
A & A GAME ENGINEERING PRODUCT SUPPORT

Product Support sheets come in the following types:

- Clarifications – these are more general clarifications about game play in response to questions from players.
- Corrections and Amendments – these include corrections to errors in game data, typing errors, and mistakes in game play that have come to light. These may come in two alternatives:
 - applicable to the most recent edition.
 - applicable to previous editions. These items will all have been incorporated into the latest edition on sale.
- New Rules – These rules will have been developed in response to requests from players. They may also have been developed from House Rules (see below).
- House Rules and player suggestions. House rules that are tested and work well may be incorporated into the basic rules if the author(s) approve.

The content of the sheets follows the same order as the rules in the book and the first sheet shows a summary of these sections and indicates those that are affected by the current sheet.

SALAMIS AD ACTIUM

CORRECTIONS AND AMENDMENTS FOR USE WITH EDITION 1.0

DATE: 11 MAY 2015

The Corrections and Amendments in this document cover some changes that we have implemented in the new edition (1.1) of 2015.

The changes are listed below, and the details can be found on the following pages.

- ⇒ 2.6 Sea State
 - ⇒ 4.3 The Action Phase
 - ⇒ 4.5 The Intermediate Phase
 - ⇒ 5.5 The Effect of Sea State on Movement under Oars
 - ⇒ 6.3 Shooting Modifiers
 - ⇒ 6.4 Rolling for Casualties
 - ⇒ 6.6 Heavy War Engines
 - ⇒ 7.3 Determining the Effect of a Ram
 - ⇒ 7.4 Special Effects of Ram Damage
 - ⇒ 9.1 Rhodian Fire Pots
 - ⇒ 9.2 Greek Fire
 - ⇒ 9.3 “Biological Weapons”
 - ⇒ 14 Ship Data
 - ⇒ 15 Points Values
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2.6 – Sea State

The change here is that the table has been slightly adjusted so that it “makes sense”.

<i>Die Roll</i>						
<i>Wind Strength</i>	1	2	3	4	5	6
Still	Flat					
Light Airs	Flat				Choppy	
Breeze	Flat			Choppy		Rough
Strong Breeze	Flat		Choppy		Rough	
Storm	Flat	Choppy		Rough		Very Rough
Gale	Choppy		Rough		Very Rough	

4.3 – The Action Phase

The Summary of Actions is shown in the order in which the must be carried out during the Phase.

4.5 – The Intermediate Phase

The Summary of Actions is shown in the order in which the must be carried out during the Phase.

The penultimate bullet has an incorrect cross reference. It should read Section 10.

5.5 – The Effect of Sea State on Movement under Oars

There is a mistake in the table in the bottom row, and the header for the right hand row failed to take account of larger vessels.

<i>Sea State effect on Oared Movement</i>				
<i>Ship Size:</i>	1 – 3	4 – 6	7 – 9	10 or more
Choppy	-1	—	—	—
Rough	-2	-1	—	—
Very Rough	-3	-2	-1	—

6.3 – Shooting Modifiers

The 4th bullet point should read:

“Target is troops sheltering behind a wall section”

6.4 – Rolling for Casualties

The casualty table is a bit unclear, so we have improved the way it is laid out, by splitting it up. The two tables appear to the top right on this page.

6.6 – Heavy War Engines

The scores in the Heavy War Engine Table are the minimum required to score a hit. That may seem obvious, but clarity is all !

The Damage Effects Tables are a bit confusing, and include reference to the effects of Ramming. In the new edition we have created separate damage tables for clarity, and the revised tables appear here and overleaf.

