or retreating units may freely enter and pass through friendly units.

### 5.2. Overstacking Penalties

At the end of their player turn the player must choose which units in excess of the stacking limit they have to eliminate.

### 5.3. Stacking Order

The unit with the greatest attack strength (indicated on the counter) must always be the unit on top of the stack, as seen by the opponent.

### 5.4. Limited Information

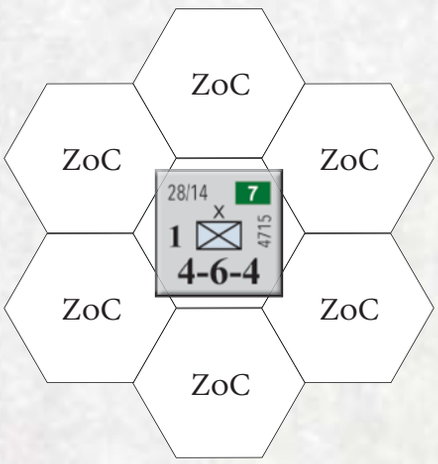
A player may never examine the contents of an enemy-occupied hex; the only visible unit is the one on top of the stack. A player may never examine the strength of the opponent's units (i.e., they may not look at any REC counters).

*Game Note: Information counters are placed under the corresponding units.*

## 6. ZONES OF CONTROL (ZOCS)

The six hexes surrounding a combat unit constitute that unit's Zone of Control. A ZoC affects movement and supplies. All combat units exert a ZoC.

*Exception: Battallion units do not project a ZoC.*




### 6.1. ZoC Limitations

ZOCs extend into and from any hex, and across any hexside **except** across a river or into enemy trenches.

### 6.2. EZoC and Supply

The presence of an Enemy Zone of Control (EZoC) prohibits supply from being traced through that hex. For the purposes of supply, friendly units cancel the presence of a EZoC in the hex they occupy.

### 6.3. EZoC and Movement

The cost to enter or exit a EZoC is +1 MP.

Moving directly from one EZoC to another costs +2 MP.

When moving, friendly units **DO NOT CANCEL** the presence of a EZoC in the hex they occupy.

**6.3.1** It is never possible to move into an empty enemy trench hex if doing so would involve entering the EZoC of an enemy unit located in a connected trench hex.

*Example: A ZoC projected from a unit into 3609 prevents movement from 3409 to 3509, a ZoC projected from 3510 would not prevent movement.*

### 6.4. Other EzoC Effects

- Flank Attacks – see 7.9.
- Retreat After Combat – see 9.2.1.
- Resupply – see 11.3.
- Reinforcements – see 13.0.

## 7. COMBAT

During the active player's Combat Phase, friendly units can attack adjacent enemy units. Attacks are voluntary; no unit is ever forced to attack. No unit can attack or be attacked more than once per Combat Phase.

### 7.1. Attacking

- The attacker can only attack one hex at a time; two different hexes cannot be the target of a single combat.
- Units in the same hex can attack defenders in different hexes. Attacking units from two or more hexes may combine their combat strength to attack a single adjacent hex.
- No unit may split its attack force to attack more than one hex.

### 7.2. Attacker Command Limits

The number of units that can take part in an attack is limited.

An attacker's strength may include:

1) all units assigned to a Corps plus two units (independent, or assigned to different corps), or
2) three independent units.

### 7.3. Defending

- All units in a hex defend as a single force.
- All units in an attacked hex must participate in combat, **unless prevented by Command Limitationss**.

### 7.4. Defender Command Limits:

The number of units that can participate in the defense of a hex is limited.

Units in excess of Command Limits are withheld: they do not participate in the combat.

The forces defending a hex may include:

1) All units assigned to the same Corps plus one unit (independent or assigned to another Corps), or

2) Two independent units, or two units from different Corps.

If units from more than two Corps, or more than two independent units, are stacked in the same hex, the excess units **must** be withheld (7.7).

*Example: Three independent units are in a hex under attack. Due to Command Limits, one of the three units must be withheld (defender's choice).*

The defender may never voluntarily withhold units.

### 7.5. Units with Zero Combat Strength

- **Attack**: A unit with a modified attack strength of zero or less cannot attack.
- **Defense**: Units that reach a modified defense strength of zero or less are eliminated from the game.

