



# The Age of Crusades

## 🕒 Clarifications

### Factions and mercenaries clarifications

#### • THE PAGAN PEOPLES (P. 39)

The reference that is made to Ümbeer Piraama in the answers come from a previous version. The ability activates 3 units, as indicated on the Battleboard. The same error occurred in the response concerning Valenulik ability, which applies to **S** and not to **M** as the text would suggest.

#### • FANATICAL ARPADIAN HUNGARIANS (P. 65)

The restriction on composite bows for warriors is the number of figures, not the number of units.

#### • TURCOPOLES (P. 73)

The activation of free shooting represents the occasional use of the bows available to some of these auxiliaries. It's the only way the unit can fire. It is therefore not equipped with bows, at least in game terms.

#### • VANEM LEMBITU (P. 38)

If this Hero has been eliminated, you can no longer trigger his "Main Attack" special rule.

#### • LOYAL (P. 71)

Units with the *Loyal* rule only count as Mercenaries when mustering the warband and determining how many points you can spend in Mercenaries at most. During and after the game (when counting victory points), they count as units of your band in their troop class.

## Clarifications of Saga abilities

#### • MOORS: HORSES OF THE MAGHREB

During the turn in which this ability is triggered, all mounted units have **L+S** movement, even those that normally have higher movement (such as Eastern Horsemen, for example).

#### • MOORS: INSPIRATION

A unit is always at **S** of itself and may benefit from this ability if it has not suffered any losses. This is particularly true in the case of Heroes, who unless included in a heroic unit, are considered not to have suffered losses until their outright elimination.

#### • PAGAN PEOPLES: MEZA MATE

You can resolve a Rest activation even if you have no fatigue. Meza Mate's resolution will replace the effects of the Rest activation, but it is still possible to trigger this ability even if you do not have any Fatigue token.

## 🕒 Corrections

#### • CRUSADER (P. 15)

Replace the 3rd paragraph of the options of the Baltic Crusaders with: Levies must be equipped with bows. Up to one unit may replace their bows with crossbows.

#### • PETER THE HERMIT (P. 16)

**Replace the text of Tonsures and Cudgels with :**

A warband led by Peter may recruit up to two units of Fanatical Pilgrims. These pilgrims benefit from the Loyal special rule (see p. 71) as long as they are within **S** of Peter the Hermit. No other Auxilliary unit may be recruited.

#### • POLISH UNITS CHART (P. 42)

The equipment options have been shifted down one line, starting with the Warriors. The first line should be "Horse", the second "Heavy weapons", the third "Bows" and the last line should be empty.

#### • WAGON (P. 47)

**Replace the Civilians special rule with:**

You may have one - and only one - wagon. To muster a wagon, remove either 2 Hearthguards, 4 Warriors or 6 Levies figures from your warband. Mercenaries cannot be removed to muster a wagon. The Wagon is a mounted Levy unit, considered as a Mercenary unit with the following characteristics:

#### 🕒 Chariot

Saga Dice	Armour	Aggression	Equipment
1	6 (4)	4 (4)	Improvised projectiles
Special rules			
Determination, Resistance (2), Unarmed, Mount (Horse).			

The base of a wagon must fit within a 120mm circle and not be smaller than a 50mm base..

#### • WAR DRUMMER (P. 59)

##### **Replace the second paragraph with:**

You may recruit a single War Drummer by removing either 2 Hearthguards or 4 Warriors figures from your warband.

##### **Replace the Horde rule with:**

If the War Drummer is within **S** of your Warlord, the range of its “We Obey” special rule is increased to **L** (rather than **S**).

#### • OLD FRIENDS, NEW ENEMIES (P. 64)

The Cumans and Pagan Raiders use the rules and battleboards presented in Age of Invasions rather than Aetius & Arthur.

For the Cumans, their Levy units are NOT considered as Huns when playing the Huns factions of the Age of Invasions.

#### • MOUNT(CAMELS) (P. 68)

Add to the last bullet: Units mounted on camels cannot close ranks.

#### • FIRE-THROWERS (P. 70)

##### **Add to the “Individualists” section:**

Fire-Throwers never have equipment options, even if they join a unit with specific equipment. They are not allowed to join a mounted unit.

