

## **Great War Deluxe counter errata as of August 7th, 2008.**

### **Sorted by Nationality or Type**

**New items are in red.**

#### **Markers:**

The Yellow Turn Record Track Marker should have "CP West/Allied East" on one side and Allied West/CP East on the other.

The European Weather chits should have Wet on the front and Snow on the back.

#### **Germany:**

The German 11<sup>th</sup> Army HQ has a combat shift of 2, not 1.

All German Stoss divisions on the reverse of infantry units are non-replaceable AS STOSS units. See 15.43.

The GE 26<sup>th</sup> Shock-troop XX that enters on STRAT Turn O [in GWiNE only] should have a mountain symbol.

The GE 47R XX should have shock-troop values of 5-3-5 (the non-shock-troop side of the unit is correct).

The GE 233<sup>rd</sup> XX should have shock-troop values of 4-3-5 (the non-shock-troop side of the unit is correct).

Ignore the W set-up code on the infantry side of German cavalry units.

The 6<sup>th</sup> BR XX (3-4 > 5-3-5 ST) should be the 6 BVR XX.

The GE 201BD and 601BN should have non-replaceable dots.

The GE 1<sup>st</sup> and 2<sup>nd</sup> Army HQs should have an "Eu" indicator on their reverse sides.

Some at start GE units have their set-up codes in a black circle, this has no effect on play.

Add a CP Event for Strategic Turn O (for GWiE or GWiE/NE): Anti-Tank Guns.

#### **Austria-Hungary**

The Austrian 21st Infantry XX should be an "A" set up unit. The 21st marked with the "B" set up should be discarded.

The Austrian 1st Mountain XX should be an "M" set up unit.

The 2<sup>nd</sup>, 4<sup>th</sup> and 7<sup>th</sup> HQs are all misidentified as the 1<sup>st</sup> Army on their reverse.

#### **Bulgaria & Turkey:**

Ignore the "Eu" restriction on the reverse of the BU 9<sup>th</sup> and 11<sup>th</sup> infantry divisions.

Delete the "X" on the 46<sup>th</sup>, 49<sup>th</sup>, and 50<sup>th</sup> TU Infantry XXs that enter on STRAT turn E.

Add an “X” to the 46<sup>th</sup> and 50<sup>th</sup> TU Infantry XXs that appear on STRAT Turn J (these units only enter the game when playing GWiE alone).

The TU 60<sup>th</sup> Infantry XX (1-4) should have “Turkey” on the back of the counter.

Delete the “X” on the 19<sup>th</sup> infantry XX as it is used in both the combined game and in GWiNE only.

**Great Britain (including all sub-nationalities):**

**The BP 7BD designation should be 7YBD.**

The BI 13th and 14th British Corps HQ should have Turn K on them.

The CND 1<sup>st</sup> Division enters on Turn D, not I, and the CND 2<sup>nd</sup> on Turn F, not I.

The back-printed BR units should not have a non-replaceable dot on their 3-4-4 sides.

The BR 18<sup>th</sup> NA XX was a 5-4 in the XTR edition; it’s a 3-4 here.

The 2<sup>nd</sup> PT XX has its unit type symbol in British colors, it should be grey.

The 74<sup>th</sup>T XX that enters on STRAT Turn K should not have an “X” indicator. Conversely the 74<sup>th</sup>T XX that enters on STRAT Turn Q should have an “X” as it is only used when playing GWiE alone.

**France & Belgium:**

The Belgian HQ and Cavalry XX should have a BE nationality code, not BR.

The French 1TL XX should be the ITL XX.

The FR 47CH Mountain XX (3-4-4) enters on STRAT Turn C, not A as printed on the counter.

The FR 10<sup>th</sup> Army HQ enters on STRAT Turn Q, not O as printed on the counter.

**Italy, Greece & Romania:**

The RO 21<sup>st</sup> Infantry XX should be the 23<sup>rd</sup> Infantry XX (according to the XTR edition).

The GK 3<sup>rd</sup> Infantry XX should be the 13<sup>th</sup> Infantry XX (according to the XTR edition).

The 1<sup>st</sup> and 2<sup>nd</sup> IT ALP XXs should set up when the Italians enter the war. Ignore the reinforcement codes.

**The ANA:**

Ignore the “D” code letter on the 3-6 ANA unit. It is placed in the randomizer at the same time as its sister units.

**Russia:**

The three replacement Russian divisions are missing their PG backs. Save the originals for PG conversion.

The RU (NE) TCCCRP Cavalry XX is a 1-6 on its Czarist side and a 1-2-6 on its PG side (it should be 1-6 on both sides).

The RU (NE) CAUCRP Cavalry XX is a 1-2-6 on its Czarist side and a 1-6 on its PG side (it should be a 1-2-6 on both sides).

The RU (NE) CAUF (2-3-4) Infantry XX should be a 1-2-3 on its Czarist side (the PG side is correct).

The RU CAVGR (3-4-4) Infantry XX should be the CAUGR (the PG side of the unit is correct).

The RU 128<sup>th</sup> Infantry XX (1-2-3) should be the 126<sup>th</sup> XX (at least this is what its designation was in the XTR edition).

The RU SV Infantry XX (1-2-4\*) was misprinted with the POV Infantry XX (1-3\*) on its PG side. If the SV XX is destroyed before the Fall of the Czar, simply flip the unit over and put the POV unit in the Allied Available Units Box for later entry. If the SV XX is still in the game when the FoC occurs, either make a new unit or substitute one of the 1-2-3 PG XXs in the Allied Available Units Box for the SV unit on the map.

The RU CAUFBD (1-4) should have a movement allowance of 3.

The following RU units should have a "C" in the upper left hand corner to indicate that they cannot operate outside the Caucasus:

At Start: 7 x 1-4 Infantry: 1CAUBD, 2CAUBD, 3CAUBD, 1KUBBD, 3KUBBD, 4TKSBD, 5TKSBD

STRAT Turn D: 1 x 1-4 Infantry: 4KUBBD

STRAT Turn F: 1 x HQ: CAU

STRAT Turn G: 1 x 1-4 Infantry: 2KUBBD; 1 x 1-3 Infantry: CAUFBD

The Persian Cossack (PC) unit should enter on Strategic Turn D and should have a "C/P" in its upper left corner to indicate that it only operates on the Caucasus map in Persia.