

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

**Byzantine Recruiting & Maintenance Table (Change to read):** The cost to maintain a Thematic army in its home province is zero (16.1). Elsewhere it is two Bezants.

## **RULES**

**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 this does not cause a Barbarian Sudden Death Victory (6.1).

### **7.1 Deployment (change to read)**

**Emirate of Mosul:** Home Base is Mosul fortress (hex 3210), not Kars.

**Byzantine:** There is no Cibyr Rhaedis thematic army. This should be the Kibyrrhaion A fleet. Cibyr Rhaedis is an alternative spelling for Kibyrrhaion.

**24.1 Siege Effects (clarification):** Byzantine units can move into and out of fortresses under siege with no penalty. (This is owing to the scale of the game.)

### **Combat Results Explanations:**

**AR result (superfluity):** Ignore sub-case 3). Defenders cannot advance (23.1 is correct).

**DV result (clarification):** Technically, 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).