



The Age of Hannibal

Clarifications

• REGULAR PAY RUSE (P.25)

In the text of the Ruse «Regular Pay», ignore the sentence specifying «If several units have this Ruse...». Like all ruses, Regular Pay may only be included once in your warband.


• CHARIOTS (P. 13)

The size of the chariot bases has been omitted. For the Carthaginian heavy chariots the base must entirely fit within a 120 diameter circle. For the Gallic chariots, the base should entirely fit within a 100mm circle.

• GUERRILLA SAGA ABILITY (P. 54)

Diodorus specifies that a limitation exists in order to be able to rest via the use of Guerrilla, but this note refers to a previous version and was left out by mistake. You can use Guerrilla to rest one of your units, even if it was activated during your turn.

• SOLIFFERUM SAGA ABILITY (P. 55)

When using a , the ability specifies that two units are activated. In this case, either you **MUST** activate 2 units or you cannot use the ability.

• POLEMOS (P. 47)

Note that it is the modified dice result that is taken into account. So it is a result of exactly 1, after applying the modifiers.

• MERCENARIES (P.66)

Each mercenary unit may only be recruited once in a warband.

Erratas

• SARISSA (P.13)

Replace the first sentence of the first bullet with:

Once during each of its owner's turn, if the unit has resolved a Move activation earlier during this activation phase, a unit equipped with sarissas can be activated for free for a Shooting which generates no fatigue with a range of **8**."

Note: As with the javelins, to avoid confusion with multiple activations, we allow the free shooting activation to be resolved any time later during the turn.

• MANIPLE (P. 28)


Replace the first sentence of the third bullet with:

Contained a maximum of 8 figures when the unit was deployed.



ROMAN BATTLEBOARD

⊙ *Tenacious*

Replace the ability's text with:




TENACIOUS

MELEE

MANIPLE


If your unit is outnumbered by its opponent, gain attack dice equal to the difference in figures between the two units, to a maximum of 4 dice.





IBERIAN BATTLEBOARD

⊙ *Coordination*

Replace the first sentence of the ability's text with:



COORDINATION


ACTIVATION

Choose a Hearthguards or Warriors mounted unit and an infantry unit within **S** of each other. There cannot be more than twice as many figures in the infantry unit as in the cavalry unit.

Activate these two units for a move, starting with the cavalry unit.

During this move, the infantry unit gains the *Mounts (Horses)* special rule, but must end its movement within **S** of the mounted unit.

After these activations have been completed, gain 1 **Guerilla** marker.




GAULS BATTLEBOARD

⊙ *Before the Wave*

Replace the keyword with

BEFORE THE WAVE




ACTIVATION + FOOT UNIT WITHOUT RANGED WEAPONS

Activate one of your units to move.

They count as being equipped with javelins until the end of the turn.

⊙ During the next shooting attack made by this unit this turn, add an automatic hit to the hits scored.



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