

SCENARIO 6: VALSUGANA

Scenario length: 6 Turns, starting on May 15th, and ending at the end of May 20th.

Scenario Map area: Only the Valsugana map is used. The orange line separates the Valsugana zone from the Strafexpedition zone. Consider every hex in the Strafexpedition zone as being impassable.

Victory Conditions: The Austro-Hungarian player wins if he reaches at least 3 Victory Points. The Italian player wins if the Austro-Hungarian player reaches 1 VPs or less. Any other result is a Draw. If the Italian player controls hex 5531 at the end of any Game Turn, he immediately wins the Scenario.

Set Up and Special Rules: Italian Artillery units must be placed in "fire" mode behind the frontline, so as to be able to fire at the first 2 hexes behind the Austro-Hungarian frontline. Italian Artillery units cannot change mode on Turn 1. The Austro-Hungarian player can place his units anywhere behind his frontline.

Events: No events take place during Game Turn 1.

Logistic Points: The Italians start the scenario with 0 Logistics Points. The Austro-Hungarians begin the scenario with 10 Logistics Points.

ITALIAN SET UP

- 31° Rgt (I, II, III) and 32° Rgt (I, II, III) Siena Brigade: along the Italian frontline between hexes 5437 and 5938

- 221° Rgt (I, II, III) and 222° Rgt (I, II, III) Ionio Brigade: along the Italian frontline between hexes 6039 and 6541

- 1 x Alpini 4-2-6 (Intra): along the Italian frontline between hexes 6642 and 6844

- 1 x Alpini 4-2-6 (Feltre): along the Italian frontline between hexes 6944 and 6947

- Artillery of 15° Division:

5 x Mountain Artillery units

5 x Field Artillery units

Behind the Italian frontline, but following the set up rules mentioned above

ITALIAN TRENCHES:

Level 1:	8 Trench Level 1 markers to set up anywhere on Italian front line units.
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AUSTRO-HUNGARIAN SET UP

- XVII Corps:

181th Infantry Bde (III/37, 164L, 165L, SK2, IV/2): along the Austro-Hungarian frontline between hexes 5435 and 5837 (inclusive).

1th Gebirgs Bde (I/1, IV/4, I/51, I/63, I/102): along the Austro-Hungarian frontline between hexes 5937 and 6239 (inclusive).

13th Gebirgs Bde (I/22, II/22, III/22, III/64, III/4Bh): along the Austro-Hungarian frontline between hexes 6339 and 6840 (inclusive).

- XVII Corps Artillery:

6 x Mountain Artillery units

1 x Field Artillery units

Set up behind the Austro-Hungarian frontline and XVII Corps units mentioned above

AUSTRO-HUNGARIAN TRENCHES:

All of the hexes along the Austro-Hungarian frontline are considered to be Level 1 trenches. If the trench should be destroyed, use a blank marker to represent this (very unlikely situation...).

ITALIAN REINFORCEMENTS

May 16: 83° Rgt (I, II, III) and 84° Rgt (I, II, III), Venezia Brigade: hex 5570
1 Logistics Point (on Valsugana map)

May 17: If no Italian unit is west of xx54 hex row:
2 x Alpini (V. Cismon, V. Brenta) and
1 x RGF 2-0-6: 7252
1 Logistics Point (on Valsugana map)

May 18: 2 Logistics Points (on Valsugana map)

May 19: If no Italian unit is west of xx54 hex row:
135° Rgt (I, II, III) and 136° Rgt (I, II, III), Campania Brigade: 5570
2 Logistics Points (on Valsugana map)

May 20: 2 Logistics Points (on Valsugana map)

AUSTRO-HUNGARIAN REINFORCEMENTS

May 15: 8th Gebirgs Bde (IV/24, III/35, III/85, IV/58, FJB/5Bh): Enter on hex 5531, but they may be Activated only from the subsequent turn.

