

The Arditi in the Great War

Fiamme d'assalto

A game of *Gottardo Zancani*



GAME: Fiamme d'assalto

1. GAME COMPONENTS	8. PHASE 1: NO MAN'S LAND	10. VETERANS
2. ARDITI UNITS	8.1. Command Points – CP (Punti Comando)	11. MISSIONS
3. ATTRIBUTE TEST	8.2. Unit Selection	Mission 1 - Training 11
4. WOUNDS	8.3. Resolving the “No Man’s Land” Card	Mission 2 - Assault 11
5. BOLDNESS POINTS (PUNTI ARDIMENTO)	9. PHASE 2: ENEMY TRENCH	Mission 3 - Counterattack 11
6. GAME SETUP	9.1. Command Points	Mission 4 - Without Respite 11
7. GAME OVERVIEW	9.2. Unit Selection	Mission 5 - Assault on the Support Trench 11
	9.3. Resolving the “Trench” Card	12. COOPERATIVE GAME
		13. CREDITS

Fiamme d'assalto is a solitaire game that allows you to recreate the assaults on Austro-Hungarian trenches by the Arditi between 1917 and 1918.

1. GAME COMPONENTS

- The game includes:
- This rulebook
 - 1 A4 game board (double-sided)
 - 2 A4 sheets of cards to cut out
 - 31 Counters
- At least three six-sided dice are also required for play (not included).

A translation of the events described on the cards is available on the website (www.parabellum-magazine.com) in downloads.

2. ARDITI UNITS

Each of the five Arditi Units on board A represents a pair of Arditi (operating in pairs was one of the innovations introduced by the Italian Army in forming the new Corps). Each Unit has four attributes: Agilità (Agility), Combattimento (Combat), Coraggio (Courage), and Riflessi (Reflexes), represented by a number between 2 and 5. Each Unit also has an identifying number in the upper left corner used for the random selection of units.

★

1

Michele Bassi

Vincenzo Grisanti

AGILITÀ

3

COMBATT.

3

CORAGGIO

4

RIFLESSI

3

3. ATTRIBUTE TEST

During the game units will need to perform Attribute Tests: these tests are indicated by the presence of the text ATTRIBUTE NAME (DIFFICULTY) on a card.

Example: CORAGGIO (7) represents a test of the COURAGE attribute with a difficulty equal to 7. To pass a test, you must roll a die, add the value of the active unit's attribute, and compare it to the test's difficulty: if the total is equal to or higher, the test is passed; otherwise, the test is failed.

Following a failed test, the active unit suffers a wound.

4. WOUNDS

The first time a unit is wounded, place a "wound" counter on the corresponding box on the side with a single cross: there are no effects associated with the first wound. If a unit suffers a second wound, flip the counter: from now on, every attribute test will suffer a -1 modifier.



If a unit suffers a third wound, it is eliminated from the game.

5. BOLDNESS POINTS (PUNTI ARDIMENTO)

The Punti Ardimento table on the board is used to keep track of the Boldness Points available to the player (these points represent the squad's cohesion and the support of other Arditi squads). At any time during the game, it is possible to spend one Boldness Point to re-roll a die (exception: die rolls for enemy combat cannot be re-rolled).



6. GAME SETUP

- Place a Grenade counter with the number "4" visible on top on each Arditi Unit on the board.
- Shuffle the "No Man's Land" (Terra di nessuno) cards and place the deck face down on the table.
- Choose one of the missions (see chapter 11 later).
- Shuffle the "Trench" (Trincea) cards: divide the deck into two roughly equal parts. Take one random "Objective" (Obiettivo) card and

shuffle it into one of the two piles. Place the second pile on top of the one containing the objective.

- Place the "Boldness" counter on the four on the Punti Ardimento table on the board.

Punti Ardimento

0

1

2

3

- Place the "Enemy" counters in an opaque container (they will be drawn randomly during the game).

7. GAME OVERVIEW

A game consists of two phases:

- **No Man's Land:** In this phase, the units must advance across no man's land to reach the enemy positions.
- **Enemy Trenches:** In this second phase, the units move through the enemy trenches towards the objective established by the mission.

8. PHASE 1: NO MAN'S LAND

The sequence of play in this phase is as follows:

- 1) A new "No Man's Land" (NML) card is drawn from the deck and placed face up on the table.
- 2) The available Command Points (CP) for this phase are generated; CP are used immediately.
- 3) Unit Selection.
- 4) If five NML cards have been turned over, proceed to the Trenches phase; otherwise, start a new sequence from step 1.



