



# Gorizia, 1916

## La Sesta Battaglia dell'Isonzo



### RULES OF PLAY

v.1.3P

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## 1.0 INTRODUCTION

*Gorizia, 1916* is an operational level game simulating the 1916 Summer offensive of the Italian forces against the Austro-Hungarian bridgehead on the Isonzo River, the city of Gorizia (Görz), just across the river, and the Carso Plateau, between Gorizia and the seashore.

The game is played in Game Turns by two sides (or two teams).

## 2.0 COMPONENTS

**2.1 The map.** The game map covers the area over which the campaign was fought. The map is overlaid with a hexagonal grid (hexes) that is used to regulate movement and fire. In many cases approximations of the real terrain were used to adapt the geographical features to the hexagonal grid.

Each hex may contain one or more terrain levels in it, each one represented by a different color (see the Terrain Effects Chart). When many levels are present, the level of a hex is always the one passing through the **center** of the hex.

The various types of terrain are listed on the Terrain Effects Chart and discussed in the rules below.

**2.1.1 Game scale.** Each hex represents about 1000 meters across. Each game turn represents one day.

**2.2 The Counters.** There are four types of counters in *Gorizia 1916*: Combat Units, Artillery units, Brigade Headquarters and informational markers.

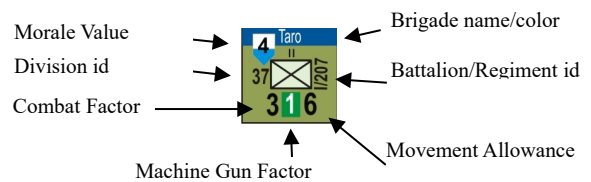
### 2.2.1 Combat Units.

These counters represent the military units on the battlefield; they are mostly battalions, printed on both sides, front side for full strength, and back side for reduced strength.

Combat units include:

	Infantry, Border Guards, Bersaglieri, Landwehr, Honved, Dismounted Cavalry
	Mountain Infantry
	Bersaglieri (Bicycle)
	Cavalry
	Machine-guns
	Engineer
	Flamethrowers
	Armored Car

Combat Unit:



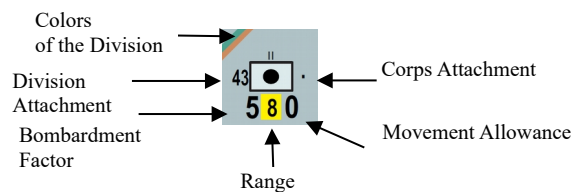
### 2.2.2 Artillery Units.

Artillery units represent several batteries, not really corresponding to a “battalion” in size. The front side of Artillery units is the “move” side, while the back is the “fire” side (distinguished by the background color of the Range). Artillery units display the number of the Corps which they are attached to on the right of the unit symbol, or the Division on the left.

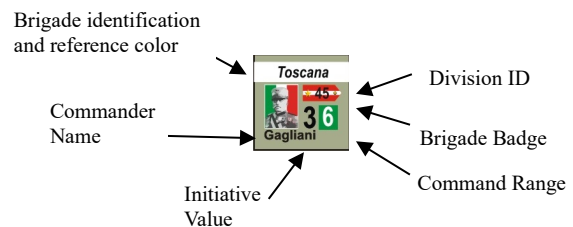
Artillery units includes:

	Light Artillery
	Field Artillery
	Heavy Artillery
	Bombard / Minewerfer

Artillery unit:



Brigade Headquarters:



**2.2.3 Units and formations.** Combat Units in the game are grouped in formations which generally correspond to Brigades. Combat Units and HQs have a colored horizontal bar on their top side, and a name or number, to identify the Brigade they belong to. Combat units show in the middle of the counter: the Division number on the left and Battalion/Regiment on the right. Independent units have their id on the top.

The badge underneath the Morale Value is the Brigade Badge for Italian units, and the recruiting area for Austro-Hungarian units:

	Slovenia
	Croatia
	Bosnia – Herzegovina
	Romania
	Poland
	Ukraina
	Hungary
	Austria

Brigade's center of operations, and it represents the command center for the units belonging to the Brigade. It doesn't represent real officers and staff in the field, but just the area of operations and the capacity of the staff. The counter is also used during the Command Phase, to decide which Brigades will be activated during the current game turn.

**Command Range:** The maximum distance in hexes a unit may be from its Brigade HQ and still be in Command (do not count the HQ hex, but do count the unit hex).

**Initiative:** This represents the willingness of one side to commit its resources to the battle. It is measured in Logistics Points expended: the more are spent, the higher the possibilities to gain the Initiative. The player winning the Initiative Phase is the Initiative Player.

**Activated Brigade:** The Brigade chosen to receive both command and logistical support to undertake offensive operations during the current Action Phase.

**Action:** All activities undertaken by units belonging to an Activated Brigade are collectively called an Action. Actions are composed of Steps ordered in the Action Phase Sequence.

**Active player:** The player (side) who activated a Brigade in an Action Phase and will conduct Assaults in the same Phase. The opposing player is the Inactive player.

**Logistics Points (LP):** LPs represent the logistical effort of each side. They represent the use of logistical resources, like ammunition or construction materials, and the coordination of rearguard operations. They are the "fuel" for any offensive or defensive activity.

**Combat Factor:** Represents a unit's capacity in combat. It is for the most part a function of the number of soldiers in the unit. It may be altered by losses suffered, inverting the unit counter to its reduced side or eliminating it altogether.

**Machine Gun Factor:** Represents a unit's defensive firepower from Machine Guns, and the ability to emplace and use them. It is used during the Defensive Fire Step.

**Moral Value:** Represents the level of training and experience of the unit. It will affect the unit's endurance and ability to sustain the strain of combat.

**Bombardment Factor:** Represents the quantity and caliber of the guns in an artillery unit.

**Range:** The maximum distance in hexes that an artillery unit can fire.

**Line of Sight (LoS):** The line between two non-adjacent hexes that allows units in them to observe each other. It is blocked by intervening terrain or hexside terrain higher than that in the observing and target hex. It cannot be longer than SIX (6) hexes.

The form/color of this badge has no effect on play.

Artillery, Engineers, Flamethrowers, Machine-guns (MG), Bersaglieri, Border Guards, (RGF), Armored Car and some Cavalry and Infantry units are Independent units and do not belong to specific Brigades (these units do not show any colored bar on the top of their counter). Instead they may be attached to a specific Brigade during operations as the player sees fit (see 8.3 and 8.4). Independent units may belong to a specific Division. In this case they can only be activated with Brigades of their own Division.

**2.2.4 Informational markers.** These are used to indicate specific conditions for units in hexes. Their use is explained throughout the rulebook.

**2.2.5 Charts and Tables.** The use of each chart and table is explained in the rules.

On map:

- Turn Record Track (TRT)

On cards:

- Logistics Points Tracks (LPT)

- Brigade Display

- Terrain Effects Chart (TEC)

- Assault Table

- Bombardment/Defensive Fire Table

At the end of this booklet:

- Events Table

**2.2.6 Dice.** Two six-sided dice are included in the game.

## 3.0 GAME TERMS

The most used concepts during play are summarized in this section:

**Brigade and Brigade HQ:** Combat Units in the game are grouped in formations which generally correspond to Brigades. Every Brigade has an HQ unit with an Initiative Value, and a Command Range Value. The HQ unit is the

**Movement Allowance:** The capacity of a unit, expressed in Movement Points, to move on the battlefield.

**Railroad:** No trains were present in the area in the period portrayed in the game. Treat railroads as Tracks for game purposes.

**Zone of Control (ZoC):** The six hexes surrounding each non-Artillery unit represents its Zone of Control. The Zone of Control of a unit never extends into hexes in which the unit cannot move. HQs and Flamethrowers don't have a ZoC.

**Trench Level:** The amount of earthworks and defensive measures deployed in the hex.

**Disorganization:** The amount of weariness inflicted upon units through combat. It can increase due to bombardment, lack of food and ammunition supply, combat fatigue, etc. It is measured in Disorganization Points.

**Surrender threshold:** If a unit's Disorganization Level equals or exceeds its Morale Value, the unit's cohesion breaks down. When close to the enemy it might surrender.

**Victory Points:** VPs are gained by each player, based on geographical objectives. The Victory Points are used to calculate the winner of the game if a Sudden Death Victory is not achieved.

## 4.0 SEQUENCE OF PLAY

1. **Reinforcement Phase:** Reinforcement units are placed on the map, following the scenario instructions (6.0). Logistics Points are added to the Logistics Points Track (LPT) for each side.

2. **Command Phase:** Each player secretly decides how many and which Brigades he will activate during this turn, placing the corresponding HQ counters on the appropriate box of the Brigade Display. To place a Brigade HQ counter on the Brigade Display requires the expenditure of one (1) Logistics Point. Moreover, to attach any 5 Artillery units to a Brigade requires one additional (+1) Logistics Point (see rule 8.3). Artillery units will be attached to a Brigade HQ within Command Range at the moment of the Brigade's activation, when the Brigade HQ is placed on the map (Phases 8 and 9). Spent LPs are immediately deducted from the LPT total.

3. **Initiative Phase:** Each player rolls one die adding the result to the number of Logistics Points he has spent in the Command Phase. Each player may optionally (and secretly) spend additional Logistics Points (before rolling the die), provided he has any available in his stock, in order to win the Initiative. Spent LPs are immediately deducted from the LPT total. The player with the highest total will be the Initiative player for the Game Turn. If a

tie results, roll the dice once again (see 7.0) and re-apply the same modifiers.

4. **Weather Phase:** The Weather is historically determined in Gorizia, 1916 and it is always clear (no effect).

5. **Supply Phase:** Each player simultaneously checks the supply status of his own units. Units found to be out of supply increase their Disorganization Level by one (1) point (see 10.0).

6. **Artillery Phase:** Artillery units are turned on their "move" or "fire" side at this stage, the Initiative Player first. Heavy Artillery units changing from their "move" to "fire" side are marked with an appropriate "Activated" marker (it takes two turns to emplace a Heavy Artillery unit, see 19.2). Players may reduce their own Trenches (18.6), destroy their own Artillery units (19.5) and Blow up bridges (20.2).

7. **Event Phase:** The Initiative Player rolls a die. Consult the Events Table at the end of this booklet and apply the result.

8. **Initiative Player Action Phase:** The Initiative player places the HQ counter of a Brigade he has planned to activate from the Brigade Display on the map, then follows the steps below:

- A. Tactical Movement and Assault Declaration
- B. Offensive Bombardment
- C. Defensive Fire (by the Non-Initiative Player)
- D. Assault Resolution
- E. Counter-Assault Declaration (by the Non-Initiative Player)
- F. Counter-Assault Defensive Fire
- G. Counter-Assault Resolution (by the Non-Initiative Player)
- H. Action Completed
- I. Opponent Reaction

At the end of step I, the Initiative Player can perform another Action Phase, repeating Phase 8 with another Brigade he has planned to activate, or he can "pass", leaving the decision to the Non-Initiative Player to go to Phase 9 or pass in turn.

9. **Non-Initiative Player Action Phase:** The Non-Initiative Player places the HQ counter of a Brigade he has planned to activate from the Brigade Display on the map, then follow the steps below:

- A. Tactical Movement and Assault Declaration
- B. Offensive Bombardment
- C. Defensive Fire (by the Initiative Player)
- D. Assault Resolution
- E. Counter-Assault Declaration (by the Initiative Player)
- F. Counter-Assault Defensive Fire

**G. Counter-Assault Resolution (by the Initiative Player)****H. Action Completed****I. Opponent Reaction**

At the end of step I, the Non-Initiative Player can play another Action Phase, repeating Phase 9 with another Brigade, or he can “pass”, leaving the decision to the Initiative Player to return to Phase 8 or pass in turn.