May 16: 5 Logistics Points (on Valsugana map)

May 17: 5 Logistics Points (on Valsugana map)

May 18: 5 Logistics Points (on Valsugana map)

May 19: 2nd Gebirgs Bde (70, 76, 101, Fjb, 8): 5531
5 Logistics Points (on Valsugana map)

May 20: 5 Logistics Points (on Valsugana map)

SCENARIO 7: CAMPAIGN WITH VALSUGANA

Introduction: The AH operations in Valsugana were intended as diversionary. They had to attract in Valsugana Italian reserve preventing them to reinforce the Asiago Plateau. The aim was reached, as Campania Brigade was diverted there.

In the Campaign Game, the AH player can change a little the effort level in Valsugana, affecting the Italian reaction (see Special Rules).

Scenario Length: 20+ Turns, it starts on May 15th and ends as per rule 22.0.

Scenario Map area: Both Strafexpedition maps and Valsugana map are used.

Victory Conditions: The Austro-Hungarian player wins if he reaches at least **125** Victory Points. The Italian player wins if the Austro-Hungarian player reaches **90** VPs or less. Any other result is a Draw.

Set Up and Reinforcements: as in Scenarios 5 and 6 (Exception: the 2nd Gebirgs Bde enters, as in Scenario 6, in Valsugana; disregard instructions for it in Scenario 5)

Special Rules: In addition to the Campaign game rules. Valsugana is a separate operative zone, north of the orange line. Logistic Points must be kept separated on Valsugana and Strafexpedition zones (use a different, spare marker for this). They are received, stocked, and used on their own zone only.

Logistic Points received as reinforcements (only) on one operative zone can be diverted to the other.

For Every 2 Logistic Points the AH player divert from/to the Valsugana to/from the Strafexpedition front, the Italian player can divert 1 Logistic Point (rounding up) in the same direction, **immediately following the AH player declaration. If the Italian player does not exert his option, he loses his opportunity once for all.**

Italian units in Valsugana zone cannot move out of it, as well units on Strafexpedition zone cannot enter Valsugana zone.

The Austro-Hungarian player can move **one** brigade (only) between the Valsugana and the Strafexpedition zone or vice-versa (but not both in the same Campaign game), by normal movement rules, but once it happens, the process cannot be reversed (i.e. two brigades cannot exchange the zone of operations).

If at the beginning of May 19th Game Turn no Italian unit is west of xx54 hex row in Valsugana, the Italian player can receive the Campania Brigade at Valstagna (2872) on May 21st, otherwise it will arrive as planned in Valsugana (**this condition replace the Scenario 6 entry condition**).

See Special Rules of Scenario 5 about the Asiago sector.

Events: No events take place during Game Turn 1.

Logistic Points: The Italian player starts the scenario with 0 Logistics Points. The Austro-Hungarian player begins the scenario with 50 Logistics Points on Strafexpedition maps and with 10 LP on the Valsugana map.

La Valsugana

(Very famous Italian Alpine song, anonymous author)

Quando anderemo fora,
fora de la Valsugana.

Quando anderemo fora,
fora de la Valsugana.

E a ritrovar la mama,
a veder come la sta.

E a ritrovar la mama,
a veder, come, come la sta.

2La mama la sta bene,
il papà l'è ammalato.

La mama la sta bene,
il papà l'è ammalato.

Il mio bel partì soldato,
chi sa quando tornerà.

Il mio bel partì soldato,
chi sa quando mai ritornerà.

3Tuti i me dis che lu 'l s'è
zercà zà n'altra morosa.

Tuti i me dis che lu 'l s'è
zercà zà n'altra morosa.

L'è 'na storia dolorosa
che mi credere non so.

L'è 'na storia dolorosa
che mi cre, mi credere non so.

4Mi no la credo, ma se
'l fussa propi, propi vera.

Mi no la credo, ma se
'l fussa propi, propi vera,

biondo o moro ancor stasera
'n altro merlo troverò.

Biondo o moro ancor stasera
'n altro merlo, mi me troverò!