Peloponnesian War Errata as of 3 January 2020

Rules
Pg. 8, 1.2, Add note
Note: You do not lose victory points for failing a siege against an enemy/neutral space.

Pg. 10, 5.1.1, Two Notable Exceptions, second bullet point, replace
Neither side can enter Naupactus, Amphipolis, or Byzantium, or use them to determine the shortest legal route to another space, unless that side controls the space or it is the objective space.

Pg. 17, 6.3, 1st paragraph, replace
During this segment, first send to the Going Home Box any force that is in a fortress space without a Siege marker. Next, remove the Siege marker from any space that no longer contains a besieging Army. Then resolve a siege for each space containing a Siege marker. Sieges are conducted in the following order:

Playbook
Comprehensive Example of Play
Pg. 20, section 16: replace
16. Demosthenes’ expedition takes the shortest route from Chios to Heraclea, there are two:
Psara ⇒ Skiros ⇒ Sporades ⇒ Olizon ⇒ Thermopylae ⇒ Heraclea
Andros ⇒ Caryostos ⇒ Eretria ⇒ Chalcis ⇒ Histeiaea ⇒ Heraclea and the die roll chooses the Psara route.
Only Heraclea is ravaged since the other spaces along the route are friendly or neutral. The Athenian third operation ends.

Pg. 20, section 17 last paragraph: replace
17. …3 chances out of 6 are assigned to each route and the Panactum ⇒ Tanagra ⇒ Thebes route is taken. When Cleon’s expedition enters Tanagra he enters the ZOI of the Spartan Allied force in Thebes (Cavalry + Hoplite). This interception attempt is successful and a skirmish is resolved. The Athenian side rolls a “1” and the Spartans roll a “2.” One Athenian Hoplite is eliminated but since the conditions for a battle aren’t met (less than 50% of combined land SPs are within the intercepting force) there is no battle. The Athenian expedition enters Thebes where another intercept occurs. This attempt is unsuccessful and the Athenian operation is concluded with Cleon’s expedition in Thebes.

Pg. 24, section 40: replace
40. Since the Athenian SCI is 0, there is a Delian League Rebellion [3.3]. The dice are rolled for event 8 on the Event Table, resulting in a 12: Amphipolis, but as there is an Allied Land SP at that location it cannot go into revolt, so the die is re-rolled resulting in a 7: Mytilene (place a rebellion marker on that space). Then a die is rolled for each adjacent space: Arginusae, Antandrus and Methymna. A roll of 6 is achieved for Methymna, so it also goes into rebellion (place a rebellion marker on that space).

Player Aid Summary (in all cases the rules are correct)
Revenue: Reduce Spartan by 200 for each of Thebes & Corinth that is enemy-controlled.