

# A Fatal Attraction

Addenda as of June 4, 2008

## The Rules:

**3.1. Strategic Phase** (correction): Please delete the following from paragraphs four & eight: "(not performed on Game Turn 1 of Scenario 1 and the Campaign Game)".

**7.3.2** second paragraph, second condition (correction): Change this condition to read: "The area the units will move to began the Impulse or second activation with an entrenched friendly unit occupying the area, and that unit is currently there, **or**"

**7.3.2c** (clarifications/additions): Second activations in progress can not be interrupted by the declaration of another second activation by the opposing player. Also, second activations occurring after all Impulses are concluded are performed alternating between players with the first player going first. Not performing a second activation does not preclude performing one at a later point during this part.

**7.3.3 Naval Unit Movement Activation** (additions):  
1) add ", Bombardment" after "Naval Gunfire" in the last sentence of both the first and second paragraphs.  
2) add bolded portion to first sentence, second paragraph: "...of Turkish Mine markers and **whose deployment route does not pass through sea areas with Turkish mine markers** at the beginning of any Naval Impulse.....

3) third paragraph, second sentence (correction):  
Change this sentence to read: "...or is free of adjacent **non-MS** Allied naval units."

4) fifth paragraph (addition): "Allied Naval non-MS warships which plan to move and begin their second activation in a sea zone with a revealed minefield marker or adjacent to a sea area with an unrevealed minefield marker, will immediately be attacked by all eligible mine markers (case 8.5.1) before they make their move."

**7.4.5 Turkish Naval Stacking** (addition): All 5 Turkish ship units may stack in an area.

**7.7 Exiting the Map** (correction): first sentence please delete "on a northern or eastern map edge" and replace it with "Area GP34".

**8.1.1 and 8.2** (addition): Warship (not fort) ranges are reduced by 1 (PB and SB) when firing **into** or **through** land areas. This range reduction is increased to 2 if the ship is firing from the Aegean Sea zone.

**8.2.1 Bombardment Results** (correction): Delete the reference that has the Bombardment Table result added to a unit's ML test DR.

(clarification): Retain the +1 DRM for units that are not entrenched, as well as the +2 DRM for Broken units.

### **8.3.1 Ground Assault Combat Procedure**

(addition): Attacks are not allowed at less than 1-4 odds.

(addition): Maximum of a +/- 2 DRM per combat.

**8.5 Mine Attacks** (correction): The first sentence of the first paragraph should read, "At the end of any Impulse, before (not after) minesweeping attempts have taken place, mine attacks are performed."

**Rule 10.4** (clarification). The statement "The following units..." applies only to the Goeben and Breslau Infantry Regiments. Paragraphs 3 and 4 are each independent restrictions not tied to paragraph 1.

**12.1.2 Turkish Sudden Death Victory** (addition): Add to the end of the sentence "after the Allies have attempted an Amphibious Assault".

**12.2 Victory Points** (correction): At the beginning of the second paragraph change it so the Turkish player gains **3 VPs** each turn...

**13.2.2 Allied Set up:** (corrections): The Allies start with 6 VPs and not 8 VPs in this scenario.

Remove Irresistible and add Albion to the available British Pre-dreadnaught ships.

Remove "Albion and Triumph" from the Notes section and insert "Irresistible".

Delete the "29<sup>th</sup> Indian Brigade" as a start up unit in this scenario.

## The PAC Charts:

**The Detailed Sequence of Play** (correction): **Supply Determination** rule reference should be **6.1**, not 8.1.

**Impulse End** (correction): The **Mine Attack Phase** should come before the **Mine Sweeping Phase**

**Minesweeping Table** (correction): change the result for a DR of 1-2 from "all" to "2" mine factors cleared.

**Ground Unit Morale Level Check - Bombardment DR Modifiers** (correction): delete "+1, 2 or 3 CRT Result (treat "All" as 3)" from this table.