The two players go on alternating Phases 8 and 9 until both of them have no more Brigades to activate, or both of them pass in sequence, without activating any Brigade.

**10. Non Activated Unit Movement Phase:**

**A.** The Initiative Player moves the units he did not Activate during the previous phases, following the rules for Non Activated Unit Movement (11.2). Units may employ Strategic Movement.

**B.** The Non-Initiative Player moves the units he did not Activate during the previous phases, following the rules for Non Activated Unit Movement (11.2). Units may employ Strategic Movement.

**11. Replacement and Rally Phase:**

Supplied units not adjacent to enemy units may reduce their Disorganization Level by one (1) point (but see 21.0).

Damaged and eliminated units can recover one step loss (see 21.0).

Engineer units with Bridging capabilities can place “Bridge Building” markers (see 20.3).

All the Brigade HQ counters are removed from the map. Remove all of the “Activated” and “Interdiction Barrage” markers.

**12. Victory Condition Check Phase:**

Conditions for a Sudden Death Victory are checked. If these have been achieved, the game ends and the player meeting the Sudden Death Victory conditions is the winner. If the Italian offensive comes to a halt, the game ends (see 25.0). Otherwise the game continues with the following Game Turn: advance the Turn marker on the Turn Record Track and go back to Phase 1. When the last Game Turn is finished, check the Victory Conditions to determine the winner (see 25.0).

**5.0 SET UP**

Set up the game following the specific instructions of the selected scenario.

**6.0 REINFORCEMENTS**

**6.1** During the Reinforcement Phase, units scheduled as reinforcements for the current turn by the scenario instructions are placed in the indicated hexes, if necessary in violation of stacking limits. Before the end of the Game Turn they **have** to be moved so as to respect the stacking

limits. If the hex remains overstacked at end of the Game Turn, they suffer overstacking penalties as per rule 12.6.

**6.2** Reinforcements which cannot be placed on the map due to enemy units or enemy ZoCs (not negated by the presence of friendly units) blocking the entry hexes may be delayed until the conditions for their placement on the map can be fulfilled. Reinforcements may be voluntarily delayed and may enter the map at the time the owning player sees fit without penalties.

**7.0 LOGISTICS AND INITIATIVE**

Each player has a number of Logistics Points at the beginning of the scenario and he can receive more of them during the game, following the scenario instructions and the Reinforcement Schedule.

The total amount of Logistics Points accumulated by each player can be written down (hidden from the opposing player) or tracked on the General Track (player’s choice). Logistics Points spent in the Command, Initiative or Action Phase are immediately deducted from the running total on the LPT, even if they were not used to activate Brigades during the current turn. New Logistics Points received during the Reinforcement Phase are added to the total on the LPT.

**7.1** Used Logistics Points cannot be restored.

**7.2** Without Logistics Points, a player cannot activate any Brigade, and his units could move only during Phase 10 (Non Activated Unit Movement Phase).

**8.0 COMMAND**

**8.1 Command Range.** Command Range is printed on each HQ counter, and it cannot extend through enemy units. If the Command Range passes through an enemy Zone of Control that is not negated by the presence of friendly units a die is rolled; on a result of 1 to 3 the Command Range is blocked, no unit can be in Command through that hex. A result of 4 to 6 allows the Command Range to pass through that hex. Terrain features have no influence on Command Range.

**8.2 Brigade Display.** Each side has its own Brigade Display which is used during the Command Phase to place the HQ counters of the Brigades that can be Activated during the current turn. The Brigade Display has five boxes, corresponding to: Brigades receiving no Artillery support; Brigades which will be activated with 1-5 Artillery units in support; with 6-10 Artillery units; with 11-15 Artillery units; Brigades not Activated.

**8.3** During the Command Phase, each player determines the Brigades he will activate, and if he will use Artillery units during the Action Phases. To activate a Brigade, a player spends one (1) Logistics Point. For every 5 (or less) Artillery units attached to the activated Brigade, 1

additional Logistics Point is required (ex.: 4 LPs are spent to activate one Brigade (1) and 13 Artillery units (3); 2 LPs for one Brigade (1) and 1 Artillery unit (1)). Each player may spend no more Logistics Points than those currently available on the LPT.

A Brigade without its own subordinate units on the map cannot be Activated.

*Play Note: During the Command Phase each player determines how many Artillery units he will use during the Brigade's activation. Specific Artillery units are assigned to a Brigade at the moment of the Brigade's activation.*

**8.4 Independent units.** During an Action Phase a maximum of two Independent units of the following types: Infantry, Machine-guns (MG), Bersaglieri, Engineer, Border Guards (RGF), Cavalry, Flamethrowers, Armored Car may be freely attached to an activated Brigade, without the expenditure of any LPs. Specific Independent units are assigned to a Brigade when the Brigade is activated in an Action Phase. Independent units belonging to a specific Division, can be attached only to brigades belonging to the same Division.

**8.5** During an Action Phase, when a Brigade is activated, that Brigade's HQ unit is placed on the map and the Command Range is traced from it. A Brigade HQ counter must be placed in a hex along a valid Line of Supply. The HQ unit may be placed in enemy ZoCs, but not stacked with an enemy unit or HQ. Independent units assigned to a Brigade have to be within the Command Range of their assigned HQ. If needed, mark activated Independent units with an "Activated" marker as a reminder (they cannot be activated twice in the same turn). A Brigade HQ must be placed on the map so that at least one of his subordinate units is in command.

**8.6** Units of the activated Brigade that are in Command at the moment of the activation may conduct all the activities in the Action Phase. Units of the activated Brigade that are out of Command at the moment of the activation are marked with an "Out of Command" marker and can only move during the Non Activated Unit Movement Phase (11.2).

**8.7 Brigades Exchange.** A Non Activated Brigade on the front line can be Activated together with an Active Brigade in the rear, to let them exchange position on the front.

First the units of the rear brigade, if they decide to move, are moved, according to the movement rules, into any hex(es) occupied by the units of the first line brigade (only). Then units of the first line brigade can be moved; if they move and have enough MPs to do so, they must end their movement at least one hex further from any enemy unit.

Exchanging Brigades can move only during this Activation, and cannot attack or bombard.

## 9.0 WEATHER CONDITIONS

Weather conditions were Clear throughout the campaign, so they have no effect on game.

## 10.0 SUPPLY

To operate at full efficiency, every unit needs supplies of food, ammunition, and equipment. As a consequence, the lack of a supply line reduces the efficiency of a unit, sometimes causing it to surrender.

**10.1** Supply status is checked during the Supply Phase, for units of both armies.

**10.2 Lines of Supply.** A unit is supplied if it can trace an unblocked line of no more than 10 hexes to a road or track hex (do not count the hex the unit is in, but do count the road/track hex), and from that hex, an unblocked line of unlimited length along the road/track net to a friendly Supply Source (see 10.2.2). Roads and Tracks do NOT cross the Isonzo River on Blown Up bridges.

**10.2.1** A Line of Supply is blocked by an enemy unit or enemy Zone of Control. A friendly unit in a hex negates the effect of the enemy Zone of Control along the "off road" part of the Line of Supply. The "on road" part of the Line of Supply can never be adjacent to an enemy unit, even if friendly units are present.

**10.2.2** Austro-Hungarian Supply Sources are all the roads exiting the map on the Eastern map edge hexes; Italian Supply Sources are all the roads exiting the map on the Western edge map hexes (see also Scenario Rules). Each side may trace supply to a friendly Supply Source only.

**10.3 Out of Supply units.** A unit that cannot trace a Line of Supply during the Supply Phase is Out of Supply. Units that are Out of Supply add one Disorganization Point in every Supply Phase in which they are Out of Supply.

When a unit's Disorganization Level becomes equal to its printed Morale Value, the unit surrenders if it is adjacent to an enemy unit. Put it in the Surrendered Units Box. If no enemy unit is adjacent, the unit remains on the map with a Disorganization Level one less than its surrender threshold (see 16.4).

**10.4 Out of Supply HQ.** HQs themselves are not affected by Lines of supply, though a Brigade HQ counter must be placed (see 8.5) in a hex along a valid Line of Supply.

**10.4.1 Artillery interdicting HQ's Lines of Supply.** An enemy Artillery unit in "fire" mode may interdict the "on road" (only) segment of a HQ's Line of Supply, so that the Brigade may not activate. The interdicted road must be within range and under direct observation from the enemy Artillery unit (that is it must be on a LoS as per 13.2.2 but traced directly from the Artillery unit). Interdiction is automatic, costs no LPs and the enemy Artillery unit may

have already fired either offensively (13.2) and/or defensively (13.3).

## 11.0 MOVEMENT

Units are moved one by one or as a stack during the Tactical Movement Step in which they are activated, during the Non Activated Unit Movement Phase, or during an Opponent Reaction Step. They move using the hexagonal grid, paying Movement Points for each hex entered or to cross hexsides containing some special terrain feature.

**11.0.1** Every unit has a Movement Allowance per Game Turn, expressed in Movement Points; Movement Points cannot be accumulated from turn to turn. Movement Points not expended in a Game Turn are lost.

**11.0.2** The cost to enter each hex, or to cross a hexside, is shown on the Terrain Effects Chart. Some terrain features are on hexsides only (ex.: Rivers). In these cases, the terrain cost of the crossed hexside is in addition to the terrain cost of the hex entered.

**11.0.3 No minimum move.** If a unit does not have enough Movement Points to enter a hex, it cannot enter it.

**11.0.4 Roads/Tracks.** A unit that moves along a Road or Track can use the movement cost of the Road or Track, ignoring the other terrain present in the hex or hexside. A unit cannot enter a Road/Track hex in an enemy ZoC (*Exception: see 22.6*) or if the hex is occupied by a friendly unit. *Exception: Artillery units in "fire" mode do not affect Road Movement* (see also 12.3).

**11.0.5 Entering enemy occupied hexes.** No unit can enter a hex containing enemy non-Artillery units during any Movement Step or Phase (see also rule 19.4). HQs have no influence on opposing units, they stay in place to indicate that the Brigade was already activated.

**11.0.6** Every unit can move only once per turn; during the Action Phase Movement Step if its Brigade is activated and the unit is in Command, or during the Non Activated Unit Movement Phase.

When a unit has completed its movement, and the movement of another unit has begun, the former unit cannot be moved again.

**11.0.7 Level change.** Level change effect is applied for any number of level changes crossed upslope when moving from a hex to an adjacent hex. This is true both for Movement and Combat (also Defensive fire) effects. Roads and Tracks negate the +1 cost for going up.

*Design Note: "Gorizia" Terrain Levels are smaller than in "Strafexpedition", so the number of level changes does not matter, just refer to "upslope" or "downslope", for both movement and combat. Using common sense, most of the times it will be clear when a movement or an attack will be upslope, but if you prefer a rigid rule, assume as*

*hex level the level in the hex center (there is a small dot). If the hexside between two hexes is at a lower level than both hexes, crossing the hexside will be upslope, both for movement and combat.*

**11.0.8 Isonzo River.** Only *Infantry* (every unit with an infantry symbol as part of its symbol) and *Cavalry* units can **cross and assault through** Isonzo River hexsides (Engineer units can cross, but not assault through the Isonzo). The additional movement cost to cross is **+3 MP**. For other units, Isonzo River hexsides are impassable for all purposes (except at Bridges, see TEC and 20.3).

