

The Twelfth Battle

The Caporetto Campaign 1917



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INTRODUCTION

The Twelfth Battle: The Caporetto Campaign 1917 simulates the entire Central Powers offensive in Italy that began on October 24th, 1917, with an all-out assault around the town of Caporetto. Using gas and stormtroopers, German and Austro-Hungarian formations assaulted the Italian defensive lines along the Isonzo River and around the town of Caporetto, creating a huge breach in their positions. Hundreds of thousands of Italian troops, demoralized and fatigued from the first eleven attritional battles along the Isonzo, were made casualties or surrendered. The Central Powers units swept across the north Italian plain, threatening not only Venice but possibly the interior of Italy as well. Could this offensive drive Italy out of the war entirely and free up these Central Powers troops to be

deployed elsewhere? Or would French and British aid, a rejuvenated Commando Supremo headquarters and Italian pride in defense of their very homes turn the tide?

The Twelfth Battle is a solitaire wargame which abstractly depicts this decisive campaign. You take the side of the Central Powers (CP) forces and must attempt to achieve a level of success exceeding that which they historically obtained. You do this by seizing Italian territory as quickly as possible and destroying Italian, French and British units. Can you take Italy entirely out of the war and give the Central Powers a huge advantage for their planned 1918 offensives? Let's play and find out!

1. COMPONENTS

Your copy of *The Twelfth Battle* contains:

- ▶ 1 map 840x594mm
- ▶ 2 countersheets
- ▶ 36 cards
- ▶ 1 Track card
- ▶ 3 Player aids
- ▶ 6 dice

1.1. THE MAP

The game map is a depiction of the area of northern Italy over which the Caporetto campaign took place. There are many key features that are explained as follows:

A) TERRAIN SPACES

There are several spaces, each representing varying types of terrain and affecting the game in various ways. The game's unit counters and markers are moved through and placed in these spaces.



- **Mountain Spaces:** Mountain spaces are those high Alpine peaks over which these armies have been fighting for years. They offer superior protection from enemy firepower and assaults.



- **Hill Spaces:** Hill spaces represent low mountains, undulating hills, and craggy rough terrain. They are good defensive terrain.



- **City Spaces:** These represent densely populated cities that are keys to victory.



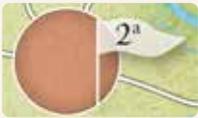
- **Clear Spaces:** These spaces are free of any significant terrain features.

B) SPACE SPECIAL FEATURES

Some areas have special features that come in addition to the characteristics of the terrain.



- **Frontline Spaces:** The spaces in which the Central Powers' units begin the game are CP Frontline spaces and each is assigned to a CP Army (e.g. "11.", "14.C", etc.). The spaces in which the Italian army units begin the game are Allied Frontline spaces and each is assigned to an Italian Army (e.g. "4^a", "2^aE", etc.).



- **Piave Line Spaces (small flag):** These spaces mark the Italian "final stand" defensive line established along the Piave River, Mount Grappa and the Asiago Plateau. These are extremely important spaces for both sides.



- **Muster Spaces (small and/or large flag with an Army ID number):** Each Allied Army has one or more Muster Spaces, and these each represent an area containing that Army's logistics, camps, depots, etc. The spaces each have a label identifying the Italian Army (e.g. "2^a"), French Army ("FR") or British Army ("BR") to which they belong.



- **Bridge Space:** Any space that has a Bridge Feature (see 1.1.D) adjacent to it along a connected Transit Line.

C) SUPPLY STATUS (COLOR)

The color of the space represents the Supply Status of this space and how difficult it is for Central Powers' supply wagons, trucks, and trains to bring in the necessary ammo and provisions. The Supply Status of a space affects only the Activation Points (AP) cost to perform **Bombardment Combat** (7.3.B) from that space or the AP cost to **Regroup** (7.3.D) in that space (other Unit Actions are unaffected by the Supply Status). The three Supply Status tiers are:



▶ **Green = "Supplied"**



▶ **Yellow = "Limited Supply"**



▶ **Red = "Strained Supply"**

D) TRANSIT LINES



The white lines connecting the various spaces are the paths along which units from both sides move. It is not possible to move between spaces without a Transit Line connection. **Spaces that have a Transit Line connection are said to be adjacent to one another.**

- **Features:** Various Features are drawn across some Transit Lines. These represent crossings and encumbrances that exist *when traveling or attacking along that Transit Line* into the connected space.



- ▶ **Trenches:** A zigzag Feature bisecting a Transit Line indicates that trench works are dug in **both** connected Frontline spaces. Units attacking along that Transit Line, *in either direction*, apply the *Trenches* effect in combat (Bombardment and Assault). These Trenches are only in effect between the two connected spaces and only exist along the *no man's land* between the two sides.



- ▶ **Bridge:** A Bridge Feature bisecting a Transit Line represents bridges across a large river or other body of water. Units traveling or attacking along that Transit Line, *in either direction*, are affected by that *Bridge* Feature.

1.2. THE COUNTERS

The counters in the game represent the various fighting units of both sides, along with game markers used to assist in tracking unit conditions and game mechanics.

*Throughout the rules, the German and Austro-Hungarian units belonging to you are referred to as **Central Powers units** or **CP units**. Italian, French, and British units are collectively referred to as **Allied units**.*

A) UNIT COUNTERS

The unit counters represent either specific troop formations that fought in the various armies participating in the campaign, or an abstracted conglomeration of unidentified units that simulate the overall density and fighting ability of a certain sector of the front. In either case, these units display the following values:

- **Unit Nationality:** The background color of the counter indicates the unit's nationality. *Note that historically some units contain both German and Austrian units but are treated as just German units for game purposes and event effects.*



- **Fresh Side:** The front side of the unit counter. For **CP, French and British units**, this represents the unit in its stronger, fresher condition. For **Italian units**, this is the initially larger-sized but generally demoralized condition of the unit.

- **Battleworn Side (CP, French and British Units):** The back side of the unit counter (with a red stripe) represents the unit in its permanently weaker, worn-out condition. The values are lower than the Fresh side and once Battleworn, a unit can never flip back onto its Fresh side.

- **Reformed Side (Italian Units):** This is the back side of the Italian unit counters (with a dark green stripe). This represents a unit that has been reformed after its initial disintegration. It is a physically smaller combat unit but one that has maintained its core veterans and been reinforced by enthusiastic new recruits.



Fresh Side



Battleworn Side
CP, French and
British Units



Reformed Side
Italian Units

- **Unit Army ID:** This is the Army organization to which the unit belongs and is shown with a distinct color on the upper left edge of the counter. There are four Central Powers Armies (10., 11., 14. and *Isonzo*), four Italian Armies (1ª, 2ª, 3ª and 4ª), one French Army (10ª) and one British Army (BEF). Activations are initiated by these Unit Army IDs.

- **Unit Identity:** The letter code ("A", "B", etc.) at the top left of the counter is used to identify individual units. In some cases, Corps numbers ("XX", etc.) or Group names ("Krauss", etc.) are listed underneath for historical information only.

- **Strength Points (SP):** The large red value at the top of the counter is the strength of the unit in number of men and supporting equipment. **This value can never be reduced lower than "1", regardless of modifiers.**

- **Artillery Factor (AF):** The small orange number by the SP value is the strength of attached artillery batteries. **This value can never be reduced lower than "0", regardless of modifiers.**

- **Defense Rating (DR):** The value on the bottom right is the ability of the unit to defend and protect itself on the battlefield.

- ▶ **This value can never be reduced lower than "1", regardless of modifiers.**

- ▶ The DR for **City Garrison** and **Trench Garrison markers** are in a white square. This is to remind you that this value is **not modified** by the normal **City** or **Trenches** DR effects (the effect is already included in the rating).

- **Morale Rating (MR):** The value in a circle, above the DR, indicates the general spirit and elan of the unit. The higher the number the more confident the unit is.

- ▶ **A unit's MR may never be higher than "5", nor lower than "1", regardless of modifiers.**

- ▶ The MR for **Trench Garrison** is in a square instead of a circle. This is to remind you that this value is **not modified** by the normal **Trenches** MR effect.

B) UNIT MARKERS



There are three types of unit markers – **Trench Garrisons**, **City Garrisons** and **Rearguards** – and all are treated as Allied Unit Counters for all purposes *except Allied Activations and Orders (see section 8) and Hits (see 14.C)*. They are ignored when activating an Allied Army.

C) GAME CHITS AND MARKERS

There are many game markers used to keep track of various statuses, tracks, special events, unit conditions, etc. Each will be explained in detail in their appropriate sections. Markers are always returned to the pool for future use should they be removed for any reason.

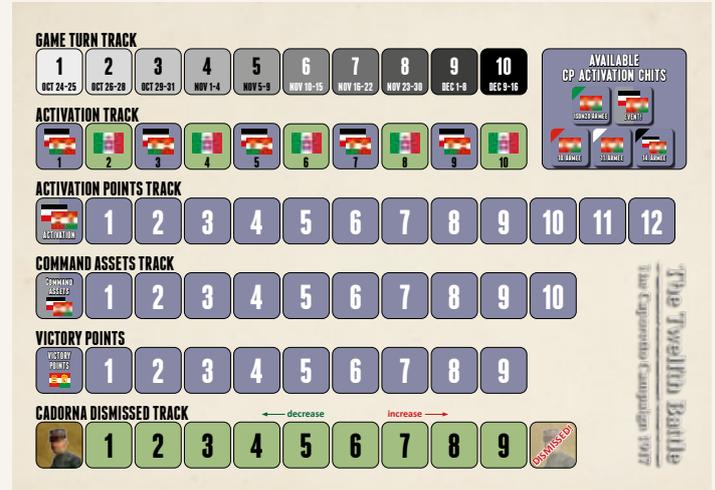
1.3. THE ALLIED ARMY ACTIVATION CARDS

There are two decks of 18 Allied Army Activation cards each. One is the **Cadorna** deck and the other is the **Diaz** deck. You begin the game with the **Cadorna** deck and will switch to the **Diaz** deck at the instant Cadorna is “dismissed”. These cards are drawn when an Italian Army activates or when the *Commando Supremo* chit is activated.



