Durchbruch

The Austro-German attack at Caporetto - October 1917

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The game Durchbruch am Isonzo depicts the intense and dramatic battle that changed dramatically the italian war. The austro-german offensive (codename "Waffentreue") started the 24th of october and ended the 12th of november, 1917. The austro-german attacks were conducted with mathematical precision, and caught the ill prepared and mostly unaware italian troops by surprise. Moreover, the new german combat tactics of infiltration and encirclement were unknown to the italian army, that was unprepared to counter them. In a war where a successful offensive, in the western front, usually gained few hundred meters of terrain after cruel and long battles and appalling losses, the whole italian front collapsed of about 120 kilometers in few days, with a loss of more than 300.000 soldiers (mostly prisoners) and 1300 guns.

1   GENERAL RULES

One of the players controls the Italian forces, the other the Austro-German forces.

The game requires the use of 2 six-sided dice (2d6).

The abbreviation hex is used for hexagon. All distances are given in terms of hexagons.

1.1   GAME SCALE

Every day is divided in two turns. The first day has one more Preliminary Phase.

An hexagon on the map corresponds to about 1000 meters.

The unit counters represent infantry battalions/ regiments and minor units.

1.2   ROUNDING

If not otherwise indicated, when rounding you must always round up.

For combat ratio determinations round fractions as per: 0,01 to 0,49 down, 0,50 to 0,99 up.

1.3 TERRAIN

The map represents the mountain region of higher Isonzo valley where the battle was fought. An hexagonal grid has been superimposed on the map to regulate movement and combat. The map is divided into terrain Levels which have different colors.

The effects of the different Level of terrain on movement and combat are listed in the **Terrain Effects Table**, and in the Die Roll Modifiers and Column Modifiers on the **Combat Table**.

Each level has its movement cost, and can have its own column modifier and/or die roll modifier for combat, (sometime depending on the type of the attacking unit) and its value for Preliminary Bombardment.

Other features, such as villages, stream, trails and trench may increase or decrease the movement cost, the defensive benefit and modifier of the level, can have modifiers on the Barrage Table and on the Morale Check Table.

1.3.1 Different types of terrain

If two or more different types of terrain levels are into the same hex:

- when moving, use the terrain level in the majority of the hex plus any additional hexside cost.

Exception: If moving along Main Road or Trail use the Main Road or Trail cost.

Example: If you move from a Main Road hex to another Main Road hex you pay 1/2 Movement Point regardless of the terrain level.

- when in combat, use the terrain level in the majority of the hex and any effect from the hexside and/or terrain features.

Example: If you are defending a hex on level 2, with a village and 50% of attackers are attacking through a stream hexside, you will receive 3 column modifiers in combat: one for level 2, one for the village and one for the hexside of stream.

- Stacking: use the terrain level in the majority of the hex.

Example: In a Level 2 hex you can stack one regimental unit plus one special unit, plus one engineer unit, plus one artillery unit and plus one HQ unit (see 9.0 Stacking).

- Morale Check: use all the modifiers for the hex.

Example: An infantry unit in a trench hex at level 3 (mountain) has a -1 modifier for the mountain and +1 for the trench.

1.3.2 Roads, Trails and Railroads

Roads are indicated by continuous lines while trails are dotted lines, and can affect movement. Railroads were not actually operative and are shown only for accuracy.

1.3.3 Trenches

Trenches show on the map the lines in which the troops were deployed in October 1917.

The first line trenches, in other words the Austro-German ones from hexagon 1018 to hexagon 5103 and the Italian ones from hexagon 1020 to 2709 and then from hexagon 3006 to 5303, have special effects (see 1.4).

1.3.4 Isonzo River

All units except artillery pay +3 MP to cross. You cannot cross if your unit lands in an hex where an enemy unit exerts a ZOC.

When one Austro-German engineer has crossed the river and is on the other side, it is possible to use that engineer unit as a provisional bridge thrown over the river. Flip the engineer counter backside up. **A provisional bridge allows the passage of artillery units.**

The engineer cannot move, otherwise the bridge will be removed. In this case the unit becomes a normal engineer unit again.

1.3.5 Bridges

1.3.5.1 There are eight bridge through Isonzo river: at Ternovo (2518/2418), Caporetto (3016/3115), Idersko (3215/3114), Volarje (3708/3608), Tolmino (4005/4004 - blown), S.Lucia (4402/4403), Ronzina (5108/5208) and Canale (5512/5511).

The bridges at Canale d'Isonzo (5511) and Ronzina (5208) cannot be attacked/crossed **before the 2nd Operative Turn of the day October 27th**.

At start of the game the bridge at Tolmino is blown and can be repaired with the same procedure used for deploying a provisional bridge (see 9.2).

The bridge in Volarje (3708-3608) is a temporary bridge and does not allow the passage of artillery units.

1.3.6 Map Errata (and VP Table Errata)

- GLOBOCAK instead of GLABOCAG;
- PODKLABUK instead of POCLABUZ;
- S.MARIA MADDALENA instead of S.MARIA MADDA;
- IDERSKO instead of JDERSKO;
- ZATOLMIN instead of ZOTOMIN (hex 3804).

1.4 NO MAN'S LAND HEX AND FIRST LINE TRENCH

The No Man's land hex are the hexes intervening between the two First line trench hexes (see 1.3.3) and also the enemy First line trench hexes; They negate ZOCs for purposes of movement and retreat after combat.

In order to enter in No Man's Land and First line trench hexes you must create a **Passage**.

Passage marker in the No Man's Land and above First line trench hexes are created:

1 - by engineers after entering it and passing a morale check (see 2.5.2);
2 - by other units (except MG coy, HQ and Artillery units) after entering it and passing a morale check (use the worse modifier);
3 - by any unit who advance after combat in the hex;
4 - by any unit entering a first line trench hex and then moving along a path following the same trench line;
5 - as an effect of Preliminary Fire in the Preliminary Phase (before the First game turn).

When there is not a passage marker any combat unit (except MG coy, HQ and Artillery units) can enter No Man's Land hex and First line trench and must check for morale:

1 - If the check is passed put a passage marker in the hex, but that unit stops and cannot attack in the same turn;
2 - If the check is failed the unit retreats back in its own trench hex (from where it started) and is **Pinned**.

Pinned units:
- cannot attack and are
- halved in defence (rounded up),
- may move only one hex and
- don't exert ZOC.

1.4.1 Italian Right Wing:

The following trench hexes: 4908 – 5005 – 5104 – 5204 and (as said) the bridges at Canale d'Isonzo (5511) and Ronzina (5208) cannot be attacked or crossed before the 2nd Operative Turn of the day October 27th.

Designer's Note: those sectors were controlled by troops subordinates to Corps absent in this game and their front didn't immediately collapse. The Italian Comando Supremo (CS), on October 26th, sent an Order entitled "Outrance Defence n. 4988 prot." in which they ordered to withdraw the line on the mounts Maggiore – Juanez - Mladesena – Purgessimo – Castel del Monte – Korada and, from there to southern mounts Kuk and Vodice. The rule will take in account the time necessary, to Italians, for executing the CS Order.

1.5 FOG OF WAR

Some Italian units are deployed in map (during the initial setup) flipped on their generic backside. This simulates the lack of local Intelligence during the hasty attack along with the deep Austro-German penetration inside the Italian lines.

Optional rule: Game markers and HQs cannot hide combat units but Special Units with a badge (like MG) on their backside do (even Rommel can do it).

1.6 SCENARIOS

There are two Scenarios and a Durchbruch am Isonzo Campaign Scenario (played in ten turns - five days), see special rules for first turn of October 24.

2 UNITS AND ORGANIZATION

There are four Austro-German Army Corps and four Italian Army Corps in the game. Each Army Corps is composed of one HQ with combat units assigned directly to the Army Corps, plus Divisions each consisting of an HQ and combat units.