##### **Replace the Fire-throwers rule with:**

Once per turn, immediately after resolving a movement (but not a charge), you can designate an enemy unit within **M** and roll one die per Fire-thrower model in the unit. For each result of 6, inflict a casualty and a fatigue to the designated unit. For each result of 4 or 5 (3, 4 or 5 if the designated unit is mounted), inflict a fatigue on the enemy unit. For each result of 1, remove one Fire-thrower model from the unit as casualty.

#### • FANATICAL PILGRIMS (P. 70)

##### **Replace the last sentence in the section “Children of God” with:**

In a warband of **Levantine Crusaders**, they will be considered as Pilgrims for the Saga abilities of the Battleboard.

##### **Replace the Martyrs rule with:**

After resolving a shooting or a melee during which at least one Fanatical Pilgrim was removed as casualty, you may roll one available Saga die and place it on your battleboard. You may also remove a fatigue from a unit within **S** of the Fanatical Pilgrim unit that has suffered casualties.

#### • PRIEST (P. 71)

Replace the “Saga Dice” with 0.

#### • LIFEGUARD (P. 72)

##### **Add a new paragraph:**

##### **Loyal**

The Lifeguard may use the advanced capabilities of his warband's battleboard as long as they form a heroic unit with the Warlord. They are considered standard members of the warband in all respects.

#### • WESTERN KNIGHTS (P. 72)

Add at the end of the paragraph “Infantry and Horsemen”:

This unit contains 8 Warriors either on foot or mounted on horses.

In addition, Western Knights can only be activated once for a Move or a charge during their turn (note that it is a Move or a Charge, not both).

#### • TROUBADOUR (P. 73)

##### **Replace the “Exploit” rule with:**

As long as the Warlord has the Troubadour in line of sight, he gains the following benefits:

- His Charge activations are free.
- His Aggression is increased by +2.
- He benefits from Resilience (2) instead of Resilience (1).

#### • MERCENARIES: SAILORS (P. 73)

##### **Replace the No quarter! Rule with:**

During their first turn of the game, this unit has the *Determination* special rule.

Once during step 3 of each melee, instead of triggering a Saga ability, this unit may reduce its armour by one to gain 2 attack dice and gets a +1 bonus on its attack dice. If it does, the enemy armour may not increase during this melee.

##### **Replace the Disembarkation rule with:**

At the end of the deployment, but before the first turn of the game, the unit of Sailors may be removed from the table and redeployed entirely within their deployment zone (as described in the scenario).

## • SARACENS BATTLEBOARD



### ARMOUR-PIERCING SHAFTS

*Shooting*

If the target unit is within **S** of your unit, your attack dice get a +1 bonus.

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### MULTIPLE SHOTS

*Activation*

Choose one of your units equipped with composite bows and containing at least 4 figures.

Each enemy unit within **M** of this unit must roll a die. If the result is higher than their Armour against shooting, they suffer a casualty.





### THOROUGHbred

*Activation*

Activate up to 2 mounted units for a movement or a charge.

After resolving their activation, if the activated unit has no enemy within **L**, it may remove one fatigue.

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### APPEAL TO THE PROPHET

*Orders*

Until the end of the turn, when you activate a mounted unit, before resolving that activation, you may designate a foot non-mercenary unit within **S** and activate it for a movement.

## • MUTATAWWI'A BATTLEBOARD

### JAHANNAM

*Orders/Reaction*

Designate one of your units and roll 2 dice (4 if you use **ال**).

For each result higher than the armour in melee of the designated unit, add one figure to this unit within **VS** of another model of the unit without exceeding its starting number of models.

## • MOORS BATTLEBOARD



### WHOLEHEARTED

*Melee*

Gain 2 attack dice for each of the enemy unit's fatigues.

Gain 2 defence dice for each of your unit's fatigues.




### FOREST OF SPEARS

*Melee • Foot*

Gain 3 defence dice.



### DISCORD

*Orders*

Designate a friendly unit and an enemy unit that are neither Heroes or have fatigue.

Each of these units takes a fatigue.





