

Apocalypse in the East and Balck Friday

Combined Addenda as of Mar. 1, 2020

Apocalypse in the East

The Map:

Land and Sea hexes (clarification): Some hexes (like 1440) are considered both land and sea, but land units may not cross to/from Asia to/from Europe without sea transport. A Muslim force debarking there must declare which side of the straits it is on, Asia or Europe.

Ports (clarification): For places to be considered a port, there must be one or more port icons present.

Replacement Cities (correction): Irenopolis should be underlined to represent that it is a Fabrica.

Alternate Armenian Boundary (deletion): Ignore the alternate setup boundary line in Armenia that runs from 1009 to 2523. This was for a proposed scenario in the game that space restrictions precluded.

The Rules:

Rule 1.3.3 Picked Units (clarification): Note that the "Domestici Equites" unit counter is a "picked" unit too, despite its CF being only 1 (the counter has a second, smaller shield printed on its front and reverse as do all other "picked" units).

Rule 2.1.3 Victory Conditions (addition): Control of a hex is determined by one of the three following conditions in their order:

- 1.) The hex is occupied by a player's garrisoning land unit, or;
- 2.) Player who solely has a fleet unit in a port hex, or;
- 3.) Player who last solely occupied the hex with a land or naval unit.

Section 2.3 Events (clarifications): When the Armenians revolt, the rebel units that go into garrison mode do not block Byzantine unit movement. When the Byzantine Expedition arrives in Armenia, it does not have to defeat the rebel units, its purpose is to rally the other Armenian army units to itself. The remaining rebel Armenian units remain under the Muslim player's control for the remainder of the game.

Section 2.3 Replacements (clarifications): Only Syrian army units can be replaced as they are the only regular units the Muslim player has. Others (like the Egyptian and Kufa forces) if eliminated are gone for good. As long as the Fabricae is friendly to the player, then any replacements can be put in that city, with no restrictions.

(example): *An Orientales (Byzantine) unit in the Destroyed box can be placed in the Nakhchawan Fabrica hex if it is controlled by the Byzantines. Or if the Muslims control Nicomedia, they can place a previously destroyed Syrian unit there.*

Section 2.4 Fleet Maintenance (clarification): The number of Anchor Symbols (Port Icons) next to a port city denotes how many naval units can successfully stay there during the Administration Phase and avoid being lost. However, there is no limit to the number of naval units that can enter/exit a port city during the course of a turn. Eliminated naval units can be replaced. When naval units are lost, they are automatically replaced the next year in any friendly port(s), up to the port's capacity.

Module 3.0 Modes (additions): Add to the end of the paragraph: "Muslims perform this first until turn 5. The Byzantine from Turn 6 onward. A unit's mode (Garrison, Patrol or Expedition) for the turn is determined during the Administration Phase only. So you cannot move a unit to take up Garrison mode in a town or city, then have it join an Expedition so as to move the unit again. Players can change modes at any place on the map (be sure that there is enough stacking capacity in the nearby towns and cities).

Case 3.2.4 Patrol ZOCs (clarification): Patrol ZOCs do not extend into sea hexes, to ships at sea, or naval landings.

Section 3.3 Expeditions: (change): An Expedition can be formed within 10 hexes (not MPs) of one of its sides' controlling cities.

(omissions): Then add these sentences to this section:

1. "While an Expedition can only be formed within 10 hexes of an indicated city, the units selected to be put into it can be from anywhere on the map (no MP limit). Even units in other modes may be put into an Expedition."
2. "An Expedition may not be formed in enemy occupied hexes."
3. "Garrison units in a town/city with a camping enemy Expedition therein may not be used to form part of an expedition."
4. "Land troops blockaded in besieged towns cannot be part of an Expedition (exception: land units in a port town or city besieged by land, but not also by sea, can be used.)"

(clarification): While the rules state a Byzantine Expedition must be formed within 10 hexes of Constantinople, note that a player can still form one on the Asian side of the narrows (i.e., "across the water"). Similarly, Muslim Expeditions must be formed within 10 hexes of Damascus or Fustat. So even if the Kufa Expedition disbands, its forces can only reform at these two cities.

Rule 3.3.1 Expedition Movement (clarification): While an Expedition cannot "pick up" units (exiting garrisons or newly arrived reinforcements) after it forms, it can "drop off" units as it moves without having to disband itself. Units already in garrison mode can move up to 10 MPs to another town/city and resume garrison mode as long as there are no enemy units there. Enemy garrisons do not block the movement of Expeditions through their hexes.

Rule 3.3.4 Disbanding Expeditions (addition): Add to the end of the third sentence, "whose hex is not enemy occupied". Disbanded units from an Expedition can be placed up to 10 MPs from the last hex location of the Expedition, and enemy garrisons do not block tracing a path through their hex when counting the 10 MPs.

Module 4.0 Stacking (addition): Players are not allowed to inspect enemy stacks, even when units are flipped to their "Garrison" side concealing their combat strengths.

Rule 5.1.1 Naval Unit Movement (clarification): Naval units normally move only when transporting or evacuating units. Empty naval units can also move towards a friendly force that needs transporting or evacuation. Naval units NOT carrying an Expedition or moving towards one, cannot freely roam the map or enter unoccupied enemy ports/coastal towns/cities and "capture it". Surviving units of an Expedition that used sea transport to land atop an enemy Expedition on the coast and suffered an AR combat result may be transported back out of the hex by the fleets that landed them back to any friendly towns or cities within 10 hexes of the battle site. This is a free move and costs no MPs.

Rule 5.1.5 Debarking (correction): The first bullet should state: "Continue moving during the Movement Phase if they have remaining MPs."

Section 6.3 Combat (clarification): There is no advantage to having two or more leaders in an Expedition as a maximum of only one Leader (owning player's choice) can affect a single battle. It is possible to have one Leader that affects land battles and one Leader affecting naval battles (which could be an advantage for that Expedition).

Section 8.1 Resolution (additions): If the defender has no ground units embarked on the naval units, his naval units are eliminated. When a port is captured by enemy land units (only), relocate any friendly fleets to the nearest friendly port (free move). Fleets with combat units onboard entering a port that has garrisoned enemy fleets and successfully sieges and captures the port, also eliminates the enemy fleets.

Section 10.1 Procedure (clarification): All Obsequium units set up at start in the territory labeled "Obsequium" in the northwest part of Asia Minor.

Balck Friday

The Rules:

Module 2.0 (correction): In some printed copies the last line says to use three opaque containers, however only one is needed.

Module 7.0 (omission): In some printed copies this section is missing a bullet point (should be the second one) for “Fire Combat Only”.

Section 7.1 German Formations (clarification): Any German unit that does not have a formation ID/FAM marker is an Independent unit. See the Unit ID on the Players’ Aid Sheet that illustrates how a German unit’s formation and corresponding FAM are shown.

Section 7.2 Soviet FAMs (clarification): All Soviet units are part of the same formation. There are no Independent Soviet units.

Rule 7.5.2 (omission): In some printed copies, the second paragraph begins with “pted” and that should be “Disrupted”.

Module 9.0 (correction): In some printed copies there is wording about white icons denoting independent units. Ignore it.

The Map:

(Historical Note): The river on the east side of the map is the Suknaya and the one on the west side is the Bystraya.

The Counters:

Soviet FAM Markers (correction): In some copies of the game, the five red Soviet FAM markers were back-printed with the label DISrupted instead of FAM. These are still the Soviet FAM markers, toss them in the opaque container and use them as is. You can also paste the FAM images below on the reverse sides.

