ARMADA
S&T 72 Game Errata

The problems with *Armada* are a result of an inexperienced developer working under insufficient supervision. Our apologies for such prolific hindsight, and assurance that we will work to eliminate such confusion in future games. [Ed.]

The Walloon (Spanish) Barge units (0-20-10's) should have the two dark stripes indicating they are Shallow-Draft oared units. *Note:* On some countersheets, these units have the appropriate stripes; on others, they are bereft of any stripes.

The Activation Values for Corunna and Santander should be 10 (ten) rather than the values printed on the map.

(suggestion) The Activation hexes mentioned in Case 5.1 should be clearly labelled with the first letter of their nationality on the map (*Example:* A "G" in hex 3016). The Activation Tracks should have the hex number of the City in addition to the City name written next to it. The above notations have been found to greatly facilitate play during post-publication testing.

The small sea Area comprised of hexes 0523 through 0526 and hexes 0623 through 0626 is incorporated into a larger sea Area which also includes hexes 0716 through 0724 and hexes 0815 through 0824. The prevailing winds remain Southerly. On the Terrain Key, the values in a City hex should be identified as (to the left of the slash) the Victory Point Value, and, (to the right of the slash) the Activation Value.

[11.6] *(correction)* Delete the "Victuals (transported land unit)" row on this table. Additionally, the "Victuals (naval unit)" row should read "Victuals (Fleet/Armada)" instead.

RULES

[2.1] *(clarification)* The sentence beginning on the fifth line should read "The Spanish Player controls the Spanish, including Italian, Walloon, Burgundian, and German units."

[3.1] *(addition)* Each city hex on the game-map contains two numbers, separated by a slash; the first number is the Victory Point Value (see Case 17.1) of the City, and the second is the Activation Value (see Case 5.32). A city hex is any hex containing a name and two numbers (as above). A port hex is any coastal city hex containing a port symbol (an anchor). A fortress hex is any city hex containing the fortress symbol; a fortress port is any port containing the fortress symbol.

[3.2] *(addition)* Units with a single dark stripe across the lower portion of the unit counter are Shallow-Draft Sailing naval units; units with two dark stripes across the upper and lower portions of their counters are Shallow-Draft Oared naval units; and naval units without any dark stripes are Deep-Draft Sailing naval units.

[4.2] *(correction)* The Players receive their second year revenues at the end of the Joint Activation Inter-Phase of Game-Turn 9, *not* during the Acquisition Phase.

[5.1] *(correction)* The second sentence of this rules should read: The Activation Tracks are divided into sections called *slots*, each of which corresponds to a particular city, activation hex or area, and each of which is divided into four numbered boxes. (*Exception:* Non-port cities and other activation hexes or areas only have one box.)

[5.25] *(clarification)* Eliminated *Spanish* units of all nationalities (e.g., Italian, German) may be reactivated, but eliminated Spanish *Ally* units (e.g., Scottish Catholic, Irish Rebel) may not be.

[5.29] *(clarification)* Normally units are activated

in city hexes. However, units activated in the Protestant or Catholic Netherlands, or in Germany, may appear in any one of the hexes in the Protestant or Catholic Netherlands, or Germany, as listed in Cases 5.27 or 5.22, or 5.21 (respectively). Additionally, units can be activated in specific non-city hexes — see Case 5.21 and the Spanish Activation Tracks.

[5.32] *(correction)* The total number of the Naval Combat Strength Points on a city's Activation Track may not exceed the city's Activation Value (the second number in the city's hex). *Exception:* see Case 5.54. *Note:* The "Combat Strength" of a Walloon Invasion Barge is considered to be *4* for Activation and De-Activation purposes only.

[5.53] *(correction)* The first sentence should read: A Player may De-Activate naval units in any Friendly or currently Friendly-occupied Enemy port.

[5.54] *(correction)* If a Player owns too few ports to comply with the restrictions of Case 5.53 above, he may De-Activate naval units in excess of the Activation Values of the ports. In this case, the Player must distribute the excess De-Activated units as evenly as possible among his ports.

[6.0] *(addition)* Second Paragraph, Fourth Line — place at end of sentence "(see Case 6.5)".

[6.11] *(clarification)* In other words, if the Player begins a unit's movement moving with the wind and later changed the unit's direction so that the unit is moving against the wind, two rolls on the Wind Effects Table are made: one on the "With" column and one on the "Against" column. If a unit began moving against the wind, however, and changed direction to move with the wind, only one roll — on the "Against" column — would be made on the Wind Effects Table.

