

## Imperial Tide Official Errata and Clarifications

As of 24 February 2023

[6.1.1] (clarification) – The restriction against entrenching is it cannot be done before the 4<sup>th</sup> card play for each side, not in total. Each player's entrenchment threshold total only applies to that player. Notice this means the CP will be able to entrench before the AP.

[6.3] (clarification) – An area may only be attacked once per card play, even if the card (Over the Top, Brusilov Offensive, Tank Offensive, Stosstruppen) allows for two attacks. If you wish to use both attacks with those cards, two different areas must be designated as the targets.

[6.3] A. (clarification) – Defending Artillery may fire even if no Attacking Artillery participate.

[6.3] C. (clarification) – When attacking out of an area with an undestroyed Fort, the Fort does not participate in the attack, and suffers no combat results, even if the defender causes excess losses to the attacker. Excess losses do occur to defending forts (and possibly artillery) per the rule.

[6.2.4] (addition) – Three cards (Allied Powers cards - #5/Miracle of the Marne, #17/Lafayette We are Here, and #21/Doughboys) are an exception to the prohibition against doing attack and movement actions with a unit on a single card play. For example, this means the Americans can land, move, then attack.

[6.2.4] (clarification) – The second paragraph of [6.2.4] is an exception to the [6.2.6] stoppage of movement upon entering mountains. Strategic movement uses rail, basically, so units using the Redeployment card may move through mountains without stopping.

[6.3] C. (clarification) – Each player decides how to take their own losses in multinational stacks, with the caveat that forts are still taken last.

[6.4.1] (correction) – Besieged forts fire back on the 0-1 column with two dice as normal. "With 1 die" should say "on the 0-1 column."

[6.4.5] (clarification) – The BEF does not get any special abilities during attrition combat. The text "Any special benefits or penalties the ATTACK action might have had do not occur" applies to units as well.

[6.8] (clarification) – An undestroyed fort blocks supply, even if the opposing side had moved through it. However, if besieged, control of the area is to the besieging side, and supply may be traced through it.

[6.12] (clarification) – Before activation, Neutral Countries are inactive for all purposes. This includes movement, combat, entrenching, and receipt/expenditure of resource points.

[6.15] (addition) – It is not required for the bot to play all his cards before spending any Resource Points. You should select a card per the bot instructions. Evaluate the general guidance and situation. If it makes more sense to spend a Resource Point (or several), then do so. Return the card to the bot's hand and pick a new card the next action per the normal procedure. In short, play the best game for the bot.

[6.16] (correction) – There is an error in the Example of Play. In the combat against Belgrade, no Serbians retreat because none are left after combat. Only survivor is the fort, which is now besieged.

[6.2.7] (clarification) – Forts do NOT attack alone, or add an INF point to an attack. They only defend.

**Cards (correction) – Cards #19 and #20 (Allied Powers) are incorrectly listed as 1916 cards. They both should be 1917 cards. There is no need to mark them, simply ensure they are placed in the 1917 stack of cards and first drawn in 1917.**

Cards (clarification) – Card #1 (Schlieffen Plan) may do 3 points of damage, removing the Belgian and destroying the Fort. If this happens, the CP player simply moves into Liege (if he desires.) There is no attack per se into an empty Liege, as there are no defenders, but the advance after combat still occurs.

Cards (typo) – Card #6 (Central Powers) has a typo. “Zeppelin” should be spelled “Zeppelin.”

Cards (omission) – Card #9, Verdun (Central Powers) is missing the text “Pass the Turn” at the bottom of the card. It should have it, just like every other card.

Cards (typo) – Card #11 (Central Powers) has a typo. “Foker” should be spelled “Fokker.”

Map (typo) – The Austro-Hungarian area “Cernowitz” should be spelled “Czernowitz.”