



Strafexpedition

The Spring Offensive — against Italy, May-June 1916



RULES OF PLAY

v.1.1

(Note: these rules supersede rules v.1.0 - *differences in blue*)

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1.0 INTRODUCTION

Strafexpedition, 1916 (from now on, SE) is an operational level game simulating the huge offensive of the Austro-Hungarian forces against Italy during Spring 1916, a crucial year in WWI.

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

2.0 COMPONENTS

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

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

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

The map is divided into two Sectors, East and West, important in certain Scenarios and to ease multiplayer play.

2.1.1 Game scale. Each hex represents about 900 meters across. Each game turn represents one day.

2.2 The Counters. There are two types of counters in SE: Combat Units and informational markers.

2.2.1 Combat Units.

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

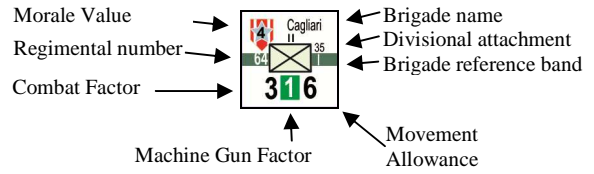
Artillery units represent several batteries, not really corresponding to a “battalion” in size. The front side of Artillery units is the “move” side, while the back is the “fire” side (distinguished by the background color of the Range). Artillery units display the number of the Corps which they are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

Units types:

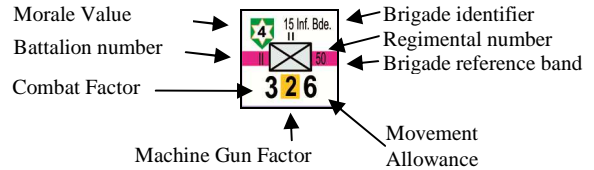
Infantry includes:

	Infantry, Border Guards, Bersaglieri, Landwehr
	Mountain Infantry (Alpini, Jäger, Schützen)
	Bersaglieri (Bicycle)
	Militia (Territorials)

Italian Infantry unit:

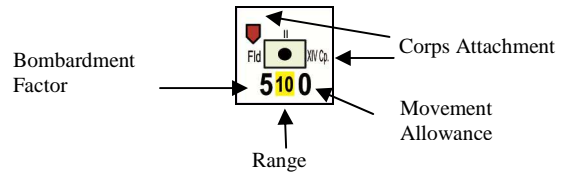


Austro-Hungarian Infantry unit:

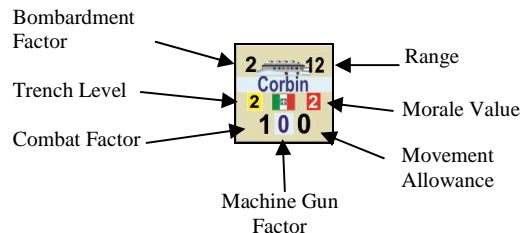


Artillery includes:

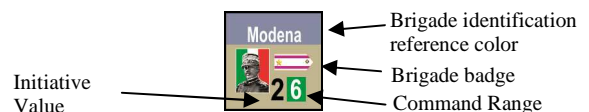
	Mountain Artillery
	Field Artillery
	Heavy Artillery



Fortress:



Brigade Headquarters:



2.2.2 Units and formations. Combat Units in the game are grouped in formations which generally correspond to Brigades. Infantry Combat Units and HQs have a colored horizontal bar to identify the Brigade they belong to. Italian Infantry units display in the middle of the counter: Regimental number on the left (important in set-up) and Divisional attachment to the right (for historical flavor only). Austro-Hungarian Infantry units display Battalion and Regimental numbers instead (used in set-up). The badge underneath the Morale Value is the Brigade Badge for Italian units and the recruiting area for Austro-

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

Alpini, Bersaglieri, Militia, Border Guards, Artillery and Fortress units are Independent units and do not belong to specific Brigades. Instead they may be attached to a specific Brigade during operations as the player sees fit. Independent unit counters have no horizontal colored bar.

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

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

On the map:

- Turn Record Track (TRT)
- Italian and Austro-Hungarian General Tracks (GT)

On cards:

- Brigade Display
- Terrain Effects Chart (TEC)
- Assault Table
- Bombardment/Defensive Fire Table

At the end of this booklet:

- Events Table

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

3.0 GAME TERMS

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

Brigade and Brigade HQ: Combat Units in the game are grouped in formations which generally correspond to Brigades. Every Brigade has an HQ unit with an Initiative Value, and a Command Range Value. The HQ unit is the Brigade's center of operations, and it represents the command center for the units belonging to the Brigade. It doesn't represent real officers and staff in the field, but just the area of operations and the capacity of the staff. The counter is also used during the Command Phase, to decide which Brigades will be activated during the current game turn.

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

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

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

Action: All activities undertaken by units belonging to an Activated Brigade are collectively called an Action.

Actions are composed of Steps ordered in the Action Phase Sequence.

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

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

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

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

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

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

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

Line of Sight (LoS): The line between two non-adjacent hexes that allows units in them to observe each other. It is blocked by intervening terrain or hexside terrain higher than that in the observing and target hex. It cannot be longer than SIX (6) hexes (or less, due to Weather, see 9.1).

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

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

Zone of Control (ZoC): The six hexes surrounding each non-Artillery unit represent its Zone of Control. The Zone of Control of a unit never extends into hexes in which the unit cannot move. Infantry and Fortress units exert ZoCs. HQs don't have a ZoC.

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

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

Surrender threshold: If a unit's Disorganization Level equals or exceeds its Morale Value, the unit cohesion

breaks down. When close to the enemy it might surrender.

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

4.0 SEQUENCE OF PLAY

1. **Reinforcement Phase:** Reinforcement units are placed on the map, following the scenario instructions (6.0). Logistics Points are added to the GT for each side.
2. **Command Phase:** Each player secretly decides how many and which Brigades he will activate during this turn, placing the corresponding HQ counters on the appropriate box of the Brigade Display. To place a Brigade HQ counter on the Brigade Display requires the expenditure of one (1) Logistics Point. Moreover, to attach any 5 Artillery units to a Brigade requires one additional (+1) Logistics Point (see rule 8.3). Specific Artillery units will be attached to a Brigade HQ within Command Range at the moment of the Brigade's activation, when the Brigade HQ is placed on the map (Phases 8 and 9). Spent LPs are immediately deducted from the GT total.
3. **Initiative Phase:** Each player rolls one die adding the result to the number of Logistics Points he has spent in the Command Phase. Each player may optionally spend additional Logistics Points, provided he has any available in his stock, in order to win the Initiative. Spent LPs are immediately deducted from the GT total. The player with the highest total will be the Initiative player for the Game Turn. If a tie results, roll the dice once again (see 7.0) [and re-apply the same modifiers](#).
4. **Weather Phase:** The Weather is historically determined in SE. Check the TRT to see which Weather condition is in effect for the current Game Turn.
5. **Supply Phase:** Each player simultaneously checks the supply status of his own units. Units found to be out of supply increase the Disorganization Level by one (1) point (see 10.0).
6. **Artillery Phase:** Artillery units are turned on their "move" or "fire" side at this stage, the Initiative Player first. Heavy Artillery units changing from their "move" to "fire" side are marked with an appropriate "Activated" marker (it takes two turns to emplace a Heavy Artillery unit, see 19.2). Players may reduce their own Trenches (18.6), destroy their own Artillery units (19.5) and have their own Fortresses blown up (20.7).
7. **Event Phase:** The Initiative Player rolls a die, adding the modifier printed on the TRT for the current Game Turn. Consult the Events Table at the end of this booklet and apply the result.

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

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

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

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

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

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

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

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

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

11. Replacement and Rally Phase:

Each supplied unit not adjacent to enemy units can reduce its Disorganization Level by one (1) point.

Every Brigade can recover one step loss (see 21.0).

All the Brigade HQ counters are removed from the map.

Remove all of the “Activated” markers.

12. Victory Condition Check Phase:

Both players check the conditions for a Sudden Death Victory. If these have been achieved, the game ends and the player meeting the Sudden Death Victory conditions is the winner. Otherwise the game continues with the following Game Turn: advance the Turn marker on the Turn Record Track and go back to Phase 1. When the last Game Turn is finished, or an Event Table result specifies the end of the game, check the Victory Conditions to determine the winner (see 22.0, 23.0).

5.0 SET UP

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

6.0 REINFORCEMENTS

6.1 During the Reinforcement Phase, units scheduled as reinforcements for the current turn by the scenario instructions are placed in the indicated hexes, if necessary in violation of stacking limits. Before the end of the Game Turn they **have** to be moved so as to respect the stacking limits. If the hex remains overstacked at end of the Game Turn, they suffer overstacking penalties as per rule 12.7.

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

7.0 LOGISTICS AND INITIATIVE

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

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

received during the Reinforcement Phase are added to the total on the GT.