### 7.6. Artillery in Combat

In combat, the Artillery Value of In Supply units influences the die roll for losses (see 9.4.1).

### 7.7. Withheld Units

In some cases, units may or may not be allowed to participate in combat.

- Withheld units that are in the same hex as attacking units are never affected by combat results.
- If friendly attacking units are forced to retreat, the withheld units may choose whether or not to retreat with them.
- Withheld units that are in the same hex as defending units suffer any retreat results, but do not suffer any other combat results.

*Exception: If all units defending a hex are eliminated in combat without suffering a retreat result, leaving only one or more withheld units, retreat the withheld units one hex.*

### 7.8. Terrain Effects on Combat

The altitude of a hex is determined by the type of terrain present at the central point of the hex (indicated by a black dot).

The defender must choose whether to use either the hex or hexside modifier on the combat.

*Example: A defender on high ground behind a river must decide whether to use the river line modifier or the hilltop modifier above it.*

The maximum number of unit levels that can attack **from each hex** is the defender's hex stacking limit of the defender's hex.

*Example: A defending hex in Mountains can be attacked by two levels of units for each attacking hex.*

- Each unit attacking "uphill" (across a hexside with a lower altitude than the defender's hex) has its attack strength reduced by ONE (1).
- Each unit attacking from a higher altitude than the defender has its artillery value increased by ONE (1).
- Each defending unit at an altitude higher than **all** attackers has its artillery value increased by ONE (1).

*For the purposes of this rule Units with an artillery value of zero are considered to have a value of one.*

Streams and Rivers also influence combat, see and 14.2.

**7.8.1** Regardless of modifiers, attacking units may never have their attack strength reduced by more than one due to terrain (exception see 14.2.2).

### 7.9. Flank Attacks

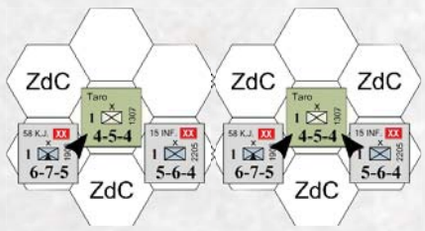
If five or more of the six hexes adjacent to the defender are occupied by an enemy unit, or are in the ZoC of an attacking enemy unit, and none of these five hexes are occupied by friendly units, the defender is considered "flanked".

*Important: Only the ZoCs projected by units actually engaged in the attack should be considered. The ZoCs of units not involved in the attack are not considered.*

**7.9.1 Effects**: If the defender is attacked on the flank, the odds column on the CRT is shifted two to the right (in favor of the attacker) and the defender receives a +2 modification to the die roll on the Casualty Table (9.4.1).

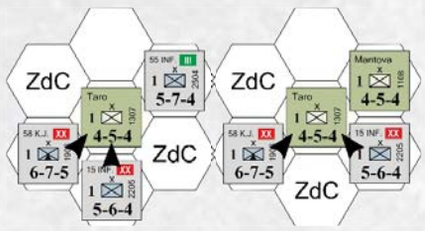
**7.9.2 Map Edge**: A defender in a hex on the map edge can never be flanked.

*Example 1: The 15th Brigade is not participating in the attack, so its ZOC is not considered. If it had participated in the attack, a Flank Attack situation would have been created.*




No Flank Attack Flank Attack

*Example 2: Although the 55th Brigade is not attacking, its presence in the hex creates a Flank Attack situation.*




No Flank Attack Flank Attack

*Example 3: The Mantova Brigade cancels the ZoC of the attacking 15th Brigade .*

## 8. COMBAT PROCEDURE

In ***Inferno sul Piave*** each single combat is resolved in five phases:

1) Determine the Combat Ratio
2) Determine any column shifts on the CRT
3) Resolve Attack
4) Determine Combat Intensity
5) Determine Losses

### 8.1. Phase One – Determine the Initial Combat Ratio

The attacker declares the hex being attacked and lists all attacking units, then reveals the combat value of all units involved. The attack strength of all attacking units is added together, and the defense strength of the defending units (accounting for strength adjustments due to Combat Effectiveness, Supply situation, and terrain), then divide the two numbers to obtain a combat ratio (attacker/defender). Always round up in favor of the defender, to the nearest ratio shown on the Combat Results Table.

