

# Durchbruch



## The Austro-German attack at Caporetto, October 1917

### - TABLE 1 - Barrage Communications and Stacking

BARRAGE TABLE for Barrage Bombardment						
DR	Fire Strength (artillery SP)					
	1-3	4-6	7-10	11-14	15-18	19+
1	-	-	-	M	SM	M1
2	-	-	M	SM	M1	M2
3	-	M	SM	M1	M2	P-M2
4	M	SM	M1	M2	P-M2	X
5	SM	M1	M2	P-M2	X	X
6	M1	M2	P-M2	X	X	X

#### RESULTS:

-: No Effect

**M:** All units make a Morale Check

**SM:** Scatter and all units make a Morale Check

**M1:** All units make a Morale check with -1 DRM

**M2:** All units make a Morale check with -2 DRM




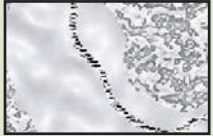
**P:** One unit in stack is Pinned (randomly determined) but remains in place

**X:** Reduce one full-strength infantry unit. All remaining units in the stack must also make a M1 morale check. If there are no full-strength infantry: apply a P-M2 result.

Column Shifts:	
Austro-German artillery firing on Turn 1	+ 1
Austrian I corps artillery	+ 1
Target is Village or Trench hex	- 1 *
Target is Town	- 2 *
Italian firing on turns 2-4	- 2

\* trench and village/town are not cumulative

Die Roll Modifier (all are cumulative):	
+1	For each unit in the target hex that has more than 4 Steps
+2	Austro-German artillery firing on Turn 1

TERRAIN DEFENSIVE VALUE for Preparatory Bombardment				
TERRAIN LEVEL	1	2	3	4
				
Ground defense	6	7	8	9
No man's land defense	5	6	8	9
Trench defense	7	8	9	9

#### LINES OF COMMUNICATIONS

Artillery OOC1 and OOC2 cannot bombard or support

##### 1) All combat units OOC1:

a) Attack at half strength (rounded up)

b) Movement Point halved (rounded up)

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

##### 2) All combat units OOC2:

a) Cannot attack and defend at half strength (rounded up)

b) Movement Point halved (rounded up)

c) Have No ZOC

#### STACKING



1 Regiment plus 3 Special Units or any number of Special Units. Only 1 Artillery.



1 Regiment plus 1 Special Unit. If Mountain Infantry, it can stack with 3 Special Units. Only one Artillery unit is allowed. None in "Terrain 4".

Special Units: MG coys, Engineers and Assault units.  
**HQ and markers do not count for Stacking.**  
 Only one Artillery unit is allowed in every stack, it can move only per roads/tracks.  
 No Artillery unit is allowed on "Terrain 4" rock exes.  
 Mountain units, Assault units, MG coys and Engineer units are allowed in "Terrain 4".

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## The Austro-German attack at Caporetto, October 1917

COMBAT TABLE ( Attacker / Defender )									
DR	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1 +
2	5-0	4-0	3-0	2-0	2-0	1-0	1-0	1-1	0-1
3	4-0	3-0	2-0	2-0	1-0	1-0	1-1	0-1	1-2
4	4-0	3-0	2-0	1-0	1-0	1-1	0-1	1-2	0-2
5	3-0	2-0	1-0	1-0	1-1	0-1	1-2	0-2	1-3
6	3-0	2-0	1-0	1-1	0-1	1-2	0-2	1-3	0-3
7	2-0	1-0	1-1	0-1	1-2	0-2	1-3	0-3	1-4
8	2-0	1-0	0-1	1-2	0-2	1-3	0-3	1-4	0-4
9	1-0	1-1	1-2	0-2	1-3	0-3	1-4	0-4	0-5
10	1-0	1-1	0-2	1-3	0-3	1-4	0-4	0-5	0-5
11	1-1	1-2	1-3	0-3	1-4	0-4	0-5	0-5	0-6
12	1-1	1-2	0-3	1-4	0-4	0-5	0-5	0-6	0-6

THE MAXIMUM NET DIE ROLL MODIFIER IS +/- 4

THE MAXIMUM NET COLUMN MODIFIER IS +/- 4

Attacks at odds of less than 1:3 (after column modifier are applied) are automatic 4/0. Attacks at odds of greater than 7:1 (after column modifier are applied) are resolved on the 7:1 column.

