

DEATH OF AN ARMY

Errata 2024-03-07

Great War Battle Series Rules

3.13 Limbered Status (clarification)

Sentence says "Some artillery units, not all, may *also* fire over open sights out to a two-hex range" (italics added), hence a limbered artillery unit with a non-zero barrage strength may fire in both the coordinated and the hasty combat phases (indeed, an artillery unit could fire in the coordinated phase, limber and move in the movement phase, and then fire in the hasty phase if it has a non-zero barrage strength).

6.4 Melee (clarification)

Sentence should read "Find the odds on the Melee Combat Results Table, lowering, if necessary, to one of the odds shown; *then shift the column* based on the most defensively advantageous terrain effect in the defender's hex (see Terrain Effect Chart)."

6.4.2 Retreat (clarification)

Sentence should read "This is done by moving *all defending units* one hex away from the attacking units." Units unable to retreat (e.g., deployed artillery) are eliminated. Also, a unit may intentionally retreat into an EZOC over a non-EZOC, but in doing so will suffer the step loss.

6.5 Battle Markers (clarification)

Add the following sentence "Battle markers only affect combat into a defender's hex, not out of an attacker's hex."

7.0 MOVEMENT (clarification)

7.1 discusses a unit "eligible to move". Add the following sentence "A deployed artillery has zero movement points and hence is ineligible; likewise, a unit that spends all its movement points removing a disruption or attack across open marker is also ineligible."

7.4 March Order (correction)

Should read "Units remain in March Order until *the end of the Non-Phasing Player's* turn."

7.7 Limbered Artillery (addition)

Add the following sentence "A limbered unit can enter and then deploy in an EZOC."

10.1 Contested Zone of Control (clarification)

Add the following:

"If a hex is vacant prior to moving a specific unit into the hex, it is uncontested. The act of entering the hex contests it for other units moving into the hex. It remains contested until the

last unit attempts to leave the hex. If the act of moving a unit creates an uncontested EZOC, then it is treated as uncontested for that purpose.

“EXAMPLE 1: Regiment A cannot cross an unbridged river into an uncontested EZOC. Regiment B moves into the hex (by an alternate route not crossing the river) and contests the EZOC. This now allows regiment A the opportunity to cross the river. Next turn, regiment B can cross the river as long as regiment A remains in the hex to contest the EZOC. Regiment A cannot cross the river as well as the act of leaving the EZOC creates an uncontested situation. On the other hand, if regiment A has an alternate route to move that does not cross the river, it could move but only after it covered regiment B's crossing.

“EXAMPLE 2: Regiment A moves through an EZOC into a hex occupied by regiment B as the EZOC is contested. Now regiment B can leave the EZOC as regiment A is contesting the EZOC.”

11.0 HASTY COMBAT (clarification)

Hasty attacks are launched from individual hexes. Units that happen to be stacked together may participate in the same attack. If a unit is by itself, it may launch a hasty attack.

First bullet should read “only *individual units or units stacked together* may conduct a hasty attack,”

Artillery firing over open sights may provide barrage fire to support a hasty combat; they needn't be in the same hex as the units conducting the hasty attack (see 13.6).

13.2 Attack Across the Open (clarification)

A "vacant" hex is one free of units. The hex need not be "clear" terrain but units attacking across the open cannot cross a river or canal. Sentence should read “... and there is a vacant hex (*one free of units*) between the attacking units and the defender.”

13.3.2 Off-board Corps/Army Artillery (clarification, correction)

Sentence should read "Off-board artillery *use the range printed on the counter* from a non-isolated artillery unit of its army." (ignore the “4 hex range” as printed in the rules).

Add the sentence “Off-board artillery that arrive as reinforcements are available immediately for use during that turn's Coordinated Combat Phase.”

Note: there is no case 13.3.1.

13.4 Counter-battery Fire (clarification)

Sentence should read "... to suppress the opponent's artillery from defensive fire *or defensive fire support* during the coordinated combat phase."

13.6 Open Sights (addition)

Add the following sentence “Limbered artillery with a non-zero strength may barrage fire in the hasty combat phase over open sights.”

Add the following sentence “Artillery fire over open sights to support a hasty attack aren’t required to be in the same hex as the attacking units.”

13.7 Restructuring (clarification)

First paragraph can be rewritten in bullet form as

“At the end of a player’s movement phase, the phasing player’s units may combine their steps to create a stronger unit if:

these units are stacked together or adjacent to each other,

these units are not adjacent to an enemy unit,

these units are not in a hex with a Battle marker or not adjacent to one.”

Coordinated Combat Phase Example (correction)

The example, the French incorrectly use defensive fire from the off-board Corp Artillery (F) as 13.2 states that Corps/Army artillery “may not participate in defensive fire or harassing fire (see 6.3, 8.0).”

Death of an Army Exclusive Rules

18.2 Independent Brigades and Cavalry (clarification)

Add the following “Independent brigades and cavalry can make independent, coordinated attacks by themselves or combine with other independent units. As artillery is limited to a single division (plus one corps/army), the artillery received to support independent units would also be from the same division. Independent units attacking without another division can receive artillery support only from corps/army artillery (see 13.3).”

18.4 British Territorial Army (omission)

Add the sentence “Isolated units cannot receive Territorial Army replacement steps (see 12.0).”

Sentence should read “Choose the target unit for the replacement step at the beginning of the *Allied (British) player turn.*”

18.6 Samson’s Armoured Car Group (omission)

Add the sentence “Samson’s Armoured Car Group has no ZOC.”

Sentence should read “If the number is equal to or less than the melee combat result against the British (*prior to any retreat*), the armoured car unit is eliminated.”

19.0 SETUP & REINFORCEMENT SCHEDULE

Add the following “The Allies consist of the British (BR) and French (FR); references to Allies refer to the British and the French.”

19.2 Reinforcements

The last two bullets should be combined to read

- “German Sixth Army (The lighter green German units) reinforcements arrive on southern map edge hexes east the British set up boundary and on eastern map edges south of the Lys River”

Charts

Markers Reference (correction)

Under Disorganization, list should read:

- Disorganized units:
- Must stop movement when disorganized
- May not:
 - move
 - fire barrage or defensive fire support
 - attack
 - entrain
 - restructure
- Spend **1D6** number of MP's to remove each level

Fabeck's Attack (correction)

Unit arrivals on the Turn Record Track will take precedence over the scenario chart.

Map

The setup zones are used only for reinforcement arrivals and for the Fabeck's Attack scenario. Units may freely cross these after setup.

Hessines (2415) should read Messines.

Countersheet

Counter-sheet 3 was intended as a half sheet (but it was cheaper to print a full sheet). The two sides are duplicates providing extra markers.