

ERRATA

GMT No Retreat! The French & Polish Fronts

Version 1.4

September 18, 2018.

COUNTERS:

In the Polish Front game, the German **4th Army "Reserve" 2-3 infantry unit** should be **blank** on its reverse side.

In the French Front game, the German **OKH "XVII" 3-3 infantry unit** arriving on turn 7 should be labeled **"XXXVII"** (there is already a XVII 3-3 unit arriving on Turn 6).

RULES:

Rule Precision, Section 14.1.2, page 16, Counterblows:

- Designate Counterblow hexes with a "Counterblow" or "Shock-Counterblow" marker on hexes occupied by *non-Phasing* player's units, **not containing a "Target", a "No Actions" marker**, or a Fortress unit (18.7).

You CAN do the reverse: Put a "No Actions" marker on a hex where a Counterblow is already stacked.

IMPORTANT!

Section 17.7.2, page 26 Polish Front End Game Victory Results. The VPs are wrong (Correct numbers **in red**):

- **22 VPs or more: German Major Victory.**
 - **16-21 VPs: German Operational Victory.**
 - **10-15 VPs: Allied Operational Victory.**
 - **9 VPs or less: Allied Major Victory.**
-

- Some words missing in section 17.6, page 24 of the rulebook, Sudden Death Victory (**in red**):

B. Main Leader not yet Replaced: If neither player wins a Sudden Death victory because the **enemy** player's Main Leader was never replaced, the game continues.

- The **enemy** player replaces his Main Leader by the Replacement Leader (5.6).
- The **enemy** player does not draw IMs that turn (5.1).
- The opponent rolls two dice: he may place up to that total of "No Actions" markers on the player's units.

C. Paris or Warsaw not Controlled: If the German Player fails the victory check because he does not control Paris or Warsaw, the game continues.

- The **Allied** player does not draw IMs that turn (5.1).
- The **German Player** rolls two dice: he may place up to that total of "No Actions" markers on the **Allied player's** units.

D. No Allied unit in Germany: If the Allied Player fails the victory check because he has no unit(s) in Germany, the game continues.

- The **German** player does not draw IMs that turn (5.1).
 - The **Allied Player** rolls two dice: he may place up to that total of "No Actions" markers on the **German player's** units.
-

Section 18.1, page 26 Panzer/Tanks Units. A few Words added:

- They could give a one *column shift right* on the CRT, maximum, when attacking (or Counterattacking) Infantry, **Cavalry, and Airborne** type units in favorable terrain using the correct Combat Table for the unit (2.12).
-

- Rule Precision [20.1.1] Turns 1, 2, 3, No Deployments, second bullet, page 30:

Allied units cannot Voluntarily Attack into the Ardennes Forest or move into the Ardennes Forest.

- Two words wrong in the description of Event Card #77 in the rulebook (it should be "German" not "Pole"!

[21.1.5] Diplomatic Pressure (German Card #77):

1-3• Fearful Neutrals (-4VP): Polish supply cannot be traced through white map borders.

Exception: Polish units can still be improved (12.2).

4-5• Inactive French Army (-2VP): Each time card #72 Army Group West is drawn, the **German** player immediately gets one free unit Improvement (9.1).

6• Belligerent Soviet Army (-2VP): Each time that card #61 Joseph Stalin is drawn, the **German** player rolls two dice on the card's outcome table and chose which applies.

PLAYBOOK:

- Rule Precisions, Polish set-up, Playbook page 7:

1. Allied Player:

The Allied player's units are set up first, as per the areas on the board designated on the Polish Front setup map. No more than one square unit, plus one hex-shaped unit, may be set up in each map hex. No units are set up in the Reserve.

This means that you cannot set up a round unit with a square unit, or two round units in the same hex at start, the only stacking allowed is one square unit with one hex-shaped unit.

EVENT CARDS:

Event Card precision

Armistice #01

Play during the Strategic Phase.

If you control all Cities, or all but one, in Holland or Belgium, put in the Surrendered Box that country's units that can't trace a Supply Line to a blue map edge in France.

Precision: Dutch/Belgian Units in the Eliminated units box will be put in the Surrendered Box (they cannot trace a supply line!).

Card #17 should have a French Roundel, and card #23 should not have one.

BUT let the cards stand like this.

If you drew card #17 or card #23 for Landings or Evacuations just draw another card for resolution (this is where a problem may occur).

New Optional Rule 26.7 Change of Command.

This rules gives a bit more leeway to players regarding their Main Leader's fate during the campaign. But at a cost.

- At the end of a Sudden Death Turn (5.6) check phase, if the enemy Main Leader is still in Command, you may Replace your Main Leader, even if your VP Total does not meet the VP requirement for a Leader Change (17.6), starting with the non-Initiative Player. Follow the same procedure as a regular Sudden Death Leader Replacement (17.6.B), including the rolling of two dice for the extra "No Actions" markers; but without scoring the Victory Points for the Leader Replacement Cost (5.6.D).

Note: Thus you may not replace your Main Leader this way if the Enemy Main Leader is not in command, as the war is most probably going your way, so not excuse for replacing your commanding officer!

Optional rule 26.8 City Garrisons.

- *Supply cannot be traced through enemy-controlled cities or major cities.*

Note: Sometimes weird supply situations could happen. This is very rare; that rule will help avoiding this if that state of facts annoys you.

Optional rule 26.9 Immediate Plan Scoring.

An optional rule mainly for those who play solitaire:

- *Make the Plan card Score Event VPs RIGHT AWAY when you check their scores during a Sudden Death turn. Don't just mark it as successful or not with a Plan marker anymore.*

Note: This will make those plans very, very important, unless you want to see your main Leader "Booted out" fast, and makes for an hair-raising game.