## 11.1 Tactical Movement

Tactical Movement takes place during the Tactical Movement Step of the Action Phase.

**11.1.1 ZoC.** Units using Tactical Movement can enter and exit enemy Zones of Control. To exit a ZoC costs one additional (+1) Movement Point. **To move from an enemy ZoC directly to another enemy ZoC costs two additional Movement Points.**

### 11.1.2 Infiltration Movement and Fire.

Movement from an enemy ZoC to another enemy ZoC projected by the same unit or stack is called Infiltration Movement. The enemy unit, or stack of enemy units, can perform Infiltration Fire. If the two ZoC hexes are projected by different enemy units, there is no Infiltration Fire.

Infiltration Fire is calculated like Defensive Fire (see 13.3), without any artillery support. Total the Machine Gun Factors from all of the units projecting ZoCs in both hexes.

Infiltration Fire can be performed as many times as friendly stacks or single units move through the same enemy ZoC hexes. It is resolved in the entered hex, applying its terrain modifications, and only against infiltrating units.

**11.1.3** To declare an Assault against adjacent enemy units, every unit must pay the cost in Movement Points to enter the Assaulted hex (see 13.1 Combat Assault Declaration). **Ignore all costs due to enemy ZoCs, including that of the assaulted hex, but do pay any other hex or hexside cost.**

## 11.2 Non Activated Unit Movement

**11.2.1** During the Non Activated Unit Movement Phase, all of the units not previously activated during the Game Turn, or units that are Out of Command can move following the general Movement rules. They cannot Assault nor enter enemy Zones of Control or enemy artillery units hexes. *Exception: They can enter enemy ZoC if entering friendly Trench hexes or friendly occupied hexes.* They can exit an enemy ZoC at the cost of 1 additional (+1) Movement Point.

*NOTE: Units belonging to Brigades Activated during any Action Phase ARE Activated units, even if they didn't move during their Brigade Action Phase.*

**11.2.2 Strategic Movement.** In this Phase (only), if all of a unit's movement, including the start and end hexes, takes place at least 4 hexes (3 intervening) from any enemy unit, then the unit can double its Movement Allowance declaring the use of Strategic Movement.

## 11.3 Force March

During any Movement Step or Phase, all non-Artillery units can increase their Movement Allowance by 50% through the use of Force March. At the end of a Forced March, each unit adds one (1) Disorganization Point.

Force March can be used to declare an Assault, and the Disorganization Point is suffered after the Assault Declaration, but before the Offensive Bombardment.

*Units with a Disorganization Level (DL) one less than its Surrender threshold cannot Force March.*

## 12.0 STACKING

Stacking refers to having more than one unit in the same hex.

**12.1** No more than **TWO** units of the same player may stack in a hex.

**12.1.1 Exception 1:** *see 12.5, 22.3, 22.4, and 22.5.*

**12.1.2 Exception 2:** *Artillery units in "fire" mode (emplaced) count for stacking for emplaced artillery units only; other units are not affected by emplaced artillery units (i.e. a hex can contain 2 emplaced artillery units plus two units of any other kind).*

**12.2** These limits must be checked **at the end** of any Movement Step or Phase (Activated or Non Activated), and at any moment during the Combat Steps (including retreats). **Exception:** *see 12.3.*

It is allowed to move through friendly units in violation of the stacking limit, but at the end of movement the limit must be respected. **Exception:** *see 12.4.*

**12.3** Units that move along roads or tracks, paying the road/track movement rate, cannot stack **at any time** during their movement (**Exception:** *see 12.1.2*). Units moving through friendly units on roads/tracks must pay the movement cost of the other terrain in the hex.

**12.4** Assault and Counter-assault happen within the hex, so the stacking limit is TWO units for each side. See also 13.4.1.

**12.5 Flamethrowers, MG, Armored Car, and Brigade HQ** units and the "functional" markers (Assault, Disorganization, Trenches, etc.) don't count for stacking purposes. They stack for free.

**12.6** If no alternative exists to overstacking after a retreat, all the units found in an overstacked hex at the end of the retreat, add one (1) Disorganization Point each.

## 13.0 COMBAT

During each Action Phase several types of combat can happen. During the Initiative Player Action Phase, the Initiative Player will have an opportunity to assault enemy units first. Then the Non-Initiative Player will have an opportunity to Counter-assault (the order is reversed during the Non-Initiative Player Action Phase).

Before any assault is resolved, the assaulting player can use Offensive (Barrage) Fire, after which the defending player may use Defensive Fire.



### 13.1 Assault Declaration



**13.1.1** Activated units ending the Tactical Movement Step adjacent to enemy units can Assault them, if they have enough MPs to enter the enemy hex. To declare an Assault, place an "Assault" marker on the assaulting infantry unit(s) or stack, pointing towards the hex to be assaulted.

**13.1.2** Assault is always voluntary. In a stack of two units one can assault and the other can be withheld, or may assault a different hex, if the Movement Points are available to do it.

**13.1.3** Assault declaration cannot be revoked, and the Assault will have to be resolved during the next Assault Step, regardless of the results of Offensive Bombardment and Defensive Fire. Should an Offensive Bombardment completely eliminate all units in a hex target of an Assault, assaulting units must advance into the attacked hex.

**13.1.4** Units from more than one hex may declare an Assault against a single hex, **but only up to two units can Assault at one time.** If the first Assault fails, **another two units that declared the Assault must resolve it, and so on.** **After the first Assault against a hex, the defender in the hex can voluntarily retreat (See 13.4.5).**

**13.1.5** To place an "Assault" marker costs the same number of Movement Points as if the assaulting unit was



entering the hex to be assaulted, excluding any EZOC cost. If a unit does not have enough Movement Points left to enter the hex to be assaulted, it may not assault. See rule 11.1.3.



## 13.2 Offensive Bombardment

An Offensive Bombardment's goal is to soften the enemy defenses before assaulting them, or simply to wear down the enemy units.

**13.2.1** During the Offensive Bombardment Step, all the Artillery units assigned to the activated brigade for that Action Phase can make an Offensive Bombardment.

Every unit designates its target hex before starting to resolve the Offensive Bombardment. If the target hex contains **both** artillery and non-artillery units, the firing player must choose **to target** either the artillery or the non-artillery units, and the bombardment will affect that category **only**. The firing player can divide the firing units between the two target categories in the same hex.

Each Artillery unit can bombard one target hex only, and one target kind only per activation.

Artillery units with Division attachment can be assigned only to Brigades of the same Division. Artillery units with Corps attachment can be assigned to any Brigade. Divisional artillery units have stripes on the upper left corner, with the colors of the Brigades from the same Division. NOTE: Some Brigades have no Division attachment, they can activate Corps artillery only.

**13.2.2** Each target hex must be **under observation (Line of Sight)**, and within **range** of the firing Artillery unit.

A hex is under observation if it is possible to trace an uninterrupted Line of Sight (LoS) from any hex occupied by a friendly unit or an empty hex not in an enemy ZoC within the Command Range of the activated Brigade HQ counter, to the target hex. The hex from which the LoS is traced is the observer hex.

A LoS is traced from the center of the **observer** hex to the center of the target hex. This LoS cannot be longer than **SIX** hexes (do not count the observer's hex, but do count the target hex) and is blocked by any intervening terrain level **higher** than the target **and** the observer hexes

(always remember that when many levels are present, the level of a hex is always the one passing through the **center** of the hex; should a question arise between players as to this, resolve it by a die roll).

**13.2.3 Terrain effects on LoS.** The hex terrain and level are the level and terrain in the hex center. Woods and Town hexes block LoS only if at the same level as the higher level between the observer and the target hex. A LoS passing through a hexside is blocked only if both adjacent hexes are blocking.



**13.2.4** Each Artillery unit can perform Offensive Fire only once per Game Turn. Mark Artillery units which performed Offensive Fire with an "Act" marker, as a reminder.

**13.2.5** When all the targets are designated, resolve Offensive Bombardments one by one.

For each target:

- A. Calculate the total amount of Bombardment Factors.
- B. Find the matching column on the Bombardment Table.
- C. Total the column shifts due to terrain of the target as applicable. All modifiers are cumulative, and are totaled before using them as a net total shift. **The maximum net column shift is three (3).**
- D. Roll one die, cross reference the result on the column to find the result of the Bombardment.

**13.2.6** Bombardment results:

- : No Effect.

\* : Roll again, 1-3 = "D1", 4-6 = "-"

#D#: The number before "D" indicates the number of steps lost by the target units (in total, not per unit, **as equally as possible. The owing player decides how**), the number behind it indicates the Disorganization Points inflicted on **each target unit** (see 13.2.1).

A "T" result indicates that the Trench Level (if any) in the hex is reduced by one. If the Bombardment is by Mountain Artillery only, the "T" result is ignored (light artillery had only small effects on strongpoints).



**13.2.7 Interdiction Barrage.** Activated Artillery can fire Interdiction Barrage into any observed hex, even those empty of enemy units.

Total the Bombardment Factors firing at the hex, and mark the hex with an appropriate numerical marker (see figure). Every friendly or enemy unit entering or already in the hex during the Game Turn will receive an Offensive Bombardment at half strength of the Interdiction Marker.

A unit can be target of Interdiction Barrage only once per hex and per GT. The marker is removed in the Rally and Replacement Phase.

## 13.3 Defensive Fire

During the Defensive Fire Step, defending Infantry and Artillery units can fire at enemy units marked with an "Assault" marker (and only at them). A hex containing

assaulting units is referred to as the target hex for Defensive Fire. Each firing unit during a Defensive Fire Step can fire against one hex only.

**13.3.1** Each defending Infantry unit adjacent to assaulting enemy units can fire at them, even if not directly affected by the assault. The same Infantry unit may fire again during a different Action Phase of another enemy Brigade. Infantry units with a Machine Gun Factor equal to “0” can fire Defensive Fire. If the firing unit is adjacent to more than one hex occupied by assaulting units, it must choose the target hex to fire at, and can fire at that one only.

**13.3.2** Defensive Fire is resolved against all of (and only) the Assaulting units in the hex. Units that did not participate in the assault but occupy the same hex as the Assaulting units cannot be fired at.

**13.3.3** Defending units in different hexes can fire at the same target hex, and different units in the same hex can fire at different hexes.

**13.3.4** Artillery units can also perform Defensive Fire, if they fulfill the following requirement: they are within a **SIX** hex range from the target hex (marked with an “Assault” marker). The provisions of rules **13.3.2** and **13.3.3** also apply to Artillery units.

**13.3.5** For each hex with assaulting units that is the target of Defensive Fire, total the Machine Gun Factor of all the adjacent units that execute Defensive Fire, and add  $\frac{1}{4}$  of the total Bombardment Factors of the firing Artillery units.

**13.3.6** The maximum value that Artillery units can contribute to Defensive Fire (after  $\frac{1}{4}$  reduction) without paying Logistics Points cannot be higher than the total printed Defensive Fire from other non-Artillery units, with a minimum of 1 point (*Example 1: a unit firing Defensive Fire with a Machine Gun Factor of 2 can receive the support of 8 Artillery Bombardment Factors, so 2 additional points of Defensive Fire. Example 2: an unit with a Machine Gun Factor of 0 can receive the support of 4 Bombardment Factors, that is 1 additional point of Defensive Fire*).