[6.16] *(addition)* There are two different sections of the Wind Effects Table; one section is to be used during the April through September Game-Turns, and the other during the October and Winter Game-Turns (see Case 6.8, Wind Effects Table).

[6.2] *(correction)* The fourth line should read "...coastal hex and may move into *any* adjacent coastal hex(es). A naval unit utilizing coastal movement must move entirely through coastal hexes."

[6.3] *(clarification)* In other words, the "cost" in Transport Points to carry a land unit over water is equal to the land unit's Combat Strength.

[6.33] *(change)* The total Combat Strength of the land units transported by a stack of naval units may never exceed the total Transport Capacity of the naval units. Should the Transport Capacity of the transporting stack be reduced below the total necessary to carry the land units (either through combat or Wind attrition), land units must be removed (or suffer step losses) until the total land Combat Strength is less than or equal to the new Transport Capacity.

[6.5] NAVAL INTERCEPTION (Replaces original Case) Whenever a naval unit is moved to within *two* hexes of an Enemy naval unit, the Non-Phasing Player may attempt to Spot the moving naval unit with one of his own units. The Non-Phasing Player rolls the die: if he rolls a 1 or 2, he has failed to Spot the moving unit; if he rolls a 3 through 6, he has Spotted the moving unit. If a naval unit Spots a moving unit, the Non-Phasing Player may elect to Intercept the moving unit.

[6.51] A Non-Phasing Player may only make *one* attempt to Spot a moving Enemy unit per hex the unit moves.

[6.52] A unit remains Spotted only as long as it remains in the hex in which it was Spotted.

[6.53] At any point in the Movement Phase, the

Non-Phasing Player may elect to Intercept a Spotted Enemy naval unit. When a Player chooses to Intercept an Enemy unit, he must move all Friendly units within two hexes of the Spotted unit to a single hex adjacent to the Enemy unit.

[6.54] Only one Interception may be made per Enemy Movement Phase by any given unit or stack.

[6.55] Units Intercepting a moving unit *must* attack that unit during the *Phasing* Player's Combat Phase (Exception: Cases 6.57 and 6.58). The Non-Phasing Player is considered the attacking Player for this combat.

[6.56] An Intercepted unit must immediately cease movement in the hex in which it is Intercepted.

[6.57] Deep Draft units without Munitions may *not* attack during Interception. They may be involved in an Interception with other units that do not Intercept an Enemy unit.

[6.58] Shallow Draft units may *not* attack during Interception. They may be involved in an Interception with other units that do Intercept an Enemy unit.

[7.0] PROCEDURE: *(correction)* The seventh sentence should read: He rolls a die to determine whether he Disengages (see Case 7.4); if he successfully Disengages, the combat ends. ((Rest of rule as printed)). *(addition)* A given stack of units may only be attacked from one adjacent hex. If a defending stack is adjacent to 2 or more stacks of Enemy units, only one of the Enemy stacks may attack.

[7.11] *(clarification)* Change third sentence to read "...unit in combat: oared ships and invasion barges *never* receive a Wind Bonus."

[7.12] *(clarification)* This can occur only when the two stacks involved in the combat are in different wind areas.

[7.3] LIMITATIONS ON NAVAL COMBAT (Replace existing Case)

[7.31] When Deep-Draft and Shallow-Draft units are stacked in the same hex, only the Deep-Draft units may be attacked. Once all Deep-Draft naval units are eliminated, the Enemy Player may attack the remaining Shallow-Draft units. However, if there are any excess Step Losses after the last Deep-Draft naval unit is eliminated, the combat result is fulfilled by eliminating Shallow-Draft Steps.

[7.32] Shallow- and Deep-Draft units in the same hex *must* attack Enemy units in an adjacent hex separately. *Exception:* see Case 10.4.

[7.33], [7.34] and **[7.35]** remain as printed.

[7.4] *(addition)* All units in a stack Disengage as a stack, regardless of which units are being attacked (see Case 7.31).

[7.43] *(change)* A stack of Spanish naval units containing at least one Deep-Draft naval unit Disengages only on a roll of *5* or *6*.

[7.44] *(change)* Any stack of English naval units disengages on a roll of *4* through *6*.

