NUTS! WARGAMES

ITALIA 1917–1918

A FAREWELL TO ARMS

CAPORETTO - M. GRAPPA - PIAVE - VITTORIO VENETO

1.0 INTRODUCTION 2
2.0 GAME COMPONENTS 2
3.0 GLOSSARY 3
4.0 STACKING 4
5.0 ZONES OF CONTROL 4
6.0 STEP LOSSES 4
7.0 SEQUENCE OF PLAY 5
8.0 DECLARING OFFENSIVES 5
9.0 SUPPLY PHASE 5
10.0 WEATHER 6
11.0 MOVEMENT 6
12.0 COMBAT PHASE 9
13.0 DISENGAGEMENT 14
14.0 EXPLOITATION 14
15.0 SUPPORT UNITS AND TANKS 15
16.0 VICTORY POINTS DETERMINATION & END OF TURN 17
17.0 AIR SUPPORT 17
SCENARIOS 18
CREDITS AND ACKNOWLEDGEMENTS 27
BASIC RULES DETAILED SEQUENCE OF PLAY 28

STÉPHANE SÉNÉCHAL

1.0 INTRODUCTION

Italia 1917-1918/A Farewell to Arms (Italia18) is an operational scale wargame that simulates the fighting that took place on the Italian front during the final 12 months of the war, from the disaster of Caporetto to the final Italian offensive known as the Battle of Vittorio-Veneto.

Italia 1917-1918 is a two-player game: each player finds himself in the position of a commander in chief on the Italian front and must handle his forces not only with regard to the operational constraints he faces, but also political. One player controls the forces of the Central Powers (Austria-Hungary and Germany, hereafter CP) while the other controls the Allied – or Entente – forces (Italy, France, Great Britain, United States).

The counters represent the actual units that took part in the campaign and the game maps represent the terrain that they fought over. The players manoeuvre their units on the map and carry out combat according to the game rules. The capture or holding of geographical objectives by game's end helps determine the winner.

The rules are divided into two booklets: the Basic and Advanced Rules. The Basic Rules cover the fundamentals of the game (combat and movement) and allow players to simulate the main points of the campaign in six scenarios. The Advanced Rules enable players to play out the entire campaign, incorporating new elements (managing reinforcements, rebuilding destroyed units, political events, etc.).

The Basic Rules are organised as far as possible in the same order as the Sequence of Play, with the exception of the rules for Air Support (17.0), which are not used in the introductory scenario and are optional for the other scenarios (although their use is strongly recommended).

Note: *Italia18 continues the game system created by Nicolas Rident for Marne 1918-Friedensturm and Somme 1918-Bloody Spring. Nonetheless, the particularities of the Italian front have led to some changes and some new rules, as well as the inclusion of clarifications that have arisen since the first games in the series appeared. The present rules can be used for all games in the series. Changes that apply to all the games in the series appear in blue, new additions specific to Italia 1918 appear in red.*

2.0 GAME COMPONENTS

Each copy of Italia 1917-1918/A Farewell to Arms contains the following elements:

- Three A1 maps
- Three sheets of die cut counters
- A Basic Rules booklet
- An Advanced Rules booklet
- 11 player aids
- 100 Event Cards (50 per side – CP/Entente) and 5 other cards
- Four 6-sided dice (d6)

2.1 THE MAPS (PLAYING AREA)

The maps represent the geographical area where the historical military operations took place. A hexagonal grid is superimposed over the terrain to facilitate the movement and placement of the counters. These hexagons are hereafter referred to as 'hexes' in the rules. The hexes are numbered in order to allow for easy identification and placement of counters. Each hex is approximately 3 km across.

A Terrain Effects Chart (TEC) gives a key for all the symbols used, and their effects on movement and combat.

Notes:

- Only hexes with all six sides appearing on the map may be used in the game.
- The extra cost of +1 movement point for trench hexes is not cumulative with the +1 MP for crater hexes. Therefore, a clear terrain hex with a trench and craters costs 2 movement points (and not 3 MPs).
- In the setup player aids for the scenarios, the letters 'W' or 'E' that appear before the hex number indicate hexes on the west or east part of the map.
- As the absence of any hexes west of the Adige River indicates, this river is absolutely impassable. No units may be west of the Adige. Any unit forced to retreat across the Adige is eliminated.

Important note: *The terrain type of a hex is determined by whatever is shown in the centre of that hex. Therefore, woods drawn around the border of a hex do not make that hex forest terrain; they are simply represented for aesthetic reasons and have no effect on movement or combat.*

2.2 THE PLAYING PIECES

Each copy of the game contains three sheets of pre-cut counters. These sheets contain the units and game markers. Certain markers may be used by either player (Destroyed Bridge or DG/RG for example), others are specific to each side and are identified by their background colour.

Each nationality is represented by a different background colour for its units:

- **Austria-Hungary:** grey (red NATO symbol = Austrian units, green NATO symbol = Hungarian units, yellow NATO symbol = Bosnian units)
- **Germany:** field grey (red NATO symbol = Bavarian units)
- **Italy:** olive green (green NATO symbol = Alpini, yellow NATO symbol = Bersaglieri, blue NATO symbol = Czech units)
- **France:** blue (green NATO symbol = Chasseurs Alpins)
- **Great Britain:** tan
- **United States:** green

Regiments and brigades are in a slightly darker tone of their national colour in order to make them easier to distinguish.

Each player has two types of units:

- Combat units
- Support units (also referred to simply as 'supports')

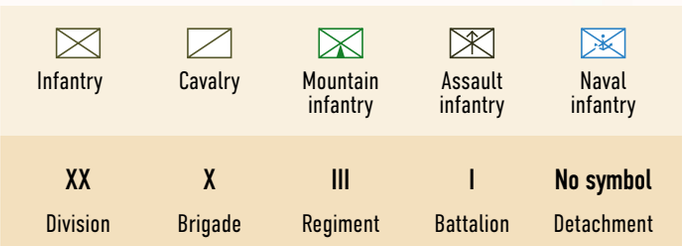
2.2.1 COMBAT UNITS

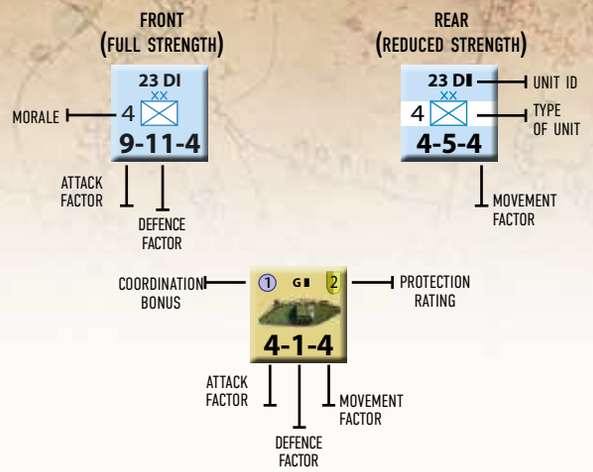
These include all types of infantry and tanks.

Notes: *There are no tank supports as such in Italia18. The chapter on tanks in the rules is only present to make clear their use in the series.*

Regiments and brigades are equivalent in game terms, except for truck transport (see 11.3.4.1). Therefore, rules applying to regiments also apply to brigades.

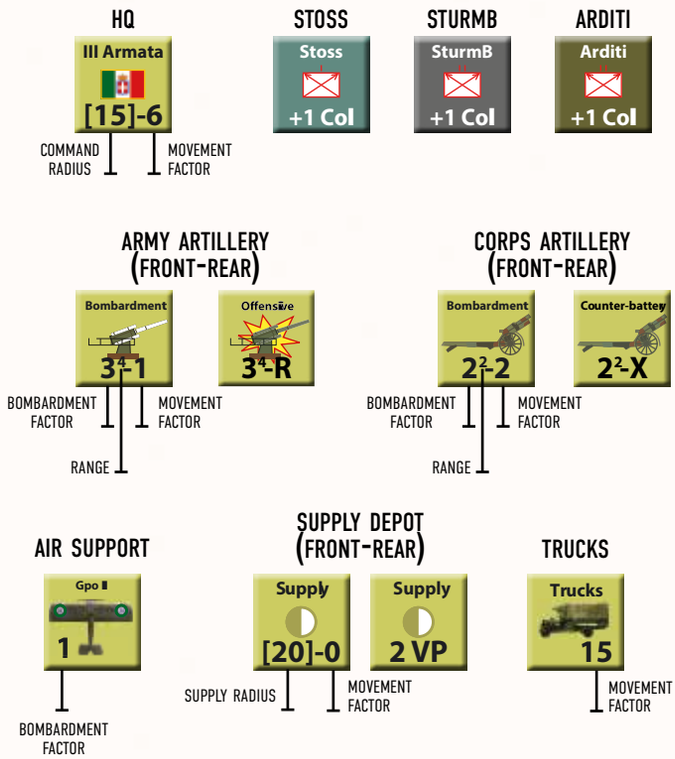
There are no rules for divisional integrity in the game. Nonetheless, stacking units from the same division together will prove useful for Exploitation (see 14.0).





2.2.2 SUPPORT UNITS

These are HQs, Artillery, Assault Troops, Air supports, Supply Depots and Trucks.



2.2.3 MARKERS

Pinned (12.2.6)	Weather (10.0)
Disorgnanized (12.5)	Turn
Reorganizing (12.5)	Sequence
Exploitation (14.0)	Victory Points (16.0)
Pontoon Bridge (11.2.4)	Reserves (11.2.8)
Destroyed Bridge (11.2.5)	Out of Supply (9.2)
Step Loss (12.2.8)	Disengagement (13.0)

Note: *Markers not listed above are not used in the Basic Rules and will be detailed in the Advanced Rules.*

2.3 THE DICE

Each game box contains four six-sided dice of different colours.

- The two white dice are used for combat resolution.
- The blue die is used for the Entente Tactical Coordination rolls.
- The green die is used for the Central Powers Tactical Coordination rolls.

To speed up combat resolution all 4 dice should be rolled simultaneously. Other actions requiring a die roll can be done using any die.

2.4 GAME SCALE

Each game turn is equivalent to 3 days.
Each hex represents about 3 km.
A counter represents:

- A division, a brigade, a regiment or a detachment of infantry
- Tank, artillery or aircraft support
- An army HQ

3.0 GLOSSARY

Friendly or Enemy: Units and ground controlled by a player are called friendly; those controlled by the opposing player are enemy.

Player with the Initiative/Reacting Player: Each scenario designates which player has the initiative at the start. The other player is called 'the reacting player'. Initiative can change sides from one turn to another.

Phasing Player: This term designates the player whose turn it is to move his units and/or carry out attacks.

CP Player: The player who controls the units of the Central Powers (Austria-Hungary and Germany). The term 'AH player' will also be used (for the Austro-Hungarians).

Entente Player: The player who controls the units of the Entente (Italy, France, Great Britain and the USA). The terms 'Italian player' and 'Allied player' are sometimes also used.

Unit: The term 'unit' can refer to both combat and support units.

Combat Unit: This refers to all combat units (divisions, brigades, regiments, infantry detachments or Tank supports).

Support Unit: This term designates all support counters (HQs, Artillery supports, Air supports, Assault Troops, Supply Depots, Trucks).

Detachments: These are combat units of various types (Alpini, Bersaglieri and Fanteria for the Italian player and Gebirgstruppen for the AH player). They are smaller than a regiment (1 to 2 battalions) and have only one step.
When a detachment ends its movement outside an enemy ZoC (eZoC), the owning player may flip the counter onto the side that does not display any combat factors (?- ?- 5, for example). Only combat (in attack or defence) can force the player to reveal the unit's combat factors again. This takes place after the combat has been declared (see 12.0, Combat).

Attack Factor: The attack factor represents a unit's ability to attack. The higher the number, the stronger the unit. (see 12.0, Combat).

Defence Factor: The defence factor represents a unit's ability to mount an effective defence. The higher the factor, the more tenaciously the unit defends (see 12.0, Combat).

Morale: This number represents the unit's quality, training, aggressiveness and experience.

Movement Factor: This number represents the unit's mobility. The higher the number, the further the unit can move in a turn. (see 11.0, Movement).

Zone of Control (ZoC): The six hexes that surround a unit constitute its Zone of Control, or ZoC (see 5.0, Zones of Control).

Hit Points (HPs): The results of combat and bombardment will inflict Hit Points; these are converted into step losses for each side's combat units. (see 12.0, Combat).

Step Losses: Each side's combat units suffer losses in men and material as a result of combat and bombardments. These losses are represented as step losses (see 6.0, Step Losses).

Doctrine: The Allied (Entente) player's actions are subject to certain restrictions depending on the current Italian army military doctrine. There are three possible Entente doctrines:
- The Cadorna/Foch doctrine
- Evolving doctrine
- The Diaz doctrine (the equivalent of the Pétain doctrine in Marne 1918)

Each scenario specifies which doctrine to apply. The effects of each doctrine are found on the Combat Results Table (CRT), the Tactical Coordination Table (TCT) and the Bombardment Table, as well as on the main tracking player aid.
Italian doctrine has an influence on the protection afforded by trenches for **all** the Entente player's units, including those operating under a different doctrine (see scenario special rules).

Elite: A combat unit is considered elite if it fulfils the following two conditions:
- The unit is a regiment, a brigade or an infantry detachment
- Its morale value is 5 or 6

Note: *Many of the units in Italia18 do not meet the two conditions outlined above and are therefore not elite. Players accustomed to playing Marne or Somme 1918 must be careful not to assume that just because a unit is a regiment it is automatically elite.*

Artillery Supports: There are three types of artillery: Army level artillery, Corps level artillery and naval artillery mounted on barges (see 15.0, Support Units).
- Army level artillery represents the exceptional preparations in guns and munitions made to launch a major offensive. It has two modes: Bombardment mode and Offensive mode. It cannot carry out Counter-battery fire.
- Corps level artillery represents corps level assets used to support front line divisions. It too has two modes: Bombardment mode and Counter-battery mode.
- The naval artillery counter (identified by a blue anchor) represents a large number of Italian naval artillery pieces mounted on barges in the Laguna di Venezia. It only has one mode (Bombardment) and may therefore not carry out Counter-battery fire.

Assault Troops Supports: There are three types of Assault Troops: German Stosstruppen, Austro-Hungarian Sturmbataillone (also referred to as SturmB) and Italian Arditi. Their different functions and capacities are described in 15.3, Assault Troops.

The Cadorna Line: This is a continuous line of hexes that represents the Italian army's last-ditch defence line. It has no effect in those scenarios that use only the Basic Rules. Its line is as follows: hex 1707 to 1712, 1812 to 1813, 1914 to 1921, 2021 to 2027, and then follows the south bank of the Piave to the sea. For aesthetic reasons it was decided not to represent it on the map.

Display Divisions: The counters of these Italian divisions (23 DF, 52 DF and 80 DF) represent a grouping of independent units that remain off-map, and which allow the use of a single Exploitation marker for the stack. These divisional counters are identified by '?' in place of the usual attack, defence and morale factors. There is a playing card sized player aid for each division, allowing the Italian player to visualise off-map the units that make up the stack.

4.0 STACKING

Stacking refers to physically placing more than one friendly unit in the same hex. Units placed together in the same hex are referred to as a 'stack'. Each hex may only contain a limited number of friendly combat units. A maximum of 4 combat units can occupy the same hex at the end of each game phase.

A full-strength division counts as 3 combat units. A reduced strength division (with or without additional Step Loss markers) counts as 2 combat units. Brigades, infantry regiments or Tank units each count as 1 combat unit. Infantry detachments do not count against stacking limits, but there may never be more than 2 detachments in the same hex at the end of each game phase.

Supports do not count against stacking limits. An unlimited number of supports can occupy the same hex at any point in the game. Exception: Assault Troops (Stosstruppen, Sturmbataillone, Arditi) do not count against stacking limits, but their number in a hex may not exceed the number of their associated combat units (see 11.3.2, Assault Troops Movement).

If stacking limits in a hex are exceeded at the end of a game phase, the owning player must eliminate the extra units to meet the limit of the equivalent of 4 combat units.

This stack is within stacking limits:
1 regiment (=1 unit) + 1 full-strength division (= 3 units) makes for a total of 4 units. The Artillery support does not count.

3 regiments, equaling 3 units. The associated Stosstruppen do not count.

This stack exceeds stacking limits:
Each reduced division = 2 units, and the Tank unit = 1 unit, making a total of 5 units.

5.0 ZONES OF CONTROL

The six hexes surrounding the hex that a unit occupies make up its Zone of Control (ZoC). These hexes are considered to be under the control of that unit.

All combat units exert a ZoC; support units do not. A Zone of Control extends into and across all terrain types (even across impassable hexsides). ZoCs extend into hexes occupied by other units, even if they are enemy units. In some cases (supply, retreat after combat, disengagement etc.) the presence of a friendly unit in a hex can cancel an enemy Zone of Control (eZoC). Zones of Control from several units can overlap in the same hex. ZoCs have a major effect on movement and combat.

