

# ***No Middle Ground***

Addenda as of March 12, 2017

## **The Rules:**

**2.0 (correction):** The game has just one sheet of 216 9/16" counters.

**4.4.3 (deletion):** Delete "(exception Section 4.6)". There is no exception to this rule or the noted rule number.

**8.3.6, line 4 (correction):** "fired" should be "unfired".

**12.2.2 (correction):** "non-desert" should be "non-Rough"

**13.0 (correction):** Hex 1603 should be included with the list of Syrian supply source hexes (the map is correct).

**14.4.1b, second bullet (correction):** The reference should be to "12.2".

## **The PAC:**

**TEC (correction):** Rough terrain Fire effect on the TEC should state a **+1 DRM**. The Fire Table Modifiers List is correct.

**Fire Table Modifiers List (correction)** The TEL modifier should state a **-1 DRM**. The TEC entry is correct.