### 8.2. Phase Two – Determine CRT Column Shifts

The combat ratio identified in Phase One may be modified following a Flank Attack (7.9) or a Trench Defense (12.5). Apply column shifts, if required, to find the final odds. Combat with a final ratio of less than 1:3 is not permitted; combat with final ratio of more than 4:1 is resolved on the 4:1 column, with a –1 modification to the Combat Results Table die roll for each level above 4:1.

*Example: With a 6:1 ratio, the attacker would attack at 4:1 with -2*

### 8.3. Phase Three – Resolve Attack

To determine any retreats and modifiers to the casualty die, players refer to the Combat Results Table (9.1). The attacker rolls the 3d6 and cross-references the result of the sum of the two dice of the same color with the final strength ratio column (8.2).

Players immediately apply any retreats (9.2) and advances after combat (9.3).

### 8.4. Phase Four – Determine the Intensity of the Battle

To determine casualties, you must first determine the combat intensity. Intensity is determined by adding the total number of levels that participated in the combat (both attacking and defending).

- **Small**: If the battle comprises a total of seven levels or less.
- **Large**: If the battle comprises a total of eight levels or more.

### 8.5. Phase Five – Determine Losses

Players consult the Casualty Table (9.4) using the result of the third die (the one of a different color than the other two). The die roll is valid for both players, but is modified separately for each side (9.4.1). Both players cross-reference their result on the column corresponding to the Intensity of the Battle and apply any Combat Effectiveness Reductions (9.4.2) to their own units.

## 9. COMBAT RESULTS

### 9.1. Combat Results Table (CRT)

The CRT is referenced during Phase Three (8.3) of the Combat Resolution Process. The results on the left apply to the attacker, those on the right to the defender.

Possible results:

**-** : No Effect

**+/-#** : DRM on the Loss Table

**R#** : Retreat Hexes

### 9.2. Retreats

All retreats are expressed in hexes, not Movement Points.

**9.2.1** Units always retreat together as a single stack, and may not separate **except** in the last hex of retreat to avoid overstacking situation. If overstacking situation occurs in the last hex of retreat, some or all of the retreating units may retreat one or more hexes further.

*Example: Two AH Brigades, each with 2 levels, receive an R1 result on the CRT and are forced to retreat into a hill hex already containing a friendly brigade with 2 levels. Since this creates an overstacking situation (6 levels in a hex that can hold a maximum of four), one of the two retreating brigades must retreat an additional hex. Note that only one of the two brigades extends its retreat, not both.*

**9.2.2 Retreat Restrictions**: Il The player may always determine the retreat path of their own units, but must respect the following priorities:

1) If possible, avoid entering a hex in a EZoC not occupied by friendly units.
2) Retreat must always be to a friendly Supply Source. A unit that suffers a one-hex retreat result and does not move away from its designated Supply Source is considered to have satisfied this priority.

*Important: Units unable to meet one or both of the above priorities suffer a +2 modification to their die roll on the Casualty Table in Phase Five of combat.*

Units may overstack to meet Retreat Priorities (for example, to avoid entering an EZoC), resulting in a further retreat of one hex (as per 9.2.1).

**9.2.3 Retreating Across a Waterway:** Units retreating across a stream without a bridge suffer an -1 CER.

**9.2.4 Retreat Restrictions:** Units cannot retreat through enemy units or across an unbridged River. If a unit is unable to retreat, it suffers an additional +2 DRM to the die on the Casualty Table, for a total of +4 (+2 for not meeting the retreat priorities and +2 for being unable to retreat) and remains in the hex (NOTE: this also prevents the attacker advancing into the hex after combat).

### 9.3. Advance After Combat

If an attacked hex remains empty, victorious attacking units may advance into the hex, subject to the hex's stacking limits.

*Exception: In the case of an advance after combat in an enemy trench hex, only one unit (chosen by the attacking player) may advance.*

Withheld units cannot advance. A victorious defending unit can never advance after combat, even if the attacking hex remains empty.

### 9.4. Combat Losses Table (CLT)

The CLT is referred to during Phase 5 of the Combat Procedure.

