

Postcard Battles

Monte San Gabriele
4th September 1917

Turn

First
Trench
Line

Second
Trench
Line

Peak S. Gabriele
altitude 646

Assault ? Italians ? Austro-Hungarian

dice — 1-2 — 3-5 — 6 —

losses 1 0 1 1 0 1

Modifiers

+2 Flamethrower
-2 against FORT
-1 if Italian STRENGTH ≤ enemy STRENGTH

Flamethrower

+2 Assault dice

3

Extra Bombs

+1 to STRENGTH
(max +2)

5

Events

- 1 Enemy reinforcements in the first trench line
- 2 Enemy reinforcements in the first trench line
- 3 *Trench cannon.* A random Italian unit suffers one point of loss.
- 4-5 *Machine guns.* One random Italian unit will be unable to act in the next turn.
- 6 *Italian Reinforcements.* Add one point to a random unit (max 5 STRENGTH points per unit).

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Monte San Gabriele
4th September 1917

A Solitarie game by
Gottardo Zancani

The Battle

On September 4, 1917, Italian *Arditi* led a night attack against strong Austro-Hungarian positions on Mount San Gabriele. Their lightning action, based on infiltration tactics and assaults with daggers and hand grenades, was decisive in the subsequent crucial conquest of the summit. Without support from the bulk of the troops, they were forced to retreat, but their daring action demonstrated the effectiveness of assault troops.

Game Components

In addition to the map on the back of this postcard, you will need to prepare about ten six-sided dice. Six of the dice should be different colors.

The Map

The map consists of a series of Sectors (rounded squares) connected by lines. The three dotted Sectors indicate the initial positions of the Italian troops. The numbered sections represent the Austro-Hungarian troops. The number indicates the STRENGTH of the enemy units. The sectors with a dark brown background represent the FORTS. Two lines of Sectors are connected by the trench symbol:



The first group of four Sectors represents the First Line of Trenches, while the second group represents the Second Line of Trenches.

Victory Conditions

The player wins if there are no enemy units on the S. Gabriele Peak Sector at the end of turn 6.

Setup

Place three colored dice on the dotted areas with the number "5" on top. These dice represent the Italian Units. The value of the die indicates the STRENGTH of the unit.

Place a die with the number "3" on top on the "Flamethrower" area.

Place a die with the number "5" on top on the "Extra Bombs" area.

Game Turn

After setup, the game proceeds for a maximum of six turns; the sequence of game turns is as follows:

- Advance
- Assault
- Events
- Turn advancement

Advance

An Italian unit adjacent to an empty sector can move into it. If the entire unit moves, move the die in the new sector; otherwise, you can divide the current STRENGTH value between two dice and move each one independently.

Alternatively, a unit (or part of it) can move to a Sector occupied by another Italian unit: in this case, the STRENGTH points moved are added to those of the unit receiving them.

Assault

Italian units can now attack an adjacent enemy Sector. For each unit, perform a separate attack as follows.

The total STRENGTH of the enemy Sector is given by the sum of the STRENGTH of all adjacent enemy units. Add to this value the STRENGTH of enemy units adjacent to the attacking unit but not to the attacked sector.

The STRENGTH of the attacker is given by the value of the die: by spending one or two "EXTRA BOMBS" points, it is possible to increase the STRENGTH by one point for each bomb used.

Update the "EXTRA BOMBS" or "FLAMETHROWER" die each time they are used.

Now roll a die and consult the table in the "Assault" box, applying any possible modifiers.

The modified die result indicates the losses for the Italian and Austro-Hungarian forces.

If the enemy's losses are equal to or greater than the STRENGTH in the Sector (printed number or die), the attacking unit is moved to the attacked Sector. That sector is considered "liberated."

If the enemy's losses are less than the STRENGTH indicated in the Sector, place a die face up corresponding to the enemy's current STRENGTH reduced by the result of the assault.

For Italian losses, reduce the attacking unit's die by the value of the attack result. If the die is reduced to zero or less, remove it from the map.

Events

Roll a die and consult the Events table, applying the result obtained.

Enemy Reinforcements: randomly select a Sector in the indicated trench line that is::

- not occupied by Italian units
- adjacent to an Italian unit

Ignore the event if there is no Sector that meets these requirements. If the selected Sector is a liberated Sector, place a die with the "1" side up on it. If the selected Sector is an enemy Sector that has not yet been liberated, place a die in the Sector with the enemy's current STRENGTH increased by one.

Turn Advancement

If there are no dice in the Turn area, place a die with the "1" side facing up. Otherwise, check the value of the die:

- If the die placed in the Turn area shows the value "6," check the victory conditions and the game ends.
- In other cases, increase the value of the die by one and start a new turn.