



The Age of Hannibal

🎯 Clarifications

• 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

• GALIC CHARIOTS (P. 13)

Replace the entire section with:

Gallic nobles often rode chariots to war, and the Romans still encountered them during the Gallic Wars. Chariots are a new troop type for the Gallic warbands and an equipment option for the Warlord of this faction.

Chariots are activated like Hearthguards, in units including 2-6 models. For 1 point you can recruit 2 chariots. Alternatively, you can remove 4 Warriors or 6 Levies from your warband to add 1 chariot to an existing unit of chariots.

For victory conditions, each chariot counts as 2 Hearthguards.

A chariot must be on a base 40-80mm wide and 80-100mm long.

Saga Dice	Armour	Aggression	Equipment
1	5 (4)	4	Mounts (Horses)*
Special Rules			
Presence, Resilience (1), Chariot			

* The armour penalty is already included in the profile.

Chariot: chariots can never enter, move through or be deployed in uneven or dangerous terrain (they count these terrains as impassable).

Warlord: If you have at least one chariot unit, your warlord can choose a chariot as a mount. In that case, he gains the Mount

(horse) special rule and the Chariot rule above. His base must be as defined above. He is considered as a unit of chariots and a Warlord for the sake of Saga abilities.

Saga Dice	Armour	Aggression	Equipment
1	5 (4)	8	Gallic Chariot, Mounts (Horses)*
Special Rules			
Determination, Présence, Resilience (1), We Obey, Bodyguards, Pride, Chariot			

* The armour penalty is already included in the profile.

• CARTHAGINIAN HEAVY CHARIOTS (P. 13)

Replace the entire section with:

Phoenician in origin, the Carthaginians inherited their ancestors' use of heavy war chariots, generally pulled by four horses. Still present at the start of the First Punic War, they progressively disappeared as they were replaced by Elephants

A Carthaginian warband can include a single unit of Heavy Chariots, but if it does so, it cannot include any Elephants. Heavy Chariots can be composed of 2 to 6 chariots. One point gives you 2 Heavy Chariots. Alternatively, you may remove either 4 Warriors or 2 Hearthguards from your roster to add one model to a Heavy Chariot unit.

A Heavy Chariots unit is composed of 2 to 6 chariots. One point gives you 2 Heavy Chariots. Alternatively, you may remove either 4 Warriors or 2 Hearthguards from your roster to add one model to a Heavy Chariot unit.

They are mounted on bases that must fit within a 120mm circle.

Each heavy chariot in the unit has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	5 (5)	6/2	Mounts (Horses)*
Special Rules			
Presence, Resilience (1), Chariot			

*The reduction in Armour is included in the profile.

Impact: A heavy chariot's Aggression is 6 if it is the attacker in a melee, and 2 if it is the defender. If a unit of chariots charged, it inflicts an automatic hit on the enemy unit for each chariot in the unit. These hits are added to those scored by their attack dice.

Chariot: chariots can never enter, move through or be deployed in uneven or dangerous terrain (they count these terrains as impassable).

• SARISSA (P.13)

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.

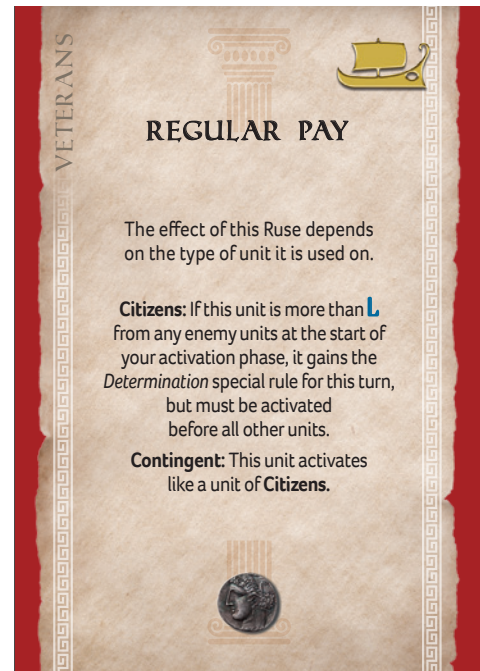
Only infantry figures can be equipped with sarissas. A unit equipped with sarissas reduces its movement distance to **S**, but its charge distance remains **M**. A sarissa provides the following two benefits as long as the unit carrying it isn't even partially in uneven or dangerous terrain:

- 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*.

