

SCENARIO RULEBOOK TSP, TB, & G

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] 28-20 All Belgian units (except the units which set-up in hex 1807, which remain where they are until attacked) must move into one of three hexes during the Entente Movement Phase of the 3rd August turn: Hex 1504, 1603, and/or 1604. If they cannot move to these locations during the specified turn, they must move there as soon as possible. These units must remain in the three hexes as long as the German player keeps at least 10 Strength Points of units within 1 hex of Brussels (1606), or until they are attacked. They may freely move between these hexes prior to then, and may conduct attacks against adjacent units. After they are attacked, the player regains full control over these units.

29-1 French 3 rd Army:	[was]	1 x 6-4 Inf XX14	2215
		2 x 4-4 Inf XX59R, 56R	2215
	[now]	1 x 6-4 Inf XX12	2215
		2 x 4-4 Inf XX55R, 56R	2215

[change] 31 August Turn 3, German Units [was] All 9-5 or 8-5 Inf XX
[now] All 9-5 and 8-5 Inf XX

[change] 37-26 All Austro Hungarian infantry units in an enemy ZOC during the Central Powers Combat Phases of the 6th and 7th August turns must participate in an attack.

[addition] 43-10 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).

[addition] 44-18 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).