

Existing Errata:

1. Scenarios Rule 2.63 c. - There is no Bulgarian fort.
2. German OB - Add "JAN 19 Add (1) 2-2-2 TANK (1)"
3. Counters - Tanks should not have a "X" unit size on top. They should be blank in that space like Artillery units.
4. French OB - Tanks are abbreviated with "TNK". The British OB spells out TANK. Seems like the French TNK should be spelled out like in the British (and the German) OBs.
5. Rule 3.17 b. - Add "Britain K - Kitchener"
6. Rule 22.81 - Germany may break down four infantry corps, not three.

New Errata:

7. Rule 13.641 Clarification – Attacks at odds greater than 7-1 are treated as a 7-1 with an additional +1 DRM.
8. Rule 13.7 EX Result Clarification – The smaller force is the force with the fewest number of printed combat factors (See Rule 13.71).
9. Beachheads –
 - a. Add two Beachhead markers to the counter mix.



- b. Rule 11.72 – A Beachhead marker may be placed in an invaded hex if at least one invading unit successfully lands.
 - c. Rule 11.72 – The Allied player may voluntarily pick up a Beachhead marker during his Reinforcement Phase.
 - d. Rule 11.1 – The Allied player may also use sea movement to or from a Beachhead marker.
10. Air Units –
 - a. Rule 16.42 – An air unit cannot be attacked. If an enemy unit advances into a hex containing an air unit, it is relocated per Rule 6.3.

b. Add to Rule 14.62 – Otherwise, air units are unaffected by being unsupplied.

c. Add Rule 17.36 – A country may replace one air unit per turn. It is placed in a city that generates artillery RPs.

11. Rule 9.5 Clarification – British, British Commonwealth, and U.S. units may use the French rail capacity. Example: In one turn, the Allied player could rail (4) French units, (2) British units, and (3) U.S. units.

12. Rule 22.41 Clarification – Units in the seven German Armies on the Western Front may move in any direction they choose provided that they end their move no farther from the French / German or Belgian / German border.

13. British JAN 18 Reinforcements Clarification – The Replace (14) 5-7-4 INF XXX with (14) 4-6-4 INF XXX applies to British units.

14. Suggested (Unofficial) House Rules –

a. Air units may use sea movement. They must begin their move in a port and end their move in the port of debarkation. They count as one corps for purposes of sea movement capacity. They may not support an attack on the same turn in which they sea move.

b. Rules 1.61 and 2.61 – Units in the German 1st and 2nd Armies may use their full movement factor on the August-1, 1914 turn. The clarification to Rule 22.41 above does not apply to German units moving into Belgium or the Netherlands and remaining there.