STRENGTH POINT MODIFIERS:	
Units attacking through Isonzo river *	Quartered
Units OOC1 attacking	Halved
Units OOC2 defending	Halved

The combat factors of all attacking units are added together and the total is halved (rounded up)  
 Units halved and quartered are quartered.  
 \* Exception: halved if an engineer is in the stack of the attacking unit(s)

DIE ROLL MODIFIERS:
+ MG modifier of one attacking unit (taking first loss)
- MG modifier of one defending unit (taking first loss if required)
+1 for each MG unit of the attacking player
- 1 for each MG unit of the defending player
+1 for each mountain rgt. attacking at level 3-4
- 1 for a mountain rgt. defending at level 3-4
+/- 1 for Rommel unit in attack or defense
+/- 1 for air support in attack or defense
+/- (SP) modifier for one div. HQ within two hexes from the attacked hex (one for the attacker and one for the defender)





COLUMN MODIFIERS:		
THE MAXIMUM NET COLUMN MODIFIER IS +/- 4		
Attack includes Assault units	+ 1	Right
All Attacks in the Preparatory Phase	+ 2	Right
Attack Vs defender in level 2/hill hex	-1	Left
Attack Vs defender in level 3/mountain hex	-2	Left
Attack Vs defender in level 4/rocky hex	-3	Left
<b>The following four are NOT cumulative. Choose the worst</b>		
Attack Vs defender in village hex	-1	Left
Attack against defender in town hex	-2	Left
Defender in trench hex (friendly trench)	-1	Left
50% Attacking SPs (or more) across stream hexside(s)	-1	Left

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## The Austro-German attack at Caporetto, October 1917

### - TABLE 3 - Morale Check

MORALE Check Table				
Die roll 2D6	Elite 	Veterans 	Normal 	Rookies 
2-3	FAILED	FAILED	FAILED	FAILED
4-5	PASSED	FAILED	FAILED	FAILED
6-7	PASSED	PASSED	FAILED	FAILED
8-9	PASSED	PASSED	PASSED	FAILED
10-11-12	PASSED	PASSED	PASSED	PASSED

Morale check means roll check (2d6 with DRM modifier), flipped units CAN have lower Morale values.

DIE ROLL MODIFIERS:	
DRM +1:	if in Village/ Town OR Own Trench (not cumulative)
DRM +1:	if stacked with an HQ of own Corps/Division
DRM -1:	if OOC1
DRM -1:	if PINNED
DRM -1:	if in Mountain/Rocky hex for No-Mountain units *
DRM -1:	if Engineers during task in No Man's Land / First Line trench hexes
DRM -2:	if infantry during task in in No Man's Land / First Line trench hexes
DRM -2:	any unit OOC2

**Clarification:** \*All here are mountain units: italian Alpini, Austrian Gebirgsbrigaden, German Gebirge.

<b>A) WHEN CHECKING MORALE AFTER A RESULT OF BARRAGE BOMBARDMENT:</b>
<ul style="list-style-type: none"> <li>1 - If MORALE CHECK IS PASSED the unit(s) remain in place.</li> <li>2 - If MORALE CHECK FAILS the unit(s) are immediately retreated executing a full movement RETREAT (a number of hexes equal to movement allowance) toward their own HQ Divisional (and beyond if necessary) or Corps HQ, and become PINNED.</li> </ul>
<b>B) WHEN AN UNIT ENTERS IN A NO MAN'S LAND OR TRENCH HEX AND THERE IS NO PASSAGE MARKER:</b>
<ul style="list-style-type: none"> <li>1 - IF MORALE CHECK IS PASSED put a PASSAGE MARKER in the hex, but any unit who operate a passage cannot attack in the same turn.</li> <li>2 - IF MORALE CHECK FAILS the unit retreat back in own trench and is PINNED.</li> </ul>
<b>C) WHEN CHECKING MORALE AFTER A COMBAT AND THERE IS A RETREAT OF MORE THAN ONE HEX OR THROUGH ENEMY ZOC:</b>
<ul style="list-style-type: none"> <li>1 - IF MORALE CHECK IS PASSED the unit(s) remain in place.</li> <li>2 - IF MORALE CHECK FAILS lose one step (only one unit of the stack) and all unit who fails become PINNED.</li> </ul>
<b>D) WHEN CHECKING MORALE FOR SURRENDER DURING THE MUTUAL TURN END PHASE:</b>
<ul style="list-style-type: none"> <li>1 - IF MORALE CHECK IS PASSED the unit(s) remain in place.</li> <li>2 - IF MORALE CHECK FAILS the unit surrender and is removed from game.</li> </ul>