<i>Target Damage Effect Table</i>	
<i>Column</i>	<i>Target</i>
A	Any ship hit by a RAM or by a HEAVY WAR ENGINE On-going damage to any ship from Rhodian Fire Pots, Greek Fire and “Bees” Ship type APHRACT hit by Archers or Ballistae, and INITIAL hits by Rhodian Fire Pots, Greek Fire and “Bees”
B	Ship type CATAPHRACT hit by Archers or Ballistae, and INITIAL hits by Rhodian Fire Pots, Greek Fire and “Bees”
C	All hits on Fortifications including INITIAL hits and On-going damage

<i>Casualty Table (Cross reference d10 with the Target Type) If using incendiary ammunition, Rhodian Fire Pots or Greek Fire add 1 to score</i>			
<i>A</i>	<i>B</i>	<i>C</i>	<i>Effect</i>
2 or less	0 or 1	—	1 Speed
3 – 5	2	—	1 Oar Factor
6 – 7	3 – 6	0 – 5	1 Archer or 1 Spare Oar Factor (if carried) (if a choice roll 1d6: 1 – 3 lose 1 archer; 4 – 6 lose 1 Spare Oar factor)
8 – 9	7 – 9	6 – 9	1 Marine (if a choice roll 1d6: 1 – 4 lose 1 normal marine; 5 – 6 lose 1 Heavy marine)
10 and over	Special: Roll 1d10 on next table		

<i>Heavy War Engine Damage Table</i>	
<i>Target Damage Level</i>	<i>Modifier</i>
Light	+1
Medium	+2
Heavy	+3
Severe	+4
<i>Die Roll (d10)</i>	<i>Effect</i>
2 or less	Light Damage: Slight damage to the Hull. Roll 1d10 on Casualty Table.
3 – 5	Medium Damage: Some light flooding and structural damage. Roll 2d10 on Casualty Table.
6 – 8	Heavy Damage: More significant damage. Roll 3d10 on Casualty Table.
9 – 10	Severe Damage: Ship badly damaged. Roll 4d10 on Casualty Table. (A ship is treated as CRIPPLED)
11 – 12 (Ships)	Ship is Wrecked and Sinking. Speed is now 0 (Treated as a Burning Wreck if caused when using incendiary ammunition) Roll 5d10 on Casualty Table.
11 or greater (Walls)	Wall is Destroyed Roll 5d10 on Casualty Table.
13 or greater (Ships)	Ship Target is Smashed to bits The target is shattered and removed immediately, all crew are killed including any special passengers (such as admirals)

7.3 – Determining the Effect of a Ram

The effects tables here also had to be tidied up, so here they are:

Ramming Damage Effects Table	
Final Score	Damage inflicted
High rams cause 1 – 3 additional rolls depending on the size of the attacking vessel (see Special Effects of Ram Damage).	
5 or less	Glancing Blow, no damage
6 – 8	Light Damage: Slight damage to the Hull. Roll 1d10 on Casualty Table.
9 – 10	Medium Damage: Some light flooding and structural damage. Roll 2d10 on Casualty Table.
11 – 12	Heavy Damage: More significant damage. Roll 3d10 on Casualty Table.
13 – 14	Severe Damage (Crippled): Ship badly damaged. Roll 4d10 on Casualty Table.
15 – 16	Wrecked and sinking: Speed now 0. (model stays in place – see sinking ships): Roll 5d10 on Casualty Table.
17 or more	Smashed to matchwood (remove model) The target is shattered and removed immediately, all crew are killed including any special passengers (such as admirals)

7.4 – Special effects of Ram Damage

The effects of High Rams are to have additional casualty rolls on the Casualty Table, using Column A.

9.1, 9.2 and 9.3 – Special Weapons

These weapons can only be used against ships. You can buy multiple pots of Fire or “Bees”, but a ship can only carry one Greek Fire projector.

When these make their initial attack, they use the appropriate Column on the casualty chart (A or B).

If Fires spread or “Bees” swarm they either use Column A.

14 – Ship Data

In the entry for the Bireme under Notes it should show 11.2 etc.

15 – Points values

The entries under equipment should be altered to show the following:

- +5 * Per Pot of Rhodian Fire, “Bees”, quicklime etc.
- +10 ** If equipped to carry Greek Fire
- * Each Pot provides one attack. Ships can carry multiple pots.
- ** This weapon can be used once only in a battle.