



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.

• 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) **New**

Replace the entire Sarissa rule with:

🎯 Sarissas

Developed under Philip II of Macedon, the sarissa was a long pike between four and seven metres in length. Although it was difficult to handle and required perfect coordination, this weapon was formidable in the hands of trained soldiers. Its unique feature was a bronze point at both ends, allowing it to be firmly braced against the ground to break cavalry charges.

Only infantry figures can be equipped with sarissas. A unit equipped with sarissas reduces its movement distance to **S**, but its charge distance remains **M**. A sarissa provides the following two benefits as long as the unit carrying it isn't even partially in uneven or dangerous terrain:

- Once per turn, a unit equipped with sarissas can be activated for a free shooting attack that generates no fatigue with a range of **S**. Note that a sarissa doesn't count as a ranged weapon, and that except for this special activation a unit with sarissas can't be activated to shoot.
- While it has no fatigue, a unit equipped with sarissas gets a +1 bonus to its attack dice in melee against Elephants or figures with the *Mount (X)* special rule.

A unit equipped with sarissas can only close ranks if they are entirely in open terrain. If a figure from the unit finds itself even partially in uneven or dangerous terrain, the unit can't *close ranks*.

• MANIPLE (P. 28)

Replace the first sentence of the third bullet with:

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

• FERVOUR (P.36) **New**

Replace the last bullet with:

- An Exhausted unit cannot acquire new Fervour markers, but keeps markers it already had.

• CARTHAGINIAN BATTLE BOARD **New**

🎯 Student of Xanthippus

Replace the ability with:

STUDENT OF XANTHIPPIUS

ORDERS

Until the start of your next turn, all friendly units fighting in melee within **M** of your Warlord must choose at the start of each combat in which they are engaged between attack and defense dice.

After rolling the chosen dice you can either add +1 to 2 dice **or** +2 to a single die.

⊙ **Coordination**

Replace the ability with:

COORDINATION



MELEE

If your unit is a **Citizen** unit, each attack die that rolls a 6 inflicts 2 hits instead of 1.


If your unit is a **Contingent** unit, each defence die that rolls a 6 cancels 2 hits instead of 1.

• **GAULS BATTLE BOARD** New

⊙ **Before the Wave**

Replace the ability 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.

⊙ **Power of the Ancient Gods**

Replace the ability with:

POWER OF THE ANCIENT GODS



MELEE • UNIT OTHER THAN LEVIES


Gain 2 attack dice. Gain one extra die for each other unit within **M** of your unit (defence dice for a friendly unit, attack dice for enemy units).

🔄 You can re-roll up to 2 of your attack dice and up to 2 of your defence dice.

⊙ **Ritual Challenge**

Replace the ability with:

RITUAL CHALLENGE



MELEE • WARRIORS OR HEARTHGUARDS

Roll 1 die: On a result of 4 or more (3 or more if your unit is made of Hearthguards), the enemy unit takes a casualty. On a roll of 1, your unit takes a casualty.

🔄 If you inflict a casualty, you can re-roll any 1s rolled on your attack and defence dice during this melee.

• **NUMIDIANS BATTLE BOARD** New

⊙ **Skirmish**

Replace the ability with:

SKIRMISH



ACTIVATION

Activate any number of your mounted units for a move.

⊙ **Hail of Missiles**

Replace the ability with:

HAIL OF MISSILES



ACTIVATION • MOUNTED

Activate one of your unit for a shooting that does not generate fatigue. It gets 2 bonus attack dice for this shooting (4 if you used a 🐎).

You can also spend a fatigue for the targeted unit to reduce its Armour by 1.

⊙ **Incapacitating Shot**

Replace the ability with:

INCAPACITATING SHOT



TIR

Re-roll of your attack dice which roll 1s or 2s.

If your unit inflicts at least 2 casualties, the target suffers a fatigue after the shooting attack is resolved.

• **REPUBLICAN ROMANS BATTLE BOARD**

⊙ **Tenacious**

Replace the ability 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 BATTLE BOARD** **New**

⊙ **Guerilla**

Replace the ability with:

GUÉRILLA

ACTIVATION/REACTION

Trigger this ability after an enemy's activation has been resolved.

Discard 2 **Guerilla** markers to activate one of your non-Mercenary unit for a shooting, or 3 markers for any other type of activation. Each unit can only be activated by **Guerilla** once per turn.

⊙ **Knowledge of the Terrain**

Replace the ability with:

KNOWLEDGE OF THE TERRAIN



ACTIVATION

Choose an area of uneven terrain within **VS** of one of your units. Until the start of your next turn, your foot units count it as open terrain during their moves and charges.

⊙ **Bait**

Replace the ability with:

BAIT





ACTIVATION

Gain one **Guerilla** marker, then designate one of your units that generates a Saga die. Gain 1 extra marker for each enemy unit within **S** of this unit, with a maximum of 4.

⊙ **Coordination**

Replace the ability 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.

• **GRAECULI BATTLE BOARDS** **New**

⊙ **Polemos**

Replace the ability with:

POLEMOS


MELEE

For each 1 your opponent rolls on their attack dice (each 1 or 2 if you used a ✨), inflict an automatic hit on them. This ability cannot inflict more than 3 automatic hits, or more hits than the number of figures in your unit if there are less than 3.

⊙ **Wall of Pike**

Replace the ability with:

WALL OF PIKES



MELEE OR SHOOTING/REACTION

Cancel 1 casualty for each other friendly unit with the **Phalanx** rule within **VS** of your unit.

⊙ **Mercenaries**

• **SAMNITES (P.69)** **New**

Replace the *Across Woods* special rule with:

Samnites ignore the movement penalty for uneven terrain, but not for dangerous terrain. When activated to move, if they did not shoot during this phase, they can add **S** to their movement distance. If they do, they will not be able to activate to shoot until the end of the phase.

Note : this update was made necessary by the changes of the javelins rule in the 2022 update of the rulebook.

• **CRETAN ARCHERS (P.67)** **New**

Replace the *Bronze Arrows* rule with:

If their first activation of the turn is a shooting activation, Cretan Archers get 2 bonus attack dice. If the targeted unit is also within **M** of the unit of Cretan Archers, they get an additional +1 to their attack dice. Only one figure in the target unit need be in range for this bonus to apply. However, Cretan Archers never gain additional attack dice by any means other than those mentioned here.

• **TARENTINE CAVALRY (P.67)** **New**

Replace the *Outriders* rule with:

Each time an enemy unit is activated for a move or a charge within **M** of a unit of Tarentine Cavalry, the Tarentines must be activated for a free move that is resolved before the enemy unit's activation can be resolved. This move can't end within **S** of an enemy unit, and the activation is cancelled if this is impossible.

No opponent can trigger an Activation/Reaction ability following this activation.