

CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

#34 (*Armageddon*)

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

FIRE COMBAT, CASE H

(H) Fire units on river hexes may not fire. Fire Combat Strength is halved when attacking uphill. All Firing Ranges are extended on hex when firing downhill. Ignore all fire obstructions when firing from a slope hex.

EXPLANATION OF COMBAT RESULTS

Effects of Disruption

Disrupted units may not initiate combat, employ fire, or be moved for the duration of their disruption. Disruption never affects Leader units (see Leader rules). When disrupted units (or a stack containing disrupted and undisrupted units) are attacked by fire or melee, the Attacker adds "one" to his die roll number before resolving the attack.

(Leave remainder of rule as is)

HOW TO RETREAT

Units disrupted in melee combat must retreat. Retreating units must retreat as far as possible from all Enemy units. In retreat, units do expend terrain entry costs but do not expend Movement Points with regard to Facing. They may not retreat through crest hexsides, or the Front hexes of Enemy fire units. Units end the retreat with the same facing they employed during combat. On retreat a unit must move continuously away from Enemy units and may not enter the same hex twice. Within these restrictions, Players retreat their own units. Units which may not be retreated without violating these restrictions are eliminated (removed from play). Disrupted units which retreat into a Friendly occupied hex disrupt those units also (except Leader units); however, the newly disrupted units do not retreat. Disrupted retreating units which enter a hex occupied by other Friendly disrupted units do not cause the previously disrupted units to be eliminated. Units which must retreat are not restricted by Leader Movement Control Radius rules.

CHARIOTS, CASE A

(A) In melee combat only, whenever at least one attacking unit is embarked on a chariot unit, the entire attack benefits by shifting the normal combat odds two columns to the right on the Combat Results Table. Thus an Axeman unit embarked on a chariot unit, melee attacking a Swordsmen unit, ordinarily a 1 to 2 combat odds situation would be treated as a 2 to 1 attack. Similarly a normal 2 to 1 attack would be treated as a 4 to 1 attack etc. This advantage is only applicable in a melee combat. Only one attacking unit need be embarked on chariots for the entire attack to benefit.

MAPSHEET:

HOW TO USE THE SCENARIOS

In scenarios which call for forces to enter on a particular edge of the mapsheet the owning player should deploy his force along the hex row adjacent to the map edge described. During the

first Friendly Turn these units are restricted by Leader Movement Control Radius rules. The hex on which they are deployed does not count against their Movement Allowance. Units may be deployed embarked on Chariots.

THE SCENARIOS

Thymbra (546 BC)

Victory: The Persians must prevent the Lydians from having any units south of the stream, and must control hex "E" by the end of Game-Turn 20. The Lydians must control hexes "A" and "E" by the end of Game-Turn 20. If neither condition prevails, the result is a draw.

Megiddo (1469 BC)

Victory: The Syrians must prevent the Egyptians from having any units south of the stream by the end of Game-Turn 12. The Egyptians must control Hex A by the end of Game-Turn 12. If neither condition is met the game is a draw.