7.1 Used Logistics Points cannot be restored.

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

8.0 COMMAND

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

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

8.3 During the Command Phase, each player defines the Brigades he will activate, and if he will use Artillery units during the Action Phases. To activate a Brigade, a player spends one (1) Logistics Point. For every 5 (or less) Artillery units (including Fortresses) attached to the activated Brigade, 1 additional Logistics Point is required (ex.: 4 LPs are spent to activate one Brigade (1) and 13 Artillery units (3); 2 LPs for one Brigade (1) and 1 Artillery unit (1)). Each player may spend no more Logistics Points than those currently available on the GT. **A Brigade without its own subordinate units on the map cannot be Activated.**

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

8.4 Independent units. During an Action Phase a maximum of two Independent units of the following types: Alpini, Bersaglieri, Militia, Border Guards, may be freely attached to an activated Brigade, without the expenditure of any LPs. Specific Independent units are assigned to a Brigade when the Brigade is activated in an Action Phase.

8.5 During an Action Phase, when a Brigade is activated, that Brigade’s HQ unit is placed on the map and the Command Range is traced from it. A Brigade HQ counter

must be placed in a hex along a valid Line of Supply. The HQ unit may be placed in enemy ZOCs, but not stacked with an enemy unit or HQ. Independent units assigned to a Brigade have to be within the Command Range of their assigned HQ. If needed, mark activated Independent units with an “Activated” marker as a reminder (they cannot be activated twice in the same turn). **A Brigade HQ must be placed on the map so that at least one of his subordinate units is in command.**

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

9.0 WEATHER CONDITIONS

Weather conditions affect operations in several ways. The weather conditions in SE are displayed on the Turn Record Track **and are used for all the Scenarios**. Weather conditions are in effect during the whole Game Turn.

9.1 The possible weather conditions are:

Clear: No effect.

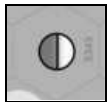
Overcast: Artillery Bombardment Factors are halved for Artillery units firing at a target on Level 5 or higher. Line of Sight is **Four** (4) hexes below Level 5, **Three** (3) hexes if traced at or higher than Level 5.

Rain: Artillery Bombardment Factors are halved. Infantry Movement Allowances are reduced by ONE (1). Artillery Movement Allowances are halved.

Shift one left (-1) for Assault and Counter-Assault Resolution on the Assault Table. LOS is **Two** hexes.

Always round down Bombardment Factors when required.

10.0 SUPPLY



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

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

10.2 Lines of Supply. A unit is supplied when it can trace an unblocked line of no more than 10 hexes to a road or trail hex (do not count the hex the unit is in, but do count the road/trail hex), and from that hex, an unblocked line of unlimited length along the road/trail net to a friendly Supply Source (see image above).

10.2.1 Only the first hexside of a Line of Supply (adjacent to the unit) can be a *Crags* hexside, for any type of unit.

After the first hexside, *Crags* hexsides are impassable for a Supply Line.

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

10.2.3 Austro-Hungarian and Italian Supply Sources are color-coded to distinguish control. Each side may trace supply to a friendly Supply Source only. The Supply Source in hex 1201 is a special case, as it may be controlled by either side (see Scenario Instructions).

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

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

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

10.4.1 Artillery interdicting HQs Lines of Supply. An enemy Artillery unit in “fire” mode may interdict the “on road” (only) segment of a HQ’s Line of Supply, so that the Brigade may not activate. **The interdicted road must be within range and under direct observation (that is on a LoS as per 13.2.2 but traced directly from the Arty unit) from the enemy Artillery unit.** Interdiction is automatic, costs no LPs and the enemy Artillery unit may have already fired either offensively (13.2) or defensively (13.3).

11.0 MOVEMENT

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

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

11.0.2 The cost to enter each hex, or to cross a hexside, is shown on the Terrain Effects Chart. Some terrain features

are on hexsides only (ex.: Rivers). In these cases, the terrain cost of the crossed hexside is in addition to the terrain cost of the hex entered.

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

11.0.4 Crag. Only *Mountain Infantry* (not Artillery) units can *cross, enter, or assault through* Crag hexsides. The movement costs the unit its entire Movement Allowance. For other units, Crag hexsides are impassable for all purposes. **NOTE: Crag hexes are hexes with six Crag hexsides.**

11.0.4.1 Supply Lines and Crag. Only the first hexside of a Line of Supply (from any type of unit), the one adjacent to the tracing unit, can cross a Crag hexside.

11.0.5 Roads/Tracks. A unit that moves along a road or track can use the movement cost of the road or track, ignoring the other terrain present in the hex or hexside. A unit can move by road or track until it enters an enemy ZoC, at which time it would have to pay the actual terrain costs for the ZoC hex.

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

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

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

11.0.8 Level change. Level change effect is applied for each level crossed upslope when tracing a straight line from the starting hex to the arriving hex. This is true both for Movement and Combat (also Defensive fire) effects. Roads and Trails negate the +1 cost for going up a level.

11.1 Tactical Movement

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

11.1.1 ZoC. Units using Tactical Movement can enter and exit enemy Zones of Control. To exit from a ZoC costs one additional (+1) Movement Point.

11.1.2 Infiltration Movement and Fire.

Movement from an enemy ZoC to another enemy ZoC projected by the same unit or stack is called Infiltration Movement. The enemy unit, or stack of enemy units, can perform Infiltration Fire. If the two ZoC hexes are

projected by different enemy units, there is no Infiltration Fire.

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

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

11.1.3 To declare an Assault against adjacent enemy units, every unit must pay the cost in Movement Points to enter the Assaulted hex (see 13.1 Combat Assault Declaration). Do not pay the cost to exit the ZoC of the assaulted hex, but do pay any other hex or hexside cost.

11.2 Non Activated Unit Movement

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

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

11.3 Forced March

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

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

12.0 STACKING

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

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

12.2 In High Mountain hexes (Level 8), the limit is reduced to **ONE** unit (no stacking is allowed).

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

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

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

12.5 Assault and Counter-assault happen within the hex, so the stacking limit is TWO units for each side (ONE unit in High Mountain terrain). See also 13.4.1.

12.6 Fortress units, Brigade HQ units and the “functional” markers (Assault, Disorganization, Trenches, etc.) don’t count for stacking purposes. They stack for free.

12.7 If no alternative exists to overstacking after a retreat, all the units found in an overstacked hex at the end of the retreat, add one (1) Disorganization Point each. Each unit can suffer a maximum of one (1) Disorganization Point per Game Turn due to overstacking.

13.0 COMBAT

During each Action Phase several types of combat can happen. During the Initiative Player Action Phase, the Initiative Player will have an opportunity to assault enemy units first. Then the Non-Initiative Player will have an opportunity to Counter-assault (the order is reversed during the Non-Initiative Player Action Phase). Before any assault is resolved, the assaulting player can use Offensive (Barrage) Fire, after which the defending player may use Defensive Fire.

13.1 Combat Assault Declaration



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

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

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

13.1.4 More than two units may declare an Assault against a single hex, but only a maximum of two units may assault the hex (but see 12.5).

13.1.5 To place an “Assault” marker costs the number of Movement Points as if the assaulting unit was entering the hex to be assaulted. If a unit does not have enough Movement Points left to enter the hex to be assaulted, it may not assault.

13.2 Offensive Bombardment

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

13.2.1 During the Offensive Bombardment Step, all the Artillery units assigned to the activated brigade for that Action Phase can make an Offensive Bombardment. Every unit designates its target hex before starting to resolve the Offensive Bombardment. Each Artillery unit can bombard one target hex only.

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

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

A LoS is traced from the center of the **observer** hex to the center of the target hex. This LoS cannot be longer than **SIX** hexes (do not count the observer’s hex, but do count the target hex) and is blocked by any intervening terrain level **higher** than the target **and** the observer hexes (always remember that when many levels are present, the level of a hex is always the one passing through the **center** of the hex; should a question arise between players as to this, resolve it by a die roll).

If the observer hex is at a higher level than the target hex, the LoS can be one hex longer for each level of difference between observer and target.

Example: an observer at ‘Level 5’ can theoretically see a target at ‘Level 1’ 10 hexes away.

A LoS can also be affected by Weather (See Weather: 9.0).

13.2.3 Terrain effects on LoS. Crags hexes are at a terrain level equal to the highest adjacent Clear hex. Crags by themselves do NOT block LoS. Woods hexes block LoS only if at the same level as the higher level of the observer and the target hex. A LoS passing through a hexside is blocked only if both adjacent hexes are blocking.



13.2.4 Each Artillery unit (including Fortresses) can perform Offensive Fire only once per Game Turn. Mark Artillery units which performed Offensive Fire with a “Act.” marker, as a reminder.

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

For each target:

- A. Calculate the total amount of Bombardment Factors, as modified by the current Weather (9.1).
- B. Find the matching column on the Bombardment Table.
- C. Shift the column due to terrain of the target hex, as applicable. All modifiers are cumulative.
- D. Roll one die, cross reference the result on the column to find the result of the Bombardment.

13.2.6 Bombardment results:

- : No Effect.