Both Army Corps and Divisions have their own artillery units. Units of different Corps cannot stack and attack / defend together. Each combat unit counter has, with some exceptions, a front side showing the full strength and a reverse side showing reduced strength.

The number of steps is indicated by small dots. When a unit suffers a step loss during combat its counter is turned on its reverse side. If the counter is already inverted and get another hit, this causes the elimination of the units.

One step unit (example MG coy) that loses its step is eliminated. Every step loss can modify the Morale value of the unit.
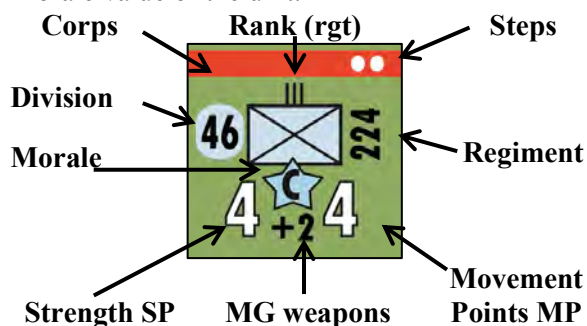
2.1 INFANTRY UNITS

Each unit has the following informations:

1 - Combat value or Strength Point or SP (left);
2 - Number of movement points or MP(right);
3 - Machine-Guns weapons DRM (between SP and MP);

4 - Morale value (in letters and colors).

There are also the unit identification codes: on left the division number, on the right the regiment's one.

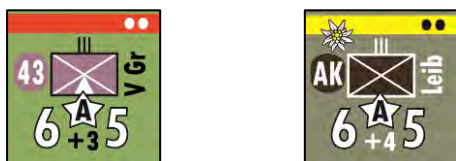The combat units are grouped under a main formation (division). The divisional colour code is the square or circle with the number, while the horizontal bar on the top identify the Corps.

2.2 MOUNTAIN UNITS

Mountain troops have Mountain infantry symbols (italian Alpini) or the Edelweiss flower (Austro-Germans).

They:

1 - have better movement (more MPs) and at level 3 spend one less MP than other units;

2 - can move and attack in Rocky terrain level (level 4);

3 - when attacking an hex at level 3-4, there is a DRM of +1 for each regiment attacking;

4 - when defending in hex at level 3-4, there is a DRM of -1 if there is at least one mountain regiment defending;

5 - may operate (attack) also if OOC1 if in Mountain and Rocky terrain.

2.3 ARTILLERY UNITS

Artillery counters have 1 step only but they have a side (ready side) which can bombard and a reverse side which indicates the counter has fired or has moved. Artillery units which fired or moved must be flipped on reverse side. In the Mutual End Turn phase they are flipped back, ready side up (see 15.1).

Artilleries cannot attack an adjacent hex but may bombard if adjacent to enemy unit(s) and not attacked. If defending they have a combat value of 1 SP.

With a scale of 1 km per hex their RANGE is:

- **9 hexes for CORPS artillery,**
- **5 hexes for DIVISIONAL artillery.**

Range   reverse side
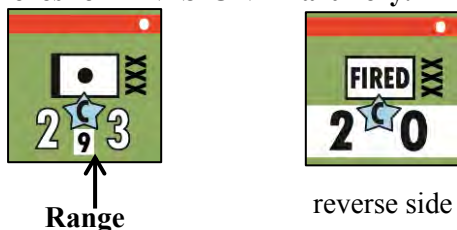
Artillery units operates during the Preliminary Phase and Operations Phase and may bombard:

1 - with Preliminary Fire (Austro-German artilleries only, during Preliminary Phase, see 6.0)

2 - with **Barrage fire** (every turn in Operations Phase)

3 - with **Support fire** (offensive or defensive fire used in infantry attacks in Operations Phase).

To remember target hexes player must use target markers before all PRELIMINARY FIRES and BARRAGE FIRES.

2.4 HQ

2.4.1 Steps

Headquarters have one step, their value is only used in defence if the hex they are in is attacked. HQ are not combat units and do not exert a ZOC. They cannot enter an enemy ZOC if that hex is not occupied by a friendly combat unit.

2.4.2 ZOC

They may move directly from enemy ZOC to another enemy ZOC without paying the +1 cost to leave the enemy ZOC (even if those different ZOCS are exerted by the same enemy unit), providing they move into an hex with a friendly combat unit.

2.4.3 Displacement

If Headquarters are attacked and ALL the friendly units in the hex are eliminated the HQ is immediately detached to the nearest friendly unit. HQ may withdraw freely with surviving friendly units.

2.4.4 Artillery fire

Headquarters cannot be eliminated by artillery fire.

2.4.5 Movement

They have also a Movement Points allowance and can move with stacks composed of unit(s) belonging to their Corps/Division, one HQ only per stack.

2.4.6 Corps HQ

2.4.6.1 They must trace LOC to a friendly map edge (a path of hexes of any length and not interrupted by enemy occupied hexes, eZOC hexes not occupied by friendly units) along a continuous line of road/trails.
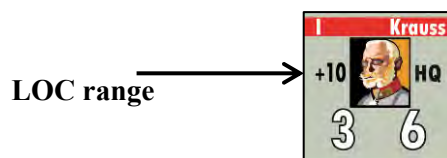
LOC range

2.4.6.2 Corps HQ have a 10 hexes LOC range up to Division HQs belonging to their Corps, that works only if not interrupted by enemy occupied hexes, eZOC hexes not occupied by friendly units.

2.4.7 Divisional HQ

2.4.7.1 They trace (or receive) a LOC from Corps HQ (see before, 2.4.6.2).

2.4.7.2 Combat units of a Division can trace a LOC from their HQ (linked to the Corps HQ) if they are **in range of 5 hexes** (a continuous path, of no more than 5 hexes, and not interrupted by enemy occupied hexes, eZOC hexes not occupied by friendly units).

Combat units in range are **"In Command"**.

2.4.7.3 If more units are entrenched **only the first unit must be in range**: others can have a continuous chain of max 10 hexes formed by units of that Division in the same trench and separated by **no more than two empty hexes**.

2.5 SPECIAL UNITS

2.5.1 Engineers coys

Engineers are normal combat unit but do not count for stacking (max 1 engineer unit per stack), do not exert a ZOC and have only one step. If they suffer a hit are eliminated.
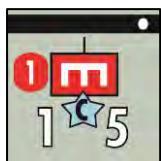
Engineer units may move from enemy ZOC to other enemy ZOC (even where these are exerted by the same enemy unit) by paying +1 MP per ZOC hex entered.

Army ENG coy   Army ENG coy verso

2.5.2 Tasks

2.5.2.1 Austro-German Engineers can accomplish three task:

1 - They can leave a **Passage** marker in an hex.

2 - They can **act as a bridge** in order to pass the Isonzo River (see 9.2). With the same procedure they can repair a blown bridge.

3 - They can **help in attack** through Isonzo River. In an attack through the Isonzo River the unit(s) stacked with an Engineer are not quartered but only halved.

Note: Engineers do not have two steps but an "at work" back of the counter that is used when the unit accomplishes a task type (1) or (2).

2.5.2.2 Italian Engineers can accomplish two task:

1 - All bridges can be blown when an Austro-German unit enter for the first time in the river hex and an Italian Engineers unit is deployed within range of (3) three hexes (9.2).

2 - Italian Engineers units can also **destroy a Passage marker** with the same procedure followed in 2.5.2.3.

2.5.2.3 Passage Markers Procedure (placing / destroying):

After having entered an enemy First line trench/No Man's Land hex, the Engineers Unit flips on its reverse side and performs a Morale check using a 2d6 roll on the Morale Checks Table. **If the result is equal or lower** than their Morale value, they Place or Destroy a Passage marker in the hex (see 1.4) and must stop there till the end of turn; if the check fails they flip again themselves on their moving side.
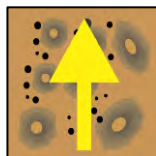
A **Passage Marker** authorizes to bypass every Morale Checks (by other friendly units), eliminates the Trench Defensive Bonus in that hex and make the cost of moving across only 1 MP.

2.5.3 German Pioneers Gas Attack

2.5.3.1 The German 35° Pioneer Gaswerfer-battalion is represented, in the game, by two counters. **During the Preliminary Bombardment Phase (only)** they can launch their gas attack, once per game. After that they are used as normal engineer units.

2.5.3.2 The Austro-German player can set up the two German 35th Pioneer gas battalion coys, anywhere in Level 1 hexes within 3 hexes from 1619. For each Pioneer unit the Austro-German Player selects a target hex at a maximum range of 2 hexes. He then rolls 2d6: **on a result 5 – 9** he hits the target.

The Italian player then rolls 1d6 : on a result of 1-3 the hex suffers 1 step loss; on 4-6 = 2 step losses. If any unit in the target hexes survives the gas attack is retreated 2 hexes and is **Pinned** (see 1.4).

*Example: A German pioneer in 1717 chooses the hex 1620 as the target hex, roll 2d6 and with an "8" hits the target. In the hex there is an Italian unit with 2 step; the Italian player roll 1d6 and the result is 3 : the unit loses a step, retreats two hexes toward his own Divisional HQ and becomes **Pinned**.*

2.5.4 MG companies

They have only one step and if they take an hit are eliminated. If attacked alone they defend normally and can add their defensive value to a stack.
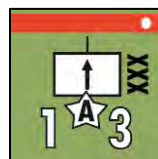
Army MG coy   Army MG coy verso

For each MG companies participating in a combat (in attack or defence) there is a +1/-1 DRM in

addition to the MG values of each unit (see 2.1) in the stack.

2.5.5 Assault units and Rommel

2.5.5.1 Infiltration Tactics: Assault units are always considered in Command and may advance after combat three hexes ignoring enemy ZOCs. Assault units may move from an eZOC to another eZOC (even where these are exerted by the same enemy unit) without necessity to pay the cost of +1 MP per ZOC hex entered.

2.5.5.2 Assault units can enter in Level 4 terrain.

2.5.5.3 Rommel Unit stacks for free with any unit(s) in the AK German Division (Deutsches Alpenkorps). He can add (in attack or defenc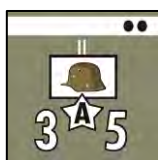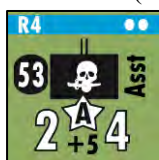e) his SP value and his MG value as a DRM in addition to the values of any units in the stack. Rommel unit is able to perform infiltration tactics as described above (2.5.4.1).

2.5.6 Units Abbreviations

KuK: Imperial and Royal (Austrians)
Lst: Austrian Landsturm
Lw: Landwehr
Hv: Honvéd
Geb.: Gebirg (mountain)
Al.: Italian alpini.
FJB: Feldjäger
BH: Bosnia-Hercegovina
Württ. Geb. Btn.: Württemberg (german) mountain battalion
BAK or **AK**: Bayern (Deutsches) Alpen Korps
TKJ: Tiroler Kaiserjäger
TS: Tiroler Kaiserschützen
MG: Machine-gun (the MG coys had heavy MG).

3 ZONES OF CONTROL (ZOCs)

Zone of control (ZOC) represents a unit's ability to inhibit enemy movement around it. The ZOC of enemy units are called Enemy Zone of Control (eZOC). Friendly ZOC have no effect on friendly units.

Only Regimental units and Assault units exerts a ZOC in the six hexes adjacent to the unit (HQ, artillery, MG and Engineers doesn't).

The ZOC of a unit influences the Movement, Combat and ability to trace the **Line of Communications** (LOC) of units.

Exceptions:

1 - No units may exert a ZOC in a No Man's Land hex or any Enemy trench hex (First line and other trenches);

2 - ZOC extends over any occupied trench line (friendly ad enemy) and adjacent to friendly units;

3 - ZOC never extend through Isonzo river.

3.1 ZOC AND MOVEMENT

3.1.1 Any unit which enters an enemy ZOC must stop its movement.

3.1.2 Any unit which begins its movement in an enemy ZOC may leave this ZOC by paying an additional +1 MP.

3.1.3 All units can move from enemy ZOC to enemy ZOC taking care that the new entered ZOC it is not exerted by the same enemy unit and paying +1 MP. (see exceptions below)

3.1.4 Engineers can move from enemy ZOC to another enemy ZOC, even if exerted by the same enemy unit, and paying +1 MP; Assault units can move from enemy ZOC to another enemy ZOC, even if exerted by the same enemy unit, without any additional cost.

3.1.5 HQ may move from enemy ZOC to other enemy ZOC and don't pay the +1 cost to leave the enemy ZOC (even if those EZOCS are exerted by the same enemy unit), providing they perform their move in a hex with a friendly combat unit.

3.1.6 The presence of a friendly unit in an enemy ZOC neutralizes the EZOC for retreat purposes and LOC only.

3.2 ZOCs AND COMBAT

Combat is not mandatory for a unit which ends its movement in an enemy ZOC. A unit or stack of units that, as a result of a combat, retreats into an EZOC not occupied by a friendly combat unit must undergo a Morale Check (and a Step Loss if failed, for the stack) for each enemy ZOC entered.

4 STACKING

Always place a unit that can exert a ZOC (if any in the stack) on the top of the stack. During the Movement Phase friendly units can pass through each other without limitations except in Trench Lines hexes. Game markers do not count for stacking limits.

4.1 STACKING LIMITS

Stacking Limits are enforced at the end of Movement Phase. Limits are:

4.1.1 Terrain Levels 1-2

There's a maximum of **1 regiments plus 3 special units** (which are MG coys,

engineers and assault units), or any number of special units only. Only one artillery unit is allowed in every stack; it can move by road/track or spend their total movement allowance and move one hex.

4.1.2   Terrain Levels 3-4
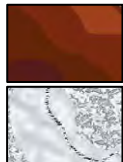
In level terrain 3-4 there's a maximum of **1 regiment plus one special unit**. If the regiment is mountain infantry it can stack with 3 special units instead of one. Only one artillery unit is allowed in every stack, it can move only per roads/tracks. No artillery counter is allowed on "terrain 4" rock hexes. Mountain units, assault units, MG coys and engineer units are allowed.

4.1.3 HQ and game markers do not count for stacking. Therefore you can add a HQ in addition to the stacking limits indicated above.

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5   SEQUENCE OF PLAY

1 - Preliminary Phase

(only before first turn of day October 24th).

1 - Set Up with Tables.

2 - Austro German Player must choose his **Offensive Plan**.

3 - Austro German Player distributes additional SP to his units if desired (they have 40 Resource Points for this).

4 - Austro-German artillery may bombard using Preliminary Bombardment (they have 40 Resource Points for this). Pioneer Gaswerfer battalions can launch gas attack.

5 - Up to 20 Austro-German units may move and eventually attack (without artillery support in attack and defense), with a favorable + 2 column shift; units part of different Corps cannot stack attack together. Artillery cannot be part of the 20 units

2 - Reinforcements, Replacement Phase

(not on first turn). Place reinforcements and use replacements as stated.

3 – Chit Draw Phase

In the game there is a chit available for each army Corps; they are placed inside an opaque cup in order to be drawn and make Actions.

4 - Mutual End Turn Phase

1 - Rally PINNED units and finally turn all inactive artillery on their active side.

2 - If this is the last turn verify the Scenario Victory Conditions and declare the winner.

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6   PRELIMINARY PHASE

6.1   SET UP

See Scenario Rules for units placements, identify reinforcements units and place them on Turn Record Track and check the Victory point table (VPT) to identify the objectives of the Scenario (17).

The Austro-German Player receives 40 Resource Points that he can use to bombard in the preliminary turn or to assign additional SP to his units.

Before the set-up of his units the Austro-German player must choose the battle plan among the three available ones. See 16.5.

6.2   DISTRIBUTE ACCESSORY SP TO UNITS

After the set-up of his units the Austro-German Player must choose to which units he wants to add accessory strength points. This occurs only in the Preliminary Phase.