1.4. THE GAME TRACKS

The Game Tracks Card contains all the tracks needed to play the game. These tracks are used to maintain the **Game Turn**, **Army Activations**, **Activation Points (AP)**, **Command Assets (CA)**, **Victory Points (VP)** and **Cadorna Dismissed** levels. The use of all these tracks is explained in detail in the various relevant sections of the rules.



1.5. THE PLAYER AIDS

The game includes 2 Player Aids.

The first Player Aid summarises all the important information needed to play the game.

The second Player Aid (called '**Allied Orders**') gathers all the Allied orders. This sheet should be consulted each time an Allied Army is activated.

1.6. DICE

The game includes 6 six-sided dice which are used to resolve Combat, take Morale Tests, and perform other game functions.

1.7. THE CONTAINER

You need to provide an opaque container, cup, or bag from which to draw markers during setup and game play.

2. KEY CONCEPTS

ALLIED UNITS



Italian, French, and British units are referred to as Allied units. Actions of these units are dictated by Activation cards.

CAPTURED SPACE



A space is Captured when a CP unit is in the space with no Allied unit. Use the provided *Captured* markers to help you keep track of confusing situations.

The *Captured* marker is removed as soon as an Allied unit is in the space without any CP unit.

CP Frontline spaces are never considered as “Captured”. But they may be “Lost”.

CP UNITS



German and Austro-Hungarian units belonging to you are referred to as CP Units. “CP” stands for Central Powers.

LOST SPACE



A CP Frontline is Lost when an Allied unit is in the space with no CP unit. Use the provided *Lost* markers to help keep track of confusing situations.

The *Lost* marker is removed as soon as a CP unit is in the space without any Allied unit.

3. SEQUENCE OF PLAY

The Twelfth Battle is played in a sequence of play, with you completing each Phase before proceeding to the next, until all Phases are finished. This cycle represents one Game Turn and a complete game lasts **10 Game Turns** (with each Game Turn representing from two to ten days, depending on the turn number).

You will follow this Sequence of Play for each Game Turn:

1. Deploy Allied Army Activation Chits Phase
2. CP Activation Points Phase
3. CP Heavy Artillery & Sturm Battalions Phase
4. CP Army Activation Phase
5. Allied Army Activation Phase
6. End Phase
7. Victory Point Phase
8. Record Game Turn Phase

4. DEPLOY ALLIED ARMY ACTIVATION CHITS PHASE

Take the five **Allied Activation** chits – *1ª Armata*, *2ª Armata*, *3ª Armata*, *4ª Armata* and *Commando Supremo* – and place them face down on the table (showing the common back side of the counter). Mix the chits, and randomly place any one chit, still **face down**, into each of the five **Allied Activation** spaces on the **Army Activation Track** (spaces 2/4/6/8/10). This deployment indicates the order of activation for the Allied Armies and the Commando Supremo, which will not be known until they are revealed.



Optional rule: If, for some obscure reason, you don't like mixing face-down chits, you can choose to use a second cup and throw the five Allied Activation chits into it. You will then draw an Allied Activation chit from it at the start of each Allied Army Activation Phase.

5. CP ACTIVATION POINTS PHASE

5.1. ACTIVATION POINTS (AP)



Roll **two dice** and add them together. This sum is the **total available AP** granted you for the **next CP activation**. Place the *Activation Points* marker in the numbered space of the **Activation Points Track** equaling the total available AP.

5.2. ACTIVATED CP ARMY

You have five **CP Activation** chits – *10. Armee*, *11. Armee*, *14. Armee*, *Isonzo Armee* and *Event*. Choose **one eligible chit** (i.e., a chit that has not yet been activated this turn) and place it on the **next unoccupied CP space on the Army Activation Track** (spaces 1/3/5/7/9). This is the currently activated CP Army, and it will use the current **total available AP** for its activation (as determined in 5.1). The placement of the CP Army chit on the Activation Track indicates that the Army is activated and not eligible to be activated again this Game Turn. Then go to 6. and 7.



5.3. EVENT MARKER



You may use **any AP dice roll** (of any sum) to activate the **Event Activation chit** (if not already activated). If activated, place the chit onto the Activation Track normally. Then roll two dice on the **CP Event Table** (see page 28), and enact the instructions given on the table result. When this is concluded, proceed with Allied Army Activation (see 8. *Allied Army Activation Phase*).

Example: Kirk has already activated the *10. Armee* and *Isonzo Armee* this Game Turn. He is anxiously awaiting a high dice roll so he can activate *14. Armee* and do some real damage to the Italian forces. He rolls two dice and gets a “4” and “2”, for total of “6 AP”. Certainly not enough to activate the *14. Armee* but not horribly low either. He could activate the *11. Armee* and just use the “6 AP” to do some Bombardment and Rallying, but he thinks he can roll better next time. Kirk decides to activate his “Event” chit and places the “Event” Activation chit into the empty “5” space on the Army Activation Track. He then rolls two dice, adds them together, checks the sum on the CP Event Table, and enacts the indicated Event instructions.

6. CP HEAVY ARTILLERY & STURM BATTALIONS PHASE

Do not perform this phase if you enacted the *Event* chit this activation.

6.1. HEAVY ARTILLERY

If you intend on using one or more *Heavy Artillery* markers (see 19.1) this activation, **the marker(s) must be played during this phase** (before *Sturm Battalions* and regular Unit Actions). These are fully resolved before moving on.

Note that using Heavy Artillery markers is not a Unit Action.

- Use the **Bombardment Combat** procedure (as seen in 12.) with the distinctive features indicated in 19.1.



6.2. STURM BATTALIONS

After resolving any *Heavy Artillery* markers, you may commit any *Sturm Battalion* marker assaults (see 19.2) you wish. These are each fully resolved.

Note that using Sturm Battalion markers is not a Unit Action.

- Use the **Assault Combat** procedure (as seen in 13.) with the distinctive features indicated in 19.2.



7. CP ARMY ACTIVATION PHASE

If you choose to activate one of the CP Armies (as opposed to the *Event* marker - see 5.3), then that Army's activation is now resolved, **using no more than the current amount of available Activation Points** (see 5.1). An Army conducts its activation by having its units perform **Unit Actions**.

7.1. UNIT ACTIONS

Only units that are part of the activated Army may conduct Unit Actions. Choose any **one eligible unit** in the **activated Army** to conduct its Unit Action(s). **A single unit may choose to conduct up to three Unit Actions** in an activation (*exception: see section 17. Command Assets*). These Unit Actions can be any eligible action and the unit may conduct the same Unit Action more than once. You **must finish a unit's entire activation** before choosing another unit to activate. You can use the provided *Remaining Unit Actions* and *Activation Finished* markers to assist in keeping track of Unit Actions and whether a unit has finished activating for the turn.



7.2. ELIGIBLE UNIT ACTIONS

There are five possible Unit Actions a unit can perform.

- ▶ **Move One Space**
- ▶ **Bombardment Combat Attack**
- ▶ **Assault Combat Attack**
- ▶ **Regroup**
- ▶ **Remove One adjacent *Blown Bridge* marker**

7.3. UNIT ACTION AP COST

Each unit may conduct up to **three** Unit Actions, but only to the extent that it has AP remaining to spend for those actions. Each Unit Action costs AP, and you must track the AP usage of each Unit Action on the **Activation Points Track**. You should move the *Activation Points* marker down the track as the unit expends AP. The unit must halt its activation if there are not sufficient AP left to spend on Unit Actions or the unit has conducted its three Unit Actions, **whichever comes first**. The AP cost of each Unit Action depends on the unit's location and/or circumstance, as follows.

A) MOVEMENT

The unit moves to **one adjacent space** (only). The space the unit currently occupies must be connected to the next space by a **Transit Line** (unless it has a *Blown Bridge* marker) and that space **may not be enemy occupied** (by a unit, any *Garrison*, or *Rearguard* marker). Otherwise, **there are no stacking limitations**, and any number of units may occupy a space. The exact AP cost to move **one space** depends on if a **Bridge** Feature is present on the Transit Line used and if the area moved into is a Clear terrain space or not:

- ▶ **0 AP** to enter a **Clear** terrain space by using a Transit Line **without a Bridge Feature**.
- ▶ **1 AP** to enter any **non-Clear** terrain space by using a Transit Line **without a Bridge Feature**.
- ▶ **2 AP** to enter **any type of terrain space** by using a Transit Line **with a Bridge Feature**.
- ▶ **+1 AP** to all costs if the unit cannot trace a legal **Line of Communication** (see 18. *Lines of Communication*).

Important Note: Please be aware again that there is no "stacking limit" in this game, unless specifically mentioned elsewhere in the rules. In addition, there are no Zones of Control used in this game as in many other wargames.

B) BOMBARDMENT COMBAT ATTACK

The unit may attack **one enemy unit** in an **adjacent space** using a Bombardment Combat Attack. The AP cost depends on the **Supply Status** (see 1.1.C – *Supply Status*) of the space **the unit is firing from**:

- ▶ **1 AP** firing from a **Supplied** space.
- ▶ **2 AP** firing from a **Limited Supply** space.
- ▶ **3 AP** firing from a **Strained Supply** space.
- ▶ **+1 AP** to all costs if the unit cannot trace a legal **Line of Communication** (see 18. *Lines of Communication*).

See section 12 for more information about Bombardment Combat Attacks.

C) ASSAULT COMBAT ATTACK

The unit **moves into** an **adjacent, enemy-occupied** space (note that this cannot be done as part of a Movement action). The active unit is placed *into* the enemy space to resolve the Assault Combat Attack.

Blown Bridge markers prevent Assault Combat Attack.

The cost of the Assault Combat for a CP unit is as follows:

- ▶ **2 AP** (except *Sturm Battalion* marker, see 19.2).
- ▶ **+1 AP** to the cost if the unit cannot trace a legal **Line of Communication** (see 18).

See section 13 for more information about Assault Combat Attacks.

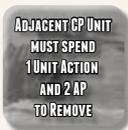
As seen in 6.2, *Sturm Battalion* markers are not units. They activate differently. The cost and the procedure for an Assault Combat launched by a *Sturm Battalion* marker is different. (See 19.2 for more details about *Sturm Battalion* markers).

D) REGROUP

The active unit can **remove 1 Hit** per action by adjusting the *Hit* marker (see 14) accordingly. **Note that *Battleworn* units may never be flipped back over to their *Fresh* side.** The AP cost depends on the **Supply Status** of the space the unit is occupying:

- ▶ **1 AP** in a **Supplied** space.
- ▶ **2 AP** in a **Limited Supply** space.
- ▶ **3 AP** in a **Strained Supply** space.
- ▶ **+1 AP** to all costs if the unit cannot trace a legal **Line of Communication** (see 18).

E) REMOVE ONE *BLOWN BRIDGE* MARKER



The active unit removes **one adjacent *Blown Bridge* marker.**

The cost is **2 AP**.

7.4. CP ARMY ACTIVATION COMPLETE

When the activated CP Army has **no available AP remaining** or all units have been activated or at your discretion, its activation is finished. No further units can be given Unit Actions. Play proceeds to the **Allied Army Activation Phase**.

Example: During the first step of the CP Activation Points Phase, Nancy rolls a "9" and chooses to activate the "14. Armee". She places the Activation Points marker in the "9" box of the Activation Points Track and the "14. Armee" Activation Marker in the next open CP box on the Army Activation Track, which is box #3 in this case (because she's already activated the 11. Armee this turn, and that marker is in box #1). Most of the Italian units in front of 14. Armee have fled so she figures there will be some movement and reorganization going on this activation. She selects the German "D" unit (Berrer) to activate first. For its first Unit Action, it moves from its starting CP Frontline space into the adjacent Mountain space for 1 AP. She moves the Activation Points marker down one space to the "8" box. For its second Unit Action, the unit continues to the next Hill space, and pays 2 AP to do so because it crosses a Bridge Feature along that Transit Line. She moves the Activation Points marker down to the "6" box. For the third and final Unit Action for the "D" unit, Nancy has the unit conduct a Bombardment Combat against the Italian Garrison unit in the Udine City space. This costs only 1 AP as the space that the CP unit is sitting in is a "Supplied" (green) space. She moves the Activation Points marker down to the "5" space. Nancy then places an Activation Finished marker on the "D" unit as it has now conducted all three of its allowable Unit Actions – two Movement and one Bombardment Combat, which consumed a total of 4 AP.

She next activates the "C" unit (Stein) which is also in its starting CP Frontline space. She moves the unit into the adjacent Mountain space for 1 AP, then to the Hills space for 1 AP and finally into the next Hills space (north of Udine) for another 1 AP. The Activation Points marker is moved down three spaces on the Activation Point Track and thus now is in the "2" box. She wants to have the unit also conduct Bombardment Combat into Udine but can't as the unit has used all three of its Unit Actions. She marks the "C" unit finished.

With the last remaining 2 AP she has the German "A" unit (Krauss), which is Disrupted, do a Regroup action twice. The unit is in a "Supplied" space so this will cost 1 AP per recovered Hit. Since she is doing two Recover actions, that removes two Hits and Nancy removes the Disrupted marker from the unit. She has completed the entire activation for the 14. Armee for this Game Turn.

8. ALLIED ARMY ACTIVATION PHASE

After a CP Army is activated or an Event is resolved, turn over the face-down **Allied Army Activation** marker located in the next *higher* space on the **Army Activation Track**.

Or draw an Allied Army Activation marker if you use the optional rule explained in 4.

Using the previous example at the end of section 7.4, after Nancy finishes activating the German "A" unit of 14. Armee, she flips over the Allied Army Activation chit located in the "#4" box of the Army Activation Track.

8.1. ALLIED ARMY ACTIVATION

The name on the Allied Army Activation marker that was just turned over identifies which Allied Army is now activated. Draw the top card from the **Allied Army Activation Card** deck, find the entry for the activated Italian Army and implement the indicated Order for every unit in that Army.

See section 8.4 if the Activation marker you just turned over is the *Commando Supremo* marker.

8.2. ALLIED ARMY ACTIVATION CARD DECK

The game starts with the eighteen **Cadorna Allied Army Activation Cards** as the activation deck (the eighteen *Diaz* card deck is placed aside and not used at this point - The *Diaz* deck is used instead of *Cadorna* deck as soon as *Cadorna* is dismissed). If this deck runs out, simply shuffle the discard pile, and start a new draw deck.



8.3. ALLIED ARMY ORDERS

There are seven different Orders that can be issued:

- ▶ Hold At All Costs
- ▶ Defend
- ▶ Fighting Withdrawal
- ▶ Retire
- ▶ Abandon Position!
- ▶ Attack
- ▶ Assault

Each Order indicates a certain number of instructions that must be followed by all Allied Unit Counters from the activated Allied Army (only), **but not by City Garrison, Trench Garrison, or Rearguard markers**. Enact the Order in any convenient order.

Check the status of every Italian unit in the activated Army and find the entry on the Allied Orders Player Aid that describes its condition and/or situation. Then simply have that unit perform the action(s) listed for that entry. All actions performed by a unit must be **fully resolved** before choosing another unit to activate.

See Allied Orders Player Aid for the details of how to resolve each Order.

Important note: During the activation of Allied Armies and the enactment of Allied Orders, City Garrison, Trench Garrison, and Rearguard markers do not participate in those actions. These are defensive units only.

Example: The turned over Allied Army Activation marker indicates that Jon must activate the Italian 3^o Armata. He goes to the *Cadorna* Allied Army Activation Card draw pile (since *Cadorna* has not yet been dismissed) and draws the top card. He then looks for the entry on the drawn card under "3^o Armata" and sees that it says "Retire". Therefore, all 3^o Armata units on the map follow the "Retire" instructions as detailed on the Allied Orders Player Aid.

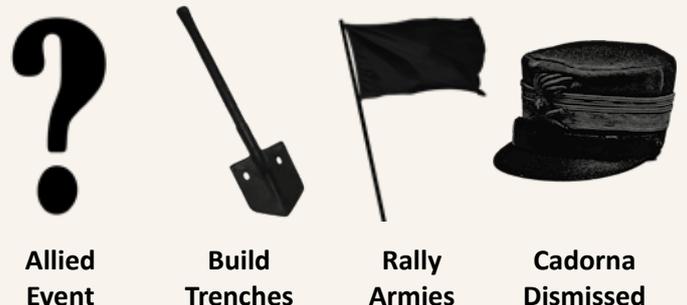
8.4. COMMANDO SUPREMO

If the revealed marker is the *Commando Supremo* marker, draw the top Allied Activation Card and reference only the "Commando Supremo" instructions on it. Perform each instruction on the card from left to right (then from the top to the bottom, if necessary).

There are four different Orders that can be issued:

- ▶ Allied Event
- ▶ Build one or two Piave Line Trenches
- ▶ Rally Armies
- ▶ Cadorna dismissed

See Allied Orders Player Aid for the details of how to resolve each Order.



9. END PHASE

After the **Allied Army Activation Phase** is completed, **go back to the CP Activation Points Phase** unless *all ten CP Army and Allied Army Activation markers have already been activated*. In that case, proceed to the **Victory Point Phase**.

10. VICTORY POINT PHASE

Conduct the following steps during this phase:

10.1. TERRITORY CAPTURED VP AWARD

Calculate the number of **Victory Points** earned due to **Territory Captured** (see Section 20.5).



10.2. CADORNA LOSING CONFIDENCE



Check for this effect after calculating the **Territory Captured VP** award. For every **full 20 VP** you have *accumulated* to this point, increase the **Cadorna marker by one space**.

Example: You have accumulated 52 total Victory Points since the start of the game as indicated by the VP marker. Therefore, the Cadorna marker is moved up two spaces.

10.3. THE WESTERN ALLIES REACT

If after calculating the **Territory Captured VP** award, the **total Victory Points** scored is at **50 VP or more**, immediately place the Western Allied units on the map as follows:

- ▶ **FR 10^e "1"** in *Brescia*
- ▶ **FR 10^e "2"** and **"CHASS"** in *Verona*
- ▶ **BR BEF "1"** and **"2"** in *Mantua*

These units will stay in these cities, defending them if needed, until the **Diaz Allied Army Activation Cards** enter play. They then activate per those cards.