* : Roll again, 1-3 = “D1”, 4-6 = “-“

#D#: The number before “D” indicates the number of steps lost by the target hex (in total, not per unit), the number behind it indicates the Disorganization Points inflicted to **each unit** in the target hex.

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

13.3 Defensive Fire

During the Defensive Fire Step, defending Infantry and Artillery units can fire at enemy units marked with an “Assault” marker (and only at them). A hex containing assaulting units is referred to as the target hex for Defensive Fire. Each unit firing during a Defensive Fire Step can do it against one hex only.

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

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

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

13.3.4 Artillery units can also perform Defensive Fire, if they fulfill the following requirement: they are within a

SIX hexes range from the target hex (marked with an “Assault” marker). The provisions of rules **13.3.2** and **13.3.3** also apply to Artillery units.

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

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

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



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

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

13.3.10 When all the targets are defined, resolve Defensive Fire one by one.

For each target:

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

13.3.11 Defensive Fire Results:

- : No Effect

* : Roll again, 1-3=“D1”, 4-6=“-“

#D# : The number before “D” indicates the number of steps lost by the target hex (in total, not per unit), the number behind it indicates the Disorganization Points inflicted on **each unit** in the target hex.

13.4 Assault Step

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

13.4.1 The units below an Assault marker **must** enter the hex indicated by the arrow of the Assault marker, within stacking limits. Note that both players have to respect their own stacking limits only. Therefore the maximum number of combat units that can be in an assaulted hex, excluding a potential defending Fortress, is 4 (2 in defense, 2 in assault), or 2 in High Mountain hexes (see 12.5).

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

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

13.4.3 Assault resolution:

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

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

C. Execute any possible column shifts due to terrain, the current Morale Value of the attacking and defending units and the Trench Level (if any). **To get the hexside terrain modifier in an Assault, all of the hexsides crossed by the Assaulting units must be of that kind of terrain.** Every shift is one column on the Table. Integral ratios over 5:1 (6:1, 7:1 and so on) and below 1:2 (1:3, 1:4 and so on) are considered one column each. All modifiers are cumulative.

First all column shifts in favor of the defending hex are calculated; then these are subtracted from the columns shift in favor of the attacker.

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

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

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

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

Assault results:

- : No Effect

#D#R: The number before “D” indicates the total number of steps lost by that side in the affected hex (in total, not

per unit); the number behind it indicates the Disorganization Points inflicted to **each** affected unit.

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

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

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

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

B. Any other empty hex

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

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

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

Exception: Mountain troops can retreat across Crags hexsides at the cost of two (2) Disorganization Points.

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

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

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

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

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

13.4.6 An assault on a “0” strength combat unit is resolved at the 5:1 column (cfr. Fortress Campomolon).

13.5 Counter-assault Step

During the Counter-assault Step, non-active units just retreated from an Assault and non-active Infantry units not

adjacent to any other enemy units, are eligible to retake a hex just lost by an enemy Assault by Counter Assault.

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

13.5.2 Mark the Counter-assaulting units with Assault markers.

13.5.3 The procedure is the same as for regular Assaults, but the players' roles are reversed and Artillery cannot fire either Offensively or Defensively.

13.5.4 A successful Counter-assault recovers the just decreased Trench Level of the Assaulted hex (as per rule 18.5).

14.0 ACTIVATION COMPLETED

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

15.0 REACTION BY THE NON ACTIVE PLAYER

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

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

16.0 DISORGANIZATION

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

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

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

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

16.4 Surrender. At the moment a unit's Disorganization Level is equal to or higher than its printed Morale Value, the unit surrenders if it is adjacent to, or is being assaulted by, an enemy unit. Put it in the Surrendered Units Box, to be counted for VP at the end of the game. If no enemy unit is adjacent or stacked with it, the unit remains on the map with a Disorganization Level one less than the surrender threshold.

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

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

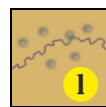
17.0 STEP LOSSES

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

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

17.3 Artillery units have one step which can only be eliminated through Bombardment (see 19.6) or capture (19.3, 19.4). Their reverse side is their current movement status. When they are removed from the game by capture, each Artillery unit counts as **5** step losses, per the Victory Conditions (see 23.2).

18.0 TRENCHES



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

18.1.1 Trenches cannot be built in Fortress hexes, while the Fortress exists in the hex.

18.2 A Brigade activated with at least 1 LP (see 8.3) may have its Infantry units emplace or upgrade up to 5 Trench Levels total (one level at a time in up to 5 hexes). Units emplacing a Level 1 Trench do that in the same turn. It takes two turns to upgrade from a Level 1 or from a Level 2 Trench (turn the Trench Level marker upside down while upgrading from Level 1 or 2). A Level 2 or 3 Trench is completed at the end of the next turn Brigade's activation or Non Activated Unit Movement Phase.

18.2.1 An Infantry unit cannot move or Assault during a turn in which it emplaced or upgraded a Trench. Should the upgrading unit move away, Assault or be assaulted in the subsequent turn, before the Trench is completed, the Trench Level is returned to its initial level.

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

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

18.5 Every time a unit defending in a Trench retreats from an Assault, or is eliminated, the Trench Level is decreased by one.

18.6 Trenches are like a terrain feature and may be used by either side. They can be reduced or eliminated by Bombardment or Assault. As an alternative, during the Artillery Phase, each player can reduce Trenches occupied by friendly non-Artillery units by one level.

18.7 Moving from enemy ZoC to enemy ZoC in hexes containing friendly Trenches does NOT trigger Infiltration Fire.

19.0 ARTILLERY

19.1 Artillery units have two sides, one to indicate that the unit is moving and the other to indicate that the unit is emplaced and ready to fire. Flip the Artillery units over during the Artillery Phase to show the condition they will have for the whole game turn (moving or in battery). [Artillery units can move during the Non Activated Units Movement Phase only, as they are activated to fire only.](#) The "move" side has a Bombardment Factor of "0" and a red background Range, while the "fire" side has a Movement Allowance of "0" and a yellow background Range.

19.2 Heavy Artillery emplacement. Heavy Artillery units take a complete turn to be emplaced in battery, therefore they cannot fire in the same turn in which they

change from "move" to "fire" mode (put an "Act" marker on them).

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

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

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

19.6 An Artillery unit has only one step, but it is necessary to score two hits (2 step losses) in the same fire to eliminate an Artillery unit through Bombardment. [An Arty unit stacked with an Infantry unit takes hits only when no more Infantry units are present in the stack.](#)

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



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

20.0 FORTRESSES

20.1 Fortress units have the same characteristics as both Artillery and Infantry units (*Exception:* Fortress units cannot move). The top row of values displays the Bombardment Factor and Range (if any), the middle row shows the Trench Level and Morale Value, while the bottom row displays the Combat Factor, the Machine Gun Factor, and the Movement Allowance (obviously zero). The Fortress' intrinsic Trench Level can be used by other units in the hex, and can be reduced by Artillery fire like any other Trench (put an appropriate Trench Level marker on the Fortress when reduced).

20.2 When the Fortress' Trench Level drops to zero, the Fortress is destroyed (not surrendered), and the counter is

removed from the game. Put it in the Eliminated Units Box.

20.2.1 The Fortress Trench Level cannot be upgraded by Trench building (see 18.1.1)

20.3 Fortress units have a Morale Value as well, it works the same as with any other unit. When its Morale Value drops to zero, the Fortress surrenders if there is an enemy unit in the same or in an adjacent hex as the Fortress (only); otherwise, the Fortress unit remains on the map with a Disorganization Level one less than the surrender threshold.

20.4 A Fortress is not affected by lack of supply, but other units stacked with it can be. (*Exception: see 20.7*)

20.5 A Fortress unit suffers from Artillery fire only in its Trench Level (see 20.1 and 20.2) and Disorganization Level (see 19.7). It can be assaulted and it is captured if it suffers a single step loss during an Assault, or if it is forced to retreat.

20.6 A Fortress that surrenders, or is captured during an Assault, leaves its Trench Level, **reduced by one**, to the winner. Exchange the Fortress unit with the matching Trench Level marker.

20.7 “Blowing up” Fortresses. To avoid the capture of a Fortress, the player can decide to “blow it up”, during the Artillery Phase, just like with Artillery units. In this case, put the Fortress unit in the Eliminated Units Box (not the Surrendered Units Box). Blowing up a Fortress cancels any Trench Level in the Fortress hex. Out of Supply Fortresses cannot be blown up.

20.8 Fortress units never count for stacking limits (see 12.6)

20.9 A Fortress unit must be activated as a normal artillery unit to fire in Offensive Bombardment.

21.0 REPLACEMENTS

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

21.1 Only Infantry class units (Infantry, Mountain Infantry, Bersaglieri, Militia, etc.) can be replaced. **Lost Artillery or Fortress units cannot be rebuilt.**

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

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

21.4 Every game turn, each side can also get one replacement step (one per side in total) of non-Artillery units not belonging to Brigades (i.e. Independent units other than artillery). In this case, eliminated units cannot be replaced.

