

Great War Deluxe Rulebook Errata as of March 4th, 2009

Thanks to Bill Vargas for finding glitches and typos.

New items are in **red**.

Table of Contents:

The ToC has several incorrect pg references. For example 3.2, The Playing Pieces says pg 5; it's pg 4; 10.8 OHL/Oberost says pg 26, it's pg 27. These are just a couple of errors. Bear in mind if additional text is added to the rules, the pg references may change yet again. So, I would believe the ToC should be changed and corrected last after everything else is implemented. Also, pg 3, "Forts & Trenches" s/b **"Forts & Trenches"**.

[1.0] Introduction: second paragraph (typo): "compilation" should be **"compilation"**.

[3.2] The Playing Pieces: first paragraph, fifth sentence: Delete the comma after "factors".

[3.22] Sample Combat Units (change): an "X" indicates a unit that only appears in GWiE or GWiNE only.

[3.25] Summary of Unit Types: delete the "(BP Only)" reference.

[3.26] Definition of Terms

Unit Conversions: First sentence: "Tsarist" should be "Czarist".

Operational Restrictions: first sentence: "upper-right hand" s/b **"upper-left hand"**.

Operational Restrictions: last sentence (typo): "precedent" s/b **"precedence"**.

Unit Nationality

Add following the Allied unit color list:

The nationalities of the BR units are indicated by the color of their type symbol boxes:

Australian: Light Yellow

Britain: Red

Canada: Blue

India: Brown

New Zealand: Orange

Portugal: Grey

Neutrals (change):

Bulgaria: white on reddish-brown

United States: White on olive green

Historical Identification

(add):

BE: Bavarian Ersatz

GDS: Guards

GRP: Group

(delete):

FoC: Fall of the Czar

Other Abbreviations (add):

FoC: Fall of the Czar

Events (p.7):

First paragraph, fourth bullet; second paragraph first bullet: The bullets should have periods at the end of the sentences for consistency.

Second paragraph, fourth bullet (add to end of sentence): “(in the Playbook).”

[3.3] Game Charts and Tables: first sentence (typo): “Players” s/b **“players”**

[4.21] Movement Explanation and Example: fourth paragraph, last sentence (typo): “Than a second...”, s/b **“Then** a second...”.

[5.0] Strategic Turn Sequence

Victory Check Phase: (delete last sentence).

Russian Revolution Phase: last sentence (typo): “The players than implement” s/b “The players **then** implement”

[5.15] NE Resource Points (typo): “Resource Point Track” s/b “Resource Point Chart”

[5.16] Resources Hexes (typo): Polesti s/b Ploesti. It’s misspelled twice in the 1st & last paragraph of the rule

[5.34] Add: “HQs with an un-depleted value of zero (e.g. the Serbian, Belgian, Bulgarian and Romanian HQs) may be replaced at a cost of 1RP each from their respective nations RP pool.”

[5.43] add to beginning of sentence: “In addition to being modified by CP controlled cities,”

[5.43] & [5.44] addition: in order for a given CP city to count as RU controlled, a Russian unit must either occupy or have been the last unit to occupy the city.

[5.44] add to beginning of sentence: “In addition to being modified by CP controlled cities,”

[5.61] add to end of second sentence: ”and all Turkish forts are destroyed.”

[5.61] third sentence, add after “In addition,”: **“Constantinople and...”**

[5.62] third drm (typo): “after Strategic turn K” s/b **“Turn”**

[5.62] seventh drm: rules reference should be 5.38.

[5.84] (change to read as follows): As an exception to [5.83], if the player currently able to declare the initiative wishes to declare the initiative in the Western Theater after just having it in the Eastern Theater (in effect, taking two consecutive OP Turns in the West); he must, during the

Initiative Determination Phase, have a continuous line of friendly units (combat units or HQs) on the Western Front from the English Channel or Dutch Border or Northern map edge to the Swiss border or the Southern map edge.

[5.84] (add to end of rule): No continuous line is necessary for consecutive OP Turns in the Eastern Theater.

[5.87] Initiative in GWiNE; fifth sentence, change to read: “In addition, once the Allied player has canceled a just played CP Initiative Event, the initiative determined by that Allied Initiative Event is in effect for the rest of the game.”

[6.4] (change): The 1st sentence should now read: “Tank and Anti-Tank units are placed in the European AUB when either the specific unit (for tanks) or the *German A-T Guns* Event (for A-T guns) is drawn the event pool.”

[6.7] Arab Northern Army. Change second sentence to read: “When played, the Allied player randomly picks an untried ANA unit and places it (untried side up) in any non – CP occupied desert hex in Palestine regardless of control.”

