

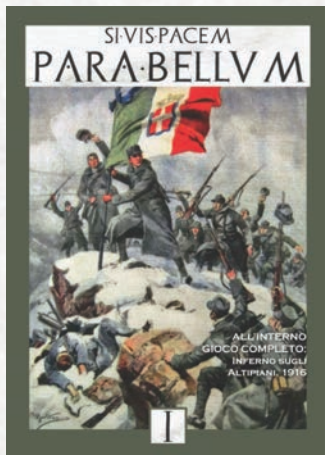
Scenario for: Inferno sugli Altipiani

Valsugana 1916

The Austro-Hungarian diversion attack

by Andrea Brusati

The Austro-Hungarian operations in Valsugana were intended as diversions. They had to attract part of the Italian reserves in Valsugana, preventing them from going to the Asiago plateau. The goal was partially achieved, given that the Campania Brigade was sent to stabilize the situation in Valsugana. In addition, the Austro-Hungarians managed to trace the 2nd Mountain Brigade over the northern edge of the Asiago plateau, supporting the offensive in that sector.



Set up

The set up is indicated on the counters.

Austro-Hungarian Reinforcements

Game Turn 2

8^a Brigata Gebirgs. – 2400

Game Turn 4

2^a Brigata Gebirgs. – 2400

Italian Reinforcements

Game Turn 2

Brigata Venezia – 3901V

Game Turn 4

Brigata Campania* – 3901V

Ragg. Alpini * - 3404V

*: If there are no Italian units on the Valsugana map to the west of the 34xx column.

Special rules

The counters of Valsugana (They have an purple dot beside the set up hex) and those of IsA must remain on their respective maps, but the players can transfer a Brigade (only) from the Valsugana map to the IsA map, or vice versa (but not both).

1. The Austro-Hungarian player may decide to entered on the Map of the Valsugana the Brigade in question between those entering the hex in 2001 in IsA, in the same turn as it would enter IsA.
2. The Italian player can enter the Campania Brigade in 3906 or 3908 of the IsA. Alternatively, the Italian player may enter any incoming Brigade from 3906 or 3908 on the Valsugana Map in hex 3901V in the same turn he enters into IsA.

Special Rules for the First Game Turn

During Game Turn 1, all Italian units attacked are considered "Attacked on the Flank".

Game Turn 1 begins with the Austro-Hungarian Combat Phase (the Supply Phase and the Austro-Hungarian Movement Phase are skipped).

Map

Use Inferno sugli Altipiani and Valsugana maps.

Duration of the Scenario

The same as Inferno sugli Altipiani.

Victory Conditions

The levels are changed as follows:

0-34 VP: Italian Strategic Victory

35-39 VP: Italian Marginal Victory

40-45 VP: Draw

46-50: Austro-Hungarian Marginal Victory

51+ VP: Austro-Hungarian Strategic Victory

