

DARK VICTORY ERRATA

By
Alan R. Arvold

Mapsheet: There should be a door symbol on the following hex-sides; the hex-side between hexes 1919/2020, the hex-side between hexes 1921/2022, and the hex-side between hexes 2428/2429.

Interior Mapsheet: Long Barracks Second Floor – The hex-side between hexes 2621/2622 should be a clear hex-side, there is no wall there, thus making that room a two-hex room.

Low Barracks – The Low Barracks is misplaced on the map-sheet. Each hex on the Low Barracks should be the next one to the south, as they are on the main map-sheet. The internal relative arrangement of the walls remains unchanged.

Regular Rules

- 2.9: There are no leader counters printed with a circle containing an asterisk.
- 4.1: There is no Game Turn Track included in the game (it was accidentally left off during the printing of the game). Players can either make their own, or they can use the 4200 column on the main map-sheet to keep track of the game turn. Just put the Game Turn counter on hex 4200 when setting up and move the counter down one hex on the column at the beginning of each Game Turn.
- 5.3: Unfortunately, the Mexican Casualty Track was also accidentally left out during the printing of the game. Players can either make their own or they can use the 1000 and 1100 columns on the main map-sheet to keep track of Mexican casualties. Just place the Total Mexican Losses counter on hex 1000 when setting up and move the counter down the column as steps are lost. Once the counter gets down to hex 1030, just transfer it over to hex 1100 and then move down that column. Once the counter gets to hex 1131, the game is over as the Mexicans have lost 61 steps. The individual Column Losses counters can also use this method to keep track of their casualties.

As an alternate method of keeping track of total Mexican casualties consider this. There are 60 Mexican Dead counters in the game. If at some point in the game, all 60 Mexican Dead counters are on the map, and the Mexicans have just lost another step, then the game is over.

- 6.7: No further rearrangement may take place once one or more units have moved/fired in that phase.
- 7.3: A die roll of 1 or 2 means there will be a release that phase, a result of 3, 4, 5, or 6 means that there will be no release that turn.
- 9.13: The high wall hex-sides that are located between the special interior/exterior hexes and the high-level scaffold hexes around them, do not prohibit the movement of and the fire between units located on the ground floor hexes of the Chapel on the Interior Mapsheet. The ramp in hex 3126 does not prohibit ground floor movement between hexes 3126 and 3226 (the men are going around the ramp). The ramp also does not block the LOS through hex-side 3126/3226 (the men are poking their heads around the ramp to fire their weapons).
- 10.5: Only Texan infantry/gun crew units have fire modifier numbers printed on them and they vary from zero (0) to plus two (+2).
- 10.6: Starting with Game Turn 6, as the sun begins to come up, it decreases one (1) per game turn un til

it reaches zero (0) at the start of Game Turn 10.

- 10.10: Likewise, units located inside rooms on the Interior Map that have interior door hex-sides, may fire into interior hexes only through those hex-sides. The LOS extends out in a straight line into those interior hexes and is blocked by the first wall or doorway hex-side it crosses.
- 11.10: A Texan artillery gun crew may either fire the cannon or their own weapons, but not both, during the Texan Reaction Phase. They may reload the cannon during the Reaction Phase even if they fired it during the same phase.
- 11.11: In the second sentence, the word “wold” should be “would”.
- 13.1: As an optional rule, if the “Women & Children” counter is the only Texan counter left on the board at the end of the game, the Texan player cannot claim an automatic end-of-the-game victory. (Unarmed women and children could hardly contest armed troops for possession of the Alamo.)