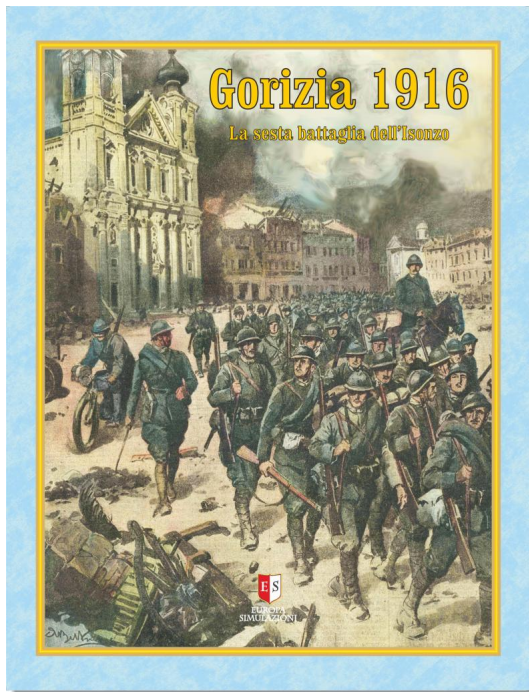


## Gorizia 1916



Italian forces against Austria, during August 1916.

Rating: Not Rated Yet

**Price**

Price £53.95

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Manufacturer [EUROPA SIMULAZIONI](#)

### Description

**Gorizia 1916, La sesta battaglia dell'Isonzo**, designed by Andrea Brusati, is a low-medium complexity tactical game on the campaign conducted by the Italian forces against Austria, during August 1916.

This is a mini-monster, very playable game with many hundreds die-cut counters, one 22"x34" map with large hexes representing the theater of the Isonzo River, at a scale of 900m per hex, 1 day per game-turn. Each unit counter represents a battalion, or an artillery battery.

The game system is the same as its predecessor, Strafexpedition 1916

**Components:**

- One 22"x34" map of the battlefield
- 1120 die-cut counters
- Standard rules and Scenario Instructions (three small and one large Campaign Scenario)
- Charts, tables
- Dice
- Boxed