## TORRENT OF IRON

*Activation*

Designate up to 2 mounted  
Hearthguards units. Remove  
a fatigue from each of them.

You may activate each of these units.  
The activated units that resolve  
a charge with this activation  
have an armour increased by  
one during the ensuing melee.



## INSPIRATION

*Melee*

If your unit is within **S**  
of a friendly unit which  
has taken no casualties  
since the start of the game,  
it can re-roll 1s scored  
on its attack and defence dice  
(1s, 2s and 3s if you used a **الله**).

### • BYZANTINE BATTLEBOARD


- Note : this ability replaces ACOLYTHUS.



## BUCELLARIUS

*Activation*


Activate a mounted unit for a movement  
that does not generate fatigue.



## OUR COMRADES SHIELDS

*Melee or Shooting/Reaction  
Mounted*

If your unit is within **S**  
of another friendly unit without  
ranged weapons, it gets a  
+1 bonus to its defence dice.  
If you used a **✠**, gain 2 defence dice.




## FACE THE BARBARIANS

*Melee*

For each friendly unit within **S**,  
gain one attack and one defence die  
(with a max of 3 of each).  
If you used a **✠**,  
the enemy unit gets a fatigue.

- Note that your unit count as within S of itself.

### • MILITES CHRISTI BATTLEBOARD



## RESOLVE

*Melee or Shooting/Reaction*

Take 2 available Saga dice  
and place them on the  
*Orison* ability (**✠** face up).



## SPILT BLOOD

*Melee*

The armour of the enemy unit cannot increase  
during this melee. Roll 1 available Saga die  
and place it on the *Orison* ability.



### DEUS VULT!

*Melee*

*Hearthguards or Heroes*

If the enemy unit is made up of Levies,  
add 3 automatic hits  
to your attack roll  
(6 hits if your unit is made up  
of at least 6 figures).



### DIVINE AID

*Melee*

Add one automatic hit to your attack roll  
for each die currently  
on the *Orison* ability  
(with a max of 3 additional hits).



### JINETES!

*Orders*


Designate up to 2 of your Jinetes units.  
Until the end of the turn,  
they gain the *Determination* special rule,  
may not activate for a charge  
and gain a **S** distance bonus  
to their movements.

At the end of the turn,  
each of the designated units  
may discard one fatigue.



### FIND CHINKS IN THEIR ARMOUR

*Melee*

Gain 4 attack dice (6 if you used a ).  
You must re-roll each attack  
die which scores a 6.



### JERICO

*Melee*

Gain 2 attack dice.  
Gain 2 additional attack dice if the enemy  
unit's Armour is higher than 4.



### THE PEASANTS' CRUSADE

*Activation*

If you have a unit of Pilgrims in your warband,  
activate any number of your Warrior and  
Levy units for a movement or a charge. These  
activations do not generate fatigue.  
Otherwise, activate one of your Heroes or unit  
of Hearthguards for a charge, and increase  
their armour by 1 in the ensuing melee.

#### • SPANISH BATTLEBOARD



### IBERIA


*Orders/Reaction*

Activate a Jinetes unit  
for a movement.

#### • CRUSADERS BATTLEBOARD



## • POLISH BATTLEBOARD



### HOLD THE LINE!

*Orders/Reaction*

Designate a friendly non-mercenary foot unit.

Until the end of the turn, this unit cannot roll attack dice but can roll 2 defence dice for each hit taken during melee (also during shooting if you used a (⚔)).



### SZLACHTA

*Melee*

*Hearthguards*

If your armour is higher than the opponent's armour, your unit gets a +1 bonus to its attack rolls, and the enemy's attack rolls suffer a -1 penalty.



### VOÏVODE

*Activation*

Remove a fatigue from all your foot units with fatigue within M of your Warlord.

Foot units which did not have a fatigue within **M** of your Warlord may activate to charge with 2 bonus attack dice.




### THE CLASH

*Melee*

Your opponent cannot trigger any Saga ability during this melee (he can use your fatigue however).

Gain 1 attack and 1 defence dice.



### TERROR OF THE EAST

*Activation/Reaction*

*Mounted Unit*

Trigger this ability after an enemy activation, but before it is resolved.