**13.3.7** By expending one Logistics Point from the stock of the owning player, there is no limit to the number of Bombardment Factors that can fire Defensive Fire against one target hex.



**13.3.8** Each Artillery unit can perform Defensive Fire only once per Game Turn. Mark Artillery units which performed Defensive Fire with a “Def. Fired” marker, as a reminder.

**13.3.9** Firing Defensive Fire does not prevent Artillery units from firing during their own Offensive Bombardment Step, if activated, or vice-versa.

**13.3.10** Once all the targets are designated, resolve Defensive Fire one by one.

For each target:

- A. Calculate the Defensive Fire total.
- B. Find the matching column on the Defensive Fire Table.
- C. Shift the column according to the Terrain Effects Chart and the position of the defender firing, to find the final column. All modifiers are cumulative. **The maximum net column shift is three (3).**
- D. Roll one die, cross reference the result on the final column to have the result.

**13.3.11** Defensive Fire Results:

- : No Effect

\* : Roll again, 1-3=“D1”, 4-6=“-“

#D# : The number before “D” indicates the number of steps lost by the target units (in total, not per unit, **as equally as possible. The owing player decide how**), the number behind it indicates the Disorganization Points inflicted on **each target unit** (see 13.2.1).

**13.3.12** If the Offensive Bombardment has eliminated all of the units in the defending hex, the Defensive Fire by other eligible units (see 13.3.1) is resolved before the Assaulting units can enter the empty defender hex. (i.e. the units in adjacent hexes can fire to the Assaulting advancing units).



## 13.4 Assault Step

During the Assault Step, the Active Player tries to seize enemy occupied hexes through Assault.

**13.4.1** The units below an Assault marker **must** enter the hex indicated by the arrow of the Assault marker, within stacking limits. Note that both players have to respect their own stacking limits only. Therefore the maximum number of combat units that can be in an assaulted hex is 4 (2 in defense, 2 in assault) or 6 if two emplaced Artillery units are also in the hex.

The hex declared to be the target of an Assault must be entered by the Assaulting units even if all defending units are completely wiped out by Offensive Bombardment. Leave the Assault marker in the hex left empty by the

Assaulting units until the end of the Assault, as a marker for the retreats following the Assault (see 13.4.5).

**13.4.2** After all assaulting units have entered the assaulted hexes, all Assaults are resolved. All Assaults are considered to be simultaneous; therefore assaulted and assaulting units cannot perform Defensive Fire against units that are retreating adjacent to them from another assault in the same Phase.

**13.4.3** Assault resolution:

A. Total the Combat Factors of all the assaulting units, and divide it by the total of Combat Factors of the defending units, getting a strength ratio (ex. 11:3 = 3.66:1).

B. Round down the ratio to the nearest strength ratio on the top row on the Assault Table (ex. 11:3 = 3.66:1 is rounded down to 3.5:1 ; 3:5 is rounded to 1:1.75).

Execute any possible column shifts due to terrain, the current Morale Value of the attacking and defending units and the Trench Level (if any). To get the hexside terrain modifier in an Assault, all of the hexsides crossed by the Assaulting units must be of that kind of terrain. Every shift is one column on the Table. Combat ratios over 5:1 (6:1, 7:1 and so on) and below 1:2 (1:3, 1:4 and so on) are considered one column each. All modifiers are cumulative. First all column shifts in favor of the defending hex are calculated; then these are subtracted from the columns shift in favor of the attacker. **The maximum net column shift is three (3).**

If the resulting final column is below 1:2, the result is automatically 1D2R to the attacking player.

If the resulting final column is above 5:1, always use the 5:1 column.

C. Roll one die, cross reference the result with the final column to find the result, and apply it immediately.

**13.4.4** Results in the top row of each box of the Assault Table refer to the attacker; bottom row to the defender.

Assault results:

- : No Effect

#D#R: The number before "D" indicates the **total** number of steps lost by that side in the affected hex (in total, not per unit); the number behind it indicates the Disorganization Points inflicted on **each** affected unit.

The letter "R" indicates that the affected units must retreat from the hex (see 13.4.5).

The first step loss must be taken from the unit whose Morale was used in the combat (usually the highest value).

**13.4.5 Retreat.** When combat results require it, the owning player must retreat the affected units one hex. The attacker retreats each of his units into the same hex from which they started the Assault, the defender retreats his units into an adjacent hex, from which an Assault was not

launched **during the current Activation Phase**, following the priorities below:

A. If empty, one of the hexes opposite to those from which the Assault was started, or adjacent to one of them.

B. Any other empty hex

C. A friendly occupied hex, without violating the stacking rules (see 12.0).

D. A friendly occupied hex, violating the stacking rules (see 12.0), causing an increase of Disorganization by 1 (1) to all the units in the hex, as per rule 12.7.

**13.4.5.1** The retreat of multiple defending units may take place into different hexes. The retreat cannot take place across impassable hexes or hexsides.

**13.4.5.2** If there are no hexes available for a retreat, the units that have to retreat surrender.

**13.4.5.3** Following an Assault result, artillery units in "fire" mode cannot retreat: they remain in place, and are captured at the end of the Action Phase in which there are still enemy units in their hex, after the Counter-assault Step.

**13.4.5.4** If the retreat is through enemy ZoCs other than those projected by the units in the assaulted hex, these enemy units can fire at the retreating units. In this case, fire as in Infiltration Fire (see 11.1.2). This rule applies both to attacking and defending units.

**13.4.5.5** If the retreat is into a friendly occupied hex that is also in the ZoC of an eligible enemy unit, Infiltration Fire occurs against the retreating unit(s). The non-retreating unit is not affected.

**13.4.5.6** An Assaulting unit, compelled to retreat after a Counter-assault, is obliged to retreat into the same hex from which it started the original Assault.

**13.4.6** An assault on a "0" strength combat unit is resolved on the 5:1 column.

## 13.5 Counter-assault Step

During the Counter-assault Step, non-active units just retreated from an Assault and non-active units not adjacent to any other enemy units besides those in the hex being counter-assaulted, are eligible to retake a hex just lost by an enemy Assault by Counter Assault.

**13.5.1** All eligible units within 2 hexes of the previously Assaulted hex may employ their full Movement Allowance to launch a Counter-assault (they are required to spend any additional Movement Points to enter the hex as per rule 13.1.5).

**13.5.2** Mark the Counter-assaulting units with Assault markers.

**13.5.3** The procedure is the same as for regular Assaults, but the players' roles are reversed and Artillery cannot fire

either Offensively or Defensively, and Trenches are not considered.

**13.5.4** At the end of the Counter-assault step, adjust the Trench Level in the hex as per rule 18.5.

## 14.0 ACTIVATION COMPLETED

During Step H of an Action Phase (see the Sequence of Play, 4.0), the Brigade HQ counter that has just implemented the Action has to be flipped to its back side, to indicate the end of the Brigade's operations for the current Game Turn.

## 15.0 REACTION BY THE NON ACTIVE PLAYER

During the Opponent Reaction Step, the Non Active Player can try a reaction with one of the Brigades he planned to activate in the Command Phase. The player indicates the Brigade he wishes to react with, placing the HQ unit on the map, and rolling one die. If the result is less than or equal to the Initiative Value of the Brigade (the first number), it can immediately execute its Action Phase for the current Game Turn, from Step A to H. After that, the HQ unit is turned over to its "Activated" side (it has performed its Action for the current turn and cannot be activated anymore during the current turn), and the Action goes back to the Initiative Player.

If the die roll is higher than the Initiative Value, the Brigade is not activated, its counter goes back to the Brigade Display, and it can be activated later in the Game Turn through Reaction, or during a standard Activation.

## 16.0 DISORGANIZATION

Disorganization represents the amount of weariness inflicted upon units through combat. It can increase due to bombardments, lack of food and ammunition, combat fatigue, etc. The level of Disorganization of a unit is expressed by the number of Disorganization Points it has accumulated.

**16.1** The current Morale of a unit is equal to its printed Morale Value minus the suffered Disorganization Points.

**16.2** Disorganization Points may be suffered through Bombardments, Assaults, or lack of Supply.

**16.3** A unit's current Morale affects Assault results (see modifiers on the Assault Table).

**16.4 Surrender.** At the moment a unit's Disorganization Level is equal to or higher than its printed Morale Value, the unit surrenders if it is adjacent to, or is being assaulted by, an enemy unit. Put it in the Surrendered Units Box. If no enemy unit is adjacent or stacked with it, the unit

remains on the map with a Disorganization Level one less than the surrender threshold.

**16.4.1** During any kind of combat, first step losses and then Disorganization Points are suffered. This means that a one step unit that receives a result that both eliminates its last step and increases the Disorganization Level to or above the surrender threshold is eliminated and put in the Eliminated Units Box (not the Surrendered Units Box).

**16.4.2** At the end of an Assault, the winner (the side that did not retreat), which would otherwise surrender due to Disorganization, can never surrender. It will end up with a Disorganization Level one less than the surrender threshold.

## 17.0 STEP LOSSES

**17.1** Each Infantry unit has two steps. When the first step is lost, flip the unit to its reduced side. When the second step is lost, the unit is eliminated.

**17.2** Every unit eliminated by step losses (not surrendered) must be kept aside, as available for replacement (but see 21.4).

**17.3** Artillery units have one step which can only be eliminated through Bombardment (see 19.6) or capture (19.3, 19.4). Their reverse side is their current movement status.



## 18.0 TRENCHES

**1** **activated** Infantry unit that doesn't move or during its Action Phase can dig trenches to fortify on. A Trench Level may be increased by one level per Action Phase, to a maximum of **three**. Use an appropriate marker to indicate the current Trench Level.

**18.2** A Brigade activated with at least 1 LP (see 8.3) may have its Infantry units emplace or upgrade up to 5 Trench Levels total (one level at a time in up to 5 hexes). Units emplacing a Level 1 Trench do that in the same turn. It takes two turns to upgrade from a Level 1 or from a Level 2 Trench (turn the Trench Level marker upside down while upgrading from Level 1 or 2). A Level 2 or 3 Trench

is completed at the end of the next turn Brigade's activation or Non Activated Unit Movement Phase.

*Exception: see 18.8.1.*

**18.2.1** An Infantry unit cannot move or Assault during a turn in which it emplaced or upgraded a Trench. Should the upgrading unit move away, or Assault, or be Assaulted, or successfully bombarded (any result other than "No Result") in the subsequent turn, before the Trench is completed, the Trench Level is returned to its initial level.

**18.3** An eligible unit in the ZoC of an enemy unit may only emplace or upgrade a Trench Level if the owning player rolls a 1-3 (4-6 is no result, but the attempt counts towards the "5 Trench Levels total" limit). *Exception: Engineer units automatically emplace or upgrade a Trench Level even in enemy ZoCs (see 22.1).*

**18.4** Trenches give a defensive bonus against Bombardments and Assaults, and make Defensive Fire more effective. Trench effects are in addition to other terrain in the hex/hexsides (see the Assault/Fire Table for details).

**18.5** At the end of a Counter-Assault step, if any unit of the original Assaulting player is in the assaulted hex, the Trench Level is decreased by 1. On map Trenches cannot be decreased below Level 1.

