

# Hellenes Errata & Clarifications

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## Rules Clarifications and Errata:

**2.27 The Odrysians** – *Errata:* The rulebook and charts make reference to this block having a white namebox. The actual label lacks this white namebox.

**3.12 Tax Revolts** – *Clarification:* A Tax Revolt is NOT a Spreading Revolt, nor is it a Regional Revolt. A Tax Revolt *may*, however, be placed using the qualifications of a Spreading Revolt or Regional revolt when one or two Persian Aid Event Cards are in play (see 13.3).

**5.22 DeepSea Crossing** – *Clarification:* If forced to retreat across a DeepSea border due to losing a battle, resolve the DeepSea Crossing after all battles have been completed.

**5.5 Pillaging** – *Clarification:* It is legal to pillage and withdraw into an adjacent enemy-loyal city provided that the destination area does not contain an enemy unit (block). An inherent garrison (1.3) does not hinder this action; only a mobile, enemy unit will hinder this action.

**6.0 Combat Procedure** – *Clarification:* Units should roll for and resolve combat individually. Under certain circumstances, however, to expedite play, it is possible to “batch” die rolls for an entire agility class:

**CASE A – For all friendly attacking units that are MORE Agile than the least Agile enemy unit (Rearguard):** It is OK to roll all unit attacks of the same Agility class (“A”, “B”, etc) together as a group *because* any hits rolled after a die roll causing an enemy Panic (last enemy unit Routed) can be considered to be the Pursuit die rolls: Hits count, [excess] Routs do not, exactly as would be the case with separately rolled Pursuit die rolls. Note that all siege assaults fall into the category. (In the Playbook we exercised this option in rolling out the siege assault on Potidea.)

**CASE B – For all friendly attacking units equally or less Agile than the enemy Rearguard:** These attacks must be rolled for unit-by-unit BECAUSE once the enemy Group is Panicked, these units will NOT get any Pursuit and thus cannot cause further Hits.

**6.4 Retreats** – *Clarification:* When a decision is made to retreat, **all** of a player’s units must retreat. A player may not selectively leave some units to continue the fight while others retreat.

**6.41 Harrying** – *Clarification:* Harrying does **not** apply to Siege Assaults. It applies to land combat only (including sorties).

**8.12 Siege Assault Retreats** – *Clarification:* Besieged land units cannot Retreat, except from a Port into its unblockaded Offshore Sea when Sea Transported (5.21) by friendly fleets.

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**8.3 Sorties** – *Clarification*: Sorties are declared prior to any Battle being resolved.

**11.0 Ares** – *Errata*: May re-roll the latest and any subsequent unit Attack for the current friendly or enemy Agility class (A/B/C/D, etc) in that Combat Round.

**11.0 Hera** – *Errata*: May re-do any result of an opponent's Appeal to another Olympian.

**12.3 Public Works** – *Clarification*: Athens loses 1 Action per Turn unless at least 6 non-Sicilian pro-Athenian units (termed "Expeditionaries") are in Sicily at the beginning of the Turn. [In general, conditions in *Hellenes* are evaluated as of the beginning of a phase and persist through that phase. Changes occurring during a phase do not take effect until the next phase.]

**13.3 Reduced Revolts** – See note on 3.12 above.

**15.4 The 415 Campaign, Special Rule 2 (Neutral Sicily)** – *Clarification*: Actions in Sicily cost double unless non-Sicilian pro-Athenian units (termed "Expeditionaries") have been in Sicily this year. As with 12.3 above, this condition is evaluated at the beginning of an Actions phase and persists through that phase. Actions occurring during the Actions phase do not affect whether that player has to pay double for Actions in Sicily that Turn — the condition in effect at the beginning of a Turn persists throughout.

## Cards:

**Helot Uprising Events** – These events may not be played in the New Year. The rules are correct in 10.4.

**Hunger** – *Clarification*: A besieged port must also be blockaded in order for this event to be played. In other words, all conditions necessary for siege attrition must be in place for this event to be played as an event.

## Map:

**Corinth** – The orange color of the Corinthian cities, Corinth and Troezen, is a noticeably darker shade than that which appears on blocks 16-24.

**Lipara (Sicily)** – *Clarification*: The Port projects to the Tyrrhenian Sea.

**Leucas (Ambracia)** – *Clarification*: The Port projects to the Gulf of Ambracia.

## Miscellaneous:

**Extra Blocks** – Regarding the extra blocks, we have some recommendations on how they may be used to facilitate play:

- Extra black block: Use in the 431 Campaign to mark that Argos is Neutral and out of play.

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- Extra red and black blocks: Use to mark the projected Tribute income for each side (red for Sparta; blue for Athens) on the Prestige track. This speeds up play during the New Year Phase.
- Extra yellow-orange blocks may be used as additional Pillaged and/or Civil War markers as needed.