6.2.1 For each Corps the Austro-German player may choose up to four units (regiments or Assault coys), adding up to a maximum of 4 more SP (place the marker below the unit). Some DUMMY markers are provided to recreate Fog of War effect.

6.2.2 Each SP added will cost 1 Resource Point to the Austro-German Player. Additional SP cannot be redistributed on other units during the rest of the game.

6.2.3 Accessory strength points add strength and step points to units at the same time.

Example: A German unit with a Strength point value of 5 (five SP) with 2 accessory SPs will have a total of 7 SP (5+2). When losing the first step it will lose one accessory SP becoming a 6 SP unit. When losing the second step it turns into the original 5 SP mode and flips on its reverse side if losing another step.

6.3   AUSTRO-GERMAN BOMBARDMENT

6.3.1 All Austro-German HQ/Divisional artillery are on road/track hexes, on their firing side and may bombard with their Preliminary Fire (see 11.1). To do so the Player must pay 1 Resource point for each of the three Italian corps (total 3 RPs). Austro-German player must use Target markers in order to remember which hexes were bombarded during the preliminary fire.

6.3.2 Pioneer Gaswerfer battalions performs their Gas attacks as indicated per 2.5.3.2.

6.4   AUSTRO-GERMAN ATTACK

6.4.1 Up to 20 Austro-German units can move and attack (without artillery support in attack or defence).

Exception: Artillery units cannot move.

**6.4.2** In this special combat the Austro-German player have a + 2 columns Shift (Right) modifier on CRT.

6.4.3 All units move and attack but unit from different corps cannot stack together and cooperate in combats.

6.5   ITALIAN SPECIAL UNITS SET UP

The Italian Player, after having completed his regular units set-up takes all his Special units and divides them in two groups:

1 - **Special units with a back side** (i.e. assault, MG battalions and engineers) and sets up them inside the command range of their Corps HQ. They must be placed in towns or road/track hexes.

2 - **Special units without a backside** (essentially the MG coys), some **Dummy counters** (There are 8 in the countersheets. See above) and the (4) Corps Communications stations. They must be placed all in towns or road/track hexes. They can be placed in stack with friendly units.
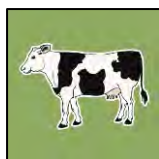
The Communications station must be placed inside a range of 9 hexes from their Corps HQ or its Corps artillery (Italian Player's choice).

If the **Communication Station** is hit by a successful bombardment it doesn't suffer any damage but all the LOCs in a range of 9 hexes from the targeted station are blocked for the whole first turn (the turn after the preliminary one).

If artillery hits an unit without a backside this is flipped face up and revealed. If hits a dummy or a MG Coy these are eliminated from play, while hitting a Communications Station causes the blocking of all the Corps' LOCs within a range of 9 hexes (Station marker excluded) for the whole first turn of October 24.

7   CHIT DRAW PHASE

In the game there is a chit available for each army Corps; they are placed inside an opaque cup in order to be drawn. When an army Corps chit is drawn that Corps activates and performs its

Operation Phase. The Austro-German Player has four chit in play from the beginning of the game.

| Marker | Marker verso |

German Sectors are the **I korps** Rombon-monte Nero / **III korps** m.Nero - Mengore / **LI** Mengore or S.Maria - S.Lucia / **XV Scotti Group** S.Lucia - Log. (there are no reserve Korps only reinforcements).

The Italian player has three Corps in play at the start of the game (**IV**, **XXVII** and **VII**).

IV Corpo (ten.gen. Alberto Cavaciocchi) – from monte Rombon to Dolje- **XXVII Corpo** (ten.gen. Pietro Badoglio) from Dolje to Breg; **VII Corpo** (gen. Luigi Bongiovanni) Judrio creek (between Matajur and m. Globočak – **XXVIII Corps** (gen. Alessandro Saporiti).

At the beginning of the October 25, first turn, the Italian Player may add the XXVIII Corps chit in the cup.

7.0.1 Optional Rule: late intervention of general Saporiti: at the day's (not turn) end of October 24-25, the Italian Player rolls a d6 and if the result is 5-6, the XXVIII Corps chit enters the cup on the following morning. It enters automatically, however, on October 26 morning.

Put the available chits in a cup and draw them out one by one. For each chit extracted, carry out the operations step in the order shown below before extracting another.

7.1   OPERATIONS

For every chit drawn perform the OPERATIONS PHASE in this order:

1 - **Bridges** - construction or demolition Segment.

2 - **Command Segment**: check the LOCs for all Corps units and calculate the effects of Communications stations damages. Flip Out of Command artilleries on their inactive side.

3 - **Artillery Segment**: perform Barrage fire and then flip firing artilleries on their backside (inactive).

station. The use of the artillery for Support doesn't need to pay costs.

4 - **Movement Segment**: units move (artillery may move, if it hasn't fired – then flips on its inactive side).
5 - **Assault Segment**: units combat (with eventual artillery offensive Support) or defend (with eventual artillery Defensive support) if any artillery unit is still active.

This sequence must be repeated for every chit drawn. The last Chit drawn makes the End to the Game Turn.

7.2   FIRST TURN SPECIAL EXCEPTIONS

After the Preliminary Phase and during the First Turn of October 24th apply the following Special Rules:

1 - all Italian artillery of the XXVII Corps (and its divisions) cannot Support or use Barrage Fire.
2 - all Italian units cannot use Strategic Movement (12.4) and have their MP halved (may always move one hex).
3 - the Austro-German player may choose the first chit instead of drawing it. For the first five (5) Austro-German attacks made against Italian Units count the Italians SP as halved.

8   REINFORCEMENTS, REPLACEMENTS

8.1   ITALIAN REINFORCEMENTS

Reinforcements are units that enters game map after play begins. Reinforcements always enter in the hex indicated paying the cost of the hex (usually main road/trail).

8.1.1 Italian Reinforcements enter the map in the indicated hex using the Road Movement rule.

8.1.2 All units may enter in a controlled hex which must be free of enemy ZOCs. They must enter from hex 3630 and from hex 5529 in Road Movement (the first unit on trail pay 1 MP, the second 3 MP, the third 3 MP and so on) and may use Strategic Movement.

8.1.3 If not all units manage to enter the map for the Road Movement rule, the remaining units enter the next turn. In this way the Italian player can choose which units to enter first.

8.2   REPLACEMENTS

Only infantry regiments may receive replacements.

At the start of the Day, except for Day 1 (Oct 24), players may restore strength to reduced units in map recovering SP.

The Austro-German player receives three replacements Steps per day, starting with 2st day (Oct 25).

The Italian player receives
1 - two replacement on day Oct 25th,
2 - four on days 26th, 27th and Oct 28th.

8.2.1 Players cannot accumulate replacements from turn to turn.

8.2.2 Replacements unit are received in or adjacent Corps or Division HQ, in hexes not in eZOC.

8.2.3 Artillery units, Engineers and MG companies may not recover steps lost.

8.2.4 OOC units may not receive replacements.

8.2.5 Each unit may not receive more than 1 step. No more than one replacement step may be expended for restoring one Austro-German assault unit, each day. No such restriction applies to Italian assault units (Arditi).

8.2.6 Eliminated unit(s) cannot be replaced.

9   BRIDGES

Bridges are useful because they are the only way which allows artilleries to cross streams (and Isonzo).

9.1   ENGINEERS AND BRIDGES

Engineer units (flipped on their back side) can construct a **provisional bridge** in order to allow the **crossing of the Isonzo**. When a engineer unit crosses the Isonzo and is on the other (enemy) bank, it is possible to keep that engineer unit adjacent to the Isonzo, using the unit like it would be a "bridge" thrown over the river (bridging unit). The engineer unit must always be in a friendly controlled hex on the river bank and cannot move, but it must flip on its back side with 0 MP.