6.0 STEP LOSSES

Step losses represent the losses suffered by a unit during combat or a bombardment. They are generated by Hit Points resulting from that combat or bombardment. Combat units and Assault Troops supports have between 1 and 3 steps, as explained below:

- Each division with a morale level of 2 or 3 possesses **two** steps, the same as a brigade or regiment. When it suffers its first step loss the unit's counter is flipped to its reduced side. A second step loss eliminates the unit.

- Divisions with a morale value of 4 possess **three** steps. After the first step loss the unit's counter is flipped to its reduced side. When a second step loss occurs, the unit is marked with a Step Loss marker. (The unit retains the characteristics of its reduced side). A third step loss eliminates the unit.
- Each detachment has only **one** step; the same applies to Tank units and Assault Troops supports. These supports are eliminated on their first step loss.
- Support units (with the exception of Assault Troops) do not have any steps.

7.0 SEQUENCE OF PLAY

The game is divided into turns; each game turn represents 3 days of real time.

Each turn is further divided into sequences; sequences have several phases. Players place the 'Turn' and 'Sequence' markers on the relevant tracks on the player aid to indicate the current progression of the game. The sequence of play for the Basic Rules set is significantly different to that of the Advanced Rules.

A complete game turn consists of the following:

ADMINISTRATIVE SEQUENCE

- **Offensives Declaration Phase (Initiative player only) (8.0):** The player who holds the initiative states if he will launch a new Offensive this turn, and if so he flips one (or two) Army level artillery support(s) to its (their) Offensive side.
- **Supply Phase (9.0):** Each player checks to see if all his units are in supply. Combat units that are not in supply are identified by placing an Out of Supply (OOS) marker on them. Support units that are OOS are eliminated from play.
- **Air Superiority Phase (17.0):** The player with the initiative consults the Air Superiority Table on the main tracking player aid to determine the number of Air supports available for the turn.

1ST OPERATIONAL SEQUENCE

- **Weather (10.0):** The player who has the initiative rolls 2d6 to determine the weather for the current sequence and indicates the resulting weather by placing a marker on the Weather track on the main tracking player aid.

Player with the initiative conducts operations:

- **Movement (11.0):** The player may move some or all of his units up to the limits of their movement capacity.
- **Combat (12.0):** The player can make attacks with any or all of his units that are adjacent to enemy units.
- **Disengagement (13.0):** The player now resolves attempts to disengage those of his combat units that are marked with a Disengagement marker.
- **Exploitation (14.0):** The player can conduct combat or movement with those of his combat units that are marked with an Exploitation or Reserves marker. Finally, the markers for both sides (DG, RG, Pinned, Reserves & Exploitation) are adjusted.

Reacting player conducts operations:

- **Movement, Combat, Disengagement and Exploitation:** The reacting player carries out his operations for this sequence, following the same 4 phases as the initiative player has just completed.

After both players have completed the 1st Operational Sequence, if the initiative player has declared an Offensive for this turn, two more Operational Sequences are now played, each following exactly the same sequence as the 1st.

2ND OPERATIONAL SEQUENCE (if an Offensive is underway)

3RD OPERATIONAL SEQUENCE (if an Offensive is underway)

VICTORY POINT SEQUENCE & END OF TURN

Each player counts up the number of Victory Points (VPs) he has gathered during the turn that has been finished and marks them on the VP track on the main tracking player aid. The Turn marker is advanced one space on the Turn Record track, on the same player aid. If the turn was the last turn in the scenario, the players determine who has won.

8.0 DECLARING OFFENSIVES

During this phase the player with the initiative may decide to launch an Offensive in this turn. The scenario special rules indicate which player(s) can do so during the game.

Launching an Offensive confers the following advantages:

- The turn now has two additional Operational Sequences.
- One or more Army Artillery supports (according to the scenario special rules) may be placed in Offensive mode.
- Units attacking a hex within range of an Army Artillery support in Offensive mode benefit from an offensive modifier when resolving combat (12.0). The offensive modifier values are described in the scenario special rules.

An Offensive only lasts one turn, i.e. 3 Operational Sequences. At the start of the following turn's Administrative Sequence, any Army Artillery supports in Offensive mode are flipped onto their Bombardment side.

9.0 SUPPLY PHASE

9.1 CHECKING SUPPLY STATUS

During this phase all units are checked to see if they are in supply. Players start by checking that HQs are able to trace a supply line of adjacent hexes and of unlimited length, that leads to a supply source. An HQ's supply line cannot traverse an enemy unit or a hex in an eZoC, unless a friendly unit is in that hex.

The supply sources for each side are displayed by supply symbols on the map edges (north and east for the Central Powers; south and west for the Entente). Venice (Venezia, hex W0337) is also a supply source for the Entente.

An HQ that cannot trace a supply line is moved towards the nearest friendly supply source (regardless of MPs, enemy units or their ZoCs) until it can once again trace a supply line to that source.

Once the HQs have been checked for supply, each unit is checked in turn to see if it can trace a valid supply line, observing the conditions laid out below. It must be:

- Within the Command Radius (CR) of an HQ. The CR of an HQ is displayed on the HQ's counter, and is calculated in hexes (not MPs), from the HQ's hex (exclusive) to the unit's hex (inclusive).
- Supplied directly from a supply source at a map edge, or a Supply Depot on the map. The supply radius for this mode of supply is 20 hexes, calculated from the hex containing the supply source or Supply Depot (exclusive) to the unit's hex (inclusive).

In both cases the following 3 rules apply:

- The supply line cannot traverse an enemy unit, or a hex in an eZoC, unless a friendly unit is in that hex.
- In the absence of a bridge or Pontoon Bridge over a major river, the supply line may only extend into the first hex on the opposite side of the river.
- Each off-road hex of mountain, high mountain or marsh terrain traversed by the supply line counts as 2 hexes.

Units that cannot trace a line of supply are out of supply and are identified as such by placing an OOS marker on them.

9.2 EFFECTS OF BEING OUT OF SUPPLY ON COMBAT UNITS

An Out of Supply (OOS) marker is placed on the combat unit, which suffers the following effects:

- It may not attack. If it is attacked, it suffers a penalty in defence.
- It may only move in order to re-establish itself within the supply radius of a friendly HQ, Supply Depot or supply source as quickly as possible.

A unit which has an OOS marker on it at the start of a Supply Phase is eliminated if it still cannot establish a supply line.

9.3 EFFECTS OF BEING OUT OF SUPPLY ON SUPPORT UNITS

A support unit is immediately eliminated if it cannot trace a supply line.

Exceptions:

- HQs have their own rules (see 9.1 above).
- Assault Troops are not considered as support units for this rule; they observe the same supply rules as the units they are associated with.
- Supply Depots are always in supply.

10.0 WEATHER

During this phase the initiative player rolls 2d6 to determine the weather for the current Operational Sequence:

- 2-4: Fair Weather
- 5-6: Poor Weather
- 7: 'Morning Fog, then?' To determine the weather that follows the Morning Fog, the player re-rolls 1d6:
  even number = Fair Weather, odd number = Poor Weather
- 8-9: Fair Weather
- 10-12: Poor Weather

Fair Weather has no effect on the game.

Poor Weather means no air operations can be conducted during the current Operational Sequence. Players must pay the normal terrain cost for hexes crossed by a minor road (dotted line). There is a penalty (+1 DRM) to construct a Pontoon Bridge.

A result of 'Morning Fog, then?' only affects the initiative player's phases, as described below:

- Neither player may use Air support during the initiative player's Movement, Combat and Exploitation Phases.
- During his Combat and Exploitation Phases the initiative player suffers one less Hit Point per combat.

The weather for the rest of the Operational Sequence is determined by the second die roll.

11.0 MOVEMENT

Game note: Air supports are placed on the map at the very start of a Movement Phase. Ground movement can only begin once the player with Air Superiority has finished placing his Air supports.

11.1 OVERVIEW

11.1.1 BASIC PRINCIPLES

During the Movement Phase the player may move all or some of his units up to the limit of their movement allowance.

A player may move his units individually or in a stack: units moving in a stack must start their movement in the same hex.

A unit, or stack of units, spends Movement Points (MPs) as it moves from one hex to another. The cost in MPs depends on the terrain crossed (see Terrain Effects Chart). The cost in MPs for crossing different kinds of terrain is cumulative (**Exception:** Trenches and craters are never cumulative).

Example: *Entering a hex that contains wooded terrain and cratered ground, while crossing a minor river would cost 4 MPs (2 MPs for the wood +1 MP for the craters +1 MP for the minor river).*

A unit may move freely through a hex containing other friendly units without any additional cost in MPs. Unused MPs may not be saved from one turn to another, nor may they be transferred from one unit to another.

A friendly unit may never enter a hex occupied by an enemy unit. (Exception: This rule does not apply to Air supports (see 17.0).

11.1.2 MINIMUM MOVEMENT

Whatever its movement potential a unit may always move at least one hex during its Movement Phase, as long as it does not move from one eZoC to another or leave an eZoC without being relieved (see 11.2.2, Relief) and is not crossing impassable terrain.

This minimum movement applies equally to Exploitation movement, Reserves movement, or movement following a result on the Tactical Coordination Table.

11.1.3 ROAD MOVEMENT

Units moving from one road hex to another use the 1 MP cost for road movement, ignoring any terrain costs of other terrain in the road hex, or the cost of hexsides crossed. (Exception: The Truck support only spends ½ MP per road hex covered. See 11.3.4, Truck Movement). Roads that end in the same town are all considered to be interconnected.

A road that crosses a major or a minor river indicates the presence of a road bridge.

Minor roads (dotted lines) are only considered roads in Fair Weather or 'Morning Fog, then Fair Weather'. In Poor Weather or 'Morning Fog, then Poor Weather', units must pay the normal terrain costs of the ground covered by the minor road.

11.1.4 RAIL MOVEMENT

There is no rail movement in the basic game. The rail network is principally used for the transport of Army Artillery supports. In order to move by rail during its Exploitation Phase, an Army Artillery support in Offensive mode must be able to trace a valid supply line following the railway network to a friendly supply source. An enemy unit on, or adjacent to, the rail line between the Army Artillery support and the supply source prevents the line being used.

Note: *Friendly units do not negate eZoCs in this instance.*

The only other use of the railway network in the basic game is through the presence of railway bridges that can be used by all units. A railway line that crosses a major or minor river indicates the presence of a railway bridge. Using a railway bridge to cross a major river costs +1 MP; there is no extra cost to cross a minor river using a railway bridge.

11.1.5 ARRIVAL OF REINFORCEMENTS

Each scenario specifies what reinforcements are available for each side. Reinforcements arrive at the start of the Movement Phase, stacked with, or adjacent to, a friendly HQ located on a road or a railway line and before any ground units move. Reinforcements may move normally during the Movement Phase of the turn of their arrival.

Note: *Reinforcements may be overstacked at the moment of their arrival since stacking is only checked at the end of movement.*

11.2 MOVEMENT OF COMBAT UNITS

11.2.1 MOVEMENT AND ZONES OF CONTROL

A combat unit that enters an eZoC must stop immediately. A friendly unit in the hex does not negate the eZoC in this instance. Moving from one eZoC to another eZoC is not allowed (including for relief and minimum movement) during the Movement and Exploitation Phases. There are no extra MP costs for entering or leaving an eZoC.

11.2.2 RELIEF

A combat unit that begins its Movement Phase on its own in an eZoC cannot leave that hex unless another friendly unit moves in to

relieve it (**Exception:** see below). The relief is carried out by a friendly unit moving into the hex in the eZoC; this unit stops its movement, and the original unit can then move away up to its full MP allowance.

The decision to relieve a unit must be made by the phasing player before moving any other units.

Units starting their Movement Phase stacked in an eZoC are free to leave the hex, as long as one of the stack's original units remains in the hex.

Exception: *An Italian unit stacked with an Arditi support may leave an eZoC without regard to the above rules; however, the Arditi support is then eliminated.*

Historical note: *There are many examples where detachments of the Arditi were sacrificed to cover the retreat of other troops.*

11.2.3 RIVER CROSSINGS

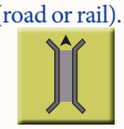
There is no cost in MPs to cross a major river by a road bridge. Crossing a major river by a rail bridge costs +1 MP. In the absence of a bridge, a combat unit may only cross a major river if it starts its Movement or Exploitation Phase in a hex adjacent to the major river. It then uses its entire movement allowance to cross the river, subject to the restrictions for minimum movement (See 11.1.2).

There is no cost in MPs to cross a minor river by bridge (road or rail).

In the absence of a bridge a combat unit expends +1 MP to cross a minor river.

Tanks may only cross a river (major or minor) by a bridge (road or rail).

11.2.4 PONTOON BRIDGES (ALLIED AND CP)



At any point during movement (during the Movement or Exploitation Phases, but not during Advance after Combat), a combat unit that finds itself next to a river (major or minor) may attempt to build a Pontoon Bridge to cross it. The player expends 1 MP and then rolls 1d6. On a roll of 1 to 4, the attempt succeeds, and a Pontoon Bridge marker is placed in the unit's hex, with the arrow pointing towards one of the river's hexsides.

Die Roll Modifiers (cumulative):
+1 if an enemy unit is within 1 or 2 hexes of the unit attempting to build the Pontoon Bridge.
+1 if attempting to cross a major river.
+1 if Poor Weather or 'Morning Fog, then Poor Weather'.
-2 if a friendly unit is occupying the hex on the opposite side of the river.

Whatever the result, the unit may continue moving, including crossing the Pontoon Bridge that has just been built if it still has sufficient MPs remaining. Each attempt to build a Pontoon Bridge costs 1 MP.

Each player may make as many attempts in the Movement and Exploitation Phases of his Operational Sequence as he wishes, within a limit of 2 attempts per unit each phase; (these attempts may be on different hexsides) and 2 attempts per hexside each phase (these attempts may be by different units). A player may have no more than 4 Pontoon Bridges in play at the same time. A Pontoon Bridge remains in position for the phasing player's Operational Sequence. It may only be removed (without penalty) in the Marker Adjustment Phase at the end of the Operational Sequence, or at the start of the player's next Movement Phase, before any ground units have moved.

This means a Pontoon Bridge built during a player's Movement Phase cannot be removed during the Exploitation Phase to allow it to be used elsewhere.

A Pontoon Bridge allows combat units (and their associated Assault Troops), as well as HQs, to cross the river hexside indicated by the arrow on the marker.

- Crossing a minor river costs no extra MPs.
- Crossing a major river costs +1 MP.

Tanks, along with Artillery supports and Trucks, may not use Pontoon Bridges. If an enemy combat unit (this includes Tanks) finishes its movement adjacent to a friendly Pontoon Bridge in an empty hex, the Pontoon Bridge marker is immediately removed.

11.2.5 DESTROYING AND REBUILDING BRIDGES

Destroying Bridges:

All bridges (road or rail) may be destroyed, whether they span a major or a minor river.

At the end of his Movement Phase, the phasing player designates the bridges he wishes to destroy. For a bridge to be destroyed the following 2 conditions must be met:

- An enemy unit must be within 3 hexes of one end of the bridge
- AND one end of the bridge must be within the Command Radius of a friendly HQ. The track of the CR follows the rules laid out in 9.1.

The phasing player rolls 1d6. On a roll of 1 to 4 the bridge is destroyed. A Destroyed Bridge marker is placed on one end of the bridge.

Die roll modifiers
+2 during Turn 1 (24-26 October 1917) for any bridge that crosses the Isonzo.

Rebuilding Destroyed Bridges:

At the end of his Movement Phase, the phasing player designates the bridges (road or rail) he wishes to rebuild. For a bridge to be rebuilt the following 2 conditions must be met:

- one end of the bridge must be occupied by a friendly unit, and the other end may not be in an eZoC unless a friendly unit occupies that hex.
- AND both ends of the bridge must be within the CR of a friendly HQ. The track of the CR follows the rules laid out in 9.1.

The phasing player rolls 1d6. On a roll of 1 to 4 the bridge is rebuilt. The Destroyed Bridge marker is removed from the map and the bridge can be used immediately.

If more than one bridge crosses the same hexside (e.g., a road bridge and a rail bridge) they are considered as one bridge for demolition and reconstruction purposes.

Die Roll Modifiers (cumulative):
+2 if one end of the bridge is in an eZoC (even if occupied by a friendly unit).
+1 if the bridge crosses a major river.
+1 if Poor Weather or 'Morning Fog, then Poor Weather'.

11.2.6 FORCED MARCH

Any non-disorganised combat unit (**Exception:** Tanks) can increase its movement by forced march if the following conditions are met:

- the entire move is made along roads
- AND the unit does not move within 2 hexes of an enemy combat or support unit (of any kind).

If both conditions are met the unit doubles its movement capacity. At the end of a forced march, if an Offensive is in progress, the unit becomes Disorgnanized.

A forced march may not be conducted during Exploitation movement (14.2).

