

The Great War

Errata and Q&A

Rules

The Rules mistakenly abbreviate the Belgians as BG, when in fact they are BL.

Clarification: DU is referred to in the rules as Dutch, Holland, Netherlands

Counters

The Segment, Month, & Year counters were inadvertently omitted from the counter sheet. Use a blank counter (we will print new ones and make them available)

Typo: 6-4 AH counters are labeled as corps, they are armies.

On the counter sheet, the Belgian counters (BL, yellow icons on red background) are mistakenly labeled Bulgarian at the side.

Map

Setup: Units must go to Salonika; Salonika is labeled Thessaly on the map.

Scenario Book

Please download the revised scenario book available at our website:

http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=67

Q&A

Set up : German fleets in Oldenburg, but Oldenburg has no port symbol. We assumed a port here (Hamburg). Is that correct?

yes

8.8 : "A Naval Unit must always begin or end a Naval Operations segment in a friendly Port." We understood that as no naval unit can remain two consecutive turns out at sea. It must either start a turn in port and move to sea (or another port), or start a turn at sea and then must return to a port. Correct?

yes

We assumed that when a fleet is being repaired in a port, the enemy still cannot bombard the port even though the fleet being repaired is unavailable for combat. Is that correct?

yes, the only real way to get to a fleet in port was to land troops

The rules state that one can only initiate naval combat through interception. We assumed then that if one moves its fleets in a sea zone occupied by enemy fleets which do not intercept, then no combat occurs and both stay in the zone. Correct?

yes -- recon was essentially eyeball range

We were a bit puzzled about how minors NRCs are allocated to major powers, and then consumed in combat. For example the Serbs are not adjacent to any other allies in 1914, but their NRCs are allocated to Russia or France or Britain, and then when they fight the Austrians, they draw upon these NRCs even though the rules state that NRC grants are possible only if adjacent (technically, in battle this is not a NRC grant, but it looks similar). Same when different nationalities are involved in a battle (ie AH and GR): how are the NRC spend split amongst the different powers

yes -- to the first part, only because it simplifies paperwork. On the second part, about different nationalities, it's up to the players

Mobilisation : what happens if the Belgians spend NRC to mobilize troupes, but when the troops arrive two turns after Belgium has been entirely overrun ? Are they forfeited, or do they appear after two other turns in another allied country such as France?

Anticipating being overrun, the Belgians sent all their teenagers and reservists out of the country to France, so they can be mobilized there

There are no limitations to different powers of the same side stacking together and fighting together. Correct ?

yes

Combat is forbidden if odds below 1/3. But combat is mandatory when a unit enters an enemy ground zone where no friendly unit was before. Does this mean that if a 3 strength unit wants to enter a zone where there is a combined strength of 16, this move is prohibited as the mandatory resulting combat is prohibited?

yes, unless we allow kamikaze attacks

The rules allow to leave a contested zone and move to an adjacent zone which is either contested or occupied by friendly units. Is this allowed even if the adjacent zone has just been occupied by friendly units during the same movement phase?

yes

If a stack of GR + AH armies wants to declare combat, but AH doesn't meet the minimum NRC requirement to do so, can it participate in the combat if GR meets the minimum requirement for the whole stack?

No

What happens if an army enters an enemy occupied zone but its power doesn't meet the minimum NRC requirement to declare combat. Is this move forbidden ? (similar to question 11)

yes

7.2.3 was unclear to us. If Germany wages unrestricted warfare during two turns, then stops for one turn, and then resumes the turn after, does this trigger the USA intervention die-roll, or should the USA wait for the fifth unrestricted warfare turn anyway?

Hmm, a good trick (trust them gamers to figure out all the angles)... wait anyway.

When the USA start to roll for intervention, do they roll every turn, or only on subsequent turns where Germany wages unrestricted warfare again?

Every turn