

# ARMADA ERRATA

## As of February 1979

### COUNTERS

The Walloon (Spanish) Barge units (0-20-10's) should have the two dark stripes indicating they are Shallow-Draft oared units. *Note:* On some countersheets, these units have the appropriate stripes; on others, they are bereft of any stripes.

### MAP

The Activation Values for Corunna and Santander should be 10 (ten) rather than the values printed on the map.

### RULES

[3.1] (*addition*) Each city hex on the game-map contains two numbers, separated by a slash; the first number is the Victory Point Value (see Case 17.1) of the City, and the second is the Activation Value (see Case 5.32).

[3.2] (*addition*) Units with a single dark stripe across the lower portion of the unit counter are Shallow-Draft Sailing naval units; units with two dark stripes across the upper and lower portions of their counters are Shallow-Draft Oared naval units; and naval units without any dark stripes are Deep-Draft Sailing naval units.

[4.2] (*correction*) The Players receive their second year revenues at the end of the Joint Activation Inter-Phase of Game-Turn 9, *not* during the Acquisition Phase.

[5.29] (*clarification*) Normally units are activated in city hexes. However, units activated in the Protestant or Catholic Netherlands, or in Germany, may appear in any one of the hexes in the Protestant or Catholic Netherlands, or Germany, as listed in Cases 5.27 or 5.22, or 5.21 (respectively). Additionally, units can be activated in specific non-city hexes — see Case 5.21 and the Spanish Activation Tracks.

[5.32] (*correction*) The total number of the Naval Combat Strength Points on a city's Activation Track may not exceed the city's Activation Value (the second number in the city's hex). *Exception:* see Case 5.54. *Note:* The "Combat Strength" of a Walloon Invasion Barge is considered to be 4 for Activation and De-Activation purposes only.

[5.53] (*correction*) The first sentence should read: A Player may De-Activate naval units in any Friendly or currently Friendly-occupied Enemy port.

[7.31] (*clarification*) If Shallow-Draft naval units are in a hex containing Friendly Deep-Draft naval units, they do not lend their Combat Strength to the stack, *either* when attacking or defending. The Shallow-Draft naval units sum their Combat Strengths (and may take losses) only after all Deep-Draft naval units have been eliminated.

[7.0] PROCEDURE (*correction*) Seventh sentence should read: He rolls a die to determine whether he Disengages (see Case 7.4); if he successfully Disengages, the combat ends. ((Rest of rule as printed)).

[7.43] (*change*) A stack of Spanish naval units containing at least one Deep-Draft naval unit Disengages only on a roll of 5 or 6.

[7.44] (*change*) Any stack of English naval units disengages on a roll of 4 through 6.

[8.14] (*change*) Dutch land units may not move or attack out of the Netherlands; they may operate freely within the Protestant and Catholic Netherlands.

[8.15] (*clarification*) German units may, however, attack or move into the Protestant Netherlands from the Catholic Netherlands.

[8.16] (*change*) ((Delete the rule as written)). Scottish units (Protestant and Catholic) may only move and attack within Scotland and England.

[9.12] (*addition*) Land units on the Catholic or Protestant Netherlands Activation Track are destroyed only if all of the hexes listed in Cases 5.22 or 5.27 (respectively) are occupied by Enemy land units. Units on the Lorraine Activation Track are destroyed only if hex 2918 is occupied by Enemy units.

[10.23] (*addition*) Besieging naval units in a fortress port hex under siege do not have their Combat Strength doubled. Besieging naval units in a non-fortress port hex do not have their Combat Strength halved. This is an exception to Case 7.52.

[11.0] (*correction*) There is no Financial Phase. When the Financial Phase is mentioned, read "Joint Activation Phase".

[11.3] (*change*) Change "De-Activate 1/3 of all Friendly land units" to "remove 1/3 of all Friendly land units from the game-map."

[12.0] (*correction*) All references to Cases 12.13 and 12.14 should be to Cases 12.11 and 12.12 — the sections are misnumbered.

[13.0] GENERAL RULE (*correction*) Replace the General Rule with: Naval units in ports need not be victualled. Naval units in non-port coastal hexes, and all Shallow-Draft naval units not in ports, must be victualled by the expenditure of Ducats — victualing such a naval unit costs twice the unit's Maintenance Value (in addition to the unit's regular Maintenance cost). Deep-Draft naval units in all-sea hexes (only) must be victualled by the expenditure of a Victual Point (see Case 13.22). The Victual Point must have been purchased on a previous Game-Turn. Each time a stack of naval units engages in a round of Naval Combat, the stack must expend a Munition Point (*exception:* see Case 13.31).

[13.2] (*change*) Delete Cases 13.21, 13.22, 13.23, and 13.25. Case 13.24 becomes Case 13.21, and add:

[13.22] (*addition*) If a Fleet/Armada containing Deep-Draft naval units in an all-sea hex must be Victualled, one Victual Point must be expended by the Fleet/Armada.

[14.12] (*clarification*) Levya may be used as a land Leader and as a naval Leader during a single Game-Turn.

[17.1] (*addition*) A Player is considered to have captured a city, port, or fortress if a Friendly land unit was the last land unit to enter or move through the hex even if currently Besieged. Naval units cannot capture territory; only land units may. Allied units (Scottish, English Catholic, Dutch, Irish, and so forth) *may* capture hexes.