11.2.7 DISENGAGEMENT MARKERS

At the end of his Movement Phase the phasing player may place Disengagement markers on any of his combat units that did not move during the phase and that are in an eZoC. These units may not conduct attacks in the upcoming Combat Phase, but they will be able to attempt to move out of the eZoC (13.0) without the need for a relief unit. The presence of overlapping eZoCs has no effect on Disengagement.

11.2.8 RESERVES MARKERS

At the end of his Movement Phase the phasing player may place Reserves markers on any of his combat units that are:

- At full strength,
- Are not Disorgnanized,
- Did not move during the phase,
- Are not in an eZoC (even if another friendly unit is in the same hex),
- And which are in Bombardment range of a friendly Army Artillery support in Offensive mode.

One Reserves marker may only apply to a maximum of 2 different combat units. A division composed of several regiments or brigades counts as 1 unit.

Examples:

- The Entente player must use 2 Reserves markers for a stack consisting of 4 independent Alpini regiments (1 marker for two of the regiments – two different combat units- and a 2nd marker for the remaining two regiments, also two different combat units).
- The Entente player uses 1 Reserves marker for a stack containing 1 division with a morale level of 4 and 1 elite brigade (two different combat units).
- The CP player uses 1 Reserves marker for a stack containing 2 elite AH divisions (4 brigades, but only 2 different combat units).
- The CP player uses 2 Reserves markers for a stack consisting of 4 German regiments from 4 different divisions (1 marker for each combination of two regiments from two different combat units) or for a stack consisting of 1 elite AH division and 2 German regiments from different divisions (three different combat units, and therefore 2 Reserves markers).

The number of support units that may be placed in Reserve is limited by the number of markers provided for each player. The number of markers for each side is intentionally different. The Entente 'Cav Reserves' markers may only be placed on cavalry divisions, and only they may use these markers.

Units placed in Reserve may move during the Exploitation Phase, with an additional +2 MPs.

11.2.9 VARIANT FOR EXPERIENCED PLAYERS

The phasing player MUST place his Reserves and Disengagement markers AT THE START of his Movement Phase, after placing his Air supports but before he starts to move his ground units.

Note: *This variant of the rules requires greater planning at the start of the Operational Sequence.*

11.2.10 RESERVES MARKERS IN DEFENCE

In certain scenarios some Italian units start the game with a Reserves marker (see Scenarios).

In this particular case the marker serves to indicate the unit's status as part of the High Command's reserves, and therefore the player may not do as he pleases with them. These units are considered to be 'frozen' at the start of the game, and the owning player may only release them by removing their Reserves markers, at the cost of 1 Victory Point for his opponent per Reserves marker removed.

Units that have been released may thereafter be used normally.

This particular use of Reserves markers is always determined by the scenario and never by the players themselves.

11.3 MOVEMENT OF SUPPORT UNITS

11.3.1 ARTILLERY MOVEMENT

An Artillery support may never enter an eZoC, even if the hex is occupied by a friendly combat unit. If an enemy combat unit moves adjacent to an Artillery support that is alone in a hex, or when after combat there are only support units left in the defender's hex, the Artillery support is immediately eliminated.

Artillery supports may not cross any river (major or minor) other than by bridge (road or rail) and may not use Pontoon Bridges.

Artillery supports may not enter a high mountain hex.

11.3.1.1 Army Artillery in Offensive Mode

An Army Artillery support in Offensive mode may not move during the Movement Phase; but it may move one hex at the end of the Exploitation Phase, once all movement and combat has been finished. This movement may be increased to 2 hexes if the three following conditions are met:

- The Artillery support starts its movement in a hex that contains a road or railway line;
- Its entire movement is made along road or rail hexes;
- During this movement the Artillery support does not move into an eZoC, or within bombardment range of an enemy Artillery support.

11.3.1.2 Army Artillery in Bombardment Mode and Corps Artillery

Corps Artillery supports, and Army Artillery supports in Bombardment mode move like combat units during the Movement Phase, adhering to the restrictions of 11.3.1 (bridges, eZoCs and high mountain hexes).

11.3.1.3 Naval Artillery on Barges

Artillery on barges may only move from one marsh or coastal hex to another. While doing this it MAY cross major or minor rivers.

If an Artillery support on a barge is forced for whatever reason to move away from a marsh or coastal hex it is eliminated.

11.3.2 ASSAULT TROOPS MOVEMENT (ARDITI, STURMBATAILLONE, STOSSTRUPPEN)

An Assault Troops support must always be stacked with an eligible friendly combat unit (see 15.3). The counter is placed under the combat unit and moves stacked with it, at the movement rate of the combat unit.

If several eligible combat units are in the same hex, the Assault Troops can be assigned to any of them at the start of each phase of the game.

Only 1 Assault Troops support can be assigned to each eligible combat unit. If after any combat there are more Assault Troops than there are eligible combat units in the hex, any excess Assault Troops supports are eliminated.

11.3.3 HQ MOVEMENT

HQs move just like combat units during the Movement Phase. They can therefore cross major rivers without using a road or rail bridge (by starting adjacent to the river and expending all their MPs), or cross minor rivers without using a road or rail bridge (for a +1 MP cost), and they may use Pontoon Bridges. An HQ may never enter a high mountain hex.

Like Artillery supports an HQ can never enter an eZoC, even if a friendly combat unit is in the hex. If an enemy combat unit moves adjacent to an HQ that is alone in a hex, or when there are only support units left in the defender's hex after combat, then the HQ is immediately eliminated.

11.3.4 TRUCK MOVEMENT

The Trucks support has a movement capacity of 15 MPs and moves during the Movement Phase like a combat unit. It may not cross major or minor rivers in the absence of a bridge and may not use Pontoon Bridges. The Trucks support may never enter a high mountain hex.

Like Artillery and HQs, Trucks may never enter an eZoC, even if a friendly combat unit is in the hex. If an enemy combat unit moves adjacent to the Trucks support when it is alone in a hex, or when there are only support units left in the defender's hex after combat, then the Trucks support is immediately eliminated

If it is following a contiguous sequence of road hexes (see 11.1.3) the Trucks support only expends ½ MP per hex.

11.3.4.1 Transporting units using the Trucks support

Trucks may transport an Entente division or its equivalent: either 1 Artillery support, 2 independent Italian brigades, or 4 independent Italian regiments (in both cases with a maximum of 1 associated Assault Troops support).

To transport one or more units, the Trucks support must start its Movement Phase in the same hex as the unit(s) it is to transport. It may not collect troops while moving. The units to be transported are placed under the Trucks support, which then moves normally.

The Trucks support may unload the unit(s) it is transporting at any point during its move by expending 5 MPs. It can be either one, some or all of them and it is 5PM per drop off, no matter how many units are dropped each stop. Thereafter it may continue its movement depending on the number of MPs it has remaining.

The units transported by the Trucks support may not carry out any other movement in the same Movement Phase.

If the unit(s) being transported is/are attacked, it/their counter(s) are placed on top of the Trucks support, and it/they automatically receive a Disorgnanized marker (see 12.5) before combat resolution.

11.3.5 MOVEMENT OF SUPPLY DEPOTS

As their movement factor of 0 indicates, Supply Depots may not move during those scenarios that use the Basic Rules.

11.3.6 AIR SUPPORTS MOVEMENT

The rules for moving Air supports are described in Section 17.0, Air Support. Air supports are moved before anything else during the Movement Phase.

11.4 RETREAT MODE

In certain conditions as laid down in the scenarios, players may wish to use the Retreat mode for some of their units.

To put a unit into Retreat mode, rotate the unit's counter through 180˚. From that point onwards the unit is in Retreat mode and its factors are modified as follows:

- Movement factor: + 2 MPs
- Morale factor: -1 (with a minimum Morale factor of 2)
- Bombardment factor: – 1 for Artillery supports (with a minimum Bombardment factor of 1)

Retreat mode may be used by combat units, HQs and Artillery supports alike. Units that start their Movement Phase in an eZoC may still be placed in Retreat mode.

From the moment a unit is placed in Retreat mode, in each Movement Phase it must move towards a friendly supply source (only the supply sources marked on the map, not HQs or Supply Depots).

To exit Retreat mode, it must pass a test at the start of its Movement Phase. In order to succeed the unit must roll 1d6 and achieve a result of 1 or less after applying the following DRMs (cumulative):

- The unit/support is on a road hex (or a minor road in Fair Weather): -1
- The unit/support is on a railway hex: -2
- The unit/support is on any hex other than a road or rail hex: +1

Whatever the result, all Entente units/supports automatically exit Retreat mode as soon as they reach the Cadorna Line.

12.0 COMBAT PHASE

12.1 OVERVIEW

During his Combat Phase the phasing player may attack enemy units that are adjacent to his own units.

The phasing player decides which hexes will be attacked, and in what order the attacks will be resolved. The phasing player is named the attacker and the non-phasing player the defender, regardless of the actual game situation. There is no requirement to announce all attacks at the start of the Combat Phase; the phasing player declares each attack once he has resolved the previous one.

Each combat is fully resolved before going on to the next one.

A unit can only attack enemy units that are adjacent to it.

All friendly units that are adjacent to an enemy unit may participate in the attack on it.

A given hex may only be attacked once per Combat Phase, and all of the enemy units in the hex have to be attacked together.

A unit is never required to attack, and if it chooses to do so it is not required to attack every enemy unit in its ZoC, just those units in the hex it has selected to attack.

A combat unit may only attack once per Combat or Exploitation Phase.

Units stacked in the same hex may attack different adjacent hexes, but each unit in the stack may only attack once.

12.2 COMBAT SEQUENCE

Each combat is resolved by carrying out the following sequence of steps in strict order.

Combats are resolved by using the Combat Results Table (CRT) and possibly the Bombardment Table.

Step1: The phasing player, the attacker, chooses the hex he will attack and what units he will use.

Step 2: The attacker chooses which of his Artillery supports will take part in the attack.

Step 3: The defender states which of his Artillery supports will support his defending units and which, if any, of those Artillery supports will conduct Counter-battery fire.

Step 4: The attacker now states which of his Artillery supports will conduct Counter-battery fire.

Step 5: Any Bombardments are carried out, the attacker first, followed by the defender.

Step 6: The attacker and the defender state which of their participating combat units will be their lead unit.

Step 7: The combat odds are determined.

Step 8: Combat resolution.

Step 9: The defender, and then the attacker, determine their Tactical Coordination results.

Step 10: The defender, and then the attacker, convert their Hit Points into step losses, with each player taking account of his respective Combat results.

12.2.1 DESIGNATING THE TARGET HEX (STEP 1)

During Step 1, the phasing player states which hex he is attacking and which of his units will participate in the attack.

All of the defender's units in the target hex are attacked together and are subject to the results of the combat.

Only the phasing player's units that have been selected to attack may take part in the combat, and they are subject to the combat results. Once the phasing player has selected his attacking units the decision is final and cannot be changed during the following steps.

Units belonging to the attacking player that are in hexes adjacent to the target hex but are not taking part in the attack, are not affected by the combat results.

12.2.2 DESIGNATING ATTACKING AND DEFENDING ARTILLERY, AND CONDUCTING BOMBARDMENTS (STEPS 2, 3, 4 AND 5)

During Steps 2, 3, 4 and 5, the players designate what Artillery supports will participate in the combat and then resolve their Bombardments and/or Counter-battery fire.

There is no limit to the number of Corps or Army Artillery supports that either side can use in a combat. That said, only one Army Artillery support in Offensive mode may be used in any one combat.

The attacker states first which of his Artillery supports will take part in his attack. The defender then does the same and indicates any Artillery supports he will use for Counter-battery fire by flipping them to the corresponding side.

The attacker can then choose, from among the Corps Artillery supports he has designated for the attack, to flip some to their Counter-battery side as well. The attacker must use at least as many Corps Artillery supports for Bombardment as the defender is using for Counter-battery fire. An Army Artillery support counts as 2 Corps Artillery supports for this. Within the restrictions above, the attacker is free to choose how many Artillery supports he places in Counter-battery mode. Only Corps Artillery supports may engage in Counter-battery fire.

The specific rules for resolving Bombardments and Counter-battery fire are detailed in section 15.2.2.

If all the defending units in the target hex have been eliminated by a Bombardment, the attacker is considered to have won the combat. Only the attacker rolls on the Tactical Coordination Table, after selecting his leading unit. The results are applied normally, including any Misunderstood Orders result.

Example 1

The attacker assigns 1 Army and 3 Corps Artillery supports to participate in the combat (Step 2).

Then the defender (Step 3), assigns 1 Army and 1 Corps Artillery of his own to the combat, and selects his Corps Artillery for Counter-battery fire, flipping it over to the corresponding side.

Finally (Step 4), the attacker flips one of his Corps Artillery supports to Counter-battery fire.

When the attacker carries out his Bombardment, he does so on the '5' column of the Bombardment Table:

*One Army Artillery support (**3 points**) + two Corps Artillery supports (2*2 = **4 points**) **minus** the defender's Corps Artillery in Counter-battery mode (**-2 points**) = **5 points total**.*

*The defender uses the '1' column on the table: one Army Artillery support (**3 points**) **minus** the attacker's Corps Artillery in Counter-battery mode (**-2 points**) = **1 point total**.*

Example 2

During Step 2 of a combat, the attacker assigns 2 Corps Artillery supports to participate in the combat.

In Step 3 the defender assigns 1 Army Artillery and 2 Corps Artillery supports to take part in the combat, and places both his Corps Artillery in Counter-battery mode.

In Step 4 the attacker has no choice but to commit both his Corps Artillery supports to Bombardment since there are 2 defending Artillery supports in Counter-battery mode. (The attacker must use at least as many Corps Artillery supports for Bombardment as the defender is using for Counter-battery fire.)

As a result, the attacker has no artillery left to conduct the Bombardment (his 2 bombarding Artillery supports have been cancelled by the defender's 2 Artillery supports firing in Counter-battery mode); meanwhile the defender bombards on the '3' column (3 points for his Army Artillery support).

12.2.3 DESIGNATING THE LEAD UNIT (STEP 6)

In Step 6 beginning with the attacker, each player chooses which of his participating units will be the lead unit. The lead units' morale factors are used to calculate the Morale Differential in Steps 8 & 9 of the combat sequence.

The attacker's lead unit:

- Must have a morale rating of 4 or more
- May not be Disorgnanized
- Must be in the Command Radius of a friendly HQ.

If the attacker is unable to designate a valid lead unit within the CR of an HQ (for example after a defensive Bombardment) the attack is cancelled, and the attacker immediately loses 3 steps from the participating units with the highest morale.

The lead unit suffers the first loss from combat results.

Exceptions:

- If a Tank unit is used in an attack, it suffers the 1st step loss. The 2nd step loss (if any) will be taken by the lead unit.
- If a SturmB or an Arditi support is used in an attack, it suffers the 1st step loss. The 2nd loss (if any) will be taken by the lead unit.
- The CP player may eliminate a Stosstruppen unit rather than reduce the lead unit. The 2nd loss (if any) is allocated as the CP player chooses.

Example: *A German regiment with a morale level of 6 (the lead unit) and a German regiment with a morale level of 5 associated with a Stoss support, attack together. The combat result is a 4 Hit Points (HPs) loss for the attacker. The CP player can choose to eliminate the Stoss support (2 HPs) instead of inflicting a step loss on his lead unit. The 2 remaining HPs can be allocated to the regiment with the morale level of 5, thus allowing the lead unit with its morale of 6 to be kept intact.*

12.2.4 CALCULATING THE ODDS RATIO (STEP 7)

During Step 7 both players calculate the combat odds as a ratio.

The defender begins by totalling the defence factors of all of his units present in the target hex.

The attacker then totals the attack factors of all his attacking units.

The attack and defence strengths of each unit may be modified by the terrain. Do not round off any fractions at this time.

The total attack strength is divided by the total defence strength to obtain the odds ratio, which is expressed as a fraction. The odds ratio is always rounded in favour of the defender.

Example: *35 attack points versus 10 defence points gives a ratio of 35/10, rounded to 3/1. 6 attack points versus 10 defence points gives a ratio of 6/10, rounded to 1/2.*

This odds ratio may now be further modified by column shifts called for by terrain and combat modifiers. This could result in a ratio that is 'off' the limits of the CRT. In this case 'virtual columns' are used for the calculation; although the CRT has no lower odds than 1/2, one can consider there to be a 1/3 column to its left, followed by a 1/4 column, and so on…

Example: *An initial ratio of 1/2, modified by 2 columns to the left, then by 3 columns to the right, gives a final ratio of 1/1 (1/2 modified by 2 columns to the left gives a virtual column of 1/4, brought back to 1/1 after the shift of 3 columns to the right).*

If at this stage the odds ratio is less than 1/2 after all shifts have been applied, the attack is cancelled, and the attacker immediately loses 3 steps from the attacking units with the highest morale levels.