**18.6** Trenches are like a terrain feature and may be used by either side. They can be reduced or eliminated by Movement, Bombardment or Assault. As an alternative, during the Artillery Phase, each player can reduce Trenches occupied by friendly non-Artillery units by one level. When a friendly unit enters an empty enemy Trench hex during Movement, place a friendly Trench marker in the hex, reducing the Level by 1 (not under 1, if it is an On-map Trench hex). *Entering an ENEMY Trench hex costs +1 MP, then the Trench becomes friendly.*

**18.7** Moving from enemy ZoC to enemy ZoC between friendly **connected** Trench hexes does NOT trigger Infiltration Fire and does not cost additional MP.

**18.7.1** Trench hexes are **connected** where the trench line is printed on the map and continuous between them. *Exception: Trench hexes are never connected across Rivers.*

**18.8** On Map Trenches are Level 3 and Level 2: see the map and the TEC. Mark decreasing of the level (by Bombardment or Assault) with normal Trench markers. No on map Trench can be reduced below Level 1.

**18.8.1** On Map Trenches can be upgraded to level 2 or 3 in one Game Turn only, without rolling a die, even if in an enemy ZoC.



## 19.0 ARTILLERY

**19.1** Artillery units have two sides, one to indicate that the unit is moving and the other to indicate that the unit is emplaced and ready to fire. Flip the Artillery units over during the Artillery Phase to show the condition they will have for the whole game turn (moving or in battery).

Note: changing to the "move" side could cause an Artillery unit to overstack, as per rule 12.1. This is not a problem, provided the overstacking situation is resolved in any upcoming Movement step or phase.

Artillery units can move during the Non Activated Units Movement Phase only, as they are activated to fire only. The "move" side has a Bombardment Factor of "0" and a red background Range, while the "fire" side has a Movement Allowance of "0" and a yellow background Range.

**19.2 Heavy Artillery emplacement.** Heavy Artillery units take one complete turn to be emplaced in battery, therefore they cannot fire in the same turn in which they change from "move" to "fire" mode (put one "Act" marker on them).

**19.3** Artillery units have a Combat Factor of "0", when defending against Assaults. Artillery units alone in a hex can be Assaulted (and see 19.4). When they are the only units remaining in a hex at the end of an Assault, they are captured, removed from the game, and put in the Surrendered Units Box.

**19.4** Artillery units alone in a hex cannot enter enemy ZoCs and are automatically captured when an enemy unit enters the hex during any Movement Phase or Step or at the conclusion of an Assault/Counter-Assault (see 13.4.5.3).

**19.5 "Blowing up" artillery.** To avoid possible capture, a player can decide to "blow up/spike" his own supplied Artillery units during the Artillery Phase instead of giving them a move/fire condition. In this case they are put in the Eliminated Units Box (not the Surrendered Units Box). Out of Supply artillery cannot be blown up.

**19.6** An Artillery unit has only one step, but it is necessary to score two hits (2 step losses) in the same fire to

eliminate an Artillery unit through Bombardment. Artillery units must be the target of the Bombardment to be affected (see 13.2.1).

**19.7** Every Disorganization Point against an Artillery unit also reduces its Bombardment Factor by 1. When its Disorganization Level reaches the Bombardment Factor, the unit surrenders according to rule 16.4



**19.8** To mark an Artillery unit which fired during Defensive Fire, mark it with a “Def. Fired” marker. To mark an Artillery unit which fired in Offensive Bombardment, mark it with an “Act” marker. Artillery units which both fired offensively and defensively are marked with the combined “Act & Def. Fired” marker.



## 20.0 ISONZO RIVER

**20.1 The Isonzo** is the main river on the map. In Summer it is easy to ford it everywhere, but carts and trucks cannot cross it without bridges. Artillery and Armored Car units, and the road/track part of a Supply Line (10.2) cannot cross the Isonzo River without an intact bridge.

**20.2 Blown Up bridges.** On a roll of 1-4 during the Artillery Phase, an existing bridge can be blown up by adjacent Infantry units or by Engineer units within 2 hexes of the bridge. The hex between the Engineer unit and the bridge hex must be free of enemy units or ZoC (unless occupied by friendly units). Every unit can roll once per turn and once per bridge. Declare which unit will roll for which bridge before starting to rolling for bridge blowing.

**20.2.1** Blown Up bridges does not exist for any purpose, and the road/track crossing on it is interrupted.

**20.3 Building bridges.** Engineer units with Bridging Capability (“P” in place of the Machine Gun Factor) can build a bridge over the Isonzo River. A not Disorganized capable Engineer unit starts the bridging process during the Replacement and Rally Phase in the bridge hex; place a Bridge Building marker on it. No enemy unit can be in

the hex opposite the bridge for the whole process. The Engineer unit cannot move during the bridging process, if forced out of the hex, the process is interrupted. If the Engineer unit is Disorganized, the process is interrupted. During the following Replacement and Rally Phase, the bridge is complete; flip the Bridge Building marker to the Bridge face. If the new bridge is replacing a destroyed one, the bridge is repaired, and the Blown Up Bridge marker is removed. If a Bridge is built on an Isonzo hexside without a destroyed bridge, place the Bridge marker pointing towards the bridged hexside. A Bridge **negates the movement cost** to cross the Isonzo River, but not the Combat effects. **NOTE:** Building a new bridge does not automatically build a road/track where there was not a “printed on map” bridge, so the Road/Track part of a Supply Line cannot cross it.

**20.4** Bridge markers never count against stacking limits.

## 21.0 REPLACEMENTS

During a campaign, units suffering losses were often rebuilt and reorganized with replacements and recovered stragglers.

**21.1** Only Infantry class units (Infantry, Mountain Infantry, Bersaglieri, etc.) can be replaced. Lost Artillery, Engineer, Cavalry, Flamethrowers, Armored Cars, or MG units cannot be rebuilt.

**21.2** During the Replacement and Rally Phase, every Brigade can replace one of its lost steps from the Eliminated Units Box (not the Surrendered Units Box) or flip one reduced unit still on the map to its full-strength side. For each Brigade, flip one reduced battalion to its full strength side, or place a reduced battalion taken from the Eliminated Units Box on the map. The placement can be in, or adjacent to, a Town or Supply Source hex, nearest to any supplied unit of the Brigade it belongs to.

**21.3** Brigades that have been completely eliminated or which have not yet entered the map cannot receive replacements.

**21.4** Every game turn, each side can also get one replacement step (one per side in total) of eligible units not belonging to Brigades (ex.: Independent units). In this case, eliminated units cannot be replaced.

**21.5** Reduced battalions cannot be replenished to full strength, or placed on the map, if adjacent to enemy units or in an Out of Supply position. **Exception:** *It can be done in friendly On Map Trench hexes (printed in its own color).*

**21.6** During the Replacement and Rally Phase, the supplied units of both players that have not Forced March during the current turn, and that are not adjacent to enemy units, can reduce their Disorganization Level by one point. **Exception:** *units in friendly On Map Trenches are*

capable of Rallying adjacent to enemy units (printed in its own color).

**21.7** A unit may not be replenished at full strength in the same turn that it reduces its Disorganization Level.

*Design Note: The replacement rules are intentionally simple, and try to recreate both the replacement arrivals and the reorganization of “ad hoc” units reduced to levels too small to be represented in the game. Furthermore, it gives the players a good reason to retreat a mauled brigade from the front line to get replacements before it will be completely destroyed (and it’s no longer possible to get them).*

## 22.0 SPECIAL RULES

**22.1 Engineer Units.** Engineer units are treated like normal Infantry units, but cannot Assault. Engineer units with Bridging Capacity (“P” in place of Machine Gun Factor) can repair and build bridges over the Isonzo River (20.3). Engineer units allow automatic Trench building in enemy ZoCs (18.3).

**22.2 Cavalry Units.** Cavalry units receive a bonus of one column shift right when Assaulting enemy units in Clear terrain, and give a bonus of one column shift right to enemy units firing (Offensive and Defensive) at them. Cavalry units do not receive any Trench bonus indicated in the TEC for fire or assault. Dismounted Cavalry units are shown as Infantry, and are treated like them.

**22.3 MG Companies.** MG units are treated like normal Infantry units, but cannot Assault or build Trenches, and if forced to retreat from an enemy Assault they are eliminated. One MG company unit can stack for free, in addition to the normal stacking limit.

**22.4 Flamethrowers.** Flamethrower units must always be attached to an Infantry unit. Any D or numerical result from Defensive Fire against a unit with Flamethrowers attached eliminates the Flamethrower unit as an additional result. Units with attached Flamethrowers get one (maximum) column shift right when Assaulting. One Flamethrower unit can stack for free, in addition to the normal stacking limit. Flamethrowers are removed from play if they are the only unit(s) in the hex after an enemy Assault.

**22.5 Armored Cars.** An Armored Car unit moves like an Artillery unit, and can move along Road/Track only. It can use Road/Track in enemy ZoC, and ignores normal stacking limits (one unit stacks for free). It cannot Assault enemy Trench or Town hexes.

**22.6 Austro-Hungarian Night Counterattacks.** Once per Game Turn, the Austro-Hungarian player can try to activate any one Brigade, even if not Activated during the Command Phase, during any one Opponent Reaction Step for a Night Counterattack. Its Activation must undergo the

Initiative die roll, and if successful will cost 1 LP (no attempt is allowed if no LP is available). Any Brigade can be activated, but not if already Activated in the current Game Turn. Artillery units cannot be used during Night Counterattacks by either player.

## 23.0 TWO HEX DEPLOYMENT

**23.1** Infantry units can deploy on two adjacent hexes. To extend into an adjacent hex, a unit pays the MP cost to enter the hex, and it is placed across the two hexes.

**23.2** The unit is split in two in each hex, and in every hex its Combat Factor and Machine Gun Factor is halved (keep fractions) in both hexes.

**23.3** Units on two hexes cannot stack with any units (even units allowed free stacking), and cannot Assault.

**23.4** Each hex must be Bombarded and/or Assaulted separately, and the result is applied to the unit as a whole. If one hex is forced to retreat, or receives a step loss, the unit is consolidated in the second hex.

**23.5** Units on two hexes must consolidate in one of the two hexes before moving, paying the MP cost of the hex.

## 24.0 FOG OF WAR

**24.1** Stacking order: The top unit must be an Infantry type unit (if any), or the Trench marker (if any).

**24.2** Disorganization markers are kept under the affected units.

**24.3** Each player can check his own stacks only, giving the opponent the information needed during the combat steps (i.e. strength, current Morale, etc.).

## 25.0 VICTORY CONDITIONS

The game ends for one of the following circumstances, whichever happens first:

- when the Italian Player arrives to an offensive stop (see 25.3)
- when the Italian Player obtains a Breakthrough (see 25.2)
- the moment the last Game Turn is completed.

At the end of the game, the Victory Conditions are checked (unless the Italian Player achieves a Breakthrough).

The number of Victory Points needed to win is given in the scenario instructions. Only the Italian Player gets VP.

