

Scenario Specific Rules and Instructions Sterling Edition For:

The Italian Front: 1915-1918

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1. Credits

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2. Introduction

This rulebook includes the scenario specific rules, set up instructions, and tables for the game: *The Italian Front: 1915-1918*. This game uses the same basic rules as other games in the series. These rules are contained in the Standard Rules booklet for World War One Scenarios. This should be read first. The game and scenarios described in this booklet can be played separately, or linked together with other games of the series to form a larger game.

The Italian Front: 1915-1918 depicts the Campaigns on the Italian Front during the duration of World War One.

Although the scenarios are presented in chronological order, the designer recommends the scenarios in the following order:

October 1917 (Caporetto - German and Austro-Hungarian assault troops break through the Italians and nearly surround the main Italian armies)

May 1915 (Italy enters the war, and has her best chance of taking Austro-Hungarian territory, before reinforcements arrive)

June 1918 (The last Austro-Hungarian offensive - Can they win before they collapse from exhaustion?)

May 1916 (Conrad's "expedition" to punish Italy - It looked good on paper, but can Austria-Hungary pull off a tricky offensive?)

May 1917 (Along the Isonzo - Get a feel for what most of the first eleven Isonzo battles were like)

Victory conditions in all scenarios are set as follows:

Decisive Victory - What a decisive victory would have been for your side historically (yet often unrealistic).

Substantial Victory - What an exceptional wargamer could possibly accomplish in the course of the scenario.

Marginal Victory - You have just barely beaten your opponent, but just for now.

3. Rules for All Italian Front Scenarios

Map: 6-4.

Combatants: Austria-Hungary and Germany vs. Italy, Great Britain, and France.

3-1 When two Austro-Hungarian brigades are stacked together, the two brigades are considered to be one

division. This means that the combined strength of the two brigades is reduced due to excessive supply line length, not a reduction for each brigade.

3-2 When the two or three of the German AlpK units (regiments or brigades) are stacked together, they are considered to be one division. This means that the combined strength of the AlpK units stacked together are reduced due to excessive supply line length, not a reduction for each regiment. This also means that the three regiments are one division for stacking purposes.

3-3 All 1-4 Austro-Hungarian Mountain Brigades in previously published games should be replaced by the 2-4 Brigades provided with this game. These units remain as 1-4 (maximum strength 1) units until moved onto map 6-4, at which time a strength point is added to them, also giving them a maximum strength of 2. If they are later moved off map 6-4, they revert back to their previous maximum strength and lose one strength point.

Special Restrictions

3-4 The Austro-Hungarian units acting as the garrisons of Trieste (3419), Fiume (3620), and Pola (3423) cannot move unless forced to retreat from the hex they occupy at the start of the game.

3-5 The Italian army had serious dissipation in its efforts due to belief in a “broad front” strategy. As with other armies, these prewar beliefs/plans could not just be done away with by a single command. Only bad experience would change the mind of the senior officer corps. The effect of the Italian “broad front” strategy is as follows:

1. Two Italian Armies are responsible for the Isonzo sector, the 2nd and the 3rd. Drawing a line east-west through the hexside 3217/3218, the 3rd army is responsible for everything south of this line and the 2nd army is responsible for everything north (at least one full hex north anyway, the boundary between 2nd army and any corps or army to the north is not fixed by a rule). Units in hexes that straddle this line must be divided as evenly as possible between control of these two armies. This rule ceases effect in 1917.

2. Units of these two armies may not make combined attacks before 1917.

3. If one of these two armies makes an attack in 1915, the other must attack with at least half as many strength points. If one army makes an attack in 1916, the other must attack with at least a third as many strength points. There is NO requirement for this starting 1917.

4. The Italian player is not allowed to voluntarily sacrifice a HQ unit to get out of these restrictions. If either (or both) of the Headquarters involved in this rule are lost, then the Italian player must move other Headquarters to the area to take over the appropriate sector.

5. Italian Headquarters may not expend more than 12 supply points for a single attack during 1915. During 1916, this limit is increased to 18. There are no restrictions after 1916.

3-6 Italian units may not construct trenches west of hexrow 29xx until 1917 or until a Central Powers unit occupies a hex in Italy containing clear terrain.

3-7 The “First turn Assault Unit attack” rule (31-3) does not apply to British or French units in this game.

3-8 French and British units on map 6-4 may not make unsupplied attacks in 1917 or 1918.

3-9 An official state of war did not exist between Germany and Italy until well after Italy entered the war. Thus, before turn 6 of August 1916, no German unit may enter or attack into Italy. They may operate normally within Austro-Hungarian borders. If playing a linked duration campaign game, the German player may at any time officially declare war on Italy, and operate units inside of Italy normally.

Reinforcements

3-10 Use the reinforcement and replacement schedules in sections 15 (supply point and RPL reinforcements and arrival locations) and 16 (reinforcements and withdrawals). Use these schedules for the time period encompassed by the scenario.

4. Italian Front May 1915 Scenario Specific Rules

Note - All Rules in the following section apply to playing an *Italian Front* May 1915 scenario alone.

First Turn: Turn 7 of May 1915.
(Entente movement phase)

Last Turn: Turn 7 of August 1915.

Rail Lines: All part of the network of the country they are in.

Rail Capacities:

The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario.

The Italian Rail Network has a capacity of 7 divisions. It may not be used until Turn 1 of June, and is halved (rounded down) until Turn 4 of June.

4-1 When playing a duration game, Austria-Hungary has 220 DM points and Italy has 0 DM points at the start of this scenario.

4-2 Most Austro-Hungarian units adjacent to the Italian border begin the game entrenched. The only Austro-Hungarian units on the border that are not entrenched are those in hexes that have only mountain and/or alpine terrain hexsides crossing the border. Place an entrenchment marker in every hex containing an Austro-Hungarian Ground Combat Unit that is entrenched.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Austro-Hungarian Decisive Victory:

Austria-Hungary controls all Austro-Hungarian territory except hex 3119 at the end of the scenario. Italy suffers more than twice as many Demoralization points as Austria-Hungary suffers.

Austro-Hungarian Substantial Victory:

Austria-Hungary controls Gorizia (3318); and Riva (2019) at the end of the scenario. Italy suffers more

than twice as many Demoralization points as Austria-Hungary suffers.

Austro-Hungarian Marginal Victory: Austria-Hungary controls Gorizia (3318); and Riva (2019) at the end of the scenario. Italy suffers more than one and a half times as many Demoralization points as Austria-Hungary suffers.

Italian Marginal Victory:

Italy suffers less than one and half times as many Demoralization points as Austria-Hungary suffers.

Italian Substantial Victory:

Italy controls any hex of Austro-Hungarian territory in hexrow 33xx at the end of the scenario.

Italian Decisive Victory: Italy controls Trient (2118), Trieste (3419), or Ljubljana (3616) at the end of the scenario.

5. Italian Front May 1915 Scenario Set-Up Instructions.

5-1 Austro-Hungarian Set-Up

Hex	Unit	Designation
1917	1 x 2-4 Mtn X	53M
1918	1 x 2-4 Mtn X	54M
1919	1 x 2-4 Mtn X	50M
2019	1 x 2-4 Inf X	96
2119	1 x 2-4 Inf X	181
2215	Tir XXXX HQ	(5sp)
	1 x 0-3 Eng III	T
2218	1 x 2-4 Inf X	180
2318	1 x 2-4 Inf X	179
2415	1 x 2-4 Mtn X	55M
2416	1 x 2-4 Mtn X	52M
2417	1 x 2-4 Mtn X	51M
2515	1 x 2-4 Mtn X	56M
2614	1 x 2-4 Mtn X	12M
2714	1 x 2-4 Mtn X	11M
2813	1 x 2-4 Mtn X	57M
2914	1 x 2-4 Inf X	183
3014	1 x 4-4 Inf XX	17
3115	1 x 4-4 Inf XX	20
3215	1 x 2-4 Inf X	184
	1 x 2-4 Mtn X	59M
3217	1 x 2-4 Mtn X	2M
3218	2 x 2-4 Mtn X	6M, 60M
3316	2 x 2-4 Mtn X	8M, 15M
3317	4 x 2-4 Mtn X	1M, 3M, 7M, 13M

3318	1 x 2-4 Inf X	185
	3 x 2-4 Mtn X	4M, 5M, 58M
3319	1 x 2-4 Inf X	187
3418	5th XXXX HQ	(0sp)
3419	1 x 2-4 Inf X	Trste
3422	1 x 2-4 Mtn X	14M
3423	1 x 1-4 Inf X	112L
3620	1 x 1-4 Inf X	Fium

Fortresses

Size	Name	Hex
(2)		1917
(2)	Riva	2019
(8)	Trient	2118
(4)		2218
(2)		3115
(2)		3215
(16)	Pola	3423

5-2 German Set-Up

Hex	Unit	Designation
2314	2 x 4-5 Mtn X	1 AlpK, 2 AlpK

5-3 Italian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1722	1 x 4-4 Inf XX	35
	1 x 4-4 Mtn XX	5
1818	1 x 2-5 Mtn X	5Alp
1820	1 x 4-4 Inf XX	6
2120	1 x 1-5 Mtn X	6Alp
2121	1 x 1-4 Inf X	Ancna
2122	1st XXXX HQ	(5sp)
	2 x 4-4 Inf XX	25, 30
	1 x 3-4 Inf XX	31
2219	1 x 4-4 Inf XX	9
2319	1 x 4-4 Inf XX	34
2320	1 x 2-4 Inf X	Bersg
2418	1 x 4-4 Inf XX	15
2419	1 x 4-4 Inf XX	16
2420	1 x 0-3 Eng III	2
	1 x 3-4 Inf XX	28
	2 x 3-4 Mtn XX	26, 27
2516	1 x 4-4 Inf XX	17
2517	1 x 4-4 Inf XX	18
2521	1 x 1-4 Inf X	Padva
2615	1 x 3-4 Inf XX	2
2616	1 x 4-4 Inf XX	1
	1 x 1-5 Mtn X	7Alp
2715	1 x 4-4 Inf XX	10
2718	4th XXXX HQ	(4sp)
	1 x 4-4 Mtn XX	29
2720	1 x 2-4 Inf X	Trpni

2721	1 x 1-4 Mar X	S Mrc
2814	1 x 1-5 Mtn X	1Alp
2915	Crnc XXX HQ	(1sp)
	2 x 1-5 Mtn X	2Alp, 8Alp
2917	1 x 1-6 Cav XX	4
	1 x 4-4 Inf XX	32
2918	1 x 1-6 Cav XX	3
2919	3rd XXXX HQ	(5sp)
	1 x 0-3 Eng III	1
	1 x 2-4 Art III	1
	2 x 4-4 Inf XX	19, 20
3015	1 x 4-4 Inf XX	24
3016	1 x 4-4 Inf XX	23
3018	1 x 1-6 Cav XX	2
	4 x 4-4 Inf XX	13, 14, 21, 22
3116	1 x 5-4 Inf XX	Bersg
	1 x 1-5 Mtn X	AlpB
3117	2nd XXXX HQ	(5sp)
	1 x 2-4 Art III	2
	1 x 5-4 Inf XX	3
	2 x 4-4 Inf XX	4, 33
3118	1 x 1-6 Cav XX	1
	1 x 5-4 Inf XX	12
	1 x 4-4 Inf XX	11
3216	1 x 4-4 Inf XX	8
	1 x 3-4 Inf XX	7
	1 x 1-5 Mtn X	AlpA

Fortresses

Size	Name	Hex
(2)		2320
(2)		2419
(2)		2716
(16)	Venice	2721
(4)		3016
(4)		3018

6. Italian Front May 1915 Scenario Mobilization Schedule

Units are not available to move or attack until they have completed mobilization. Once a unit completes mobilization, the controlling player may move and attack with the unit for the rest of the game.