Terrain modifiers:

- **Defender in a Forest hex:** 1 column shift left
- **Defender in a Mountain/High Mountain hex:** 1 column shift left
- **Defender in a Marsh hex:** 1 column shift left
- **Defender in a Town hex:** 1 column shift left
- **Defender in a City hex:** defence factor x2
- **Defender in Trenches:** defence factor x 3 (or x 2 if the Entente player is in Cadorna/Foch doctrine or Evolving doctrine)
- **Attacker attacking up a crest line hexside:** attack factor x 1/2 for any units attacking accross the river

- **Defender behind a Minor River:** 1 column shift left if all attacking units are attacking across the river
- **Attacker behind a Major River:** attack factor x 1/2 for any units attacking accross the river

Other Combat Modifiers:

- **Assault Troops attacking:** 1 column shift right (1 column shift maximum, regardless of how many Assault Troops involved).
- **Difference between Attacking lead unit morale and Defending lead unit morale:** # column shifts in favour of the side with the higher morale rating: left shift for defender, right shift for attacker.
- **Defender Out of Supply:** 1 column shift right.
- **Cadorna/Foch doctrine:** 1 column shift right in an attack by the Entente.
- **Offensive Modifier:** If the defending hex is within Bombardment range of an Army Artillery support in Offensive mode, then # column shifts to the right (even if the Army Artillery support is not bombarding the hex). The number of column shifts is equal to the Offensive Modifier for the scenario and the Operational Sequence being played.
- **Concentric Attack:** If all 6 hexes adjacent to the defending unit are occupied by attacking units, or their ZoCs, then 1 column shift right. The presence of a friendly unit adjacent to the defending unit cancels the column shift for a Concentric Attack.
- **If Tanks are used in the Attack:** # column shift to the right, where # is the Tank unit's coordination bonus.

All modifiers are cumulative. *Thus, if all the attacking units are behind a minor river and are attacking a unit in a mountain hex, the final column shift is 2 columns to the left.*

12.2.5 COMBAT RESOLUTION (STEP 8)

Combat is resolved in Step 8 by using the Combat Results Table (CRT).

The attacker first refers to the appropriate odds column following the odds ratio determined in Step 7. He then rolls all 4 d6, adds up the values of the 2 white d6 rolls and cross references this value on the appropriate odds column to determine the combat result. The other 2 d6 rolls (green and blue) are used to determine the Tactical Coordination results.

Explanation of Combat Results:

A#: Number of Hit Points (HPs) taken by the attacker.

D#: Number of HPs taken by the defender.

An asterisk (*) indicates an obligatory step loss inflicted on an Assault Troops support, if one has been used to obtain a column shift (thus eliminating the support).

The number of HPs displayed on the CRT (Step 8) can be modified by the following factors:

- **Morning Fog:** The initiative player's units suffer **one HP less** than the CRT results call for.
- **Cadorna/Foch doctrine in effect:** When Entente units (only) are attacking they suffer **2 HPs more** than the CRT results call for.

12.2.6 TACTICAL COORDINATION ON THE BATTLEFIELD (STEP 9)

In this step first the defender, then the attacker, check their Tactical Coordination results. This game mechanic represents the ability of both sides to take advantage of the opportunities that occur during a battle, both in attack and in defence: exploiting success, moving up reserves, tactical withdrawals and so on. The checks for Tactical Coordination are completely separate from the CRT results.

Each side refers to the coloured d6 rolled in the preceding step (blue for the Entente player and green for the CP) and applies the DRMs laid out below.

Note: *Modifiers linked to doctrine only apply to Entente units, and then only if the lead unit is using the doctrine in question.*

Defender	Attacker
Trenches: +2	One or more Arditi/Sturmbataillone/ Stosstruppen attacking: +1
Lead unit is elite: +1	Lead unit is elite: +1
Friendly Air support in hex being attacked: +1	Friendly Air support in hex being attacked: +1
Enemy Air support in hex being attacked: -1	Enemy Air support in hex being attacked: -1
At least 1 defending unit is Disorganized/Reorganizing: -1	Attacking units of different nationalities: -1 (Entente only, see 'Doctrine' in Advanced Rules)
Defending units of different nationalities: -1 (Entente only, see 'Doctrine' in Advanced Rules)	Offensive modifier: 0 to +3
Bruchmüller Bombardment: -2	Cadorna/Foch doctrine in effect: +1
Cadorna/Foch doctrine in effect: -1	Diaz doctrine in effect: -1
	At least one unit with a morale of 3 is attacking: -1 (not cumulative with the modifier below)
	At least one unit with a morale of 2 is attacking: -2 (not cumulative with the modifier above)

Results of Tactical Coordination

The attacker and the defender may use all or part of their Tactical Coordination results.

If the result after DRMs is **6 or higher**, or is a **natural 6**, Tactical Coordination is **Perfect**, and the player may use any, or all, of the following benefits:

Perfect Tactical Coordination (6 or higher)	
Defender	**Attacker**
May choose to retreat up to 3 hexes. For each hex retreated by all the defending units, 3 HPs are deducted from the combat result. If Cadorna/Foch doctrine is in effect, and/or one unit in the stack is Disorgnanized, the retreat is limited to 2 hexes.	May place up to 2 of the attacking units in Exploitation mode.
May move up to 2 friendly combat units (even if Disorgnanized/Reorganizing), that are within 3 hexes of the defending hex and not in an eZoC, up to half of their movement allowance (rounded up). They may move into the defending hex if there are still surviving defenders there. This movement is only made after all the defender's HPs have been applied.	May advance after combat the same number of hexes that the defender retreated. The 1st hex advanced into must be the hex that was attacked.

If the modified die roll is **between 3 and 5**, Tactical Coordination is **Partial** and the player receives the following benefits:

Partial Tactical Coordination (between 3 and 5)	
Defender:	**Attacker**
May choose to retreat up to 2 hexes. For each hex retreated by all the defending units, 3 HPs are deducted from the combat result. If Cadorna/Foch doctrine is in effect, and/or one unit in the stack is Disorgnanized/Reorganizing, the retreat is limited to 1 hex.	May place 1 of the attacking units in Exploitation mode.
May move 1 friendly combat unit (even if Disorgnanized/Reorganizing), that is within 3 hexes of the defending hex and not in an eZoC, up to half of its movement allowance (rounded up). It may move into the defending hex if there are still surviving defenders there. This movement is only made after all the defender's HPs have been applied.	May advance after combat into the hex that was attacked.

If the modified die roll is **1 or 2**, or is a **natural 1**, there is **No Tactical Coordination** and therefore no benefits for the player. In addition, if it is the attacking player who gets the No Coordination result the defender may remove a Reserves or an Exploitation marker from an attacking unit or stack within 3 hexes of the hex being attacked.

If the result is **0 or lower** (including a **natural 1 with a negative modifier**), not only is there **No Coordination** but the player also suffers the consequences of **Misunderstood Orders**. The player concerned rolls another 1d6:

Note: *The question is often raised as to what a "natural 1 with a negative modifier" is. Remember all modifiers are cumulative. A natural 1 on its own immediately entails No Tactical Coordination, but it may also be accompanied by Misunderstood Orders.*
For example: An Italian regiment, with a morale of 5, under Cadorna/Foch doctrine and with an RG marker is attacked. The result of the blue die roll is '1' (a "natural 1"), so straight away the Italian unit has No Tactical Coordination. The DRMs that apply are: +1 (lead unit, elite), -1 (unit is Disorgnanized), -1 (Cadorna/Foch doctrine in effect for the defender). The DRMs can be summarised as: 1+1-2 = 0. And 0 = Misunderstood Orders.

Misunderstood Orders (0 or less)	
Defender	**Attacker**
1 - **Sacrifice: 1 additional step loss for each side.**	1 – **Bitter fighting:** 1 additional step loss for each side.
2 – **Panic:** retreat an additional 1 hex; no reduction of HPs.	2 - **Confusion:** one attacking units becomes Disorgnanized (defender's choice).
3 –**Suicidal counterattack:** one additional step loss for the defender.	3 – **Stubborn attacks:** one additional step loss for the attacker.
4 - **Rout:** 3 HPs less for the attacker.	4 – **Panic:** one attacking unit retreats 1 hex (attacker's choice).
5 - **Indecision:** the defending units receive a Pinned marker.	5 –**Half-hearted attack:** 3 HPs less for the defender.
6 – **Misdirected reserves:** the attacker can move one of the defender's units 1 hex, providing the unit is within 3 hexes of the attacked hex and is not in an attacker's ZoC.	6 – **Counterorders:** the defender can remove a second Reserves or Exploitation marker from an attacking unit or stack within 3 hexes of the attacked hex (the defender has already been allowed to do this - see text under Partial Coordination Table).

Effects of a Pinned Marker: CP regiments and/or brigades stacked with Stosstruppen/Sturmbataillone (or Allied units with French and/or British Tanks) do not have to stop moving when they move adjacent to a unit or stack under a Pinned marker.

CP regiments and/or brigades stacked with Stosstruppen/Sturmbataillone (or Allied units with French and/or British Tanks) may leave a Pinned unit's or stack's ZoC without penalty.

12.2.7 APPLYING COMBAT RESULTS (TACTICAL COORDINATION AND HIT POINTS)

Once the Tactical Coordination die roll results are known, these results are applied immediately by the players before the CRT effects are applied (Step 10). The results are applied in the following order:

- If the defender receives a Misunderstood Orders result, the effects are applied immediately. Each side's Hit Points may be modified as a result.
- If the attacker receives a Misunderstood Orders result, the effects are applied immediately. Each side's Hit Points may be modified as a result.
- If the attacker receives a result of No Tactical Coordination, the defender can remove a Reserves or Exploitation marker from an attacking unit or stack within 3 hexes of the attacked hex.
- If the defender obtains Partial or Perfect Tactical Coordination, he may carry out the corresponding actions, and reduce his HPs accordingly following a retreat.
- The defender, and then the attacker, now convert their remaining HPs into step losses or Disorganisation (see 12.2.8).
- If the attacker obtained Partial or Perfect Tactical Coordination, he can now carry out the corresponding actions (advance after combat and placing Exploitation markers).

12.2.8 CONVERTING HIT POINTS (STEP 10)

Once the final total of HPs is known and after any modifiers due to Tactical Coordination have been applied, the defender and then the attacker convert their HPs into step losses or Disorganisation as follows:

- A step loss for a regiment, a British brigade or a detachment costs 2 HPs.
- A step loss for an Austro-Hungarian or Italian brigade costs 3 HPs
- A step loss for a division costs 3 HPs.
- A step loss for an American regiment costs 3 HPs (to take account of the larger size of the US units).
- A step loss for a Tank unit costs the same number of HPs as the unit's protection rating.
- A step loss for an Assault Troops support costs 2 HPs. The Assault Troops must be paired with a unit taking part in the combat. Only one Assault Troops support per combat may suffer a step loss (additional Assault Troops losses may occur following an asterisk (*) result on the CRT).
- To Disorganise a unit costs 1 HP.

The counters of the Italian 'display' divisions do not suffer step losses. These losses are taken from the units that compose the divisions. Each Italian 'display' division (23 DF, 52 DF and 80 DF) has a playing card sized player aid upon which the component units of the division are displayed.

The conversion of HPs is carried out in the following order:

First, the initial step loss of each combat is always given to the lead unit of both the attacker and the defender, providing there are enough HPs to inflict a step loss on these units.

Exception: *A Tank unit that is attacking will always suffer the 1st step loss if the number of HPs is equal to or greater than its protection rating.*

After that the 2nd step loss goes to the lead unit if possible (see 12.2.3). Conversely, when defending or under Bombardment, a Tank unit is the last unit to suffer a step loss or be Disorgnanized.

Exception: *A Sturmbataillon or Arditi support in attack always suffers the first step loss if the number of HPs is 2 or more. After that the 2nd step loss goes to the lead unit if possible (see 12.2.3). Conversely, when defending or under Bombardment an Assault Troops support is the last unit to suffer a step loss.*

Exception: *The CP player may choose to eliminate a Stosstruppen suppport to avoid inflicting a step loss on his lead unit (see example in 12.2.3).*

After this the remaining HPs are distributed however the player chooses among his other units involved in the combat. Wherever possible HPs must be converted into step losses. Step losses are allocated at the owning player's choice. It is permissible for the player to inflict enough step losses to eliminate one unit, including his lead unit, before allocating step losses to other units.

Finally, any remaining HPs are used to Disorganise units, at the cost of 1 HP per unit. To show this a Disorgnanized marker is placed on the unit. The lead unit, if it has survived, must be the first unit selected to be Disorgnanized. Any surplus HPs, after step losses and Disorganisations have been carried out, are lost.

Examples:
A) *The defender has a stack of one regiment (1 step) and a division (2 steps). The stack suffers 7 Hit Points, and the regiment is the lead unit. The HPs are allocated as follows:*
a) 5 HPs to inflict a step loss each on the regiment and the division, thus eliminating the regiment,
b) 1 HP to Disorganise the division,
c) 1 HP remains, which cannot be used.

B) *The attacker has a stack of one division and a regiment; the division is designated as the lead unit. The stack incurs a result of 2 HPs. These are not enough to cause a step loss to the lead unit - a division requires 3 HPs for a step loss. The 2 HPs must be converted into a step loss for the regiment. (Wherever possible HPs must be converted into step losses instead of being used to Disorganise units.)*

C) *The attacker has a stack of a division and a regiment; the regiment is designated as the lead unit. The stack takes 3 HPs. As the lead unit, the regiment takes the first loss, for 2 HPs. The remaining HP is used to Disorganise the regiment, because it had been designated as the lead unit.*

D) *The attacker has a stack of a division and a regiment; the regiment is designated as the lead unit. The stack takes 4 HPs. The first loss is taken by the lead unit for 2 HPs. Because the remaining 2 HPs must be converted to a step loss if possible, the regiment has to take a second step loss - eliminating it.*

When an asterisk (*) result is listed on the CRT, if the player used an Assault Troops support to give a favourable column shift for that combat, he must eliminate it. This loss is in addition to any step losses caused by conversion of HPs, and does not negate the requirement for the lead unit to take the 1st step loss.

12.3 RETREAT AFTER COMBAT

Note: *The terms 'withdrawal' and 'retreat' are interchangeable.*

The Tactical Coordination result obtained by the defender may cause him to retreat one or more hexes, independently of Hit Points suffered.

Whatever the cause – retreat after combat or disengagement – the rules governing retreats are the same (see 13.0).

The defender always chooses his retreat path but must observe the restrictions below.

Retreat after combat ignores terrain movement costs.

All units in the defending hex must withdraw after a retreat result. They may follow different retreat paths. Support units however may never retreat (apart from Assault Troops which accompany the units they are associated with).

Retreating units must, as much as possible, retreat towards a supply source, or failing that towards a friendly HQ, avoiding eZoCs. A unit that retreats due to a Partial or Perfect Tactical Coordination result (as opposed to Disengagement) may retreat in a different direction in order to avoid entering an eZoC.

For each eZoC retreated through that is not occupied by a friendly unit, the retreating unit or stack suffers an additional step loss (owning player's choice).

If the final retreat hex of a unit or stack would result in overstacking, the unit or stack may continue to retreat as many additional hexes as necessary in order to conform with the stacking limits. If a retreating unit or stack retreats through other friendly units or stacks, every unit involved (those retreating and those retreated through) becomes Disorgnanized.

A unit that retreats 2 or 3 hexes after combat, or following an R3 Disengagement result, becomes Disorgnanized.

As soon as a retreating unit or stack crosses an unbridged major river hex (road, rail or Pontoon) it must stop moving and becomes Disorgnanized.

In the event of a Misunderstood Orders result the attacker may be obliged to retreat 1 unit. This retreat observes the rules above, but only one attacking unit retreats (not the entire stack).

If a unit (or stack) retreats into a hex occupied by an enemy Air support on an Interdiction mission, the unit (or stack) suffers one additional step loss (17.2).

12.4 ADVANCE AFTER COMBAT

Advance after combat depends on the Tactical Coordination result.

Only full-strength units that are not Disorgnanized may advance after combat.

In the event of Partial Tactical Coordination, the attacker may occupy the attacked hex with one or all of his units, providing the enemy's units were all eliminated or have retreated.

In the event of Perfect Tactical Coordination and the defender's retreat, the attacker may advance as many hexes as the defender has retreated.

In the event of Perfect Tactical Coordination and the defender's elimination, the attacker may advance up to 2 hexes.

In any event the first hex of the advance is the hex that was attacked.

After the 1st hex of advance (the defender's hex) units may not move directly from one eZoC to another, unless the advancing unit is a CP regiment or brigade associated with Stosstruppen or Sturmbataillone, in which case Entente ZoCs can be ignored.

Advance after combat ignores MPs and terrain movement costs.

Exceptions:
• *An advancing unit may only cross* ***an unbridged major river (road, rail or Pontoon)*** *in its 1st hex of advance (the defender's hex) and must then stop its movement.*
• *An advancing unit crossing a crest line hexside in its 2nd or 3rd hex of advance becomes Disorgnanized.*

12.5 DISORGANIZED/REORGANIZING

Combat units of both sides can become Disorgnanized following combat, disengagement or a forced march. They are identified by placing a Disorgnanized marker on them. Support units are never Disorgnanized.