Possible Results:

**-** : No Effect

**#** : # of Combat Effectiveness Reductions.

**9.4.1 DRM on the CLT**: The following Die Roll Modifications (DRMs) affect the die roll on the CLT:

1) Result on CRT (9.1).
2) Opponent's total Artillery value:
   **0**: +0
   **1-2**: +1
   **3-4**: +2
   **5-6**: +3
   **7-8**: +4
   **9+**: +5
3) Flank Attack: +2 (defender only)
4) If a unit is unable to meet its retreat priorities: +2.
5) If a unit is unable to retreat: +2.
6) Effect of Trenches (see 12.5)
7) High ratio attacks (8.2): -1 for the attacker for each ratio above 4:1.

**9.4.2 Combat Effectiveness Reduction (CER)**: CER results are assigned to individual units by the owning player. CERs must be evenly distributed among units participating in combat. All participating units must suffer one CER reduction before any unit suffers two CER reductions (and so on), except if this would eliminate the unit. Units withheld may not suffer any CER reductions.

To indicate a Combat Effectiveness Reduction, place a "-1" marker under the unit.

To indicate a second reduction, turn the counter over to its "-2" side.

A third CER causes the unit to lose one level: remove the CER counter, and turn the unit onto its reduced side, or remove it if it had only one level left.

## 10. COMBAT EFFICIENCY AND LEVEL LOSS

*Designer's Note: In **Inferno sul Piave** the loss of Combat Effectiveness takes into account all the factors that can influence a unit's behavior in battle, from casualties, to morale, to fatigue.*

Combat Effectiveness reductions do not affect the Artillery Rating.

Units can have one or two levels (see 2.5).

### 10.1. Effects of Reduced Combat Effectiveness

A unit showing an CER -1 or -2 counter has its attack and defense strength reduced by one or two strength points respectively.

### 10.2. Indicating Step losses

Step losses are suffered when a unit suffers its **third** Combat Effectiveness reduction. Flipping a unit over (while removing the EC reduction marker) indicates the unit has suffered a step loss. Units with two steps are removed from play after the second step loss. Units with only one step are removed when they lose one step.

### 10.3. Recovery of Combat Effectiveness (CRE)

Infantry Units (in ***IsP*** the Bersaglieri are considered infantry) can recover lost CER through "Recovery of Combat Effectiveness". A unit conducting a Recovery of Combat Effectiveness can remove a -1 CER counter or flip a -2 CER counter to its -1 side.

**Reduced units can never return to full strength, the counter stays on the reduced side**.

*Designer's Note: CRE represents rest, reorganization, and incorporation of replacements.*

**10.3.1 Requirements:** Before your Movement Phase, mark with the appropriate marker the Units that wish to recover.

To conduct an RCE, a unit must be resupplied and must spend 4 MP. Additionally, the unit must be at least **three** hexes away from any enemy unit (i.e., with two hexes between them).

**10.3.2 Eliminated Units:** Units that have been completely eliminated cannot re-enter play.

## 11. SUPPLY

A unit is always in one of three possible supply conditions: In Supply (IS), Low Supply (LS), or Out of Supply (OOS).

A unit's supply status is determined during a friendly player's Supply Phase and lasts until that player's next Supply Phase. If a unit is in Low or Out of Supply, place a corresponding supply counter (LS or OOS) on the unit.

### 11.1. Effects of supply

A unit's supply conditions affect its combat strength. In Supply units suffer no penalties, Low Supply (LS) units suffer a 1 Strength Point reduction in combat, Out of Supply (OOS) units suffer a 2 Strength Point reduction and their Artillery Value (AV) is reduced to zero.

### 11.2. Supply Sources

There are two types of Supply Sources:

1) A friendly map edge hex, and
2) a hex containing a major road, road, trail, or railroad connected to the map edge by a continuous path of connected road hexes

uninterrupted by enemy units or EZoCs.

Friendly map edge means all map edge hexes behind your own trench line.

### 11.3. Tracing a Supply Line

A Supply Line is traced through a series of contiguous hexes from a unit to its Supply Source. A valid Supply Line cannot pass through:

1) A hex occupied by an enemy unit.
2) A hex in a non-negated EZoC. Friendly units deny the presence of a EZoC in the hex they occupy for the purposes of tracing a Line of Supply.