Activate one of your units for a charge.

If your unit is within **M** of its target, the charged unit gets 2 bonus defence dice in the ensuing melee.

## • ORDENSSTAAT BATTLEBOARD

- Note : this ability replaces the Activation Pool of the Battleboard.



### SERVANTS OF GOD

*Orders*

Remove 1 to 3 friendly models as casualties.

Roll 1 available Saga die per casualty taken, and add them to your inactive Saga dice.



### DIN OF BATTLE

*Melee*

*Attacker*

Place a fatigue on the enemy unit and on another enemy unit within **M** of your unit.

New



## NACH OSTEN

### Orders

Activate any of your units for a move which does not generate fatigue.  
During this activation, their movement distance is **S**, no matter their usual movement distance.  
This activation is ignored when calculating fatigue for later activations.



## DARK CROSSES, PURE HEARTS


### Melee • Hearthguards or Heroes

You may remove up to 4 friendly figures within **M** of your unit as casualties.  
For each model removed, gain 2 attack or 2 defence dice.



## ENLIST

### Melee • Hearthguards or Heroes

If you win this melee against a unit of Warriors or Levies, choose a friendly unit of the same troop type as the unit you fought with, within **M** of your unit.  
Add 2 models (3 if you choose a Levy unit) to this unit without exceeding its initial number of models.  
If you use , add 1 to the number of models brought back.



- Note : ENLIST replace SERVANTS OF GOD.


### • EASTERN PRINCES BATTLEBOARD

- Note that the results that allow rerolls are considered after modifiers have been applied, as usual.



## AD NAUSEAM

### Melee

You may immediately re-roll one die that did not score a hit for each attack die showing a result of 1 or 6 (for each result 4 or more instead if you used a ).



## DRUG

### Melee - Hearthguards or Heroes

Infllict a fatigue to another non-exhausted friendly unit within **M** to gain as many attack or defence dice (or a mix of both) as its armour in melee.  
If that unit is made of at least 6 models, gain one extra die.



## TIMOROUS ADVANCE

### Orders or Orders/Reaction

Choose an enemy unit more than **S** away from an enemy Hero.  
Until the end of the turn, this unit counts as a Mercenary unit and suffers one fatigue at the start of each melee in which it is engaged.



Note that a hero is always within **S** of himself so may not be targeted by this ability.

### • PAGAN PEOPLES BATTLEBOARD



## PÜHAJÄRV

### Orders

Roll up to 8 of your available Saga dice and add them to your inactive Saga dice. This number cannot exceed the number of friendly non-Hero, non-mercenary units made of up to 6 figures.







### TAARA AVITA

#### *Orders or Orders/Reaction*

Choose between: Your units gain 2 bonus attack dice during each melee

**Or** Your units gain 2 bonus attack dice during each shooting.

This effect lasts until the end of the turn.



### VAENULIK

#### *Orders/Reaction*

Inflct a fatigue on one of your units that is entirely in an area of uneven terrain.  
Inflct a fatigue on an enemy unit within **S** of that terrain area.



## • MONGOLS BATTLEBOARD



### SHORT RANGE VOLLEY

#### *Melee or Shooting*


The enemy unit must re-roll all of its defence dice which cancels a hit.



### ARMED HORDES

#### *Melee • Hearthguards or Heroes*

Your attack dice get a +1 bonus.

If you use , reroll half of your Attack dice that did not hit.



New



### THE BOW AND THE LANCE

#### *Activation*

Activate up to 3 units of Mounted Warriors for a move. Each activated unit must be within **L** of your War Drummer.

These moves do not generate fatigue for the units that end their movement more than **M** away from any enemy unit.

If you do not have any War Drummer, activate one unit for a movement which generates no fatigue.



### SCOURGE OF THE STEPPES

#### *Orders*

Until the end of the turn, your Warriors count as being equipped with javelins rather than composite bows.



New



### MASTER OF MEN

#### *Melee • Unit without ranged weapons*

If your unit is within **M** of your Warlord or your War Drummer, gain 4 attack or defence dice, or a mix of both.



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