S336 FIRST PUNIC WAR CLARIFICATIONS AND ERRATA

11.1.1 Zones of Control & 19.1 Fleets (clarification)
Fleets do not stop in enemy ground unit ZOC. They can move through them even if on coastal hexes.

13.1 Terrain Effects (clarification)
Land units can move across strait hexes without a fleet (in the same manner as rivers).

16.2 Special Retreat Rules (Omission)
If units rout into a fortress or camp hex, the player may cease their retreat in that hex.

18.0 Supply (clarification)
Units do not count as adjacent for supply purposes if in hexes separated by all sea or strait hexes.

19.2 Fleet Combat (clarification)
Fleets cannot use the Raid CRT. Any qualified land units would have to disembark to make a raid.

21.0 Unique Units
Carthaginian Marines: the combat shift bonus applies if the Marines are attacking by themselves or in conjunction with other units.

24.0 Minor Powers & Diplomacy (clarification)
The prohibition on entering Neutral Minor Power towns and fortresses applies only to those in Syracuse, Massilia, Iberians, Gauls and Numidians. Belligerent units can otherwise move through these territories (but see also Invasions, 24.2). Otherwise, Belligerent units can move into Neutral towns which are not part of the aforementioned Minor Powers.
You can recruit units of a Minor Power only if that power is an ally.

24.3 Mercenaries (Omission)
When the Carthaginians initially gain control of the Mercenaries, deploy all mercenary units in any Carthaginian occupied fortress (per 9.2). There is no AP cost for this initial deployment. Thereafter, the Carthaginians must pay normal AP costs to replace them. If Mercenaries return to Neutrality, remove all their units from the map and place them in the Reinforcement Display. If the Carthaginians gain control of them again, then deploy all Mercenary units.

Scenario
The Roman Mamertine unit should be a light infantry per the counter (not a hoplite per the scenario instructions).

Diplomacy Table (correction)
“designated Region” should be “designated Minor Power”.

Optional Rules:
Colonies are treated as minor fortresses.

Map (clarification)
Mastia (hex 1015) is correctly shown as gray. It is not initially Carthaginian city, though it is within Carthaginian territory. Both players’ units can enter Mastia.

Map (clarification)
Units can enter neutral towns which are not in the territory of a Minor Power (see 24.0).

Terrain Effects Chart (clarification)
Port Supply Limit: if an enemy naval unit is adjacent to a port then use OTIH. If no enemy naval unit is adjacent
to a port, then its supply is unlimited.