

All Quiet On The Western Front Errata and Clarifications

Rule 6.2 (Add): German Morale Point hex losses are doubled beginning with Turn 9 if the Allies have the Initiative only if the Allies gained the Initiative under condition b. of rule 6.5. If the Allies get the Initiative through rule 6.5 condition a. or c. German Morale Point hex losses are not doubled. Conditions 6.5 a. or c have precedence over condition b. For example, at the start of the Allied Counteroffensive Scenario both 6.5 a. and b. apply, but 6.5 a. has precedence (is considered the cause for the change of Initiative) so German Morale Point Hex losses are not doubled in that scenario.

Design Note: Change of Initiative under 6.5 "b" can only take place if the Germans adopt a defensive policy from the start of the game. The price of such a defensive policy is that German strategy is now based on holding as much of France and Belgium as possible so as to negotiate a favorable peace, hence the doubling of morale loss under these circumstances.

Rule 7.0 (Clarification) Inactive supplied HQs may be used for Supply, just not for Command.

Rule 9.0 HQs entering (or re-entering) play may enter Activated (subject to all rules concerning Activation). Furthermore, if they enter Activated they may immediately use Strategic Movement (this is an exception to 14.52 HQs may Strat move during the HQ Phase only).

Rule 9.1 (Correction): The reference to Turn 3 British reinforcements should read Turn 4. The counters are correct.

Rule 9.3 (Clarification): The rules say that Belgian Replacement Points are located on the Turn Track. This is misleading: the Belgians get no additional replacements apart from those they start the scenario with.

Rule 9.4 (Add): Except for the USA, no nation may save more than 20 RPs (have

more than 20 unspent at the end of the Reinforcement/ Replacement Phase).

Rule 12.221 (Clarification) This roll is made on the Attacker CRT.

Rule 12.231 (Clarification) This roll is made on the Attacker CRT.

Rule 14.4 (Change-Note this is the errata included with the game): Only In Supply combat units in friendly Fortified Trench hexes have a limited form of ZOC which extends into all adjacent friendly and enemy Fortified Trench hexes. A unit may never move directly from one enemy ZOC to another enemy ZOC. This applies to all forms of movement except advance after combat. Supply and Command may not be traced through an enemy ZOC. An enemy ZOC 's effect on Supply and Command is negated by a friendly unit in that hex. An enemy ZOC's effect on a hex for movement is negated by a friendly unit in that hex only when moving into a friendly Fortified Trench hex.

Rule 16.0 (Clarification) Fortresses are never affected by barrages.

Rule 22.1 Allied Set Up and Reinforcements (Add): The 15 Inf. sets up in hex 2517 with the 4 Inf.. The 31 Inf. arrives during the first couplet with 8 Inf.

Rule 22.2 (Clarification): The GE, BR, and FR do get their normal RPs at the start of Turn 1 of the March II and Full Campaign scenarios.

Rule 22.3 (Correction): Set Up. Both N3525 (Passchendaele) and N3223 (Armentieres) should start the Allied Counteroffensive scenario under German control.

Rule 22.3 (Clarification) First Turn Restrictions: GE, BR, FR, and USA RPs for the July II turn are not added at the start of the Allied Counteroffensive scenario. These have been factored into the set up for that scenario.

Rule 22.3 (Add): Place Game Turn 9 Reinforcements on the map during set up under the normal rules for entering reinforcements.