Units that are attacked that have not yet completed mobilization are considered to immediately complete the mobilization process and may thereafter move and attack for the rest of the game.

Mobilization only effects a Headquarters ability to move. Headquarters may expend Supply points for units at any time.

MAY**Turn 7****Austro-Hungarian Units**

All units

Italian Units

All Mountain Brigades

All 2-4 and 1-4 Brigades

Infantry or Mountain Divisions

numbered 1-12, 24, 34, 35, and

Bersg

1st Cavalry Division

JUNE**Turn 1****Italian Units**

Infantry or Mountain Divisions

numbered 13-18, 21-23, 32, and 33

Turn 2**Italian Units**

All other units

7. Italian Front**May 1916 Scenario****(Strafexpedition)****Specific Rules**

Note - All Rules in the following section apply to playing an *Italian Front* May 1916 scenario alone.

First Turn: Turn 4 of May 1916.

Last Turn: Turn 7 of June 1916.

Rail Lines: All part of the network of the country they are in.

Rail Capacities:

The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario.

The Italian Rail Network has a capacity of 7 divisions.

7-1 When playing a duration game, Austria-Hungary has 475 DM points and Italy has 60 DM points at the start of this scenario.

7-2 Almost all units of both sides begin the game entrenched. The only units adjacent to enemy units that are not entrenched are those in hexes that have only mountain and/or alpine terrain hexsides between their hex and those occupied by the enemy. Place an entrenchment marker in every hex

containing a Ground Combat Unit that is entrenched.

7-3 Devastation markers are placed in hexes 3118 and 3119.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Austro-Hungarian Decisive Victory:

Austria-Hungary controls any Italian city at the end of the scenario.

Austro-Hungarian Substantial Victory:

Austria-Hungary controls Gorizia (3318) and at least one hex in Italy containing clear terrain at the end of the scenario.

Austro-Hungarian Marginal Victory:

Austria-Hungary controls Gorizia (3318) and at least two hexes of Italian territory at the end of the scenario.

Italian Marginal Victory:

Austria-Hungary does not obtain any of its victory levels.

Italian Substantial Victory:

Italy controls all hexes of Italian territory at the end of the scenario.

Italian Decisive Victory: Italy controls all hexes of Italian territory at the end of the scenario and suffers fewer Demoralization points than Austria-Hungary suffers.

8. Italian Front**May 1916 Scenario****(Strafexpedition)****Set-Up Instructions****8-1 Austro-Hungarian Set-Up**

Note that some units may be set up understrength.

Hex	Unit	Designation
1917	1 x 2-4 Mtn X	53M
1919	1 x 2-4 Mtn X	50M
2019	1 x 2-4 Mtn X	54M
	1 x 2-4 Inf X	185
2118	11th XXXX HQ	(16sp)
	1 x 0-3 Eng III	T

2119	1 x 4-3 S Art I	1
	1 x 2-4 Art III	10
	6 x 2-4 Mtn X	6M, 9M, 10M, 11M, 12M, 18M
	2 x 2-4 Inf X	88K, 98K
2215	3rd XXXX HQ	(3sp)
2218	1 x 4-3 S Art I	2
	1 x 2-4 Art III	3
	4 x 5-4 Inf XX	3, 6, 22, 44
	1 x 3-4 Inf XX	28
	1 x 2-4 Mtn X	58M
	1 X 2-4 Inf X	180
2318	1 x 5-4 Inf XX	8KJ
	1 x 4-4 Inf XX	34
	2 x 3-4 Inf XX	10, 43
	1 x 2-4 Mtn X	2M
2415	1 x 2-4 Mtn X	55M
2416	2 x 2-4 Mtn X	1M, 13M
2417	1 x 2-4 Mtn X	8M
	1 X 2-4 Inf X	181
2514	Tir XXXX HQ	(1sp)
2515	1 X 2-4 Inf X	179
2614	1 X 2-4 Inf X	96
2714	1 x 2-4 Mtn X	56M
2813	1 x 2-4 Mtn X	25L M
2914	1 x 2-4 Mtn X	57M
3014	1 x 2-4 Mtn X	51M
	1 X 2-4 Inf X	184
3115	1 x 2-4 Mtn X	24L M
	1 x 2-4 Mtn X	59M
3215	1 x 2-4 Inf X	183
3314	10th XXXX HQ	(3sp)
3316	2 x 2-4 Mtn X	3M, 15M
3317	1 x 3-4 Inf XX	9
	2 x 2-4 Mtn X	7M, 22L M
3318	1 x 5-4 Inf XX	62
	1 x 4-4 Inf XX	20
	4 x 2-4 Mtn X	4M, 5M, 21L M, 60M
3319	1 x 4-4 Inf XX	17
	1 x 2-4 Inf XX	106L
	2 x 2-4 Mtn X	16M, 19M
	1 x 2-4 Inf X	187
3418	5th XXXX HQ	(7sp)
	1 x 2-4 Art III	5
	1 x 0-3 Eng III	I
3419	1 x 1-4 Inf X	Trste
3423	1 x 1-4 Inf X	112L
3620	1 x 1-4 Inf X	Fium

Fortresses

Size	Name	Hex
(2)		1917
(2)	Riva	2019
(8)	Trient	2118
(4)		2218
(2)		3115
(2)		3215
(16)	Pola	3423

8-2 Italian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1321	1 x 1-6 Cav XX	4
1322	1 x 0-3 Eng III	1
1421	1 x 4-4 Inf XX	45
1722	1 x 1-6 Cav XX	1
1817	1 x 4-4 Mtn XX	5
1818	1 x 2-5 Mtn X	5 Alp
1819	1 x 1-5 Mtn X	1 Alp
1920	1 x 4-4 Inf XX	6
2020	1 x 4-4 Mtn XX	37
2120	1 x 2-4 Inf X	Bersg
	1 x 1-5 Mtn X	8 Alp
2122	1st XXXX HQ	(3sp)
2219	1 x 4-4 Inf XX	35
2319	1 x 4-4 Mtn XX	36
2326	1 x 4-4 Inf XX	46
	1 x 3-4 Inf XX	47
2418	1 x 4-4 Inf XX	15
2516	1 x 3-4 Inf XX	31
	1 x 1-5 Mtn X	6 Alp
2517	1 x 4-4 Inf XX	17
2518	1 x 4-4 Inf XX	18
2521	1 x 1-6 Cav XX	2
2615	2 x 2-4 Inf X	1Ber, 2Ber
		(3sp)
2618	4th XXXX HQ	(3sp)
2715	1 x 4-4 Inf XX	1
2721	1 x 1-4 Mar III	S Mrc
2814	1 x 3-4 MtnXX	26
	1 x 1-5 Mtn X	2 Alp
2815	Crnc XXX HQ	(1sp)
2915	1 x 4-4 Inf XX	24
	1 x 1-5 Mtn X	Alp A
3015	1 x 4-4 Inf XX	34
	1 x 1-5 Mtn X	Alp B
3016	2nd XXXX HQ	(6sp)
	2 x 4-4 Inf XX	19, 20
3017	1 x 0-3 Eng III	2
	1 x 4-4 Inf XX	30
	1 x 3-4 Inf XX	28
3018	1 x 1-6 Cav XX	3
3116	2 x 4-4 Inf XX	8, 33
	1 x 3-4 Inf XX	7
	1 x 1-5 Mtn X	7 Alp
3118	3rd XXXX HQ	(7sp)
	2 x 4-4 Inf XX	9, 10
	1 x 3-4 Mtn XX	27
3216	1 x 5-4 Inf XX	3
	2 x 4-4 Inf XX	13, 32
3217	2 x 2-4 Art III	1, 3
	1 x 5-4 Inf XX	12
	4 x 4-4 Inf XX	4, 11, 21, 22
	1 x 4-4 Mtn XX	29

3218	1 x 2-4 Art III	2
	4 x 4-4 Inf XX	14, 16, 23, 25
	1 x 3-4 Inf XX	2

Fortresses		Hex
Size	Name	
(2)		2320
(2)		2419
(2)		2716
(16)	Venice	2721

9. Italian Front May 1917 Scenario (10th Isonzo) Specific Rules

Note - All Rules in the following section apply to playing an *Italian Front* May 1917 scenario alone.

First Turn: Turn 3 of May 1917.

(Entente movement phase)

Last Turn: Turn 7 of June 1917.

Rail Lines: All part of the network of the country they are in, with the exception of the rail lines in Austria-Hungary behind Italian lines, which are inoperative.

Rail Capacities:

The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario.

The Italian Rail Network has a capacity of 7 divisions.

9-1 When playing a duration game, Austria-Hungary has 690 DM points and Italy has 125 DM points at the start of this scenario.

9-2 Almost all units of both sides begin the game entrenched. The only units adjacent to enemy units that are not entrenched are those in hexes that have only mountain and/or alpine terrain hexsides between their hex and those occupied by the enemy. Place an entrenchment marker in every hex containing a Ground Combat Unit that is entrenched.

9-3 Devastation markers are placed in hexes 3118, 3119, and 3218.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Austro-Hungarian Decisive Victory:

Italy suffers at least 30 Demoralization points and at least twice as many as Austria-Hungary suffers.

Austro-Hungarian Substantial Victory:

Austria-Hungary controls all hexes controlled at the start of the scenario. Italy suffers at least one and a half times as many Demoralization points as Austria-Hungary suffers.

Austro-Hungarian Marginal Victory:

Austria-Hungary controls all but one hex controlled at the start of the scenario. Italy suffers at least one and a half times as many Demoralization points as Austria-Hungary suffers.

Italian Marginal Victory:

Italy controls at least one hex controlled by Austria-Hungary at the start of the scenario. Austria-Hungary suffers at least one and a half times as many Demoralization points as Italy suffers.

Italian Substantial Victory:

Italy controls any hex adjacent to Trieste (3419) at the end of the scenario.

Italian Decisive Victory:

Italy controls Trient (2118), Trieste (3419), or Ljubljana (3616) at the end of the scenario.

10. Italian Front May 1917 Scenario (10th Isonzo) Set-Up Instructions.

10-1 Austro-Hungarian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1917	1 x 2-4 Mtn X	53M
1918	1 x 2-4 Mtn X	51M
1919	1 x 2-4 Mtn X	50M
2019	1 x 2-4 Mtn X	58M
	1 x 2-4 Inf X	180