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## The Austro-German attack at Caporetto, October 1917

- TABLE 4 -  
Terrain effects chart

TERRAIN EFFECTS CHART	Terrain effects: MOVEMENT		Terrain effects:	
	The basic cost to enter a Hex is 1 (one) Movement Point (MP). The actual cost to enter a given Hex may be more or less, depending upon the terrain in the Hex, on the hexside being crossed, and the unit type.		BOMBARDMENT	COMBAT
Terrain Type	MPs to Enter or Cross		Artillery Effect	Effect on Combat
Plain level 1	1 MP		No effect	No effect
Hill level 2	Infantry 2 MP	artillery ** only road/trail	No effect	-1 Column
Mountain level 3	Inf./Mt. 3/2 MP °	artillery only road/trail	-1 Column	-2 Column
Rocky level 4	Only Mt. Inf. 3 MP@	artillery not allowed	-2 Column	-3 Column
Main Road	1/2 MP		Other terrain in hex	Other terrain in hex
Trail	1 MP / 1/2 MP mountain infantry		Other terrain in hex	Other terrain in hex
Passage Marker (counter)	1 MP		No effect	Trench effect cancelled
Village	+1 MP to enter		-1 Column^	-1 Column^
Town	+1 MP to enter		-2 Column^	-2 Column^
Stream hexside	Infantry +1 MP to enter	artillery prohibited	No effect	-1 Column *
Pontoon bridge	Infantry +1 MP to enter	artillery prohibited	No effect	-1 Column *
Bridge hexside	+0 MP to enter		No effect	-1 Column *
Isonzo river	Infantry +3 MP to cross	artillery prohibited	No effect	1/2 attacking through
Friendly Trenches	Infantry 1 MP	artillery only road/trail	- 1 Column^	-1 Column^§
Enemy Trenches	Infantry 2 MP***	artillery only road/trail	- 1 Column^	Other terrain in hex
Enemy Zoc	+1 MP to leave		No effect	No effect

\* If 50% or more SP's are attacking through

\*\* Artillery units may always enter the first adjacent hex at level 2 using their full movement allowance

\*\*\* Morale Check after entrance the first time without Passage Marker (ONLY FIRST LINE TRENCH see 1.23). 1 MP if moving along the same enemy trench line

° 3 MP for other unit and 2 MP for Mountain Units and Assault units (LEVEL 3 only)

§ One less column if attacking also from an hex along the same trench line

^ Trench and Town/Village column modifier are not cumulative

@ Level 4 terrain allows presence of Mountain units, Assault units and Engineer units only, except for Trench hexes where normal infantry is allowed. Despite that normal infantry can always move, attack and advance after combat into an enemy trench in rocky hex.

BLOWING BRIDGE	
on turn 1:	1-2
on turn 2:	1-3
on turn 3:	1-4
on turn 4-10:	1-5

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# AUSTRO-HUNGARIAN and Set up GERMAN XIV ARMY

## The Austro-German attack at Caporetto, October 1917

Both player place their unit: first the Italians and then the Austro-Germans; if they have a free placement (-) must be placed inside their front line IN STACK OR WITHIN 3 HEXES FROM a unit of their Division/Corps.

