

No Middle Ground

Addenda as of Jan. 15, 2021

The Rules:

2.0 (correction): The game has just one sheet of 216 9/16" counters.

4.4.3 (deletion): Delete "(exception Section 4.6)". There is no exception to this rule or the noted rule number.

8.3.6, line 4 (correction): "fired" should be "unfired".

12.2.2 (correction): "non-desert" should be "non-Rough"

13.0 (correction): Hex 1603 should be included with the list of Syrian supply source hexes (the map is correct).

14.4.1b, second bullet (correction): The reference should be to "12.2".

14.4.2c (correction): Change to say the Arab Allied Division arrives on Turn 21 (not 20) to match the map's Turn Track. The map is correct

The PAC:

TEC (correction): Rough terrain Fire effect on the TEC should state a **+1 DRM**. The Fire Table Modifiers List is correct.

Fire Table Modifiers List (correction) The TEL modifier should state a **-1 DRM**. The TEC entry is correct.