The same unit creates the passage so **allowing the crossing of artillery units**. If the engineers move away, the provisional bridge has to be removed. In this case the unit becomes again a common Engineer unit. With the same procedure they can repair a blown bridge or destroy the bridge.

In this later case the "bridging" unit is eliminated.

Note: Engineers do not have two steps but an engaged back who is used when the unit accomplish a task (1) and (2). The presence of an Engineer unit flipped on its backside acts like a Bridge marker; there are no markers for blown bridges because the lack of Engineers in place, means absence of Bridge.

9.2   DESTROYING BRIDGES

All Isonzo provisional bridges can be blown when an unit enters, for the first time, in one of the two adjacent hexes. As for the Italian side, all bridges can be blown when an Austro-German unit enters, for the first time, in one of the two bridge's hexes

and an Italian Engineers unit is deployed in Range of (3) three hexes.

The Player rolls 1d6 (once for each bridge) and the bridge is blown with a DR (die roll) of:
1-2 (on turn 1)
1-3 (on turn 2)
1-4 (on turn 3)
from game turn 4 to the End of the Game a bridge is blown with a DR of 1-5.

Note: all bridges can be repaired with the same procedure used for deploying a provisional bridge (9.1).

10   LINES OF COMMUNICATIONS

Note: Communication stations simulates the wire system of the field telephones which, if broken, could paralyze artillery and movement orders. During set up the Italian player deploys his special units with the mandatory 4 Communication stations to be placed in an hex which must be inside a range of 9 hexes from its Corps HQ or its Corps artillery.

When drawing a Corps marker the owning player must control if ALL the Corps' units are within a Line of Communication (telephone and radio links).

10.0.1 The Corps HQs generates Communication:
1 - extending Communications (artillery fires and movement orders) to their divisional HQ with a maximum range of 10 Hexes.
2 - extending communications directly to any single divisional unit (part of the same Division/Corp) with a maximum range of 5 Hexes.

10.0.2. Divisional HQs do not provide Communications as Corps HQs do. They only extend the LOC:
1 - to units of their division and
2 - to any unit of the same Corps in the range of 5 Hexes.

10.0.3 Exceptions:
1 - If units are entrenched it's enough that only the first unit (of a chain), is within Range: others can have a continuous chain of max 10 hexes formed by units in the same trench line - with a maximum allowed gap (space) of two empty hexes between units.
2 - Enemy occupied hexes and eZOCs not occupied by friendly units interrupt all Lines of Communication.
3 - The LOC can be traced also through Isonzo River.

10.1   OUT OF COMMUNICATION UNITS (OOC)

Units that cannot trace a valid LOC are Out of Communications.

Mark them with the appropriate marker, OOC1 or OOC2. The first time a unit is caught OOC in this turn, use OOC1. If it was already OOC1 at the moment of an utter Line of Communications check, place an OOC2 marker.

10.1.1 OOC1 marker

Units under an OOC1 marker:
1 - defend at full strength but attack with half strength (rounded up);
2 - have Movement Point halved (rounded up)

Exception: Assault units in any kind of terrain and Mountain troops in mountain/rocky terrains may attack with full SP also if OOC1.

10.1.2 OOC2 marker

1 - exert no ZOC;
2 - defend at half strength and cannot attack at all;
3 - has the MA halved (rounded up)

10.1.3 OOC(1/2) Artillery cannot bombard.
10.1.4 If OOC units can trace again a valid LOC in subsequent checks, remove any OOC marker and the units return to "**In Command**" state.

Note: the difference to be OOC1 or OOC2 is that in the OOC1 mode a unit is acting without any communication with its superior commanders; OOC2 units are also short of ammunition supply, cause the lack of Communications. There are also different DRMs in Morale Checks (see Tables)

10.2 ITALIAN CORPS LOC STATIONS

The **Communications station** must be placed (Set up) inside a range of 9 hexes from their Corps HQ or its Corps artillery (Italian Player's choice).

Note: remember that, if using the Fog of War Optional Rule, MG Coys, Communication Stations and Dummies can mask the first unit in a Stack.

If the Communication Station is hit by a successful bombardment it doesn't suffer any damage but **all the LOCs in a range of 9 hexes** from the targeted station are blocked for the whole first turn (the turn after the preliminary one).

11 ARTILLERY

Artillery units can perform three fire mission types: Preliminary fire (Austro-German), Barrage fire and Support fire

11.1 PRELIMINARY FIRE

Only Austro-German Artillery can perform a Preliminary Fire in the opening Phase only. Corps

and Divisions artillery may fire on target hexes which are in No man's land and First Line trench hexes to place Passage markers in those hexes. They can also target objectives outsides the Trench line in order to try to hit enemy Communications Stations.

11.1.1 Procedure

1 - The Austro-German Player must declare if he desires to spend 1 Resource Point (RP) in order to bombard target(s) belonging to an enemy Army Corp or Special Italian Units in map. The Austro-German player can use up to 3 RP (one for each Italian Corp Sector) for this initial bombardment.

2 - The Austro-German player must choose in advance all target hexes for his divisional or Corps artillery (maximum one attempt per hex allowed).

3 - Each divisional or Corps artillery (of any kind and value) can make one attempt, then they flip the artillery counter on the Fired side. For each attempt make a Terrain Defensive Value check, rolling 2d6 (dice roll), on the Terrain Defensive Value Chart.

4 - If the obtained result is higher or equal to the Terrain Defensive Value put a Passage marker in the hex.
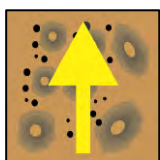
> A **Passage Marker** authorizes to bypass every Morale Checks (by other friendly units), eliminates the Trench Defensive Bonus in that hex and make the cost of moving across only 1 MP.

5 - The Austro-German Player may also bombard any special unit/marker placed on map by the Italian Player. Those units are considered part of a bombarded enemy Corps if in LOC with the HQ of an actually bombarded enemy Sector (no more RP required).

6 - If the Terrain is hit a Passage markers is placed and if a no-backside Special enemy unit is present in the target hex, it will be flipped and revealed. Those units suffer various types of damage but if a Communication Station is present, it goes out of order: this blocks all the Italian LOCs in a range of 9 hexes (from the damaged Station) for the whole turn following the preliminary fire (the first operative impulse of October 24th). This happens even if the Station is that of another Corps, different from the bombarded one (count the 9-hexes Range from it).

Note: Communication stations simulate the wire system of the field telephones which, if hit, could paralyze artillery and movement orders. During set up the Italian player deploys his special units and the 4 Communication stations are to be placed in an hex which must be inside a range of 9 hexes from their Corps HQ or Corps artillery.

11.2 BARRAGE FIRE

Barrage is directed against a unit/stack of units.

11.2.1 Procedure

1 - For each attempt, calculate the number of strengths points of the bombarding artillery units, and roll a die (1d6) on the Barrage table applying all the column and die roll modifiers (see below).

2 - Find the result on the appropriate column.

3 - Hits are the result shown in Barrage Table, mainly Morale checks (M, M1, M2) and Pinned result (P).

4 - **S result** (scatter) means the need of a second DR (1d6) using the Scatter diagram (see after). The HIT scatters in the indicated direction and can hit other units different from the original target (even friendly ones). If the hex is occupied by an unit the owning Player checks Morale and, if it fails, the hit unit loses a step and became Pinned. If it is successful there are No Effects.

5 - **M results**: Apply all the relevant Morale check modifier(s) (M1 = Morale check -1, M2 = Morale check -2).
If Morale check fails the unit(s) with the best Morale value loses one step and becomes Pinned.
If the Morale check is successful the unit remains in place.
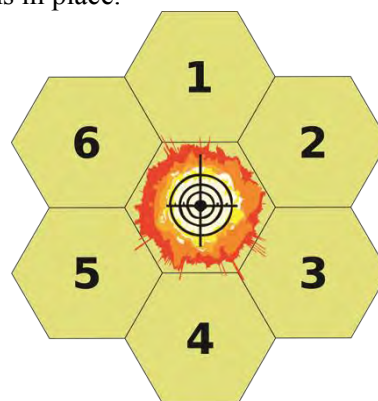
6 - **P-M2**: all units in the stack are Pinned and remain in place. The unit with the worst Morale value in the stack (if any) applies M2 result. If all units in stack have the same Morale value treat the result as Pinned and ignore the M2.

