

## **S&T318 Constantinople Errata and Clarifications**

**Map (clarification):** The circled number inside the Byzantine hexes is the Treasury Value.

**6.2 End Game Victory Determination (clarification):** There may be cases where neither Byzantine nor Barbarian forces occupy Constantinople at the end of the game. In this case, the VP for Constantinople would not be gained, but does not result in a Barbarian Sudden Death Victory (6.1).

### **7.1 Deployment (7th Century Scenario)**

**3) Byzantine (clarification):** There is no Cibyr Rhaedis thematic army. This should be the Kibyrrhaioton A fleet. Cibyr Rhaedis is an alternative spelling for Kibyrrhaioton.

### **16.1 Maintain Units**

**(Byzantine Recruiting & Maintenance Table (errata):** The cost to maintain a Thematic army in its home province is zero. Elsewhere it is two Bezants.

### **Combat Results Explanations:**

**AR result (errata):** Delete case 3. Defenders cannot advance (23.2 is correct).

**DV result (clarification):** If the defending hex is Constantinople, then the Walls value would be reduced by one. But since the ensuing Barbarian advance into the hex would end the game per (6.1), this becomes superfluous. This is explained under (29.1).