21.5 Reduced battalions cannot be replenished to full strength, or placed on the map, if adjacent to enemy units or in an Out of Supply position.

21.6 During the Replacement and Rally Phase, the supplied units of both players that have not Force Marched during the current turn, and that are not adjacent to enemy units, can reduce their Disorganization Level by one point.

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

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

22.0 AUSTRO-HUNGARIAN OFFENSIVE OPERATIONS INTERRUPTION

To undertake offensive operations in Trentino, the Austrian High Command withdrew a considerable quantity of troops and artillery (mostly) from the Russian Front, thereby contributing to the success of the Russian offensive of General Brusilov (Алексе́й Алексе́евич Бруси́лов). The Brusilov Offensive was launched on June 4th, taking the Austro-Hungarian troops on the Galician Front completely by surprise.

These events are independent from our simulation, but they had a profound influence on the conduct of operations in Trentino.

During the Event Phase, when a Russian Success in Galicia results, the following will happen:

1st time: Start of Brusilov’s Offensive.

2nd time: The Brusilov Offensive achieves a major breakthrough; the Austro-Hungarian player no longer receives Logistics Points and reinforcements.

3rd time: The even more critical situation on the Russian Front imposes a radical shift in Austro-Hungarian focus away from Trentino. The game

immediately ends and Victory Points are checked. If the result is an Italian victory, or a tie, the Austro-Hungarian operations are stopped, part of the troops will be transferred to Galicia in a hurry, and the remaining troops take position in the prepared defensive line (Winterstellung). If the Austro-Hungarians win, the breakout from Trentino is ongoing or imminent and operations will continue on to the Veneto plain (off the south edge of the map) and beyond the scope of SE.

If a Russian Success does not take place the 3rd time, the game ends when the June, 15th game turn is completed.

23.0 VICTORY CONDITIONS

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

- when the 3rd Russian Success in Galicia takes place (see 22.0)
- when either side obtains a Breakthrough (see 23.3 and 23.4)
- the moment the last Game Turn is completed.

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

The number of Victory Points needed for each player to win is given in the scenario instructions. The Italian Victory Points are subtracted from the Austro-Hungarian Victory Points, to obtain a total.

The Victory Points are gained in the following ways:

- **23.1 Victory Points for geographical objectives:** Victory Points hexes are indicated on the map. Only the Austro-Hungarian player gets Victory Points for geographical objectives. To get these points, the Austro-Hungarian player has to be the last one to have a non-Artillery unit enter or move through the hex.

23.1.1 Recoaro (0225, 0226), Piovene Rocchette (0847, 0747), Schio (0238, 0239), Thiene (0146, 0247), Marostica (1468, 1469, 1470, 1471), Arsiero (1937, 1938, 2038) are multi-hex objectives. To earn the associated VPs **all** hexes of a multi-hex objective must be under control of the Austro-Hungarian player.

- **23.2 Victory Points for losses inflicted to the enemy:** They are equal to 1 Victory Point for every 10 steps lost for surrender. A surrendered battalion is equal to two steps, even if it was one step when surrendered. Every Artillery or Fortress unit is equal to 5 steps if captured (no VP if blown up)

(Designer note: The above means that a “captured” Fortress or Artillery unit scores the same as 5 Infantry steps surrendered. This is a good reason to blow up a battery or a Fortress that is going to be captured, thereby limiting the Victory Points that the opponent will score). Both players score VPs for losses inflicted to the enemy side.

23.3 AH Breakthrough. If during any Game Turn Victory Check Phase, the Austro-Hungarian player controls all of the hexes of Marostica (1468, 1469, 1470, 1471), Thiene (0146, 0247), and Schio (0238, 0239), he gets a Complete Victory, regardless of Victory Points.

23.4 Italian Breakthrough. If during any Game Turn Victory Check Phase, the Italian player controls all of the hexes of Rovereto (3502, 3603) and Folgaria (4018, 4019), he wins a Complete Victory, regardless of Victory Points.

SCENARIOS OF “STRAFEXPEDITION 1916: THE SPRING OFFENSIVE”

- Units to be set up are indicated between “()” after the attaching Regiment or Brigade (examples: 207^o Rgt (I, II, III); 6th Gebirgs Bde (6, 38, 42, 50, 81); 55th Bde/87th (I, II, III) and 96th (I, II, III) and 24 (FJB): this last means the 87th Rgt. composed of (I, II, III) btns. , the 96th Rgt. composed of (I, II, III) Btns. and the FJB Btn from the 24th Rgt.; all belong to 55th Bde, 7 units in all).

- Territorial Militia battalions are indicated with their attaching Brigade after a “/” (ex.: 3 x MT/XII Bde)

- Alpini and RGF battalions: their name is indicated between “()” after their unit values (ex.: 1 x Alpini 3-2-6 (Val Leogra))

SCENARIO 1: DRIVE ON PASUBIO

Scenario length: 5 Turns, starting on May 15th, and ending at the end of May 19th.

Scenario Map area: The playing area is the area West of the Sector Line border (see also 24.0).

Victory Conditions: The Austro-Hungarian player wins if he reaches at least **16** Victory Points. The Italian player wins if the Austro-Hungarian player reaches **11** VPs or less. Any other result is a Draw.

Set Up and Special Rules: Italian Artillery units must be placed in “fire” mode behind the frontline, so as to be able to fire at the first 2 hexes behind the Austro-Hungarian frontline. Italian Artillery units cannot change mode on Turn 1. The Austro-Hungarian player can place his units anywhere behind his frontline, within the sectors mentioned in the set up. **Italian player sets up first.**

The Austro-Hungarian III Corps artillery units **can fire but** cannot move during this scenario.

Events: No events take place during Game Turn 1.

Logistic Points: The Italians start the scenario with 0 Logistics Points. The Austro-Hungarians begin the scenario with 35 Logistics Points.

ITALIAN SET UP

- 207° Rgt (I, II, III), Taro Brigade: 3202, 3302, 3303
- 208° Rgt (I), Taro Brigade: 3104
- 1 x MT/VIII Bde: 2903
- Artillery of 37° Division:
 - 1 x Mountain Artillery unit
 - 1 x Field Artillery unit
 - Set up behind the Italian frontline but within one hex of any Infantry unit mentioned above.
- 79° Rgt (I, II, III) and 80° Rgt (I, II, III), Roma Brigade: along the Italian frontline, between hexes 3405 and 3412 (inclusive)
- 1 x Alpini 3-2-6 (V. Leogra): Valduga (3413)
- 1 x Alpini 4-2-6 (M. Berico): Piazza (3416)
- 3 x MT/XII Bde: along the road between Moscheri (3106) and Anghebeni (1709) (inclusive)
- 4 x MT/XII Bde: within 5 hexes of Col Santo (2415)
- 69° Rgt (I, II, III), Ancona Brigade: along the Italian frontline between hexes 3121 and 3324 (inclusive)
- 64° Rgt (I, II, III), Cagliari Brigade: along the Italian frontline between hexes 3325 and 3628 (inclusive)
- 1 x Alpini 4-3-6 (Vicenza): 3728
- 70° Rgt (I, II, III), Ancona Brigade and 1 x MT/33 Rgt: within 3 hexes of 2825
- 63° Rgt (I, II, III), Cagliari Brigade and 1 x MT /33 Rgt: within 3 hexes of 3030
- 1 x RGF 2-0-6 (Regia Guardia di Finanza = border guards): 3636
- 1 x RGF 2-0-6 : 3736
- V Corps Artillery:
 - 5 x Mountain Artillery units
 - 5 x Field Artillery units
 - 2 x Heavy Artillery units
 - Set up behind the Italian frontline, between hexes 3405 and 3728 (inclusive), within 3 hexes of any Infantry unit.

Fortresses: Campomolon (3129)

ITALIAN TRENCHES:

Level 1:	All the hexes along the Italian frontline + Hex 3416 (treat it as behind the Italian Front Line).
Level 2:	First line strongpoints: Maronia (3122), Costa d’Agra (3225), Monte Coston (3326), Soglio d’Aspio (3728)
Level 1:	Second and third line strongpoints: Coni Zugna (1705), Col Santo (2415), Maggio (2723), Toraro (2927), Spitz Tonezza (3134).