• RUSES (P. 25)

Replace the ruse with:



• MANIPLE (P. 28)

Replace the first sentence of the third bullet with:

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

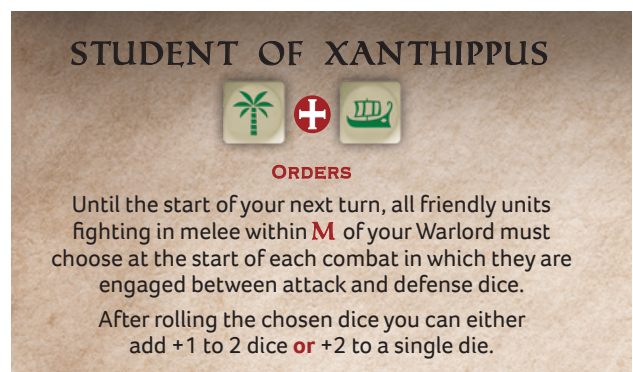
• FERVOUR (P.36)

Replace the last bullet with:

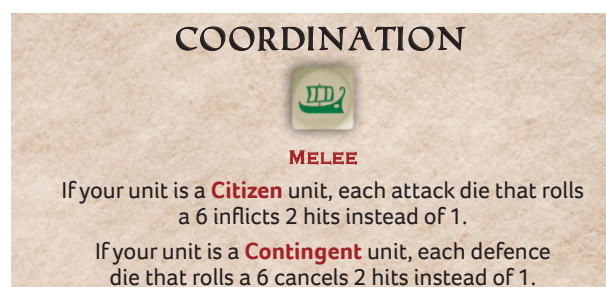
- An Exhausted unit cannot acquire new Fervour markers, but keeps markers it already had.

• CARTHAGINIAN BATTLE BOARD

Replace the ability with:



Replace the ability with:



• GAULS BATTLE BOARD

Replace the ability with:



ASDGENIOS

ACTIVATION

Activate a unit of Hearthguards, Chariots or a Hero.

RITUAL CHALLENGE



MELEE

WARRIORS, CHARIOTS OR HEARTHGUARDS

Roll 1 die. On a result of 3 or more (2 or more if your unit is made of Chariots or Hearthguards), the enemy unit takes a casualty.
On a result of 1, your unit takes a casualty.



TUMULTUS GALLICUS



ORDERS

Remove a Fervour marker from up to 3 of your units.

If you use a , remove all Fervour markers remaining on one of these units.

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



MELEE

WARRIORS OR HEARTHGUARDS

Gain 2 attack dice (4 if they are Hearthguards). Your unit gains Resistance (1) until the end of the melee.

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

• NUMIDIANS BATTLE BOARD

Replace the ability with:

SKIRMISH



ACTIVATION

Activate any number of your mounted units for a move.

HAIL OF MISSILES



SHOOTING + MOUNTED

Gain 2 Attack Dice (4 if you used a )

You can use a fatigue from the target to reduce its Armour by 1.

After the resolution of the shooting, active your unit for a movement.

INCAPACITATING SHOT



SHOOTING

Re-roll all 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:

QUINCUNX



ACTIVATION + INFANTRY

Choose up to two of your units within **M** of each other. Activate these units for a move or a charge made with a bonus distance of **S**.

During this movement or charge, these units can freely move through friendly infantry units.



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.

SCUTA



ORDERS/REACTION

Until the end of the turn, each time one of your **Maniple** is the target of a shooting, it will cancel the first casualty suffered.

• IBERIAN BATTLE BOARD

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



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



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



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

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.

New

HUBRIS



MELEE

After the resolution of the melee, if the opponent disengaged, you can either:

- Remove two fatigues from this unit

OR

- Remove a fatigue from two other friendly units within **M**.

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)

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)

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)

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.