

# The War of Gradisca 1615-1617

## Errata and Clarifications

Europa Simulazioni, 08/08/2025

[Special thanks to Rob Winslow and Jean-François Morel]

### Errata:

**Rule 13, fifth sentence**, must be updated like this: "When a player's unit(s) enters an area free of enemy units (or is in such an area after a successful field combat) with an opponent's booty marker, the marker is uncovered and removed from the map."

**Forts** (Advanced Game): Only 2 per area, not 3

**Card 11:** the text should refer to card 31, not 36

**Card 24:** read: "... Half (rounded up) of the units in good order in the areas are Disorganized, owning player's choice."

**Card 22:** This card is not mandatory, while the other restrictions ("Play only after..." and "Remove when used") are maintained. Furthermore, add +2 VP to the Austrian player (**AUS: +2**).

**Card 36:** This card is not mandatory. Add +2 VP to the Austrian player (**AUS: +2**). Add the restriction "Remove when used". The card may not be played if Palma is occupied by Austrian units.

### Variant rule:

Card#22 San Marco! was a later addition to the design, when we realized that ... the Austrians were too strong to beat for the Venetians (!).

In case you feel that, on the contrary, the Venetians have the edge, use the following variant rule:

Card#22 must not be considered "Mandatory", while the other restrictions ("Play only after..." and "Remove when used") are maintained. Furthermore, add +2 VP to the Austrian player.

### Clarifications:

- **Rule 5.1 point b):** the only cards that can be played during an activation by the opponent player are cards #20 and #28. The opponent player can play any of them at any time he sees fit during the active player's activation [Old hands note: these are at all effects "Response cards"]
- **Rule 7.4.2:** second sentence of 7.4.2: the "adjacent area" should read "adjacent Fortress area"
- **Rule 13:** Booty markers are placed randomly, hidden, and no player can look at any of them; no one knows nothing of them at start, in few words
- **Rule 19.1:** reduction to Fire values due to Difficult terrain does apply to attacking Commanders too
- **Rule 21:** should read: "... if supplied Austrian units occupy the "Rubia" area".
- **Rule 22 Army Morale:** If in the "Yellow" section, can commanders still pull additional units into the combat (rule 17)? NO!
- **Rule 23:** if the raid is not successful but doesn't fail, units can keep moving/raiding. The only case that units must stop is when a six is rolled, that is the Raid fails.
- **Rule 24 The Camp:** the Camp cannot retreat from a Field Battle.
- **Rule 25.2:** "...they may retreat from the area from which entered,..." should read as "... they may retreat TO the area ..."
- **Rule 26:** the "indicated" date is that written on the card.

### Questions:

**1) Card #36 "Venezia vuole la vittoria", the three units that have to be placed in Palma, should be taken from the units on map, correct?**

This is explained in Rule 12, penultimate sentence:

"Units caused to enter the map by a card are normally taken from the reinforcements (which stay on the flag of each army, on the map), unless differently stated on the card."

Apply strictly this rule.

**2) 7.4.1 Fortress bombardment. It is written that some markers are used to upgrade the Level of a Fortress. But I do not think there are any such markers.**

They are the ones with a number in a circle and a fortress destroyed in the background. They are used when the Fortress is damaged or rebuilt.

**3) 7.4.1 Fortress bombardment. If there is more than one unit, do they fire all of them? And if for example you give 2 hits the level of the side of the Fortress will decrease by 2 instead of 1?**

Yes and yes.

**4) 7.4 Bombardment. Do the "Guastatori" and the Artillery units work together ONLY when they are inside a Fortress to Bombard the besiegers (7.4.2)?**

No, always, every time they fire. Note: when an Artillery unit is not accompanied by a *Guastatori* unit, its Fire Value is 1.

**5) The card No. 1 "Expedition to Istria" has red color around No. 1. Does it mean something?**

Yes, it is one of the four cards that the Venetian player must have in his hands at the beginning of the game. So at the beginning of the game the Ven. must have card nr.1 + three other cards drawn from the deck [See the Scenario Instructions].

**6) 11. Fortified Towns. In case of a Field Combat the defender benefits from 1 hit less (if there is a Fort - 2 hits). But if the defender is eliminated or is forced to retreat the fortified town is destroyed?**

Yes, if there is no Fort. Otherwise only the Fort [See Rule 11, last sentence]

**7) 20. Recovery: Does this allow a recovered unit to also move/raid? Or does this automatic recovery complete their turn? (Assume they can move/raid).**

No. Basic Rule 5.1 is still in effect: "When any unit in a zone is activated, it can do any one of the following operations: ... \* Recover from Disorganization". So a unit which recovers cannot do anything else.

**8) 23. Raids (Locations): I'm a bit confused by this. Can only named areas be raided?**

No. The English rules need in effect a little rewording:

"The Venetian player's area of possible raids include: the areas on the map with a green background to the east of Gradisca (basically the Contado di Gorizia, the whole Carso and Istria), Tarvis, the areas adjacent to the river Lisonzo and [the area] V.Natisone.

The Austrian player can raid all areas with a name on the map west of Gradisca; in addition, Sagrado, Monfalcone, Muggia." (Muggia can be raided by either side).

**9) 17. Commanders in Field Combat. If an infantry unit is within the leader's command span, can the leader pull it into the field combat if this movement would take 4 movement points (entering 2 areas with difficult terrain)**

Command Span is two areas, but units so "recalled" move and pay terrain costs normally.