A unit with a Disorgnanized or Reorganizing marker suffers the following penalties:
- Movement allowance is halved (rounded down),
- Units may not attack (but may disengage),
- Advance after Combat and Exploitation are not allowed.

Disorgnanized and Reorganizing markers can be withdrawn/adjusted at the end of the Exploitation Phase, in the Marker Adjustment segment (see 14.3).

The effects of both the Disorgnanized and Reorganizing markers are the same, no matter what side is up.

During the combat procedure Disorgnanized results are applied to individual units and not stacks. One HP can only ever Disorganise one unit.

Disorganisation resulting from a retreat, disengagement or a forced march does affect the whole stack.

A Disorgnanized unit that suffers another Disorgnanized result does not suffer any further penalties. A unit that is Reorganizing and suffers a Disorgnanized result reverts to Disorgnanized again.

Example: *A French division makes a forced march along a road. It is Disorgnanized at the end of its movement. During the Marker Adjustment segment, the Disorgnanized marker is automatically flipped to its RG side (Reorganizing). During the following German sequence an enemy combat unit finishes its movement adjacent to the French division. The RG marker can no longer be removed during the next Marker Adjustment segment because the French division is now in an eZoC.*

13.0 DISENGAGEMENT

Once all of the combats for the Operational Sequence have been resolved, the phasing player can try to Disengage his combat units that are in eZoCs. Support units cannot Disengage.

Disengagement is only possible at the end of the Combat Phase. There can be no Disengagement at the end of the Exploitation Phase.

To attempt Disengagement a unit must have been given a Disengagement marker at the end of the preceding friendly Movement Phase. For each stack with a Disengagement marker the player chooses a unit whose morale level will serve to modify the die roll. He rolls 1d6, applies the DRMs and consults the Disengagement Table.

Die Roll	Result
≤ 0	*r1
1	R3
2	R3
3	r2
4	r2
5	r3
≥ 6	r3
≥ 7	r4*

Modifiers
-2 for a unit morale factor of 2
-1 for a unit morale factor of 3
+1 for a unit morale factor of 5
+2 for a unit morale factor of 6
+2 for a cavalry unit
+3 if attempting to exit a trench hex
+1 if attempting to exit a city hex
-3 if the Disengaging units are surrounded by enemy units or eZoCs; an adjacent friendly unit cancels eZoCs
-2 if the stack contains a Disorgnanized/Reorganizing unit
+1 for a unit or stack in Retreat mode

Explanation of results:
- *: The unit whose morale was used for a modifier suffers a step loss.
- r1: The unit(s) retreat 1 hex.
- r2: The unit(s) retreat1 or 2 hexes.
- r3: The unit(s) retreat1, 2 or 3 hexes.
- r4*: The unit(s) retreat 1, 2, 3 or 4 hexes. Applies only to units/stacks in Retreat mode.
- R3: The unit(s) retreat 3 hexes, but the opposing player chooses the retreat path (while still observing the retreat priorities). After retreating the unit(s) are Disorgnanized.

The retreat movement due to Disengagement is conducted the same as retreat after combat, and so all the rules concerning retreat after combat apply. For example, it is possible to Disengage through eZoCs at the cost of the losses explained in 12.3.

14.0 EXPLOITATION

The Tactical Coordination results may allow the phasing player to place an Exploitation marker on some of his units.

Exploitation markers are placed once any advance after combat moves have been made (and before beginning any other combat).

Only combat units at full-strength, that took part in the combat and that are not Disorgnanized are eligible for an Exploitation marker.

A unit with its associated Assault Troops only counts as one unit. Regiments/brigades from the same division (and any associated Assault Troops) also count as one unit, providing they are stacked in the same hex at the moment the Exploitation marker is placed, and providing they are the **only** combat units in the hex. Again, only regiments/brigades that are at full-strength and are not Disorgnanized may Exploit.

The 3 Italian 'display' divisions follow the same rule: they allow several independent units from the same division to be placed under one Exploitation marker.

Example 1: *The CP player has a Perfect Tactical Coordination result, and so has 2 Exploitation markers. His 3 Alpenkorps regiments are stacked in the same hex with 2 Stosstruppen supports. One regiment is DG and has taken a step loss. Only the remaining 2 regiments (and 1 or 2 Stosstruppen) can be put in Exploitation mode. This only requires 1 Exploitation marker because all 3 regiments are from the same division. The remaining marker can be used for another unit that took part in the combat and that fulfils all the criteria.*

Example 2: *The 2 brigades of the AH 44e SchD are stacked in the same hex as a German regiment; the units are all full-strength and not Disorgnanized. The CP player has a Perfect Tactical Coordination result, and so has 2 Exploitation markers. Because the German regiment and the AH brigades are not all from the same division, the 2 AH brigades cannot both be placed under the same Exploitation marker. The CP player can therefore place his 2 markers either on each of the 2 brigades, or on 1 brigade and the German regiment.*

During the Exploitation Phase only those units with an Exploitation or a Reserves marker can move and attack.

The Exploitation Phase has 3 segments:

The attacker starts by carrying out any attacks he wishes with his Exploitation units that are adjacent to enemy units. (Note: If he has units adjacent to enemy units he does not wish to attack, the attacker may remove their Exploitation markers, thus ending their Exploitation Phase (see 14.1).)

Once all desired combats have been resolved, the attacker may now move any of his units that have an Exploitation or a Reserves marker, that did not engage in combat and are not in an eZoc.

Finally, he proceeds to the Marker Adjustment segment.

If the attacker has no units with Exploitation or Reserves markers, the only segment played in the Exploitation Phase is the Marker Adjustment segment.

14.1 EXPLOITATION COMBAT

The phasing player can carry out combat with his Exploitation units that are adjacent to enemy units. These combats are not compulsory and are at the choice of the phasing player.

Exploitation combat follows all the standard rules for combat with the following exceptions:

- The phasing player may not place any more units in Exploitation, no matter the Tactical Coordination result.
- The phasing player may only use Artillery in the Counter-battery role; the defender may still use his Artillery in Bombardment mode.

After each Exploitation combat is resolved, the Exploitation marker is removed from the participating unit(s). Once all the combats have been resolved, any Exploitation markers on units in an eZoC are removed (cf. note in 14.0). However, Allied units stacked with Tanks and CP regiments/brigades associated with Stosstruppen/ Sturmbataillone ignore eZoCs if the enemy unit is Pinned.

14.2 EXPLOITATION MOVEMENT

Once all Exploitation combats have been resolved, the phasing player may move his remaining units that still have an Exploitation marker up to half of their movement allowance (rounded up).

He may also move his units that were placed in Reserve during the Movement Phase, increasing their movement allowance by 2 MPs for this segment.

These forms of movement are subject to all the rules of standard movement (see 11.0), with the exception of forced marches, that cannot be made in Exploitation. Once all movement has been completed the Exploitation and Reserves markers are removed.

During this segment the phasing player can also move any of his Army Artillery supports that are in Offensive mode, following the rules in paragraph 11.3.1.1.

14.3 MARKER ADJUSTMENT

During this segment, the phasing player adjusts the markers on **both sides' units**. He does so in the following order:

1. All ***Reorganizing*** markers on units not in an eZoC are removed,
2. All ***Disorgnanized*** markers are flipped to their ***Reorganizing*** side (even when in an eZoC),
3. All remaining ***Exploitation*** and ***Reserve***s markers are removed,
4. All remaining ***Disengagement*** markers are removed,
5. All ***Pinned*** markers are removed.

15.0 SUPPORT UNITS AND TANKS

15.1 HQS

HQs move as described in 11.3.3.

In the Basic Game, the only function of HQs is to provide supply, and to allow the demolition and rebuilding of road/rail bridges

15.2 ARTILLERY

15.2.1 MOVEMENT

Movement of Artillery supports is described in 11.3.1.

15.2.2 BOMBARDMENT

The use of Artillery in combat is described in 12.2.2.

Bombardment may only take place during combat.

Artillery, either Corps or Army level, can participate in combat by carrying out Bombardments, to inflict losses or disorganise the enemy. Artillery supports Bombarding in attack, in defence or carrying out Counter-battery fire may only do so if the hex under attack is within their *Bombardment Range*.

An Army Artillery support in Offensive mode can be used to take part in up to 4 attacks per Combat Phase within its *Bombardment Range*. In defence it can only support 1 combat per phase. An Army Artillery support in Bombardment mode, may only participate in 1 combat per phase, just like a Corps Artillery support.

Only Corps Artillery supports may conduct Counter-battery fire. They are flipped to their Counter-battery side to signify this. Their Bombardment value(s) are subtracted from the Bombardment value(s) of the enemy's attacking artillery. If the final result is 0 or less, no Bombardment takes place. Once all the combats in the current phase have been resolved, all Corps Artillery supports in Counter-battery mode are flipped back to their Bombardment side.

During the Exploitation Phase, the defender may use all of his Artillery supports again. The attacker can only use his Corps Artillery supports, and then only for Counter-battery fire (see 14.1).

Some scenarios indicate that the CP player benefits from the Bruchmüller random event. This event applies to any combat within range of a single Army Artillery support in Offensive mode, during the 1st Operational Sequence of the turn the event is played. A Bruchmüller Bombardment gives a bonus +3 DRM to the attacker's Bombardment Table die roll, and a -2 DRM penalty to the defender's Tactical Coordination die roll (see 12.2.6). A Bruchmüller marker is placed on the Army Artillery support selected for these effects.

Historical note: *Georg Bruchmüller was a German artillery officer who developed a new and highly effective method for conducting artillery bombardments that neutralised enemy troops and disrupted their command centres. First used in Riga in September 1917, it was so effective it was used in the majority of German offensives thereafter.*

Procedure: Each player totals the strengths of his bombarding Artillery supports. The attacker then subtracts from this total the sum of the strengths of the defender's Counter-battery supports. The result is used to locate the correct column on the Bombardment Table. The attacker rolls on the Bombardment Table first and determines the result, followed by the defender:

	Bombardment					
1d6	1	2	3	4	5	6+
0-	0	0	1	1	2	2
1	0	0	1	2	2	2
2	0	1	2	2	3	3
3	0	1	3	3	3	3
4	1	2	3	3	4	4
5	1	2	4	4	4	5
6	2	3	5	5	5	6
7+	3	3	5	5	6	6

Die Roll Modifiers:
Bruchmüller Bombardment: +3 DRM (during the 1st Operational Sequence only)
Defender in a trench hex: -2 DRM
Defender in a city: -1 DRM
If all the defender's units in the target hex are under the Diaz doctrine (Italian units only): -1 DRM
Friendly Air support flying an Observation mission: 1 column shift to the right

These modifiers are cumulative, and only apply to the attacker's die roll.

The Bombardment Table results are expressed in *Hit Points* (HPs).

HPs are applied **immediately** as laid out in **12.2.8**. Only those units taking part in the combat for the hex are affected, at the owning player's choice.

15.2.3 ACTIVATING ARMY ARTILLERY SUPPORTS

Army Artillery can be in one of 2 modes: a standard mode where it functions like Corps Artillery (only able to support 1 combat), and an Offensive mode where it can support up to 4 combats within its Bombardment Range.

In the Basic Game, Army Artillery supports in Offensive mode are flipped back to their standard (Bombardment) side at the start of every Administrative sequence. During the Declaring of Offensives Phase, the player with the initiative can flip one or more Army Artillery supports to Offensive mode if he is declaring an offensive for that turn (see 8.0 and specific scenario instructions).

15.3 ASSAULT TROOPS

There are 3 types of Assault Troops supports in the game: German Stosstruppen (Stoss counters), Austro-Hungarian Sturmbataillone (SturmB counters) and Italian Arditi (Arditi counters).

15.3.1 STOSSTRUPPEN (STOSS)

The rules for Stosstruppen movement are described in 11.3.2.

A Stosstruppen support can only be associated with a German regiment.

Stosstruppen confer special movement capabilities on the regiments they are stacked with, enabling them to move from one eZoC to another eZoC during advance after combat (see 12.4).

They also furnish an attack bonus to their stack: if the CP player decides to use a Stosstruppen support in an attack, the final odds ratio is shifted 1 column to the right. Using more than one Stosstruppen support in an attack does not bring any additional column shifts. Stosstruppen also provide a +1 DRM for the Tactical Coordination die roll.

If a CRT result has an asterisk (*) the CP player must eliminate a Stosstruppen support if one was used to give a column shift in the attack. This loss is in addition to any other HPs suffered by the attacker.

The CP player may also choose to assign 2 Hit Points (2HPs) to a Stosstruppen support as a step loss. This is completely optional for the CP player and may only be used once per combat. The loss can be assigned to any Stosstruppen support associated with a regiment that took part in the combat. Allocating a step loss to the Stosstruppen in this manner can be used to substitute the 1st step loss the lead unit would ordinarily have to take. This option cannot be used when converting HPs suffered from Bombardments.

Any step loss on a Stosstruppen support eliminates it.

A Stosstruppen support in defence, or under Bombardment, is the last unit to suffer a step loss (if the combat unit it is attached to is eliminated, the Stosstruppen support is automatically also eliminated).

15.3.2 STURMBATAILLON (STURMB)

Sturmbataillone movement is described in 11.3.2.

A SturmB support can be associated with an AH brigade of morale 4 or 5, or with an AH division of morale 4.

Sturmbataillone confer special movement capabilities on the brigades (but not divisions) they are stacked with, enabling them to move from one eZoC to another eZoC during advance after combat (see 12.4).

They also furnish an attack bonus: if the CP player decides to use a SturmB support in an attack, the final odds ratio is shifted 1 column to the right. Using more than one SturmB support in an attack does not bring any additional column shifts. Sturmbataillone also provide a +1 DRM for the Tactical Coordination die roll.

If a CRT result has an asterisk (*), the CP player must eliminate a SturmB support if one was used to give a column shift in the attack.

As described in 12.2.8 (HP conversion), a SturmB support suffers the 1st step loss of an attack in which it was used if the number of HPs is 2 or more. Any additional losses must be allocated as usual, starting with the lead unit. **A step loss taken by a SturmB support cannot be used in place of a step loss for the lead unit.**

A step loss on a SturmB support eliminates it.

A SturmB support in defence, or under Bombardment, is the last unit to suffer a step loss (if the combat unit it is attached to is eliminated, the SturmB support is automatically also eliminated).

15.3.3 ARDITI

Arditi movement is described in 11.3.2.

An Arditi support can be attached to an Italian regiment, brigade or division of morale 4.

Arditi supports do not confer any special movement capabilities on the units they are stacked with during advance after combat.

They do furnish an attack bonus to their stack: if the Entente player decides to use an Arditi support in an attack, the final odds ratio is shifted 1 column to the right. Using more than one Arditi support in an attack does not bring any additional column shifts. Arditi supports do not supply any bonus DRM for the Tactical Coordination die roll.

If a CRT result has an asterisk (*), the Entente player must eliminate an Arditi support if one was used to give a column shift in the attack.

As described in 12.2.8 (HP conversion), an Arditi support must suffer the 1st step loss of an attack in which it was used, if the number of HPs is 2 or more. Any additional step losses must be allocated as usual, starting with the lead unit. **A loss taken by an Arditi support cannot be used in place of a step loss for the lead unit.**

A step loss on an Arditi support eliminates it.

An Arditi support in defence, or under Bombardment, is the last unit to suffer a step loss (if the combat unit it is attached to is eliminated, the Arditi support is automatically also eliminated).

Reminder: A unit stacked with an Arditi support may leave an eZoC without penalty; however the Arditi support is eliminated (see 11.2.2).

15.4 TRUCKS

The movement of Trucks is described in 11.3.4.

The Trucks support represents the central reserve of 1,800 lorries set up by the Italian army after the front on the Piave had been re-established. This reserve can only be used to transport infantry or Artillery supports as described in 11.3.4.1.

Only the Entente player may use this support; since a Trucks support is destroyed if it is alone in an eZoC, it cannot be captured and reused by the CP player.

15.5 SUPPLY DEPOTS

In those scenarios that use only the Basic Rules, Supply Depots do not move (see 11.3.5).

Supply Depots are a supply source for their side (see Supply, 9.0).

They have 2 sides: a supply source side and a side displaying the Victory Points (VPs) allocated to them.

In contrast to other supports, Supply Depots are not automatically eliminated if they are alone in an eZoC. They can be captured by the enemy, allowing him to gain VPs. To avoid their capture by the enemy, Supply Depots may be voluntarily destroyed by the owning player.

15.5.1 DESTROYING SUPPLY DEPOTS

The procedure to destroy a Supply Depot is the same as that required to destroy a bridge, with the difference that only one attempt during the game may be made to destroy a Supply Depot.

Before attempting to destroy a Supply Depot, 2 conditions must be met:

- An enemy unit must be within 3 hexes of the Supply Depot, from the Supply Depot's hex (exclusive) to the enemy unit's hex (inclusive)
- The Supply Depot's hex must be within the Command Radius of a friendly HQ, following the same rules as in 9.1.

The phasing player rolls 1d6. On a roll of 1 to 4, the Supply Depot is destroyed, and the counter is permanently removed from the game.

