

A Fatal Attraction

Addenda as of August 23, 2012

The Rules:

2.4 Game Terms and Definitions (addition): **Control** - An area is controlled by the player whose forces were the last to solely occupy that area, or it is Turkish controlled if the area has not been solely occupied by Entente forces since the start of the game.

3.1. Strategic Phase (correction): Please delete the following from paragraphs four & eight: "(not performed on Game Turn 1 of Scenario 1 and the Campaign Game)".

7.3.2 Ground Unit Activation, 2nd paragraph, second condition (correction): Change to read: "The area the units will move to began the Impulse or second activation with an entrenched friendly unit occupying the area, and that unit is currently there, **or**"

7.3.2a Strategic Movement, second sentence (addition): Add to the end "via a friendly supply source area." Last sentence (clarification): should state "may not end their movement in entrenched mode."

7.3.2c Second Activation (rule rewritten for clarity): In supply and Normal status naval, fort or ground units (only) which have already been activated earlier in the turn can be activated for a second time. They can be activated in the same turn anytime during an impulse after the impulse they have been activated. Either player can perform a second activation, during a friendly or enemy impulse. A naval second activation can be performed during a ground impulse and vice versa. A second activation cannot be begun to interrupt another second activation in progress. A second activation during an opponent's impulse cannot be performed until the opponent has performed an action (movement or combat) with at least one of his units during his impulse.

In order to second activate units, 1 SP (2 SPs in June through September turns) must be expended, then the player rolls a D6. The DR result indicates the number of units (player's choice of units) that can then be reactivated for a second time.

Exception: Reserve cavalry units (see Section 11.1) do not require the expenditure of a SP to activate.

No unit may activate more than twice in a turn. Rotate units that have activated a second time in the turn an additional 90 degrees so that they are now turned a total of 180 degrees (or if naval/fort/artillery rotate them to 180 degrees) to indicate they cannot activate again in the turn. Only the units chosen are considered "second activated" (not like the first activation where the entire formation is considered activated). When a naval, fort or artillery unit is activated for a second time, flip those units to their un-fired side first. Players can choose this option more than once as long as they have enough supply available and units which can be activated a second time. Second activations occurring after all Impulses are concluded are performed alternating between players with the first player going first. Passing on performing a second activation does not preclude performing one at a later point during this part.

Designer's Comment: Note that a player can only interrupt an opponent's impulse with units that are activating for a second time. In other words, the player with the initiative will be guaranteed a first activation free of any interruptions by an opponent. This is a design intention and the decisions made by the initiative player for this first activation should be considered carefully. The only possible exception to this would be Reserve Cavalry units (11.1) that could be used to interrupt any activation, including the initiative player's first, with their "bonus" activation.

7.3.3 Naval Unit Movement Activation (additions):

1) **1st and 2nd paragraphs, last sentence:** add, "Bombardment" after "Naval Gunfire".

2) **2nd paragraph, first sentence** add bolded portion ...of Turkish Mine markers and **whose deployment route does not pass**

through sea areas with Turkish mine markers at the beginning of any Naval Impulse.....

3) **3rd paragraph, end of first sentence** add: "or sea area not occupied by or not adjacent to **non-MS** Allied naval units."

4) **5th paragraph:** "Allied Naval non-MS warships which plan to move and begin their second activation in a sea zone with a revealed minefield marker or adjacent to a sea area with an unrevealed minefield marker, will immediately be attacked by all eligible mine markers (Case 8.5.1) before they make their move."

7.4.5 Turkish Naval Stacking (addition): All 5 Turkish ship units may stack in an area.

7.7 Exiting the Map, first sentence (correction): Please delete "on a northern or eastern map edge" and replace it with "Area GP34".

8.1.1 and 8.2 Ranges (addition): Warship (not fort) ranges are reduced by 1 (PB and SB) when firing **into** or **through** land areas, and reduced by 2 if the ship is firing from the Aegean Sea zone.

8.2.1 Bombardment Results (correction): Delete the reference that has the Bombardment Table result added to a unit's ML test DR.

(clarification): Retain the +1 DRM for units that are not entrenched, as well as the +2 DRM for Broken units.

8.3.1 Ground Assault Combat Procedure (addition): Attacks are not allowed at less than 1-4 odds and there is a maximum of a +/- 2 DRM per combat.

8.5 Mine Attacks 1st paragraph, first sentence correction: This should read, "At the end of any Impulse, before (not after) mine-sweeping attempts have taken place, mine attacks are performed."

10.2 Conditional Allied Reinforcements (correction): The BB Queen Elizabeth is available from turn 1 (not turn 3 as with the others). The 2 VP penalty per turn for deploying this naval unit still applies and also is in place starting with turn 1.

10.4 Conditional Turkish Reinforcements (clarification). The statement "The following units..." applies only to the Goeben and Breslau Infantry Regiments. Paragraphs 3 and 4 are each independent restrictions not tied to paragraph 1.

12.1.2 Turkish Sudden Death Victory (addition): Add to end of the sentence, "after the Allies have attempted an Amphibious Assault".

12.2 Victory Points: Beginning of the 2nd paragraph (correction): The Turkish player gains **2 VPs** each turn in the first scenario and **3 VPs** each turn for the second and campaign scenarios.

The Queen Elizabeth is worth 5 VP if sunk (same as a BC).

13.0 The sentence should read "...February to December 1915..."

13.2.2 Allied Set up: (corrections): The Allies start with 6 VPs and not 8 VPs in this scenario. Delete the "29th Indian Brigade" as a start up unit in this scenario. The *Gallios* and *Suffren* start the game Disabled. The *Inflexible* starts Crippled. Remove Irresistible and add Albion to the available British Pre-dreadnaught ships. Remove "Albion and Triumph" from the Notes section and insert "Irresistible".

The *Sultan Mussedieh* was sunk a few months before the start of the Gallipoli campaign. Either delete this unit from the game, or keep it in as a "what if" and award the Allied player 2 VP in compensation.

The Charts:

The Detailed Sequence of Play (correction):

1) **Supply Determination** rule reference should be **6.1**, not 8.1.

4) **Impulse End** (correction): The **Mine Attack Phase** should come before the **Mine Sweeping Phase**

Minesweeping Table (correction): change the result for a DR of 1-2 from "all" to "2" mine factors cleared.

Ground Unit Morale Level Check - Bombardment DR Modifiers (correction): delete "+1, 2 or 3 CRT Result (treat "All" as 3)" from table.

An Ever So Fatal Attraction:

(The expansion kit for *A Fatal Attraction*)

The Rules:

15.5.1 U-21 (clarification and addition): Use a D10 to resolve a U-boat interception. A -1 DRM applies if the U-21 side is up (actively patrolling and looking for action).