7 - **X result** reduces one full strength unit in the stack (one step loss) and all remaining units in the stack also make a M1 morale check. If there are no full strength infantry apply as P-M2 result.

11.2.2 DRMs and Column Shifts

When you roll the die on the Barrage Table:

1 - Apply a +1 DRM for each unit in the target hex, which has more than 4 SPs.
2 - Apply a +2 DRM for all Austro-German barrages on turn 1.
3 - Apply a Right Column Shift for Austro-German artillery firing on Turn 1 (Oct 24 not Preliminary).
4 - Apply a Right Column Shift for Austrian I corps artillery during Turn 1 (Oct 24 not Preliminary).
5 - Apply a Left Column Shift if target is Village or Trench hex. Apply 2 Left Column Shifts if target is a Town. Column shifts for trench and village/town are not cumulative.
6 - Apply 2 Left Column Shifts for Italian Artillery firing on turns 2-4.

11.3 SUPPORT FIRE

It can be Offensive or Defensive. The attacker may use artillery to increase his combat strength in assaults. This is called offensive support.

The defender can do the same and this is called defensive support.

To provide offensive or defensive support, artillery units must be:

1 - on their front side (not Fired) and in LOC;
2 - within range of the target hex being attacked. Friendly units supported must be of the same Corps of the firing Artillery unit(s).

3 - the artillery points used for support cannot be more than twice the strength points on the supported stack (attack or defence).

Pinned units:
- cannot attack and are
- halved in defence (rounded up),
- may move only one hex and
- don't exert ZOC.

12 MOVEMENT

A unit can always move a minimum of one hex, but never from enemy ZOC to enemy ZOC if you don't have all the necessary movement points.

A unit may move all or part of its movement allowance spending movement points as required by each type of terrain level and/or hexside crossed (see Terrain Effect Chart).

Movement of each unit or stack must be completed before starting another move. A unit need not use all its allowance and unused movement points are lost.

12.1 ROAD AND TRAILS

Moving cost along road is 1/2 MP and along trails is 1 MP. Artillery cannot move out of roads or trails in level 2 or higher.

Exception: Artillery can always spend all their MP to move one hex in a level 2 hex.

12.2 TRENCHES

Entering into a friendly trench hex costs 1 MP and entering into an enemy trench costs 2 MP. All units moving along a continuous Trench line (friendly or enemy) pay 1 MP per hex.

12.3 AUTOMATIC VICTORY

12.3.1 During movement a unit/stack may make automatic victory over enemy units. Automatic victory is a special kind of attack that can occur only during the movement phase to enter in the defender hex and eliminate the defender. It is possible only on Level 1, 2 and 3 terrain, never in Level 4 (Rocky).

12.3.2 To conduct an automatic victory as a Stack, units must begin Movement Phase stacked. Can start or must move during movement adjacent to an enemy unit/stack and expend +2 MP beyond the cost to enter in the defender hex. An automatic victory cannot be conducted across the Isonzo River.

12.3.3 Units that make automatic victory can stack (adjacent to the target hex) with units that are not participating and that hex's stacking total must be within the stacking limit. Adverse Combat result only affect the units actually engaged in the automatic victory attempt.

12.3.4 Units cannot use Main road or Trail to decrease the cost of the target hex in order to allow automatic victory.

12.3.5 Both sides (attacker and defender) total the combat strength of their involved units and compare them to derive an odds ratio as usual. Column Modifiers are the same as in Combat and also consider the Supply status of the defending and attacking units.

12.3.6 If the final Odds column is 8:1, or higher, the automatic victory is successful, the defender is eliminated and the attacking units must enter the defender hex.

12.3.7 If the final Odds column were less than 8:1 the automatic victory is unachieved, the moving unit may move no further in that phase and must, eventually, attack the defender in the following Combat Phase.

12.4 STRATEGIC MOVEMENT

If a unit movement, including the start and end hexes:

1 - follows a contiguous path on a road or trail hexes
2 - maintains itself at a distance of at least 4 hexes away from any enemy unit, then the unit gains a bonus of +2 Movement Points.

Exception: this is not allowed for Italian units on Turn 1 (October 24th).

13 COMBAT

Combat is the act of attacking one hex. Units can conduct combat against adjacent enemy units. Combat occurs only in the Combat Phase (exception: Automatic Victory).

13.0.1 A unit can attack during its Combat Phase and may attack none, one or all adjacent hex(es).

13.0.2 An enemy hex may be attacked by all friendly adjacent units.

13.0.3 An enemy hex may only be attacked once per Combat Phase and each friendly unit may only attack once per Combat Phase.

13.0.4 An enemy unit which retreats into a hex containing another enemy unit cannot participate in another combat but it may suffer losses and must join in any eventual retreat.

13.1 MULTIPLE ATTACKS

13.1.1 All enemy units in the same hex must be attacked together, and all must participate in the defence.

13.1.2 The attacker may combine multiple hex attacks against a single hex.

13.1.3 A unit's combat value cannot be divided between several combats.

13.2 COMBAT PROCEDURE

At the start of the Combat Phase the attacking player must indicate (with a counter) all hex to be attacked.

13.2.1 Procedure for each hex

1 - The attacking player indicates which of his units adjacent to a target hex are attacking it, checks if they are quartered because the attack comes through Isonzo river.
Checks also if they are halved because are OOC and which artillery units (only of the Division/Corps of infantry units attacking), within range (if any), are firing offensive support.

Exception: they are merely halved if an Engineer unit is with the attacking Stack.

2 - Then the defending player declares if the defending units are halved because they are OOC2, declares which artillery units within range of the attacked hex (if any) is firing defensive support (only of the Division/Corps of the infantry units defending). If an Artillery unit is directly attacked cannot give support to another combat and defends itself with 1 SP.

Note: HQ in a combat can participate only as defender using its SP value.

3 - To determine the combat odds, compare the total modified Attack strength with the total modified Defence strength. Divide both numbers

by the smaller numbers of the two. Apply the rounding rule (1.2) to the results of the divisions and express the numbers as a ratio Attacker to Defender (1:1, 2:1 etc.). This is the base combat odd for the attack.

4 - Match the column on the Assault Table which corresponds to the basic combat odds.

5 - Apply any column modifiers to increase or decrease the base combat odds (remember that the maximum net column modifier is +/- 4) and roll two dice (2d6).

6 - Attacks at odds lower than 1:3 (after column modifiers are applied) are not allowed. In such case the attacker take an automatic 4 steps loss. Attacks at odds of greater than 7:1 (after column modifiers are applied) are resolved on the 7:1 column. The attacker may NOT abort or alter an attack once it is declared (for example, if the defender allocates more artillery to defensive support than expected).

7 - Add, as DRM, the MG value of one attacking unit if any (owner's choice plus Rommel if present) and subtract as DRM the MG value of one defending unit if any (owner's choice plus Rommel if present).

8 - Add as DRM the number of MG coys attacking, if any, and subtract as DRM the number of MG coy defending , if any.

9 - Add as a DRM **(in any combat at terrain levels 3-4)** the number of Mountain Rgt. attacking and subtract -1 if a Mountain Rgt. is defending.

10 -   Add as Attacker (or subtract as Defender), as a DRM, the SP value of one HQ within 2 hexes from the attacked hex. An HQ can be used this way only once per turn.

Errata: cancel the reference to Air Support in the Combat Results DRMs Table

11 -   Roll 2d6, apply Die Roll modifier, and Cross-reference the result with the modified odds column to find out how many hits the attacker and defender each suffer.

12 -   Apply any step losses, retreats and advances, before moving on to resolve the next assault.

