



The Age of Alexander

🎯 Erratas

SCYTHED CHARIOTS (P.12)

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)

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.

• CHATURANGA (P.56) **New**

Replace the last sentence with:

You can't spend more than half your Saga points on recruiting troops with the Resilience special rule (your Warlord is excluded from this calculation).

RAJA ON ELEPHANT (P.56)

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.

• AMBITION (P.64) **New**

Add the following to paragraph 3:

As ambitions are linked to the lord, when he is exhausted or is no longer on the table, you no longer have access to the bonuses granted by his ambition.

We've marked the abilities that have been changed with a small red circle.

SUCCESSOR KINGDOMS (P.64)

The Armour of the Hearthguards is 5(4).

ASIA UNITS (P.65)

The Agression values are wrong. Warlord should have an Agression 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

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

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**

Since its release, almost all of the abilities on the Successors board have been changed. Rather than asking you to place new stickers over the old ones, we've chosen to provide you with a fully updated board instead, available at the end of this FAQ.

• MACEDONIAN BATTLEBOARD

Replace the capacities with :

INTENSIVE TRAINING

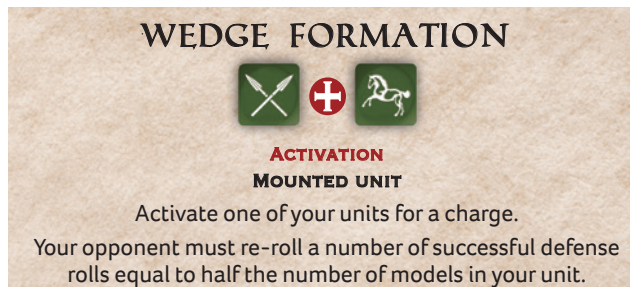
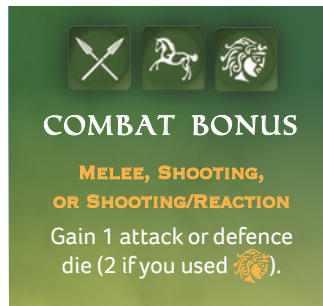


ORDERS

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

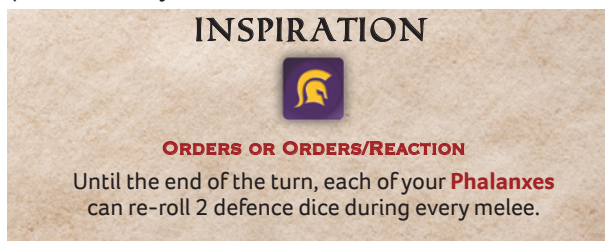
• THRACIANS BATTLE BOARD

Replace the ability with:



• GREEK CITIES BATTLE BOARD

Replace the ability with:



🎯 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 8 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 8 (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 8 may re-roll up to 3 defence dice that didn't cancel a hit.
- Other units within 8 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 8 may re-roll up to 2 defence dice that didn't cancel a hit.
- Other units within 8 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.



ELITE

ACTIVATION

Activate a unit of Hearthguards or a Hero.



LINE

ACTIVATION

Activate a unit of Warriors or Elephants.



LOCAL TROOPS

ACTIVATION

Activate a unit of Levies.



COMBAT BONUS

MELEE, SHOOTING, OR SHOOTING/REACTION

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



ALEXANDER'S HEIRS

ORDERS

Choose one of your inactive Saga dice and change its face to .

DIVITIAE



LEGATUM



HUBRIS



HEAVY ARMOUR



MELEE OR SHOOTING/REACTION

Gain 2 defence dice, or 4 if you use a .
: Gain 2 additional defence dice.

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 .
: 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.

LONGER SARISSAS



SHOOTING PHALANX

Gain 3 attack dice. If you use a , re-roll all 1s and 2s scored on your attack dice.
: Gain 2 attack dice.

THE CONQUERORS



MELEE + ATTACKER

You can re-roll any of your attack dice which don't score hits.
: After the reroll, you may increase the face value of 3 of your dice by 1.

THE HEAVIES



MELEE

PHALANX OR MOUNTED HEARTHGUARDS

After the melee, remove a fatigue from your unit. If you use a , your unit gains *Resilience* (1).
: Your unit cancels the first casualty suffered after rolling its defence dice.

STRATEGOS



ORDERS/REACTION

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

SHATTER THEIR RANKS



MELEE + ATTACKER

Gain 2 attack dice. Your attack dice get a +1 bonus.
: Gain 3 additional attack dice.

PROVOCATION



ORDERS/REACTION

Choose one of your **Phalanx** units. If at the end of the turn, this unit has not fought in a melee, all visible enemy units within **M** of it suffer a fatigue. If you use a , immediately remove a fatigue from this unit.
: In addition, immediately inflict a fatigue on one visible enemy unit within **L** of your unit.

PRIDE OF THE DIADOCHI



ACTIVATION

Activate a **Phalanx** for a Charge with a movement bonus of **VS**. (Gain 2 bonus attack dice if you use).
: with movement bonus of **S**.

SUCCESSORS