Hegemon
Addenda as of May 15, 2002

The Map:
Note: There is no direct connection between 4620 and 4621.

The Charts:
The TEC and the Pass Feature (clarification): Movement through passes is in accordance with the listing on the TEC for Pass, if road mode (1/2 or 1 MP respectively) or non-road (2 MPs, do not use the rough terrain rate of 4 MPs). Supply in passes is treated the same as in Rough. The Field combat modifier in passes is via road. Overruns are permitted in passes.

The Counters:
For the following units, the set up hex given in the rules is correct, though the fronts of the counters are in error.

1.) The Aigira/Aigai Achaia 7-9-5 ❼ H Class unit: The hex # on the front should be 1727

2.) The Achaia 2-1-11 ❼ I Class unit: The hex # on the front should be 1727

The Rules:
3.1.3 Heavy Foot Stacking Limits (clarification): When checking for a stack of mixed Heavy Foot units, use 1 H with 4 S/B, 2H with 3 S/B, 3H with 1 S/B. The effective range of "baggage" does not extend across impassable hexes or hexsides, or through an enemy occupied hex, but does extend across a hex in an enemy ZOC. The affiliation of the baggage unit determines the extent of its range. Remember, the presence of a Zoon class unit within 3/2 hexes allows unlimited stacking of the Makedonian/Hellene Heavy Foot units in a hex BUT such a force is still subject to the Supply Check Table.

3.1.6 Philip and the Agema (clarification): So long as the Makedones unit titled the Agema and the leader Philip are both active, the Agema may not be voluntarily more than one hex distant from Philip at the end of the Makedonian player-turn (or as close as possible).

3.3.2 Formation Conversion During the Movement Phase (clarification): The penalty for conversion is intended to be the same in both instances. The penalty is half of the MPs rounded up.

3.4.3 Case 3.) Morale Benefits (correction): Instead of "Advance to Field Combat Subphase" it should be "Field Combat Subphase".

5.3.2 Hellenic Alliance (correction): The reference here should be to Case 3.1.7, and not to 3.1.4.

7.1.2 MP Expenditure (clarification): Unlike many games, there is no minimum 1 hex movement option if a unit's MA is smaller than the cost for the hex (e.g. a Z class unit and an on-road low mountain hex). There is specific movement relief,

though, with respect to Sea Lane movement (see Section 7.5).

7.1.5 Leader Effects on Movement (clarification): Leaders must be stacked with a unit throughout its entire movement if the unit means to benefit from the leader's MI.

7.2.1 Case 3.) Force March Morale Check (suggestion): To indicate that a unit failed its FMMC die roll, rotate the unit 90 degrees to the right (or left).

7.2.2 Indivisibility of Results (clarification): Units need not use all the MPs generated by a successful Force March, but they must at least use at least some of them (e.g. to occupy a specific city hex 1 MP away). The player cannot totally decline to use the forced march for a succeeding unit because a companion unit failed the force march.

7.4 Garrisoning Cities (clarification): To designate a unit within the city, place the unit so the city symbol is fully covered. If a unit is in the hex but not in the city, place the unit so a portion of the city symbol shows. If the enemy units are within the city, the friendly units can be outside the city in the same hex without requiring combat or siege (enemy units in that instance do not project a ZOC, see case 3.2.1).

10.1.1 Case 1.) Procedure (clarification): Non-foot units can be within a city without a friendly foot unit, and can retreat into a city without them as well. They get no Defensive Value from the city and if in a Storm, the storming player receives a +2 DRM.

10.1.1 Case 2.) Procedure (Correction): There is a contradiction between the exception listed here and Case 10.6.2. Eliminate the exception here.

10.1.1 Cases 3, 4. & 5.) Procedure (clarification): Due to the exceptions listed here for light horse units, if a side's force consists only of light horse units, that side cannot choose the assault or counterassault options for such a force.

10.2.1 No Retreat Route (clarification): If a force has no retreat route available it gets a negative column shift. While an overrun is permitted in the circumstances of the retreat itself, the possibility of this overrun (and hence "a legal retreat route") before the combat die roll is not sufficient to negate the column shift.

10.7 Advance After Combat (clarification): Units may split for an advance after combat if the retreating force split (or was completely eliminated) and they are following the path (also see Dispersal, section 10.8)

11.0 Siege Operations (clarification): Units that participated in combat/advanced after combat may still conduct siege operations during that portion of the turn.

11.0 Siege Operations (clarification): A siege is considered to have begun when the player declares a siege and has sufficient force in place to prosecute a siege. A Storming attempt (even if no siege resolution is conducted) places that city in besieged status.

11.0 Siege Operations (clarification): After a city surrenders, the besieging units may immediately enter the city (and then disperse if the player so wishes)

11.2.1 Procedure (clarification): All besieging combat units count for Storm Points. All combat units are counted, not simply foot units, in both the storming and resisting parties. This presumes the desperation of a storm where all who can fight are pressed to fight, even if dismounted horsemen.

11.3.1 Sally Procedure (clarification): The city hex and any two hexes on the perimeter of the city hex that are adjacent to each other must be attacked if the besieger occupies the city hex.

11.4.1 Declaring a Siege (clarification): For a siege, all besieging combat units count. If foot units are in the city, then enough foot must be in the besieging force equal to the foot in the garrison plus the DV (plus 50% if a port). If insufficient foot units are in the garrison to "man" the city, then the besieger gains a DRM advantage.

11.7 Surrender Effects (clarification): Use DSPs in this case.