

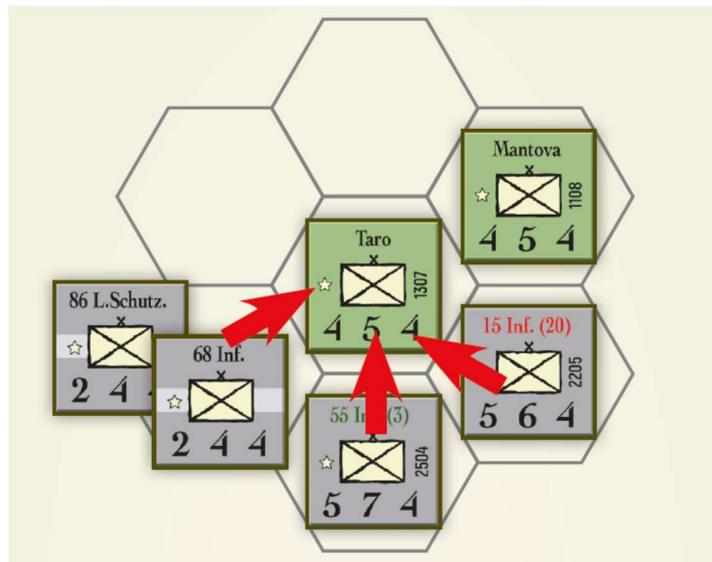
# Burning Mountains, 1916 – Updated Errata

July 10, 2018

## 1. 9.0 COMBAT RESULTS

(Example at the end of the Chapter)

*EXAMPLE OF COMBAT: The Austro-Hungarian player declares an attack upon the Italian TARO Brigade. Due to the Attacker Command Limitations (7.2) all four A-H brigades will not be able to participate. The A-H player decides to attack with three brigades (one from each hex). The 86 LS Brigade will be withheld from the combat.*



Stage One: The first step is to determine the combat ratio. The Taro brigade's defensive strength is 5. Compared to this is the sum of the A-H brigades attack strengths, in this case is 12 (5+5+2). The ratio is therefore 12:5 and is rounded in favour of the defender to 2:1.

Stage Two: Since the attack is not a Flank Attack, there are no odds ratio shifts.

Stage Three: The A-H player now rolls 2d6 with a result of 10. He cross references the 10 result on the 2:1 column determining the CRT result to be +2/-1 (attacker + 2 LRT modifier/ defender 1- LRT modifier). The result does not contain a retreat obligation so the players immediately proceed to the Loss Results Table.

Stage Four: Here the first step is to determine the Magnitude of the battle. Since the brigades have a total of seven steps, the battle is of "Large" Magnitude.

Stage Five: Next any LRT DRMs are determined. The A-H player's die roll will be modified for two factors: the CRT result (+2), and the Italian artillery present. The Taro brigade has an Artillery Value (AV) of 1 which corresponds with a DRM of +1. This results in a total A-H DRM of +3.

The Italian modifiers will be: -1 for the CRT result, and +2 for the A-H artillery (1+1+1=3 AV). So the Italian total modifier is +1. The LRT die roll is a 5 (a modified result of 8 for the A-H side, and a modified result of 6 for the Italian side). The players now find their result within the

*Large Magnitude column and read to the left to determine the result. In this case, the Italians suffers 2 Combat Effectiveness reductions, while the A-H player suffers 3 CE reductions. According to rule 9.4.2, the A-H player must distribute these three reductions equally among his attacking units, so each of his brigades suffers 1 CE reduction. This completes the combat sequence.*

## **2. 13.0 REINFORCEMENTS:**

### **ITALIAN REINFORCEMENTS**

Game Turn 2:

Add “6<sup>th</sup> Alpini Rgt. - 1015”

## **3. Loss Results Table (LRT):**

The Magnitude is Large for  $x \geq 7$  steps.