Note: If the indicated City space is Captured at this point of the game, the corresponding units *will never enter the game*.

10.4. THE WESTERN FRONT OFFENSIVE

On the Game Turn **after** the total Victory Points reaches **100 VP or more** or starting on **Game Turn #8** (whichever comes first), you must send German troops to the Western Front. *At the very start of each Game Turn from this turn forward, flip over one German unit* (your choice) to its **Battleworn** side (keeping any *Hit* markers) or **eliminate an already Battleworn German unit**.



11. RECORD GAME TURN PHASE

11.1. TRENCH REMOVAL

If a Captured space has a *Trenches* marker in it, remove the marker.



11.2. GAME TURN MARKER

Move the *Game Turn* marker up to the next space.

If **Game Turn #10** was just completed, the game is over: check the accumulated Victory Point total against the Player Performance Chart (see 20.6) to determine how well you did.

If any other Game Turn other than #10 was just completed, proceed to the next step in this phase (Deploy Reforming Italian Units - see 11.3).

Then return to the **Deploy Allied Army Activation Chits Phase** (see 4).



11.3. DEPLOY REFORMING ITALIAN UNITS

If the game is not over, take any Italian units located in the **new** Game Turn space and deploy them to the map.

- Each unit in the Game Turn Track space is placed in a qualified **Piave Line Muster Space**. A qualified space is one that is labeled for the deployed unit's Army (see 1.1.B), that is not Captured, and that has a valid Line of Communication (see 18) back to a City Muster Space of the same Army.
- If more than one **Piave Line Muster Space** qualifies per above, place the unit in the qualified space containing the fewest Italian units. If more than one space qualifies, choose the space farthest from a CP unit. If more than one space still qualifies, place the unit in any such space.
- If more than one unit is deploying from the same Army, randomly choose the unit deployed first.
- If all eligible **Piave Line Muster Spaces** are Captured and/or cannot trace a valid LOC, place the unit in a **City Muster Space** assigned to that Army that is not Captured and has a valid LOC. If more than one, choose the one that is **closest** to a CP unit. If no such space exists, the unit does not enter the game this turn and is placed into the next Game Turn's space.
- These units are deployed showing their **Reformed** (back) sides.

12. BOMBARDMENT COMBAT

Both CP and Allied units may conduct Bombardment Combat, which represents intense artillery barrages.

12.1. BOMBARDMENT ELIGIBILITY

A unit that has an **Artillery Factor (AF) of at least "1"** may conduct Bombardment Combat against an enemy unit or unit marker (*City Garrison* or *Trench Garrison* or *Rearguard*) that is in an **adjacent space**. A unit may only conduct Bombardment against **one** enemy target unit. If multiple units are in the space, choose one to attack. **Allied** units fire on the first CP unit per the **Priority List** (on the *Allied Orders Player Aid*).

12.2. BOMBARDMENT PROCEDURE

A) BOMBARDMENT DICE

Roll a **number of dice equal to the unit's AF Rating**, plus or minus any dice effects due to Orders or Events.

B) TERRAIN DEFENSE RATINGS

Compare each die result to the **Terrain Defense Rating** of the enemy unit's space, as follows:

- ▶ **Clear = 4**
- ▶ **City, Hills, or Mountain = 5**
- ▶ **Trenches = 5** (In addition, there is a **maximum limit of 1 Hit that can be inflicted by any single Bombardment Combat roll**. This applies if firing along a Transit Line with a *Trenches* Feature or into a space with a *Trenches* marker (see 19.3).

Note that for Bombardment Combat, only the terrain in the target's space (including a Trenches marker), and any intervening Trenches Feature will affect the Terrain Defense Rating. The unit's printed Defense Rating is not used in Bombardment Combat.

C) BOMBARDMENT MISSES

First determine the number of dice rolls whose result is **less than** the Terrain Defense Rating. These are **misses** and have **no effect** on the target unit.

D) BOMBARDMENT MORALE HITS

Then determine the number of **Morale Hits**. For each die roll result **equal to** the Terrain Defense Rating, a **Morale Hit** is scored. Check the **Morale Rating (MR)** of the targeted unit:

- ▶ If the MR is **"2" or less**, **each Morale Hit is a Hit**.
- ▶ If the MR is **"3" or more**, every **two Morale Hits is a Hit**. One Morale Hit has no effect.

E) BOMBARDMENT HITS

Finally, count the number of die roll results **greater than** the Terrain Defense Rating. For each such die result, **1 Hit** is inflicted on the targeted enemy unit

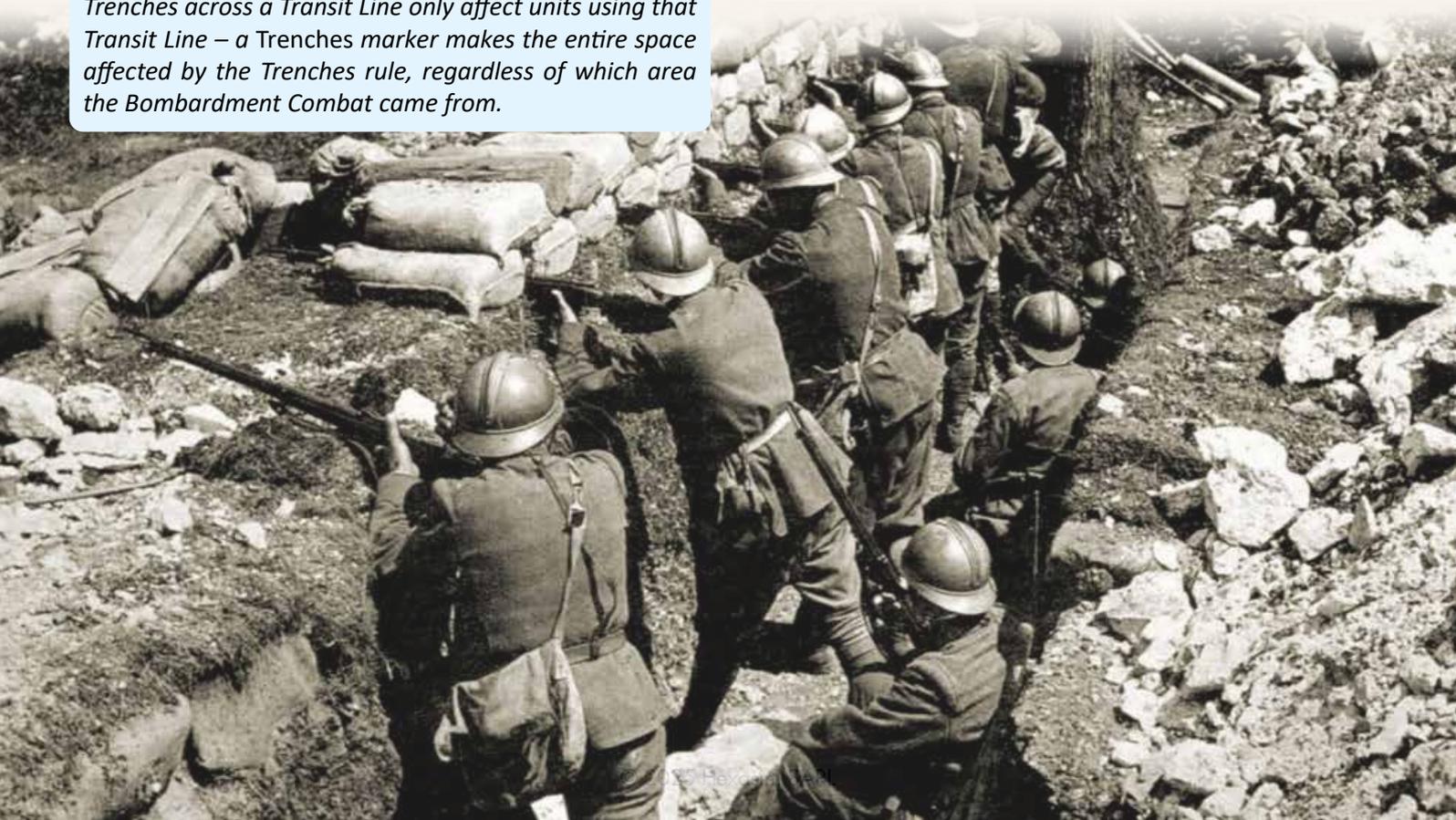
See section 14 for details of how to apply Hits.

F) TRENCHES

If a *Trenches* Feature bisects the Transit Line used for the Bombardment Combat attack or the space has a *Trenches* marker in it (see 19.3), **the maximum number of Hits that can be scored by the attack is 1 Hit**, regardless of the number of Hits rolled. *Exceptions: Heavy Artillery and Sturm Battalios markers attacks ignore this Trenches restriction.*

Note the difference between a Trenches feature that bisects a Transit Line (which are only present along the frontlines of the two sides) and a Trenches marker. The Trenches across a Transit Line only affect units using that Transit Line – a Trenches marker makes the entire space affected by the Trenches rule, regardless of which area the Bombardment Combat came from.

