

Errata

Chariot Lords (1 December 1999)

2.3.5 should refer to Rule 17.0, not 18.0

15.1 should refer to 15.2.1, not 16.2.1

15.2 should refer to 15.1, not 16.1

15.2.2 should refer to 15.1, not 16.1

There is a discrepancy between the Master Turn Arrival Chart and the specific Blue Turn Arrival Chart. The Master chart is correct and the reference to Chariots should instead be cavalry.

White Victory Point Chart: The Hatti Victory Point total is only 140, not 150 as printed

Clarifications:

3.2 Add NOTE: Darusha and Thutmose III do not set up until their nation's first new units phase as per 16.1.1

11.6.3. To the last sentence, add "...providing the nation with the prevent condition has already entered play by placing counters on the map. "

14.0 The intent of this section is to allow the non-moving player to move troops from adjacent (geographically connected) areas (essentially, reinforcing the area during the moment between the end of movement and the beginning of combat) under the following circumstances:

1 The area into which the moving player is placing units is currently possessed (occupied by a non-marker) by the person desiring to reinforce it.

2 Said area exists as a "prevent" (i.e., deny control of said area to other players') victory condition.

3 The units desired to be used in reinforcing are not pinned 2:1 or greater at the moment reinforcing becomes an option.

4 Reinforcing becomes an option after movement has ended but before combat begins.

5 Upon announcing that the reinforcement option will be employed, the non-moving player may move any number of eligible units (up to the stacking limit) into the area. During Beloved of the Gods turns, this applies to both movement segments if sufficient troops are available. In this instance, Rulers, Terror, and Siege markers may move as well, so long as accompanied by at least one combat unit of any type with a leader and one foot unit per other marker.

Libyan Victory Points: The Libyans get credit toward their victory points from the act of raiding the listed territory. There is no requirement that said raiding Libyans survive the experience.

Three Player Game: The players should play yellow by committee. As an alternative, they can play White by committee. By committee it is meant that if two of the three agree on a course of action, said course is followed. It is possible for the committee to win.