

# Day of the Chariot: Kadesh

Addenda as of Aug 10th, 2019

## The Rules:

**4.3 Facing:** Only the owning player can change his unit's facing during his turn portion. A unit may change facing in any direction during its move (or in advance after combat) at no MP cost. A unit retreating before or after combat keeps its original facing over the length of the retreat.

**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. He commands 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 commands units out to 5 hexes, not 3, as stated in the rule.

**8.7 Routed Combat Unit Movement (correction):** The MP Allowance of Routed Infantry is 6 (not 5). Rule 4.5.4 is correct.

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

**8.8 Charging:** A charge capable unit must move adjacent to an enemy unit using some or all of its Charge MP allowance (defined as using at least 1 MP more than its normal movement allowance) to obtain the Charge DRM bonus.

**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).

**B:** Locked in Battle (LiB) results mean such units may not change facing, move, or claim a Charge DRM bonus. LiB units may ONLY engage in combat against the enemy units that caused the LiB result in the earlier round of combat. LiB units may use Javelin or non-Javelin ranged fire but only against those enemy units to which they are LiB. Outside units not LiB may conduct ranged combat against an enemy unit(s) who are LiB or move adjacent and conduct assault combat on them, or move next to a friendly unit LiB and conduct assault combat with them against enemy units.

**13.0 Scenarios:** 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 one regular and one light infantry, one archer and Nikkmadu leader units set up on the map in the Kadesh hex (not the Move to Map box).

*Note: While the Scout counter unit stated in rule 13.1.2 has the colors of the Hittite Right Wing and not the Syrian Allied States (orange on the bottom and not light purple), those colors are correct. It is part of the Hittite Right Wing, and although a Syrian Allied contingent, it's more important it is subordinate to the Right Wing (Hittite leaders) than the Syrian Allied contingent leaders.*

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

**13.3 Optional Rule:** 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".

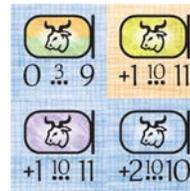
The Egyptian "Amur" leader counter is misspelled. He should be "Amun" and commands the "Amun" division.

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.

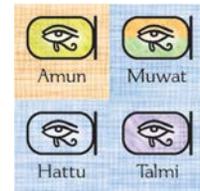
The Hittite "Muwat" (full name "Muwatalli") leader counter also has incorrect command colors within his cartouche. Instead of solid orange, it should display both orange and green, reflecting his influence over both the Hittite Left and Right Wings (see Section 7.4 for the Hittite command rules when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

Addenda counters for all four leaders above were printed ATO #22 or you can print out the addenda images below and mount your own.

Fronts:



Reverse:



# Desert Duel

Addenda as of Dec. 17th, 2013

## 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): This limitation is for Allied movement only. 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).

The Allied leader has no movement limitations. He can move in either/both impulses.

**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.

**6.1.1** (clarifications): Allied multi-hex attacks are allowed as long as both units are adjacent to the enemy hex at the start of the impulse, or the units move adjacent and then attack in the same impulse. Only Allied Armor and Infantry in the SAME hex have to pass a coordination DR check to attack in the same Attack Action. This is a way for the Allied player to get around the DR check imposed by Case 6.1.1, but it can leave Allied units vulnerable to a concerted Axis counter-attack (especially if the Allied unit is unstacked). Remember that Italian units cannot attack and move in the same Impulse. For them it is one or the other.

**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 in-deed 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.

**10.5.2 (clarification)**: The Allied player has the option to place his Air Support marker first (thereby precluding the Axis player from using theirs this combat). If the Allied player declines (or they already used it this impulse) then the Axis player may use their Air Support marker (if available) to support the 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.

**10.61** (clarification): Sandstorms only last for the turn (but throughout it) in which the event was rolled.

## 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 (and 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.

The "+1M" notation on the Leader counters should be read separately as "+1" for their Command Rating and "M" for the 1 hex movement bonus they confer.