

## Erratas and rules modifications

### 24th May 2007

#### Basic rules (changes from version 1.2 to 1.3)

- Add to end of 12.2.1

An attack can be declared only if at least one of the attacking units has a morale rating at least equal to 4, is not disorganised and is within the command radius of an HQ.

(This is intended to avoid attacks by low morale units, unable to satisfy 12.2.3, only to trigger bombardment).

- 12.2.3

If the attacker is unable to designate a valid lead unit within the command radius of an HQ (for example after defensive bombardment), the combat is cancelled, the attacker immediately loses 3 steps from the participating units with the highest morale.

(add the end of sentence)

#### Advanced rules

- I.1.1 - Strategic Movement Conditions

either within the command range of a friendly HQ, three hexes or more less from the HQ, [replace more by less]

- Campaign game setup

French 45<sup>th</sup> DI (3 régiments) /5 is set in 45.16

#### Campaign game optional rules Bruchmuller Planification

(this optional rule has been created to avoid the disastrous effect of some 1 rolls on tactical coordination during the first sequence of a German offensive)

At the start of the game, German player chooses if he wants to play his «Bruchmuller's planning» rule. If he does, Allied player automatically draws the event «Cantigny» during the first turn and «Legion russe» (Russian Legion) during the second turn (as the optional rule at the end of the campaign set up).

To simulate the perfect German preparation of the spring offensives by colonel Bruchmuller, German player can ignore effects of a natural 1 during tactical coordination roll, if the following conditions are met:

- combat occurs during the first sequence of an offensive.
- Bruchmuller event has been played for this offensive
- combat is within bombardement range of an army artillery unit in offensive mode.
- at least as many Stosstruppen as German divisions (even incomplete) are involved in this combat.

If conditions are met, German player can choose to ignore effects of a natural 1 on tact. Modifiers are applied then as usual. German player must then eliminate as many Stosstruppen as divisions that were involved in combat.

The German player may choose to invoke the optional rule after rolling the dice

### 10th April 2007

#### Basic rules (changes from version 1.1 to 1.2):

- 12.2.2 Example 2. In step 4 the attacker has no choice, he has to place both his units in ~~counter-battery~~ bombardement mode as he has to have at least as many as there are defending units [replace counter-battery by bombardement]

- 12.2.3 If the attacker is unable to designate a valid lead unit within the command radius of an HQ, the attack is immediately cancelled ~~and the attacker immediately loses 3 steps from the participating~~ [delete the last part]

- 12.2.6 Effects of tactical coordination

Perfect coordination

May move up to 2 **combat** units

Partial coordination

May move up to 1 **combat** unit