The Victory Points are gained for geographical objectives: Victory Points hexes:

- ◆ 1808, 1908 (Monte Santo): 2 VP each
- ◆ 2010 (Monte Sabotino): 2 VP
- ◆ 2105 (Ravnica): 1 VP
- ◆ 2206 (Monte San Gabriele): 5 VP
- ◆ 2201 (Ternova): 5 VP
- ◆ 2211 (Oslavya): 1 VP

- ◆ 2309 (Salcano): 1 VP
- ◆ 2513 (Monte Calvario): 2 VP
- ◆ 2510, 2511, 2610, 2711 (Gorizia): 2 VP each
- ◆ 2602 (Ossegliano): 1 VP
- ◆ 2801 (Schönpass): 5 VP
- ◆ 2808 (Monte San Marco): 2 VP
- ◆ 3009 (Vertojba): 5 VP
- ◆ 3209 (Biglia): 1 VP
- ◆ 3316, 3416 (Monte San Michele): 2 VP each
- ◆ 3305 (Gradiscutta): 2 VP
- ◆ 3302 (Dornberg): 5 VP
- ◆ 3417 (San Martino del Carso): 2 VP
- ◆ 3612 (Lokvica): 1 VP
- ◆ 3714 (Oppacchiasella): 1 VP
- ◆ 3817 (Doberdò): 2 VP
- ◆ 3809 (Kostanjevica): 5 VP
- ◆ 4101 (Comen): 10 VP
- ◆ 4210 (Brestovica): 2 VP
- ◆ 4316 (Cima di Pietrarossa): 2 VP
- ◆ 4513 (San Giovanni): 2 VP
- ◆ 4712 (Duino): 5 VP
- ◆ 4709 (Sistiana): 5 VP

To get these points, the Italian player has to be the last one to have had a non-Artillery unit enter or move through the hex. *Design Note: The objectives of both the sides were territorial, their own or enemy losses were immaterial.*

**25.2 Italian Breakthrough.** If during any Game Turn Victory Check Phase, the Italian player controls all of the hexes of Gorizia (2511, 2511, 2610, 2711), Ternova (2201), Dornberg (3302) and Comen (4101), he wins a Complete Victory, regardless of Victory Points.

**25.2 Italian Offensive Halt.** The Italian offensive comes to a halt when the Italian Player does not conquer a VP hex for three consecutive Game Turns.

## 26.0 SCENARIOS OF “GORIZIA 1916: THE SIXTH BATTLE OF THE ISONZO”

- Units to be set up are indicated between “( )” after the attaching Regiment or Brigade (examples: 22<sup>th</sup> LS Gebirgs Brigade (4 FJ, 155LS, IV/4, IX/19): this means the 22<sup>th</sup> LS Gebirgs Brigade is composed of (4 FJ, 155LS) btns. , the IV btn. of the 4<sup>th</sup> Regiment, and the IX btn. of the 19<sup>th</sup> Regiment. 4 units in all).

- Independent units: their name is indicated between “( )” after their unit indication (ex.: Bersaglieri (V))

### SCENARIO 1: ISONZO BRIDGEHEAD

Scenario 1 covers the opening actions of the Italian offensive, to overrun the Isonzo Bridgehead and “set free” Gorizia.

**Scenario Length:** 4 Turns, starting on August 6<sup>th</sup>, and ending at the end of August 9<sup>th</sup>.

**Scenario Map area:** Northern border: from map eastern border along hexrow 14xx until hex 1414 (included), then along the Isonzo River from 1414 to 2109, then along hexrow 21xx (included); Southern border: hexrow 31xx (included).

**Victory Conditions:** The Italian player wins if he clears the Isonzo Bridgehead (no AH units west of Isonzo River), and conquers each Gorizia hex. The Austro-Hungarian player wins if the Italian player does not reach his objectives.

**Set Up and Special Rules:** Both players player can place their units on their frontline hexes, as indicated in the set up instructions. They can setup other units behind their frontline units, as long as these are all adjacent to each other. Set up Artillery units emplaced, and capable of bombarding an enemy front line hex.

Austro-Hungarian player sets up first.

*There is no Artillery Phase in GT 1.*

**First Turn Special Rules:** During the First Italian Brigade activation, the Italian player gets **three shifts** on the Bombardment and the Assault tables, and **one shift** during the second activation.

*Design Note: the surprise was complete; the Italians prepared very well for the offensive against the entrenched Austro-Hungarian troops, digging trenches arriving very close to the enemy positions, to make the jump over them shorter. Also the artillery barrage was very well planned and prepared, without warning the AH Command.*

**Events:** No event takes place during Game Turn 1.

**Logistic Points:** The Italian player starts the scenario with 25 Logistics Points. The Austro-Hungarian player begins the scenario with 1 Logistic Point.

#### AUSTRO-HUNGARIAN SET UP:

- 4<sup>th</sup> Gebirgs Brigade  
(I/37, II/37, III/37): from 1910 to 2211. (II/52, III/69): any town east of Isonzo River.
- 121<sup>th</sup> LS Infantry Brigade  
(2 FJ, 6 LS, 37 LS): from 2312 to 2513.  
(IV/39, 75 LS, 83 LS); Eng (7): any town east of Isonzo River.
- 5<sup>th</sup> Gebirgs Brigade  
(I/23, II/23, III/23): from 2613 to 2812.  
(I/22, II/22, III/22): from 2913 to 3116.
- 58<sup>th</sup> Division Artillery:



4 x Field Artillery unit  
Set up behind the AH frontline from 1910 to 3116.

- XVI Corps Artillery:

1 x Mountain Artillery unit  
2 x Field Artillery units  
1 x Heavy Artillery unit  
4 x Minewerfer units

Set up behind the Austro-Hungarian frontline from 1910 to 3116.

### AUSTRO-HUNGARIAN REINFORCEMENTS

August 7: 2 Logistics Points.

August 8: 3 Logistics Points.

August 9: (I/102, II/102), at 3107.  
5 Logistics Points.

### ITALIAN SET UP

- 45<sup>th</sup> Infantry Division: Toscana Brigade (I/77, II/77, III/77, I/78, II/78, III/78); Trapani Brigade (I/144, II/144, III/144, I/149, II/149, III/149, III/58, III/115); Eng (71); MG (3, 28, 85);

1 x Mountain Artillery unit  
3 x Field Artillery units  
3 x Heavy Artillery units  
2 x Bombard units

Set up on or behind the Italian frontline from 1712 to 2011.

- 24<sup>th</sup> Infantry Division: Lambro Brigade (I/205, II/205, III/205, I/206, II/206, III/206); Abruzzi Brigade (I/57, II/57, III/57, I/58, II/58); Eng (18); MG (32);

1 x Mountain Artillery unit  
3 x Field Artillery units  
1 x Heavy Artillery unit  
2 x Bombard units

Set up on or behind the Italian frontline from 2112 to 2313.

- 11<sup>th</sup> Infantry Division: Cuneo Brigade (I/7, II/7, III/7, I/8, II/8, III/8); Treviso Brigade (I/116, II/116, III/116, I/115, II/115); Eng (56); MG (4);

1 x Mountain Artillery unit  
4 x Field Artillery units  
2 x Bombard units

Set up on or behind the Italian frontline from 2413 to 2614.

- 12<sup>th</sup> Infantry Division: Casale Brigade (I/11, II/11, III/11, I/12, II/12, III/12); Pavia Brigade (I/27, II/27, III/27, I/28, II/28, III/28); Eng (57); MG (12, 226);

1 x Mountain Artillery unit  
4 x Field Artillery units  
1 x Heavy Artillery unit  
2 x Bombard units

Set up on or behind the Italian frontline from 2714 to 2915.

- 43<sup>th</sup> Infantry Division: Pescara Brigade (I/211, II/211, III/211, I/212, II/212, III/212); Etna Brigade (I/223, II/223, III/223, I/224, II/224, III/224); Eng (72);

2 x Field Artillery units

Set up within 2 hexes from 2019.

- 47<sup>th</sup> Infantry Division: Campobasso Brigade (I/229, II/229, III/229, I/230, II/230, III/230); Avellino Brigade (I/231, II/231, III/231, I/232, II/232, III/232);

2 x Field Artillery units

Set up within 2 hexes from 2322.

- Bers. Cicl (V); Cav. (Lodi+): Set up within 2 hexes from 2422. *Note: Lodi Rgmt. had an additional squadron.*

- VI Corps Artillery:

1 x Mountain Artillery unit

1 x Field Artillery unit

1 x Heavy Artillery unit

Set up behind the Italian frontline from 1712 to 2915

### ITALIAN REINFORCEMENTS

August 7: 10 Logistics Points.

August 8: 10 Logistics Points.

August 9: 10 Logistics Points.

### SCENARIO 2: CARSO – KARST

Scenario 2 covers the opening actions of the Italian offensive on The Carso heights.

**Scenario Length:** 4 Turns, starting on August 6th, and ending at the end of August 9th.

**Scenario Map area:** Northern border: hexrow 32xx (included). Southern border: The South map edge.

**Victory Conditions:** The Italian player wins if he controls any two hexes among: Castel Rubbia (3214); San Martino del Carso (3417); Doberdò (3817); Cima di Pietrarossa (4316). The Austro-Hungarian player wins if the Italian player does not reach his objectives.

**Set Up and Special Rules:** Both players player can place their units on their frontline hexes, as indicated in the set up instructions. They can setup other units behind their frontline units, as long as these are all adjacent to each other.

Set up Artillery units emplaced, and capable of bombarding an enemy front line hex.

Note: units of the 86<sup>th</sup> LW Infantry Brigade are not deployed when playing Scenario 2 alone.

Austro-Hungarian player sets up first.

**There is no Artillery Phase in GT 1.**

**First Turn Special Rules:** During the First Italian Brigade activation, the Italian player gets **two shifts** on the Bombardment and the Assault tables.

*Design Note: the surprise was complete; the Italians prepared very well for the offensive against the entrenched Austro-Hungarian troops, digging trenches arriving very close to the enemy positions, to make the jump over them shorter. Also the artillery barrage was very well planned and prepared, without warning the AH Command.*

**Events:** No event takes place during Game Turn 1.

**Logistic Points:** The Italian player starts the scenario with **25** Logistics Points. The Austro-Hungarians player begins the scenario with **2** Logistic Points.

#### AUSTRO-HUNGARIAN SET UP:

- 39<sup>th</sup> Honved Infantry Brigade (I/3H, II/3H, III/3H, I/4H, II/4H, III/4H,): within 2 hexes from 3612.
- 81<sup>st</sup> Honved Infantry Brigade (I/1H, II/1H, III/1H, I/17H, II/17H, III/17H,): along the front line between 3216 and 3417.
- 20<sup>th</sup> Honved Division Artillery:
  - 4 x Field Artillery units
  - 1 x Heavy Artillery unit
 Set up behind the AH frontline from 3216 to 3417.
- 33<sup>rd</sup> Infantry Brigade (I/39, II/39, III/39, IV/39, I/61, II/61, III/61): along the front line between 3518 and 3819.
- 34<sup>th</sup> Infantry Brigade (I/43, II/43, III/43, IV/43, I/46, II/46, III/46,): within 2 hexes from 3714.
- 17<sup>th</sup> Division units:
  - 4 x Field Artillery units
  - 1 x Heavy Artillery unit.
  - 2 x Flamethrowers units
  - 1 x Eng (10)
 Set up behind the AH frontline from 3518 to 3819.
- VII Corps Artillery:
  - 1 x Mountain Artillery unit
  - 1 x Field Artillery unit
  - 2 x Heavy Artillery units
  - 6 x Minewerfer units
 Set up behind the AH frontline from 3216 to 3819
- 17<sup>th</sup> Infantry Brigade (I/91, II/91, III/91, I/102, II/102, III/102,): along the front line between 3919 and 4117.
- 60<sup>th</sup> Infantry Brigade (I/30, II/30, III/30, I/80, II/80, III/80,): along the front line between 4216 and 4314.
- 24<sup>th</sup> LS Gebirgs Brigade (I/11, II/11, III/11, I/27, II/27, III/27,): along the front line between 4413 and 4613.
  - 1 x Mountain Artillery unit (4-6-0)
 Set up behind the AH frontline from 4413 to 4613.
- 9<sup>th</sup> Division units:
  - 1 x Field Artillery unit
  - 1 x Heavy Artillery unit
 Set up behind the AH frontline from 3919 to 4613.