UNIT	DIV	TYPE	HEX
<b>I Corps</b>	<b>Krauss</b>	<b>HQ</b>	<b>1614</b>
Artillery	I /	ART	1616
Engineers	I /	ENG	-
Pioneer 35	I /	ENG	-
Pioneer 35	I /	ENG	-
MG btg	I /	MG	-
MG btg	I /	MG	-
Von Alpenbach	I / 3	HQ	-
Artillery	I / 3	ART	1315
IR 59	I / 3	INF	1216
1-4 TJR	I / 3	INFB	1218
IR 14	I / 3	INF	1118
3 TJR	I / 3	INF	1417
Engineer	I / 3	ENG	-
MG Coy	I / 3	MG	-
TJR Sturm	I / 3	ASS	1317
Muller	I / Sch 22	HQ	-
Artillery	I / Sch 22	ART	1516
Engineers	I / Sch 22	ENG	-
MG Coy	I / Sch 22	INF	-
3 Sch.	I / Sch 22	INF	1517
26 Sch.	I / Sch 22	INF	1817
1 KSch.	I / Sch 22	INF	1617
2 Ksch.	I / Sch 22	INF	1717
Pr. Schwarzenberg	I / 55	HQ	-
Artillery	I / 55	INF	1910
MG Gebirg	I / 55	INF	2609
MG Coy	I / 55	INF	-
Engineers	I / 55	ENG	2310
IR 7	I / 55	INF	2409
BH 4	I / 55	INF	2015
BH 2	I / 55	INF	2809
Sturm 55	I / 55	BINF	2211
Von Wodkte	I / Jäger	HQ	-
Artillery	I / Jäger	ART	1711
MG Coy	I / Jäger	INF	1611
MG Coy	I / Jäger	INF	1612
Jäg 8	I / Jäger	INF	1613
Jäg 2	I / Jäger	INF	1611
Jäg 4	I / Jäger	INF	1612
<b>III corps</b>	<b>Stein</b>	<b>HQ</b>	<b>4003</b>
Artillery	III /	ART	3904
Engineer	III /	ENG	-
MG btg	III /	MG	-
STURM III	III /	ASS	4004
Gerabek	III / 50	HQ	-
Artillery	III / 50	ART	3503
MG Coy	III / 50	INF	-
Engineer	III / 50	ENG	-
3 gebirg A	III / 50	INFM	3105
3 gebirg B	III / 50	INFM	3205
15 gebirg	III / 50	INFM	3405
1 BH	III / 50	INF	3605
Lequis	III / 12	HQ	-
Artillery	III / 12	ART	3803
23 IR	III / 12	INF	3805
63 IR	III / 12	INF	3904
62 IR	III / 12	INF	3903
MG BTG	III / 12	INF	-
Engineers	III / 12	ENG	-

UNIT	DIV	TYPE	HEX
Engineers	III / 12	ENG	-
Von Tutschek	III / Alpenkorps	HQ	-
Artillery	III / Alpenkorps	ART	4201
Leib	III / Alpenkorps	INFM	4002
1 Jäger Bav	III / Alpenkorps	INFM	4001
2 Jäger Bav	III / Alpenkorps	INFM	4101
Württemberg	III / Alpenkorps	INFM	4102
Rommel	III / Alpenkorps	Leader	4102
MG Coy	III / Alpenkorps	INFM	-
Engineers	III / Alpenkorps	ENG	-
Von Seydel	III / 117	HQ	-
Artillery	III / 117	ART	3804
MG Coy	III / 117	INF	-
Engineers	III / 117	ENG	-
157 IR	III / 117	INF	3901
11 IR	III / 117	INF	3902
22 IR	III / 117	INF	3902
<b>LI Corps</b>	<b>Von Berrer</b>	<b>HQ</b>	<b>4402</b>
Artillery	LI /	ART	4503
Engineer	LI /	ENG	-
MG btg	LI /	MG	-
Sturm 51	LI /	ASS	4501
Von Hofacker	LI / 26	HQ	-
Artillery	LI / 26	ART	4203
119 gren.	LI / 26	INF	4203
125 IR	LI / 26	INF	4203
121 IR	LI / 26	INF	4202
MG Coy	LI / 26	INF	-
Engineers	LI / 26	ENG	-
Sturm	LI / 26	ASS	-
Von Below	LI / 200	HQ	-
Artillery	LI / 200	ART	4202
3 Jäg.	LI / 200	INF+1	4502
4 Jäg. Res	LI / 200	INF+1	4302
5 Jäg. Res	LI / 200	INF	4404
MG coy	LI / 200	INF	-
Engineers	LI / 200	ENG	-
Sturm	LI / 200	ASS	-
<b>XV Corps</b>	<b>Scotti</b>	<b>HQ</b>	<b>4804</b>
Artillery	XV /	ART	4804
Engineer	XV /	ENG	-
MG Coy	XV /	MG	-
Sturm	XV /	ASS	-
Metzger	XV / 1	HQ	-
Artillery	XV / 1	ART	4904
7 Gebirg A	XV / 1	INFM	4804
7 Gebirg B	XV / 1	INFM	4704
22 Gebirg A	XV / 1	INFM	5004
22 Gebirg B	XV / 1	INFM	4604
Engineers	XV / 1	ENG	-
MG geb Coy	XV / 1	INFM	-
Sturm	XV / 1	ASS	-
Von Wedel	XV / 5	HQ	-
Artillery	XV / 5	ART	4703
8 IR	XV / 5	INF	4701
12 Gren	XV / 5	INF	4702
52 IR	XV / 5	INF	4703
Engineers	XV / 5	ENG	-
MG Coy	XV / 5	INF	-
Sturm	XV / 5	ASS	-

