

Caporetto Errata & Clarifications

As of 19/01/2025

Rules Clarifications about Stacking (11.0):

Stacking limit in NON High Mountain hex:

- ANY TWO battalion units or battalion equivalents plus one unit as by 11.5. OR
- ALL the units belonging to the same regiment plus one unit as by 11.5. *NOTE: if you have high stacks, use the regiment markers.*

Stacking limit in High Mountain hex:

- ONE battalion or battalion equivalent plus one unit as by 11.5.

Emplaced artillery units do not affect and are not affected by what above. They have their own stacking limits: TWO for normal artillery units, ONE for Artillery Groups, ONE unit of any kind in High Mountain hex.

Suggestion: use the small Tolmino map for the emplaced artillery units.

Rules Errata:

4.0 ... Weather Phase: The Weather is historically determined. Check rule 24.11 to see which Weather condition is in effect for the current Game Turn.

8.0 Weather: Weather conditions affect operations in several ways. The weather conditions are listed in rule 24.11. Weather conditions are in effect during the whole Game Turn.

11.1.2 Up to four Company units are counted as a single battalion when stacked together.

11.4 Assault and Counter-Assault happen within the hex, so the stacking limit is TWO battalions equivalent for each side (ONE battalion in High Mountain terrain) plus one unit as by 11.5.

11.5 ONE unit of MG, OR High Mountain, OR Infiltration Capable company can stack for free for any purpose (even stacking on roads and combat). *Clarification: any company over the first one counts for stacking.* Formation HQ and Flamethrower units, and all markers do not affect stacking.

12.1.1.3 For the purpose of blocking a LOS, Woods and Towns add one level to the hex where they are.

12.1.7 Support Fire: The last sentence is "Remove the Support Fire marker at the end of the Assault Resolution."

21.5.2 Flank Assaults. Infiltration Capable units can make Flank Assaults. There is a Flank Assault if other friendly units (they do not need to be Infiltration Capable) are Assaulting/Support Firing the defending hex from:

- 1) An hex directly opposite to the Assaulting hex; or,
- 2) Two other surrounding hexes with one hex between each attacker-occupied hex; or,
- 3) Other three or more hexes.

Flank Assaults inflict a free additional Disorganization Level loss to the defender before to calculate odds of the first Assault.

21.7 Add: They can assault and fire across the Isonzo where possible.

24.3 Add: Interdiction barrage fire can only be fired into your own artillery sector.

24.9 The reference is to point 7.5 not 7.4.

24.12 The reference is to point 6.3 not 6.4.

Set Up Errata:

Scenario 1, Italians:

- Set up hex of III/87 is 4128.
- Set up hex of III/88 is 3726.
- In the set up note of the Italian Vicenza Brigade the reference is to point 24.3.
- In the IV Bersaglieri Bde the battalions LXX, LXXI and LXXII belong to 20th rgt. Counters are correct.
- Reinforcements:
 - I Bersaglieri Bde. XIII / 6 Bersaglieri Btn. Entry hex is 1212.
 - Alliney 1407 MG comp. entries on GT 25 AM at 6217 (as in Scenario 2).

Scenario 1, AHG:

- AH Artillery units of X Army are set up in the Raibl Sector - From 5031 to 4730.
- GER Artillery unit I Korps, 3 Div. (Heavy Art.) is set up as by "From 4531 to 4230".

Scenario 2, Italians:

- Reinforcements: Parma Bde - battalions I/50, II/50, III/50 and MG companies 353 and 1000 enter on GT 27 AM at 6202 (i.e. the whole brigade at the same time and place).

Counters Errata:

The following Italian units must have the optional units orange dot (i.e. they are used in Scenario 2):

- Parma Brigade 353 MG Company
- Parma Brigade 1000 MG Company