2118	11th XXXX HQ (4sp)	(4)	2218	2 x 1-4 Inf X	Elba,
	2 x 4-3 S Art I 1, 2	(2)	3115		Trvre
	1 x 2-4 Art III 11	(2)	3215	3118	3rd XXXX HQ (19sp)
	1 x 0-3 Eng III T	(16) Pola	3423	1 x 0-3 Eng III 1	
2119	1 x 9-5 Aslt XX 8 KJ	Dead Pool		3 x 2-4 Inf XX 58, 61, 63	
	1 x 5-4 Inf XX 3	4 x 2-4 Mtn X 8M, 54M,		1 x 2-4 Inf X Sienna	
	2 x 2-4 Inf X 88K, 98K	55M, 60M		3119	1 x 2-4 Inf XX 16
2218	1 x 5-4 Inf XX 22			2 x 1-4 Inf XX 2, 28	
	1 X 2-4 Inf X 183			1 x 1-4 Mtn XX 27	
2318	1 x 5-4 Inf XX 6			1 x 2-4 Inf X 2 Ber	
2415	1 x 2-4 Mtn X 9M			3216	2 x 4-4 Inf XX 19, 46
2416	1 x 2-4 Mtn X 13M			1 x 3-4 Inf XX 43	
2417	1 x 2-4 Mtn X 1M			1 x 2-4 Inf X 1 Ber	
	1 X 2-4 Inf X 181			1 x 1-5 Mtn X 6 Alp	
2514	Tir XXXX HQ (5sp)	Hex Unit Designation		3217	3 x 2-4 Art III 1, 2, 3
2515	1 X 2-4 Inf X 179	1322 3 x 1-6 Cav XX 1, 3, 4		2 x 4-4 Inf XX 11, 48	
2614	1 X 2-4 Mtn X 56M	1817 1 x 2-4 Mtn X 1/5		1 x 3-4 Inf XX 53	
2714	1 x 2-4 Mtn X 2M	1818 1 x 2-4 Mtn X 2/5		2 x 2-4 Inf XX 3, 60	
2813	1 x 2-4 Mtn X 21L M	1819 1 x 1-5 Mtn X Alp A		1 x 1-4 Inf XX 7	
	1 x 2-4 Inf X 96	1920 1 x 4-4 Inf XX 6		3218	3 x 2-4 Art III 4, 5, 6
2914	1 x 2-4 Mtn X 57M	2020 1 x 4-4 Mtn XX 37		5 x 4-4 Inf XX 14, 33, 34	
3014	2 x 2-4 Mtn X 25LM,	1 x 1-4 Inf XX 59		45, 62	
	26LM	2120 1 x 3-4 Inf XX 44		1 x 3-4 Inf XX 31	
3115	2 x 2-4 Mtn X 24LM, 59M	1 x 2-4 Inf XX 55		3318	6 x 4-4 Inf XX 4, 8, 10, 21
3215	2 x 2-4 Mtn X 15M, 28LM	2122 1st XXXX HQ (5sp)		22, 24	
	1 x 2-4 Inf X 184	1 x 2-4 Inf XX 32			
3314	10th XXXX HQ (4sp)	2219 1 x 2-4 Inf X Bersg			
	1 x 0-3 Eng III I	1 x 1-4 Inf X Vltrno			
3316	3 x 2-4 Mtn X 3M, 7M,	1 x 1-5 Mtn X Alp B			
	22LM	2319 1 x 3-4 Inf XX 12			
3317	1 x 2-4 Art III 15	1 x 2-4 Inf XX 30			
	2 x 5-4 Inf XX 44, 62	1 x 1-4 Inf X Forli			
	1 x 2-4 Mtn X 18M	2418 1 x 4-4 Inf XX 13			
	1 x 2-4 Inf X 185	1 x 4-4 Mtn XX 29			
3319	1 x 2-4 Art III 10	1 x 3-4 Mtn XX 52			
	1 x 5-4 Inf XX 14	2420 6th XXXX HQ (0sp)			
	2 x 4-4 Inf XX 17, 41	2 x 2-4 Inf XX 25, 57			
	2 x 2-4 Mtn X 4M, 5M	2516 1 x 4-4 Inf XX 17			
3417	1 x 4-4 Inf XX 16	2517 1 x 2-5 Mtn X 5 Alp			
	1 x 3-4 Inf XX 7	1 x 1-5 Mtn X 2 Alp			
3418	1 x 4-3 S Art I 4	2518 1 x 4-4 Inf XX 15			
	1 x 3-4 Inf XX 28	1 x 2-4 Inf XX 54			
	1 x 2-4 Inf XX 106L	2615 1 x 4-4 Inf XX 18			
	2 x 2-4 Inf X 1L, 187	2715 1 x 4-4 Inf XX 1			
3419	1 x 3-4 Inf XX 9	2717 4th XXXX HQ (5sp)			
	1 x 1-4 Inf X Trste	2721 1 x 1-4 Mar III S Mrc			
3423	1 x 1-4 Inf X 112L	2814 1 x 1-5 Mtn X 8 Alp			
3518	5th XXXX HQ (17sp)	2815 Crnc XXXX HQ (2sp)			
	2 x 4-3 S Art I 3, 5	2915 1 x 1-4 Mtn XX 26			
	1 x 2-4 Art III 5	1 x 1-5 Mtn X 1 Alp			
	1 x 0-3 Eng III 5	3015 1 x 2-4 Mtn XX 36			
	2 x 2-4 Mtn X 11M, 12M	1 x 1-5 Mtn X 7 Alp			
3519	2 x 3-4 Inf XX 10, 43	3016 2nd XXXX HQ (19sp)			
3620	1 x 1-4 Inf X Fium	3017 1 x 4-4 Inf XX 20			
		1 x 1-6 Cav XX 2			
		1 x 1-4 Inf X Pergia			
		3116 1 x 4-4 Mtn XX 50			
		3117 1 x 0-3 Eng III 2			
		1 x 2-4 Inf XX 23			
		1 x 2-4 Inf XX 49			

10-2 Italian Set-Up

Note that some units may be set up understrength.

Fortresses

Size	Name	Hex
(2)		2320
(2)		2419
(2)		2716
(16)	Venice	2721

Dead Pool

1 x 4-4 Inf XX	9
1 x 4-4 Mtn XX	56
1 x 3-4 Inf XX	47

11. Italian Front October 1917 Scenario (Caporetto) Specific Rules

Note - All Rules in the following section apply to playing an *Italian Front* October 1917 scenario alone.

First Turn: Turn 6 of October 1917.

Last Turn: Turn 7 of November 1917.

Rail Lines: All part of the network of the country they are in, with the exception of the rail lines in Austria-Hungary behind Italian lines, which are inoperative (except hex 3217, which is part of the Italian rail network).

Fortresses

Size	Name	Hex
(2)		1917
(2)	Riva	2019
(8)	Trient	2118

Rail Capacities:

The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario.

The Italian Rail Network has a capacity of 7 divisions.

11-1 When playing a duration game, Austria-Hungary has 750 DM points and Italy has 220 DM points at the start of this scenario.

11-2 The German Jgr division is considered to be a brigade for stacking purposes whenever it is at or below half strength.

11-3 Almost all units of both sides begin the game entrenched. The only units adjacent to enemy units that are not entrenched are those in hexes that have only mountain and/or alpine terrain hexsides between their hex and those occupied by the enemy. Place an entrenchment marker in every hex containing a Ground Combat Unit that is entrenched.

11-4 Devastation markers are placed in hexes 3118, 3119, and 3217.

Special Restrictions

11-5 Only German units may make unsupplied attacks.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Central Powers Decisive Victory:

The Entente suffers 125+ Demoralization points while the Central Powers lose less than 25 strength points of Germans and less than 20 strength points of Austro-Hungarians. (Note - this would have knocked Italy out of the war)

Central Powers Substantial Victory:

The Entente suffers 100+ Demoralization points while the Central Powers lose less than 30 strength points of Germans and less than 20 strength points of Austro-Hungarians.

Central Powers Marginal Victory:

The Entente suffers 75+ Demoralization points while the Central Powers lose less than 30 strength points of Germans and

less than 20 strength points of Austro-Hungarians.

Italian Marginal Victory:

The Entente suffers fewer than 75 Demoralization points while the Central Powers lose more than 50 strength points of Germans and Austro-Hungarians.

Italian Substantial Victory:

The Entente suffers fewer than 60 Demoralization points while the Central Powers lose more than 50 strength points of Germans and Austro-Hungarians. Only two or fewer hexes of Italian territory on or west of hexrow 29xx are controlled by the Central powers at the end of the scenario.

Italian Decisive Victory: The Entente suffers fewer than 50 Demoralization points while the Central Powers lose more than 50 strength points of Germans and Austro-Hungarians. The Entente controls either Gorizia (3318) or an adjacent hex with a non-surrounded unit at the end of the scenario.

12. Italian Front October 1917 Scenario (Caporetto) Set-Up Instructions.

12-1 Austro-Hungarian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1917	1 x 2-4 Mtn X	53M
1918	1 x 2-4 Mtn X	51M
1919	1 x 2-4 Mtn X	50M
2019	3 x 2-4 Mtn X	54M, 55M, 58M
2118	11th XXXX HQ	(10sp)
	1 x 0-3 Eng III	T
	1 x 4-3 S Art I	1
2119	1 x 4-5 Aslt X	88 K
	1 x 2-4 Mtn X	28LM
	1 x 2-4 Inf X	180
2218	2 x 4-3 S Art I	2, 5
	1 x 2-4 Art X	11
	1 x 9-5 Aslt XX	8 KJ
	2 X 2-4 Inf X	181, 185
	1 x 2-4 Mtn X	1M
2318	1 x 5-4 Inf XX	6
	1 X 3-4 Inf XX	19
	1 x 2-4 Mtn X	18M
2415	1 x 2-4 Inf X	96
2416	1 x 2-4 Inf X	179

2417	2 x 4-5 MAst X	9M, 13M
2515	1 x 4-5 MAst X	56M
2614	1 x 4-5 MAst X	21LM
2714	1 x 2-4 Mtn X	60M
2813	1 x 2-4 Mtn X	25L M
2913	10th XXXX HQ	(3sp)
2914	1 x 2-4 Mtn X	24L M
3014	2 x 2-4 Mtn X	57M, 59M
3115	3 x 2-4 Art X	I, Grk, 10
	1 x 9-5 Aslt XX	3E
	1 x 5-4 Inf XX	22
	2 x 4-5 Aslt X	38, 98K
	1 x 4-5 MAst X	26LM
	2 x 3-5 MAst X	3M, 15M
3214	1 x 0-3 Eng III	8
3215	2 x 2-4 Mtn X	7M, 22L M
3316	1 x 4-3 S Art I	6
	2 x 2-4 Art X	3, 15
	1 x 7-5 Aslt XX	53
	1 x 5-4 Aslt XX	24
	1 x 4-4 Inf XX	35
	2 x 3-5 MAst X	2M, 10M
	2 x 2-4 Inf X	183, 184
3319	1 x 4-4 Inf XX	41
	2 x 3-4 Inf XX	10, 12
3414	1 x 5-4 Inf XX	33
3415	2 Is XXXX HQ	(17sp)
	1 x 0-3 Eng III	5
	1 x 9-5 Aslt XX	13
	1 x 5-5 Aslt XX	4
3416	1 x 4-4 Inf XX	20
	1 x 3-4 Inf XX	43
3417	2 x 2-4 Art X	1, 19
	1 x 5-4 Inf XX	14
	2 x 2-4 Mtn X	4M, 5M
	2 x 2-4 Inf X	1 L, 187
3418	2 x 4-3 S Art I	3, 4
	1 x 2-4 Art X	5
	1 x 9-5 Aslt XX	44
	1 x 7-5 Aslt XX	17
	2 x 3-5 MAst X	11M, 12M
3419	1 x 1-4 Inf X	Trste
3423	1 x 1-4 Inf X	112L
3516	2 x 3-4 Inf XX	9, 28
3517	1 x 3-4 Inf XX	29
3518	1 x 2-4 Inf XX	106L
3519	1 Is XXXX HQ	(10sp)
	1 x 0-3 Eng III	I
	1 x 3-4 Inf XX	21
3620	1 x 1-4 Inf X	Fium

Fortresses

Size	Name	Hex
(2)		1917
(2)	Riva	2019
(8)	Trient	2118
(4)		2218
(2)		3115
(2)		3215
(16)	Pola	3423

12-2 German Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
3115	1 x 12-5 Aslt XX	12
	1 x 6-5 Aslt XX	Jgr
3214	14th XXXX HQ	(100sp)
	1 x 8-2 S Art I	1
3215	1 x 8-2 S Art I	2
	2 x 3-4 Art III	I, 14
	4 x 12-5 Aslt XX	5, 26, 117, 200
	3 x 5-5 MAslt III	1AlpK, 2AlpK, 3AlpK