**10) Assume disorganized units can be eliminated to take 1 "hit" from anything (event, overstacking, etc.), not just from battles?**

Yes.

**11) Can Commanders be flipped (or eliminated, if already flipped) to take a non-combat loss?**

I think you refer to "card" losses: No, they cannot. The word "unit" on the cards must always be interpreted as "combat unit" (last sentence of Rule 12)

**12) Is Gradisca adjacent to a river? Assume yes, but the map, technically, doesn't show this. Very important for card #24, Inondazione.**

In reality yes of course. In game terms, no. The effect of the river is already taken into account by the walls of the Fortress. Gradisca has walls which are (and were) twenty metres high so the Isonzo cannot overflow into it.

**13) If the Dutch landing is opposed, and they lose the battle, where do they retreat to?**

Eliminated, in game terms. Actually, they are supposed to land in some other, more secure, Venetian harbour south of Monfalcone, but doomed not to arrive in time within the end of the war ...

**14) I assume with card 1, if Austria takes a card when the Trieste command comes along, that is not an activation - correct?**

Correct.

**15) So, if Austria just takes cards with them, the Istrians won't be able to come on?**

Yes, in theory this might cause an indefinite postponement of the Istrian command units. In practical terms, I don't think it may happen. I can be wrong, though ...

**16) I assume that where the card is dated, 'after' means 'including the stated date' - correct?**

No. Exactly after, not included the date.

**17) I assume that single step units, eg "CER", if affected by a plague card for example, die instead of being disorganised - correct?**

Correct.

**18) Any suggestion of how to play with teams?**

Two players hold the Venetians. Two players hold the Austrians. Before play begins, players decide which Commands of their army they will lead for the rest of the game.

When a Command of his own is drawn, that player activates his Command, playing the cards of his side as he wants. or draws a card.

The two Venetians players should not talk to each other during play (to simulate bad coordination in the Venetian command).

When events involve units of both "parties" of a single army, the effects should be equally distributed between the two parties, if possible. When a quarrel raises, roll a die to decide. Victory is anyway of the Venetian team or the Austrian team as a whole (not of single players).

**19) I assume that 'units' - eg for plague cards - include artillery and engineers - correct?**

Yes, all combat units, those ones included.

**20) I assume that card 20 can be played even if the enemy uses a bridge to cross the river - correct?**

Yes.

**21) Finally, just to be sure, all a unit without attack supply can do are these two things (units in fortresses or Trieste excepted):**

- 1. Move into areas without enemy units.**
- 2. Be called into battle by a commander.**

**Is that correct?**

I would add:

- 3. "Raid" with less than three units in an eligible area without enemy units.**

**22) I understand it for Raid, but did I miss something about field combat? That is, may 1 or 2 units without attack supply initiate a field combat ON PURPOSE (not just because they became disrupted during a Raid)?**

Yes, they can. "Units intending to do the following operations must have attack supply in the area where they are activated: Field Combat (Rule 7.1), or Raid (Rule 23), with three or more combat units, ...". That "with three or more combat units" refers to both Field Combat and Raid. Attack Supply is thought as preparation of bigger military operations only.

**23) Am I right that once a fortress wall is breached, it can't be rebuilt (either by the occupant or - if the fortress is invaded - by the new owner)?**

On the contrary, it can always be rebuilt. There is nothing to prevent it.

**24) To verify stacking limit, should we take into account each type of unit or the sum of the units present in the zone? In other words, is there an overstacking situation in a zone where there is, for example, 4 cavalry units and 3 infantry units ?**

All types of units in one count. In your example, yes, there is overstacking.

**25) Can a light cavalry unit move through two successive zones with enemy units in an incursion?**

Not directly, it must first return to its "base" area before to do another Incursion. See Rule 25.2, second sentence. Here we need an update in the rules as 25.2 says "...they may retreat from the area from which entered,..." which does not mean anything. Should say "... they may retreat TO the area ...".

**26) Same question for a Raid movement by a non light cavalry unit?**

Yes, this is possible.

**27) Under 19.1 "all attacking units with a Fire Value of 3 or more are reduced by one (1). All terrain effects are cumulative." Is this malus apply to commander?**

Good question. Strictly speaking "units" in the game include Commanders and combat units. So the answer is yes.

**28) Has the card#25 an impact on the two armies, or only to the opponent's one? In the first case, what is the point to play it?**

It applies to both sides.

Epidemics/famine cards like that are used when a side sees an opportunity to strike a blow to the opponent side, even at the cost of disorganizing/losing some of his units.

As an example, the enemy side has a very concentrated army and yours is not. Another use is to weaken the Trieste garrison, before to attack it with units of the "Istria" corps (best if you have not played yet cards#1 and #2).

Each player must always consider the trade-off between keeping his army concentrated and strong, but subject to furious epidemics, or more scattered, but exposed to counterattack and slow to maneuver.

**29) If a disorganized unit Raids and rolls a 6, is that unit eliminated, or does it just stay disorganized and can no longer move during that activation?**

I would say the second.

**30) Is it possible to fire with an artillery unit at full potential and then to move the Guastatori unit?**

Yes (we let things simple here). For Artillery to bombard at full potential, only the mere presence of a Guastatori unit in an area is required. Even if the Guastatori unit has been used to allow artillery firing at full potential, it can be subsequently activated.

**31) So I assume the same rule shall apply for a Guastatori unit used for mining, counter-mining, fortress reconstruction or fort building? Isn't it?**

No. Mining, countermining, fortress reconstruction, forts building require activation. All types of activations are listed in rule 5.1.