[6.18]: delete asterisk at the end of the rule header.

[6.21], first sentence (change): “...any one Allied attack on the Iraqi Front map.” to “...any one Allied attack on the Iraqi Front map consisting solely of British (any nationality)”.

[6.36], first sentence: the rule reference should be (6.35).

[6.38] reword: This event allows the Allied player to move one RU unit per Operational turn from the Near East AUB to any unoccupied Black Sea coastal hex east of Trebizond (N4332) during the Allied portion of the Mutual Movement Phase. This ability is lost after the Fall of the Czar.

[6.47], last sentence: the rules reference should be 18.25

[6.51], second sentence: the rules reference should be (6.50).

[6.52] third paragraph, end of first sentence: change last word from “reverse” to “counters”

[6.52] fourth paragraph: rules reference should be (11.33)

[6.52], [6.53] (clarification): Any Allied units initially deployed when these events are played should come from the Allied **European** AUB (and /or the Gallipoli landing hexes in the case of Salonika).

[6.57] reword entire rule: “This event may not be delayed. No units may move or attack into or out of Serbia for the next three Operational Turns. Serbia loses all accumulated RPs and may not receive any RPs while Typhus is in effect. New units may not be placed nor may reduced units be rebuilt within Serbia while Typhus is in effect. Units within Serbia during this period may move normally but may not attack at all. Remove the event from play after the Typhus has run its course.

[6.58] **Influenza (change):** Change end of first sentence to “nor use Resource Points on the next Replacement Phase to rebuild reduced units on the map. “

[6.60]: the reference should be “GWiNE Only”

[7.13]: **change rule as follows:**

[7.13] Control of a given hex changes:

- The instant a unit enters the hex via **operational** movement.
- The instant enemy OOS units are removed at the end of each Combat Phase (11.84)
- During the Fortress Surrender Phase when an enemy fortress fails a surrender check (5.5 and 14.15)
- **Exception:** The Arab Northern Army only controls the hex it physically occupies. Once the ANA leaves the hex, the hex reverts to the last side to control the hex.

Control of a given hex can switch between sides throughout the course of the game.

[7.14], **last sentence:** First reference should be 6.53.

[7.22], **first sentence (typos):** “Stacking limits are enforced during the New Units Phase; the Combat Phases; the Strategic Movement Phase” change the semicolons to commas

[7.24] **third bullet (typo):** "After Strategic turn F". "turn" s/b "**Turn**"

[8.14] **EXCEPTION 1 Change to:** “after October 1914, the movement allowances for **combat units** on the Western and Italian Front (only) are no longer doubled except for:”

[8.14] **EXCEPTION 1, third bullet should begin:** “Any non-cavalry combat units...”

[8.14] **EXCEPTION 2:** drop Exception header, renumber it 8.15 and renumber all subsequent rules to the end of the case.

[8.32] **(last sentence):** “is summarized on the Terrain Keys” s/b “Map Keys”

[9.0] **Procedure: second sentence: reword as follows:** “The unit may then be moved to any friendly controlled city or town hex.

[9.32]: **add to end of first paragraph:** Units using Strategic Movement does not change the control status of any hex.

[9.55] **first sentence (typo):** “and the Near East Allied units must” add a comma between “East” & “Allied”

[10.11], **first sentence:** change “...where he has the initiative...” to “where he **is the attacker...**”

10.11 (Add): Remember, HQs are not combat units and thus an enemy HQ alone in a non-fort hex may not be attacked. [Design note: HQs alone in a hex could still be eliminated by a two-hex advance after combat. This is intentionally designed to make it harder to kill HQs-this is WWI, not WWII.]

[10.34] drop the last two sentences from the rule and add this instead: "This is the initial combat odds (which may be greater than the highest or lesser than the lowest odds columns on the CRTs."

[10.41] (**clarification**): All natural terrain and fort shifts are cumulative.

[10.42] **last sentence**: change to "Any units attacking out of a devastated hex..."

[10.45] (**typo**): "(see 7.23)" s/b **7.24**

[10.46], **second paragraph, first sentence**: change "...adjacent to the units..." to "...adjacent to **any of** the units..."

[10.46], **third paragraph, 2nd sentence (typo)**: "least one combat units" s/b "**unit**"

[10.55]: **Change to read**: "There is no maximum limit to the final attacker DRM. The maximum final defensive DRM is -3.

[10.56]: change "...modified to less than zero is treated as zero." to: "...modified to **one or less is treated as one.**"

[10.71] **Third bullet (clarification)**: Played a combat **event** (such as air, flamethrower, etc.) that wasn't countered by a defender combat **event** (either an event that provides a defender drm or an event prohibiting advance entirely) . **Note**: In order for an air event to confer this benefit, it must have survived the netting out process described in 15.13.

