

Day of the Chariot

Addenda as of Mar 12, 2008

The Rules:

4.4 Zones of Control. Ignore the reference to town hexes (there are none).

7.3 Egyptian Commands. The command radius on the Egyptian Marine leader counter is correct. This leader command units out to 5 hexes, not 2, as stated in the rule.

7.4 Hittite Commands. The command radius on the Nikmaddu II leader counter is correct. This leader command units out to 5 hexes, not 3, as stated in the rule.

8.11 Plundering. Players roll two D6 (not a D10) when determining the range of hexes for plundering.

9.3.6 Melee Combat Phase: Any fraction is rounded up or down to the nearest whole number (not always in favor of the defender as implied in the fifth section of the rule).

13.0 Scenarios: The Hittite Player goes first in all scenarios.

13.1.2 Hittite Set Up: The two Kadesh Chariots and their Chariot Runners (four units total) set up in the Old Kadesh Alert Box. The two light infantry, archer and Nikkmadu leader units set up on the map in the Kadesh hex (not the move to map box).

13.1.4 Orontes River Fords. The rule should read "four" fords. All of the four fords are affected by this rule.

Optional Rule for 13.3: Each player rolls a die after setting up first (re-roll any tie). The player with the higher DR determines who goes first in the game.

The Counters:

The Hittite "Taimi" leader counter carries an incorrect abbreviation which should be "Talmi".

The Egyptian "Amur" leader counter is misspelled. He should have been "Amun" and commands the "Amun" division.

The Hittite "Huttus" leader name should have been shortened just to "Hattu". This counter also has incorrect command colors within his cartouche. Instead of orange and green, it should display the blue background color, reflecting his influence over all Hittite, Anatolian and Syrian forces. The "Hattu" counter is shown correctly colored on the Hittite Player's Aid Card.

The Hittite "Muwat" (full name "Muwatalli") leader counter also has incorrect command colors within his cartouche. Instead of solid orange, it should display both orange and green, reflecting his influence over both the Hittite Left and Right Wings (see Section 7.4 for the Hittite command rules when you get the issue). The "Muwat" counter shown on the Hittite Player's Aid Card is correctly colored.

Desert Duel

Addenda as of Nov 10, 2008

The Rules:

3.1 Setup (correction): The reference to Sandstorms should be to Case 10.61 (not 10.7).

5.1.1 Allied Movement Limitations (clarification): The second line of the example should have as its first word "Alternatively..." Allied armor and leg units may NOT move together in the same impulse (one or the other).

6.1 Combat Resolution (corrections): References in the seventh line should be to Cases 6.1.2 and 6.1.3 (not 6.2.2 and 6.2.3).

Disregard the line about both players rolling a die to resolve combat. Only the attacking player rolls a die.

6.3 Defensive Boxes (correction): Rule reference for damage point allocation should be 6.2

7.4.3 Captured Supply (correction): Reference should be to Section 6.3 (not 6.4).

8.0 Reinforcements (clarification): A reinforcement unit is indeed placed on the Attack Action (not Movement) during the Impulse shown on the reverse side of the counter. The unit will be able to move in the next Impulse.

10.1.2 Leaders and Combat (correction): A leader's command rating DRM is subtracted (not added) from the DR when defending in combat.

10.6 Weather (correction): The second sentence of the second paragraph should read "On a roll of "6" the following **impulses** (not impulse) will have sandstorms.

The Charts:

Terrain Effects Chart (clarification): Reading from top to bottom the terrain depicted on the TEC is Deir, Ridge, Defensive Box, El Alamein hex, Mine, Road, Reinforcement Deployment Zone.

Minefields (correction): As per the rule minefields cause a 1 column shift to the left (not halving the attacker's CF).

The Counters:

Disregard the rules references on the backs of the Minefield and Barrage markers. The numbering of the rule cases was changed after the counters were printed.