If the attempt fails, the counter is flipped to its VP side as a reminder that the attempt to destroy the depot has already been made. The Supply Depot continues to function normally as a supply source for its side, unless it should be captured by the enemy.

15.5.2 CAPTURE OF SUPPLY DEPOTS

Contrary to the rule stating that 2 units from different sides may not occupy the same hex, a friendly unit may enter an enemy Supply Depot's hex if the depot is alone in the hex (no matter what side of the Supply Depot counter is displayed) and end its movement there.

The Supply Depot is now captured, and its counter removed from the map. The player who captured the Supply Depot keeps the counter in front of him, VP side up, so he can include the capture of the Supply Depot in his Victory Points total at the end of the scenario (see Victory Points Determination, 16.0). The unit that captured the Supply Depot must end its movement in the depot's hex.

If an AH unit captures an Italian Supply Depot, the unit automatically becomes Disorgnanized.

15.6 TANK UNITS

Note: *This section is an update of the rules concerning tanks in the previous games in the series. In Italia 18, Tanks are absent from the scenarios that use only the Basic Rules, and only appear in the campaign game as a random event.*

15.6.1 BRITISH AND FRENCH TANKS

British and French tanks are combat units. A Tank counter is the equivalent of 1 unit for stacking and has 1 step. Tanks have ZoCs and may become Disorgnanized.

In combat they contribute their attack and defence strength factors, just like an infantry unit.

When attacking, Tank units have the following special characteristics:

• The tank/infantry coordination bonus on the Tank counter gives the number of column shifts to the right on the CRT.

• The protection rating is the number of HPs that must be inflicted on the Tank unit to eliminate it.

If a Tank unit is operating on its own, in attack or in defence, its bonus is also used as its Morale rating.

During an attack in which a Tank unit is taking part, if the number of HPs inflicted on the attacker is greater than or equal to the Tank's protection rating, then the Tank unit is eliminated as the first loss. The remaining HPs are applied as usual, starting with the lead unit.

If the number of HPs inflicted on the attacker is less than the Tank's protection rating, the HPs are applied as usual, starting with the lead unit (see 12.2.8 and 12.3)

Example: *A French regiment stacked with a Renault tank (protection rating 3) suffers an A6 rating from the CRT. The number of HPs inflicted is greater than the Tank unit's protection rating of 3, so the Tank takes 3 HPs and is eliminated. The remaining 3 HPs are used to inflict one step loss (2 HPs for a regiment) and to Disorganise the regiment (1 HP). If the stack had suffered an A2 result the tank would have been untouched, and the regiment would have suffered a step loss.*

When attacking, only one Tank unit may supply its coordination and protection characteristics per combat. In defence, a Tank unit is the last combat unit in the hex to be eliminated.

Tank movement is limited by the terrain. They may not cross a crest line (except by road) or any river except by bridge (road or rail). Tanks may not use pontoon bridges.

Tanks may not attack units in cities, behind a crest line, or any river.

15.6.1.1 British and French Tanks defending on their own (optional rule)

If a British or French Tank unit is attacked while on its own (not stacked with friendly infantry), and if during Step 7 of combat (Calculating the Odds Ratio, 12.2.4) the final ratio is 6/1 or higher, then the Tank unit is automatically eliminated.

Only the German player rolls: one white d6, and the green d6 for Tactical Coordination. On a 1 or 2 on the white d6, the German player's lead unit becomes Disorgnanized. On a result of 3 to 6 the German units are unaffected.

The results of the German player's Tactical Coordination die roll are then applied as normal.

15.6.2 GERMAN AND ITALIAN TANKS

They can be used in the same way as Allied tanks (see above), with these exceptions:

- German and Italian Tank units do not have any movement points.
- They are placed straight onto an attacking unit in Step 1 of the Combat Sequence.
- They count as 1 combat unit for stacking.
- After the combat has been resolved German and Italian Tank units are eliminated whatever the outcome of the combat **but** they can still be used to absorb a number of HPs equal to their protection rating (as for the Allies' tanks).

16.0 VICTORY POINTS DETERMINATION & END OF TURN

During this sequence each player marks the Victory Points (VPs) he has gained during the turn on the VP Track. If this is the last turn in the scenario, the players make a final VP count and determine the game's winner. If it is not the last turn, the Turn marker is advanced one space on the Turn Record Track and a new turn starts. The victory conditions are given in each scenario.

17.0 AIR SUPPORT

Note: The rules for Air supports are not used in the introductory scenario and are optional for all the other scenarios. Nevertheless, it is recommended that players use the Air rules once they have become familiar with the game system.

These rules for the use of Air supports were rewritten by Nicolas Rident for Somme 1918 and may be used for the first game in the series, Marne 1918.

17.1 AVAILABLE AIR UNITS

Air supports are managed on the Air Supports section of the main tracking player aid, which has 2 x Available Supports boxes, an Air Missions for the Turn box and the Air Superiority Table.

Each scenario specifies the number of Air supports available for each side (see scenario setup player aids). At the start of the game the available Air supports are placed in their respective Available Supports box.

Air supports entering the game as reinforcements are placed in their respective Available Supports boxes at the start of the Administrative sequence of the turn they arrive.

During the Air Superiority Phase of the Administrative Sequence, all the Air supports in the Air Missions for the Turn box are returned to their Available Supports box.

Next, one of the players rolls 1d6, applies any applicable DRMs (listed on the player aid) and consults the Air Superiority Table. The result of the modified die roll determines who has air superiority for the turn and gives the number of available Air supports for that player.

The player concerned chooses that number of Air supports at random from his Available Supports box and places them in the Air Missions for the Turn box.

If the number indicated by the Air Superiority Table exceeds the number of Air supports in the player's Available Supports box, he simply uses all of his available Air supports.

Only the Air supports that are actually in the Air Missions for the Turn box can be used to carry out missions as described in 17.2 (if the weather allows, see 10.0).

***Note:** Each player has a player aid in playing card format which contains the Air Missions for the Turn box, which is used in the campaign game. Players may decide to use these player aids rather than the Air Missions for the Turn box on the main tracking player aid.*

An Air support used to carry out a mission is placed in a selected hex on the map; it stays there until the end of the current Operational Sequence. A maximum of 2 Air supports can be placed in the same hex on a mission. Air supports can carry out their missions in any hex within the CR of a friendly HQ. They are placed at the start of the owning player's Movement Phase, or that of his opponent.

A test is carried out after each mission. The player rolls 1d6 for each of his Air supports on the map. On a roll of 1 or 2, the Air support is returned to the Air Missions for the Turn box. If the result is between 3 and 6, the Air support is returned to the player's Available Supports box.

17.2 AIR SUPPORT MISSIONS

Air supports can carry out one of 3 types of missions:

- **Interdiction:** The player places an Air support in a hex within the CR of a friendly HQ.
  The effects of the interdiction are as follows: +1 MP cost for enemy units to enter the hex. If an enemy unit (or stack) retreats into the hex after combat the unit (or stack) suffers 1 step loss.

- **Observation:** The player places an Air support in a hex occupied by at least one friendly or enemy unit, within the CR of a friendly HQ. If the units in the hex are attacked, the total Bombardment value of friendly Artillery used for support (attacking or defending) in that hex is given a 1 column shift to the right on the Bombardment Table. In addition, the Tactical Coordination die roll of friendly units engaged in the combat is given a positive modifier (see 12.2.6).
- **Aerial Bombardment:** An Aerial Bombardment mission can be offensive or defensive in nature. A Bombardment mission is carried out in conjunction with an Observation mission (therefore a Bombardment mission requires 2 Air supports: one for Observation and one for the actual Bombardment).
  Aerial Bombardment is only carried out as part of a combat.
  If the units in the hex are being attacked, the Bombardment rating of the Air support flying the Bombardment mission is added to the total Bombardment value of friendly Artillery to determine the final Bombardment value. It is possible for a hex to be bombarded by Air supports alone, in the absence of any available Artillery.
  Enemy Counter-battery fire cannot be used to cancel an Air support's Bombardment value.

SCENARIOS

Each scenario simulates one of the offensives that took place on the Italian front between October 1917 and October 1918. Apart from the introductory scenario they are laid out in chronological order. The brief notes below, however, detail the scenarios' level of difficulty and their estimated length.

The introductory scenario, **Monte Grappa: The Sacred Mountain**, allows players to familiarise themselves with the game's mechanisms and to explore the rules specific to Italia 18.

The low number of counters, a reduced playing area and a duration of 4 Operational Sequences makes for a deliberately short scenario that is playable in about one hour.

Scenario 2, **Radetzky: Conrad's Last Gamble** allows players to continue their familiarisation with the game system and its specific rules, with a larger number of counters and a wider playing area than in the introductory scenario.

Players who already know the series will be able to start with this simple scenario, playable in about two hours.

Scenario 3, **Albrecht: Last Chance of the Habsburgs** is of the same order of difficulty as Scenario 2, but the greater number of turns makes for a longer game.

This scenario should last around four hours.

Scenario 1, **Waffentreue: The Battle of Caporetto**, is a big scenario with a large number of counters and numerous special rules.

Players intending to tackle the campaign game are strongly encouraged to play this scenario several times, since it covers the first four turns of the campaign.

The length of play for this scenario is around eight hours.

Finally, scenario 4, **Radetzky & Albrecht: The Battle of the Solstice** and scenario 5, **Vittorio-Veneto: Death of an Army**, are scenarios involving a large number of counters over a wide playing area, with a number of special rules.

Playing time for each of these scenarios will last somewhere between ten and twelve hours.

The description of each scenario follows the same outline:

Length: Expressed as the number of game turns.

Playing area: Specifies which part of which map will be used for the scenario. Units can only move and fight within these defined limits and are eliminated if they are forced to leave the playing area.

Initial setup: Specifies which setup player aids to use for the scenario.

Reinforcements: Indicates if any reinforcements will arrive in the course of the scenario, and if so, on what particular HQ they arrive. (See 11.1.5, Arrival of reinforcements).

Special rules: Explains the rules specific to each scenario.

Victory conditions:

Explains each scenario's objectives and how the winner of the scenario is determined.

INTRODUCTORY SCENARIO: MONTE GRAPPA, THE SACRED MOUNTAIN

This scenario simulates the last Austro-German offensive in December 1917, which had the aim of taking Monte Grappa. The last large-scale engagement of German divisions on the Italian front, the offensive's aim was to break out into the Venetian plain and thus avoid spending another winter in the mountains.

The Italian troops' bitter resistance less than two months after the disaster of Caporetto would decide otherwise, and in the words of the German General Krafft von Dellmensingen, would turn Monte Grappa into "the sacred mountain of the Italians".

Length: The scenario lasts 2 turns, from 11th to 16th December 1917 (Turns 17 and 18).

Playing area: This scenario has its own map (*Monte Grappa: The Sacred Mountain*). The limits of the playing area on the map are indicated by the absence of hexes to the west the River Brenta and to the east of the River Piave.

Initial setup: See Monte Grappa setup player aid.
As shown on the setup display, some CP units start the game already reduced and/or Disorgnanized.

Reinforcements: Only the CP player receives reinforcements in this scenario.
In Turn 17, at the start of the CP's Movement Phase of the 2nd Operational Sequence, 50 ID AH arrives as a reinforcement and is stacked with, or placed adjacent to, XIV Armee HQ. It can move and fight as normal from the moment of its arrival.

Special rules:

The CP player has the initiative for the whole scenario.

On the 1st turn (Turn 17), the CP player must declare an Offensive with the following characteristics:

- Offensive modifiers: +2/+1/0
- Number of Army Artillery supports in Offensive mode: 1

The 2nd turn in the scenario (Turn 18) has no Offensive, and therefore only has one Operational Sequence.

The weather is 'Morning Fog, then Poor Weather' on the 1st Operational Sequence of Turn 17 and then remains 'Poor Weather' for the rest of the scenario.

There is therefore no Weather determination, no use of Air supports, and minor roads cannot be used.

The Entente's doctrines are as follows:

- Italians: Evolving
- French: Cadorna/Foch

As shown on the Doctrine Track, all the Entente's units therefore have their defence values doubled when entrenched, and inter-Allied cooperation is possible, but with a penalty DRM for 'Units of different nationalities' when rolling for Tactical Coordination (even where the only cooperation is Artillery support from another nationality).

The lead unit determines the Entente doctrine in effect for each combat.

AH and German units are considered to be one nationality, and therefore do not apply the penalty DRM 'Units of different nationalities' when rolling for Tactical Coordination.

Victory conditions:

The CP player wins a Strategic Victory if by the end of the scenario at least one of his combat units occupies a hex in clear terrain south of the Entente's trench line, and can trace a valid supply line back to XIV Armee HQ.

The CP player wins an Operational Victory if by the end of the scenario he occupies hexes 2024 and 2026 with combat units that can trace a valid supply line back to XIV Armee HQ.

If neither of these 2 conditions has been met by the end of the scenario, the CP player totals the number of Entente trench hexes he occupies or controls (1 VP per hex) and adds to that the value of any objective hexes he occupies or controls (Number of Iron Cross symbols = Number of VPs).

- If the final total is more than 5 VPs, the CP player wins a Tactical Victory.
- If the final total is 5 VPs, the game is a draw.
- If the final total is less than 5 VPs, the Entente player wins the game.

The CP player's victory level is lowered one level, if at the end of the scenario the Entente player occupies at least one CP trench hex with a combat unit that can trace a valid supply line back to IV Armata HQ.

SCENARIO 1: WAFFENTREUE: THE BATTLE OF CAPORETTO

This scenario simulates the Austro-German offensive of October 1917, called "Waffentreue" (Brothers in Arms), which was originally conceived to relieve the pressure the Italians were exerting by throwing them back behind the Isonzo, or if possible, behind the Tagliamento.

By shattering the II Italian Army and bringing about a withdrawal of the front by about 100 kilometres (c. 70 miles), this 12th Battle of the Isonzo was to make the small village of Caporetto famous (today Kobarid in Slovenia), a name that has become synonymous with 'disaster' in Italian.

Length: The scenario lasts 4 turns, from 24th October to 4th November 1917 (Turns 1 to 4).

Playing area: The scenario has its own map (*Waffentreue: The Battle of Caporetto*). The whole area of the map is used.

Initial setup: On the setup player aids 'Campaign & Caporetto', use those units whose locations are marked in blue.
As shown on the setup display, some units start the game already reduced.

Reinforcements: Both sides receive reinforcements in this scenario.

CP reinforcements:

- Turn 1, 2nd Operational Sequence: 13 SchD AH (8-9-4/4) + 1 x SturmB, on or adjacent to XIV Armee HQ.
- Turn 2, 1st Operational Sequence: 4 ID AH (9-10-4/4) + 1 x SturmB, on or adjacent to XIV Armee HQ.
- Turn 2, 2nd Operational Sequence: 33 ID AH (8-9-4/4) + 1 x SturmB, on or adjacent to any friendly HQ.

Entente reinforcements:

- Turn 1, 2nd Operational Sequence: 7 Alpini IT (3-4-5/5) and 8 Alpini IT (4-5-5/5) on or adjacent to II Armata HQ.
- Turn 3, 1st Operational Sequence: 3 DC IT (1-2-5/2) and 4 DC IT (1-2-5/2) on or adjacent to any friendly HQ.

Special rules:

The CP player has the initiative for the whole scenario.

In the 1st turn the CP player must declare an Offensive with the following characteristics:

- Offensive modifiers: +3/+2/+1
- Number of Army Artillery supports in Offensive mode: 2

During Turn 2, the CP player must declare an Offensive with the following characteristics:

- Offensive modifiers: +1/0/0
- Number of Army Artillery supports in Offensive mode: 2

During Turn 3, the CP player must declare an Offensive with the following characteristics:

- Offensive modifiers: +1/0/0
- Number of Army Artillery supports in Offensive mode: 1

The last turn of the scenario (Turn 4) is a turn with no Offensive and only has one Operational Sequence.

The CP player benefits from play of the Bruchmüller event during the 1st Operational Sequence of Turn 1.

The weather is automatically 'Morning Fog, then Poor Weather' in the 1st Operational Sequence of Turn 1. It is thereafter rolled for on the Weather Table.

Italian troops doctrine: Cadorna/Foch.

As shown on the Doctrine Track, Italian units have their defence factor doubled when in a trench hex.

AH and German units are considered to be one nationality, and therefore do not apply the penalty DRM 'Units of different nationalities' when rolling for Tactical Coordination.

The Italian Corps Artillery support in hex E2930 starts the game with a 'No Firing' marker.

It may not fire at all (either Bombardment or Counter-battery) during the CP player's Combat and Exploitation Phases in the 1st Operational Sequence of Turn 1.

The marker is removed during the Marker Adjustment Phase at the end of the CP player's 1st Operational Sequence. There is no further effect.

Historical note: *All through 24 October 1917, the artillery of General Badoglio's army corps remained almost completely inactive. The reasons behind this inactivity are still the cause of much debate in Italy.*

Some Italian units start the game with a Reserves marker (see 11.2.10, Reserve Markers in Defence).

