

CONSTANTINOPLE

✓ 3.21 (correction) : The sample unit is incorrect. The defense strength should be the centre number and the morale rating the number farthest to the right. The attack strength is properly indicated.

✓ 5.25 Terrain Effects Chart (addition) : The terrain effects of Breached Wall (Inner or Outer) are :
+ 2 Movement Points
-1 Strength Point per attacking unit
The terrain effects of City wall are: + 1 Movement Point
- 1 Strength Point per attacking unit

5.33/5.34 (clarification). Units in a clear city hex adjacent to an inner wall are not considered to be on the walls. Thus a unit on 2411 is in a clear city hex and not on the inner walls.

8.21 (clarification): A roll of 1 through 4 is a No Effect. An Ineffective unit **may** lose one or two steps due to fire.

8.32 (addition) : Units firing from siege towers at targets behind a wall or in a tower, breached or unbreached, subtract one from the die roll. Units at ground level firing through a breached wall do not modify their die roll.

✓ 8.4 (correction) : Explanation should read INF = unit ineffective until simultaneous ineffective removal phase.

9.26 (addition) A die roll of 5 wounds a leader. Wounded leaders reappear anywhere on the wall within 5 hexes of the hex in which they were wounded.

✓ 10.53 (clarification) : Last sentence should read '... he may not roll more than once per hexside on the levels repaired table.

11.14 (clarification) : The Ottoman player may hold back from blowing a wall beyond the turn following that in which the tunnel penetrated said wall.

✓ 11.14 (addition) : Walls are blown during the Ottoman tunnel segment.

✓ 11.18 (clarification) : Ignore reference to the foss in the 'note' portion of this table. The +2 on the die roll penalty applies to tunnels going under a wall because of the type of ground that the wall is built on. The foss has no direct effect thus tunnels going under walls from Hexes 3212, 3312 and 3411 do suffer the +2 penalty.

11.18 (clarification) : The effect of tunnel collapse is the same as tunnel discovery (see 11.17) N.B. the Byzantine player is not advised of a tunnel collapse.

11.21 (addition) : Units in siege towers cannot fill in foss hexes.

15.11 (correction) : Genoese unit with Caristo is a 2-2-3.

15.11 (clarification): Hexes 0616, 0717 and 0917 are not considered to be adjacent to the outer 'seaward' wall for initial deployment

17.42 (clarification) : Ottoman units may not be brought on to the maps through hexes 3902-3907 or 0102-0113. The starting point for the Ottoman units lies between 0101 and 3901 inclusive.