- 59<sup>th</sup> Infantry Brigade (I/41, II/41, III/41, IV/41, I/24, II/24, III/24,): within 2 hexes from 4210.
- 86<sup>th</sup> LW Infantry Brigade (I/20, II/20, III/20, I/22 II/22, III/22,): within 2 hexes from 4101.
- 43<sup>rd</sup> Division units:
  - 3 x Field Artillery units
  - 1 x Heavy Artillery unit.
  - 1 x Flamethrowers unit
  - 1 x Eng (3)
 Within 59<sup>th</sup> and 86<sup>th</sup> Brigades set up areas.
- S Group Artillery:
  - 1 x Mountain Artillery unit
  - 3 x Field Artillery unit
  - 5 x Minewerfer units
 Set up behind the AH frontline from 3919 to 4613.

#### AUSTRO-HUNGARIAN REINFORCEMENTS

August 7: 3 Logistics Points.

August 8: 2 Logistics Points.

August 9: 5 Logistics Points.

#### ITALIAN SET UP

- 22<sup>nd</sup> Infantry Division: Brescia Brigade (I/19, II/19, III/19, I/20, II/20, III/20); Ferrara Brigade (I/47, II/47, III/47, I/48, II/48, III/48); Catanzaro Brigade (I/141, II/141, III/141, I/142, II/142, III/142); Eng (11, 60); MG (42, 44, 83, 86); Armored Cars (3)
  - 1 x Mountain Artillery unit.
  - 4 x Field Artillery units.
  - 2 x Bombard units.
 Set up on or behind the Italian frontline from 3015 to 3317.
- 21<sup>th</sup> Infantry Division: Regina Brigade (I/9, II/9, III/9, I/10, II/10, III/10); Pisa Brigade (I/29, II/29, III/29, I/30, II/30, III/30); Eng (10); MG (8, 11, 234);
  - 4 x Field Artillery units
  - 1 x Bombard unit
 Set up on or behind the Italian frontline from 3318 to 3419.
- 23<sup>th</sup> Infantry Division: Granatieri di Sardegna Brigade (I/1G, II/1G, III/1G, I/2G, II/2G, III/2G); Lombardia Brigade (I/73, II/73, III/73, I/74, II/74, III/74); Eng (21); Cav (Foggia).
  - 2 x Field Artillery units
 Set up within 2 hexes from 3123.
- XI Corps Artillery:
  - 1 x Mountain Artillery unit
  - 1 x Heavy Artillery unit
 Set up behind the Italian frontline from 3015 to 3418.
- Macerata Brigade (I/121, II/121, III/121, I/122, II/122, III/122, III/55, III/76); RGF (II, XII); MG (16); Bers. Ciel. (VIII)

- Set up on or behind the Italian frontline from 3520 to 3620.
- 31<sup>th</sup> Infantry Division: Chieti Brigade (I/123, II/123, III/123, I/124, II/124, III/124); Bers. (I/15, II/15, III/15); Eng (12); MG (17); Cav (Piemonte)  
2 x Field Artillery units  
Set up on or behind the Italian frontline from 3720 to 3820.
  - XIII Corps units:  
4 x Field Artillery units  
1 x Bombard unit  
MG (20, 236)  
Set up behind the Italian frontline from 3520 to 3820.
  - 16<sup>th</sup> Infantry Division: Cremona Brigade (I/21, III/21, III/5, I/22, II/22, III/22); Lazio Brigade (I/131, II/131, III/131, I/132, II/132, III/132); 2 Dism. Cav. Brigade (II/4, III/4, I/5, II/5, III/5); Cav (Genova); Eng (58); MG (23);  
2 x Field Artillery units  
1 x Bombard unit  
Set up on or behind the Italian frontline from 3920 to 4119.
  - 14<sup>th</sup> Infantry Division: Marche Brigade (I/55, II/55, I/56, II/56, III/56); Alessandria Brigade (I/135, II/135, III/135, I/136, II/136, III/136); 1 Dism. Cav. Brigade (I/13, II/13, III/13, I/20, II/20, III/20, I/29, II/29, III/29); Cav (Piemonte); Eng (7); MG (37); Bers. (XLVII, LVI);  
1 x Mountain Artillery unit  
3 x Field Artillery units  
1 x Bombard unit  
Set up on or behind the Italian frontline from 4218 to 4615.
  - VII Corps units:  
1 x Mountain Artillery unit  
2 x Field Artillery units  
1 x Heavy Artillery unit  
Inf. (II/21); MG (15, 40, 235); Bers. Cicl. (III, IV, XI);  
Set up behind the Italian frontline from 3920 to 4615.

### ITALIAN REINFORCEMENTS

August 7: 10 Logistics Points.

August 8: 10 Logistics Points.

August 9: 10 Logistics Points.

### SCENARIO 3: THE CAMPAIGN GAME

**Scenario Length:** 12 Turns, starting on August 6th, and ending at the end of August 17th.

**Scenario Map area:** The whole map.

**Victory Conditions:** The Italian player wins if he reaches at least **30** Victory Points. The Austro-Hungarian player wins if the Italian player reaches **24** VPs or less. Any other result is a Draw.

**Set Up and Special Rules:** Both players player can place their units on their frontline hexes, as indicated in the set up instructions. They can setup other units behind their frontline units, as long as these are all adjacent to each other.

Set up Artillery units emplaced, and capable of bombarding an enemy front line hex.

Austro-Hungarian player sets up first.

The bridges between 0709 and 0710, and between 0809 and 0810 are Blown Up.

*There is no Artillery Phase in GT 1.*

**First Turn Special Rules:** During the First Italian Brigade activation, the Italian player gets **three shifts** on the Bombardment and the Assault tables. **Two shifts** during the second Brigade activation, **one shift** during the third activation.

*Design Note: the surprise was complete; the Italians prepared very well for the offensive against the entrenched Austro-Hungarian troops, digging trenches arriving very close to the enemy positions, to make the jump over them shorter. Also the artillery barrage was very well planned and prepared, without warning the AH Command.*

**Events:** No event takes place during Game Turn 1.

**Logistic Points:** The Italian player starts the scenario with **50** Logistics Points. The Austro-Hungarian player begins the scenario with **3** Logistics Points.

### AUSTRO-HUNGARIAN SET UP:

The Austro-Hungarian player sets up his units as in Scenario 1 and Scenario 2.

He also sets up the following additional units:

- 22<sup>nd</sup> LS Gebirgs Brigade (4 FJ, 155LS, IV/4, IX/19); Eng. (8): from 0103 to 0706.
- 1<sup>st</sup> Division Artillery:  
1 x Mountain Artillery unit  
1 x Field Artillery unit  
Set up behind the AH frontline from 0103 to 0706.
- 205<sup>th</sup> LS Infantry Brigade (I/409, II/409, III/409, 8LS): from 0707 to 1311.
- 209<sup>th</sup> NK Infantry Brigade (I/2NK, II/2NK, VI/4NK, III/5NK, II/8 NK, IV/26NK, VI/30NK, III/31NK): from 1312 to 1809.
- 62<sup>nd</sup> Division Artillery:  
1 x Mountain Artillery unit  
2 x Field Artillery unit  
Set up behind the AH frontline from 0706 to 1809.

### AUSTRO-HUNGARIAN REINFORCEMENTS

August 7: 5 Logistics Points.

August 8: (I/102, II/102), at Comen (4101).  
5 Logistics Points.

August 9: 10 Logistics Points.

August 10: 8<sup>th</sup> Gebirgs Brigade (IV/24, III/35, IV/58,  
III/85, 5 FJ) at Dornberg (3302).  
10 Logistics Points.

August 11: I/50 at 1601.  
10 Logistics Points.

August 12: 2<sup>nd</sup> Gebirgs Brigade (III/8, III/55, II/70,  
12 FJ, 8 FJ); I/48; 1 x Mountain Artillery unit  
at 1601.  
10 Logistics Points.

August 13: 18<sup>th</sup> Infantry Brigade (I/11, II/11, III/11,  
IV/11, I/47, II/47, III/47); 10<sup>th</sup> Gebirgs  
Brigade (I/62, I/90, II/1 BH) at Prvacina  
(3203). 42 LS; 43 LS; IV/20; I/21; 1 x Field  
Artillery unit at Dornberg (3302).  
10 Logistics Points.

August 14: 10 Logistics Points.

August 15: 10 Logistics Points.

August 16: 10 Logistics Points.

August 17: 10 Logistics Points.

#### Conditional Reinforcements:

##### - XV Corps Artillery:

- 1 x Field Artillery unit
- 1 x Heavy Artillery unit
- 1 x Minewerfer unit

Enter in 0101 if any Italian unit Assault or Bombard a  
hex north of 12xx hex column, included.

#### ITALIAN SET UP

The Italian player sets up his units as in Scenario 1 and  
Scenario 2.

He also sets up the following additional units:

- 4<sup>th</sup> Dism. Cav. Division (12 x dismounted squadrons):  
Set up on or behind the Italian frontline from 0105 to  
1212.
- 3<sup>rd</sup> Infantry Division: Firenze Brigade (I/127, II/127,  
III/127, I/128, II/128, III/128); RGF (1);  
Set up on or behind the Italian frontline in hexes  
1313, 1412, 1513, 1612.  
1 x Mountain Artillery unit  
4 x Field Artillery units

Set up behind the Italian frontline from 0105 to 1612

#### ITALIAN REINFORCEMENTS

August 6: 48<sup>th</sup> Infantry Division: Genova Brigade (I/97,  
II/97, III/97, I/98, II/98, III/98); Taranto  
Brigade (I/143, II/143, III/143, I/150, II/150,  
III/150); Eng (73); 2 x Field Artillery units, at  
2027.

August 7: 46<sup>th</sup> Infantry Division: Udine Brigade (I/95,  
II/95, III/95, I/96, II/96, III/96); Rovigo  
Brigade (I/227, II/227, III/227, I/228, II/228,  
III/228); Eng (22); 2 x Field Artillery units, at  
2927 or 3027.

49<sup>th</sup> Infantry Division: Pinerolo Brigade (I/13,  
II/13, III/13, I/14, II/14, III/14); Napoli  
Brigade (I/75, II/75, III/75, I/76, II/76), at  
3727 or 4327.  
20 Logistics Points.

August 8: 34<sup>th</sup> Infantry Division: Salerno Brigade (I/89,  
II/89, III/89, I/90, II/90, III/90); Ivrea Brigade  
(I/161, II/161, III/161, I/162, II/162, III/162);  
2 x Field Artillery units, at 3027 or 3727.  
20 Logistics Points.

August 9: 20 Logistics Points.

August 10: 20 Logistics Points.

August 11: 20 Logistics Points.

August 12: Benevento Brigade (I/133, II/133, III/133,  
I/134, II/134, III/134); Ionio Brigade (I/221,  
II/221, III/221, I/222, II/222, III/222); Milano  
Brigade (I/159, II/159, III/159, I/160, II/160,  
III/160), at any map west edge hex.  
20 Logistics Points.

August 13: 20 Logistics Points.

August 14: 20 Logistics Points.

August 15: 20 Logistics Points.

August 16: 10 Logistics Points.

August 17: 10 Logistics Points.