12-3 Italian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1322	6th XXXX HQ	(0sp)
	3 x 2-6 Cav XX	1, 3, 4
1817	1 x 2-4 Mtn X	1/5
1818	1 x 2-4 Mtn X	2/5
1819	2 x 1-5 Mtn X	2 Alp, 7 Alp
1920	1 x 4-4 Inf XX	6
2020	1 x 4-4 Mtn XX	37
	1 x 2-4 Inf XX	55
	1 x 1-4 Mtn XX	27
2120	2 x 4-4 Inf XX	9, 69
	1 x 2-4 Inf XX	32
2122	1st XXXX HQ	(2sp)
2219	1 x 4-4 Inf XX	11
	2 x 2-4 Inf XX	12, 57
	1 x 1-4 Inf XX	2
2319	1 x 4-4 Mtn XX	29
	1 x 3-4 Mtn XX	52
2418	1 x 4-4 Inf XX	63
	1 x 1-5 Mtn X	8 Alp
2516	1 x 4-4 Inf XX	17
	1 x 1-5 Mtn X	6 Alp
2517	1 x 4-4 Mtn XX	56
2518	1 x 4-4 Inf XX	15
2521	1 x 0-3 Eng III	2
2615	1 x 4-4 Inf XX	18
2618	4th XXXX HQ	(2sp)
2715	1 x 4-4 Inf XX	1
	1 x 1-5 Mtn X	1 Alp
2721	1 x 1-4 Mar III	S Mrc
2814	1 x 3-4 Mtn XX	26
2815	Crcn XXXX HQ	(2sp)
2915	1 x 4-4 Mtn XX	36
3015	1 x 4-4 Mtn XX	50
	1 x 1-5 Mtn X	5 Alp
	1 x 1-4 Inf XX	43

3017	2 x 2-4 Inf XX	3, 62
3116	2 x 3-4 Inf XX	19, 46
3117	1 x 1-6 Cav XX	2
	2 x 4-4 Inf XX	13, 60
	1 x 3-4 Inf XX	53
3118	3rd XXXX HQ	(7sp)
	1 x 4-4 Inf XX	4
	4 x 2-4 Inf XX	16, 21, 33, 34
3216	1 x 2-4 Art III	1
	2 x 4-4 Inf XX	22, 65
	1 x 3-4 Inf XX	64
3217	2nd XXXX HQ	(7sp)
	1 x 2-4 Art III	7
	1 x 0-3 Eng III	1
	3 x 2-4 Inf XX	23, 25, 30
	1 x 1-4 Inf XX	47
3218	3 x 2-4 Art III	2, 3, 8
	1 x 5-4 Inf XX	58
	3 x 4-4 Inf XX	14, 45, 61
	2 x 3-4 Inf XX	31, 54
3317	3 x 4-4 Inf XX	8, 10, 68
	3 x 3-4 Inf XX	44, 49, 67
3318	3 x 2-4 Art III	4, 5, 6
	2 x 4-4 Inf XX	24, 48
	4 x 3-4 Inf XX	7, 28, 59, 66

Fortresses

Size	Name	Hex
(2)		2320
(2)		2419
(2)		2716
(16)	Venice	2721

Dead Pool

1 x 4-4 Inf XX	20
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13. Italian Front June 1918 Scenario (The Albrecht and Radetzky Offensives) Specific Rules

Note - All Rules in the following section apply to playing an *Italian Front* June 1918 scenario alone.

First Turn: Turn 4 of June 1918.

Last Turn: Turn 7 of July 1918.

Rail Lines: All part of the network of the country they are in, with following exceptions:

1. Double track rail lines in Italy, but behind Austro-Hungarian lines are active and part of the Austro-Hungarian rail network.

2. Single track rail lines in Italy, but behind Austro-Hungarian lines are inactive and are not part of the Austro-Hungarian rail network.

3. All rail lines in hexes containing both an Austro-Hungarian combat unit and an Entente zone of control are inactive.

Rail Capacities:

The Austro-Hungarian Rail Network has a capacity of 5 divisions in this scenario.

The Italian Rail Network has a capacity of 7 divisions.

13-1 When playing a duration game, Austria-Hungary has 840 DM points and Italy has 350 DM points at the start of this scenario.

13-2 Almost all units of both sides begin the game entrenched. The only units adjacent to enemy units that are not entrenched are those in hexes that have only mountain and/or alpine terrain hexsides between their hex and those occupied by the enemy. Place an entrenchment marker in every hex containing a Ground Combat Unit that is entrenched.

13-3 Technically, there are devastation markers all along the old 1917 Isonzo front line (see October 1917 scenario setup instructions), plus hexes 3118, 3119, and 3218. Note: setting up this swath of devastation markers is probably not worth your time and effort as Austria-Hungary has almost certainly lost the game if it becomes a factor.

Special Restrictions

13-4 The "First Turn attack by Assault Units" has already taken place against all Entente forces prior to the start of this scenario.

13-5 No units may make unsupplied attacks.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Austro-Hungarian Decisive Victory:

The Entente suffers 50+ Demoralization points while Austria-Hungary suffers fewer than 30 Demoralization points.

(Note - this would have knocked Italy out of the war)

Austro-Hungarian Substantial Victory: The Entente suffers 45+ Demoralization points while Austria-Hungary suffers fewer than 35 Demoralization points.

Austro-Hungarian Marginal Victory: The Entente suffers 40+ Demoralization points while Austria-Hungary suffers fewer than 40 Demoralization points.

Entente Marginal Victory: Austria-Hungary suffers 40+ Demoralization points while the Entente suffers fewer Demoralization points than Austria-Hungary.

Entente Substantial Victory: Austria-Hungary suffers 50+ Demoralization points while the Entente suffers fewer Demoralization points than Austria-Hungary.

Entente Decisive Victory: Austria-Hungary suffers 60+ Demoralization points while the Entente suffers fewer Demoralization points than Austria-Hungary.

14. Italian Front

June 1918 Scenario (The Albrecht and Radetzky Offensives) Set-Up Instructions.

14-1 Austro-Hungarian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1917	1 x 2-4 Mtn X	53M
1918	3 x 2-4 Mtn X	4M, 7M, 22LM
	1 x 2-4 Inf X	98K
1919	2 x 2-4 Mtn X	25LM, 26LM
2019	3 x 2-4 Mtn X	54M, 55M, 58M
2118	10th XXXX HQ	(5sp)
	1 x 0-3 Eng III	T
	1 x 5-4 Inf XX	22
2119	1 x 3-4 Inf XX	19
	2 x 2-4 Mtn X	13M, 24L M
2218	11th XXXX HQ	(15sp)
	1 x 0-3 Eng III	8
	2 X 2-6 Cav XX	3, 10

2219	1 x 2-4 Art III	1
	1 x 4-3 S Art I	1
	1 x 9-5 Aslt XX	8KJ
	1 x 2-4 Inf X	180
2318	1 x 4-4 Inf XX	74
	2 x 3-4 Inf XX	5, 28
2319	1 x 4-3 S Art I	2
	2 x 2-4 Art X	10, 11
	2 x 5-4 Inf XX	6, 52
	2 x 4-4 Inf XX	16, 38
	1 x 1-6 Cav XX	6
2418	1 x 4-3 S Art I	3
	2 x 2-4 Art X	15, 19
	1 x 9-5 Aslt XX	3E
	2 x 4-4 Inf XX	27, 32
	2 x 3-4 Inf XX	26, 36
	2 x 2-4 Mtn X	8M, 9M
2518	2 x 2-4 Art III	3, Grk
	1 x 4-3 S Art I	4
	1 x 7-5 Aslt XX	53
	1 x 5-5 Aslt XX	4
	1 x 5-4 Inf XX	60
	1 x 4-4 Inf XX	55
	4 x 2-4 Mtn X	3M, 11M, 12M, 15M
2617	1 x 3-4 Inf XX	9
2618	6th XXXX HQ	(15sp)
	1 x 0-3 Eng III	5
	1 x 2-4 Art III	Jan
	1 x 4-3 S Art I	5
	1 x 9-5 Aslt XX	13
	3 x 4-4 Inf XX	20, 31, 35
	1 x 1-6 Cav XX	8
2718	1 x 4-4 Inf XX	41
	1 x 2-6 Cav XX	11
	1 x 1-6 Cav XX	12
2719	1 x 4-3 S Art I	6
	1 x 2-4 Art X	1
	1 x 5-4 Inf XX	33
	2 x 4-4 Inf XX	17, 64
	2 x 3-4 Inf XX	42, 46
	2 x 2-4 Mtn X	1M, 5M
2818	1 x 4-4 Inf XX	51
2819	1 Is XXXX HQ	(15sp)
	1 x 0-3 Eng III	1
	1 x 4-3 S Art I	9
	1 x 2-4 Art X	5
	1 x 9-5 Aslt XX	44
	1 x 5-4 Aslt XX	24
	1 x 5-4 Inf XX	14
	1 x 4-4 Inf XX	70
	1 x 3-4 Inf XX	29
	1 x 1-6 Cav XX	9
2919	2 x 2-4 Mtn X	2M, 10M
2920	2 x 3-4 Inf XX	10, 12
	1 x 2-4 Inf X	Pol Lgn
	1 x 2-6 Cav XX	1
3419	1 x 1-4 Inf X	Trste
3423	1 x 1-4 Inf X	112L
3620	1 x 1-4 Inf X	Fium

Fortresses

Size	Name	Hex
(2)		1917
(2)	Riva	2019
(8)	Trient	2118
(4)		2218
(2)		3115
(2)		3215
(16)	Pola	3423

14-2 Italian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1322	2 x 1-6 Cav XX	1, 3
1722	7th XXXX HQ	(2sp)
1817	1 x 3-4 Mtn XX	75
1818	1 x 4-4 Mtn XX	5
1819	1 x 4-4 Inf XX	6
1920	3 x 4-4 Inf XX	20, 21, 22
2020	1 x 3-4 Mtn XX	26
2120	1 x 4-4 Inf XX	34
	1 x 4-4 Mtn XX	29
	1 x 3-4 Inf XX	54
2122	1st XXXX HQ	(5sp)
	1 x 0-3 Eng III	1
2220	4 x 4-4 Inf XX	9, 32, 55, 69
2320	2 x 4-4 Inf XX	12, 14
2419	4 x 4-4 Inf XX	10, 15, 17, 18
	2 x 3-4 Inf XX	2, 28
2420	6th XXXX HQ	(5sp)
	1 x 3-4 Mtn XX	52
2421	1 x 6-4 Inf XX	2 Ard
2422	9th XXXX HQ	(3sp)
	1 x 1-6 Cav XX	4
2519	2 x 4-4 Inf XX	1, 24
	1 x 4-4 Mtn XX	56
	3 x 3-4 Inf XX	59, 66, 70
2520	4th XXXX HQ	(5sp)
	2 x 4-4 Inf XX	57, 60
	1 x 4-4 Mtn XX	50
	1 x 3-4 Inf XX	47
2521	1 x 6-4 Inf XX	1 Ard
2619	1 x 5-4 Inf XX	58
	1 x 4-4 Inf XX	48
	1 x 2-4 Mtn XX	27
2620	8th XXXX HQ	(5sp)
	3 x 4-4 Inf XX	11, 13, 23
	1 x 3-4 Inf XX	53
2720	2 x 4-4 Inf XX	25, 45
	1 x 3-4 Inf XX	31
2721	3rd XXXX HQ	(5sp)
	1 x 0-3 Eng III	2
	1 x 1-6 Cav XX	2
	1 x 4-4 Inf XX	33

	1 x 4-4 Mtn XX	37
	1 x 3-4 Inf XX	7
2820	2 x 4-4 Inf XX	4, 61
	1 x 1-4 Mar III	S Mrc

Fortresses

Size	Name	Hex
(2)		2320
(2)		2419
(16)	Venice	2721

14-3 French Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
2320	2 x 4-4 Inf XX	23, 24
2321	10th XXXX HQ	5 sp

14-4 British Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
2320	2 x 3-4 Inf XX	23, 48
2420	1 x 3-4 Inf XX	7
2321	BEF XXXX HQ	4 sp

15. Italian Front Duration Game

The Italian Front: 1915-1918 can be played from the start of any scenario until either Italy or Austria-Hungary surrenders, or through the end of hostilities (the end of the 1st turn of November, 1918).