AUSTRO-HUNGARIAN SET UP

- VIII Corps:
 - 6th Gebirgs Bde (6, 38, 42, 50, 81) at Rovereto (3502, 3603, 3604)

- 10th Gebirgs Bde (48, 62, 90, 92, 1Bh) and 18th Gebirgs Bde (3, 15, 26, 31, 60): along the Austro-Hungarian frontline between hexes 3605 and 3511 (inclusive)
- VIII Corps Artillery:
 - 4 x Mountain Artillery units
 - 4 x Field Artillery units
 - 2 x Heavy Artillery units
 - Set up behind the Austro-Hungarian frontline and VIII Corps units mentioned above
- XX Corps:
 - 58th Bde/3rd (I, II, III) and 4th (I, II, III, IV); 180th KJ Bde/1st (I, II, III, IV) and 2nd (I, II, III): behind Austro-Hungarian frontline between 3612 and 3423 (inclusive).
 - 5th Bde/59th (I, II, III, IV) and 21st (I, II, III); 15th Bde/14th (I, II, III, IV, X) and 50th (I, II, III, IV): behind the Austro-Hungarian frontline between hexes 3523 and 4129 (inclusive)
- XX Corps Artillery:
 - 10 x Mountain Artillery units
 - 5 x Field Artillery units
 - 2 x Heavy Artillery units
 - Set up behind the Austro-Hungarian frontline and XX Corps units mentioned above
- III Corps Artillery:
 - 7 x Field Artillery units
 - 3 x Heavy Artillery units
 - Set up in the East Sector, behind the Austro-Hungarian frontline, at least 2 hexes from it, and east of hex column xx28 (inclusive).

Fortresses: Serrada (3615); Sommo (3318); Cherle (3926); Gschwendt - Belvedere (4032)

AUSTRO-HUNGARIAN TRENCHES:

All of the hexes along the Austro-Hungarian frontline are considered to be Level 1 trenches. If the trench should be destroyed, use a blank marker to represent this (very unlikely situation...).

ITALIAN REINFORCEMENTS

- May 16: 208° Rgt (II, III), Taro Brigade; 61° Rgt (I, II, III) and 62° Rgt (I, II, III), Sicilia Brigade; 2 x Alpini (Aosta, V. d’Adige); 2 x MT/VIII Bde; 42° Btn Bersaglieri: any west map edge hex behind the Italian frontline
5 Logistics Points
- May 17: 5 Logistics Points
- May 18: 5 x Alpini (Mercantour, Cividale, M. Clapier, V. Natisone, Matajur); 201° Rgt (I, II, III) and 202° Rgt (I, II, III), Sesia Brigade; 1x

Mountain Artillery unit/1A Div.: hex 1936 or 0237 (split as the Italian player likes)
5 Logistics Points

May 19: 5 Logistics Points

AUSTRO-HUNGARIAN REINFORCEMENTS

May 16: 11th Gebirgs Bde (3, 10, 20, 21, 77, 3Bh) and 12th Gebirgs Bde (3, 37, 57, 93, 100) at Calliano (4306).
9th Gebirgs Bde (12, 49, 74, 84, 87) at Rovereto (3502, 3603, 3604)
10 Logistics Points

May 17: 10 Logistics Points

May 18: 10 Logistics Points

May 19: 10 Logistics Points

- 162° Rgt (III), Ivrea Brigade: 3845
- 1x MT/XVIII Bde: 3944
- 89° Rgt (I, II, III) and 90° Rgt (I, II), Salerno Brigade: along the Italian frontline from hexes 4438 to 4936 (inclusive)
- 1x Alpini (Adamello): 5136
- 1x MT/XVIII Bde: 3653
- 90° Rgt (III), Salerno Brigade: 3150
- 206° Rgt (I, II, III), Lambro Brigade and 3x MT/XVIII Bde and 1x RGF 4-2-6: within 3 hexes of 3357
- 1x MT/XVIII Bde: 3261
- 1x MT/XVIII Bde: 2448
- V Corps Artillery:
5x Mountain Artillery units
5x Field Artillery units
2x Heavy Artillery units
Set up behind the Italian frontline, between hexrow 38xx (inclusive) and the north map edge.

Fortresses: Verena (4246); Campolongo (3544); Corbin (2443)

ITALIAN TRENCHES:

Level 1:	All the hexes along the Italian frontline
Level 2:	First line strongpoints: 5239 (one hex west of Cima Mandriolo)
Level 1:	Second and third line strongpoints: Porta Manazzo (5142), Cima Undici (5653), Caldiera (5756)

SCENARIO 2: ASIAGO: THE MOUNTAINS ARE BURNING

Scenario length: 5 Turns, starting on May 20th and ending at the end of May 24th.

Scenario Map area: East Sector only.

Victory Conditions: The Austro-Hungarian player wins if he accumulates at least **8** Victory Points. The Italian player wins if the VPs are **5** or less. In the other cases the game is a Draw.

Set Up and Special rules: Italian artillery units must be placed in battery behind the frontline, so as to be able to fire at the first 2 hexes behind the Austro-Hungarian frontline. Italian Artillery units cannot change mode on the first game turn. The Austro-Hungarian player can place his units anywhere behind his frontline, within the sectors mentioned in the set up. **Italian player set up first.** The Austro-Hungarian artillery barrage started since the May, 19th. To simulate this, the AH artillery units can fire one free Offensive Bombardment Step before starting Game Turn 1, without any activation needed.

Events: No events take place in this Scenario.

Logistics Points: The Italians start the scenario with 2 Logistics Points. The Austro-Hungarians begin the scenario with 20 Logistics Points.

ITALIAN SET UP

- 161° Rgt (I, II, III) and 162° Rgt (I), Ivrea Brigade: along the Italian frontline from hexes 3837 to 4337 (inclusive)
- 205° Rgt (I, II, III), Lambro Brigade: within 2 hexes of 4341
- 162° Rgt (II), Ivrea Brigade: 4343

AUSTRO-HUNGARIAN SET UP

- III Corps:
55th Bde/87th (I, II, III) and 96th (I, II, III) and 24 (FJB); 56th Bde/47th (I, II, III, IV) and 371d (IV) and 11 (FJB): behind the Austro-Hungarian frontline between hexes 4230 and 4336 (inclusive)
43th Lw Bde/3th (I, II, III) and 26th (I, II, III); 18th Bde/11th (I, II, III) and 73th (I, II, III, IV): behind the Austro-Hungarian frontline between hexes 4437 and 5135 (inclusive)
- III Corps Artillery:
12x Mountain Artillery units
7x Field Artillery units
3x Heavy Artillery units
Set up behind the Austro-Hungarian frontline and III Corps units mentioned above.

Fortresses: **Lusern (4037); Verle (4835); Spitz Vezzena (5135)**

AUSTRO-HUNGARIAN TRENCHES:

All of the hexes along the Austro-Hungarian front line are considered as Level 1 trenches. If the trench should be destroyed, use a blank marker to represent this (very unlikely situation...).

ITALIAN REINFORCEMENTS

- May 21: 155° Rgt (I, II, III) and 156° Rgt (I, II, III), Alessandria Brigade: arrive by truck in any road hex between hexes 4645 and 3651 (inclusive) behind the Italian troops' lines, **at least 3 hexes away from any enemy unit.** They cannot move on this Game Turn. They are tired troops, with a low food and ammunition status; apply 2 Disorganization Points on each battalion
5 Logistics Points
- May 22: 4x Bersaglieri Bicycle Battalions (II, VI, VII, XII) at Asiago (3357)
5 Logistics Points
- May 23: 1° Rgt (I, II, III) and 2° Rgt (I, II, III), Granatieri di Sardegna Brigade and 1x Field Artillery unit/XIV Corps; 1x Bersaglieri Bicycle Battalion (V); 5° Rgt Bersaglieri (CTA XIV, CTA XXII, CTA XXIV) at (1547, or 1548, or 1549)
223° Rgt (I, II, III) and 224° Rgt (I, II, III), Etna Brigade; 141° Rgt (I, II, III) and 142° Rgt (I, II, III), Catanzaro Brigade at Lusiana (1864)
5 Logistics Points
- May 24: 5 Logistics Points

AUSTRO-HUNGARIAN REINFORCEMENTS

- May 21: 11th Bde/27th (I, II, III) and 2Bh (I, II, III); 12th Bde/17th (I, II, III) and FJB (7, 9, 22) at hex 4426
10 Logistics Points
- May 22: 2nd Gebirgs Bde (70, 76, 101, FJB, 8) at Supply Source (5343)
10 Logistics Points
- May 23: 10 Logistics Points
May 24: 10 Logistics Points

SCENARIO 3: MONTE CENGIO: THE GRENADIERS' DEFEAT

Scenario length: 7 Turns, starting on May 30th and ending at the end of June 5th.

Scenario Map area: Only the east map is used, in the portion between column xx40 and xx50 (inclusive).

Victory Conditions: The Austro-Hungarian player wins if he controls at least two of the following three objective

hexes at the end of the scenario: Monte Cengio (1741), Monte Barco (1744), and Monte Paù (1850), otherwise the Italian player wins

Set Up and Special Rules: Events do not take place in this Scenario. Italian Regiments 141° and 142° belong to Catanzaro Brigade; Italian Regiments 211° and 212° belong to Pescara Brigade. **Italian player set up first.**

Set Up and Special Rules: Austro-Hungarian artillery units can deploy out of the Scenario map area and cannot move during this scenario.

Events: No events take place in this scenario.

Logistics Points: The Italians start the scenario with 1 Logistics Point. The Austro-Hungarians begin the scenario with 4 Logistics Points.

