

Carthage

Errata & Clarifications

May, 2006

ANCIENT WORLD RULES

6.38 Add. At the end of the 1st paragraph: “A Force cannot use Interception, use Avoidance, or Retreat across a Straight hexside.”

7.28 Ignore the reference to use “the Scattered column on the table”. See the Disembark column on the Naval Transport Chart for special allowances for units that are forced to Disembark due to Scatter.

8.34 Clarification: Elephants use the Cavalry method for extracting losses.

8.37 Retreat Procedure: Delete the 4th bullet item.

9.31 Example: The illustration incorrectly points to Messana rather than Syracuse.

9.52 Per the chart, cavalry SP are doubled for attrition determination purposes whether they are inside the city or not.

9.94 Reference to 9.32 should be to 9.31 and 9.32. The references to 9.25 and 9.26 should be 9.23 and 9.24

CARTHAGE RULES

CR 5.68 Delete the reference to 5.24

CR 6.13

1st sentence should read: “, provided that the units were not part of an Army/Legion at the beginning of the game turn.”

1st Bullet should read: “A Carthaginian Army commander may use an Ally Movement operation to move a force of reinforcements to his hex and then incorporate those troops into his army, subject to the limitations of CR 10.41 and the effects of CR 10.57. Only reinforcements placed on the map at the start of the turn are eligible for movement under this rule.”

CR 7.17 Reference to CR 7.19 should be to CR 7.18

CR 7.45 Strength Ratio Adjustment: In the example, the Defender DRM should be +3 (not +2)

CR7.77 Port Harbor Capacity Chart: The Secondary and Minor port capacities listed on the City/Port Displays are correct. Ignore the table entries.

CR 7.48 Example of a Naval Battle: The example is based on older version of the rules. The Carthaginians have Tactical Superiority because they have the better leader (no die roll required).

CR 10.15 Clarification: If there are less than 6 SP of Sicilian not in play, the Roman player receives no auxiliaries. The reference to CR 10.26 should be to CR 10.25

CR 10.42 Clarification: Troops cannot be raised from an Allied nationality that is in revolt (see Auguries Chart).

CR 10.54 Clarifications: This case applies to a replacement leader. There is no further change when the original commander returns via 8.62

CR 10.57 Clarification: The Army Efficiency rating is adjusted at the end of the Operations Phase counting for all SP added during that Phase.

SCENARIOS

Agathocles Scenario

The Syracusan player should use the Roman Duumvir LAM.

1st Punic War Scenario

Victory

Automatic Victory

Naval Power Victory should read: “Either player wins if he controls and has a non-allied Squadron In Port in each of the following: Syracuse, Lilybaeum, Drepanum, Panormus, Messina, Utica, Hippo Regius, Hippo Diarryhtus, and Caralis.”

End of Game Victory

Naval Objectives: Remove Cumae (It-4413) from the list for the Mare Tyrrhenum

MAP

Utica (CR-2928) is a Secondary Port.

PLAYER AID CARDS

Player aid card #1, Battle Results Table: The reference to Double Envelopment should be 6.57

Player aid card #1, After Battle Status: Table reference should be 8.54

Player aid card #2, City Assault Table: Table reference should be 9.3

Player aid card #2, Involuntary Surrender Table: Table reference should be 9.72

Carthaginian Political Climate Table

The 1st DRM under Agathocles scenario applies to leader led enemy forces only

COUNTERS

The Genua and Massilia garrison units have their nationalities reversed. Use the garrison unit that matches the city name.