13.3 STRENGTH POINTS MODIFIERS

Before calculating the force ratio in combat it is necessary to determine which units have the combat factor (strength points) halved.

13.3.1 All units attacking across the Isonzo River are quartered. The (halved) combat factors of all attacking units are added together and the total is halved again (rounded up).

Exception: Units stacked with an Engineer unit are only halved.

13.3.2 OOC1 units are halved in attack.

13.3.3 OOC2 units are halved in defence.

13.3.4 Units both halved and quartered are only quartered.

Example: Units attacking across the river Isonzo and OOC1.

13.3.5 Supporting artillery units never modify their strength points, and the number of artillery strengths that can be used is not modified by the possible halving or reduction to a quarter of the combat units.

13.4 COLUMN MODIFIERS

Once the attacker has calculated the base combat odds, he checks the list of column modifiers on the Combat Table to see if the odds are increased or decreased ("shifted" to the Left or Right). The maximum net column modifier is +/- 4:

- Attack includes Assault units: + 1 Right
- All Attacks in the Preliminary Phase: + 2 Right
- Attack Vs defender in level 2/hill hex: -1 Left
- Attack Vs defender in level 3/mountain hex: -2 L
- Attack Vs defender in level 4/rocky hex: - 3 L

Note: apply The modifier for the prevailing terrain level in the hexagon;

- Attack Vs defender in village hex: -1 L
- Attack against defender in town hex: -2 L
- Defender in trench hex (friendly trench): -1 L
- 50% Attacking SPs (or more) across stream hexside(s): -1 L.

Note: the last four DRMs are not cumulative (use the worst one)

13.5 DIE ROLLS MODIFIERS

After determining the combat ratio, apply all the DRMs or die roll modifiers as following (all are cumulative):

- + MG modifier of one attacking unit (owner choice, this will take the first losses)
- - MG modifier of one defending unit unit (owner choice, this will take the first losses)
- +1 for each MG unit of the attacking player
- - 1 for each MG unit of the defending player
- +1 for each Mountain rgt. attacking at level 3-4
- - 1 for a Mountain rgt. defending at level 3-4
- +/-1 for Rommel unit
- +/- (SP) modifier for one Corps or Division HQ within two hexes

13.6 ASSIGNING LOSSES

All the results of combat are HIT assigned respectively to the attacker before the dash (-) and to the defender after the dash. If an HIT is scored:

13.6.1 for the attacker the first HIT is always assigned as a Step Loss to:

1 - the unit that was used for the MG modifier; if none present to
2 - Assault unit; if none present to
3 - any unit (enemy player's choice)
4 - then assign ay remaining hit(s) at owner's choice

13.6.2 The defender can satisfy the received hit(s) by retreating a number of hexes, by taking step losses, or a combination of both. The same criteria adopted for the attacker apply to the assignment of the hits to the defender.

If the defender is forced to retreat four or more hexes **it must take at least one mandatory step loss** (choose one of the stacking's unit) and retreat one hex less.

14 RETREAT AND ADVANCE

14.1 RETREATS

Retreats are not considered a voluntary movement, so the terrains has no MP cost. Unit or stack must retreat obeying the following rules in order of priority:

1 - Must retreat the number of hexes established away from the starting hex.
2 - Must retreat in direction of the friendly Divisional HQ, Corps HQ. All units must try to go towards their Divisional HQ. Units assigned directly to the Army Corps must follow the retreat of the Division units with which they are stacked or, if alone, must go toward the Corps HQ.
3 - If possible retreating units must avoid eZOCs.

14.1.1 Units in a stack must follow the same retreat direction unless they belong to different Divisions.

14.1.2 Artillery units cannot retreat and are eliminated.

14.1.3 A unit, or stack of units, which retreats may not enter an enemy occupied hex. If forced to do so the unit surrenders, it is removed from play and cannot be replaced.

14.1.4 A unit or stack of units which retreats may enter an enemy ZOC passing through it, if the hex is occupied by a friendly unit. Crossing hexes in eZOCs (with no friendly units) causes a Morale check (with a Step Loss for the retreating Stack if failed – No Effects if successful) for each enemy ZOC, retreated through, at the end of retreat.

14.1.5 A unit may retreat into a hex in violation of the stacking rules. The over-stacking is only temporary as they must try to move in the following own operation phase (of the same Army Corps) and regularize the stacking.

14.1.6 A unit that is forced to retreat off map is eliminated from play.

14.1.7 Retreating towards the other (enemy) side of Isonzo is forbidden.

14.1.8 ALL units which retreats more than one hex MUST check Morale at their retreat's end (one DR for all units) using all modifiers on the Morale Check Table. If failed they lose one step.

14.1.9 Units with no LOC (OOC1 and OOC2), must take all hits performing retreats.

14.2 ADVANCE AFTER COMBAT

Advance after combat is never mandatory.

14.2.1 Victorious attacking units

When a unit or a stack of units retreats or is eliminated it leaves its hex empty, ALL the victorious attacking units that participated in combat may advance in this hex.

14.2.2 Defender Retreats

If the defender retreat more than one hex or is eliminated, the attacking units (see after also Assault units) may advance 2 hexes.

14.2.3 Assault Units

Assault units may advance after combat 3 hexes, ignoring all eZOCs.

14.2.4 Isonzo River

Advance through Isonzo river stops in the first hex after crossing.

15 MUTUAL END TURN PHASE

Both Player do this simultaneously.

15.1 RALLY PINNED UNITS

All Pinned units automatically regain the active status and all artillery units automatically flip on their active side.

15.2 RECORD VICTORY POINTS

Austro-German Player may record his achieved VPs using a sheet of paper (for recording particular victory conditions and the days in which every objective is reached; this allows to maintain secret the initial Plan chosen) or use the VP marker in the Victory Points Track in Map.

Note: this is the easier way to record VPs in the 1st Scenario of the Game. the Austro-German initial Order is revealed at the End of the Game (also if the Italian Player can guess it during the Play). The Victory Points Definitive Count is made at the Game's End.

15.3 ADVANCE THE GAME TURN MARKER

The Turn ends and the marker is advanced on its track.

16 SCENARIOS

At German High Command in Bad Kreuznach, the proposals of an Offensive on Isonzo river was received with skepticism. In particular, General Erich Ludendorff, responsible of war's strategic conduct, expressed his doubts saying that he considered useless an offensive on the Italian front and conflicting with his wider operative plans.

The General clearly did not want to disperse the German army forces and planned to organize an ambitious offensive in Moldova from which was expected the Romania collapse and a further weakening of Russia, already undermined by the internal revolutionary situation. In this way, General Ludendorff believed to be able to recover many divisions engaged on the Eastern front, in order to make a decisive offensive on Western front in Spring 1918.

His principal associate, Colonel Georg Wetzell, chief of the operations' office, instead welcomed the German participation in an offensive on the Italian front; a collapse of Italy would have strengthened the global situation of the Central Empires and forced the Anglo-French to send many forces to organize a new South Western front.

Note: a player is declared seizing an objective when he was the last to stay or pass through its hex at a turn's End phase. Players may mark them with some home marker if they prefer.

16.1 GEOGRAPHICAL OBJECTIVES

At the end of each day the Austro-German player must record the objectives controlled and the Victory point gained.

There are objectives for the end of each day as indicated on the **Victory Point Table** (VPT) below. Victory points can be different depending on the day the objective has been captured and the original Plan chosen.

If you control the objectives at the end of a day you gain the Victory points (VP) as indicated on the VPT.

At the end of a Scenario Game the Austro-German player (only) counts the VP gained and verifies the Victory Conditions.

16.2 OCTOBER 24TH SCENARIO

This Scenario starts with the Preliminary Phase before Game Turn 1 (Oct 24) and finishes at the end of the game Turn 2 (Oct 24).

16.2.1 Victory Conditions

The Austro-German player counts the Victory point gained:

1 - VP earned as indicated on the VPT for the day October 24th.
2 - Austro-Germans loose 1 VP for each Infantry/Assault Step lost.
3 - Earns 1 VP for every 6 eliminated Italian Steps.

