

always placed in a city area's Naval Base box.

7.1 (b) (clarification) Fleets may only be recruited in a city area with both a recruiting symbol and a Naval Base space. When Recruiting on the March (rule 18.0), any friendly-controlled city area with a Naval Base is eligible.

9.0 Force Organization (clarification)— For purposes of defense, all friendly forces in an area outside a city are combined into a single force for battle, even if there is more than one leader in the area. For purposes of attack, only the force which is moving may conduct combat. Other forces in the same area friendly to the moving force may not participate in the attack unless those other forces have not moved that turn and are "picked up" by the moving leader.

9.3 (clarification) Place units considered inside a city on top of the city symbol printed in the area. All other units outside the city should be placed elsewhere in the area.

10.5 (f) A Naval Base touched by a Sea Zone boundary is considered to be located in EVERY adjacent Sea Zone for all game purposes, including Naval Interception (16.1). This situation does not affect in any way the number of Action points spent for sea movement between two Sea Zones. Sea movement traced directly through an enemy-occupied Naval Base would cause an automatic interception.

10.8 (clarification) A fleet's movement ends when the leader ceases expending Action points for the turn, or drops off the fleet. Fleets not located in a Naval Base belonging to a friendly-controlled city area are eliminated at the conclusion of the player's Action segment. Thus, fleets cannot "blockade" an enemy controlled Naval Base or Coastal area. A fleet must do one of three things by the end of the friendly Action Phase: (1) return to a friendly Naval Base, (2) support a successful Amphibious Assault which takes control of an enemy Naval Base, or (3) be eliminated.

10.9 (b) Delete this case; see 10.5 (c)

10.10 (a) (1) A friendly force MUST perform Combat if a space contains any land units not located inside a city.

(a) (2) Leaders inside a city are considered part of the garrison, although they have no effect on Siege Assault (14.0). If the garrison is completely eliminated, all leaders in the city are also eliminated.

(b) If a leader with fleets moves into a Naval Base containing any enemy fleets, interception automatically occurs; see rule 16.2. Otherwise, enemy fleets in the same Sea Zone may attempt to intercept the moving fleets; see rule 16.1. If interception fails, then the moving fleet may move through (and ignore) enemy fleets not in a Naval Base.

11.5 (clarification) Remember that fleet units which end movement in a Sea Zone or Coastal area lacking a Naval Base are eliminated at the end of the owning player's turn; see rule 10.8

13.2 The leader designated as Commander on the Battle Board may move out of the "Commander in Chief" spot in the Reserve box (where he begins each Land Battle) into the Center or Flanks, and may aid combat normally.

13.3 Units may only retreat into adjacent areas that are not enemy controlled. Units may not retreat into a city in violation of the city's fortress level value (I, II, or III). Excess units must retreat to an adjacent area, or be eliminated.

13.5 (a) see also terrain limitations on placement of infantry and cavalry (13.13).

(a) (2) Cavalry placement: The owning player may distribute cavalry units in any way desired in Flank boxes or in the Reserve box, subject to terrain limitations and the Commander's Battle Rating.

(d) The Commander is initially placed in the "Commander in Chief" space in the Reserve box, but may move and influence combat like any other leader. If there is more than one friendly leader in the battle, players should note down which leader is the Commander.

13.7 (b) Each unit may conduct melee ONCE per battle round, but can be attacked by any number of enemy units in a round.

13.8 (b) A cavalry flank attack, with its two die rolls, is considered a single melee for purposes of rule 13.7 (b).

13.9 (f) Berserk elephants (addition)

An elephant unit which is successfully attacked goes "berserk"; flip the affected unit to its reverse side. A berserk elephant has the following effects:

(1) It immediately makes a flank attack on one friendly unit. This unit must be adjacent to it in the Center zone of its side of the Battle Board. If there are no other friendly units in the Center zone, then it attacks a friendly unit in the Reserve box. If there is a choice of more than one friendly unit, then the enemy player may choose which unit is to be attacked by the elephant.

(2) Berserk elephants attack with their printed combat factor of four (IV). If attacking into the Reserve box, this is conducted as a normal (not flank) attack. Friendly units attacked by an elephant cannot perform defensive melee prior to the attack.

(3) Following resolution of this combat, the elephant unit is eliminated (due to combat, panic, and/or a spike driven into its brain by the driver).