Replacement of Lost Headquarters, Engineers, Artillery, and Mountain Units

15-1 This game does not provide for the production or rebuild of Headquarters and Engineers. Instead, Headquarters or Engineer units that are destroyed reappear as reinforcements three full months after they are destroyed. So if such a unit is destroyed on the 3 September turn, it would appear again as a reinforcement on the 4 December turn.

15-2 In this game, lost artillery strength points may be replaced by the use of double the number of infantry

replacement strength points. Replaced artillery strength points must be of the same nationality as the used infantry replacements.

15-3 Italian mountain RPL units may be used to rebuild either Mountain or Alpini units. Croat RPL units may be used to rebuild Croatian mountain type units. Austrian RPL units may be used to rebuild Austrian mountain type units.

'We gave you an Army, we expect you to use it'

Commanders of Armies are expected by their nations to use the forces at their disposal. No Commander could have survived in his position had he decided upon a strategy of just sitting their and waiting for the enemy to exhaust themselves over the course of a couple of years. Commanders were expected to attack the enemy when they had sufficient resources to do so. Those that did not would not be in charge for long. The following rule puts this demand on each player.

15-4 Austria-Hungary may not have more than 40 Supply Points total in its Headquarters on the Italian Front.

15-5 Italy may not have more than 70 Supply Points total in its Headquarters on the Italian Front

15-6 Players that exceed these totals during the monthly special turn are relieved of command, and they forfeit the game.

15-7 Players may not voluntarily destroy Supply Points in order to avoid going over the limits.

15-8 In addition to the DM points accumulated under the normal rules, Austria-Hungary accumulates DM points due to lack of imported food, and casualties on the Eastern Front. Austria-Hungary accumulates 3 DM points each Monthly Special turn for the duration of the game (due to lack of imports). Austria-Hungary also takes an extra 10 DM points each Monthly Special turn during 1915 and an additional 12 DM points each Monthly Special turn during 1916 (for East Front losses).

Effects of Accumulated Demoralization

15-9 Austria-Hungary suffers 'Shaken National Morale' whenever it

accumulates 550 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:

1914:	375 DM points
1915	525 DM points
1916	600 DM points
1917	700 DM points
1918	775 DM points

Surrender:

1914:	450 DM points
1915	600 DM points
1916	700 DM points
1917	800 DM points
1918	900 DM points

Austria-Hungary will also surrender at any point that an Entente infantry unit occupies either hex comprising Budapest.

15-10 Italy suffers 'suffers 'Shaken National Morale' whenever it accumulates 300 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:

1914:	275 DM points
1915	275 DM points
1916	350 DM points
1917	400 DM points
1918	450 DM points

Surrender:

1914:	300 DM points
1915	300 DM points
1916	400 DM points
1917	450 DM points
1918	500 DM points

15-11 Germany, France, and Great Britain do not suffer any negative effects due to operations on the Italian Front. Each of these nations must be able to make the withdrawals called for in the reinforcement schedule. Should the amount of forces from any of these three countries be reduced to the point of not being able to make future necessary withdrawals, ALL forces of that nationality are immediately removed from the map and no further reinforcements are received from that nation.

Austro-Hungarian Reinforcements

15-12 Austro-Hungarian reinforcements arrive in any Austro-Hungarian city or any rail line on a map edge in Austria-Hungary.

15-13 The Austro-Hungarian new unit reinforcement schedule can be found in section 16-1.

15-14 From the start of the June 1915 Monthly Special Turn until Austria-Hungary suffers 'Economic Collapse' or until July 1917, Austria-Hungary receives:

1st Turn of Month: 10 Supply Points

1st, 5th Turns of Even Month:

3 Strength Points RPL

1st Turn of Odd Month:

3 Strength Points RPL

15-15 After Austria-Hungary suffers 'Economic Collapse' until July 1917, Austria-Hungary receives:

1st Turn of Even Month: 5 Supply Points

1st Turn of Month:

3 Strength Points RPL

15-16 The 'national origin' of Austro-Hungarian RPL strength points received as reinforcements UNTIL July 1917 is based on the following rotating schedule (repeat 'First' after 'Seventh'):

First, Second: Croatian RPL strength point

Third: Austrian RPL strength point

Fourth, Fifth: Any Non-Croatian strength point (player's choice)

Sixth, Seventh: Croatian RPL strength point

15-17 Starting July 1917, use the reinforcement schedule found in sections 17-24 through 17-27 for Austro-Hungarian supply and RPL reinforcements.

Italian Reinforcements

15-18 Italian reinforcements appear in either Milano (map 6-4 hex 1421), Bologna (map 6-4 hex 2326), or any rail line on a map edge in Italy.

15-19 The Italian new unit reinforcement schedule can be found in section 16-3.

15-20 From the start of the first full month after Italy enters the war until Italy suffers 'Shaken National Morale', Italy receives:

1st Turn of Month: 10 Supply Points.

2nd, 6th Turn of Month:

1 x 3-3 Inf RPL

4th Turn of Even Month:

1 x 3-3 Mtn RPL

15-21 After Italy suffers 'Shaken National Morale' until Italy suffers

'Economic Collapse', Italy receives:

1st Turn of Odd Month: 10 Supply Points

1st Turn of Even Month: 5 Supply Points

1st, 5th Turn of Odd Month:

1 x 3-3 Inf RPL

1st Turn of Even Month:

1 x 3-3 Inf RPL

5th Turn of Even Month:

1 x 3-3 Mtn RPL

15-22 After Italy suffers Economic Collapse, Italy receives:

1st Turn of Month: 5 Supply Points.

1st Turn of Month:

1 x 3-3 Inf RPL

Victory Conditions

Victory Conditions for the Duration Game are based on knocking the other side out of the war. After all, that is the point of a war.

Austro-Hungarian Decisive Victory:

Cause Italian surrender through DM point accumulation by the end of 1916, and do so before suffering 'Shaken National Morale' yourself.

Austro-Hungarian Substantial Victory:

Cause Italian surrender through DM point accumulation by the end of 1917, and do so before suffering 'Economic Collapse' yourself.

Austro-Hungarian Marginal Victory:

Cause Italian surrender through DM point accumulation by the end of 1918.

Italian Marginal Victory:

Cause Austro-Hungarian surrender through DM point accumulation by the end of 1918.

Italian Substantial Victory:

Cause Austro-Hungarian surrender through DM point accumulation by the end of 1917, and do so before suffering 'Economic Collapse' yourself.

Italian Decisive Victory:

Cause Austro-Hungarian surrender through DM point accumulation by the end of 1916, and do so before suffering 'Shaken National Morale' yourself.

16. Reinforcement Schedules

16-1 Austro-Hungarian Reinforcement Schedule

5 June 1915

1 x 5-4 Inf XX 44

3 July 1915

1 x 2-4 Inf X 88K

4 x 2-4 Mtn X 9M, 10M, 16M, 18M

5 July 1915

1 x 5-4 Inf XX 8KJ

4 August 1915

1 x 5-4 Inf XX 22

1 x 3-4 Inf XX 28

5 August 1915

1 x 2-4 Inf XX 106L

1 September 1915

1 x 4-3 S Art I 1

2 September 1915

Withdrawals:

4 x 2-4 Mtn X 2M, 6M, 9M, 18M

4 September 1915

1 x 2-4 Mtn X 19M

1 October 1915

10th XXXX HQ

1 x 0-3 Eng III I

7 October 1915

1 x 5-4 Inf XX 6

4 November 1915

1 x 3-4 Inf XX 9

1 December 1915

1 x 5-4 Inf XX 62

2 January 1916

Withdrawals:

1 x 2-4 Mtn X 14M

3 January 1916

4 x 2-4 Mtn X 2M, 6M, 9M, 18M

6 January 1916

1 x 2-4 Art III 5

3 February 1916

1 x 2-4 Inf X 98K

Withdrawals:

1 x 2-4 Mtn X 52M

4 February 1916

11th XXXX HQ

1 x 2-4 Mtn X 21LM

1 March 1916

1 x 4-3 S Art I 2

1 x 2-4 Art III 10

2 March 1916

1 x 3-4 Inf XX 43

3 March 1916

3rd XXXX HQ

4 March 1916

1 x 5-4 Inf XX 3

1 x 4-4 Inf XX 34

5 March 1916

1 x 3-4 Inf XX 10

1 x 2-4 Mtn X 22LM

5 April 1916

1 x 2-4 Mtn X 24LM

2 May 1916

1 x 2-4 Mtn X 25LM

5 May 1916

1 x 2-4 Mtn X 26LM

1 June 1916

1 x 2-4 Mtn X 28LM

2 June 1916**Withdrawals:**

3 x 2-4 Mtn X 6M, 16M, 19M

3 June 1916**Withdrawals:**

3 x 2-4 Mtn X 10M, 11M, 12M

6 June 1916**Withdrawals:**

3rd XXXX HQ

1 July 1916**Withdrawals:**

1 x 5-4 Inf XX 44

1 x 4-4 Inf XX 34

1 x 2-4 Mtn X 9M

5 July 1916**Withdrawals:**

1 x 2-4 Inf XX 106L

2 August 1916

1 x 4-4 Inf XX 16

5 August 1916

1 x 5-4 Inf XX 44

7 October 1916

1 x 5-4 Inf XX 14

3 November 1916

1 x 2-4 Inf X 1L

2 x 2-4 Mtn X 11M, 12M

Withdrawals:

1 x 4-4 Inf XX 20

5 December 1916

1 x 4-4 Inf XX 41

4 January 1917

1 x 2-4 Art III 11

1 February 1917

2 x 4-3 S Art I 3, 4

3 February 1917

1 x 3-4 Inf XX 7

3 April 1917

1 x 2-4 Inf XX 106L

1 x 2-4 Mtn X 9M

1 May 1917

1 x 4-3 S Art I 5

1 x 2-4 Art III 15

4 May 1917

1 x 4-4 Inf XX 35

1 x 3-4 Inf XX 24

6 May 1917

1 x 2-4 Art III 19

3 June 1917**Withdrawals:**

1 x 4-4 Inf XX 16

5 June 1917

2 x 3-4 Inf XX 12, 21

Withdrawals:

1 x 5-4 Inf XX 62

1 July 1917

1 x 0-3 Eng III 5

1 x 2-4 Mtn X 10M

Withdrawals:

1 x 2-4 Mtn X 8M

5 July 1917

1 x 2-4 Art III Grk

1 August 1917

1 x 4-3 S Art I 6

1 x 2-4 Art III I

Withdrawals:

Tirol XXXX HQ

5 August 1917

1 x 7-5 Aslt XX 53

1 x 4-5 Aslt X 38

6 August 1917

1 x 3-4 Inf XX 19

7 August 1917

1 x 5-4 Inf XX 13

1 September 1917

1 Is XXXX HQ

2 Is XXXX HQ

Note - these 2 Headquarters may split the supply points in the withdrawing 5th XXXX HQ between them as the owning player desires.

1 x 0-3 Eng III 8

Withdrawals:

5th XXXX HQ

2 September 1917

1 x 5-4 Inf XX 33

1 x 3-4 Inf XX 4

2 x 2-4 Art III 1, 3

4 September 1917

1 x 3-4 Inf XX 29

5 November 1917**Withdrawals:**

1 x 3-4 Inf XX 43

6 November 1917**Withdrawals:**

1 x 2-4 Inf X 187

1 x 2-4 Mtn X 28LM

1 January 1918

6th XXXX HQ

Note - this unit take all supply points in the withdrawing 2 Is XXXX HQ.

