

## GMT No Retreat! The French & Polish Fronts

May 6, 2019.

### COUNTERS:

In the Polish Front game, the German **4th Army "Reserve" 2-3 infantry unit** should be **blank** on its reverse side; the reverse side of the Soviet 12<sup>th</sup> Army counter should be **Armored Infantry** type.

In the French Front game, the German **OKH "XVII" 3-3 infantry unit** arriving on turn 7 should be labeled **"XXXVII"** (there is already a XVII 3-3 unit arriving on Turn 6).

---

### RULES:

Section 17.7.2, page 26 Polish Front End Game Victory Results. The VPs are wrong (Correct numbers **in red**):

- **22 VPs or more: German Major Victory.**
  - **16-21 VPs: German Operational Victory.**
  - **10-15 VPs: Allied Operational Victory.**
  - **9 VPs or less: Allied Major Victory.**
- 

- Some words missing in section 17.6, page 24 of the rulebook, Sudden Death Victory (**in red**):

B. Main Leader not yet Replaced: If neither player wins a Sudden Death victory because the **enemy** player's Main Leader was never replaced, the game continues.

- The **enemy** player replaces his Main Leader by the Replacement Leader (5.6).
- The **enemy** player does not draw IMs that turn (5.1).
- The opponent rolls two dice: he may place up to that total of "No Actions" markers on the player's units.

C. Paris or Warsaw not Controlled: If the German Player fails the victory check because he does not control Paris or Warsaw, the game continues.

- The **Allied** player does not draw IMs that turn (5.1).
- The **German Player** rolls two dice: he may place up to that total of "No Actions" markers on the **Allied player's** units.

D. No Allied unit in Germany: If the Allied Player fails the victory check because he has no unit(s) in Germany, the game continues.

- The **German** player does not draw IMs that turn (5.1).
  - The **Allied Player** rolls two dice: he may place up to that total of "No Actions" markers on the **German player's** units.
- 

- Rule 19.6 Surrender! Initiative makers, page 29, add one bullet point:

- **Surrender Markers cannot be used on the first turn of a Game or Scenario.**
-

- Rule Precision [20.1.1] Turns 1, 2, 3, No Deployments, second bullet, page 30:

**Allied units cannot Voluntarily Attack into the Ardennes Forest or move into the Ardennes Forest.**

---

- Two words wrong in the description of Event Card #77 in the rulebook (it should be "German" not "Pole"!

[21.1.5] Diplomatic Pressure (German Card #77):

1-3• Fearful Neutrals (-4VP): Polish supply cannot be traced through white map borders.

Exception: Polish units can still be improved (12.2).

4-5• Inactive French Army (-2VP): Each time card

#72 Army Group West is drawn, the **German** player immediately gets one free unit Improvement (9.1).

6• Belligerent Soviet Army (-2VP): Each time that card

#61 Joseph Stalin is drawn, the **German** player rolls two dice on the card's outcome table and chose which applies.

---

## PLAYBOOK:

- Rule Precisions, Polish set-up, Playbook page 7:

1.Allied Player:

The Allied player's units are set up first, as per the areas on the board designated on the Polish Front setup map. No more than one square unit, plus one hex-shaped unit, may be set up in each map hex. No units are set up in the Reserve.

**This means that you cannot set up a round unit with a square unit, or two round units in the same hex at start, the only stacking allowed is one square unit with one hex-shaped unit.**

---

## EVENT CARDS:

Event Card precision

### **Armistice #01**

Play during the Strategic Phase.

If you control all Cities, or all but one, in Holland or Belgium, put in the Surrendered Box that country's units that can't trace a Supply Line to a blue map edge in France.

Precision: **Dutch/Belgian Units in the Eliminated units box will be put in the Surrendered Box (they cannot trace a supply line!).**

This card (Polish Event):

**Rainy Weather #68**

You must play this card upon drawing it  
Reshuffle the Deck and Discard Pile to form  
a new Draw Pile. Then Draw one new card.

Should read:

**Rainy Weather #68**

You must play this card upon drawing it.  
**If this turn Weather is not Bad, next turn will  
be Bad if it's a Variable Weather Turn.**  
Then Draw one card.

---