8.1. Command Points – CP (Punti Comando)

Roll 3 dice: discard results of "1" or "2". Each result of 3 or more provides one Command Point (CP). It is now possible to spend CP as follows:

- 1 CP:** Used as a modifier for a die roll. Place a CP counter on the NML card (max 1 per card).
- 2 CP:** Gain one Boldness Point (max 4 points total).

2 CP: Select a Unit for the NML card resolution phase.
Unused CP are lost at the end of the turn.

8.2. Unit Selection

By spending 2 CP, you can select the active unit for this phase; otherwise, you must roll a die: the roll result indicates the identifier of the unit to be selected. If the corresponding unit is not in play, you can choose one of the available units.

8.3. Resolving the “No Man’s Land” Card

Fuoco nemico



Coraggio **7**

Se il test ha successo
guadagna un PC da poter
utilizzare nelle trincee

Terra di Nessuno

Resolve the test present on the card: a CP counter placed on the card provides a positive modifier of +1 to the test.

The “Sniper” card does not require a test: instead, you must roll a die, and if the result is equal to or higher than the value on the card, the active unit suffers a wound. There are no modifiers to this die roll.

Some NML cards allow you to gain CP that can be used in the trench phase: use the CP counters to track these points.

During the Trench Phase, any CP counters can be used in addition to the CP generated by the die roll. Once used, these CP are discarded.

9. PHASE 2: ENEMY TRENCH

The sequence of play in this phase is as follows:

- 1) Generate the available Command Points (CP) for this phase.
- 2) Draw a new “Trench” card from the deck and place it face up.
Exception: If the Objective card is already on the table, do not draw cards.
- 3) Determine the, the card’s event (if one is present).
- 4) Spend available CP.
- 5) Select the active unit.
- 6) Determine the presence of enemy forces.
- 7) Resolve thee effect of grenades.
- 8) Resolve Enemy Fire.
- 9) Resolve Close Combatd.

10) If the last card turned over was the Objective card and it has been discarded, the mission is complete; otherwise, start a new sequence from step 1.

9.1. Command Points

Roll 3 dice: discard results of “1” or “2”. Each result of 3 or more provides one Command Point (CP). CP can be spent during the phase as follows:

- 1 PC:** Used as a modifier for a die roll.
Place a CP counter on the Trench card (max 1).
- 1PC:** A Unit can pass a Grenade to another Unit.
- 1 PC:** Throw a bomb. Place a Grenade counter on the Trench card (max 1).
- 2 PC:** Gain one Boldness Point (max 4 points).
- 2 PC:** Select a Unit for the Trench card resolution phase.
- 2 PC:** Flip the “Submachine Guns” card.

Unused CP are lost at the end of the turn.

9.2. Unit Selection

By spending 2 CP, you can select the active unit for this phase; otherwise, you must roll a die: the roll result indicates the identifier of the unit to be selected. If the corresponding unit is not in play, you can choose one of the available units.



9.3. Resolving the “Trench” Card

Resolve the attribute test indicated on the card (if present): a CP counter placed on the card provides a positive modifier of +1 to the test.



9.3.1. Enemy Forces

Enemy forces are represented by counters that show only the close combat value on the back (on a black background) and also the fire factor on the front (on a red background). The back represents a suppressed unit and therefore has a lower close combat value.



Roll a die and consult the table on the active Trench card: draw the indicated number of enemy units and place the counters face up (with the fire factor visible) in the Enemy Forces box on the board in the order they were drawn.

9.3.2. Use of Grenades

Each unit starts the mission with 4 hand grenades: by spending 1 CP, you can use one of the available grenades to suppress (and potentially eliminate) enemy forces. Reduce the number of grenades by rotating the counter on the active unit (flip the counter if necessary) and roll three dice:

- A result of “1” represents an ineffective throw.
- Each result between “2” and “5” achieves one Suppression point: flip the first enemy counter from front to back. If all enemy counters are already flipped, ignore this result.
- Each result of “6” eliminates one enemy: remove the first counter placed face up (if it is not possible to remove the first counter, remove the next available one).

9.3.3. Enemy Fire

If there are enemy units in play, for each face-up counter (with the fire factor visible), roll one die. If the result is greater than or equal to the fire factor, the active unit suffers a wound. If the current Trench card contains a fire factor (white number in a red square), you must roll one

additional die, following the same procedure described for enemy units.

9.3.4. Close Combat

If there are enemy units in play, proceed now with combat following the sequence below:

- 1) Roll one die and add the result to the active unit’s Combat attribute.
- 2) Roll a second die and add the Close Combat points of the first enemy
 - If the value obtained by the active unit (point 1) is less than or equal to that obtained by the enemy, the active unit suffers a wound.
 - If the value obtained by the active unit is greater than that obtained by the enemy, the enemy unit is discarded.
- 3) If there are no more enemies, the combat is over and the card is discarded; otherwise, start a new round of combat from point 1. If the current card was the Objective, the Mission is over.