The CP wins Victory Points if the Entente player removes the Reserves markers during Turns 1 and 2 in order to use these units:

- On Turn 1, the CP player wins 2 VPs for each removed marker.
- On Turn 2, the CP player wins 1 VP for each removed marker.

The markers are removed automatically, and without any VPs for the CP player, in the following cases:

- If a CP unit moves adjacent to an Italian unit with a Reserves marker, the Reserves marker is removed.
- If an Italian unit with a Reserves marker is placed in Retreat mode, the Reserves marker is removed.
- All remaining Reserves markers are removed in the Administrative Sequence of Turn 3.

The CP player may use the Rommel counter once during the game, as follows:

At the declaration of an attack in which at least one Alpenkorps (AlpK) unit is taking part, the CP player places the Rommel counter on the Italian unit being attacked.

The combat is now a concentric attack (even if another Italian unit is adjacent to the unit being attacked) and gains 1 column shift to the right.

If the Italian unit retreats after combat, it automatically takes a step loss, even if it retreats through another Italian unit.

From the start of Turn 3, the CP player may use the Refugee markers as follows:

At the start of each **Entente** Movement Phase the CP player may place 1, 2 or 3 Refugee markers on Italian units or stacks that are within 3 hexes of a CP unit but are not actually in a CP ZoC.

Any units or stacks affected have their movement allowance halved (rounded down) for that Movement Phase. A stack with a Refugee marker on it may separate, but each individual unit may only move half of its allowance.

The Refugee markers are removed from the map at the end of the Entente player's Movement Phase.

Twice during the game, from the start of Turn 2, the CP player may use a Bridge Destroyed marker as follows:

At the start of the **Entente** player's Movement Phase the CP player may place a Bridge Destroyed marker on one end of a bridge controlled by the Entente player, if the bridge satisfies the conditions of 11.2.5 (i.e., the bridge is in the CR of an Italian HQ and there is a CP unit within 3 hexes of the bridge concerned).

The 2 markers can be placed at the start of the same Movement Phase.

During the Supply phases of Turns 2 to 4 the Entente player rolls 1d6 for each Italian unit that has become out of supply.

On a result of 1 or 2 the unit is immediately eliminated and no OOS marker is placed on it.

From the start of Turn 2, the Entente player may give a Retreat order to all of his units. The Entente player gives the Retreat order at the start of a Movement Phase, and it remains in force from that moment until the end of the scenario.

As soon as the Retreat order has been given, at the start of each Movement Phase the Entente player can put some or all of his combat and support units into Retreat mode, including units that started the scenario with a Reserves marker (see 11.4). Those units that had started the game with a Reserves marker simply have the marker removed, with no additional VP points being scored for the CP player.

In addition, from the moment the Retreat order has been given the Entente player can remove one Artillery support from the map per Operational Sequence. At the end of the game these Artillery supports will count as having left the map by the western edge (see Victory Conditions below).

- If the Retreat order is given in Turn 2 while the CP player's VP total is less than 15, he immediately gains 15 VPs.
- If the Retreat order is given in Turn 2 while the CP player's VP total is 15 or more, he immediately gains 10 VPs.
- If the Retreat order is given in Turn 3, the CP player immediately gains 5 VPs.
- If the Retreat order is given in Turn 4, there are no VP gains for the CP player.

Reminder: Any attempt during the 1st turn to destroy bridges over the Isonzo incurs a + 2 DRM.

Victory conditions:

The CP collects Victory Points (VP) as the game progresses and also, if certain conditions have been met, at the end of the scenario.

VPs collected during the course of the game are recorded on the VP Track as follows:

- When the CP player captures an objective hex, he scores the same number of VPs as there are Iron Crosses on the hex. The VPs for an objective hex are lost if the Entente player subsequently retakes the hex.
- If the CP player captures the Italian Supply Depot in hex 2720, he gains 2 VPs (see 15.5, Supply Depots)
- For each Reserves marker the Entente player removes in Turn 1, the CP player gains 2 VPs.
- For each Reserves marker the Entente player removes in Turn 2, the CP player gains 1 VP.
- The CP player may gain 0, 5, 10 or 15 VPs if the Entente player gives a Retreat order (see above).

At the end of the scenario, if the CP player has at least 1 combat unit **west of the Tagliamento River**, and if this unit can trace a valid supply line to a friendly HQ which is in supply, the CP player counts the Italian combat and support units **east of the Tagliamento** and adds the following VPs to his total:
- 2 VP for each Artillery support or HQ
- 2 VP for each full-strength division with a morale of 4
- 1 VP for each reduced division with a morale of 4
- 1 VP for each division with a morale of 2 or 3, full-strength or reduced
- 1 VP for each regiment or brigade, full-strength or reduced.

At the same time, and using the same scale, the Entente player counts the Italian combat and support units which have succeeded in exiting the map by the west edge. The Entente player's total is subtracted from the CP player's total.

The winner is determined once this calculation has been made:
- If the result is more than +40 VPs, the CP player wins a Strategic Victory.
- If the result is between +15 and +40 VPs, the CP player wins an Operational Victory.
- If the result is between -20 and +15 VPs, the CP player wins a Tactical Victory.
- Any other result is a victory for the Entente.

SCENARIO 2: RADETZKY: CONRAD'S LAST GAMBLE

This scenario simulates the Radetzky offensive, launched on 15 June 1918 by General Conrad von Hötzendorf's army group on the Altopiano dei Sette Comuni and Monte Grappa.

Conrad, the former chief of staff of the Austro-Hungarian army, had always tried to push for a new offensive in this sector after the Strafexpedition of May 1916.

This was a fresh opportunity to launch the offensive but the Italians, supported by a few French and British divisions, were waiting for him resolutely: Radetzky's March * was to be short lived.

(* A famous Austrian military march composed in 1848 by Johann Strauss in tribute to Field Marshall Radetzky's victorious campaign against the Piedmontese a few months earlier.)

Length: The scenario lasts 1 turn, from 15th to 17th June 1918 (Turn 24)

Playing area: The scenario is played on the west section of the map *1918: The Battles of the Piave*, delineated as follows:
- Northern limit: hex row 28xx inclusive
- Southern limit: southern edge of the map
- Western limit: hex column xx13 inclusive
- Eastern limit: hex column xx28 inclusive

Note: *For player convenience it is recommended that the northern quarter of the map, unused in this scenario, be folded back.*

Initial setup: On the setup displays 'Solstice, Radetzky & Albrecht', use the units with a hex reference in blue.
As shown on the CP display, one AH unit starts the scenario reduced.

Reinforcements: There are no reinforcements in this scenario.

Special rules:

The CP player has the initiative for the whole scenario.

In the only turn of the scenario (Turn 24) the CP player must declare an Offensive with the following characteristics:
- Offensive modifiers: +2/+1/0
- Number of Army Artillery supports in Offensive mode: 2.

The weather is automatically 'Morning Fog, then?' for the 1st Operational Sequence (to determine the 'then?' weather, roll 1d6: even number = Fair Weather, odd number = Poor Weather).

The Entente's doctrines are as follows:
- Italian units: Diaz doctrine
- British units: Evolving doctrine
- French units: Cadorna/Foch doctrine

As shown on the Doctrine Track, all Entente units have their defence values x 3 when in trenches. There is full inter-Allied cooperation and the penalty DRM 'Units of different nationalities' is not applied when rolling for Tactical Coordination.

The lead unit determines the doctrine in effect for each combat.

Two Italian divisions (in hexes W1226 and W1227) start the scenario with a Reserves marker (see 11.2.10, Reserve Markers in Defence).

For every Reserves marker removed by the Entente player, the CP player immediately gains 1 VP.

Option: During setup the Entente player may choose to replace the 4 Alpini regiments and the Arditi support in hex W1621 by the 52 DF 'display' division, using the relevant player aid.
Note: *This may prove useful in order to benefit from favourable combat results (see 14.0, Exploitation).*

Victory conditions:

The CP player wins a Strategic Victory if by the end of the scenario at least 1 of his combat units occupies a hex in clear terrain south of the Entente's trench line, and if that unit is able to trace a valid supply line to a friendly HQ which is in supply.

The CP player wins an Operational Victory if by the end of the scenario he occupies at least 3 mountain hexes south of the Entente's trench line with combat units able to trace a valid supply line to a friendly HQ which is in supply, OR if he occupies 2 of the four hexes 1714, 1920, 1922 and 2024 with combat units able to trace a valid supply line to a friendly HQ which is in supply.

If none of these conditions has been met by the end of the scenario, the CP player adds up the number of Entente trench hexes he occupies or controls (1 VP per hex) and adds to that the VP value of any objective hexes that he occupies or controls (Number of Iron Cross symbols = Number of VPs), and any VPs gained through the Entente player's removal of Reserves markers.
- If the final total is more than 3 VPs, the CP player wins a Tactical Victory.
- If the final total is 3 VPs, the game is a draw.
- If the final total is less than 3 VPs, the Entente player wins.

The CP player's victory is lowered one level if at the end of the scenario the Entente player occupies at least one CP trench hex with a combat unit that can trace a valid supply line back to a friendly HQ.

SCENARIO 3: ALBRECHT: LAST CHANCE OF THE HABSBURGS

This scenario simulates the Albrecht offensive, launched in June 1918 by General Boroevic's army group, with the aim of forcing the passage of the Piave.

Despite the great heroism displayed by the troops of all the nations of the Empire, both the shortage of resources and the swollen Piave River were to condemn this last great offensive in the history of the Austro-Hungarian army to failure.

Length: The scenario lasts 3 turns, from 15 to 23 June 1918 (Turns 24 to 26).

Playing area: The scenario is played on the east section of the map *1918: The Battles of the Piave*, delineated as follows:

- Northern limit: hex row 25xx inclusive
- Southern limit: southern edge of the map
- Western limit: hex column Wxx28 inclusive
- Eastern limit: hex column Exx10 inclusive

Note: *For player convenience it is recommended that the northern quarter of the map, unused in this scenario, be folded back.*

Initial setup: On the setup displays 'Solstice, Radetzky & Albrecht', use the units with a hex reference in green.
As shown on the Entente player's display some Italian units start the scenario reduced.
All the bridges (road and rail) across the Piave south of hex row 17xx are destroyed. The appropriate markers should be placed on them during setup.
Historical note: *The bridges had been destroyed by the Italians in November 1917, at the end of the retreat.*

Reinforcements: Both sides receive reinforcements in this scenario, during the 1st Operational Sequence of Turn 25. All reinforcements arrive on or adjacent to a friendly HQ situated on a road and/or a railway line.

AH: 12 rtSchD 5-6-4/3
IT: 1 DA (3 assault regiments, morale 5), 22 DF 7-10-4/4 and 37 DF 7-9-4/4.

Special rules:

The CP player has the initiative for the whole scenario.

In the 1st turn (Turn 24) the CP player must declare an Offensive with the following characteristics:

- Offensive modifiers: +2/+2/+1
- Number of Army Artillery supports in Offensive mode: 2.
- In the 2nd turn (Turn 25), the CP player must declare an Offensive with the following characteristics:
- Offensive modifiers: +1/+1/0
- Number of Army Artillery supports in Offensive mode: 2

In the 3rd turn (Turn 26), the CP player must declare an Offensive with the following characteristics:

- Offensive modifiers: +1/0/0
- Number of Army Artillery supports in Offensive mode: 1

The weather is automatically 'Morning Fog, then?' in the 1st Operational Sequence of Turn 24 (to determine the 'then?' weather, roll 1d6: even number = Fair Weather, odd number = Poor Weather).

The Italian doctrines are as follows:

- All Italian units (except the assault regiments of 1 DA): Diaz doctrine.
- Assault regiments of 1 DA: Cadorna/Foch doctrine.

The main doctrine is the Diaz doctrine, and so all Italian units (including the assault regiments of 1 DA) have their defence values x 3 when entrenched.

The lead unit determines the doctrine in effect for each combat.

Several Italian units and stacks start the scenario with a Reserves marker (see 11.2.10, Reserve Markers in Defence).

The CP player immediately gains 1 VP for each Reserves marker removed by the Entente player.

The Entente player has an immobile Artillery support. This is the Amalfi Battery, and its counter is in hex E0402.

This unit follows all the rules relating to Artillery, except that it cannot move (movement factor of 0) and it may only be used in Bombardment mode (it has no Counter-battery side).

The destruction of the Amalfi Battery wins 1 VP for the CP player, as displayed on the flip side of the counter. The Amalfi Battery is eliminated if a CP unit moves adjacent to it when it is alone in its hex.
Historical note: *The Amalfi Battery was a modern fort (completed in 1917), armed with 4 naval guns of 381 mm calibre, intended for the defence of Venezia (Venice). It was used to support Italian troops during the Battle of the Solstice.*

During one of the last 2 turns of the scenario (Turns 25 and 26), the Entente player may choose to have Air Superiority.

For this he simply has to declare it at the start of the Air Superiority Phase of the turn in question. There is no need for a die roll, and the Entente player automatically places his 2 Air supports in the Air Missions for the Turn box.

In addition to the standard Air missions, in this scenario the Italian Air supports may also be used to try to destroy the AH Pontoon Bridges. The procedure is as follows:

At the start of a friendly Movement Phase, if weather conditions allow, the Entente player places 1 or 2 Air supports in a hex where the AH player has placed a Pontoon Bridge marker, and rolls 1d6 per Air support.

On a roll of 1 to 4, the Pontoon Bridge marker is removed from the map (the CP player may try to rebuild the bridge during his next Movement Phase) and the Air support(s) remain(s) in place until the end of that Operational Sequence, as for a normal mission (see 17.0, Air Support).

DRM: +1 if an AH unit is in the same hex as the Pontoon Bridge marker.

Victory conditions:

The CP player wins a Strategic Victory if by the end of the scenario he occupies Treviso (hex 1234), Mestre (hex 0534) or Venezia (hex 0336) with a combat unit able to trace a valid supply line to a friendly HQ which is in supply.

If this condition is not met, the CP player totals the VPs he has acquired in the course of the scenario: the VPs for the objective hexes he occupies or controls (Number of Iron Cross symbols = Number of VPs); for Reserves markers removed by the Entente player (1 VP per marker); or the destruction of the Amalfi Battery (1 VP).

Destroyed bridges in an objective hex must have been rebuilt if the hex's VPs are to be included in this total.

The CP player then **adds** 1 VP for every one of his combat units that occupies a hex situated behind the Italian trench line. Only **full-strength** units able to trace a valid supply line to a friendly HQ which is itself in supply may be counted.

Finally, for every combat unit (**full-strength or reduced**) and every Artillery support that occupies a hex situated behind the Italian trench line and that **cannot** trace a valid supply line, the CP player **subtracts** 1VP from his total.

- If the final result is more than 15 VPs, the CP player wins an Operational Victory.

- If the final result is between 10 and 15 VPs, the CP player wins a Tactical Victory.
- If the final result is less than 10 VPs, the Entente player wins.

SCENARIO 4: RADETZKY & ALBRECHT: THE BATTLE OF THE SOLSTICE

This scenario simulates the Austro-Hungarian offensives of June 1918 (see Scenarios 2 and 3).

Length: The scenario lasts 3 turns, from 15 to 23 June 1918 (Turns 24 to 26).

Playing area: The scenario covers both parts of the map *1918: The Battles of the Piave*, south of hex row 28xx inclusive.

Note: *For player convenience it is recommended that the northern quarter of the map of both maps, unused in this scenario, be folded back.*

Initial setup: Use all the units on the setup displays 'Solstice, Radetzky & Albrecht'.
The Entente player may choose to place the Trucks support on the Italian 1 DA in hex W0422.
As shown on the setup displays some units start the game already reduced.
All the bridges (road and rail) across the Piave south of hex row 17xx are destroyed. The appropriate markers should be placed on them during setup.

Reinforcements: Both sides receive reinforcements in this scenario, all of them during the 1st Operational Sequence of Turn 25. All reinforcements arrive on or adjacent to a friendly HQ located on a road and/or railway line.

AH: 12 rtSchD 5-6-4/3
IT: 22 DF 7-10-4/4 and 37 DF 7-9-4/3

Special rules:

The CP player has the initiative for the whole scenario.
In the 1st turn (turn 24), the CP player must declare an Offensive with the following characteristics:
- Offensive modifiers: +2/+1/0
- Number of Army Artillery supports in Offensive mode: 4

In the 2nd turn (Turn 25), the CP player must declare an Offensive with the following characteristics:
- Offensive modifiers: +1/+1/0
- Number of Army Artillery supports in Offensive mode: 2

In the 3rd turn (Turn 26), the CP player must declare an Offensive with the following characteristics:
- Offensive modifiers: +1/0/0
- Number of Army Artillery supports in Offensive mode: 1

The weather is automatically 'Morning Fog, then?' for the 1st Operational Sequence of Turn 24 (to determine the 'then?' weather, roll 1d6: even number = Fair Weather, odd number = Poor Weather).