Example: Dean is resolving the activation for the Italian 3^o Armata, and he draws a card that gives that Army a "Defend" Order. He references the "Defend" Order entry on the Allied Order Player Aid and then checks each Italian unit in the 3^o Armata to see their situation. The "A" unit (XXV) is in the 3^o Armata's assigned Piave Line space and does nothing, as it is not in an eligible space and there are no CP units adjacent to it. However, the other 3^o Armata unit, the "B" unit (XI/XXIII), is in the Clear space directly in front of that same Piave Line space and it is also adjacent to the Shaken "A" CP unit (1. Isonzo). So, the Italian unit will not move (as it is not in an eligible space) and since it did not move it will perform Bombardment Combat against the CP unit. The 3^o Armata "B" unit has an AF of "3" and therefore will roll three dice. The Terrain Defense Rating of the CP unit is "4", as it is in Clear terrain. Dean rolls the dice and gets a "4", "2" and "6". He first removes the "2" as it is less than the Terrain Defense Rating and a miss. He checks the "4", which is a Morale Hit. The "A" CP unit has a MR of "3", but it has a Shaken marker on it, which makes its actual MR "2". Therefore, because its MR is "2" or less, the Morale Hit counts as 1 Hit. Dean then sees the final die is a "6" and well over the Terrain Defense Rating, so that is also 1 Hit. The Italian unit scores 2 Bombardment Hits on the CP unit and consequently its Shaken marker is replaced with a Depleted marker (see section 14), as that represents the CP unit having accumulated three total Hits (it had one before the combat and now has two more). Note that if the CP unit was in trenches, it would suffer only 1 Hit because only 1 Hit max can be scored in such terrain. He realizes that when the Isonzo Armee activates later this turn, he'll have to Regroup the "A" unit and get it reorganized.



13. ASSAULT COMBAT

Both CP and Allied units may conduct Assault Combat attacks, which involves the unit closing with the enemy to engage them in close quarters combat with the goal of driving them out of their positions.

13.1. ASSAULT COMBAT ELIGIBILITY

Any unit (not marker) may conduct an Assault Combat attack against an enemy unit or marker that is in an **adjacent space** (unless there is a *Blown Bridge* marker on that Transit Line). A unit may only conduct an Assault against **one** enemy target unit. If multiple units are in the space, choose any one unit to attack. For Allied units, they will choose to attack the first qualified CP unit per the **Priority List** (on the Allied Orders Player Aid).

13.2. ASSAULT COMBAT PROCEDURE

The assaulting (active) unit is first **moved into the defending (enemy) unit's space**. Then roll dice for **both units**. Compare each die result to the **Defense Rating** of the enemy unit. Results are applied simultaneously.

A) ASSAULTING UNIT DICE

The assaulting unit earns a number of Combat dice equal to its **SP Rating**.

- **Offensive Support: Add one die for each other friendly unit (not unit marker)** in a space *adjacent* to the defender's space, but only if they are **not Depleted or Broken**. Note that a *Blown Bridge* marker between spaces prevents Offensive Support from that space.

B) DEFENDING UNIT DICE

The defending unit earns a number of Combat dice equal to the **sum of its SP and AF Ratings**. Add these two values together to determine the total number of dice earned.

- **Defensive Support: Add one die for each other friendly unit (not unit marker)** in the defender's space, but only if they are **not Depleted or Broken**.

- **A defending unit always earns a minimum of one die** in Assault Combat.

*Note that for Assault Combat, the assaulting unit uses only its **SP Rating** to determine the number of attacking dice rolled; the defending unit uses **both its SP and AF Ratings** added together for the number of defending dice rolled. This is done to simulate the advantages of defensive positions, preparations, and tactics during this portion of World War I.*

C) DEFENSE RATINGS

Units of both sides use their **Defense Rating (DR)** to defend against the enemy's assault and determine the effectiveness of the attack.

- The **assaulting unit** uses its normal DR.
- The **defending unit** uses its normal DR, **modified by the terrain** in the attacked space or by the **Feature** crossed on the Transit Line used by the attacker to assault the space, as follows:
 - ▶ *Clear* = **none**
 - ▶ *Hills* = **+1 DR** (but do not apply to **Garrisons**)
 - ▶ *Mountain* = **+2 DR** (but do not apply to **Garrisons**)
 - ▶ *City* = **+2 DR** (but do not apply to **Garrisons**)
 - ▶ *Trenches* = **+2 DR** in addition to any other modifiers (but do not apply to **Garrisons**). The attacker must have crossed a Transit Line with a *Trenches* Feature or attacked a space with a *Trenches* marker (see 19.3).
 - ▶ *Bridge* = **+1 DR** in addition to any other modifiers. The attacker must have crossed a Transit Line with a *Bridge* Feature to assault the space.
 - ▶ The defending unit's **DR** can **never be greater than 5**, regardless of accumulated modifiers.

*Note that for Assault Combat, it is the opposing unit's **Defense Rating**, modified by terrain and Features, that is used to determine the number of Hits inflicted to the enemy. Also note again the difference between a *Trenches* feature that bisects a Transit Line and a *Trenches* marker: a *Trenches* feature only affects attacks along the Transit Line; a *Trenches* marker is all-around and is therefore always a *Trenches* space.*

Also, please note that City Garrison and Trench Garrison markers display their DR in a white box as a reminder that these values are not modified by terrain. Bridges are not terrain and thus attacking across a Bridge modify DR of City Garrison and Trench Garrison markers.

D) ASSAULT DICE ROLL

Roll **all earned dice for both sides** (as figured in steps 13.2.A and 13.2.B above). Then **compare each rolled result against the Defense Rating** of the enemy unit (as figured in step 13.2.C).

E) ASSAULT MISSES

First determine the number of dice rolls whose result is **less than** the enemy's Defense Rating. These are misses and have **no effect** on the enemy unit.

F) ASSAULT MORALE HITS

Then determine the number of **Morale Hits**. For each die roll result **equal to** the enemy's Defense Rating, a **Morale Hit** is scored. Check the **Morale Rating (MR)** of the enemy unit:

- ▶ If the MR is **"2" or less**, **each Morale Hit is a Hit**.
- ▶ If the MR is **"3" or more**, every **two Morale Hits is a Hit**. One Morale Hit has no effect.

G) ASSAULT HITS

Finally, count the number of die roll results that are **greater than** the enemy unit's Defense Rating. For each such die result, **1 Hit** is inflicted on the targeted enemy unit.

See section 14 for details of how to apply Hits.

H) ASSAULT COMBAT WINNER/LOSER

The unit that inflicts the **most total Hits** is the **winner** of the Assault Combat. If a **tie**, the unit with the **higher MR** is the winner. If still tied, the defender wins.

- ▶ The **loser** of the combat must **Retreat one space** (see 16. Retreats).
- ▶ The **winner** remains in the space *unless there is another enemy unit or enemy unit marker still in that space*. In that case, the attacker is moved back to the space from which it entered the combat.



Example: Mike has activated his 14. Armee and has 2 AP remaining. He decides to take a chance and have his "C" unit (Stein) conduct an Assault Combat Attack against the Udine City space, which has the Shaken Italian 2° Armata "E" unit (II/XXIV) and an unrevealed Garrison marker in it. He expends his last 2 AP, moving the Activation Points marker into the "0" box of the Activation Point Track and then moving the "C" unit directly into the Udine City space. He elects to attack the "E" Italian unit and ignore the Garrison (he cannot attack both units with the same Assault Combat Unit Action). Mike will roll four dice for his CP unit (it has a SP of "4") plus one more die because the "C" CP unit from the Isonzo Armee (2. Isonzo) is also adjacent to Udine. So, five dice for the attacker. The defending Italians will get six dice for the "E" unit's "3" SP plus its "3" AF. Note that the Italians do not get an extra die for the Garrison marker, as it is not a "unit". The Defense Rating for the CP unit is "4" and the Defense Rating for the Italian unit is "4" (DR of "3" and +2 for the City space). Because the Italian unit's MR is now "2" ("3" MR but -1 MR because it is Shaken), the CP unit will score one Hit on each Morale Hit it throws against the Italians. Mike rolls five dice for his unit and six dice for the Italian unit. The CP's dice read 1, 5, 6, 5 and 3 and the Italian's dice read 2, 3, 4, 4, 1 and 3. The CP unit scores three Hits (the "6" plus the two "5's", which are Morale Hits and count as Hits because of the Italian's MR of "2") while the Italian unit scores one Hit (for the two "4's", which are Morale Hits and two count as one Hit because of the CP unit's "5" MR). The Germans win the Assault Combat! The "E" unit has its Shaken marker removed and it is given a Broken marker to replace it (it had one Hit and just received three more, so four total Hits). The Italian unit is then retreated one space towards the closest "2° Armata" Piave Line Muster Space. The "C" CP unit is given a Shaken marker for the one Hit it received, and because it won the combat, normally it would remain in Udine. However, the Garrison marker is present so it must retreat to the space from which it entered. But Udine is now an easier target for a future attack.

14. APPLYING HITS

As units have Hits inflicted on them, place the appropriate **Hit** marker under the unit. The *Hit* markers represent the accumulated Hits inflicted on the unit, and each modifies that unit's values for all game purposes.

14.1. TYPES OF HIT MARKERS

There are four types of **Hit** markers, with one counter showing "**Shaken**" on one side and "**Disrupted**" on the other and a second counter with "**Depleted**" on one side and "**Broken**" on the other.



