



# The Age of Alexander

## 🎯 Erratas

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

Replace the « Scythed » rule with:

During step 1 of a melee in which the scythed chariot is the attacker and has completed a charge activation to become the attacker, it inflicts a number of automatic hits equal to the number of models in the enemy unit (half that number if the enemy unit is made of models have the Mount(X) rule). The enemy unit cannot close ranks but benefits from a +1 bonus to its defence dice for each fatigue the scythed chariot has.

Replace the second sentence of the “Uncontrollable rule” with:

They are considered Mercenaries for the use of Saga abilities (but not for other game effects, like victory points) but they do not inflict fatigue to friendly units when removed as casualties.

### INDIAN LIGHT CHARIOTS (P.12) **New**

Replace the Indian light chariot profile with:

Saga Dice	Armour	Aggression	Equipment
1	3 (4)	2 (1)	Composite Bows
Règles spéciales			
Mount (Horse), Presence, Resilience (1), chariot			

### ELEPHANT (P.14)

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

### SONS OF HOMER (P.27)

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.

### MARATHON (P.27)

replace the beginning of the sentence with:

... From the moment when you trigger this ability, during the next (and only the next) Form Line! activation **of the turn**, you gain a **VS** ...

### COMBINED FORMATION (P. 32)

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)

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)

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

### ROMPHAIA (P.42)

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

### RAJA ON ELEPHANT (P.56) **New**

Add the following paragraph under the Raja profile:


When eliminated, this model grants 4 extra victory Points (for a total of 9 victory points).

### INDIAN UNITS (P.56)

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

### CHANDRAGUPTA MAURYA (P.58)

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)

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

### SUCCESSOR KINGDOMS (P.64)

The Armour of the Hearthguards is 5(4).

### ASIA UNITS (P.65)

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)

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

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

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

## SHATTER THEIR RANKS (P.69)

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

## • PERSIAN BATTLEBOARD **New**

Replace the capacities with :

### UNNUMBERED HORDES



#### ORDERS OR ORDERS/REACTION

Designate a friendly non-mercenary Warrior or Levy unit.  
Add models to this unit until it is made of 4 models for a Warrior unit or 6 models for a Levy unit.  
No models added in this way can be placed within **M** of an enemy unit.

### AHURA MAZDA'S FLAME



#### MELEE

Gain 2 Defence Dice.  
If you use a and your unit is mounted, your defence dice get a +1 bonus.

### SAGARIS



#### MELEE • ATTACKER

Gain 2 Attack dice (4 if your unit does not have ranged weapons).  
If you use , you can re-roll 1s and 2s on your attack dice.

### SHIELD BEARERS



#### MELEE FOOT

Roll as many dice as your unit generates when shooting.  
For each die scoring equal to or higher than the enemy unit's Armour against shooting, your opponent must discard an attack die.  
If at least 3 attack dice are discarded this way, the enemy unit suffers a fatigue.

## • INDIAN BATTLEBOARD **New**

Replace the capacities with :

### THE EARTH TREMBLES...



#### ACTIVATION FOOT UNIT

Activate a unit for a charge that generates no fatigue.

### REINFORCED ARMOUR



#### MELEE • ELEPHANTS OR HEARTHGUARDS

After the enemy Attack dice are rolled, cancel automatically 2 of their hits.

If you use , your unit gains Resilience (1) or increase its Resilience value by +1 if it already has this special rule.

### DYNASTIES OF THE RĀJĀ



#### MELEE

#### ELEPHANTS OR UNITS WITHOUT RANGED WEAPONS

This unit does not take any fatigue at the end of the melee.

Gain 2 defence dice if you used a .

## • SUCCESSORS BATTLEBOARD **New**

Replace the capacities with :



#### LIGNE

#### ACTIVATION

Activate a unit of Warriors or Elephants.

### STRATEGOS



#### ORDERS/REACTION

Roll 2 of your available Saga dice and place them immediately on your Battleboard.

### HEGEMONY



#### ACTIVATION

Activate up to 2 units. At least one of them must be a **Phalanx**.

The first of these activations doesn't generate fatigue if you use a .

: Activate an additional **Phalanx** unit.



### PANTODAPOI



#### ORDERS

Remove a fatigue from every other unit within **VS** of your Warlord.


: Within **S** of your Warlord instead.



## • MACEDONIAN BATTLEBOARD **New**

Replace the capacities with :

### INTENSIVE TRAINING



**ORDERS**

Until the end of your turn,  
when one of your Phalanx units resolves  
a shooting attack,  
it gets 2 bonus Attack dice.

## • THRACIANS BATTLE BOARD

Replace the ability with:



### COMBAT BONUS

**MELEE, SHOOTING,  
OR SHOOTING/REACTION**

Gain 1 attack or defence  
die (2 if you used ).

### WEDGE FORMATION



**ACTIVATION  
MOUNTED UNIT**

Activate one of your units for a charge.  
Your opponent must re-roll a number of successful defense  
rolls equal to half the number of models in your unit.

## • GREEK CITIES BATTLE BOARD

Replace the ability with:

### INSPIRATION




**ORDERS OR ORDERS/REACTION**

Until the end of the turn, each of your **Phalanxes**  
can re-roll 2 defence dice during every melee.

## **Mercenary**

### CAPPADOCIANS (P.73)

Replace the Support rule with:

While the unit of Cappadocians contains at least 4 figures, all other friendly units fighting in melee within  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)

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)

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)



Replace the Armour Bearer rule with:

The Thorakitai's role was often to protect lighter units. During melees, all friendly units within  (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) within  may re-roll up to 3 defence dice that didn't cancel a hit.
- Other units within  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) within  may re-roll up to 2 defence dice that didn't cancel a hit.
- Other units within  may re-roll up to 1 defence die that didn't cancel a hit.

### CONQUEST PHASE (P. 81)

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

### APPENDIX B : LOCAL TROOPS (P. 88)

Light cavalry javelin have an aggression of 1 (1/2) and an armour of 3 (3).

### APPENDIX C : EVENTS (P.89)

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

### APPENDIX D : PLOTS (P.90)

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

### CLASH OF THE DIADOCHI (P. 91)

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.