Genesis Errata & Clarifications
October 2019

Rules

2.1.2 Ports: Last sentence: “Alashiya (the island of Cyprus) and Rhodes, though not a City spaces, act as Ports that link the Sea Connections traced into the island.”

3.2 Isolation Phase, Barbarian and Minor Kingdom Attrition
Add: “Remove DS Markers from all unoccupied independent (grey) City spaces. Destroyed City spaces remain Destroyed.”

6.6.1 Change the 2nd from last sentence to: “If this is the first Chariot card played, that player now has the ability to Recruit Chariot units; the other players may not Recruit Chariots until the next Game Turn even if they play a Chariot card. “

7.2.1 Clarification: A force is not required expend any or all of its MP.

7.4.7 Add: “If the space from which the force entered the Battle Space is enemy controlled, the force is eliminated.”

8.1 Last paragraph: “... However, if the active player was the Loser, the force must expend 1 MP of any remaining MPs for losing the battle. Furthermore, if the active force included a King who was Killed, the force must expend 1 MP of any remaining MPs for the loss of the King.”

9.2 Add: “After the units are removed, remove DS Markers from all unoccupied independent (grey) City spaces. Destroyed City spaces remain Destroyed.”

10.0 Add: “If the Chariot Technology is 0, no Chariots are deployed.”

10.3.1 Last sentence should start with “Although a ...”

11.2.2 Change 1st sentence to: “If the Sea Peoples have units on the map and are not controlled by another player (11.1.2), the player receives:”

Delete: “(not Defense Strength +1 markers)" Note: This text is superfluous

13.2 Gold – The space produces 2$ only if a trade route can be traced into as well as from the space.

[Begat Card] “Move” should be “placed” – there is no movement along the connections

Playbook

Scenario #2 & #3: Kings are placed in their Capital city spaces.
Scenario #4 & #5: Sippat should be Sippar
Scenario #5: Three and Two player versions: - The Teshup card number is #54.
Scenario #6:
- The stripe in the Minor Kingdoms section above Elam should be blue.
- Delete the second mention of the Arinna (#9) card in the Card section.

Scenario #8:
- Egypt Setup: Biblos should be Byblos
- The Teshu[p card number is #54.

Minor Kingdom and Independent Cities Chart:
- Sippat should be Sippar
- Dur Sharukan should be Dur Sharrukin

Extended Example of Play

Egypt Initial Setup: Biblos should be Byblos

Illustration 4 – There should be 1 INF in Emar. There should only be 7 INF in Qatna.

Mitanni Activation #1 – Through the grace of Teshup, the Mitanni player was granted an extra 2 INF at Qatna in the example. The extra 2 INF will be removed and the example updated when the living rule update is released.

Mitanni Activation #2 – Last sentence of 1st paragraph should read: “He decides to remove 1 PS from the Aleppo space and 1 SL from the Qatna space.”

Illustration 6 – There should be no PS unit in Aleppo, and no Under Construction marker in Irrite (that doesn’t happen until the next activation).

Illustration 7 – There should be 17 INF in Damascus.

Egypt Activation #3 – The Egypt player starts his Major Move with 2 CH, not 4 CH.

Hittite Activation #4, First Battle: Last two sentences should read: – “His 20% result isn’t enough to eliminate the 1 BP; hoping for better dice, the Hittite player attacks again [3 MP].”

Turn 4 End Turn Phase – Egypt should have 5$, the Hittites should have 17$, and Mitanni should have 7$ in their treasuries.

Manpower Phase – The Mitanni player only has 2 CH units left so pays 6$ to maintain them.

Egypt Wealth Phase: Biblos should be Byblos

Player Aid Card #1
Clarification: There should be a solid line above Event Card play. The play of an event card is not a Minor action.
Barbarian Forces Chart – The Sea Peoples On Map King is a 1-2
Player Aid Card #2
“Battle Odds and Shifts Table (10.3.1)” should be "Battle Point Ratio Shift Chart"

Retreat and Regroup Chart
Defender is the Loser; City used in the Defense. Attacker: “Captures the City if City DS is 0 and no defender Infantry occupy the space; otherwise, must Regroup if enemy combat units remain in the Battle Space. If no enemy combat units remain, must either Regroup or attack the City.”

Mitanni Kingdom Display
Delete Scenario #5 from the 20 space

Original Map
Turn Record Track – The dates for Turn 2 should be “1650-1600 BC”
The space Sippat should be Sippar

Counters
Mitanni King #10 is Satturar II