If the active unit is eliminated, the combat ends immediately and the current Trench card is discarded. If the current card was the Objective, the card is *not* discarded.

All enemy counters return to the opaque container at the end of combat.

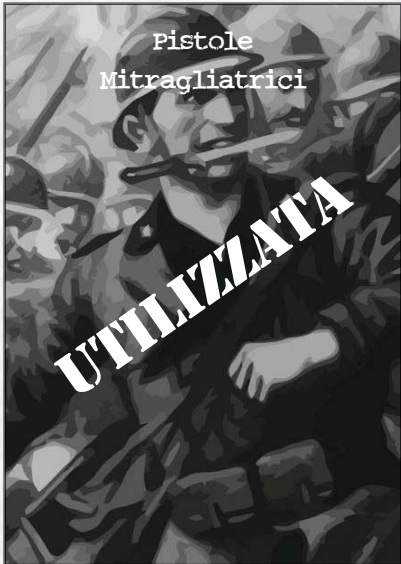
9.3.5. Submachine Guns (Pistole Mitragliatrici - PM)



The Submachine Gun (PM) unit represents a squad of Arditi, armed with SMGs, which provided support to the assault troops.

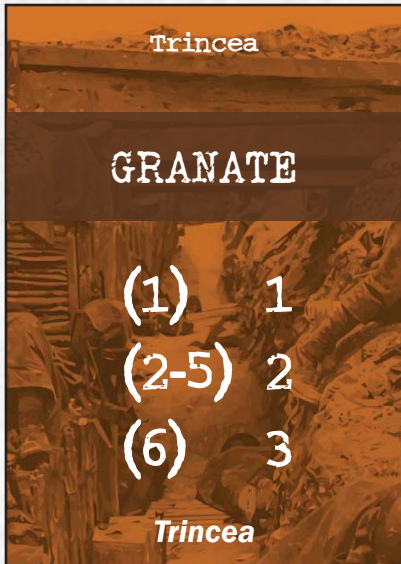


At any time during the Enemy Trenches phase, before determining enemy forces, it is possible to use the SMG unit: in this case, roll one die and consult the table on the card to obtain additional Suppression points for the current Trench card. As with Grenades, each Suppression point allows you to flip the first enemy counter from front to back. Once used, place a Used (Utilizzata) card on the SMG unit. To remove this card, you must spend 2 Command Points, making the unit usable again.



9.3.6. Special Trench Cards

Two Trench cards require an additional step at the end of combat. GRANATE. If the Trench card contains the text “GRANATE”, at the end of combat the active unit can roll a die and recover a number of Grenades equal to half the result obtained (rounded up).



DIFESA. The active unit must be left to defend the current position and is therefore removed from the game.

Exception: If only one Unit remains available, the Submachine Guns card must be discarded.

10. VETERANS

A unit that has completed two Missions can increase one of its attributes by one point. Place a matching “Veteran” counter on the attribute as a reminder.



11. MISSIONS

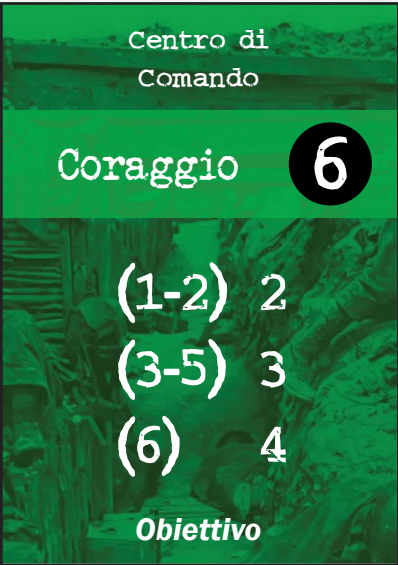
Mission 1 - Training

Objective: None.

In this mission, no Objective cards are used: the Trench cards are shuffled to form a deck, and the mission ends when the fifth Trench card has been drawn.

Mission 2 - Assault

Objective: Choose one Objective card at random.



Mission 3 - Counterattack

Objective: None.

In this mission, the No Man’s Land phase is not played. No Objective cards are used: the Trench cards are shuffled to form a deck and three cards are discarded. The mission ends when the last Trench card has been drawn.

When determining enemy forces, apply a +1 modifier to the die roll. On a result of “7”, add to the enemy forces one unit that cannot be suppressed or eliminated by bombs or SMGs.

