

# Chapter 2: The Siege of Syracuse

Addenda Sheet as of Jan. 10, 2015

## The Rules:

**4.4 Reinforcement Bullet** (clarification): This sentence should read, "Both sides check to see if new units appear *in the next turn* and, where they do, deploy them to the map."

**10.6 Night Combat** (clarification): Add a reference to see the modifiers for night combat on both the Skirmish Fight Modifiers Table and Assault Combat Results Table (at the end of the rules).

**11.2 Surrender** (correction): The first three bullet points/DR modifiers should be + (not minus).

**12.1 Athenian Set Up** (additional bullet): After setting up both players roll an un-modified D10. The higher result is used to determine the Athenian at-start IL; the lower determines the Syracusan/Allied at-start IL. Re-roll a tie DR.

**12.3 Syracusan Set Up, first bullet** (correction): The Syracusan naval units deploy adjacent to I-1 or L-7 (areas of the city of Syracuse).

## The Charts:

**Assault Combat Table** (omission): Before resolving a Night Combat both player's roll a D10. A player whose DR is  $\leq$  to their side's ML has the odds shifted 1 column in their favor. If the DR is  $>$ , then that player receives no odds shift. If both sides pass, then there is no effect as these off-set. A player rolling a natural "1" also gets a favorable + or - 1 DRM. Again, if both sides are so lucky there is no effect as the DRMs off-set.