## 27.0 OPTIONAL RULES

**27.1 MG Companies.** Because of historical reasons, and  
to leave some operative options to the Italian player, the  
MG companies are included in the OoB, but they had

strong defensive characteristics, and can have little utility in this battle. If both players agree, they can avoid using them in the game, to reduce the unit density on the map, without affecting (too much) play balance.

**27.2 Fire Table Results.** *Design Note: In the first version of Gorizia, more bloody results of the table were implemented, but some playtesters found depressing to have a stack of two units wiped out by a lucky barrage. You can try the original version of the results, where step losses are higher, but Disorganization losses are lower.*

The numerical “losses part” of any result on the Fire table affects each non-entrenched target unit in a stack in Clear, Carso, or Swamp hex. The column shift due to the “two units target” is not used.

## LIST OF ABBREVIATIONS

Gebirgs, GbSch: Gebirgsjäger, GebirgsSchützen  
(Mountain troops)  
FJ: Feldjäger battalion  
H: Honved (Hungarian Army)  
LW: Landwehr (Territorial Troops)  
LS: Landeschützen (Territorial Troops)  
NK: Népfelkelöszög (Hungarian Territorial Troops)  
RGF: Regia Guardia di Finanza (Border guards)  
Inf.: Infantry  
MG: Machine Guns  
Eng: Engineer  
Brs., Bers.: Bersaglieri  
Bers. Cicl.: Bersaglieri Ciclisti  
Cav.: Cavalleria  
Dism. Cav.: Dismounted Cavalry  
Mt.: Mountain artillery  
Fld.: Field artillery  
Hv.: Heavy artillery  
Bde: Brigade  
Btn: Battalion

## HISTORICAL NOTES

The roots of the Sixth Battle of the Isonzo are at the end of 1915, when the Italian High Command, in the person of General Luigi Cadorna, finally realized the useless dispersive tactics used in the first months of the war against Austria-Hungary.

The concept for a new offensive was to concentrate artillery firepower, to open gaps in wire and obstacles, and approach tactics to reduce the open ground to go through under enemy fire. The target of the new offensive should be the fortified Austro-Hungarian bridgehead across the Isonzo River, and the city of Gorizia.

This strong position was the theater of some of the bloodiest fights in the first months of the war, and it was pivoted on Mount Sabotino, a rocky hill 609 m high, and the hills running south-west from it, forming an arc around the Isonzo right in front of Gorizia.

The offensive would be coordinated by the 3<sup>rd</sup> Army, under the command of Emanuele Filiberto, Duke of Aosta and cousin of the Italian King, Vittorio Emanuele III.

The Duke of Aosta pushed to extend the offensive to the southern bastion of the valley where Gorizia lies, the Mount San Michele, another locality where the Italian infantry paid a bloody tribute in the early stages of the war.

The offensive preparations were interrupted by the Austro-Hungarian Spring Offensive in May, the so named “Strafexpedition”. Seven divisions, the main part of the troops dedicated to the Isonzo Offensive, and the whole general reserve, had to be diverted to the Trentino, to face the menace pending on the Venetian plains.

Once the Austro-Hungarian offensive was stopped, and the following Italian counteroffensive gave no results on the Trentino highlands, General Cadorna moved his attention back to the Isonzo and Gorizia.

The offensive preparations resumed, and the opportunity for a strategic surprise arose, as the Austro-Hungarian Army was still busy with the Russian Brusilov Offensive in the East, and incredulous that the Italians could mount an offensive in so brief period of time, after being bled by the fights in Trentino.

The shift of two Corps of 7 Divisions, and 40 artillery batteries, from Trentino to the Isonzo front was carefully planned, so that it could be done in 10 days; a logistic miracle, keeping it secret from the AH intelligence.

The surprise was achieved, so much so that General Zeidler, the Commander of 58<sup>th</sup> AH Division defending Gorizia, was on leave when the attack begun, on the 6<sup>th</sup> of August.

At 7.00 the artillery barrage started, with intense use of a new weapon for the Italian Front, the Bombard. The forefather of the current mortar, it was used by the French on the Western Front, with good results, and imported, or manufactured under license in mass in Italy.

The opening barrage was so intense and precise that it was defined unprecedented by the official AH reports, hitting regroup centers, telephone cables, HQs and shelters, and destroying barbed wires and trenches.

The assault on Mount Sabotino reached the top in 40 minutes, while other parts of the front were harder to breach, but before the night also Mount San Michele was conquered, as well other parts of the Bridgehead were breached.

During the night and the early morning, the few Austro-Hungarian reserves counterattacked, pushing back somewhat the Italians, but Mount Sabotino and Mount San Michele remained firmly in Italian hands.

The following day saw the Italians attacking again, using their reserves, and breaching again the Austro-Hungarian front in front of Gorizia, while they were repulsed on the Carso. The Austro-Hungarians had no more reserves to launch against the Italian tide in front of Gorizia, so General Borojevic, the Commander of the AH 5<sup>th</sup> Army,

authorized the retreat of the remnants of the 58<sup>th</sup> Division to the second line, on the heights behind Gorizia, leaving 10.000 dead and prisoners behind them.

On the 8<sup>th</sup> of August the first Italian troops entered Gorizia, rising the flag on the railway station.

On the evening of the same day, the remnants of the 58<sup>th</sup> Division, and some battalions scraped up by the Austro-Hungarian High Command were manning the second line of trenches on the heights surrounding Gorizia.

More reinforcements were arriving from all over the Empire...

A key decision taken by General Boroevic was to retreat, during the night of the 10<sup>th</sup> of August, also the south end of his Army, that had its northern flank exposed. Furthermore, this shortened the front line, releasing some troops to reinforce the center.

The Austro-Hungarians were ready for the second stage of the battle...

At this stage, the Italian High Command was convinced that the Austro-Hungarians were routed, therefore they ordered a pursuit of the fleeing enemy. After the occupation of the city of Gorizia, the Italian vanguards reached the Austro-Hungarian second defensive line, and, convinced to have in front of them only small rearguards, attacked with poor coordination and no artillery support.

After these first attacks were repulsed, the Italians had to wait until the bridges over the Isonzo were repaired, and most of their artillery was moved forward, leaving in this way time to the Austro-Hungarians to receive reinforcements and ammunition, and to fortify their positions.

The situation was back to the attritional war, and the opportunity for a breakthrough lost.

Just some positions on the Carso, such as the Nad Logem (3413), were conquered by the Italians before the offensive was stopped on the 17<sup>th</sup> of August.

Further efforts against the hills overlooking Gorizia were repulsed, and, in the following year, names like Monte Santo and Monte San Gabriele became sadly famous because of the uselessly high toll of blood they levied.

The Sixth Isonzo Battle gave to Italy its first important victory, more from the prestige point of view than from the strategic one. The Italians lost 50.000 troops, against the loss of 40.000 Austro-Hungarian troops.

The front line was moved one step closer to Trieste, and the Austro-Hungarians had lost an important railroad junction, but the Great War was still far from its end.

*Andrea Brusati*

## DESIGN NOTES

“Gorizia 1916” is the second game on WWI on the Italian Front, after “Strafexpedition”, and uses its same basic system and rules. It takes place a couple of months after the events depicted in the former game, but the situation

is completely different. No more rocky mountains, but rugged hills crossed by deep trenches, no more deep penetrations, but fierce fights for single hexes, and a lot of units.

There are a few big differences in the rules from Strafexpedition.

The first one is in the losses from Fire; now they are heavier for stacked targets in open terrain. This makes Fire/Bombardment more bloody and rewards the dispersion of troops.

The second one is in the Assault, which now can be done by every unit declaring an Assault, not one stack equivalent only.

The third one is a limit to the number of net shifts on the Assault and Fire/Bombardment Tables.

The fourth one is Interdiction Fire; artillery can fire on empty hexes, to damage enemy units moving across them. In this theater of war the counterattack was a widespread doctrine, and a tactic used very often.

This is also reproduced in the Night Counterattack rule, and in the Events.

Also Trenches were very important, as very strong defender shelters, and effective fire platforms against attackers. Actually, trenches and artillery are the key elements of this simulation; use them in the proper way, and you will get the prize.

Very important also is the Isonzo River, and the bridges across it; their blowing up or their capture/rebuilding is very important to move supply and artillery across the river.

There are also some “chrome” units, like MG, Cavalry, Engineers, Flamethrowers, and Armored Cars; they will not be the ultimate weapons, but very useful in the appropriate situations.

Last, but not the least, the map. The map is the result of a careful research, on maps of the period, with details that exceed the real needs of the game: town and village symbols are copies of their extension on a 1916 map, bell towers are indicated as standing or razed, names are from an Austro-Hungarian 1914 map, and terrain characteristics are derived from maps of the period.

Enjoy this second episode of WW1 on the Italian Front.

*Andrea Brusati*

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*“do not forget us !”*

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## DEDICATION

*This game is dedicated to every man who fought, died, or was injured in this war.*

*Andrea*

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## EVENTS TABLE

<b>1</b>	Roll on the <b>Italian Events Table</b>
<b>2</b>	Roll on the <b>Italian Events Table</b>
<b>3</b>	No Event
<b>4</b>	No Event
<b>5</b>	Roll on the <b>Austro-Hungarian Events Table</b>
<b>6</b>	Roll on the <b>Austro-Hungarian Events Table</b>

### Italian Events Table

<b>1</b>	<b>The Italian High Command orders “To put wings on your feet”:</b> randomly pick one Italian Brigade HQ from the ones in play. This Brigade is activated for free and must make at least one Assault during this Game Turn. If the Brigade cannot make Assaults on this turn (too far from the enemy or other reasons), randomly pick another Brigade
<b>2</b>	<b>Confusion in the Italian High Command:</b> randomly pick one Italian Brigade HQ from the ones in play. The Austro-Hungarian player can move the battalions of one of the regiments of the Brigade one hex (in any direction, but not across the Isonzo River). The Event takes place immediately. If the Brigade cannot move on this turn (for any reason), randomly pick another Brigade
<b>3</b>	<b>Italian artillery short firing:</b> for each Italian Offensive Bombardment executed during the current turn, roll one die. If the result is a 1 or 2, the bombardment is made against one adjacent hex containing assaulting Italian units (choose randomly)
<b>4</b>	<b>Italian Logistics Effort:</b> Italy receives 5 additional Logistics Points
<b>5</b>	No Event
<b>6</b>	No Event

### Austro-Hungarian Events Table

<b>1</b>	<b>Austro-Hungarian Night Counterattack:</b> During this Game Turn the Austro-Hungarian player can activate one Brigade for free during any one Opponent Reaction Step. Its Activation is automatic; no die roll is required. Any Brigade can be activated, no matter if Activated during the Command Phase, but not if already Activated in the current Game Turn. Artillery cannot be used during this activation.
<b>2</b>	<b>Austro-Hungarian orders misunderstood:</b> randomly pick one Austro-Hungarian Brigade HQ among the ones in play. The Italian player can move the battalions of the Brigade one hex (in any direction, but not across Isonzo River). The Event takes place immediately. If the Brigade cannot move on this turn (for any reason), randomly pick another Brigade
<b>3</b>	<b>Austro-Hungarian artillery short firing:</b> for each Austro-Hungarian Offensive Bombardment executed during the current turn, roll one die. If the result is a 1 or 2, the bombardment is made against one adjacent hex containing assaulting Austro-Hungarian units (choose randomly)
<b>4</b>	<b>Austro-Hungarian Logistics Effort:</b> Austro-Hungarian player receives 5 additional Logistics Points
<b>5-6</b>	No Event