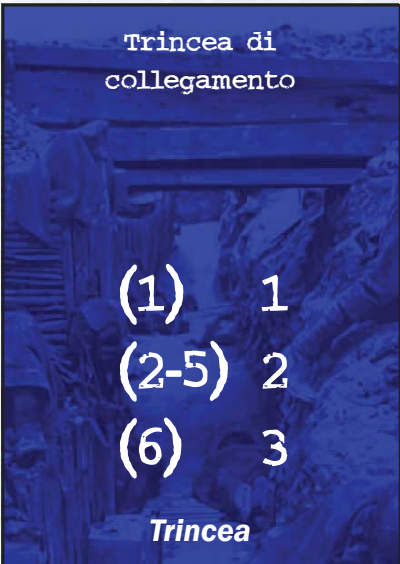
Mission 4 - Without Respite

Objective: Choose one Objective card at random.

The “Submachine Guns” unit is not available in this mission.

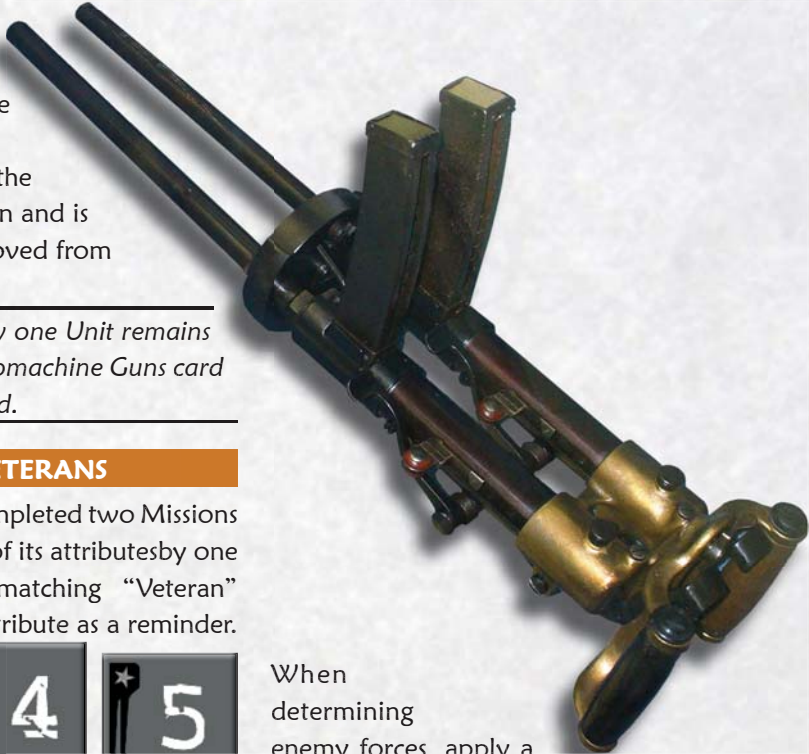
Mission 5 - Assault on the Support Trench

First Objective: Communication Trench.



Use the “Communication Trench” (Trincea di Collegamento) card as the first objective: once this card is reached, proceed as follows:

- ➡ Reshuffle all Trench cards.
- ➡ Take 8 Trench cards.



- ➔ Choose one Objective card at random.
- ➔ Shuffle the Objective card with the 8 Trench cards.
- ➔ Start a new “Enemy Trenches” phase using the new deck of Trench cards.

12. COOPERATIVE GAME

The cooperative game allows two players to participate in the battle. In this mode, use board B. Each player takes command of two units (identified 1 and 2), each with 4 bombs, and one SMG unit.

Ignore all references to SMGs in the basic rules in this mode. The SMG cards are now considered Units in all respects (and therefore can be selected and/or suffer wounds). The SMGs have a special FIRE attribute represented by two values. To use this attribute, you must spend 1 CP: at this point, roll two dice, one for each FIRE value, and if the values obtained are equal to or greater than the attribute, you get one suppression point, usable as in the basic rules. A player can use their own SMG to provide support to the other player.

Pistole Mitragliatrici		★
AGILITÀ	3	
COMBATT.	1	
CORAGGIO	3	
FUOCO	4	5

The sequence of play remains the same as in the solitaire game, with these differences:

- ➔ **Command Points.** Each player rolls two dice to generate their own command points: the generated CP are used by each player autonomously, but it is possible to collaborate to obtain a boldness Point (e.g., pool CP).
- ➔ When a card (NML or Trench) is drawn, a player can decide to select one of their own units by spending 1 CP (instead of 2). Otherwise, one of the players must choose to act on the turn: the unit to activate from that player's units is chosen randomly by rolling a die and choosing unit “1” if the result is odd or unit “2” if it is even.

13. CREDITS

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