

Chapter 2: The Siege of Syracuse

Addenda Sheet as of Aug. 18, 2017

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."

8.2 Skirmish Combat (correction): Ignore the exception under step 2. All units on the side with the equal number or fewer units than the opponent must be set up for Skirmish Combat. Only the side with excess/more units can hold units back or have them "gang up" on opposing unit(s).

9.1 Supply Lines (addition): The first two bullets should read:

- Athenian: Any coastal area with an Athenian naval unit that in turn can then trace a supply path to a map edge sea area that is free of normal status Syracusan/Allied naval units.
- Syracusan/Allied: "...or any coastal area with a Syracusan/Allied naval unit that in turn can then trace a supply path to a map edge sea area that is free of normal status Athenian naval units."

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).

11.1 Automatic Victory (correction): The second line of the first bullet should read "...all **land** areas adjacent to Area L-7..."

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).

12.4 Allied Reinforcements (variant): There is an extra (5th) Syracusan/Allied Peltast unit on the counter sheet. Use this as a second (not one) Peltast unit in the first Syracusan/Allied reinforcement wave to help balance play for that player if so desired.

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.