

SCENARIO RULEBOOK Serb & Rom

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] 48-3 Mountain units may make the 1 hex-side per turn minimum move across mountain terrain (even if moving from enemy ZOC to enemy ZOC).

[change] 49-1 The Danube is more than just a major river. It is an obstacle of colossal proportions. As such it cannot be crossed if by doing so the moving unit is both crossing the Danube AND moving into an enemy Zone of Control exerted by a unit adjacent to the Danube unoccupied by friendly ground combat units. It may be crossed into such a hex only as result of advance after combat.

[change] 49-2 Non-Artillery combat units may only attack across the Danube in conjunction with an engineer unit. Such attacks must include an engineer unit in each hex containing attacking units. Multiple attacks across the Danube from a single hex are not allowed. The engineer unit is eliminated if all other attacking units are eliminated as a result of the counterattack.

[change] 50-7 River Flotillas are a major impediment to crossing the Danube. A River Flotilla may 'interdict' any crossing of the Danube that happens within 2 hexes of the hex occupied by the River Flotilla. This 2 hex 'interdiction' range may be to the hex being moved into, or the hex being moved from in the crossing of the Danube. Units crossing the Danube and interdicted by a River Flotilla are attacked by that Flotilla at 3 times the River Flotilla's counter strength. No supply points are expended by the River Flotilla to make this attack. The interdicted unit may not counterattack. Retreat is not allowed across hex-sides that would trigger an interdiction attack. Supply lines may be traced through such hex-sides only if friendly ground combat units exist in the hexes on each side.

[change] 50-10 River Flotillas may engage in combat with enemy River Flotillas in an adjacent hex. Both attack and counterattack are made at double strength. The results of both attack and counterattack are determined before any losses are taken. No supply is expended for this combat. Losses are taken with the use of strength reduction markers and or flipping counters over to their reduced strength side. Note that only River Flotillas can damage other River Flotillas (with the exception of rule 50-9). Ground combat units cannot attack or counterattack River Flotillas.

[change] 51-10 Serbian and Montenegrin units do not require the expenditure of supply points for counterattack. They counter attack as if they had been supplied by a Headquarter. Note that this applies to units of these nationalities even if they are surrounded.

[change] 51-21 During the 3rd turn of August, all Austro-Hungarian units capable of movement must move into an enemy Zone of Control if possible, by expending as few movement points as possible. If such a unit is already in an enemy Zone of Control, it may not move.

[change] 51-25 Conrad was successful in keeping some of the 2nd army units in the Serbian Theater. The following units may be used by the Central Powers player as he sees fit: The 29th Infantry Division, the 14th and 107th LW Infantry Brigades, and the 10th Cavalry Division (until this unit is withdrawn). These units must move as mandated by the Special Restriction rules of the scenario, and become attached to the Austro-Hungarian 5th army after the departure of the 2nd army Headquarters from the map.

[change] 51-27 The Austro-Hungarian 2nd Army Headquarters can only expend supply points for attack to those units that will remain in the Serbian Theater, and to the 61st infantry brigade. It may only expend supply points for counterattack purposes for any other units. It cannot transfer supply points to other Headquarters.

[change] 51-29 The following units are required to leave the Serbian Theater (map 6-5) during the movement phase of the 5th turn of August: The AH 2nd Army Headquarter, the 17th, 23rd, and 34th Infantry Divisions, and the 8th Engineer Regiment.

[change] 51 Victory Conditions: Serbian Marginal Victory: The Serbian player occupies all Serbian cities including Belgrade at the end of the game.

[addition] 56-5 Set-Up Sequence: The Entente player sets up first.

[change] 58-23 British and French forces appear in Greece as reinforcements in the course of this scenario. These forces may move freely within Greece, or may cross the Greek border into Serbia, Albania, and Bulgaria. These units may use the Serbian rail capacity to move from Salonika into Serbia.

[change] 59-1 All AH artillery regiments are 2-4 (not 2-3)

[change] 61-13 German Headquarters may expend Supply Points for any Central Powers Ground Combat Unit. Russian Headquarters may expend Supply Points for any Russian or Romanian Ground Combat Unit. Austro-Hungarian and Bulgarian Headquarters may expend Supply points for Turkish units as well as units of their own nationality.

[change] 63-2

October, Turn 3

[was] 1 x 3-4 Inf XX103 1401

[now] 1 x 3-4 Inf XX102 1401

[change] 63-2

October, Turn 3

[was] 1 x 2-6 Cav XX 1 0307

[now] 1 x 2-6 Cav XX 11 0307

[change] 63-4 German Reinforcements: The listed units arrive on the given turn in the listed hex. 'North' means that reinforcement supply points may go to any Headquarters in Austria-Hungary (or Romania, on a rail line connected to the Austro-Hungarian rail network). 'South' means that supply points may go to any Headquarter in or connected to the Bulgarian rail network.

[delete] 63-4

September, Turn 2

3 x 3-5 Mtn X 1AlpK, 2AlpK0105

3AlpK

3 x 2-5 Inf X 1/187, 2/187 0107

3/187

[change] 63-5: All listed reinforcements are 'X' not 'XX'

[addition] 67-22 The pre-planned objective rules found in rules 37-16 to 37-23 are only in force for through the end of the 4th September turn (the length of the stand alone Galicia scenario).

[change] 69

August, Turn 6

[was] G Russian Units

*1 x 2-3 Art X3 4303

*1 x 2-3 Art X3 2803

*1 x 2-3 Art X3 3202

[now] G Russian Units

*1 x 2-3 Art X3 4303

*1 x 2-3 Art X4 2803

*1 x 2-3 Art X5 3202

[change] 69

August, Turn 7

[was] G Austro Hungarian Units

1 x 5-4 Inf XX44 3609

2 x 4-4 Inf XX20, 34 3912

| | | |
|--------------------------------|------|------|
| 1 x 4-4 Inf XX17 | 3811 | |
| 23 | 3509 | |
| 1 x 1-4 Inf X 36L | 2807 | |
| 97L | 3509 | |
| 103L | 4013 | |
| 2nd XXXX HQ* (20 SP) | | 3612 |
| This unit replaces the Kov HQ | | |
| [now] G Austro Hungarian Units | | |
| 1 x 5-4 Inf XX44 | 3609 | |
| 2 x 4-4 Inf XX20, *34 | | 3912 |
| 1 x 4-4 Inf XX*17 | 3811 | |
| *23 | 3509 | |
| 1 x 1-4 Inf X 36L | 2807 | |
| 97L | 3509 | |
| 103L | 4013 | |
| 2nd XXXX HQ* (20 SP) | | 3612 |

This unit replaces the Kov HQ If playing a game linked with the Serbia scenario, the number of SP assigned to the 2d HQ is equal to the SP remaining in the replaced Kov HQ plus what is left in the 2d HQ transferring from the Serbia front.

[change] 69

September, Turn 1

[was] G Austro Hungarian Units

1 x 1-6 Cav XX 10 3110

[now] G Austro Hungarian Units

1 x 1-6 Cav XX *10 3110

[change] 69

September, Turn 1

[was] G Austro Hungarian Units

2 x 4-4 Inf XX31, 32 3612

[now] G Austro Hungarian Units

2 x 4-4 Inf XX*31, *32 3612