ITALIAN SET UP

- 1° Rgt (I, II, III) and 2° Rgt (I, II, III), Granatieri di Sardegna Brigade; 212° Rgt (I); 142° Rgt (I): between hexes 2243 and hex 2250 (inclusive)
- 1x Field Artillery unit: behind the Italian lines

AUSTRO-HUNGARIAN SET UP

- 67th Bde/29th (I, II, III) and 101st (I, II, III, IV); 68th Bde/33th (I, II, III) and 23 (FJB) and 28 (FJB): between hexes 2743 and 2747 (inclusive) or north of this line
- 44th Lw Bde/1st (I, II, III) and 2nd (I, II, III): 2443 (with Trench Level 1), 2543 or 2644
- III Corps Artillery units:
 - 4 x Mountain Artillery units
 - 4 x Field Artillery units
 Set up along the track between hexes 2237 and 2537 (inclusive)

ITALIAN REINFORCEMENTS

The Italian reinforcement units arrive in any road hex, free of enemy units, between 1349 and 1947 (inclusive).

- May 31: 142° Rgt (II); 211° Rgt (I); 212° Rgt (II)
1 Logistics Point
- June 1: 212° Rgt (III)
1 Logistics Point
- June 2: 211° Rgt (II)
1 Logistics Point
- June 3: 142° Rgt (III)
1 Logistics Point

June 4: 141° Rgt (I), 211° Rgt (III)
1 Logistics Point

June 5: 141° Rgt (II)
1 Logistics Point

AUSTRO-HUNGARIAN REINFORCEMENTS

Each game turn, from May 30 to June 5, inclusive:
3 Logistics Points

SCENARIO 4 (INTRODUCTORY): LAST STAND ON MONTE NOVEGNO

Scenario length: 2 Turns, starting on June 12th and ending at the end of June 13th.

Scenario Map area: Only the west map is used between column xx31 and xx36 (inclusive).

Victory Conditions: The Austro-Hungarian player wins if he controls any hex adjacent to Monte Novegno (1235) at the end of the scenario. If the Austro-Hungarian player does not win but controls any of the following hexes at the end of the scenario, the game ends in a draw: 1434, 1435, 1332, 1333, otherwise the Italian player wins.

Set Up and Special Rules: No reinforcements in this scenario. [Italian player set up first.](#)

Events: No events take place in this Scenario.

Logistics Points: The Italians start the scenario with 5 Logistics Points. The Austro-Hungarians begin the scenario with 7 Logistics Points.

ITALIAN SET UP

- 70° Rgt (I), Ancona Brigade: 1331, Trench Level 1
- 63° Rgt (I), Cagliari Brigade: 1332, Trench Level 1
- 63° Rgt (II, III), Cagliari Brigade: 1333, Trench Level 1
- 1x Alpini (Matajur): 1434, Trench Level 1
- 1x Alpini (Clapier): 1435, Trench Level 1
- 69° Rgt (I), Ancona Brigade: 1535, Trench Level 1
- 69° Rgt (II), Ancona Brigade: 1335, Trench Level 1
- 69° Rgt (III), Ancona Brigade: 1236, Trench Level 1
- 2x Alpini (Cividale, V.Natisone): 1134
- 70° Rgt (II), Ancona Brigade: 1234
- 64° Rgt (I)(reduced strength), Cagliari Brigade: 1232
- 1x Mountain Artillery unit: behind the frontline in the scenario area.
- 1x Field Artillery unit: behind the frontline in the scenario area.

AUSTRO-HUNGARIAN SET UP

- 180th KJ Brigade/1th (I, II): 1432

- 180th KJ Brigade/1th (III, IV): 1433
- 180th KJ Brigade/2th (I, II): 1533
- 180th KJ Brigade/2th (III): 1634
- 58th KJ Brigade/3th (I, II): 1534
- 58th KJ Brigade/3th (III) and 4th (I): 1635
- 58th KJ Brigade/4th (II, III): 1636
- 58th KJ Brigade/4th (IV): 1634

Behind the frontline in the scenario area:

- 5x Mountain Artillery units
- 3x Field Artillery units
- 1x Heavy Artillery unit

SCENARIO 5 (THE CAMPAIGN): STRAFEXPEDITION, THE SPRING OFFENSIVE

Scenario Length: 20+ Turns, it starts on May 15th and ends as per rule 22.0.

Scenario Map area: The whole map area is used.

Victory Conditions: The Austro-Hungarian player wins if he accumulates at least **120** Victory Points. The Italian player wins if the AH player only reaches **90** VPs or less. Any other result is a Draw.

Special Rules: [No Italian unit on the East side of the Sector Line can move, or change mode \(Arty units\), or be activated until an Austro-Hungarian unit crosses the AH East side of the front line, or on Game Turn 7, whatever comes first. This includes the Italian units arriving as reinforcements East of the Sector Line: they can enter, but then they must stop. Italian units starting movement on the West side of the Sector Line can enter or retreat into the East side, but they are bolt on the ground at the end of their movement, until released like above. Italian Artillery units in this sector can still interdict AH Active Brigade HQ placement \(see 10.4.1\), but cannot fire until released as above.](#)

[Italian Artillery units cannot change mode on Turn 1.](#)

The Austro-Hungarian III Corps Mountain Artillery units cannot be attached to brigades different from those of the III Corps before Game Turn May, 24th. III Corps Brigades are: 55th, 56th, 43th, 18th, 11th, 12th.

The Austro-Hungarian III Corps Artillery units cannot bombard hexes in the Eastern Sector before Game Turn May, 19th.

The Supply Source in 1201 is a polyvalent one, as it may be controlled, and therefore used, by either side.

The Bridge of Roana. The bridge depicted between hexes 3351 and 3352 is a special map feature. Infantry units may assault or counter assault across the bridge with a – 3 Column Shift. During any Artillery Phase when an Austro-Hungarian combat unit is within 5 hexes of the

bridge, the Italian player may optionally blow up the bridge, if he has an infantry unit in either of the above hexes. The bridge is destroyed if he rolls 1-4.

Italian Reinforcements alternative entry hex: Italian reinforcements entering at Marostica (1468) can enter one turn later at Valstagna (2872), at the Italian player's option.

Events: No events take place on the first Game Turn.

Logistics Points: The Italians start the scenario with 0 Logistics Point. The Austro-Hungarians begin the scenario with 50 Logistics Points.

24.0 MULTI PLAYERS OPTION

When playing the Campaign game with more than two players, the game can be divided into two sectors, East and West, as independent areas.

24.1 Each player takes control of one of the two sectors. The two sectors on the map are divided by a Sector Line. The game proceeds separately in the two sectors, activating (or reacting with) one Brigade in each sector.

24.2 The definition of Initiative remains the same, but one Brigade for each sector is activated in each Activation Phase.

24.3 A Brigade belongs to a sector if it spends its entire Action Phase in that sector. A Brigade that is "spread" across the Sector Line, or that moves, even if only part of it, across this line during the Action Phase, counts for both sectors (i.e. no other Brigade of that side can be activated in the same Action Phase). Artillery Units may be attached to a brigade regardless of the sector they are in and they do not trigger the above limitations when in a different sector than their target hex.

24.4 A player is never forced to activate one Brigade for each sector, he can always choose to activate one Brigade only. A player can never activate (or react with) more than one Brigade per sector per Action Phase. A reaction cannot be made in a sector where no enemy Brigade was activated in the same Action Phase.

24.5 Every step of the Action Phase must be completed for both of the Activated Brigades before the next step can start (i.e. Defensive Fire cannot happen until Offensive Bombardment is ended for both of the Activated Brigades).

24.6 Victory Conditions are per team. Both players in a team are winners (or losers) at the same time.

ITALIAN SET UP

Use the set up instructions for scenarios 1 and 2 and the information below:

- 1x MT/33 Rgt: 2038

- 1x RGF 2-0-6: 3440

- Fortress: Casa Ratti (2740)

AUSTRO-HUNGARIAN SET UP

Use the set up instructions for Scenario 1, and the information below:

III Corps:

55th Bde/87th (I, II, III) and 96th (I, II, III) and 24 (FJB); 56th Bde/47th (I, II, III, IV) and 371d (IV) and 11 (FJB): behind the frontline between hexes 4230 and 4336 (inclusive)

43th Lw Brigade/3th (I, II); 18th Bde/73th (I, II) and 11th (II): behind the frontline between hexes 4437 and 5135 (inclusive)

III Corps Artillery:

12x Mountain Artillery units

Set up behind the Austro-Hungarian frontline in the sectors above

ITALIAN REINFORCEMENTS

May 16: 208° Rgt (II, III) Taro Brigade: any west map edge hex behind the Italian lines

61° Rgt (I, II, III) and 62° Rgt (I, II, III), Sicilia Brigade; 2x Alpini (Aosta, V. d'Adige); 2x MT/VIII Bde; 42° Btn Bersaglieri: any west map edge hex behind the Italian lines

5x Alpini (Mercantour, Cividale, M. Clapier, Val Natisone, Matajur); 201° Rgt (I, II, III) and 202° Rgt (I, II, III), Sesia Brigade; 2x Mountain Artillery units/1A Div at Marostica (1468)

