dave schroeder - Oct 5, 2004 4:40 pm (#3689 Total: 3689)

I have some errata for WF based on questions I recieved a couple of days ago from a very astute player:

Q:117-2 says the game ends in 1919. I assume this is 1918.

A: CORRECT

Q:Does 117-20 (for Western Front duration) apply to the full campaign (all games linked)?
It says that some of the DM points Germany loses are from other fronts.
This seems strange is the other fronts losses are precisely calculated in already.
Ignoring the rule, and the blockade effect is canceled...

A: ERRATTA Germany should recieve 25 DM per month when playing a combined duration game.
The rules do not spell this out. 65DM per month (as per the rule) is only for playing a duration game of WF on its own.

Q: Can fortress conversion 117-28 be done in 1914?
It seems that this could have an impact on TSP time period.

A: By the rules it can now be done in 1914. Historically it happened by Oct 14. It might impact TSP, but not by much.

Q:117-48 says that France recieves 1 replacement unit on even turns.
Then it says that France recieves one replacement unit on odd turns.
It seems that one of these should yield two replacement units.

A: ERRATTA - From Jan 15 to Jun 16, France should recieve 1x4-3 RPL on odd turns and TWOx4-3RPL on even turns.
Starting Jul16, France recieves 1x4-3RPL on each turn.

Q:117-63 mentions France when it should read Great Britain.

A: You are Correct

Q:The reinforcement schedule on p.28 does not include the 3rd British cavalry division.
Shouldn't this unit enter sometime in October? I believe it does in TSP 3rd edition rules.

A: ERRATTA, Great Britain recieves 1x2-6 Cav XX (3) on the 2OCT14 game turn.

Q:The 1914 deployment in the French 1st Army lists the 71R and the 57R in the same hex.
Should the 57R be deployed in 2724? I list this since it would normally list the divisions together rather then seperatly.

A: Listing is correct, more correct would have been to list 2x4-4 in the hex, but it is also correct the way currently written.

Q: The 2nd Army French artillary deploys in the same hex, but is listed as 2x and then 1x.
It seems that if they deployed in the same hex, it should be 3x. Does one of the hexes have a typo?

A: Similar to previous question, listing is correct, but it would have been better to write as 3x in the hex.
It is also correct the way currently written (its just confusing).