If at the end of the Scenario the Austro-German Player has 10 VP or more, he wins, otherwise wins the Italian Player.

16.3 OCTOBER 25TH SCENARIO

This Scenario starts with the Preliminary Phase before Game Turn 1 (Oct 24) and finishes at the end the of the game Turn 4 (Oct 25) .

16.3.1 Victory Conditions

Only the Austro-German player counts the Victory point gained:

1 - VP earned as indicated on the VPT for the days October 24th and 25th.
2 - Austro-Germans lose 1 VP for each German (not Austrian) Infantry/Assault Step lost.
3 - Earns 1 VP for every 10 eliminated Italian Steps.

If at the end of the Scenario he gained 20 VP or more he wins, otherwise the wins the Italian Player.

16.4 CAPORETTO'S BREAKTHROUGH

This is the **Campaign Scenario**. It starts with the Preliminary Phase of Game Turn 1 (Oct 24) and finishes at the end of the Game Turn 10 (Oct 28).

16.4.1 Victory Conditions

Only the Austro-German player counts the Victory point gained:

1 - VP earned as indicated on the VPT for the entire Campaign applying modifications due to the original chosen Plan.

2 - Austro-German Player loses 1 VP for each German Infantry/Assault Step lost.

3 - Earns 1 VP for every 10 eliminated Italian Steps.

If at the end of the Scenario he gained 40 VP or more he wins, otherwise a Score by 35-39 is a Draw, if less than 35 wins the Italian Player.

16.5 AUSTRO - GERMAN PLAN CHOICE

Before the campaign begins, the Austro-German Player must choose one of the following 3 Operative (historical) Plans, each with its own victory conditions to fulfill. The Italian player is not aware of the choice (he must guess it during the game turns).

When the Plan choice has been made, the Austro-German player takes the Plan chit and secretly put it (face down) in front of him. The chit must be declared (turned face up) when VP are checked.

16.5.1 Conrad Von Hötzendorff Plan

Franz Conrad von Hötzendorff, former Chief of General Staff of the Austro-Hungarian Army, had proposed a major strategic project for a double offensive from Trentino and from the Eastern front with 42 divisions; to complete this plan, which could have caused Italy to disappear from the war, it would have required the participation of at least 12 German divisions. This ambitious project was criticized by other Austrian generals; The available forces did not seem sufficient.

1 - **Austro-German Player** scores double VPs for objectives gained by Scotti Group troops. All other VP can be obtained in the common way described in the Victory Table. Austro-German Player can mark the WWW (What=objective; When= day of achievement; Who = what Corps gained it) on a sheet of paper or simply reveal his Plan and use VP Track in map.

2 - only with this Plan Italian may claim for the: **Matajur Rule** – if Italian Player mantains the control of mount Matajur during the first two days (Oct 24-25) he will score (subtracting them from the Austro-German total) 10 VP. If the Matajur remained Italian from October 26th till the End of the Game he will score (subtracting them from the Austro-German total) 15 VP.

16.5.2 Boroevich Plan

General Boroevich, on the other hand, proposed a more limited plan with a concentrated attack on the higher Isonzo, launching the top Imperial Austrian units against Flitsch (Plezzo) and THEN exploiting the important Tolmin bridgehead, toward the west bank of the river, threatening the back of the enemy on the lower Isonzo and forcing him to fall back on the border line.

1 - **Austro-German Player** scores double VPs for objectives gained by Alfred Krauss Group troops. Add Mt. Rombon as a 5 VP objective (not doubled here, if taken by Krauss' troops). All other VP can be obtained in the common way described in the Victory Point Table.

2 - with this Plan Italian player may claim for the: **Monte Maggiore and Saga Rule** - if Italian Player mantains the control of both Montemaggiore and Saga villages during the first two days (Oct 24-25) he will score (subtracting them from the Austro-German total) 5 VP. If the two objectives remained Italian from October 26th till the End of the Game he will score (subtracting them from the Austro-German total) 10 VP.

16.5.3 Waffentreue Plan

At the crucial conference, at German headquarters, General Krafft von Dellmensingen presented his definitive report that impressed all senior officers; ultimately, General Ludendorff, while maintaining some doubts, was convinced and gave his approval to the offensive with the words "I think the matter is very difficult and very risky... but in God's name we will do it". However, he requested the immediate suspension of the attack in the event of no initial breakthrough.

FLM von Hindenburg, however, showed his usual quiet sureness, approving the attack plan and expressing his full confidence in success. Thus started preparations for the offensive, on the high Isonzo, called Waffentreu, "loyalty of arms", which began to underline the close alliance of Germanic peoples against the infidel, former Triple Alliance's ally, "das treulose Italien".

Use the common conditions of the Victory Points Table.

Clarification: This is the historical Plan chosen and does have ALL the Victory conditions present in the following Table.

Note: Victory points for locations below are awarded only the first time the Austro-Geran player units enters them. For example, if Caporetto is taken on turn 2 the player receives 5 Victory Points and no more for the rest of the game.

17 VICTORY POINTS TABLE

TURN 1 (October 24th)		
3608	VOLARJE	1 VP
3214	LADRA	2 VP
3215	IDERSKO	2 VP
TURN 2 (October 24th)		
3214	LADRA	1 VP
3215	IDERSKO	1 VP
3110	M.PLECIA	1 VP
4809	M. GLOBOCAK	1 VP
2125	SAGA	2 VP
4207	M. JEZA	2 VP
4011	DRENCHIA	1 VP
4009	M. PODKLABUK	2 VP
3511	KAMNO	1 VP
3017	CAPORETTO	5 VP
3714	LUICO	3 VP
TURN 3 (October 25th)		
2125	SAGA	4 VP
4207	M. JEZA	1 VP
4009	M. PODKLABUK	1 VP
3511	KAMNO	1 VP
3017	CAPORETTO	3 VP
3714	LUICO	1 VP
TURN 4 (October 25th)		
2125	SAGA	2 VP
4511	M. KUM	1 VP
3813	M. CUCCO	1 VP
3714	LUICO	1 VP
3017	CAPORETTO	2 VP
2527	M. STOL	2 VP
3022	ROBIC	1 VP
3621	M. MATAJUR	4 VP
2129	Each Edelweiss Div. Regiment and/or German Jäger Div. exited at	1 VP
TURN 5 - 6 (October 26th)		
3621	M. MATAJUR	2 VP
3821	Monte MAGGIORE	3 VP
3725	STUPIZZA	1 VP
4616	S. MARIA MADDALENA	1 VP
4421	SAVOGNA	1 VP
5615	M. S. GIACOMO	1 VP
4117	CEPLETISCHIS	1 VP
TURN 7 - 8 (October 27th)		
3621	M. MATAJUR	1 VP
3821	Monte MAGGIORE	2 VP
5818	M. KORADA	1 VP
5024	AZZIDA	1 VP
4627	M. MLADESENA	1 VP
5321	CASTEL DEL MONTE	1 VP
5329	CIVIDALE	10 VP
TURN 9 - 10 (October 28th)		
3821	Monte MAGGIORE	1 VP
5329	CIVIDALE	5 VP
Generic Victory Points		
For each German Step lost		-1 VP

Every 10 Italian Step lost	1 VP
For every Austro-German Rgt. exited before day 27 (turn 7) from hex 5430	2 VP
For every Austro-German Rgt. exited before day 28 (turn 9) from hex 5430	1 VP
If Cividale not taken at the End of Game	- 5 VP

18 CREDITS

Historical Research, Rules and design: Enrico Acerbi

Graphics: Acerbi, Giulia Tinti, Dan Marcolini

Development: Marco Gnagnetti

Playtest: Lucio Abbate, Giuseppe Ercolano, Massimo Cesaro, Andrea Panebianco, Sauro Rossi

Troublemaker: Piergennaro Federico

Prooofreading: The Proofreading Oxford Company, Ltd.