1 x 1-6 Cav XX 6

1 x 5-4 Inf XX 60

1 x 4-4 Inf XX 70

Withdrawals:

2 Is XXXX HQ

1 x 3-4 Inf XX 21

6 x 2-4 Inf X 1L, 88K, 179, 181,

183, 185

1 February 1918

1 x 4-3 S Art I 9

1 x 2-4 Art III Jan

1 x 2-6 Cav XX 11

2 x 1-6 Cav XX 9, 12

Withdrawals:

9 x 2-4 Mtn X 10M, 18M, 21LM,

50M, 51M, 56M,

57M, 59M, 60M

2 February 1918

1 x 2-6 Cav XX 1

2 x 4-4 Inf XX 31, 55

Withdrawals:

1 x 2-4 Aslt(-) X 38

6 February 1918
2 x 3-4 Inf XX 26, 42

1 March 1918
1 x 4-4 Inf XX 27

2 March 1918
Withdrawals:
1 x 2-4 Inf XX 106L

4 March 1918
1 x 4-4 Inf XX 38
1 x 3-4 Inf XX 46

1 April 1918
1 x 2-4 Mtn X 8M

2 April 1918
2 x 4-4 Inf XX 32, 64

5 April 1918
1 x 2-6 Cav XX 3
1 x 1-6 Cav XX 8
1 x 4-4 Inf XX 16

1 May 1918
1 x 3-4 Inf XX 5

2 May 1918
2 x 4-4 Inf XX 51, 74

3 May 1918
1 x 2-6 Cav XX 10

4 May 1918
1 x 3-4 Inf XX 36

5 May 1918
1 x 5-4 Inf XX 52

5 July 1918
Withdrawals:
1 x 2-6 Cav XX 1
1 x 4-4 Inf XX 32

1 September 1918
1 x 4-4 Inf XX 34
1 x 3-4 Inf XX 43

Withdrawals:
1 x 1-6 Cav XX 9

Schedule for Austro-Hungarian Assault Upgrades.

1 June 1917
Convert 4 Infantry divisions from full strength infantry divisions to backside assault strength.

Convert 3 Mountain brigades from full

strength mountain brigades to backside assault strength.

1 July 1917
Convert 4 Infantry divisions from full strength infantry divisions to backside assault strength.

Convert 3 Mountain brigades from full strength mountain brigades to backside assault strength.

1 August 1917
Convert 4 Infantry divisions from backside assault strength to full strength assault divisions.

Convert 3 Mountain brigades from full strength mountain brigades to backside assault strength.

Convert 3 Mountain brigades from backside assault strength to full strength mountain assault brigades.

1 September 1917
Convert 4 Infantry divisions from backside assault strength to full strength assault divisions.

Convert 4 Mountain brigades from full strength mountain brigades to backside assault strength.

Convert 4 Mountain brigades from backside assault strength to full strength mountain assault brigades.

16-2 German Reinforcement Schedule

6 October 1915
Withdrawals:
2 x 3-5 Mtn X (-) 1AlpK, 2AlpK

1 September 1917
14th XXXX HQ (100sp)

4 September 1917
3 x 5-5 Mtn Aslt III 1AlpK,
2AlpK,
3AlpK

6 September 1917
2 x 12-5 Aslt XX 5, 200

1 October 1917
2 x 8-2 S Art I 1, 2
2 x 3-4 Art III 14, I
2 x 12-5 Aslt XX 12, 26
1 x 6-5 Aslt XX Jgr

3 October 1917
1 x 12-5 Aslt XX 117

4 November 1917
1 x 6-5 Aslt XX (-) 195

4 December 1917
Withdrawals:
1 x 4-5 Aslt XX (-) 195

2 January 1918
Withdrawals:
1 x 6-5 Aslt XX (-) 12

4 January 1918
Withdrawals:
2 x 6-5 Inf XX (-) 5, 26

2 February 1918
Withdrawals:
14th XXXX HQ
2 x 8-2 S Art I 1, 2
2 x 3-4 Art III 14, I
3 x 2-5 Mtn X(-)1AlpK, 2AlpK,3AlpK

4 February 1918
Withdrawals:
1 x 6-5 Inf XX (-) 200

1 March 1918
Withdrawals:
1 x 4-5 Aslt XX (-) Jgr

4 March 1918
Withdrawals:
1 x 8-5 Inf XX 117

16-3 Italian Reinforcement Schedule

4 December 1915
Withdrawals:
1 x 2-4 Inf X Trpni
2 x 1-4 Inf X Padva, Ancna

1 February 1916
1 x 2-4 Art III 3

3 March 1916
1 x 4-4 Mtn XX 36
2 x 2-4 Inf X 1Ber, 2Ber

Withdrawals:
1 x 2-4 Inf X Bersg

1 April 1916
1 x 3-4 Inf XX 43

4 April 1916
1 x 4-4 Inf XX 46
1 x 3-4 Inf XX 47

1 May 1916

1 x 4-4 Mtn XX 37
 1 x 4-4 Inf XX 45
 1 x 3-4 Inf XX 44

3 May 1916

1 x 4-4 Inf XX 48

1 June 1916

1 x 2-4 Art III 4

Crnc XXXX HQ

(transfer sp in Crnc XXX HQ to this HQ.

Crnc XXXX HQ is placed in same hex occupied by Crnc XXX HQ)

Withdrawals:

Crnc XXX HQ

3 June 1916

1 x 3-4 Inf XX 49

5 July 1916**Withdrawals:**

1 x 4-4 Inf XX 35

3 November 1916

1 x 4-4 Mtn XX 50

1 December 1916

6th XXXX HQ

1 x 2-4 Art III 5

1 x 2-4 Inf X Sienna

1 January 1917

1 x 4-4 Mtn XX 56

4 x 1-4 Inf X Trvre, Vltrno, Forli,
 Pergia

4 January 1917

1 x 3-4 Mtn XX 52

1 x 3-4 Inf XX 53

1 February 1917

1 x 4-4 Inf XX 55

1 x 3-4 Inf XX 54

4 February 1917

1 x 5-4 Inf XX 58

1 x 4-4 Inf XX 57

1 x 3-4 Inf XX 59

1 x 1-4 Inf X Elba

1 April 1917

1 x 2-4 Art III 6

3 April 1917

1 x 4-4 Inf XX 60

6 April 1917

3 x 4-4 Inf XX 61, 62, 63

1 June 1917

1 x 2-4 Art III 7

1 August 1917

3 x 4-4 Inf XX 65, 68, 69

3 x 3-4 Inf XX 64, 66, 67

Withdrawals:

3 x 2-4 Inf X 1 Ber, 2 Ber, Sienna

2 x 1-5 Mtn X Alp A, Alp B

5 x 1-4 Inf X Trvre, Vltrno, Forli,
 Pergia, Elba

1 September 1917

1 x 2-4 Art III 8

2 February 1918

1 x 6-4 Inf XX 1 Ard

6 February 1918

1 x 6-4 Inf XX 2 Ard

1 March 1918

7th XXXX HQ

3 April 1918**Withdrawals:**

1 x 5-4 Inf XX 3

1 x 4-4 Inf XX 8

1 May 1918

1 x 3-4 Mtn XX 75

1 June 1918

1 x 3-4 Inf XX 70

1 August 1918

1 x 5-4 Inf XX Czech

16-4 British Reinforcement Schedule

(Arrival dates based on turn during which Italian Morale is "Shaken")

Italian Morale Shaken +5 Turns

BEF XXXX HQ (7sp)

2 x 7-4 Inf XX 23, 41

Italian Morale Shaken +9 Turns

2 x 7-4 Inf XX 7, 48

Italian Morale Shaken +12 Turns

1 x 7-4 Inf XX 5

2 March 1918**Withdrawals:**

1 x 7-4 Inf XX 41

2 April 1918**Withdrawals:**

1 x 7-4 Inf XX 5

16-5 French Reinforcement Schedule

(Arrival dates based on turn during which Italian Morale is "Shaken")

Italian Morale Shaken +2 Turns

2 x 6-4 Art X A, B

2 x 4-4 Inf XX 64R, 65R

Italian Morale Shaken +5 Turns

10th XXXX HQ (10sp)

1 x 6-4 Art X C

2 x 5-5 Mtn XX 46M, 47M

Italian Morale Shaken +9 Turns

1 x 6-4 Art X D

2 x 6-4 Inf XX 23, 24

2 March 1918**Withdrawals:**

1 x 6-4 Art X B

5 March 1918**Withdrawals:**

1 x 6-4 Art X C

2 x 4-4 Inf XX 64R, 65R

1 x 5-5 Mtn XX 46M

2 April 1918**Withdrawals:**

2 x 6-4 Art X A, D

1 x 5-5 Mtn XX 47M

17. Linking Italian Front and East Front Duration Games

The entirety of World War One on the Southern and Eastern Front can be simulated by linking the following games:

Tannenberg: Eagles in the East

Galicja: The Forgotten Cauldron

Serbia the Defiant

Romania: The Transylvanian Gambit

Gorlice-Tarnow Breakthrough

The 1916 Brusilov Offensive

The Italian Front: 1915-1918

The rules for each scenario are still in force. There may be some exceptions, or additional rules, and these are given in the applicable section.

17-1 The South and East Front Duration Game is played on maps 4-5, 4-5N, 4-5E, 5-5, 5-5S, 6-4, 6-5, and 6-6.

17-2 This linked game begins with the Central Powers Movement Phase of the 3rd August 1914 turn and is played through the end of the 7th turn of October 1917, or until Austria-Hungary or Russia

surrenders, on the East Front; and from the 7th May 1915 Entente Movement Phase through the end of the 1st November 1918 Entente Movement Phase, or until Italy or Austria-Hungary surrenders, on the Southern Front.

Exceptions and Additions

Use the linking rules for the East Front Campaign Game (found in the *Gorlice Tarnow / Brusilov* rulebook), as well as rules for *Italian Front* May 1915 scenario, with the following exceptions and additional rules:

Austria-Hungary Italian Front Garrison.

17-3 Prior to Italy joining the Entente, Austria-Hungary kept a garrison along the Italian border. The following units are deployed by the Austro-Hungarian player on his territory on map 6-4. Only the garrisons of Trieste, Fiume, and Pola (112L Brigade) must be placed in specific locations (namely the place they garrison). These forces may not be moved from map 6-4 until Italy joins the Entente. At that time the Central Powers may move units on or off of map 6-4 as they see fit (and according to other rules regarding linking):

Italian Front Garrison:

Tirol XXXX HQ	5 sp
1 x 0-3 Eng III	T
9 x 2-4 Inf X	96, 179, 180, 181, 183, 184, 185, 187, 112L
2 x 1-4 Inf X	Trste, Fium
11 x 2-4 Mtn X	50M, 51M, 52M, 53M, 54M, 55M, 56M, 57M, 58M, 59M, 60M

Forts as described in May 1915 Italian Front scenario.

17-4 The Austro-Hungarian forces deployed on map 6-4 prior to Italian entry into the war may construct trenches anytime they want in Austro-Hungarian territory in accordance with trench construction rules.

17-5 The Austro-Hungarian may move other units to and from map 6-4 prior to Italian entry into the war, but he may not violate Italian territory prior to that time.

Italy

17-6 Italian entry into the war is variable. Starting March 1915, a die is rolled

during each monthly special turn in order to determine the status of Italy. 2 is subtracted from the die roll if Serbia still has supplied units in their country. 1 is subtracted for each full 100 DM points suffered by Austria-Hungary. Italian entry is triggered if the adjusted die roll is less than 1. When Italian entry is triggered, Italy formally joins the Entente at the start of the 7th Entente movement phase the second month after the triggering die roll. (Example: die roll trigger occurs in June 1915, Italy joins the Entente in the 7th turn of August 1915). Adjust the Italian mobilization schedule to match the variable entry dated. Italian reinforcement schedule remains constant.

17-7 Italian neutrality cannot be violated by either player prior to its joining the Entente.

17-8 The Italian army is set up according to section 5-3 and mobilizes according to the schedule of section 6 (adjusted appropriately) when Italy becomes a belligerent.

Entente Power Surrender Effects (Post Hostilities Garrisons).

17-9 Either Italy or Russia may surrender prior to the end of this game. If one, but not the other, surrenders, the game continues. If and when one country surrenders, Austria-Hungary must maintain a garrison on the involved front.

