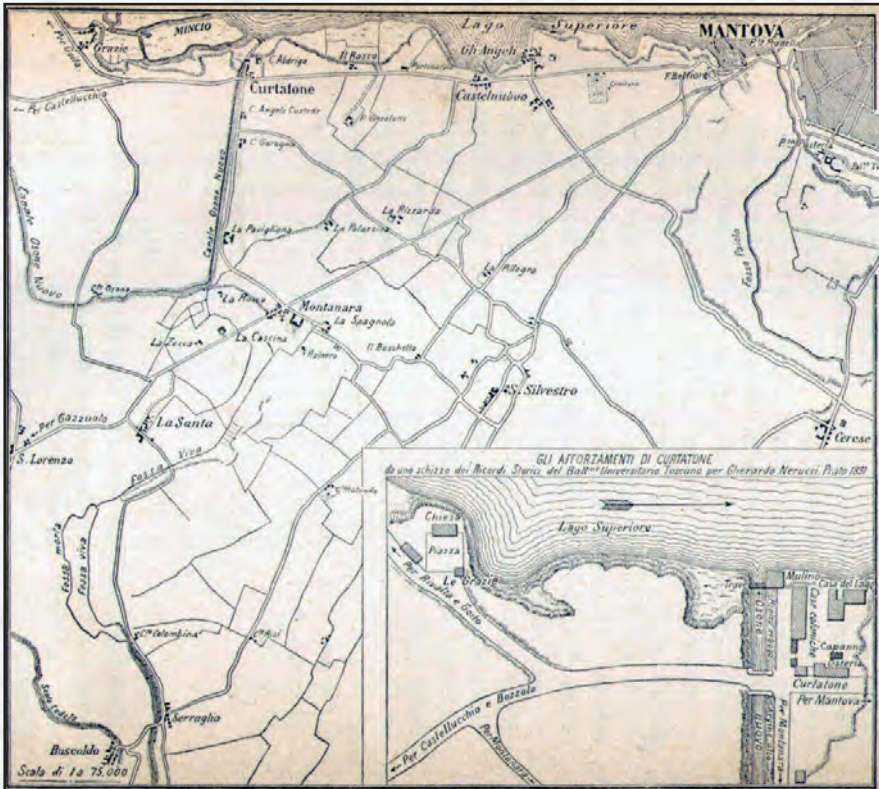


Scenario for: Goito 1848, Una vittoria inutile

Curtatone e Montanara

May 29, 1848

by Andrea Brusati



This is an introductory scenario, useful for learning the rules, but not particularly interesting for the Italian player.

DURATION

The battle starts at 9am and ends at 5pm.

SPECIAL RULES

Reinforcements

All Austro-Hungarian units enter as reinforcements from 3803 or 3804. Activate Formations normally as if they were in the hex immediately off the map.

Formations enter from the map edge on the indicated turn. Units enter as a column, and their MA is reduced by the cost of one hex (1 MA or less if in Column Movement) for each unit in the column after the first. Units can enter by Column Movement, normal movement (or a combination of these).

Formations entering the map activate automatically, without a die roll.

Independent Units

There is no limit to the number of Independent units a Formation can activate. However, each unit can only be activated once per turn.

TERRAIN

On the battlefields of the Risorgimento different types of terrain influenced maneuvering and combat.



River

The Osone is impassable to all units, except across a bridge but only if the unit crossing it (during a movement or combat) is in Column Movement.



Barricades

Units behind the barricades never run out of ammunition. They fire freely.



Crossing a barricade requires a cohesion check if you don't use a road.

The Movement in col. Allows Artillery and Cavalry to cross Barricades.

VICTORY CONDITIONS

- ➔ The Austrian player wins if he conquers hexes 2404 and 2609.
- ➔ It's a draw if only one wins.
- ➔ Italian victory if it conquers none.



SCENARIO