[10.71] (**add**): HQs never advance after combat.

[10.72] **first sentence (typo)**: "Attacking Shock-troop units; and Allied tank" remove the semi-colon

[10.73] **Change entire rule**: Like movement, units may not advance after combat nor may cavalry units retreat before combat (see 15.5) into a hex that would leave them out of supply.

[10.81] (**typo**): "Segment of Each Strategic Turn". "Each" s/b "each"

[11.0] **General Rule**: the rules references in the last sentence should be 11.2 and 11.3.

[11.21] (**Add final sentence**): HQ units in Europe (only) may trace a supply line of any length to an Ultimate Supply Source.

[11.22] **Headquarters Units (clarification)**: Headquarters units on the Near East map (only) must trace a supply line within six hexes to a secondary or ultimate supply source in order to be in supply and thus used as a supply source themselves.

[11.32] **Western Front**: "W3833" s/b **W3933**. Also, "(W6830, W6831, W6729. W6730)." Change period after W6729 to a comma

[11.32] **Near East**: "Strategic Transfer Boxes:" s/b "Central Powers Strategic Movement Transit Boxes"

[11.33] **Western Front**: "W5701" s/b **W5801**

[11.33] **The Near East:** first bullet should read: “Any and all **non-alpine** map edge hexes on the Caucasus Front map from N4836 to N4849 (inclusive)”.

[11.41] **(first & second paragraphs):** “Konigsburg (E5414)” s/b “(E5514)”.

[11.41] **second paragraph, first sentence (change):** “In addition, German units that can trace a four hex long (three intervening hexes) line of supply to a **CP controlled** Konigsburg (E5514) are automatically in supply.”

[11.42] **(typo):** “are in supply Provided that” Provided s/b “**provided**”

[11.42] “Burgas (E1726)” s/b **E1725**

[11.82] **reword:** Units that are out of supply during the Operational Movement Phase may move normally **provided that such units end their movement in supply. If such movement is not possible, unsupplied units may not move.**

[11.83] **Change last sentence:** units may **not** advance after combat into a hex where they would be OOS.

[13.28], **third bullet:** the reference should be 13.3

[13.29] **(fourth paragraph):** “German divisions must be placed in the Strategic Movement Transfer Box (at no cost)” s/b “Central Powers Strategic Movement Transit Box”

[13.3] **HQ Placement Limitations – Near East, last bullet:** the rule reference should be 13.29

[14.0] **(typo):** “Forts & Trenchs” s/b **Trenches**

[14.11] **(add final sentence):** The intrinsic strength is considered the same nationality as the original owner of the fort for all purposes.

[14.14] **(Change first sentence):** Once an enemy unit has occupied a friendly fort, or the fort has failed a surrender die roll, the fort is destroyed and the intrinsic unit may not be rebuilt.

[14.3] **Change last sentence:** Once placed, they act as CP heavy fortification hexes until destroyed except that they have no intrinsic unit and never provide fortress supply to units stacked with them.

[14.41] **(clarification):** Trenches do apply to fort hexes.

[14.63] replace “All” at the beginning of the first sentence with “Any...”

[15.45], **Second sentence:** add a right parenthesis after “+2”.

[15.52] **add to the end of rule:** “Like movement, cavalry units not retreat before combat into a hex that would leave them OOS.”

[15.61], **last sentence:** the references at the end of the sentence should be 10.46, 11.22, and 13.3.

[15.64] **(typo):** “An HQ” s/b “**A HQ**”

[16.62], first bullet, add to the end of the sentence: “and all Turkish controlled forts and heavy forts are destroyed.”

[16.62], second bullet, add to the beginning of the sentence: “Constantinople and...”

[17.12], change: rules reference to “(see rules 5.22 and 5.7).”

[17.21] Persian Expeditionary Force, add to the end of the first Paragraph: simply place the units in Hamadan, no actual movement is required nor do any adjacent CP units effect placement.

[17.4] Persia, second paragraph: the rules reference should be (17.21)

[18.11] add to end of first paragraph: Baku (N3653) counts as a CP VP hex for most purposes; however, after the *Army of Islam* event is played it counts as such **only** if occupied by non Turkish CP units (6.45).

[18.12] Reword as follows: “In addition to the various city and town hexes marked as CP VP hexes; all map edge hexes in France and all hexes west of the Suez Canal are considered CP VP hexes for purposes of 18.11.”

Credits (typo): Playtesters “enthusiast” s/b “**enthusiasts**”