14.2. HOW TO USE HIT MARKERS

When a unit receives one or more Hits, place the appropriate **Hit** marker under the unit counter. This indicates the total number of Hits that unit has received **on each of its sides**. The type of marker used is based on the total number of Hits, as follows:

- ▶ 1st Hit = **Shaken** (-1MR)
- ▶ 2nd Hit = **Disrupted** (-1SP, -1MR)
- ▶ 3rd Hit = **Depleted** (-2SP, -1AF, -1DR, -1MR)
- ▶ 4th Hit = **Broken** (-2SP, -1AF, -1DR, -2MR)
- ▶ 5th Hit = **Decimated**. Italian Units are placed in the *Reforming Italian Units* box of the game board and flipped to their **Reformed** side (See 14.4.A for more details on Decimated units). CP and other Allied units are **Battleworn** and flipped to their *Battleworn* sides. They are then immediately **Retreated two spaces** (see 16). If already *Battleworn*, they are **eliminated** instead (see 14.4.B). **City Garrison** and **Rearguard** markers are removed from the gameboard. **Trench Garrison** markers are flipped over to their "Trenches" side.

14.3. EFFECTS OF HIT MARKERS

The *Hit* Marker modifies the unit's various printed values as indicated above. As the unit takes more Hits (or recovers Hits from Regrouping), adjust the marker accordingly to indicate the new number of Hits. The unit uses the adjusted values for all game purposes.

14.4. DECIMATED UNIT

All units that receive a **fifth Hit** are said to be Decimated. This result is applied differently depending on the type of unit affected:

A) ITALIAN UNITS

When an Italian unit (only) receives its **fifth Hit**, it will be **Reformed**. First, remove any *Hit* marker on the unit. You are awarded as many **Victory Points** (VP) as the **SP** value **printed** on the unit's visible side (so as printed on its *Fresh* side the first time it is Decimated and its *Reformed* side each subsequent time). Then, place the unit itself in the *Reforming Italian Units* box of the game board, on its **Reformed** (back) side. Once on its *Reformed* side, it remains so for the remainder of the game, taking Hits per the normal procedure.

Decimated Italian units placed in off map pile may return to play through the Commando Supremo chit (Rally Armies instruction).

Decimated Italian units can re-enter the game as a Reformed Italian units any number of times (see 11.3).

For example, the **Italian 1^a Armata "A"** unit would have its values modified as follows as it takes Hits:



- ▶ **1st Hit - Shaken** - MR reduced to "3".
- ▶ **2nd Hit - Disrupted** - SP reduced to "2", MR reduced to "3".
- ▶ **3rd Hit - Depleted** - SP reduced to "1", AF reduced to "1", DF reduced to "2" and MR reduced to "3".
- ▶ **4th Hit - Broken** - SP reduced to "1", AF reduced to "1", DF reduced to "2" and MR reduced to "2".
- ▶ **5th Hit - Decimated** (Reformed) - Unit has its *Broken* marker removed and is placed in the *Reforming Italian Units* box with its "Reformed" side showing. You are awarded **3 VP**.

If the unit is re-deployed into the game on its Reformed side (see 11.3), it takes Hits as follows:



- ▶ **1st Hit - Shaken** - MR reduced to "4".
- ▶ **2nd Hit - Disrupted** - SP reduced to "1", MR reduced to "4".
- ▶ **3rd Hit - Depleted** - SP reduced to "1", AF reduced to "2", DF reduced to "3" and MR reduced to "4".
- ▶ **4th Hit - Broken** - SP reduced to "1", AF reduced to "2", DF reduced to "3" and MR reduced to "3".
- ▶ **5th Hit - Decimated** (Reformed) - Unit has its *Broken* marker removed and is placed in the *Reforming Italian Units* box with its "Reformed" side showing. You are awarded **2 VP**.

B) CENTRAL POWER, BRITISH AND FRENCH UNITS

When any of these units get their **fifth Hit**, any *Hit* marker on them at the time is removed. Then, they are flipped over to their **Battleworn** side and must immediately **Retreat two spaces** (see 16. *Retrats*).

Then any further Hits are again applied using the above procedure (see 14.2), with the next Hit applying a Shaken marker again and so on.

These units remain on their *Battleworn* side for the remainder of the game, regardless of Regroup actions, possibly taking more Hits. If the unit takes another five Hits, then it is **eliminated** from the game.

C) UNIT MARKERS

City Garrison and **Rearguard** markers are eliminated when Decimated. **Trench Garrison** markers are flipped over to their "Trenches" side.

For example, the German **14. Armee "A" Krauss (1)** unit would have its values modified as follows as it takes Hits:

- ▶ **1st Hit - Shaken** - MR reduced to "4".
- ▶ **2nd Hit - Disrupted** - SP reduced to "3", MR reduced to "4".
- ▶ **3rd Hit - Depleted** - SP reduced to "2", AF reduced to "4", DF reduced to "4" and MR reduced to "4".
- ▶ **4th Hit - Broken** - SP reduced to "2", AF reduced to "4", DF reduced to "4" and MR reduced to "3".
- ▶ **5th Hit - Decimated (Battleworn)** - Unit is flipped over to its "Battleworn" side, the *Broken* marker is removed and it is Retreated two spaces.
- ▶ **6th Hit - Shaken** - MR reduced to "2".
- ▶ **7th Hit - Disrupted** - SP reduced to "2", MR reduced to "2".
- ▶ **8th Hit - Depleted** - SP reduced to "1", AF reduced to "3", DF reduced to "3" and MR reduced to "2".
- ▶ **9th Hit - Broken** - SP reduced to "1", AF reduced to "3", DF reduced to "3" and MR reduced to "1".
- ▶ **10th Hit - Decimated** - Unit removed from game.

15. MORALE TESTS

Throughout gameplay, units may be required to take Morale Tests. If so required, roll one die and compare it to the testing unit's current **Morale Rating**.

- If the die result is **greater than** the MR, the unit **fails** the test.
- If the roll is **equal to or less than** the MR, the unit **passes**. In each case, the rule or event will explain what happens when the unit passes or fails.
- A unit's MR is **increased by one** (+1 MR) if its space has a **Trenches Feature** along a Transit Line connected to that space or a *Trenches* marker (see 19.3). Remember that unit's MR may never exceed "5". **Trench Garrison markers do not benefit from this bonus (MR in a square)**.
- Note that a unit's MR is modified lower by any *Hit* marker on the unit (see 14.3). However, the **minimum MR** for a unit taking a Morale Test is "1", regardless of accumulated modifiers from *Hit* Markers and/or other effects.
- Since a unit's minimum MR is "1" and its maximum MR is "5", **a unit will always pass a Morale Test on a roll of "1" and always fail it on a roll of "6"**.



16. RETREATS

Units that are instructed to **Retreat** must move away from the nearest enemy unit (increasing the distance) and towards their assigned **Frontline Space** (for CP units) or their **Muster Space** (for Allied units).

16.1. ALLIED UNITS

All Allied units must Retreat *toward* their Army's **nearest Piave Line** or **City Muster Space** (see 1.B) **that is not Captured**, *increasing the distance* from the nearest CP unit. If the path to that space is blocked by a CP unit, an Allied unit Retreats toward the nearest **City** space instead (even if assigned to another Allied Army). Allied units that can't Retreat the full distance will Retreat as far as possible and then suffer an extra **1 Hit**.

16.2. CP UNITS

You must retreat CP units *away from* the nearest Allied unit and *closer to* the nearest **CP Frontline** space (see 1.B) of their assigned Army. If the path to that space is blocked by an Allied unit, units may take an available path that will get them closer to any eligible CP Frontline space (not necessarily the closest one) by the shortest route while still moving away from the enemy. If a unit cannot Retreat the full distance and follow these protocols, it Retreats as far as possible and then suffers an extra **1 Hit**.

- If a CP unit is Assault Combat attacked while in its **CP Frontline** space and loses, it **does not Retreat**. Instead, it takes **1 extra Hit**.

17. COMMAND ASSETS



You begin the game with **10 Command Assets (CA)** and more can be earned from Events. CA are kept track of on the **Command Assets Track**. You can spend **CA** to do any of the following when eligible:

17.1. ACTION POINT BONUS

You may spend **CA** as if they are **AP**:

- ▶ If you do not have enough AP to conduct a certain Unit Action and/or
- ▶ If you wish a unit to conduct a **fourth Unit Action**. A fourth Unit Action must be conducted immediately after a unit's third Unit Action. *A unit may never spend CA to conduct a fifth Unit Action.*

For example, Ryan is activating a unit to conduct its 3rd Unit Action and he wants it to launch a normal Assault Combat attack, but he has only 1 AP remaining. He may then spend 1 CA as 1 AP to pay the total 2 AP required. If Ryan then wants the unit to continue with another Assault Combat, he could spend 2 CA to pay the 2 AP required for an Assault Combat attack for the unit's 4th Unit Action.

17.2. KEEP A STURM BATTALION MARKER

Spend **1 CA** to keep an otherwise eliminated **Sturm Battalion** marker (due to a roll of "1") in the game. Place it on its **Battleworn** side. This cannot be spent to prevent the elimination of a **Sturm Battalion** marker that is already on its **Battleworn** side when it is to be eliminated (see 19.2.C).

17.3. REROLL ALL THE DICE

Spend **1 CA** to re-roll all the dice from any one CP dice roll (only). This applies to any dice roll, including rolling for Activation Points. **This may only be done once per CP dice roll and Allied dice rolls cannot be re-rolled.**

17.4. IMPROVE THE SUPPLY LEVEL

Spend **1 CA** to improve - temporarily - the **Supply Level** of any one space to be "**Supplied**" (regardless of its current Supply Level, see 1.1.C). This is done during a unit's activation at the moment when the space's Supply Level needs to be referenced for AP expenditures.