### 11.4. Supply Line Length

To be "Supplied," a unit must be able to trace a Supply Line no longer than 4 hexes to a Supply Source. If the distance is between 5 and 8 hexes in length, the unit is in Low Supply (LS). If the Path is longer than 8 hexes, or the unit cannot trace any valid Supply Lines, the unit is Out of Supply (OOS).

**11.4.1** Supply lines may cross Rivers on bridges without penalty, otherwise a River increases supply line length by 3 hexes.

**11.4.2** If the supply line is traced to a trail, units are always in Low Supply (LS), even if they can trace 4 hexes or less.

### 11.5. Attrition

If a unit that already has an "OOS" counter is found to be Out of Supply during the next friendly Supply Phase, it suffers Attrition (i.e. a unit that is Out of Supply for two or more turns in a row suffers Attrition).

**11.5.1 Effects of Attrition:** A unit that suffers Attrition has a -2 CER.

## 12. SPECIAL RULES

### 12.1. Cavalry

Cavalry units (in IsP only the 2nd Italian Cav.) cannot defend themselves in trenches and cannot attack enemy units in trenches.

*The AH Cav units are dismounted cavalry units and are considered infantry for all intents and purposes.*

### 12.2. Bridge Engineers

Pontoon Engineer units have no ZoC, cannot attack, only absorb losses if they are the only counter left in the hex, and do not add their defense value to the hex if they are stacked with other friendly combat units.

Pontoon Engineer units can build pontoon bridges or repair destroyed bridges. To build or repair a bridge, the player must control the hexes on both sides of the river. In the friendly reinforcement phase, before any movement is performed, flip the Engineer unit to the bridge side or remove the destroyed bridge marker.

The moment an enemy unit arrives adjacent to a pontoon bridge the unit returns to its Engineer side and is placed in an unoccupied hex at the end of the bridge. A unit on the bridge side may be voluntarily flipped back to the Engineers side during the friendly reinforcement phase.

Pontoon bridges have no roads crossing the river, but supply lines can be traced across them without penalty. Repaired road or rail bridges also reactivate the road or rail crossing them.

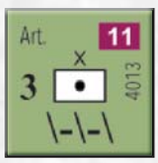
### 12.3. Artillery Units

Artillery units are not Combat Units and do not have a ZoC. An artillery unit may add its Artillery Value to, **any non-artillery unit stack with or within two hexes**, whether attacking or defending (the range is always calculated from the artillery unit to the defending hex).

Artillery units cannot retreat after combat, and are eliminated if forced to do so.

If there is only an artillery unit in a hex, it cannot be attacked during the Combat Phase, but is eliminated if an enemy unit enters the hex during the Movement Phase. Artillery units that move or fire are flipped to their "Mobile" side.

*The "mobile" side of the artillery is the one with the MA and no AV.*



"Mobile" artillery units can be turned to their battery side in the friendly reinforcement phase.

"Mobile" artillery units cannot support any combat.

**12.3.1** Artillery units can only cross a river on bridges.

### 12.4. Infiltration Tactics

Units with infiltration capability pay only +1 MP to move from one EZoC to another EZoC of the same unit, they also may use Roads in EZoCs (exception to 4.2.1) and ignore rule 6.3.1.

Attacks involving units capable of Infiltration are always considered Flank Attacks (7.9).

Infiltration attacks against enemy Trench hexes negate the defender's ability to refuse 1 retreat hex (12.5.1)

When attacking, units with infiltration capabilities must always take the first CER.

On defense they are not forced to take a CER if there are other friendly units in the hex.

### 12.5. Trenches

There are two types of trenches: friendly and enemy.

Players only receive advantages from friendly trenches.

Defending units in friendly Trenches receive 1 column shift to the left on the CRT.

Attacks made against trenches have a +2 DRM on the CRT for the attacker and a -2 DRM for the defender.

**12.5.1** Units in friendly trenches may attempt to refuse 1 retreat hex.

To avoid retreat, the player, after having assigned the losses, must roll 1d6: if the result is equal to or lower than the Defense Strength of the unit in the hex (in the case of more units, the one with the greater strength is considered) the defender can exchange a Retreat hex with a CER, if it is higher, the defender must retreat **and** suffer a CER.