(4) All elephants belonging to a force which Flees are immediately eliminated, but they never go berserk and attack other friendly units.

13.10 (b) (Change): Delete references to moving disorganized elephants from the Center zone to the Reserve; since elephants which become disorganized go berserk, they will be automatically eliminated at the end of the berserk combat.

(d) Leaders, including Commanders, may go anywhere on the *friendly* side of the Battle board.

13.12 (b) Pursuit (Change): The enemy player gets a free combat round against fleeing forces. Each organized infantry or elephant unit gets to attack *once*. Each organized cavalry unit gets to attack twice (either two die rolls against the same unit, or one die roll against two different units). The fleeing player cannot perform defensive melee or fight back in any way. This procedure is in place of the normal flanking advantage. IMPORTANT: since all fleeing units are considered "disorganized," each successful attack will eliminate a fleeing enemy unit.

(c) Obey all rules of retreat specified in 13.3, EXCEPT that retreat by sea is prohibited to fleeing units. Any units unable to retreat are immediately eliminated.

13.14 (b) Retreating attackers must return to the adjacent area from which they came prior to the land combat, even if that area was not controlled by the attacker's side. If the adjacent area was a Sea Zone, the attackers retreat by sea. After the retreat, the leader of the attacking force may resume spending any of his remaining Action Points.

14.0 General Rule (clarification)— Siege Assault continues until all units in the attacking force are eliminated, all defenders (including the city's inherent garrison strength) inside the city are eliminated, or the attacker voluntarily calls off the assault.

14.1 (c) Each round of Siege Assault ALWAYS begins with the defender die roll, even if the attacker was eliminated in the previous round and thus did not get a chance to perform a die roll.

14.1 (f) Example: Capua has one defending Roman Regular infantry (combat strength of 3) in it. The Carthaginians begin a Siege Assault with one Veteran and one Regular infantry unit. The Romans roll a "2," eliminating the Regular unit selected for the first attack. The Carthaginians decide to try again, and the Romans get in another defensive die roll before the Carthaginian attack can occur. Note then that the probability of the Carthaginians completing a successful attack each time is only 25% (a 50% chance of being eliminated by a Roman defender, and a 50% chance of their own infantry attacking successfully). And that is only one of several attacks that will usually be needed to conquer even a lightly defended city! With odds like this, it is extremely difficult to take a major city without overwhelming attacker losses or remarkable good fortune, as was historically true.

14.2 Only infantry and cavalry units may be used to conduct a siege assault. Elephants and fleets may not.

14.2 Elephants and fleets inside a city or Naval Base never defend against Siege Assault. If all infantry, cavalry, and inherent garrison strength points are eliminated, and any elephants/fleets remain inside the city/Naval Base, the city is still considered to be captured. See rule 14.6 for the effects of capture on elephants and fleets.

14.3 A city's garrison is treated as a single "unit," with an inherent combat strength equal to the city's Fortress Level number. Example: Rome's garrison would be treated like a unit with a combat strength of three (III).

14.6 (d) Elephants are eliminated if all other friendly units and the city's defense strength are eliminated. Fleets are NOT eliminated if the city is taken, as long as they can Rebase (see 10.9c).

15.15 (c) It is completely up to the owning player which infantry and/or cavalry units to promote.

16.1 (b) All friendly fleets in the Sea Zone containing the moving enemy fleet(s) that have NOT performed Naval Combat as a result of interception during the current enemy player turn are counted for purposes of the interception die roll. Fleets that perform Naval Combat as a result of interception should be flipped over to indicate they may not perform additional interceptions this game turn.

(c) If interception occurs, at least one friendly fleet MUST perform Naval Combat. Any additional fleets located in the same Sea Zone may join in the combat if the owning player wishes. Fleet units that do not actually participate in combat remain eligible for future interception attempts, as defined in (b) above.

17.2 If any enemy naval units in a Naval Base survive the automatic naval interception and combat that occurs when the amphibious force enters the Base, then the player performing Amphibious Assault MUST move the naval force elsewhere, thereby canceling the assault. There are no "second chances" to continue the naval combat. [If a naval battle did not end decisively, further operations were usually called off in the face of a strategic stalemate.]

18.0 (clarification) Recruiting on the March may be