Example: *Tony wants his active CP unit to conduct a Bombardment Combat on an Italian unit in a Piave Line space, but he only has 1 AP remaining and the unit is sitting in a "Strained Supply" space. He may spend 1 CA to treat the space as a "Supplied" space and therefore the CP unit would only have a 1 AP cost to conduct Bombardment from there.*

Note that if Tony had no AP left, the cost of this Bombardment Combat would be 2 CA (1 CA to transform the "Strained Supply" space into a "Supplied" space and 1 CA for the action itself).

18. LINE OF COMMUNICATION

A Line of Communication (LOC) is a path of adjacent spaces

- ▶ starting from a CP unit to a CP Frontline belonging to its Army, or
- ▶ starting from an Allied unit to its assigned Piave Line or City Muster spaces.

Note that a Blown Bridge marker blocks the LOC along that Transit Line.

18.1. CP UNITS

A **CP Unit** that cannot trace a valid LOC back to a **CP Frontline** space belonging to its Army must pay **one additional AP** for any Unit Actions it takes.

18.2. ALLIED UNITS

Allied units (only) that cannot trace an LOC back to one of their assigned **Piave Line** or **City Muster Spaces** must treat any CP unit blocking the LOC as the “nearest CP unit” when it receives an Order.

- If the Allied unit’s LOC is blocked when it participates in an **Assault Combat** (attacking or defending), the unit automatically takes **one additional Hit** added to the normal results.

18.3. REFORMING UNITS

Piave Line and **City Muster Spaces** must be able to trace an LOC back to **another City Muster Space from the same Army** in order to be eligible to receive a **Reforming** Italian unit. If not, a Reforming Italian unit cannot be placed there (see 11.3. Deploy Reforming Italian Units). *Exception: Brescia is assumed to have an LOC back into France, off the map.*

19. SPECIAL MARKERS

19.1. HEAVY ARTILLERY



Heavy Artillery markers represent batteries of heavy and super-heavy artillery. These batteries require more time, effort, and logistics to set up and maintain. *Note that this rules section refers to the front side of the markers. The back side is used for the Preliminary Bombardment procedure in the “On To Rome” scenario.*

A) OVERVIEW

Heavy Artillery markers are placed and resolved **before** any Unit Actions (see 6. CP Heavy Artillery Phase), but they use the **same AP cost** as normal Bombardment Combat.

Use of these markers is not a Unit Action and is not deducted from a unit’s three allowed actions.

B) COST

Place one or more of these markers on one or more enemy units **adjacent to a CP unit**. The AP cost is based on the Supply Level of that CP unit’s space (see 7.3.B). But it costs **+1 AP** if using a *Heavy Artillery* marker adjacent to a **10. Armee** and/or **11. Armee** unit.

C) PROCEDURE

Each marker is a separate Bombardment Combat attack using **3 Dice**.

- The attacked space automatically has a **Terrain Defense Rating of “4”** (regardless of actual terrain)
- The normal combat effect of **Trenches** (see 19.3) **is ignored**. *However, the defender still gets the normal +1 MR effect.*

D) ROLLING A “1”

Any roll of “1” on one or more of the *Heavy Artillery* Bombardment Combat dice **discards** the *Heavy Artillery* marker from the game.

Example: *Shawn is starting his activation for the Isonzo Armee but before he does any Unit Actions, he decides to unleash a Heavy Artillery barrage on a Trench Garrison marker in a Piave Line space. He does have a unit from the 14. Armee adjacent to that space, so he can place one of the Heavy Artillery markers onto the target space. Because the space that the 14. Armee unit occupies is a “Strained Supply” space, this will cost him 3 AP to do so. He rolls three dice. The Terrain Defense Rating for the Trench Garrison marker is “4” (ignoring the actual terrain and normal “Trenches” effects). He rolls two “4’s” and a “1”. This results in one Hit (for the two Morale Hits) on the Garrison, and it gets a Shaken marker. However, one of the rolled dice is a “1”, which means that this Heavy Artillery marker is removed from the game.*

19.2. STURM BATTALIONS



These markers represent the small, elite, and specially trained stormtrooper units whose tactics were developed to break the trench deadlock. **The value shown on the markers – “6”, “5” and “4” – represents that specific marker’s SP and thus the number of dice it uses in combat. Sturm Battalion markers must be placed and resolved *before* any Unit Actions, but *after* any Heavy Artillery markers are resolved (see 6. CP Heavy Artillery & Sturm Battalions Phase).**

A) COST

Place one or more of these markers on one or more enemy units **adjacent to a CP unit**. It costs **1 AP** if the target unit is **adjacent to a 14. Armee or Isonzo Armee CP unit** or **3 AP** if the target unit is **adjacent to a 10. Armee or 11. Armee CP unit**. If adjacent to both a 14. Armee/Isonzo unit and a 10./11. Armee CP unit, the cost is 1 AP.

Use of these markers is not a Unit Action and is not deducted from a unit’s three allowed actions.

B) PROCEDURE

Each marker conducts Assault Combat (see 13) against one enemy unit, but with some differences.

- The **defending unit does not roll Assault Combat dice** at all.
- The defending unit’s **Defense Rating is never modified for the space’s terrain**. Use the normal, unmodified Defense Rating only.
- The normal combat effect of **Trenches** (see 19.3) is **ignored**. However, the defender still gets the normal **+1 MR** effect.
- **No Offensive or Defensive Support** (see 13.2.A & B) applies.

C) BATTLEWORN

Sturm Battalion markers are **automatically flipped over to their Battleworn side** after being used, unless a “1” was rolled on one or more of the Assault Combat dice. If so, the *Sturm Battalion* marker is **discarded** instead. You may spend **1 CA** to prevent elimination and flip the marker to its *Battleworn* side. But if the marker was already on its *Battleworn* side, it cannot be saved (see 17.2).

D) OUTCOME

- The *Sturm Battalion* marker is the **winner** of the Assault Combat if at least **one Hit** is inflicted on the enemy unit. The attacked enemy **must Retreat one space** (see 16. Retreats).
- If **no Hit** is scored, the *Sturm Battalion* marker is the **loser**. The enemy does not Retreat.

Example: Ken is desperately trying to get a breakthrough. He activates the 14. Armee and after placing and resolving two Heavy Artillery markers, he now wants to finish off the Depleted Italian 2^a Armata’s “C” unit (IV). Since the Italian unit is adjacent to a CP unit, he deploys a Sturm Battalion marker on it after paying the 1 AP to do so. He chooses the 4 marker which has not been used yet. Ken will roll four dice against the Italian unit’s DR of “3”, ignoring all the other normal modifiers. Note that the Italian unit does not roll dice. Ken rolls a “6”, two “3’s” and a “1”. That scores three total Hits on the defender (its MR is only “2”, so each “3” counts as a Hit). The unit is therefore Decimated, as it can only absorb two more Hits since it is already Depleted. The unit is removed from the map, flipped over to its Reformed side, and placed in the Reforming Italian Units box for a possible later return to the battlefield. The Sturm Battalion marker would be eliminated since Ken rolled a “1”. However, Ken spends 1 Command Asset to keep the marker and it is instead placed back in the available pool on its Battleworn side.



19.3. TRENCHES

Trenchworks are obviously a major feature of almost any World War One battlefield. The complex and substantial trenchwork system established by both sides along the frontlines are represented on the game map by the dark-gray, zigzag pattern graphics bisecting some Transit Lines. There are also *Trenches* markers that are built by the Italians (via the *Commando Supremo* instructions) which represent the hastily built but substantive entrenchments that were dug by the Italians along the Piave River, Mount Grappa and Asiago plateau as the Central Powers armies advanced across northern Italy. **Both types of Trenches provide the same *Trenches* effects.**

A) DEFINITION

Trenches exist along those **Transit Lines** that contain the ***Trenches* Feature** graphic.

They also exist in a space with a *Trenches* marker and **the *Trenches Feature* exists on all Transit Lines connected to that space.**



B) TRENCHES EFFECTS

Units in a *Trenches* space, whether due to a connected Transit Line with a *Trenches* Feature or due to a *Trenches* marker, have their **Morale Rating increased by one (+1 MR)**, and their **Defense Rating by two (+2)**.

During Bombardments (see 12), Terrain Defense Rating is 5.

C) TRENCHES .VS HEAVY ARTILLERY & STURM BATTALION

Normal *Trenches* combat effects are **ignored** when using *Heavy Artillery* (see 12) or *Sturm Battalion* (see 13) marker attacks. Defender still get their normal **+1 MR** effect, if qualified.

D) BUILDING TRENCHES

Whenever the *Commando Supremo* instructions indicate “Build one Piave Line Trenches”, a *Trenches* marker is placed with its “Trench Garrison” side face up in an eligible space. This indicates that the Trenches are manned.

If the *Commando Supremo* instructions indicate “x2”, place two *Trenches* markers with their “Trench Garrison” side face up in two separate spaces.



E) TRENCH GARRISON



- If the *Trench Garrison* marker is stacked with another unit, treat it as a separate target/defender.

- *Trench Garrison* markers do not receive the normal DR or MR modifiers (see 1.2.A – *Defense Rating*) but they do apply the “1 Hit maximum per combat” for Bombardment.

- These markers are attacked normally, but they do not Retreat. If forced to Retreat for any reason, they are eliminated instead.

