



# Age of Chivalry

## 🎯 Erratas

### RULEBOOK (P.27)

The siege of Nancy obviously took place in 1477 not 1577.

### FLEMISH (P.39)

Replace the third bullet of the Cumbersome build with;

The Flemish Wagon makes its move with a distance of **S** before or after the pivot, following the usual rules on movement. It can't change facing during its move.

### HUSSITE (P.61)

Replace the third bullet of the Cumbersome build with;

The Hussite Wagon makes its move with a distance of **S** before or after the pivot, following the usual rules on movement. It can't change facing during its move.

*Design note: in both instances we replaced the word "turn" with "pivot" for the sake of consistency with the rest of the rules.*

### FLEMSIH BATTLEBOARD

**Push Onwards**

 

**MELEE**

At the end of the melee, all the units engaged suffer an additional fatigue.

If your unit is **emboldened**, immediately place an available Saga die on your Combat Bonus,  face up.

### SCOTTISH BATTLEBOARD

**Shieldbearers**



**MELEE**  
**HEARTHGUARDS OR HERO**

Gain 2 defence dice (to a maximum of 6) for each unit of friendly Warriors within **M** of your unit.

### SWISS BATTLEBOARD



**Gewalthut**

**MELEE OR SHOOTING/REACTION**

If your Gewalthut Armour is less than 5, increase it by 1.

### ENGLISH BATTLEBOARD New



**Loose!**



**ACTIVATION**

Activate up to 2 units equipped with bows for a shooting attack with a range of **2L**. They must choose different targets.

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**Bruelling Advance**

**ORDERS/REACTION**

Place an **M** measuring stick entirely within **S** of one of your units of Warriors equipped with bows, somewhere that contains no figures.

Units that cross this measuring stick during a movement or charge activation suffer a fatigue. At the start of your next turn, remove the stick.

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**Rain of Arrows**

**ORDERS/REACTION**

Activate a unit equipped with bows to shoot. If the target is within **M** and suffers one or more casualties, it counts open terrain as uneven until the end of the turn.

## Brothers In Arms



### ORDERS OR ORDERS/REACTION

Remove one fatigue from one of your non-Mercenary units and place the remaining fatigues on one or more friendly units within **S**.  
The unit keeps any fatigues you can't move.

## Brothers In Arms



### ORDERS OR ORDERS/REACTION

Remove one fatigue from one of your non-Mercenary units and place the remaining fatigues on one or more friendly units within **S**.  
The unit keeps any fatigues you can't move.

## LANCASTRIANS BATTLEBOARD **New**

## Gravelling Advance



### ORDERS/REACTION

Place an **M** measuring stick entirely within **S** of one of your units of Levies equipped with bows, somewhere that contains no figures.

Units that cross this measuring stick during a movement or charge activation suffer a fatigue.

At the start of your next turn, remove the stick.

## Rain of Arrows



### ORDERS/REACTION

Activate a unit equipped with bows to shoot.  
If the target is within **M** and suffers one or more casualties, it counts open terrain as uneven until the end of the turn.

## FAQ

### GENERAL

*When both players trigger abilities that allow them to activate a unit after resolving a melee combat (e.g., Crossfire for the Burgundians and Overrun for the Flemish), in what order are the activations resolved?*

Apply the rule from page 42 of the Rulebook: resolve the effects of the attacker's abilities before those of the defender.

### FREE COMPANIES

*Who chooses where to remove losses when the Deception ability is triggered?*

When there is a choice between multiple units, the opponent of the Free companies' player chooses from which unit to remove the casualties.

*If I trigger the Renegades ability, does it allow me to add miniatures to the friendly unit participating in the melee combat?*

Yes, as long as there are still miniatures left in the unit after the casualties removal step.

*If I use the Renegades ability and eliminate a Cannon or a Wagon during melee combat, what type of troop miniatures can I bring back?*

In this situation, you do not bring back any miniatures: Cannons and Wagons are separate troop types.

### SCOTTISH

*When the Scots player triggers Drive Home the Nail, do the units engaged in melee combat suffers a fatigue before the start of the new melee combat?*

No. The ability clearly states that the melee combat ends after the loss removal step (Step 6), whereas fatigue is assigned during Step 7 of melee combat.

### BRETONS

*How long does the effect of the Guile ability last?*

Once the ability is triggered, its effect applies as soon as you trigger a new ability, which may occur during the current turn, the opponent's turn, or even during your next player's turn.

*Does the effect of Guile apply even if the next triggered ability has no vigilant/surprised effect?*

Yes. In that case, *Guile* simply has no effect.

## SWISS

*If I trigger the Obstinate ability with , can I trigger the ability again during the same shooting?*

Yes.

*What about Unshakeable?*

You cannot trigger *Unshakeable* again during the same enemy activation: as stated on page 41 of the Rulebook, you can never trigger two Activation/Reaction abilities in response to the same cause.

*Can I select a mercenary unit as Gewalthut?*

No.

## GERMANS

*How is the Retreat ability resolved?*

The melee combat ends as soon as the German player triggers the *Retreat* ability: Step 3 is completed, and the following steps of melee combat are not resolved. Therefore, the effects of abilities that were supposed to be resolved between Step 3 and Step 7 are lost, and the engaged units do not suffer fatigue from the melee combat.

However, abilities whose effects occur after the resolution of melee combat, such as the *Trickery* ability of the Free Companies or *Overrun* of the Flemish, are still resolved after the German unit disengages.

*If I use the Fore, the Ward! ability and, for my last activation, I activate a unit for a charge against an enemy unit within **M** of the German Warlord, can I assign fatigue to the unit before the melee combat begins?*

No, you must fully resolve the charge activation, including the melee combat, before resolving the final part of the ability.

## HUSSITES

*How is the charge movement of a unit targeted by the Sortie ability resolved?*

If the unit meets the conditions (it is within **S** of a Wagon), choose a point on the base of the chosen Wagon. Then resolve the charge procedure, moving each miniature in the infantry unit from the selected point on the Wagon's base.

## CONDOTTIERI

*Can a unit benefit from the 2 bonus defense dice of Against All Comers even if it has not removed any fatigue?*

No.

*Can a unit activate for a rest, even if it has no fatigue?*

Yes.

## SPECIALISTS

*If I recruit a Cannon, must it be recorded on the warband roster?*

Yes, because recruitment takes place when assembling the warband. In a tournament setting, we recommend asking players to indicate on their warband sheet that they have recruited a Cannon, as well as the type of troop it replaced.

Note that recruiting the Cannon does not prevent the use of the *Customize Warband Recruitment* rule from page 46 of the Rulebook—it is a separate matter.

*When do the bonuses of the Never Retreat vow apply?*

This Knight gains 3 bonus defense dice in every melee combat, whether attacking or defending. He suffers one less fatigue in Step 7 of melee combat only when he is the attacker. He also forces the opponent to disengage by **M** in every melee combat, whether attacking or defending.