



The Great War Errata

THEATRES OF WORLD WAR ONE

The map is wrong, with some boundaries being out of date. The cartographer has been sent to Limoges, as failing French generals have been during the war!

THE SHOOTING PHASE

Page 31: Going to Ground

Add at the end of 3rd Paragraph:

Once a unit has decided to Go to Ground, it receives the +1 bonus for the remainder of that shooting phase.

WEAPONS

Page 38: Anti Tank Rifle

Replace 1st sentence of 2nd Paragraph with:

If shooting at a Vehicle at 12" or less, the Anti-Tank Rifle adds +2D6 when trying to penetrate a vehicle's armour, instead of +D6 as usual.

Page 41: 3.7cm Anti Tank Gun

Replace last sentence with:

When shooting at a Vehicle at 24" or less, the 3.7cm Gun adds +2D6 for armour penetration instead of the normal +1D6.

Page 41: Weapons Chart

The Light Field Gun range should be 48" as per the weapon's description.

Page 41: Light Field Gun

Replace last sentence with:

When shooting at a Vehicle or Building at 24" or less, the Light Field Gun adds +2D6 for armour penetration instead of the normal +1D6.

Page 41: Medium Field Gun

Replace last sentence with:

When shooting at a Vehicle or Building at 36" or less, the Medium Field Gun adds +2D6 for armour penetration instead of the normal +1D6.

CLOSE QUARTERS COMBAT PHASE

Page 45: Close Quarters Combat Phase Summary

Replace Step 4) with

4) Loser checks Morale: the loser has to pass a Morale check or Fall Back. If the loser passes the test go to Step 6.

VEHICLES

Page 59: Tank Breakdown

Add at the end of the paragraph:

If the tank has moved 3" or less (6" or less for Fast Tanks), you may re-roll once the dice of the Breakdown table.

Page 60: Turning to Face

Replace 1st paragraph with

Tanks may not pivot during the Shooting Phase. Armoured Cars may pivot, but the pivot counts as a Movement for determining the number of weapons able to shoot.

Page 60: Vehicle Armour Values

Replace 3rd paragraph with

In the case of a barrage weapon of any kind, if the hole in the middle of the Blast Marker ends over the vehicle, the shot is assumed to hit the Rear of the vehicle. Use the Rear Armour value for such hits.

Page 61: Obscured Target

Add at the end of the 3rd paragraph:

If the target is obscured and a glancing hit is scored, the vehicle owner rolls a D6- on a roll of 4+ the hit is cancelled.

Page 62: Launching an Assault

Add at the end of the paragraph

You may never assault the Front of a vehicle that moved in his previous turn. As assaulting a tank can be a dangerous task, any unit declaring an assault against a tank must pass a Morale test to do so. If failed, the unit doesn't launch the assault.

SPECIAL RULES

Page 63: Bombers

Add at the end of 1st paragraph :

When a unit decides to use its Bombers ability, all models are assumed to throw grenades. You may not choose to have some models use their firearms while other models throw grenades.

Page 64: Cavalry

Add at the end of the Movement Phase part:

Cavalry may never move into a building. Cavalry may not Go to Ground, though it may be Pinned.

Before the start of the game, you may agree with your opponent to let the Cavalry dismount during the course of the game.

Cavalry can only dismount at the start of their movement phase, if they are not Falling Back and are not Pined. Remove the mounted models and replace them with appropriate dismounted models. The unit may move as normal, but will not be able to remount during the game.

Once a Cavalry unit has dismounted, the unit loses all benefits from the Cavalry special rule, and is considered from now on an Infantry unit though the unit keeps its equipment. The profiles of the Troops are replaced by the profiles of Soldiers from the Infantry Company of their army list. Captains profiles remain unchanged.

Dismounted Cavalry are not considered Light Troops anymore.

ORGANIZING A BATTLE

Page 67: Choose Forces

Add at the end of the section:

In some lists, you will see that some Supports are indicated as Companies (e.g. Infantry Company or Highlander Company). If you select that Support choice, you may field a single platoon as it's not mandatory to field a full company. The same goes for Cavalry Squadrons: you may select a single Troop if that is a preferred option.

If the Army List only gives the option to field a Platoon/Troop, you may still field a Company as long as the unit entry offers the option for Companies.

OPERATIONNAL MISSIONS SPECIAL RULES

Page 86: Off-Table Artillery Batteries

Replace Special Rules with:

The Off-table Artillery always scatter 2D6".

Page 86: Aerial Intervention

Replace the 6th paragraph with:

During your Shooting Phase the airplane shoots. You can decide if your airplane will make a Strafing Run or a Bombing Run.

To make a Strafing Run, place the flamer template in front of the airplane (note that the airplane may not pivot before the attack). Resolve a Sweeping Fire, as if a HMG would be shooting (see page 40). The airplane is considered to have a BS of 5+ and never jams.

To make a Bombing Run, place the Large Blast Marker in contact with the airplane base. The Bombing Run is then resolved like a Heavy Mortar shot as indicated page 39. Any unit suffering a casualty from a Bombing Run must pass a Leadership test or be Pinned down.

THE BEF IN 1914

Page 93: Highlander Company

Add to the Options:

Any Platoon may have up to 4 additional Highlanders for +11 pts each.

Page 94: Cavalry Squadron

The Captain should have a BS of 3+.

Page 95: Armoured Car

The Armoured Car should have a BS of 4+.

THE FRENCH ARMY OF 1914

Page 99: Chasseurs Battalion 1914

Add to the Special Rules

The Regimental Colours has the Infiltration Tactics and Scouts special rules. This increases its cost by +5 pts.