The Entente's doctrines are as follows:
- Italian units (except the assault regiments of 1 DA): Diaz doctrine
- British units: Evolving doctrine
- French units and the assault regiments of the Italian 1 DA: Cadorna/Foch doctrine

As displayed on the Doctrine Track, all Entente units have their defence values x 3 when entrenched (the assault regiments of 1 DA included). There is full inter-Allied cooperation and the penalty DRM 'Units of different nationalities' is not applied when rolling for Tactical Coordination.
The lead unit determines the doctrine in effect for each combat.

Several Italian units and stacks start the scenario with a Reserves marker (see 11.2.10, Reserve Markers in Defence).
The CP player immediately gains 1 VP for each Reserves marker removed by the Entente player.

The Entente player has the support of the Amalfi Battery (see the Special rules for Scenario 3).

During one of the 3 turns of the scenario (Turns 24 to 26), the Entente player may choose to have Air Superiority.
For this he simply has to declare it at the start of the Air Superiority Phase of the turn in question. There is no need for a die roll, and the Entente player automatically places his 4 Air supports in the Air Missions for the Turn box.
In addition to the standard Air missions, in this scenario the Italian Air supports may also be used to try to destroy the AH Pontoon Bridges. The procedure is as follows:
At the start of a friendly Movement Phase, if weather conditions allow, the Entente player places 1 or 2 Air supports in a hex where the AH player has placed a Pontoon Bridge marker, and rolls 1d6 per Air support.
On a roll of 1 to 4, the Pontoon Bridge marker is removed from the map (the AH player may try to rebuild the bridge during his next Movement Phase) and the Air support(s) remain(s) in place until the end of that Operational Sequence, as for a normal mission (see 17.0, Air Units).
DRM: +1 if an AH unit is in the same hex as the Pontoon Bridge marker.

Optional Rule (What if?): Both players may choose to explore what might have happened if the AH general staff had chosen to concentrate their resources on just one of the two sectors chosen for the offensive, instead of spreading them across both sectors.
The scenario's Special rules and Victory Conditions remain unchanged, with 4 exceptions:
- During the initial setup, the CP player may choose to exchange the positions of 3 elite divisions with those of 3 divisions with a morale of 4.
- In the 1st turn (Turn 24), the Offensive modifiers are: +3/+2/+1 and the CP player may only place 2 Army Artillery supports in Offensive mode.
- The CP player may use the Bruchmüller random event during the 1st Operational Sequence of Turn 24.
- The Entente player may not choose to have Air Superiority.

Victory conditions:

The CP player wins a Strategic Victory if by the end of the scenario he occupies at least 3 of the following objectives with combat units able to trace a valid supply line to a friendly HQ which is itself in supply: Schio (W1314), Thiene (W1317), Bassano (W1623), Montebelluna (W1629), Il Montello (W1732), Treviso (W1234), Mestre (W0534), Venezia (W0336).
If this condition is not met, the CP player totals the VPs he has acquired in the course of the scenario: the VPs for the objective hexes he occupies or controls (Number of Iron Cross symbols = Number of VPs); for Reserves markers removed by the Entente player (1 VP per marker); or the destruction of the Amalfi Battery (1 VP).
Destroyed bridges in an objective hex must have been re built if the hex's VPs are to be included in this total.
The CP player then **adds** 1 VP for every one of his combat units that occupies a hex situated behind the Italian trench line. Only **full-**

strength units able to trace a valid supply line to a friendly HQ which is itself in supply may be counted.

Finally, for every combat unit (**full-strength or reduced**) and every Artillery support that occupies a hex situated behind the Italian trench line and that **cannot** trace a valid supply line, the CP player **subtracts** 1VP from his total.

- If the final result is more than 20 VPs, the CP player wins an Operational Victory.
- If the final result is between 15 and 20 VPs, the CP player wins a Tactical Victory.
- If the final result is less than 15 VPs, the Entente player wins.

SCENARIO 5: VITTORIO–VENETO: DEATH OF AN ARMY

This scenario simulates the final offensive of the Italian army in October 1918, which has become known to posterity as the Battle of Vittorio-Veneto.

Initially planned for the spring of 1919 the offensive was rapidly brought forward under political pressure, in order to take advantage of the catastrophic situation the Hapsburg Empire found itself in.

The aim was to advance as fast and as far as possible in order to strengthen Italy's position at the negotiating table. Nevertheless, the attackers still had to deal with an Austro-Hungarian army that even though weakened by supply problems and mutinies behind the front, was still a redoubtable enemy.

Length: The scenario lasts 4 turns, from 24 October to 4 November 1918 (Turns 31 to 34).

Playing area: The scenario covers the whole of both parts of the map *1918: The Battles of the Piave*.

Initial setup: See the 'Vittorio-Veneto' setup displays.
As shown on the displays, some units start the game reduced.
The Entente player has 3 Italian 'display' divisions.
On the player aid for 23 DF, the Entente player places 1 Arditi support and the following Bersaglieri regiments: 2 Bers (2-2-5/4), 3 Bers (2-2-5/4), 8 Bers (3-4-5/5) and 13 Bers (3-3-5/5).
On the player aid for 52 DF, the Entente player places 1 Arditi support and the following Alpini regiments: 1 Alpini (5-6-5/5), 5 Alpini (3-4-5/5), 9 Alpini (4-5-5/5) and 10 Alpini (4-5-5/5).
On the player aid for 80 DF, the Entente player places 1 Arditi support and the following Alpini regiments: 6 Alpini (4-5-5/5), 13 Alpini (2-3-5/5), 17 Alpini (3-3-5/4) and 20 Alpini (2-3-5/4).

All the bridges (road and rail) across the Piave south of hex row 17xx are destroyed. The appropriate markers should be placed on them during setup.

Reinforcements: Only the Entente player receives reinforcements in this scenario.

In the 1st Operational Sequence of Turn 32, the Italian 15 Alpini regiment (4-5-5/5) arrives on or adjacent to a friendly HQ.

Special rules:

The Entente player has the initiative for the whole of the scenario.
In the 1st turn (Turn 31), the Entente player must declare an Offensive with the following characteristics:
- Offensive modifiers: +2/+1/0
- Number of Army Artillery supports in Offensive mode: 2, of which one must be the Army Artillery support in hex W1824.

In the 2nd turn (Turn 32), the Entente player must declare an Offensive with the following characteristics:
- Offensive modifiers: +3/+2/+1
- Number of Army Artillery supports in Offensive mode: 4, of which one must be the Army Artillery support which started the game in hex W1824.

In the 3rd turn (Turn 33), the Entente player must declare an Offensive with the following characteristics:
- Offensive modifiers: +2/+1/0
- Number of Army Artillery supports in Offensive mode: 4, of which one must be the Army Artillery support which started the game in hex W1824.

In the 4th turn (Turn 34), the Entente player must declare an Offensive with the following characteristics:
- Offensive modifiers: +1/0/0
- Number of Army Artillery supports in Offensive mode: 3, of which at least one must be on the West map.

The weather is automatically 'Morning Fog, then Poor Weather' in the 1st Operational Sequence of Turn 31.

The Entente's doctrines are as follows:
- Italian units (except the assault regiments of 1 DA and 2 DA): Diaz doctrine
- British units: Evolving doctrine
- French & US units and Italian assault regiments: Cadorna/Foch doctrine

As displayed on the Doctrine Track, all Entente units have their defence values x 3 when entrenched (including the assault regiments of 1 DA and 2 DA). Inter-Allied cooperation is full and the penalty DRM 'Units of different nationalities' is not applied when rolling for Tactical Coordination.

The lead unit determines the doctrine in effect for each combat.

During one of the last 3 turns of the scenario (Turns 32 to 34), the Entente player may choose to have Air Superiority.

For this he simply has to declare it at the start of the Air Superiority Phase of the turn in question. There is no need for a die roll, and the Entente player automatically places his 5 Air supports in the Air Missions for the Turn box.

From the start of the 2nd turn (Turn 32), during every Supply Phase until the end of the scenario, the Entente player may place OOS markers on 2 AH combat units that are in supply. The selected units must not be in a ZoC and they must be within 5 hexes of an Entente unit. From that point they are considered OOS until the next Supply Phase when supply is checked again as normal.
Historical note: *During the second half of 1918, the lack of supplies had become endemic, especially among second line units of the AH army. This led to many cases of troops refusing to return to the front and even outright mutiny.*

From the start of the 2nd turn (Turn 32), at the start of each 2nd Operational Sequence, the Entente player rolls the 2 coloured dice to see if any AH Artillery supports receive a No Firing marker.

The players consult the table below and each player applies the result of his own die (green = CP, blue = Entente) placing No Firing markers on the AH Artillery supports he selects.
- 1 or 2: no effect
- 3: 1 x Corps Artillery support
- 4: 1 x Army Artillery support
- 5: 2 x Corps Artillery support
- 6: 1 x Corps Artillery support and 1 x Army Artillery support.

The markers are removed at the end of that Operational Sequence (2nd) each turn.

From the start of the 3rd turn (Turn 33), the CP player must check the frame of mind of his Hungarian units (green NATO symbol) at the start of every Movement Phase.

He rolls 1d6 for each Hungarian unit on the map.

If the die roll is higher than the unit's morale, then the unit is immediately and permanently removed from the game.
Historical note: *When Hungary declared its independence on 30 October 1918, its new government immediately summoned all the 'Honved' divisions to return home to defend Hungarian territory. Not every unit received the order at the same time, and some did not obey it immediately.*

During the last turn (Turn 34), Italian cavalry divisions that are in supply only expend ½ MP when moving along a road.

The 3rd Operational Sequence of the last turn (Turn 34) only consists of Weather determination and the Entente player's Movement Phase; then the game ends.
Historical note: *Whereas the Austro-Hungarian army adhered to the Armistice as soon as it was signed at 15.30 hrs on 3rd November, Italian troops received the order to advance as far as possible within 24 hours and to consider all AH units they encountered as prisoners.*

Victory conditions:

To win the game the Entente player must control as many objective hexes, and isolate as many AH units as possible.

There are 39 VP objective hexes across the map (Number of Italian cockades = Number of VPs).

As the game progresses the Entente player uses the Victory Points Track to total his VPs for objective hexes captured (and subtracts the relevant number of VPs for any objective hex recaptured by the CP player).
Destroyed bridges in an objective hex must have been rebuilt if the hex's VPs are to be included in this total.

At the end of the scenario, he adds the following number of VPs for any AH units and/or support units that are unable to trace a valid line of supply:
- 2 VPs for each **full-strength** division with morale 4
- 2 VPs for each Artillery support or HQ
- 1 VP for each **reduced** division with morale 4
- 1 VP for each **full-strength or reduced** division with morale 2 or 3
- 1 VP for each **full-strength or reduced brigade**

- If the final result is more than 50 VPs, the Entente player wins a Strategic Victory.
- If the final result is between 41 and 50 VPs, the Entente player wins an Operational Victory.
- If the final result is between 31 and 40 VPs, the Entente player wins a Tactical Victory.
- If the final result is between 25 and 30 VPs, the game is a draw.
- If the final result is less than 25 VPs, the CP player wins the game.

The Entente player's victory is lowered one level if he does not control Trento (hex W2709) at the end of the scenario.

CREDITS AND ACKNOWLEDGEMENTS

Design, development and historical research: Stéphane Sénéchal

Original game system: Nicolas Rident

Graphics: Angelica Caradec and Thomas Pouchin

Layout: Angelica Caradec and Julia Brétéché

English translation: Angus Clarke

Proofreading: Angus Clarke, Laurent Closier, Hans Korting and Antoine Picardat

Chief game tester: Antoine Picardat

Game testers: Laurent Closier, Bertrand Fauvel, Marco Ferrari, Philippe Gicquel, Rodolphe Harivel, Florent Maisonneuve, Luc Olivier, Thomas Pavageau, Thomas Pouchin, Nicolas Rident

Project Manager: Florent Coupeau

My thanks to Nicolas Rident and Thomas Pouchin for getting me started, and also to Enrico Acerbi for his work on the order of battle and the title of the 'Niema rum, niema sturm' event.
Special thanks to my friend Antoine Picardat for his indispensable help and work on this game.

Stéphane Sénéchal

For my son Quentin and his generation.
May the lessons of our past serve to help their future. . .

NUTS!
PUBLISHING

DONNEZ OU RECYCLEZ
ASSOCIATION OU MAGASIN OU DÉCHÈTERIE
Adresses sur quefairedemesdechets.fr

BASIC RULES DETAILED SEQUENCE OF PLAY

ADMINISTRATIVE SEQUENCE

- Declaring Offensives Phase (8.0): The player with the initiative declares if he is launching an offensive. Launching an offensive brings the following advantages:

- The turn has 2 extra Operational Sequences;
- One or more Army Artillery supports (depending on the scenario instructions) may be placed in Offensive mode;
- Units attacking a hex within range of an Army Artillery support in Offensive mode benefit from one or more column shift modifiers during combat resolution (12.2.4 and 12.2.6)
- The player with the initiative may place units in Reserve (11.2.8)

- Supply Phase (9.0): Each player checks all his units are in supply, starting with HQs.

An out of supply combat unit is given an OOS marker and suffers the following effects:

- It cannot attack. If it is attacked, it suffers a 1 column shift to the right during combat resolution (12.2.4)
- It may only move towards the CR of a friendly HQ or a friendly supply source

A combat unit that already has an OOS marker is eliminated if it has not yet moved into the CR of a friendly HQ and/or a friendly supply source.

An OOS support unit is immediately removed from the game.

- Air Superiority Phase (17.0): The player with the initiative consults the Air Superiority Table to determine the number of Air supports available for the turn (17.0).

1ST OPERATIONAL SEQUENCE

- Weather Phase (10.0): The player with the initiative rolls 2d6 to determine the weather for the Operational Sequence.

- Movement Phase for the player with the initiative (11.0): The player with the initiative may move some or all of his units, and carry out the following actions:

- Declare any Air missions before any other action (17.1)
- Enter any reinforcements onto the map (11.1.5)
- Relieve friendly units (11.2.2)
- Place Pontoon Bridge markers on the map (11.2.4)
- Destroy/rebuild bridges (11.2.5)
- Conduct forced marches (11.2.6)
- Place Reserve (11.2.8) and Disengagement markers (11.2.7) on eligible units

- Combat Phase for the player with the initiative (12.0): The player with the initiative may make attacks with some or all of his units that are adjacent to an enemy unit.

Combat Resolution:

- **Step 1:** The player designates the hex to be attacked and the units taking part in the attack (12.2.1)
- **Step 2:** The attacker designates which of his Artillery supports will take part in the attack (12.2.2)
- **Step 3:** The defender designates which Artillery supports will take part in the combat, and amongst them, which ones will conduct Counter-battery fire (12.2.2)
- **Step 4:** The attacker indicates which of his Artillery supports will conduct Counter-battery fire (12.2.2)
- **Step 5:** Determine Bombardment results, attacker first, then defender second (12.2.2 and 15.2.2)
- **Step 6:** The defender and attacker nominate their lead units (12.2.3)
- **Step 7:** Calculate combat odds (12.2.4)
- **Step 8:** Combat resolution (12.2.5)
- **Step 9:** Determine and apply Tactical Coordination results, defender first, then attacker second (12.2.6)
- **Step 10:** Convert HPs into step losses, defender first, then attacker second, each player bearing in mind his Tactical Coordination result (12.2.7 and 12.2.8). The defender may retreat (12.3) and the attacker may advance (12.4) after combat.

- Disengagement Phase for the player with the initiative (13.0): The player with the initiative may attempt to disengage those of his units with a Disengagement marker. Disengagement is carried out like retreat after combat (13.0 and 12.3)

- Exploitation Phase for the player with the initiative (14.0): The player with the initiative may carry out the actions below in the following order:

- Exploitation combat with those of his units that have an Exploitation marker and that are adjacent to enemy units and/or removal of Exploitation markers from his units adjacent to enemy units (14.1)
- Exploitation movement with those of his units that have an Exploitation marker and are not adjacent to enemy units (movement allowance halved, rounded up), and those of his units with a Reserves marker (full movement allowance + 2 MPs) (14.2)
- Marker adjustment for both sides (14.3):
  Both players remove RG markers from those units not in an eZoC
  Both players' DG markers are automatically flipped to their RG side.
  Exploitation, Reserve, Disengagement and Pinned markers are all removed.

- Movement, Combat, Disengagement and Exploitation Phases for the reacting player: The reacting player carries out these 4 phases in the same sequence as the player with the initiative.

After the 1st Operational Sequence if the player with the initiative has declared an Offensive, then 2 extra Operational Sequences are played, following exactly the same sequence as the 1st.

2ND OPERATIONAL SEQUENCE (IF AN OFFENSIVE IS UNDERWAY)

3RD OPERATIONAL SEQUENCE (IF AN OFFENSIVE IS UNDERWAY)

Victory Point Sequence (VP) & End of Turn (16.0)

Each player tallies the VPs won this turn and moves the appropriate markers on the VP track. If this is the last turn of the game, the players determine who has won. Failing that the Turn marker is advanced one space on the Turn Record Track and the players start the next turn.