

ART OF SIEGE WARFARE

ADDENDA as of October 1979

TYRE

Counters

(correction) The Grstrts and Enllus ABS leader counters should be printed white.

Map

(addition) Beach hex 4909 should have a grounding number rating of 1.

Rules

[3.32] (correction) The sample Bireme unit is mislabelled Quinquereme, and vice-versa. Naval units with no bands printed on the counter are Biremes, units with 1 band are Quinqueremes, and units with 2 bands are Triremes.

[3.5] (correction) There is no separate chart sheet included with the game. All the charts and tables needed for play are printed in the rules or on the mapsheet.

[6.13 illus.] (correction) The target unit in the illustration is incorrectly faced. It should be faced to the left or right towards a hexside. Each unit has four broadside hexes. The hexes adjacent to the top and bottom of a naval unit counter are non-broadside hexes.

[6.26] (correction) "...in beach or home port hex." should read "in a beach/home port hex."

[6.32] (clarification) A disrupted unit may not ram.

[8.21] (addition) A damaged naval unit may transport one land combat unit. If two land combat units are being transported on a full strength naval unit and that naval unit is damaged, then one land combat unit is eliminated (the Macedonian Player's choice).

[8.3] (addition) This section refers to beach and port hexes. Port hexes within the Tyrian harbors are assumed to have a grounding rating of zero.

[9.28] (clarification) It costs one Movement Point for a Tyrian unit to enter a secondary wall hex from a non-wall hex.

[11.24] (correction) Fire-Melee units are not considered Fire Combat units for purposes of retreat.

[11.5] (correction) "Secondary" should read "Any."

[12.31] (correction) "Walls" should read "city".

[13.41] (addition) If a catapult is fired at a ship during the Tyrian Bombardment Segment of the Amphibious Assault Phase, it may not be fired during the subsequent Simultaneous Fire Combat Segment.

[14.31] (addition) Only four engineer points may be allocated to Boulder Mining per turn.

[15.0] (correction) Gonzus of Tyre has no naval leader rating.

[15.41] (correction) A leader is killed only if a 6 is rolled twice in succession; the Leader Loss procedure on page 16 is correct.

[17.3] (addition) Alexander the Great may command all contingents (land or naval, depending on mode). The leader Pyntgrs enters the game with the Cyprus Naval forces and may command all Macedonian Allied naval units.

SEVASTOPOL

Game-Turn Record Track

The Engineer initiative is 4, as per Case 9.23, when an asterisk is indicated on the Game-Turn Record Track.

Rules

[3.0, Major Terrain Types] (correction) All references, in the rule to the Terrain Effects Chart, should be to the Construction Points Cost Chart (9.6).

[6.33] (correction) The Russian unit Grand Duke Michael enters during Game-turn 8 (March). This is not noted on the Turn Record Track.

[7.14] (correction) "For Game-Turns 8 and 13" should be "Game-Turns 8 through 18."

[8.98] (correction) "May destroy" should be "must destroy."

[8.99] (clarification) After "Asterisk =" delete the words "chance of."

[9.23] (addition) The presence of Engineer Initiative is indicated on the Game-Turn Record Track by the presence of an asterisk next to a nationality's construction points.

[10.32] (correction) There are 10 Bastion Positions at the Mast Bastion, not 8. In addition, the Russian Engineer does not count as a unit for purposes of deployment.

[10.5] (clarification) This section refers to undamaged parallels.

LILLE

Counters

(correction) All French combat units should not be backprinted.

Map

There are 10 incorrect Star Bastion Positions on the map which should only be Bastion Positions. These incorrect Star Bastion Positions may be recognized by three characteristics: 1) They are not adjacent to the inner city of Lille, 2) each is connected to 5 other Star Bastion Positions, and 3) they are not within the Citadelle.

Rules

[3.5, Repair] (correction) Bastion Positions may only be repaired to a Bastion Strength level of 3.

[5.11] (clarification) All results are listed in terms of Cavalry Squadrons and Infantry Battalions.

[6.24] (correction) The case reference should be to Case 5.11, not 5.21.

[10.5] (clarification) This section refers to undamaged parallels. Forwardmost parallels are defined as the parallels which are closest to any French Bastion Position using the rangefinder to sight from the ranging points.

[10.6] (addition) Routed French units within Lille may be counted towards the garrison requirement.

[11.1] (addition) If an Assault is initiated, all English units which are currently garrisoning a French Bastion Position *must* be activated first. English units which are garrisoning French Bastion Positions may be replaced before the beginning of an Assault Phase by other Allied units which are in covering boxes, or behind the Allied Start-Line. Since English units may only be activated for an assault twice, if the English have been used to Assault twice, the Allies may not initiate an Assault until there are no English units garrisoning French Bastion Positions (since all garrisoning units must be activated in an Assault).

[12.0] (correction) Procedures: "up to two Bastion Positions" should read "up to three Bastion Positions;" Case 12.32 is correct.

[13.0] (correction) General Rule reference to "(see Terrain Effects Chart, 9.6)" is irrelevant and should be dropped.

[14.25] (correction) No *attacker* results apply in field battery fire.

[14.55] (addition) A unit may displace a friendly unit from a Bastion Position which is in its line of retreat, which may displace another unit as long as Case 14.51 is not violated.

[14.66] (addition) If a Bastion Position is occupied by French siege artillery and/or French Leaders only, an Allied infantry may be advanced into that Bastion Position during movement (the French units are retreated).

[15.0] (addition) At the end of the French Sortie Phase (whether or not the French Player has sortied that turn), if there is a Covering Box with no Allied Infantry Battalions in it, the French Player receives 8 Rounds of Siege Ammunition.

[20.0] (addition) The game is over if an Allied unit occupies a Star Bastion Position at the end of an Assault Phase. Alternatively, if, at the end of a Game-Turn, the Allied casualties exceed the French casualties by 12,000 men, the French Player is declared the winner.

ACRE

[4.3] (correction) The Assault, Repair and Regrouping Phase should read the Assault and Regrouping Phase.

[5.27] (correction) There should be no filled foss hex listed on the Terrain Key. There ~~are~~ no filled foss hexes at the beginning of the game. (correction) Non-Enemy-Controlled Wall/Tower hex should be listed as Friendly Occupied Wall/Tower hex.

[8.3] (addition) If more than one engineer point is allocated to wall repair, and the damage level is reduced, all later engineer points use the new (repaired) damage level column on the wall repair table.

[9.23] (clarification) If a unit is disrupted by fire combat and then disrupted again in the Melee Segment it is retreated. In addition, since all fire combat is simultaneous, the statement "Disrupted units cannot engage in fire combat" is not applicable.

[9.24] (addition) All units which are retreated are disrupted at the end of the retreat.

[10.34] (addition) Ladder assaults may be made from inside the city (in an Acre street pattern hex) out onto the walls.

[10.72] (addition) Leaders may not advance after combat unless they are stacked with a combat unit which participated in the attack.

[12.2] (clarification) A wall hex with a damage level of 6 from giant catapults may be repaired.

[13.12] (correction) The Regrouping Segment occurs at the end of every Game-Turn for purposes of foss unfilling during both the Planning and Assault Phases.

[17.0] (correction) The harbor tower hex is hex 2104 not 1951.