5 Logistics Points

May 17: 5 Logistics Points

May 18: 4x Alpini (Exilles, Monte Suello, Cervino, Levanna); 209° Rgt (I, II, III) and 210° Rgt (I, II, III), Bisagno Brigade; 153° Rgt (I, II, III) and 154° Rgt (I, II, III), Novara Brigade at Marostica (1468)

217° Rgt (I, II, III) and 218° Rgt (I, II, III), Volturno Brigade at Schio (0238)

5 Logistics Points

May 19: 85° Rgt (I, II, III) and 86° Rgt (I, II, III), Verona Brigade; 71° (I, II, III) and 72° (I, II, III), Puglie Brigade at Schio (0238) or at Thiene (0146)

219° Rgt (I, II, III) and 220° Rgt (I, II, III), Sele Brigade; 2x Mountain Artillery units/1A Div at Schio (0238) or at Thiene (0146)

5 Logistics Points

May 20: 5 Logistics Points

- May 21: 155° Rgt (I, II, III) and 156° Rgt (I, II, III), Alessandria Brigade: arrive by truck in any road hex between hexes 4547 and 3651 (inclusive) behind the Italian troops' lines, not in an enemy ZoC. They are tired troops, with a low food and ammunition status; apply 2 Disorganization Points on each battalion
10 Logistics Points
- May 22: 4x Bersaglieri Bicycle Battalions (II, VI, VII, XII) at Asiago (3357); 1° Rgt (I, II, III) and 2° Rgt (I, II, III), Granatieri di Sardegna Brigade; 1x Field Artillery unit/XIV Corps at Thiene (0146)
1x Bersaglieri Bicycle Battalion (V) at Thiene (0146)
5° Rgt Bersaglieri =CTA XIV, CTA XXII, CTA XXIV) at Thiene (0146)
73° Rgt (I, II, III) and 74° Rgt (I, II, III), Lombardia Brigade; 1 Field Artillery unit/XIV Corps at Marostica (1468) (Movement Allowance halved)
10 Logistics Points
Note: The assembly of 5th Army started in the area between Cittadella and Vicenza and was ready on June 2nd
- May 23: 223° Rgt (I, II, III) and 224° Rgt (I, II, III), Etna Brigade; 141° Rgt (I, II, III) and 142° Rgt (I, II, III), Catanzaro Brigade at Lusiana (1864)
10 Logistics Points
- May 24: 117° Rgt (I, II, III) and 118° Rgt (I, II, III), Padova Brigade; 1x Field Artillery/X Corps: within 3 hexes of 1201, if the Supply Source hex is Italian controlled, otherwise at Recoaro (0225, 0226)
10 Logistics Points
- May 25: 10 Logistics Points
- May 26: 2x Alpini (Val Maira, Monviso) at Foza (3772)
10 Logistics Points
- May 27: 10 Logistics Points
- May 28: 2x Alpini (Monte Argentera, Morbegno) and 14° Rgt Bersaglieri (CTA XL, CTA LIV, CTA LXI) at Foza (3772)
1x Bersaglieri Bicycle Battalion (IX); 211° Rgt (I, II, III) and 212° Rgt (I, II, III), Pescara Brigade at Lusiana (1864)
10 Logistics Points
- May 29: 35° Rgt (I, II, III) and 36° Rgt (I, II, III), Pistoia Brigade; 145° Rgt (I, II, III) and 146° Rgt (I, II, III), Catania Brigade; 37° Rgt (I, II, III) and 38° Rgt (I, II, III), Ravenna Brigade ; 1x Field Artillery unit/X Corps at Schio (0238) or Thiene (0146)
10 Logistics Points
- May 30: 10 Logistics Points
- May 31: 10 Logistics Points
- June 1: 2x Alpini (Cenischia, Saccarello) at Lusiana (1864); 2x Alpini (Bassano, Sette Comuni) at Foza (3768)
15 Logistics Points
- June 2: 144° Rgt (I, II, III) and 149° Rgt (I, II, III), Trapani Brigade; 41° Rgt (I, II, III) and 42° Rgt (I, II, III), Modena Brigade; 95° Rgt (I, II, III) and 96° Rgt (I, II, III), Udine Brigade, 157° Rgt (I, II, III) and 158° Rgt (I, II, III), Liguria Brigades: enter at Schio (0238), Thiene (0146), or Marostica (1468) as the Italian player wishes
15 Logistics Points
- June 3: 111° Rgt (I, II, III) and 112° Rgt (I, II, III), Piacenza Brigade, 223° Rgt (I, II, III) and 224° Rgt (I, II, III), Bari Brigade, 137° Rgt (I, II, III) and 138° Rgt (I, II, III), Barletta Brigade, 151° Rgt (I, II, III) and 152° Rgt (I, II, III), Sassari Brigade at Schio (0238), Thiene (0146), or Marostica (1468)
15 Logistics Points
- June 4: 15 Logistics Points
- June 5: 3° Rgt (I, II, III) and 4° Rgt (I, II, III), Piemonte Brigade at Marostica (1468)
43° Rgt (I, II, III) and 44° Rgt (I, II, III), Forlì Brigade at Thiene (0146)
15 Logistics Points
- Each turn from June 6 to June 15 (included):
15 Logistics Points
- AUSTRO-HUNGARIAN REINFORCEMENTS**
- May 16: 11th Gebirgs Bde (3, 10, 20, 21, 77, 3Bh); 12th Gebirgs Bde (3, 37, 57, 93, 100), at Calliano (4306)
9th Gebirgs Bde (12, 49, 74, 84, 87) at Rovereto (3502, 3603, 3604)
10 Logistics Points

May 17:	10 Logistics Points	disorganization recovered, including surrendered units (keep track of them for VP). Starting on June 2 nd they are free to move. (Historically, on June 1 st , the 9 th Division arrived at Calliano, while the 48 th Division was withdrawn for replacement and rest). The rule above considers that the 48 th Division counters are used for the 9 th Division, which was actually never used in this operation, but available.
May 18:	43 th Lw Brigade/3 th (III) and 26 th (I, II, III); 18 th Bde/11 th (I, III) and 73 th (III, IV) at Carbonare (4324) 10 Logistics Points	10 Logistics Points
May 19:	10 Logistics Points	
May 20:	10 Logistics Points	
May 21:	88 th LdSch Bde/1 st (I, II, III) and 2 st (I, II, III, IV); 98 th LdSch Bde/3 rd (I, II, III, IV, ILds); 44 th Lw Bde/1 st (I, II, III) and 2 nd (I, II, III); 87 th Lw Bde/2 nd (I, II, III) and 26 th (I, II, III) and 59 th (X) at Rovereto (3502, 3603, 3604) 11 th Bde/27 th (I, II, III) and 2Bh (I, II, III); 12 th Bde/17 th (I, II, III) and FJB (7, 9, 22) at Carbonare (4324) 10 Logistics Points	June 2: 10 Logistics Points June 3: 20 th Bde/18 th (I, II, III) and 98 th (I, II, III) and 12 th (FJB); 21 th Bde/15 th (I, II, III, IV) and 55 th (I, II, III, IV) and at Carbonare (4324) 10 Logistics Points June 4: 10 Logistics Points June 5: 10 Logistics Points
May 22:	2 nd Gebirgs Bde (70, 76, 101, Fjb, 8) at Supply Source (5343) 10 Logistics Points	Each turn from June 6 to June 15 (included): 5 Logistics Points
May 23:	10 Logistics Points	
May 24:	10 Logistics Points	
May 25:	10 Logistics Points	
May 26:	10 Logistics Points	
May 27:	67 th Bde/29 th (I, II, III) and 101 st (I, II, III, IV); 68 th Bde/33 th (I, II, III) and 23 rd and 28 th (FJB) at Carbonare (4324) 10 Logistics Points	
May 28:	10 Logistics Points	
May 29:	10 Logistics Points	
May 30:	59 th Bde/24 th (I, II) and 41 st (I, II, III, IV); 86 th Lw Bde/20 th (I, II, III) and 22 th (I, II, III) at Carbonare (4324) 10 Logistics Points	
May 31:	10 Logistics Points	
June 1:	Units of 11 th and 12 th Gebirgs Brigade are withdrawn (take them wherever they are. If not supplied, add the steps lost in this way to the Surrendered Units Box), and displace them into Rovereto (3603), or into any adjacent hexes, with all their step losses and	

25.0 FOG OF WAR (OPTIONAL)

25.1 Stacking order: The top unit must be an Infantry type unit (if any).

25.2 Disorganization markers are kept under the affected units.

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

LIST OF ABBREVIATIONS

Gebirgs, GbSch: Gebirgsjäger, GebirgsSchützen (Mountain troops)
FJB: Feldjäger battalion
KJ: Kaiserjäger (Imperial elite mountain troops)
Lw: Landwehr (Territorial troops)
LdSch: Landeschützen (Territorial mountain troops)
Mil., MT: Milizia Territoriale (Territorial militia)
RGF: Regia Guardia di Finanza (Border guards)
Brs., Bers.: Bersaglieri
Bers. Cicl.: Bersaglieri Ciclisti
Mt.: Mountain artillery
Fld.: Field artillery
Hv.: Heavy artillery
CTA: Comando Truppe Altopiano

ARTILLERY CORPS REF. COLORS

This is the color of the badge in the upper left part of the Artillery units.

