

Scenario for: Goito 1848, Una vittoria inutile

Santa Lucia

May 6, 1848

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DURATION

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

On the first turn of the game the initiative automatically goes to Piedmont and the Austrians have halved movement capacity.

INITIAL PLACEMENT

See Table.

SPECIAL RULES

Reinforcements

All Italian units enter as reinforcements. Activate the 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 the 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 may enter by Column Movement, or by normal movement (or a combination of these).



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

Austro-Hungarian Reserves

The Austro-Hungarian player may decide to recall his reserves from Verona, making them enter as reinforcements in groups of 4 units, chosen from those available, and awarding one Victory Point for each group. The reserves appear in any "gate" hex of Verona (0911, 1113, 1215).

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.

Low walls



Frequent lines of piled stones (marogne), parallel to the Austrian defensive front, constituted a further

obstacle for the attackers.

Entrenched camps

Units in Fortified Camps never run out of ammunition. They fire freely.

Charge

The ground, covered with trees and rows of vines, greatly hindered movement and prevented the cavalry from charging.

VICTORY CONDITIONS

Before the game begins, the Piedmontese player secretly chooses and writes down three objectives from the following: Chievo, Croce Bianca, San Massimo, Santa Lucia, and Tomba. Each objective completely occupied by Italian troops is worth 1 Victory Point.

Victory Points can also be awarded from the entry of Austro-Hungarian Reserves (see above).

➔ The Italian player wins if he gets 3 Victory Points.

➔ The match is a draw if you get 2.

➔ otherwise the Austro-Hungarian player wins.

