

STANDARD RULEBOOK

The following are the official errata published by SPW for the Der Weltkrieg series of games. Questions should be directed to either the SPW website (www.spwgame.com) or the Der Weltkrieg discussion folder, found at CONSIMWORLD (www.consimworld.com) under Discussion Board, Boardgaming, Individual Game and Series Discussions Games, Era: World War, Games Series: Der Weltkrieg.

[change] 7-8 Only one unit (a single division or equivalent, a Headquarter, or an artillery unit) may move across a particular single track rail hex-side by Rail Movement in a given Movement Phase (unless part of the German Rail Network, see next rule). Players will note, or use agreed upon markers to show which single track Rail Lines have been used during the Movement Phase.

[change] 9-7 Engineer units exert no Zones of Control (see Zones of Control Rules), do not count for stacking purposes, and may never voluntarily enter enemy Zones of Control to repair rail lines (they may enter enemy Zones of Control otherwise).

[addition] 9-13 A double track rail line intrinsically exists in every urban hex-side.

[addition] 11-9 Hexes containing less than 3 land hex-sides have reduced stacking limits. Stacking limits are reduced by one third for each non land hex-side less than 3 contained in the hex. So, if a hex has only 2 land hex-sides, its stacking limit is reduced by one third (4 divisions and 2 artillery units).

[change] 19-1 For a Ground Combat Unit to attack at full strength (or counterattack effectively), it must be supplied.

[change] 19-9 The length of a Supply Line is calculated in terms of the Movement Points it would take to move along the Supply Line by normal movement (not counting enemy ZOC costs) from the hex occupied by the unit to that occupied by the Headquarter.

[change] 19-13 Units (except Artillery) may always use at least 1/2 (round fractions down) of their combat strength to attack or counterattack. This may be done at any time, and regardless of Supply Line length or Supply Point availability. Units using this 1/2 strength option do not have Supply Points expended for them. Note that unsupplied units may still perform column attacks, but would do so at quarter strength.

[change] 20-8 Surrounded units are required to retreat if the losses called for by the CRT are greater than or equal to one quarter of the strength in the hex attacked (round fractions to the nearest whole number, round halves in the defenders favor). The retreat of surrounded units may be in any direction, so long as the destination is chosen in accordance to the priorities outlined in rule 14-8, without regard to distance to friendly Headquarters.

[change] Figure 12 Example Use of Artillery: It is the German Combat Phase. The German Player decides to attack the Belgian fortress in hex 2107 with the Artillery Units in adjacent hexes. He has a 4 Strength Point Artillery unit in hex 2106, a 3 Strength Point Artillery unit in hex 2108, and two 8 Strength Point Artillery units (one in hex 2206 and another in hex 2207). For the total 23 Artillery Strength Points, the German player expends 8 Supply Points from the 1st Army Headquarter (One Supply Point for every 3 or fraction of 3 Artillery Strength Points). The attack would be resolved using the 46 column of the CRT due to rule 23-11 (the number of infantry units in the fortress hex is less than the number of hex-sides through which artillery units are attacking it). Also, the attack is made with a +4 added to the die roll due to rule 23-10 (since artillery units are attacking the hex through 4 different hex-sides). Since only Artillery units are attacking, and there are no Artillery units in the hex being attacked, there is no counterattack. NOTE - Had the

German player attacked the fortress with a combination of Infantry and Artillery units, the Belgian fortress would counterattack. The Belgian player would not have to expend any supply points. The fortress would counterattack with a strength of 108 (36 times 3).

[change] 23-7 Artillery only attacks may be directed against only the defending fortress and artillery units in a hex. As a result, these units would be the only ones to take losses if they are so targeted. In all cases of when only Artillery units are involved in an attack, they may only be counterattacked by defending Artillery units. Artillery only attacks are not affected by river terrain (in attack or counterattack).