Italian Corps Artillery colors:

V Corps: Forest Green

X Corps: Black
 XIV Corps: Red
 37 Div.: Light Blue
 1A Div.: Blue

AH Corps Artillery colors:

III Corps: Green
 VIII Corps: Red
 XX Corps: Black

HISTORICAL NOTES

The 1916 Trentino Spring Offensive (also called the Battle for Asiago or Strafexpedition in Italy) possesses an unusual World Record: it was, in fact, the first and only historical offensive to involve three armies in mountainous terrain.

For almost a year following Italy's entry into the Great War, the Austro-Hungarians had been on the defensive at the mountain frontiers. In May 1916 they suddenly assumed the offensive. They were facing the Italians on two fronts: 1) in northern Italy, in the region known as Tyrol and Trentino; 2) to the east of Italy at the entrance to the Adriatic. Here lay the Isonzo River front where the Italians had been making their main efforts. In attacking along the less powerful line in Trentino, the Austro-Hungarians hoped to break into Italy from the north, get behind the Isonzo army, and surround the enemy, cutting its lines of communications. The Austro-Hungarian Supreme Chief of Staff, General Conrad therefore assembled 18 divisions in two armies: Dankl's Eleventh Army and Kovess' Third Army. It seems that "Intelligence" agencies were employed in order to define the Trentino offensive Strafexpedition (a punishment for the Italians for their "treason of the former alliance"). The nickname, however, was merely an Italian propaganda invention.

The Austro-Hungarians had amassed eighteen full-strength divisions with supplementary battalions, roughly, 400,000 men, no less than 2,000 guns, including twenty batteries of the huge 12-inch cannon, and eight of the 15-inch and 16.5 monsters, giants which had no rivals on the Italian side. So as the battle began the Austro-Hungarians enjoyed a notable superiority in artillery and outnumbered the Italian infantry by four-to-one.

In the middle of May the powerful concentration of guns and men rolled down between the Adige and the Brenta. The Italians, battered by a tremendous bombardment and exposed to sudden infantry breakthroughs, retreated. The Austro-Hungarians suddenly occupied most of the elevated plateaus and, later, also of the Sette Comuni (Asiago plateau), with the upper portion of the Brenta valley. Mountain peak after mountain peak was stormed and captured. By the end of May the Italians were driven back across their own border; and the Italian towns of Arsiero and Asiago were in enemy hands, the last one about seven miles beyond the frontier. The bitterest fighting took place around Pasubio, Folgaria, Tonzetta

and, from May 20th, the Sette Comuni (Asiago) plateau. With the enemy at the very edge of the plains, and slowly moving his great guns forward from the higher positions, the situation suddenly improved for the Italians by the beginning of June. The breakthrough slowed down, mainly due to logistical problems, allowing the Italians to recover. The frontline now stretched along the last series of low hills sinking from Trentino's mountains into the north Italian plain. Vicenza and the main railroad for supplying the Isonzo army were only twenty miles away. On June 3rd the Italians issued a general order to stop the retreat before the foe.

So, after the first downward swoop, the Austro-Hungarian progress slackened, and by the middle of June it had definitely come to a standstill in the Adige valley, consisting mostly of wooded, rugged, and mountainous terrain, with the towns of Tonzetta, Arsiero, Asiago, and Borgo, in Austro-Hungarian hands. A final assault was delivered being repulsed with heavy losses. Gradually the Austro-Hungarians withdrew to more secure positions, a winter quarter position they called the Winter-Line (Winterstellung), which began at the top peak of Ortigara, ending westwards on the Pasubio and Coni Zugna peaks. Then the climax of the struggle shifted to the Isonzo front again. Austria-Hungary had attacked bravely; Italy had resisted with even greater strength and courage.

The consequence was rather painful for the Italians. Conrad's Third and Eleventh armies stormed the Italian positions along a 70 km front and the Italians were pushed back 8 km behind Posina in the centre of their line by May 22th, and then a further 10 km beyond Asiago within another week. Asiago itself was evacuated by the Italians on May 28th. Fortunately for the Italians the ruggedness of the terrain served to impede the Austro-Hungarian supply chain and gave General Cadorna an opportunity to save the situation. By the opening of the last week, in June, the Austrian General Staff recognized that its bold stroke for the subjugation of Italy had failed. Their invading force, held fast in front, and now counter-attacked on both flanks (the so called Italian Controffensiva), could make no further progress. Casualties were heavy. The Austro-Hungarians lost approximately 5,000 dead, 23,000 wounded, 14,000 sick and 2,000 prisoners to the Italians, by June 15th. Another 52,815 Austro-Hungarians would be lost by July 24th, and they were never again able to launch a major offensive till the Autumn of 1917, when they got German assistance.

The Italians lost around 41,401 men, missing and taken prisoner, during the quick Austrian advance together with 318 artillery pieces and 191 machine-guns. From May 15th till June 18th they lost 6,186 dead, 28,544 wounded, for a total of 76,132 men, too many for a defensive battle. The definitive losses' data, suffered by the two contenders (either in terms of manpower or war materials or ground lost) did show that the Italian didn't succeed in being the true "Winner" of this battle. In some ways both armies

lost this strange battle, each claiming to be the Winner. Later, despite repeated and peremptory orders by the Italian Supreme Command during the period of the Italian counteroffensive (June-July 1916) they failed to regain much ground. Above all, both factions sent thousands of men to war to sacrifice their lives for nothing.

Enrico Acerbi

DESIGN NOTES

Why a game on WWI, and why on this very little known campaign?

Strafexpedition's game idea was born many years ago while reading "1916: Mancò un soffio". I was already a wargamer and the situation I was reading about was a very interesting one; a surprise offensive against an unprepared defender, but one that reacted quickly to the situation. About a deep breakthrough that could have reached a target even more ambitious than the more famous Caporetto offensive, but that didn't reach its goal by a whisker.

This all formed a very attractive topic for a wargamer, and a very interesting episode of our Italian history, an episode still in the memory of our people and places in the region.

A lot was said and written about 'what if' the Austro-Hungarian army could have reached the plain behind the Italian main front; nobody knows for sure, but WWI on the Italian front would have evolved in a completely different way after that.

I started to think about the game, but without real concrete ambitions.

The turning point was the meeting with Enrico Acerbi, deep connoisseur of WWI on the Italian Front (and not only that...), author of several books on WWI in Italy. He already had the idea to make a game on the Strafexpedition, so I submitted my game system to him, merging it with his information and suggestions.

The last step to the publication of the game was a casual meeting with Nicola Contardi of Europa Simulazioni, who liked the game. The play test stage was very long, but now we finally believe to have reached a good result.

The aim of the game is to simulate both the strategic situation, starting from the historical assumption, and the tactical feeling, through bombardment, assault and counterattack systems. There are no play hints for you; strategies and tactics have to be tested and discovered by the players themselves, that's the fun of it! We made (or tried to make) a game system to allow you to see what warfare was like on this front in 1916.

The final goal of the Austro-Hungarian player is clear: the plain beyond the mountains. That of the Italian player is

clear as well: hold on, trying to bleed as many Austro-Hungarian troops as possible.

Have fun, and learning.

Andrea Brusati

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Special Thanks: Enrico Acerbi

DEDICATION

This game is dedicated to my Grandfather, Primo Brusati, who fought in the Great War, and survived to teach his sons how terrible the war is.

One remembrance goes to every man who fought, and died in this campaign.

Andrea

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EVENTS TABLE

0	Roll on the Italian Events Table
1	No Event
2	No Event
3	No Event
4	No Event
5	Roll on the Italian Events Table
6	Roll on the Austro-Hungarian Events Table
7	or more: Russian Success in Galicia Offensive (see rules 22.0, 23.0)

Italian Events Table

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

Austro-Hungarian Events Table

1	Austro-Hungarian doctrine: during this Game Turn the Austro-Hungarian player cannot execute Assaults against hexes that have not been bombarded during the same Game Turn
2	Austro-Hungarian advance in the wrong direction: randomly pick one Austro-Hungarian Brigade HQ among the ones in play. The Italian player can move the battalions of the Brigade one hex (in any direction, but not across Crags)
3	Austro-Hungarian artillery short firing: for each Austro-Hungarian Offensive Bombardment executed during the current turn, roll one die. If the result is 1 or 2, the bombardment is made against one adjacent hex containing assaulting Austro-Hungarian units (choose randomly)
4	Austro-Hungarian Logistics Effort: Austro-Hungarian player receives 5 additional Logistics Points
5	No Event
6	No Event