[7.51] *(clarification)* Although a Friendly naval unit may enter an Enemy port which is not occupied by Enemy naval units, an Enemy port is captured only if occupied by Friendly land units.

[7.55] *(correction)* Naval units may never capture a city; only land units may capture cities.

[8.14] *(change)* Dutch land units may not move or attack out of the Netherlands; they may operate freely within the Protestant and Catholic Netherlands.

[8.15] *(clarification)* German units may, however, attack or move into the Protestant

Netherlands from the Catholic Netherlands.

[8.16] *(change)* ((Delete the rule as written)). Scottish units (Protestant and Catholic) may only move and attack within Scotland and England.

[8.19] *(addition)* Land units which disembark from naval units *may* move and engage in combat in the Game-Turn in which they disembark.

[9.0] GENERAL RULE *(clarification)* A stack of defending units may only be attacked from one adjacent hex. If a defending stack is adjacent to two or more Enemy stacks only one of the Enemy stacks may attack the defending stack.

PROCEDURE *(addition)* (becomes second to last sentence): As a result of combat, units may be forced to take Step Losses. See Case 3.2.

[9.12] *(addition)* Land units on the Catholic or Protestant Netherlands Activation Track are destroyed only if all of the hexes listed in Cases 5.22 or 5.27 (respectively) are occupied by Enemy land units. Units on the Lorraine Activation Track are destroyed only if hex 2918 is occupied by Enemy units.

[10.0] GENERAL RULE *(change)* When a stack of land units, or a stack of naval units in a fortress port hex (only) is attacked by Enemy units, the owning Player of the attacked unit(s) may, instead of receiving the attack, elect to have his units enter siege instead. The attacking units are moved into the defending units' hex and the combat is over — neither side suffers any losses. During subsequent Combat Phases, either Player may have his units engage the other's units in combat (see Case 10.3).

[10.13] *(change)* Units under siege in a port or a fortress port hex which are besieged exclusively by land units, or exclusively by naval units, may undergo siege indefinitely.

[10.14] *(addition)* The besieging Player may bring naval units into a non-fortress port only if there are no Activated Enemy naval units in the port. The Besieged units in the non-fortress port are eliminated at the end of the Friendly Land Combat Phase two Game-Turns after the Besieging naval units entered the hex. Thus units in a port hex besieged by both land and naval units do not undergo siege indefinitely.

[10.15] *(correction)* The Besieging Player may bring naval units into a fortress port (only) *despite* the presence of Enemy naval units. ((rest of rule as printed)).

[10.23] *(addition)* Besieging naval units in a fortress port hex under siege do not have their Combat Strength doubled. Besieging naval units in a non-fortress port hex do not have their Combat Strength halved. This is an exception to Case 7.52.

[10.33] *(clarification)* Units under Siege may be attacked by the Besieging Player. They may not refuse combat (as they did originally by entering Siege) by undergoing Siege again.

[10.4] *(addition)* SPECIAL SIEGE COMBAT RULES

[10.41] Relieving units are not considered to be stacked with the same Player's units under Siege, even though they must be in the same hex.

[10.42] At the end of any Turn (during the Maintenance Phase) that there remains a relieving, besieging and besieged unit or units in the same hex, the Player owning the besieging unit(s) *must* retreat the besieging unit(s) out of the hex immediately. The siege is broken and the besieging units are free to either initiate siege once again or do combat in the next appropriate Phase.

[10.5] EFFECTS OF SIEGES

[10.51] Units under siege may be Activated or De-Activated. However, units under construction may be advanced along their respective Activation

Tracks while their hex is under siege.

[10.52] Land units under siege may not embark upon naval units to escape siege.

[10.53] If the besieging Player wishes to break off the siege for any reason other than that mentioned in Case 10.42, he *must* retreat the (previously) besieging units into the hex from which he initiated the siege.

[11.0] *(correction)* There is no Financial Phase. When the Financial Phase is mentioned, read "Joint Activation Phase". GENERAL RULE *(addition)* The English and Spanish Treasury Tracks are printed on the game-map. The Players use these and the Treasury Markers (see Case 3.22) to keep track of the number of Ducats contained in their respective Treasuries.

[11.1] *(correction)* Delete the second sentence.