17-10 Should Italy surrender first, the Austro-Hungarian player is required to maintain a garrison (units in Italian cities on map 6-4) equal to the following forces:

2 Headquarters (with total of 15sp)
4 x 5-4 Inf XX
3 x 4-4 Inf XX
5 x 3-4 Inf XX
11 x 2-4 Inf X
3 x 1-4 Inf X
20 x 2-4 Mtn X

17-11 If the Austro-Hungarian player has fewer forces on map 6-4 at the time of Italian surrender, he has one month to move forces onto map 6-4 to meet this requirement. Forces may only be moved off of map 6-4 after Italian surrender if they are in excess of the garrison requirement.

17-12 The Austro-Hungarian player may reduce the garrison due to withdrawals

mandated by the reinforcement schedule as coming from the Italian Front. Like units may be substituted if the exact unit is unavailable.

17-13 Should Russia surrender first, the Austro-Hungarian player is required to maintain a garrison (units on map 5-5) equal to the following forces:

4 Headquarters (with total of 40 sp)
3 Engineer III
1 4-3 Siege Artillery I
3 2-4 Artillery III
12 Cavalry Strength Points

AND (either of two options below, depending on whether or not Romania has entered the war)

170 Infantry Strength Points (post Romanian war entry)

OR

150 Infantry Strength Points (pre-Romanian war entry)

17-14 If the Austro-Hungarian player has fewer forces in Russian and Romanian territory, he has one month to move forces into these areas to meet this requirement. Forces may only be moved from these areas if they are in excess of the garrison requirement.

17-15 The Austro-Hungarian player may reduce the garrison as per the Eastern Front garrison reinforcement schedule (use the listed units or an equivalent number of strength points).

17-16 Should Russia surrender, only the German forces sent to Italy according to the Italian Front duration game German Reinforcement schedule may be sent to Italy (map 6-4). Note that these units must still withdraw according to this same schedule as well. All other German units are removed from play when Russia surrenders.

17-17 Should Russia surrender, Romania is also considered to immediately surrender. Should Russia surrender prior to Romania entering hostilities, Romania no longer becomes a belligerent.

Austro-Hungarian Sphere of Influence

17-18 The Austro-Hungarian 'Sphere of Influence' is expanded to include Italy.

'We gave you an Army, we expect you to use it'

Commanders of Armies are expected by their nations to use the forces at their disposal. No Commander could have survived in his position had he decided upon a strategy of just sitting their and waiting for the enemy to exhaust themselves over the course of a couple of years. Commanders were expected to attack the enemy when they had sufficient resources to do so. Those that did not would not be in charge for long. The following rule puts this demand on each player.

17-19 Austria-Hungary may not have more than 100 Supply Points total in its Headquarters during 1915 before Italy enters the war, no more than 140 during 1915 after Italy enters, and no more than 165 starting 1916.

17-20 Germany may not have more than 200 Supply Points total in its Headquarters during 1915 and no more than 250 starting 1916.

17-21 Players that exceed these totals during the monthly special turn are relieved of command, and they forfeit the game.

17-22 Players may not voluntarily destroy Supply Points in order to avoid going over the limits.

17-23 Austria-Hungary no longer accumulates DM points due to casualties on the Italian Front according to a set schedule, it accumulates DM points on the Italian front due to actual losses. Yet Austria-Hungary still accumulates DM points for food shortages. Starting with the Monthly Special Turn of January 1915, Austria-Hungary accumulates 3 DM points each Monthly Special turn for the duration of the game (due to lack of imports).

Austro-Hungarian Reinforcements

17-24 From the start of January 1915 until Austria-Hungary suffers 'Shaken National Morale', Austria-Hungary receives:

1st Turn of Month: 25 Supply Points
1st, 2nd, 3rd, 5th, 6th, 7th Turns of Even Month:

1 x Inf XX RPL

1st, 3rd, 4th, 5th, 7th Turns of Odd Month:

1 x Inf XX RPL

17-25 After Austria-Hungary suffers 'Shaken National Morale' until Austria-Hungary suffers 'Economic Collapse', Austria-Hungary receives:

1st Turn of Odd Month: 20 Supply Points
1st Turn of Even Month: 15 Supply Points

Even Turns of Month:

1 x Inf XX RPL

17-26 After Austria-Hungary suffers 'Economic Collapse', Austria-Hungary receives:

1st Turn of Month: 5 Supply Points

1st, 5th Turn of Even Month:

1 x Inf XX RPL

1st Turn of Odd Month:

1 x Inf XX RPL

17-27 The 'national origin' of Austro-Hungarian RPL divisions received as reinforcements is based on the following rotating schedule (repeat 'First' after 'Eighth'):

First: 1 x 4-3 Inf XX RPL

Second: 1 x 3-3 Inf XX RPL

Third: 1 x 2-3 Inf XX RPL (Croat)

Fourth: 1 x 2-3 Inf XX RPL (Czech)

Fifth: 1 x 4-3 Inf XX RPL

Sixth: 1 x 2-3 Inf XX RPL (Croat)

Seventh: 1 x 3-3 Inf XX RPL

Eighth: 1 x 2-3 Inf XX RPL (Polish)

Victory Conditions

Victory in this game is dependent on the comparison of how well the opposing major powers (Germany and Austria-Hungary in contrast to Russia) do in meeting their major war objectives.

Major Russian objectives in the war included the following:

-Protect Serbia from Austro-Hungarian aggression.

-Punish Austria-Hungary for aggression against Serbia.

-Relieve German pressure on France.

In assessing how well Russia does in relation to these objectives, we can look at the following measures of Russian success:

-How many German troops are drawn away from the Schlieffen Plan by early war operations against East Prussia, and later by how much of German resources are sapped away from the Western Front by operations in the East.

-How long is Serbia able to resist Austro-Hungarian pressure.

-How long does it take to put Austria-Hungary in an undesirable condition.

-How many losses the Germans take on the Eastern Front.

Major Austro-Hungarian objectives in the war included the following:

-Punish Serbia.

-Punish Russia for intervening in the Austro-Hungarian versus Serbian conflict.

-Punish Italy for changing sides and entering the war.

-Maintain the Austro-Hungarian 'Sphere of Influence'.

In assessing how well Austria-Hungary does in relation to these objectives, we can look at the following measures of Austro-Hungarian success:

-How long does it take to subdue Serbia.

-How long does it take to put Russia in an undesirable condition.

-Receive as little assistance as possible from the Germans in the area of the Austro-Hungarian 'Sphere of Influence'.

Major German objectives in the war included the following:

-Minimal resource requirements for the Eastern Front until after the subjugation of France.

-Protect German territory from Russian aggression.

-Knock Russia out of the war while taking as few losses as possible.

In assessing how well Germany does in relation to these objectives, we can look at the following measures of German success:

-Minimizing the amount of resources drawn off of the Schlieffen Plan execution.

-How long does it take to put Russia in an undesirable condition.

-Maintain Austria-Hungary as a war ally.

Victory Points are awarded according to the following schedule which reflects the degree to which these objectives are met. Victory itself is determined by comparing the opposing victory point totals. Positive VP accumulation is in favor of the Russians, while negative or lower VP accumulation is in favor of the Central Powers.

The Victory Point Schedule contains six areas for which victory points are awarded.

1. VP for the amount of forces drawn away from fighting in France in 1914.

Divide the number of points achieved by the Russians according to Tannenberg and Galicia rulebook section 3-2 by fifteen. Round to the nearest integer. Result is the number of VP awarded.

2. VP for the length of time that Serbia holds out. VP are awarded based on the time at which all Serbian forces are removed from play according to the rules governing the 'Macedonian Front'. 5 VP are awarded for Serbia holding out until 1916. 4 VP are awarded for Serbia holding out until the second half of 1915. 3 VP are awarded for Serbia holding out until the first half of 1915. 2 VP are awarded for Serbia holding out until November or December of 1914. 1 VP is awarded for Serbia holding out until October of 1914. No VP are awarded for Serbia falling earlier.

3. VP for German military assistance of Austria-Hungary. VP are awarded based on the time at which Germany sends forces above the four division exchange into the Austro-Hungarian 'Sphere of Influence'. The VPs are awarded based on the point in time at which additional German forces actually cross into the Austro-Hungarian 'Sphere of Influence', not the time at which they could do so. 5 VP are awarded for use of German assistance in August through October of 1914. 4 VP are awarded use of German assistance in November 1914 through March of 1915. 3 VP are awarded for use of German assistance in April through June of 1915. 2 VP are awarded for use of German assistance later in 1915. 1 VP is awarded for use of German assistance in 1916 or 1917.

4. VP for German Demoralization Points. VP are awarded based on the number of Demoralization Points that German accumulates in the course of the game. One VP is awarded for every 50 DM points taken by Germany. Round to the nearest 50 (round up to next fifty for 25 or 75).

5. VP for the time at which Austria-Hungary suffers negative effects of DM accumulation. VP are awarded based on the point in time at which Austria-Hungary experiences any of the first two conditions related to DM point accumulation, 'Shaken National Morale', and 'Economic Collapse'. 5 VP are awarded if the change in condition occurs in 1914 or the first half of 1915. 4 VP are awarded if the change in condition occurs in the second half of 1915. 3 VP are awarded if the change happens in the first half of 1916. 2 VP are awarded if the change happens in the second half of 1916. 1 VP is awarded if the change happens in 1917.

Example: Austria-Hungary suffers 550 DM in August of 1915, triggering Shaken National Morale. Austria-Hungary suffers 775 DM in May 1916, triggering Economic Collapse. By the above schedule, 4 VP are awarded for the time at which 'Shaken National Morale' occurs, and an additional 3 VP are awarded for the time at which 'Economic Collapse' occurs.

6. VP for the time at which Russia suffers negative effects of DM accumulation. VP are awarded based on the point in time at which Russia experiences any of the three conditions related to DM point accumulation, 'Shaken National Morale', 'Economic Collapse', and Surrender. Note that the VPs awarded for these events are NEGATIVE. The time is dependent on year and quarter. First quarter (abbreviated '1Q') is January, February, and March; second quarter is April, May, and June; and so on.

Time of Occurrence	VP Awarded
3Q 1914	-17 VP
4Q 1914	-16 VP
1Q 1915	-15 VP
2Q 1915	-14 VP
3Q 1915	-13 VP
4Q 1915	-12 VP
1Q 1916	-11 VP
2Q 1916	-10 VP
3Q 1916	-9 VP
4Q 1916	-8 VP
1Q 1917	-7 VP
2Q 1917	-6 VP
3Q 1917	-5 VP
4Q 1917	-4 VP

7. VP for knocking Italy out of the War. VP are awarded based on the point in time at which Italy surrenders. -7 VP are awarded if Italy surrenders in 1915. -5 VP are awarded if Italy surrenders in 1916. -3 VP are awarded if Italy surrenders in 1917. -2 VP are awarded if Italy surrenders in 1918.

Central Powers Decisive Victory: The Total of VPs is less than -15.

Central Powers Substantial Victory: The Total of VPs is less than -7, but greater than or equal to -15.

Central Powers Marginal Victory: The Total of VPs is less than -3, but greater than or equal to -6.

Entente Marginal Victory: The Total

of VPs is greater than or equal to -2, but less than 5.

Entente Substantial Victory: The Total of VPs is greater than or equal to 5, but less than 10.

Entente Decisive Victory: The Total of VPs is greater than or equal to 10

Automatic End of Game

The Game ends immediately when either Austria-Hungary surrenders or both Russia and Italy surrender (or when a player forfeits due to failure to expend supply). Victory conditions are calculated at this point. In the case of Austro-Hungarian surrender, the final Victory Level achieved through VP addition is shifted 1 to the favor of the Entente for each year prior to 1918 in which this occurs (a 1916 Austro-Hungarian surrender would mean a shift of 2, for example, from Entente Marginal to Entente Decisive Victory).

