

## Errata

Landships! (as of Oct. 1st, 1997)

### The Box:

Yes, the date on the back of the box is wrong! The first tank attack occurred Sept. 15th, 1916. The date is noted correctly in the scenarios and historical commentary.

### The Map:

On Map #1, the trench line from hexes 3607 to 4005 are missing their brown overprint. These are considered trench hexes for all intents and purposes.

### The Charts:

1. (Correction): The wording on the Communications Check box does not match Rule 5.11c. The rule is correct (an FO is "in communications" on a roll of 4-6).
2. (Clarification): The -1 on the FOT for the French in 1914-15 is not a misprint. Instead it symbolizes the plan of the French 75mm ("Miss 75") gun crews who were trained to literally start firing before they deployed. Naturally these crews were all dead (or at least less enthusiastic by 1916).

### The Rules:

5.0 (Clarification): There are no practical game distinctions between the effects of on-board artillery and off-board modules. Both have a FS of 10, both may employ FOs to spot, etc. This is a simplification for game purposes and player are free to develop more elaborate artillery rules.

5.12 (Change): During the Joint Aircraft Phase, place the Aircraft directly on the target hex to be Barrage Attacked. As an Aircraft may Observe any hex with 2 of it, during the actual Barrage Phase place the impact marker on any hex within 2 of the Aircraft. The Barrage then takes place in that hex (subject to Scatter).

NOTE: This change prevents units from "walking" away to avoid the upcoming Barrage.

5.13 (Addition): Add bridge hexes to the terrain types Automatically Observed.

5.56 (Clarification): This rule applies to an enemy unit which moves into a Gas area and becomes Pinned there.

6.14(a) (Addition): To place a more meaningful penalty on Whippets that go out of control, add +2 to any SAFA attacks conducted by an out of control Whippet later that turn during the Offensive Fire Phase.

6.16 (Addition): Increase the German A7V's breakdown modifier to +0 in any scenario taking place in Sept. 1918 or later. This reflects increased reliability of the tank once certain modifications were made.

6.34 (Clarification): There is no minimum distance a cavalry unit may charge at. A charge may begin from a hex adjacent to the enemy.

6.35 (Addition): This rule applies when at least two cavalry troop units exist to form a group.

7.15 (Clarification): Player may deploy Wire markers on top of their own trench hexes. In this case, Wire penalties are cumulative with Trench benefits.

NOTE: Players may wish to adopt this tactic to deny the enemy the full benefit of capturing a friendly trench line. When this tactic is chosen, the wire is assumed to be on both sides of the trench line, hence the penalty (those inside feel trapped!)

8.21 (Clarification): Spotting Ranges represent the distance that one unit may see another unit occupying a particular terrain type, not the range at which a unit may see out of a particular terrain type. If spotting into a woods/hill hex, use the hill spotting range limits.

8.22 (Tip On Play): To remember which units have fired defensively or offensively, rotate them 90° when they do so.

8.23 (Clarification): If either the firing or target unit is occupying the blocking terrain, the LOS is not blocked (assuming no other intervening blocking terrain between them). The LOS may be traced along the line forming the side of a single blocking terrain hex, but not along two or more, or between two adjacent blocking terrain hexes.

Case 1 (Clarification): The restrictions on tracing a LOS through friendly units applies even if they are occupying a trench hex in front of the firing unit(s).

NOTE: This restriction is in the game to encourage proper tactics regarding flank attacks. Imagine a line of four enemy units along a row of hexes. If they were allowed to project as much fire to the flank as to their front, no flank attack could ever succeed. Player who wish to simulate British indirect fire MG tactics may allow British MG platoons (only) to fire through friendly units but the MG SACRT bonus (-1) is lost. The morale penalty still applies for coming under MG fire.

Case 6 (Addition): Players may not trace a LOS through a hex (and thus may not fire through) that is undergoing an indirect barrage attack that turn.

NOTE: This addition will allow players with lots of artillery to recreate the famous "Barrage Box" artillery tactic, shielding their units from enemy observation as they slog through no man's land.

8.56 (Clarification): After firing but missing a Vehicular target, no target acquisition die roll modifier applies if firing at the same target. It does apply if firing at a new target.

8.64 (Clarification): Terrain effects are cumulative (so a strongpoint in a trench hex provides a SAFA modifier of +3).

9.2 and 9.3 (Clarification): If a unit suffers a second Pin result and cannot retreat (for any reason), it is Eliminated instead. Units may retreat through a minefield but must roll for hits (Ouch!). Units may retreat off the map but may not reenter (they do not count as eliminated however).

10.0 (Reiteration): Units do not unpin automatically if they are inside the three hex radius of a Gas marker.

12.1 (Clarification): Players may not deliberately target or conduct Barrage Attacks or SAFAs into or out of a hex that is locked in Close Assault Combat. Note that an indirect fire Barrage Attack may accidentally scatter into such a hex. Vehicles alone in a hex with enemy FTs, CTs or Vehicles may conduct SAFAs or ATFAs (at range 0) against them in place of the Close Assault Combat procedure.

12.22 (Change): Allow FT units with a MR of 5 to Close Assault Tanks but only in Town hexes.

The Scenarios:

17.4 (Addition): Boats may stack a maximum of one per hex and do block the LOS through the hex. Steamers which became disabled are not removed from the game. FT units forced to disembark during an enemy Defensive Fire Phase may move in their subsequent Movement Phase if unpinned.

17.5 (Addition): Tank Fright is checked for in the German player's half of the turn as well as for any German units that remain in the tank's hex. Germans must roll even if adjacent to a Broken Down tank. Also the German Turn 6 reinforcements should read three 3-6-3 infantry and one 3-9-3 MG platoon.

17.7 (Change): The scenario length is 14 turns, not 12. Also reinforcements cannot be delayed as to when they arrive, they must enter on the designated turn or they do not arrive at all.

17.12 (Change): Increase the scenario length to 12 turns. In addition, any German tank in Bailed Out condition at the end of the game counts as if it were eliminated. German Turn 6 reinforcements should be 2-6-4 platoons, not 2-6-5s

17.14 (Correction): The two British 4-9-5 infantry platoons entering on Turn 1 should, of course, be 4-6-5 platoons.

17.17 (Correction):: US Turn 4 reinforcements should be 3-6-3 platoons, not 2-6-3s.

17.18 (Correction): British Turn 1 reinforcements should be 2-9-4 MG platoons, not 2-9-5s.

17.19 (Correction): There are only 19 4-6-5 infantry platoons in the Central Powers counter mix and the scenario calls for 20. Use one 3-6-5 instead. Also, the Allied unit starting in hex 4925 on Map 2 should start in 4626 instead.

17.21 (Clarification): The German LK IIs are cannon armed in this scenario.