

Western Front Ace Official Errata and Clarifications

as of 5 Aug 2023

[4.6.3] (correction) – Douai should be deleted; Guise is the only special German base (from the viewpoint of engaging French or British.) This applies to [7.1.2] as well, second paragraph.

[4.6.9] (clarification) – If you choose the extra Prestige in Flight School, you may start with a plane that has a 1 Prestige Point requirement, even though plane choice normally happens before flight school.

[7.1.2] (clarification) – Enemy Orientation never improves past tailing, or gets worse than tailed. You simply ignore changes that would improve position if you are already tailing the enemy, for example.

[7.1.7] (addition) – Enemy pilots with a jammed-forward weapon will attempt to clear until fixed. However, they will take a break from clearing attempts and go defensive if being tailed.

[7.1.10.1] (clarification) – 2-seaters do not fire head-on, they go defensive. They are trying to escape. They will fire rear guns if possible (if the round starts and they are disadvantaged or being tailed.)

[8.1] (correction) – The skill cost for Expert is 3, not 2 as listed. Chart [B5] is correct.

[8.1] (addition) – The S.A. skill should say “Pilot/Observer” as some British aircraft have Observers.

[10.1.] and [10.2] (correction) – Only one sortie is lost when upgrading an aircraft.

[11.4] (clarification) – Ace pilot cards do start with Reflexes and Advanced Maneuver 1, just like other pilots, and only whatever else is listed on their cards.

[11.5.4] (addition) – Optional Pilot Fatigue – Voluntary Stand-down. Once per quarter you may request to stand down for a Contact patrol (you don’t fly it) for “nerves.” If you do this more than once in a quarter, you forfeit any Prestige Points on hand.

[11.12] (addition) – Optional Wingman use: If reloading a weapon system or clearing a jammed MG, you may, if you have a wingman, call on him to draw a card and use the Wingman section.

[11.13] (addition) – Optional 2-seater behavior: The game assumes 2-seaters will always attempt to disengage, however, with this rule there is a chance 2-seaters will shoot at you if head on, since most were armed. On a 1d6 roll of 1-3 an enemy 2-seater (from Chart [B10]) will fire at you instead of going defensive with FP “3” (FE2b and 2d use FP “2”). Does not apply to Caudron G.6, BE2c, Nieuport 12, and the Lohner C.I, and the Savoia-Pomilio SP2 (as those types had no forward weapons.)

[11.14] (addition) – Optional “Epiphany.” If an enemy aircraft pulls a defense card that “ends the encounter” place the Epiphany counter in the random events area. Expend the counter to immediately end any encounter. You can only (unlike good luck charms) use it once per career.

Chart [A3] (clarification) – You may play as the Belgians or Americans, but as a German player you will not encounter them, only British and French.

Chart [A3] (correction) – The final column of GE Fighters should read “1918 – Jul-Oct” instead of 1917.

Chart [A3b] (correction) – The 1917 Jul-Dec column should have a Bristol F.2b# as the #11 result.

Chart [A3b] (clarification) – If you encounter the French Nieuport 17 with “2 MG” it used the standard aircraft mat, but has 5 FP (firepower) instead of 3 FP.

Chart [A3c] (correction) – The Roland C.VI should be an LVG C.VI instead (to match B10).

Chart [A3e] (correction) – All references to the A-H “Albatros” (all models) in 1916 should read “Hansa-Brandenburg” instead. All references to the “Albatros D.I” and “Albatros D.II” in 1917 should read “Albatros D.II (May)”. The reference to the Albatros D.III should read “Albatros D.III (May).” The reference to the Albatros D.I in 1918 should read “Albatros D.II.” Also, the Fokker Dr.I listing in 1917 is in error. It should be an Albatros D.II (May).

Chart [B10] (correction) – The damage box header for the right-hand column lists x5 x5 x4 x3 x2 when it should be x3 x3 x3 x2 x2. The number of damage boxes is correct for those planes.

Chart [W1] (correction) – If fighting a Lohner B.VII, simply roll 2d6 as normal but simply ignore all damage results to your wingman.

Ace Cards (correction) – Several Ace cards list “Aim” as a skill. This should be “Gunnery.”

Aircraft Mats (correction) – The German Dr.I is missing the text “No Agility” from the second Controls Damage box. Additionally, the tail does take 4 hits. Ignore the extraneous “DE” in the 3 box.

Aircraft Mats (correction) – The Sopwith Triplane’s weapon box says “Twin Vickers” when it actually has a single. Disregard the text, the FP (firepower rating) of “3” is correct on the mat. The same issue holds true for the Bristol F2.a and F2.b.

Aircraft Mats (correction) – The SE5a has two Lewis drum reloads, just like the SE5.

Combat Cards (correction) – Card #43 lists a Wingman Attack of 6 FP. This should be treated as 5 FP.

Sequence of Play Cards (correction) – Card 0 refers to “F1 – Flight School.” This should be “F3 – Flight School”.