

# TANKSCHLACHT

## Errata [2026-07-05]

The Great War Battles Series Rules 2.0 did not reflect changes captured in the exclusive rules. Changes to the text are noted in italics. Also note rules numbers 13.3 to 13.7 have been renumbered accordingly (to align with references in the exclusive rules).

### **6.1 Procedure** (clarification)

*A player must first declare which units will attack (i.e. participate in melee) a hex. Then, defending cavalry may choose to retreat before combat or dismount (see 6.1.2, 13.3). Likewise, defending artillery must declare whether they are limbering (see 6.1.1). Afterwards, the attacker and then the defender announces which artillery are participating in the barrage and defensive fire (see 6.2, 6.3). All of this occurs prior to any die rolling. No unit may change its commitment to the battle, once the die rolling has begun.*

### **8.0 HARRASSING FIRE** (correction)

Total the combat strengths of all artillery units involved in the fire and consult the *Fire Combat Results Table* to see if the target unit is disorganized.

### **9.0 DISORGANIZATION** (correction)

*Each level of disorganization reduces the combat strength (both fire and melee) of affected units by 1. Units may have a zero strength but defend with a minimum value of one for both defensive fire and melee. Disorganized units may attack. Disorganization artillery may fire conduct barrage and defensive fire but at the reduced rate. Deployed artillery may roll to remove disorganization while remaining deployed by using their limbered movement allowance. These effects are in addition to any terrain effects.*

### **13.3 Cavalry** (addition)

*In certain games in this series, cavalry units have two states: mounted and dismounted. These are indicated by the unit values (dismounted units have a higher combat strength, mounted units have a higher movement allowance).*

**Note:** *cavalry units featuring mounted and dismounted states have one step loss. The reverse side does not indicate a step loss but indicate different states.*

*A units can change states during the player's movement phase. A unit may dismount at the end of the phase after moving or at the declaration of combat. A unit cannot move the phase it mounts. In addition, the unit must have a line of communication to mount. The line of communication cannot cross an unbridged canal hexside.*

*While mounted, cavalry units may charge. This is combat conducted during the movement phase. Charging cavalry double their combat strength when charging lone artillery in a hex. After charging, the cavalry unit becomes disorganized. A unit may roll to remove the disorganized state immediately following the charge.*

*Mounted cavalry receives no defensive benefit from trenches.*

*Mounted cavalry can retreat before combat; dismounted cannot (see 6.1.2). Mounted cavalry may choose to dismount at the moment combat is declared (similar to retreat before combat).*

### **13.4 Corps/Army Artillery** (addition)

*Multiple corps/army artillery units (from different corps/armies) may contribute to counter-battery fire.*

### **13.5 Counter-battery Fire** (addition)

*Each level of disorganization reduces the fire combat strength of an artillery unit in the target hex by 1 (defender choice) down to and including zero fire combat strength. Lone disorganized artillery will continue to defend against melee with a strength of one (see 6.1.1).*

### **13.6 Independent Units** (clarification)

*In certain games in this series, combat is restricted to units of the same division, corps, or army (parent) for each side. In some cases, there are units that have no parent affiliation. These are independent units that may be attached to any other parent unit.*

*Any number of independent units may participate in a coordinated combat alongside units of another parent. Independent units may receive artillery support offensive or defensive from any parent artillery of the same army, or off board corps artillery in a barrage. Independent artillery may join in providing offensive or defensive fire to units from any parent artillery of the same army.*

### **13.9 Restructuring** (addition)

Units may use restructuring to reassign themselves to another division. The resulting unit cannot gain combat strength or *stacking points* by restructuring (i.e., two 2-strength units to get a 5-strength unit).