Page 98: Elan

Add at the end of the section:

Before rolling the D6, designate any enemy unit in line of sight. Your unit must make the D6" movement toward the enemy unit designated. You may not use the Elan special rule if you don't have any enemy unit in line of sight.

Page 102: Regimental Colours

Add at the end of the Special Rules section:

Any unit within 12" of the Regimental Colours may re-roll once per turn the D6 for their Elan movement.

IMPERIAL GERMAN ARMY 1914

Page 94: Infantry Company

The Captain should have a BS of 3+.

Page 95: Armoured Car

The Armoured Car should have a BS of 4+.

THE BRITISH IN 1918

Page 118: Infantry Company

The Soldier should have an I of 3.

Page 119: Highlander Company

Highlanders have a BS of 4+.

Page 120: Assault Party

Replace the Equipment with:

All soldiers each have a carbine and grenades.

Page 122: Heavy Mortar Section

Delete the Options.

Page 123: Mark IV Male

The Mark IV Male should have a Side Armour of 11.

Page 123: Mark IV Female

The Mark IV Female should have a Side Armour of 11.

The Mark IV Female only has 5 Vehicle Machine Guns, delete the end of sentence mentioning the machine gun shooting to the rear. You may exchange one side sponsor machine gun for a vehicle gun (upgrading the Female to Hermaphrodite).

Page 123: Whippet

The Whippet should have a Front of 11 and a Rear Armour of 10.

Delete the sentence beginning with: *'The Whippet has a speed of 9"....'*

Add:

As the faster tank of WW1, the Whippet has the Assault Training special rule. The Whippet may not have a fascine.

Page 123: Mark V

Add at the end of the section:

You may exchange the two Vehicle Guns on the sides for two Machine Guns. This increases the cost of the Mark V by +10 pts.

Page 123: Mark V*

Add at the end of the section:

MARK V*

	Points	Front Armour	Side Armour	Rear Armour	BS
Mark V*	200	11	11	11	5+

The Mark V* Male has two Vehicle Guns mounted in side sponsors, and 4 Vehicle Machine Guns, one firing to the front, one firing to the rear and one on each side. Your MarkV* may be upgraded to Mark V* Female for +20 pts. The Mark V* Male 6 Vehicle Machine Guns, one firing to the front, one firing to the rear and two on each side of the tank.

Special Rules:

Thanks to its extra-length, the Mark V* is always considered to be equipped with a fascine.

The Mark V* can, at the start of the game, transport one Machine gun section bought separately (this unit does not take any Support choice). This unit may be dropped at the start of any Movement Phase as long as the crew of the tank is not Shaken or Stunned, and becomes an independent unit that counts as Pined the turn he comes out of the vehicle. If the tank is destroyed, the Machine Gun section is eliminated as well.

THE 1918 FRENCH ARMY

Page 128: Veteran Company

The Soldier should have an WS of 3+.

Page 128: Assault Platoon

Replace the Equipment with:

All soldiers each have a carbine and grenades.

Page 133: Schneider CA1

The Front Armour should be 11.

Page 133: St Chamond

The Side Armour should be 11.

Page 133: FT17

The FT-17 should have a BS of 4+.

THE IMPERIAL GERMAN ARMY OF 1918

Page 140: Stosstruppen Company

The Captain should have a Toughness of 3.

Page 142: Assault Company

The Soldiers should have an Initiative of 4.

Page 142: Anti-tank Rifle

Add:

Special Rules: *Scouts, Infiltration Tactics.*

Page 142: Machine-Gun Section

Add:

Special Rules: The Machine Gun Section can be equipped with 'K' Armour Piercing bullets for +15 pts. When using Sustained Fire against a Vehicle within 18", the Machine Gun has a Strength of 5.

Page 144: Grenade Launcher

Add

Special Rules: The Grenade Launcher team may be attached at the start of the game to any Command Group of its Battalion. If joining a Command Group, the Grenade Launcher team becomes part of that Command Group for the whole game and may not leave it. The statlines of the Crew are replaced by the statlines of Soldiers of the relevant Command Group and they gain all Special Rules of these Soldiers. Only one Grenade Launcher team can be attached to a given Command Group.

Page 145: A7V

The Front Armour should be 12. The Side and Rear Armours should be 11.

Page 145: Captured Mark IV Male Tank

The Mark IV Male should have a Side Armour of 11.

Page 145: Captured Mark IV Female Tank

The Mark IV Female should have a Side Armour of 11.

The Mark IV Female only has 5 Vehicle Machine Guns, delete the end of sentence mentioning the machine gun shooting to the rear. You may exchange one side sponsor machine gun for a vehicle gun (upgrading the Female to Hermaphrodite).

PAINTING GREAT WAR MINIATURES

Page 151: Painting a French 1918 Infantryman

The model is obviously a 1914 French soldier.

Page 151: Painting a German 1918 Infantryman

The colour used for the uniform is Charandon Granite, not Charandon Grey.

FAQ

Q: My Vehicle has suffered a Crew Stunned Damage. Can the Vehicle pivot during the next movement phase?

A: *No, pivoting is considered to be a movement.*

Q: Do I benefit from my Dispersed Formation save against a flamethrower?

A: *No. The only Cover Save you can claim against a flamethrower is the 6+ for Going to Ground.*

Q: For Scoring Units what do you exactly mean by 'Infantry Platoons'?

A: *Ok, let's make it simple. The only units in the army lists that DO NOT count as Scoring Units are: Units with 4 models or less, Vehicles, and any unit that includes a Support Weapon. ALL other units ARE Scoring Units.*