SECOND EDITION

# Durchbruch



## ITALIAN II ARMY

## Set up

### The Austro-German attack at Caporetto, October 1917

Both player place their unit: first the Italians and then the Austro-Germans; if they have a free placement (-) must be placed inside their front line IN STACK OR WITHIN 3 HEXES FROM a unit of their Division/Corps.

UNIT	DIV	TYPE	HEX
<b>IV Corps</b>	<b>Cavaciocchi</b>	<b>HQ</b>	<b>2922</b>
Artillery	IV	ART	2922
Engineer	IV	ENG	-
MG Coy	IV	MG	-
VII G.Alpini	IV	INF	2729
Arrighi	IV / 50	HQ	1823
Artillery	IV / 50	ART	1720
87 Friuli	IV / 50	INF	1619
88 Friuli	IV / 50	INF	1819
280 Foggia	IV / 50	INF	2025
II G.Alpini	IV / 50	INF	1924
Gr.Rombon	IV / 50	INF	1119
MG Coy	IV / 50	MG	-
Engineer	IV / 50	ENG	-
Farisoglio	IV / 43	HQ	2713
Artillery	IV / 43	ART	2714
97 Genova	IV / 43	INF	2212
98 Genova	IV / 43	INF	2410
223 Etna	IV / 43	INF	2709
V G.Alpini	IV / 43	INF	2913
IX BERS	IV / 43	INF	2713
MG Coy	IV / 43	INF	-
MG Coy	IV / 43	INF	-
Engineer	IV / 43	ENG	-
Engineer	IV / 43	ENG	-
Arditi	IV / 43	ASS	-
Amadei	IV / 46	HQ	3608
Artillery	IV / 46	ART	3608
II BERS	IV / 46	INF	3110
147 Caltan.	IV / 46	INF	3406
148 Caltan.	IV / 46	INF	3206
155 Aless.	IV / 46	INF	3606
156 Aless.	IV / 46	INF	3806
224 Etna	IV / 46	INF	3006
MG Coy	IV / 46	INF	-
MG Coy	IV / 46	INF	-
Basso	IV / 34	HQ	3017
Artillery res	IV / 34	RES	3017
281 Foggia	IV / 34	RES	3114
282 Foggia	IV / 34	RES	3015
271 Potenza	IV / 34	RES	2729
272 Potenza	IV / 34	RES	2829
273 Potenza	IV / 34	RES	2928
Argentera	IV / 34	RES	2323
Mondovì	IV / 34	RES	2218
<b>XXVII Corps</b>	<b>Badoglio</b>	<b>HQ</b>	<b>4408</b>
Artillery	XXVII	ART	4609
Engineer	XXVII	ENG	-
MG COY	XXVII	MG	-
71 Puglie	XXVII	INF	27-10/4609
72 Puglie	XXVII	INF	4810
Villani	XXVII / 19	HQ	4308
19 Artillery	XXVII / 19	ART	4208
207 Taro	XXVII / 19	INF	27-10/4005
208 Taro	XXVII / 19	INF	27-10/4204
125 Spezia	XXVII / 19	INF	27-10/4405
126 Spezia	XXVII / 19	INF	27-10/4305
X G.Alpini	XXVII / 19	INF	4806
Engineers	XXVII / 19	ENG	-
MG Coy	XXVII / 19	MG	-
MG Coy	XXVII / 19	MG	-