18. Italian Front / East Front Combined Reinforcement Schedules

18-1 German Reinforcement Schedule

Use the German reinforcement schedules found in the East Front Duration Game instructions for the East Front, AND those found in the Italian Front Duration Game instructions for map 6-4 (Italian Front). These forces may be use in ANY area the German player desires (under the restrictions of the Austro-Hungarian "Sphere of Influence" rules). The 2 x 4-5 AlpK brigades appear in Austria-Hungary on map 6-4 the instant Italian entry is triggered.

18-2 Austro-Hungarian Reinforcement Schedule

1914 Reinforcements are for the Eastern Front (map 5-5) unless otherwise designated.

7 August 1914

3 x 1-4 Inf X	36L, 97L, 103L	
1 x 5-4 Inf XX	44	3609
1 x 4-4 Inf XX	20	3912

3 September 1914

1 x 1-4 Inf X	102L
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Map 6-5
1 x 1-4 Inf X 9LE 1204

4 September 1914

Map 6-5
1 x 3*-R (-) Flotilla Enns 1204

5 September 1914

2 x 2-4 Inf X 205L, 206L
1 x 4-3 Inf XX RPL

6 September 1914

1 x 3-3 Inf XX RPL

7 September 1914

1 x 2-3 Inf XX RPL (Pol)
Map 6-5
1 x 1-4 Inf X 8LE

1 October 1914

10 Supply Points
1 x 2-4 Inf X 131
1 x 4-3 Inf XX RPL

2 October 1914

2 x 3-4(-) Inf XX 51, 56
1 x 3-3 Inf XX RPL

3 October 1914

3 x 3-4(-) Inf XX 52, 54, 55
1 x 2-3 Inf XX RPL (Cz)
Map 6-5
1 x 2-4 Mtn X 17M
2 x 1-4 Mtn X 15M, 16M

4 October 1914

2 x 0-3 Eng III 1, 5
1 x 4-3 Inf XX RPL
1 x 3*-R (-) Flotilla Enns
The 1 x 3-R* Enns should be used to bring the existing understrength Enns counter to full strength, or to bring an eliminated 3-R* Enns back from the dead pile.

5 October 1914

1 x 3-3 Inf XX RPL

6 October 1914

1 x 2-3 Inf XX RPL (Pol)

7 October 1914

1 x 4-3 Inf XX RPL

1 November 1914

10 Supply Points
1 x 3-3 Inf XX RPL

2 November 1914

1 x 4-3 Inf XX RPL
1 x 2-3 Inf XX RPL (Cz)

3 November 1914

1 x 3-3 Inf XX RPL

4 November 1914

1 x 2-4 Mtn X 18M
1 x 4-3 Inf XX RPL
1 x 2-3 Inf XX RPL (Pol)

5 November 1914

1 x 3-3 Inf XX RPL

6 November 1914

1 x 4-3 Inf XX RPL
1 x 2-3 Inf XX RPL (Cz)

7 November 1914

1 x 3-3 Inf XX RPL

1 December 1914

Pflzr XXXX HQ
1 x 1-4 Mtn X 19M
1 x 2-4 Inf X 12L

6 December 1914

1 x 2-4 Inf X 128L

1 January 1915

8 x 4-3 Siege I 1, 2, 3, 4, 5, 6, 7, 2M
2 x 1-4 Inf X Frt A, Petw

7 January 1915

2 x 2-4 Inf X Papp, 132
1 x 1-4 Inf X Frt B

1 February 1915

8 x 4-3 Siege I 8, 9

1 March 1915

1 x 2-4 Art III Jan
2 x 1-4 Inf X Zvor, 200

1 April 1915

2 x 1-4 Inf X Bijl, 201
1 x 1-4 Inf X 2Po Lgn

4 April 1915

1 x 3-4(-) Inf XX 62

1 May 1915

1 x 2-4 Inf X Ybl
1 x 2-4 Art III 3
Replace:
Pflzr XXXX HQ With: 7th XXXX HQ

3 May 1915

1 x 2-4 Inf X 202L

1 June 1915

1 x 2-4 Inf X Schs

1 July 1915

1 x 2-4 Inf X Full
1 x 2-4 Art III 8

2 July 1915

1 x 3*-R (-) Flotilla 'Almos'

3 July 1915

Withdrawals:
1 x 2-4 Mtn X 17M

1 August 1915

1 x 2-4 Inf X Hau
1 x 0-3 Eng III 19

4 August 1915

1 x 1-4 Mtn X 21LM

1 September 1915

1 x 2-4 Inf X Mrz
1 x 2-4 Art III 19

4 September 1915

1 x 1-4 Mtn X 20L M
1 x 3*-R (-) Flotilla Almos
The 1 x 3-R* Almos should be used to bring the existing understrength Almos counter to full strength, or to bring an eliminated 3-R* Almos back from the dead pile.

1 October 1915

10th XXXX HQ 0 sp
1 x 0-3 Eng III I

4 October 1915

1 x 4-4 Inf XX 70

5 October 1915

Withdrawals:
1 x 2-4 Inf X 206L

3 November 1915

1 x 1-4 Inf X 209L

2 January 1916

Withdrawals:
1 x 2-4 Mtn X 14M

4 January 1916

1 x 3-4(-) Inf XX 53
1 x 0-3 Eng III 17

6 January 1916

1 x 2-4 Art III 5

3 February 1916

1 x 2-4 Inf X 98K
Withdrawals:
1 x 2-4 Mtn X 52M

4 February 1916
11th XXXX HQ (0 sp)

1 March 1916
1 x 2-4 Art III 10

2 March 1916
1 x 3-4 Inf XX 43

3 March 1916
3rd XXXX HQ (0 sp)

5 March 1916
1 x 2-4 Mtn X 22LM

5 April 1916
1 x 2-4 Mtn X 24LM

1 May 1916
1 x 0-3 Eng III Dnbe

2 May 1916
1 x 2-4 Mtn X 25LM

5 May 1916
1 x 2-4 Mtn X 26LM

1 June 1916
1 x 2-4 Mtn X 28LM

4 June 1916
1 x 2-4 Inf X 210L

6 June 1916
1 x 3-4(-) Inf XX 74
Withdrawals:
3rd XXXX HQ (0 sp)

4 January 1917
1 x 2-4 Art III 11

6 May 1917
1 x 2-4 Art III 19

1 August 1917
1 x 2-4 Art III I
Withdrawals:
Tirol XXXX HQ (0 sp)

5 August 1917
1 x 4-5 Aslt X 38

1 September 1917
1 Is XXXX HQ
2 Is XXXX HQ

Note - These HQs split the withdrawing
5th XXXX HQ sp's between them.

Withdrawals:
5th XXXX HQ (0sp)

1 January 1918
Withdrawals:
2 Is XXXX HQ (0 sp)
1 x 3-4 Inf XX 21
6 x 2-4 Inf X 1L, 88K, 179, 181,
183, 185

1 February 1918
Withdrawals:
9 x 2-4 Mtn X 10M, 18M, 21LM,
50M, 51M, 56M,
57M, 59M, 60M

2 February 1918
Withdrawals:
1 x 5-4 Inf XX 3
1 x 2-4 Aslt(-) X 38

2 March 1918
Withdrawals:
1 x 2-4 Inf XX 106L

5 May 1918
1 x 5-4 Inf XX 3

5 July 1918
Withdrawals:
1 x 2-6 Cav XX 1
1 x 4-4 Inf XX 32

1 September 1918
Withdrawals:
1 x 1-6 Cav XX 9

The following reinforcements are from
the East Front Garrison (post Russian
surrender). These units are available for
transfer to the Italian front based on the
month in which Russia surrenders (see
detailed rule on East Front garrison):

**Immediate upon Russian
surrender:**
2 x 2-4 Art III 1, 3

Month after Russian surrender:
1 x 3-4 Inf XX 43
1 x 2-4 Inf X 187
1 x 2-4 Mtn X 28LM

Russian surrender +3 months:
6th XXXX HQ (0 sp)
1 x 1-6 Cav XX 6
1 x 5-4 Inf XX 60
1 x 4-4 Inf XX 70

Russian surrender +4 months:
1 x 4-3 S Art I 9
1 x 2-4 Art III Jan
1 x 2-6 Cav XX 11
2 x 1-6 Cav XX 9, 12
1 x 2-6 Cav XX 1
2 x 4-4 Inf XX 31, 55

Russian surrender +5 months:
2 x 4-4 Inf XX 27, 38
3 x 3-4 Inf XX 26, 42, 46

Russian surrender +6 months:
2 x 2-4 Mtn X 8M
3 x 4-4 Inf XX 16, 32, 64
1 x 2-6 Cav XX 3
1 x 1-6 Cav XX 8

Russian surrender +7 months:
2 x 4-4 Inf XX 51, 74
2 x 3-4 Inf XX 5, 36
1 x 2-6 Cav XX 10

Russian surrender +8 months:
1 x 5-4 Inf XX 52

Russian surrender +11 months:
1 x 4-4 Inf XX 34
1 x 3-4 Inf XX 43

Counter Abbreviations

German Units

R - *Reserve*, Ba - *Bavarian*, K - *Korps*,
AlpK - *Alpine Korps*, Jgr - *Jaeger*.

Austro-Hungarian Units

M - *Mountain*, E - *Ersatz*, L - *Landwehr*,
, K - *Kaiser Schutz*, KJ - *Kaiser Jaeger*, I
- *Italian Front*, T - *Tirol Front*, Is -
Isonzo, Fium - *Fiume*, Trste - *Trieste*,
Pol Lgn - *Polish Legion*, LM - *Landwehr*
Mountain, Grk - *Gerok*

Italian Units

Crnc - *Carnic*, Grza - *Gorizia*, Ber,
Bersg - *Bersaglieri*, Alp - *Alpini*, Ard -
Arditi, S Mrc - *San Marco*.

TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Cross Hexside or Enter Hex	Combat Effects on Attacks	Combat Effects on Counterattacks
Ocean	Prohibited	Prohibited	Prohibited
Clear	1 MP	None	None
Broken	1 MP	-1 Die Roll	None
Hilly	1 MP	-2 Die Roll	+1 Die Roll
Desert	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4
Woods	2 MP	-2 Die Roll	+1 Die Roll
Flood Plain	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8
Swamp	3 MP	-2 Die Roll	+1 Die Roll
Rough	3 MP	-3 Die Roll	+1 Die Roll
Wooded Rough	4 MP	-4 Die Roll	+2 Die Roll
Mountain	6 MP	Halve Attacker Strength	+3 Die Roll
Alpine	Prohibited	Halve Attacker Strength	+3 Die Roll
Suburban	Treat as Clear	None	None
Urban	1 MP	Halve Attacker Strength	+3 Die Roll
Lake	Prohibited	Prohibited	Prohibited
Major River / Suez Canal / Bosphorus	+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC	Halve Attacker Strength if all Attacking Units attacking across Major River hexsides	+3 Die Roll if all Attacking Units attacking across Major River hexsides
River	+1 MP	-2 Die Roll if all Attacking Units attacking across River hexsides	+1 Die Roll if all Attacking Units attacking across River hexsides
City (Both Types)	No Additional Cost	None	None
Industrial and Resource Centers	No Additional Cost	None	None
Port	No Additional Cost	None	None
Rail Line	-1 MP (if cost of hexside 3 MP or more before adjustment)	None	None
Single Track Rail Line	-1 MP (if cost of hexside 4 MP or more before adjustment)	None	None
Megahex Line	Not Used in Scenarios	None	None
Megahex Center	Not Used in Scenarios	None	None
Trench Marker	+2 MP for entering hex	-2 Die Roll	None
Devastation Marker	+2 MP for entering hex	None	None
Hindenburg Line Marker	+2 MP for entering hex	-3 Die Roll	None

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