Retreat results on the CRT are ignored by units attacking from friendly Trench hexes.

**12.5.2** Only one unit (a Brigade, Regiment or Battalion) may advance after combat into an enemy Trench hex.

## 13. REINFORCEMENTS

Some units don't start on the map, but enter play as reinforcements during the game. Instead of a starting placement hex, these units have the word "Reinf. R" on the counter and are placed in the Reinforcements box on the map.

Starting on GT2 in the Reinforcements phase of their turn, the player may declare that they intend to activate reinforcements (place the Reinforcements marker on the Turn Track to indicate this). From the next game turn, the player rolls 1d6 and may take that many Units from the Reinforcements box.

When they come into play they can be placed on the friendly map edge or in a hex not in an EZoC, connected to the map edge by an uninterrupted railway and in which there is atown.

### 13.1. Reserves

Several brigades begin the game in reserve. Reserves have an "R" after the placement hex. Place a Reserve counter on top of the Italian units in reserve.

Austro-Hungarian units are placed in their respective box on the map.

Starting from GT2, during their Reinforcements Phase the player rolls a die and can activate up to that number of units in reserve by paying their cost in Victory Points.

*AH Units released from reserve appear in the hex indicated on the counter.*

## 14. TERRAIN EFFECTS

Some types of terrain have an impact on combat.

### 14.1. Rivers and Peaks

Units moving across a River spend 1 additional Movement Point, and each unit attacking across a River hexside has its attack strength decreased by ONE (1).

Units defending from Peak hexes are always considered to be higher than all those in adjacent hexes (even other Peak hexes).

### 14.2. The Piave River

The Piave River is wide and deep, therefore the following rules apply instead of 14.1.

**14.2.1** Only **one Brigade and one Battalion** may move across an unbridged Piave River hexside per GT. Units must start the Movement Phase adjacent to the Piave and can move only one hex.

*Use the River Crossing counter to record that the hexside has been crossed.*

**14.2.2** Only one Brigade and one Battalion may attack across a Piave River hexside per GT.

Units attacking across a Piave River hexside have their attack strength halved (rounded up).

**14.2.3** Supply Routes crossing the Piave in an unbridged hex add 3 hexes to the length of the supply line (11.4).

**14.2.4** The small islands in the Piave (e.g., 4011, 4111, and 4212) were connected to the AH lines by bridges and footbridges. The AH player treats the crossing between his trenches and these hexes as if there were bridges.

*There were other small islands in the Piave, these are ignored in IsP.*

**14.2.5 The Piave in Flood.** Place the Flood counter on space 1 of the Piave track on the map.

Starting from GT2 before the AH Player's Supply Phase, a die is rolled. If the result is the one indicated in the Flood box, the Piave has flooded, otherwise the counter is moved to the next box on the track.

When the Piave has flooded or the counter is on the last square of the track and still needs to move forward, it is removed from the game.

In case of flooding, the AH player rolls a die for each bridge on the Piave, with a result of 1-4 the floodwaters have overwhelmed it (turn the counter to the bridge engineers side). Furthermore, in this GT it is only possible to cross the Piave on undamaged bridges and it is not possible to attack across the Piave this turn.

### 14.3. Bridges

On the map, all hexes where a road/ railway crosses a river are considered to have a bridge.

Bridges adjacent to, or in the ZoC of friendly units can be blown up when an enemy unit arrives adjacent to them by rolling 1-4 on a d6 (if successful, place a destroyed bridge marker). A success destroys all bridges in the hex.

In Phase C of the game sequence, a player can always blow up a bridge if they control both ends.

Instead of taking part in an attack, artillery units can bombard a bridge with one of its ends within range. The player rolls 1d6 for each bombarding artillery unit. If the result is equal to or lower than the artillery's AV, the bridge is damaged (place the relevant counter or reverse the Engineer unit in the case of a pontoon bridge).

*All bridges over the Piave start the game damaged.*

## 15. VICTORY CONDITIONS

To determine the winner, Victory Points (VP) are calculated by the AH player only.