[11.11] *(ommission)* Add after the last sentence: "*Exception:* If the Spanish Treasure Fleet is eliminated by Wind Effects, the English Player does *not* receive the 500 ducat award." *(correction)* Fourth line should read "Upon destroying the Spanish Treasure Fleet in either 1587 or 1588..."

[11.13] *(addition)* The Spanish Treasure Fleet is placed on any hex on the Western mapedge during the Joint Activation Inter-Phase. It may be moved normally in the succeeding Spanish Naval Movement Phase, unless eliminated by English attack.

[11.14] *(addition)* The Spanish Treasure Fleet enters in either the June, July or August Turn of 1587.

[11.24] *(convenience)* The English Player pays maintenance costs for English units *only* (all deep red units). The Spanish Player pays maintenance costs for Spanish, German, Walloon, Burgundian and Italian units *only* (all green/brown and deep yellow units).

[11.3] *(change)* Change "De-Activate ⅓ of all Friendly land units" to "remove ⅓ of all Friendly land units from the game-map." *(clarification)* If a Player cannot De-Activate all his naval units in a home port because the Activation Value of the port is not large enough to accomodate the naval units as many naval units are De-Activated as possible, and the remainder are eliminated.

[12.0] *(correction)* All references to Cases 12.13 and 12.14 should be to Cases 12.11 and 12.12 — the sections are misnumbered.

[12.11] *(change)* Delete the section of the rule after the comma.

[12.12] *(correction)* Replace "and if all units involved possess the same number of Victual and Munition Points" with "the combined fleet will have as many Victual and Munition Points as the fleet with the lesser number of such Points."

[12.22] *(correction)* Delete this rule. (12.23 now becomes 12.22).

[13.2] *(change)* Delete Cases 13.21, 13.22, 13.23, and 13.25. Case 13.24 becomes Case 13.21, and add:

[13.22] *(addition)* If a Fleet/Armada containing Deep-Draft naval units in an all-sea hex must be Victualed, one Victual Point must be expended by the Fleet/Armada. *(clarification)* The first line should read "A Deep-Draft naval unit in *any* coastal hex..."

[13.26] *(addition)* When De-Activating a unit, any Victual Points associated with that unit are forfeit.

[13.34] *(addition)* When De-Activating a unit, any Munitions Points associated with that unit are forfeit.

[15.31] *(addition) Exception:* The Spanish Player may construct naval units at the ports of Malaga, Cartegena, Valencia and Barcelona.

[15.33] *(addition)* Players may repair units, Activate land units, advance units along the Activation Track and purchase Victual and Munition Points during Winter Turns.

S&T

CASSINO S&T 71 Game Errata

The following errata apply to *Cassino* as published in *S&T* 71. Note that all items have been incorporated into the boxed edition published subsequently, and thus these errata does *not* pertain to that edition.

RULES

[5.32] *(clarification)* Treat any "7" or "8" results as "6."

[5.42] *(clarification)* An observation post may be "carried" by one unit per turn, only.

[5.52] *(clarification)* On collateral damage die rolls, any parentheses *per se* are ignored, but not the results therein.

[6.2] *(clarification)* Stacking restrictions (see Section 9.0) must be observed at all times during the Movement Phase.

[8.23] *(clarification)* A unit may be engaged by opportunity fire in the hex it began in.

[11.2] *(clarification)* Only full-strength (i.e., two-step) platoons may be detached.

[12.1] *(clarification)* No unit may be close assaulted (i.e., defend against a close assault) more than once per Game-Turn.

[14.0] GENERAL RULE *(correction)* Pinned units cannot move further nor may they attack until unpinned (Exceptions: Cases 14.12, 14.22).

[14.2] *(clarification)* Pinned units may be retreated. No unit may ever be worth less then "one" on attack or defense.

[16.2] *(clarification)* Tanks may close assault into any adjacent hex.

[17.0] *(clarification)* Reinforcements are always considered in supply for purposes of movement in their Game-Turn of arrival.

CHARTS

[6.4] Terrain Effects Chart *(correction)* River *hexes* are prohibited except at bridges (there are no River hex*sides*); close assault from or into a River hex is prohibited.

[12.8] Close Assault Combat Results Table *(corrections)* The "4" result on the 2-1 column and the "3" result on the 4-1 column should both read "-/1r1."

[12.8] Explanation of Combat Results *(clarifications)* 1,2,3 = The indicated number of steps (total) must be lost by the affected units. Opposing player conducts retreats; owning player distributes losses.