UNIT	DIV	TYPE	HEX
75 Napoli	XXVII / 19	INF	4009
76 Napoli	XXVII / 19	INF	3910
Coffaro	XXVII / 65	HQ	4915
65 Artillery	XXVII / 65	ART	4915
Engineers	XXVII / 65	ENG	-
MG Coy	XXVII / 65	MG	-
274 Belluno	XXVII / 65	INF	4915
275 Belluno	XXVII / 65	INF	4916
<b>VII Corps</b>	<b>Bongiovanni</b>	<b>HQ</b>	<b>4417</b>
Artillery	VII	ART	4417
MG Coy	VII	INF	-
Engineers	VII	ENG	-
127 Firenze	VII	RES	4413
128 Firenze	VII	RES	4414
Viora	VII / 62	HQ	4017
Artillery	VII / 62	ART	4017
89 Salerno	VII / 62	INF	3620
90 Salerno	VII / 62	INF	3718
14 Bers.	VII / 62	INF	4017
20 Bers.	VII / 62	INF	3714
12 Bers.	VII / 62	INF	5514
6 Bers.	VII / 62	INF	5615
MG Coy	VII / 62	INF	-
MG Coy	VII / 62	INF	-
Negri di Lamporo	VII / 3	HQ	4311
Artillery	VII / 3	ART	4512
261 Elba	VII / 3	INF	4412
262 Elba	VII / 3	INF	4311
213 Arno	VII / 3	INF	4013
214 Arno	VII / 3	INF	4110
4 Bers	VII / 3	INF	5414
21 Bers	VII / 3	INF	5313
Engineers	VII / 3	ENG	-
MG Coy	VII / 3	INF	-
Engineers	VII / 3	ENG	-
MG Coy	VII / 3	INF	-
<b>XXVIII Corps</b>	<b>Saporiti</b>	<b>HQ</b>	<b>25-10/5430</b>
Artillery	XXVIII	ART	25-10/5430
Engineers	XXVIII	ENG	25-10/5430
MG Coy	XXVIII	MG	25-10/5430
Tagliaferri	XXVIII / 25	HQ	25-10/5430
Artillery 25	XXVIII / 25	ART	27-10/3430
221 Jonio	XXVIII / 25	INF	25-10/5430
222 Jonio	XXVIII / 25	INF	25-10/5430
247 Girgenti	XXVIII / 25	INF	27-10/3430
248 Girgenti	XXVIII / 25	INF	27-10/3430
47 Ferrara	XXVIII / 25	INF	27-10/3430
48 Ferrara	XXVIII / 25	INF	27-10/3430
Engineers	XXVIII / 25	ENG	27-10/3430
MG Coy	XXVIII / 25	INF	27-10/3430
Gonzaga	XXVIII / 53	HQ	25-10/5430
Artillery 53	XXVIII / 53	RES	26-10/5430
277 Vicenza	XXVIII / 53	RES	25-10/5430
278 Vicenza	XXVIII / 53	RES	25-10/5430
279 Vicenza	XXVIII / 53	RES	25-10/5430
251 Massa	XXVIII / 53	RES	26-10/5430
252 Massa	XXVIII / 53	RES	26-10/5430
MG Coy	XXVIII / 53	RES	26-10/5430
MG Coy	XXVIII / 53	RES	26-10/5430
Arditi	XXVIII / 53	RES	26-10/5430
Engineers	XXVIII / 53	RES	26-10/5430