Victory points are earned by capturing geographic objectives. Towns and mountain peaks in enemy territory at the start of the game are Objectives.

An Enemy Objective is considered captured when a friendly unit was the last to enter the hex at the end of the game.

The Austro-Hungarian player gains VP as follows:

- All conquered towns marked with a star are worth 5 VP, all other towns are worth 1 VP. Conquered Mountain Peaks are worth 2 VP.
- Each AH brigade level in full supply beyond the Piave between the rows of hexes 49xx = 25xx at the end of the game is worth 1 VP
- 1 VP for each Italian Reserve unit activated(13.1)
- 1 VP every GT from when the Italian Reinforcements are recalled.

The Austro-Hungarian player loses VP as follows:

- -1 VP for each friendly town or peakcontrolled by the Italian.
- -1 VP for each AH Reserve unit activated.
- -1 VP if he recalls Reinforcements before GT6.
- -10 VP if the Italian controls at least one island hex in the Piave (e.g. 4011, 4111 and 4212).

If at any time during the game an AH unit enters Treviso, an automatic AH strategic victory occurs.

After adding up all the VP, the success level of the offensive is checked:

**41+ VP**: Austro-Hungarian strategic victory.

**35-40 VP**: Austro-Hungarian operational victory.

**26-34 VP**: Inconclusive campaign.

**20-25 VP**: Italian operational victory.

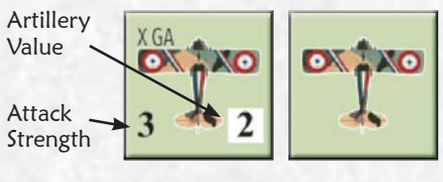
**-25 VP**: Italian strategic victory.

## 16. AIR FORCES (OPTIONAL)

At the start of the game, place the air unit counters in their respective boxes on the map.

*The Italian planes go in the Corpo Aeronautico Militare box, the Austro-Hungarian ones in the KuK Luftfahrtruppen box.*

Air units have a combat side and a hidden side (with no value indicated).



The combat side has a Combat Strength and an Artillery Value. Some air units are decoy units and have no values on the reverse, they are used to deceive the enemy.

### 16.1. Air missions

Planes in their box on the "hidden" side can fly observation or bombing missions on their own turn and interception missions on their opponent's turn.

During their Combat Phase, the player can place (on the hidden side) up to 2 air units on any hex that will be attacked during this Phase, then does the same on any bridge hexes they want to bomb.

After the active player has finished placing planes, the opponent can send planes to hexes (always a maximum of 2 per mission) to intercept the enemy planes there.

If there are air units from both players in a hex, an air battle occurs.

### 16.2. Air battle

Players roll (simultaneously) a number of dice equal to the sum of the Combat Strength of their planes, each result of 5 or 6 resulting in a hit.

To indicate a hit, place a "-1" counter under the air unit. To indicate a second hit, flip the counter to its "-2" side. A third hit eliminate the air unit Players assign hits to their air units as they wish.

A -1 or -2 to an air unit reduces all values of that unit by one or two respectively.

*Most aircraft with a "-2" counter have their Combat Strength and Gunnery Value reduced to zero, but can still be used to absorb a hit.*

### 16.3. Bombing

One (and only one) air unit per hex may add its AV to friendly units in a battle or attempt to bombard a bridge as if it were artillery (14.3).

### 16.4. Recovery

Air units, including the "decoy" ones, after completing a mission return to their box on the map located on their reverse (with their values displayed).

In the Reinforcement Phase, the player can flip a unit to its hidden side or reduce the hits on it by one (in which case the unit cannot operate this turn).

### 16.5. Operating limits

The various squadrons depended directly on army command and had limitations on their deployment.

Austro-Hungarians: Luftgruppe Conrad (C) may only operate over hexes west of column 25xx inclusive, Boroevic (B) hexes east of column 24xx.

Italians: Air Groups of the Italian IV Army (II GA, VI GA, XII GA) may operate over hexes west of column 25xx inclusive. Other Italian air units may operate across the entire map.

The British 7 Air Brigade enters the Italian Reinforcements Phase of GT2 and has no operational restrictions.

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## 18. CREDITS


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