- A *Trench Garrison* marker is also eliminated from the game once it is Decimated (i.e., it receives 5 Hits).

- If the *Trench Garrison* is eliminated in combat, flip the marker over to its “Trenches” side to show that the *Trenches* Feature is still present. These markers do not award Victory Points and cannot be Reformed. If the space is Captured by the CP side, remove the marker at the end of the Game Turn.

19.4. CITY GARRISON



face down face up

These markers are randomly distributed into each *City* space, face down, before the game.

- They are not revealed until targeted for Bombardment Combat (see 12), Assault Combat (see 13) or a *German Aircraft* marker is placed on them (see CP Event).

- Their MR can be modified normally by other applicable circumstances.

- They **do not** receive the normal DR modifier for the *City* space (see 1.2.A – *Defense Rating*).

- A *City Garrison* marker is eliminated from the game once it is Decimated (i.e., it receives 5 Hits).

- In all other ways, they are treated as *Trench Garrison* markers.

19.5. REARGUARD



This is a marker left behind by Italian units that follow the **Fighting Withdrawal** Order. They are small groups of men and artillery assigned to defend a location and delay the enemy.

- Only one *Rearguard* marker is allowed per space. Ignore any instruction to place a second *Rearguard* marker into a space.

- *Rearguard* markers receive all the normal DR and MR modifiers.

- A *Rearguard* marker is eliminated from the game once it is Decimated (i.e., it receives 5 Hits).

- In all other ways, they are treated as *Trench Garrison* markers.

20. VICTORY POINT SCHEDULES

You accumulate Victory Points during the game, keeping track on the Victory Point Track by using the appropriate *Victory Point* markers.

Victory Points are awarded in each of the following cases:

See 2 - Key Concepts for more information about Captured spaces and Lost Spaces.

20.1. ALLIED UNIT DECIMATED

1 VP is awarded per printed **Strength Point** shown on side of unit counter when the Allied unit is **Decimated** (see 14.4. *Decimated Units*). If an Italian unit is Decimated multiple times during the game, the VP are awarded each time. Markers do not provide VP (*Rearguards* and *Garrisons*).

20.2. PIAVE LINE SPACE CAPTURED

15 VP are awarded once at time of capture of each *Piave Line* space.

20.3. CITY SPACE CAPTURED

Victory Points are awarded once at time of capture of a City space, as follows:

- ▶ **Venezia = 20 VP**
- ▶ **Padua/Vicenza/Verona = 30 VP**
- ▶ **Mantua = 40 VP**
- ▶ **All Others Cities = 10 VP**

The VP are lost and deducted as soon as the Captured Space marker is removed and re-earned if the space is re-captured by the CP.

*Captured Piave Line and City spaces are treated as normal **Territory Captured** spaces after awarding this one-time bonus VP award (see 20.5).*

20.4. LOST FRONTLINE SPACE

-20 VP are lost one time each time a CP unit in its Frontline space would be Retreated but takes a Hit instead (see 16.2). Then **decrease** the *Cadorna* marker one space.

20.5. TERRITORY CAPTURED

1 VP is awarded **per four** total **Captured spaces** (rounded down). During the **Victory Point Phase** (see 10) of each **Game Turn**, count all the Captured spaces on the map at this time and **divide by four**, rounded down. Note that Captured spaces are counted for VP every turn they qualify, so the same Captured space can award VP multiple times during the game.

This award **does not** include the **CP Frontline** spaces (these space are never Captured).

Example: During the Victory Point Phase, you count 27 total spaces that are Captured. This will award 6 VP to you.

20.6. PLAYER PERFORMANCE

The Central Powers historically scored **125 Victory Points**. Your performance is measured against that score, as follows:

- ▶ **Critical Defeat = Less than 91 VP**
- ▶ **Decisive Defeat = 91-100 VP**
- ▶ **Major Defeat = 101-110 VP**
- ▶ **Minor Defeat = 111-120 VP**
- ▶ **Draw = 121-130 VP**
- ▶ **Minor Victory = 131-140 VP**
- ▶ **Major Victory = 141-150 VP**
- ▶ **Decisive Victory = 151-160 VP**
- ▶ **Overwhelming Victory = More than 160 VP**



21. SCENARIOS

21.1. ON TO THE PIAVE!

This scenario may be played as a tutorial or if you only have time for a quick game. This plays exactly like the standard scenario (*On To Rome!*), with the following significant changes.

A) SPECIAL RULES

- The scenario ends at the conclusion of **Game Turn #5**.
- Do not setup or use any of the Central Power *10. Armee* or *11. Armee* units nor the Italian *1^o Armata*, *4^o Armata* or *2^o Armata "Carnic Force"* units (there are two "*Carnic Alps*" units: "*XII-A*" and "*XII-B*"). These units do not participate in this scenario. Any rules or event instructions involving them should be ignored.
- Units from either side **may not move into or through** any spaces **north** of the white dotted line.
- Use only the Central Power *14. Armee*, *Isonzo Armee* and *Event Activation* markers and the Italian *2^o Armata*, *3^o Armata* and *Commando Supremo Activation* markers.
- Ignore all references to "Cadorna Dismissed" effects – that track is not used in this scenario.
- You receive only **5 Command Assets**.

- The normal **Victory Point Schedules** are ignored. Instead, you score Victory Points only at the conclusion of **Game Turn #5** as follows:

- ▶ Each **CP unit** that has advanced to the **west** (left) of any *Piave Line* space = **+3 VP**
- ▶ Each *Piave Line* space that is **Captured** = **+2 VP**
- ▶ Each **Italian** unit to the **east** (right) of any *Piave Line* space = **-1 VP**
- ▶ The *Gorizia* or *Udine City* spaces are **not Captured** = **-1 VP each**
- ▶ Each *Piave Line* space that is **not adjacent to a Captured space** = **-2 VP**
- ▶ Each **CP unit** that is **Depleted** or **Broken** = **-1 VP**
- ▶ Each **CP unit** that is **Decimated** = **-3 VP**

B) PLAYER PERFORMANCE

- ▶ **Major Defeat** = **Less than -2 VP**
- ▶ **Defeat** = **-2 VP**
- ▶ **Minor Defeat** = **-1 VP**
- ▶ **Draw (historical result)** = **0 VP**
- ▶ **Minor Victory** = **+1 VP**
- ▶ **Victory** = **+2 VP**
- ▶ **Major Victory** = **More than 2 VP**



21.2. ON TO ROME!

This is the main scenario. It covers the entire campaign from Oct. 24th, 1917 through mid-December 1917 and lasts **10 Game Turns**. At the conclusion of Game Turn #10, check the Victory Point Schedules and Player Performance chart (see 20.6) to see how you've done.

A) GAME LENGTH

The scenario ends at the conclusion of **Game Turn #10**.

B) ITALIAN ARMY SETUP

- First, place the nine units of the **2^a Armata** and **3^a Armata** into their designated spaces on the game map. *For example, the 2^a Armata's "F" unit is placed in the "2^aF" space.*
- Then, take the six units of the **1^a Armata**, place them in a cup, and randomly draw and place two of them into each of the two "1^a" spaces. The remaining two units are removed and not used in this game.
- Do the same with the **4^a Armata**, randomly placing five of its units, one unit per "4^a" space. The remaining two units are removed and not used in this game.
- Finally, place all nine of the **City Garrison** markers face down (showing their common side), mix them up and then place one marker face down in each of the *City* spaces on the map.

C) CENTRAL POWER ARMY SETUP

- First, place the eight units of the **14. Armee** and **Isonzo Armee** into their designated spaces on the game map. *For example, both the "D" and "E" units of the 14. Armee are placed in the "14. D/E" space.*
- Then place the four units of **10. Armee** into their designated spaces, one unit per "10." space, as you see fit.
- Finally, do the same with the five units of the **11. Armee**, one unit per "11." space.

D) TRACKS SETUP

Place the *Game Turn* marker in the "1" space of the Game Turn Track; the *Activation Points* marker in the "0" space of the Activation Points Track; the *Command Assets* marker in the "10" space of the Command Assets Track; all three *Victory Point* markers in the "0" space of the Victory Points Track; and the *Cadorna* marker in the "0" space of the Cadorna Dismissed Track.

All other markers, unit counters, cups and documents should be kept nearby so they are easy to access during play.

E) PRE-GAME DAWN ASSAULT PHASE



Before the normal start to Game Turn #1, conduct a special **Dawn Assault Phase**. This is to simulate the heavy artillery bombardment and gas attack the Central Powers hit the Italian trench lines with before the assault started.

- First place all **Preliminary Bombardment** markers (use the opposite side of the *Heavy Artillery* markers) in any space(s) **adjacent to a CP unit from the 14. Armee** and/or **Isonzo Armee**, at **no AP cost**.
- Then roll **4 dice** to resolve each Bombardment Combat. Use all the normal "**Heavy Artillery**" procedures (see 19.1) except that **die roll results of "1" have no special effect** (these markers will not be discarded in this phase).
- After resolution, flip the markers over to their "*Heavy Artillery*" side and place them all back into the available marker pool of markers (on the game board).
- You may then conduct **up to four Sturm Battalions** Assault Combat attacks, applying all normal *Sturm Battalions* rules (see 19.2). These must be placed **adjacent to a CP unit from the 14. Armee** and/or **Isonzo Armee**. Resolve the Assaults normally.
- Then the game begins normally with Game Turn #1.

22. CREDITS

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