



The Age of Alexander

🎯 Erratas

SCYTHED CHARIOTS (P.12) **New**

Replace the last sentence of the Uncontrollable rule with:

They also follow the Mercenaries rules for the sake of Saga Abilities (but not for other rules, like victory points) but they don't inflict fatigues on friendly units when they're removed as casualties.

ELEPHANT (P.14) **New**

Recruiting an Elephant costs 1 Saga point and counts as a unit of 12 Levies when calculating victory points.

SONS OF HOMER (P.27) **New**

The description of the ability is wrong. As indicated by the battleboard, it provides +1 to the Armour in exchange for a penalty on attack dice.

INSPIRATION (P.28) **New**

The ability is indeed only an Orders/Reaction ability, as indicated on the battleboard.

COMBINED FORMATION (P. 32) **New**

Replace the first paragraph with:

Units in combined formation have different Aggression and Armour values to other troops, representing their unique mix of ranged troops protected by shield bearers. They suffer no Armour reduction from their equipment, but their move and charge distances become **S**. Despite being equipped with ranged weapons, units in combined formation can close ranks. A unit in Combined Formation even partially in uneven or dangerous terrain loses the ability to close ranks and suffers a -1 Armour penalty (both in melee and against shooting), as the shield bearers cannot efficiently protect their shooting comrades in broken ground.

SCORDISCI (P.41) **New**

Replace the last sentence with:

Scordisci units with the Mount (Horse) special rule don't suffer fatigue when their any their movement or charge in uneven terrain, and it reduces their movement and charge distance to **M** rather than **S**.

HUNGER FOR RICHES (P.42) **New**

The ability grants attack dice, and not bonus attack dice as suggested in its description.

ROMPHAÏA (P.42) **New**


The ability grants attack dice, and not bonus attack dice as suggested in its description.

INDIAN UNITS (P.56) **New**

In the equipment options of the Warriors with Light Chariots, add composite bows.

CHANDRAGUPTA MAURYA (P.58) **New**

Replace the First Emperor special rule with:

Once per turn, when you target Chandragupta with one of the following Saga abilities, change the face of the Saga dice used to a  : Great Size or Dynasties of the Rājā.

MANDALA (P.60) **New**

As indicated on the battleboard, the ability grants re-rolls and not extra dice.

SUCCESSOR KINGDOMS (P.64) **New**

The Armour of the Hearthguards is 5(4).

ASIA UNITS (P.65) **New**

The Aggression values are wrong. Warlord should have an Aggression of 8, the Hearthguards should have 2, Scythed Chariot should have 1 and the Levies should have 1/3 (1/2).

ANTICHOS III MEGA (P.66) **New**

In the Equipment of his profile, replace Cataphract with Mount (Horse).

MITHRIDATE VI EURAPTOR, ENEMY OF ROME (P.66) **New**

In the Equipment of his profile, replace Cataphract with Mount (Horse).

SHATTER THEIR RANKS (P.69) **New**

The ability grants attack dice, and not bonus attack dice as suggested in its description.

🎯 Mercenary

CAPPADOCIANS (P.73) **New**

Replace the Support rule with:

While the unit of Cappadocians contains at least 4 figures, all other friendly units fighting in melee within **S** of the Cappadocians gain the following advantages.

- 1 bonus attack die or 1 bonus defence die
- If they get at least a 6 on their attack dice, they inflict an additional automatic hit on their enemy.
- If they get at least a 6 on their defence dice, they cancel an additional hit.

CAMEL RIDERS (P.74) **New**

Replace the *Stable Platform* rule with:

It seems that Camel Riders rode their mounts to battle in pairs: one fighter directed the camel with a stick (the creature was trained to turn towards the side he struck), while the second riddled their enemies with arrows.

As long as the unit contains at least 4 figures, it gets 2 bonus attack dice during each shooting attack.

GREEK MERCENARIES (P.76) **New**

In the *Greeks* rule, replace the last sentence with:

When recruited by the Macedonians or Successors, they count as having the *Phalanx* special rule.

THORAKITAI (P.77) **New**

Replace the *Armour Bearer* rule with:

The Thorakitai's role was often to protect lighter units. During melees, all friendly units within **S** (itself included) gains the following number of re-rolls :

If the Thorakitai units consists of at least 4 models:

- Thorakitai and units armed with ranged weapons (other than elephants) may re-roll up to 3 defence dice that didn't cancel a hit.
- Other units may re-roll up to 2 defence dice that didn't cancel a hit.

If the Thorakitai units consists of less than 4 models:

- Thorakitai and units armed with ranged weapons (other than elephants) may re-roll up to 2 defence dice that didn't cancel a hit.
- Other units may re-roll up to 1 defence die that didn't cancel a hit.

CONQUEST PHASE (P. 81) **New**

In the second example the player are actually in the 4th turn, not the third.

APPENDIX B : LOCAL TROOPS (P. 88) **New**

Swap the *Agression* and *Armour* of the soldiers with javelins.

APPENDIX C : EVENTS (P.89) **New**

With the *Rebellion* event, if your starting Province has the highest Resistance, you can ignore the event without consequences.

APPENDIX D : PLOTS (P.90) **New**

Descended From Greatness can be chosen once per player during the campaign.

CLASH OF THE DIADOKHI (P. 91) **New**

When calculating victory points, you should deduce your opponent's victory points from your total, not the other way round as written.

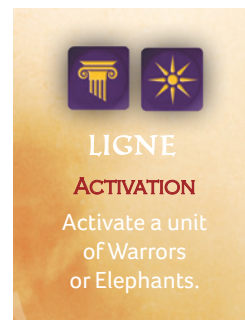
Hence, replace the first sentence of the *Result* paragraph with:

Each player deducts their opponent's total victory points from their own and consults the following table to determine the outcome of the battle.

• SUCCESSORS BATTLE BOARD **New**

⊙ *Line ability*

Replace the ability with:



⊙ *Strategos*

Replace the ability with:



• THRACIANS BATTLE BOARD **New**

⊙ *COMBAT BONUS*

Replace the ability with:

