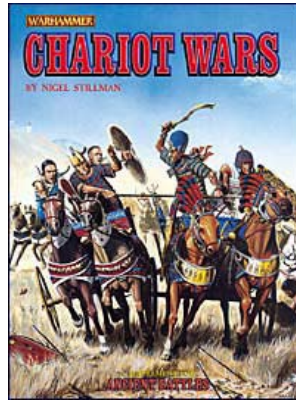


SUPPLEMENTS ERRATA & CLARIFICATIONS



Allies & Mercenaries

Please note that Allies & Mercenaries from these lists are NOT subject to the *Unreliable* rules in Warhammer Ancient Battles.

Page 3 Characters in Chariots

The rules in the sidebar are superseded by the rulebook. See rulebook page 82.

Page 3: Mixed Weapons

Troops indicated as armed with mixed weapons are counted as having various hand weapons and javelins. They do not have the *Mixed Weapons* special rule.

Page 3: Chariot Runners

The rules in the sidebar are superseded by the rulebook. See rulebook page 105.

Page 10: Gutians

Replace Special Rules with:
Light Infantry. Subject to Warband Formation rules 1, 5 & 6.

Page 11: Makkanites

Replace Special Rules with:
Subject to Warband Formation rules 1, 5 & 6.

Page 14: Army Standard Bearer

He has two Wounds, not one as printed in some copies of the supplement.

Page 15: Chariots

Add to the Equipment: Hand weapons.
Add at the end of the Special Rules: The Chariots can also shoot during a counter-charge.

Page 16: Marines

Add to the Equipment: Hand weapons.

Page 16: Lybians

Replace Special Rules with:
Light Infantry. Subject to Warband Formation rules 1, 5 & 6.

Page 17: Sea Peoples

Replace Special Rules with:
Subject to Warband Formation rules 1, 5 & 6.

Page 17: Kushites

Replace Special Rules with:
Light Infantry. Subject to Warband Formation rules 1, 5 & 6.

Page 22: Chariots

Add to the Equipment: Hand weapons.

Page 23: Amorites

Replace Special Rules with:
Light Infantry. Subject to Warband Formation rules 1, 5 & 6.

Page 23: Gutians or Elamites

Replace Special Rules with:
Light Infantry. Subject to Warband Formation rules 1, 5 & 6.

Page 23: Unit of Hattians

Replace Special Rules with:
Subject to Warband Formation rules 1, 5 & 6.

Page 30: Hittite Chariotry:

The Strength of the 3-Crew Chariotry is 3, not 4 as printed.
Delete the Special Rules of this section.

Page 31: Lukka

Replace Special Rules with:
Subject to Warband Formation rules 1, 5 & 6.

Page 32: Habiru Mercenaries

Replace Special Rules with:
Light Infantry. Subject to Warband Formation rules 1, 5 & 6.

Page 44: General

Add at the end of the Special Rules Section:
The General was highly skilled in using his javelins from a moving chariot, and is able to shoot as he charges. This attack is made after any enemy charge.

reaction (ie, any enemy that fires as a charge reaction does so before the General). This attack can also be made during a counter-charge. The attack counts as having taken place at short range. Enemy units that take 25% casualties must pass a Panic test or flee.

Page 44: Heroes

Add at the end of the Special Rules Section:

The Heroes were highly skilled in using their javelins from a moving chariot and are able to shoot as they charge. This attack is made after any enemy charge reaction (ie, any enemy that fires as a charge reaction does so before the Heroes). This attack can also be made during a counter-charge. The attack counts as having taken place at short range. Enemy units that take 25% casualties must pass a Panic test or flee.

Page 44: Eqeta Chariotry

Add at the end of the Special Rules Section:

The Eqeta Chariot Warriors were highly skilled in using their javelins from a moving chariot and are able to shoot as they charge. This attack is made after any enemy charge reaction (ie, any enemy that fires as a charge reaction does so before the Heroes). This attack can also be made during a counter-charge. The attack counts as having taken place at short range. Enemy units that take 25% casualties must pass a Panic test or flee.

Page 45: Spearmen

Equipment: the cost of the optional equipment (sword, javelins, light armour and shield) is 0pt rather than +1pt.

Replace the first sentence of the Special Rules with:

Subject to Warband Formation rules 1, 5 & 6.

Add at the end of the Special Rules section:

The Spearmen were highly skilled in using their javelins and are able to shoot as they charges. This attack is made after any enemy charges reaction (ie, any enemy that fires as a charge reaction do so before the Heroes). The attack counts as having taken place at short range. Enemy units that take 25% casualties must pass a Panic test or flee.

Page 45: Archers

The cost should be 5pts, not 4pts as printed.

Replace the last sentence of the Special Rules with:

If included in a unit of spearmen, the archers become subject to Warband Formation rules 1, 5 & 6.

Page 46: Lukka

Replace Special Rules with:

Subject to Warband Formation rules 1, 5 & 6.

Page 46: Lybians

Replace Special Rules with:

Light Infantry. Subject to Warband Formation rules 1, 5 & 6.

Page 49: Sacred Ark

Add at the end of Special Rules section:

The automatic rally effect of the Ark happens as soon as a unit moves within 6" of the Ark. However, if a unit is broken and pursued and the pursuer rolls higher, the fleeing unit is still destroyed even if it starts within 6" of the Ark. The Ark is not automatically broken in hand to hand combat if reduced to less than 5 models. It takes its Break Test and may use its Stubborn ability. It always counts as formed, though it is not a close order unit.

Page 50: Horsemen

Replace Special Rules with:

Light Cavalry. If deployed as Skirmishers, Horsemen benefit from the Chariot Runners rule 1.

Page 50: Judean Spearmen

Replace Special Rules with:

Stubborn. Subject to Warband Formation rules 1, 5 & 6.

Page 51: Midianite Arabs

The Movement should be 6, not 8 as printed.

Page 51: Israelite Tribal Militia

Gadites are subject to Warband Formation rules 1, 5 & 6 not 1 and 2 as printed.

Zublanites are subject to the rules for Combined Formations.

Danites are subject to Warband Formation rules 1, 5 & 6 not 1 and 2 as printed.

Page 57: Four-Horse Heavy Chariots

They should cost 70pts not 97pts as printed.

Replace the Special Rules with:

Chariot Archers are Expert Horsemen and as such, do not suffer the to hit penalty when shooting on the move. Heavy chariot impact hits are resolved with a Strength of 4.

Page 57: Cavalry

Replace the Special Rules section with:

The unit is subject to the rules for Combined Formations. Mounted Archers in the second rank may shoot over the first rank in full effect, even if the unit has moved (but not during a march or a charge).

Page 58: Kisir Sharruti Infantry

Replace the Special Rules section with:

The unit is subject to the rules for Combined Formations.

Page 58: Sab Sharri Infantry

Replace the first two sentences of the special rules with:

Light Infantry. The unit is subject to the rules for Combined Formations.

Page 58: Unit of Heavy Slingers

Add at the end of the Special Rules section:

The unit is subject to the rules for Combined Formations.

Page 59: Unit of Mounted Infantry

Change the last sentence of the Equipment to

Each cart may carry up to a maximum of six models.

Add at the end of the Special Rules section:

Each cart should be based on a 40mm x 60mm deep base. This allows any infantry that dismounts to be arranged in a formation of 2 models wide by 3 models deep.

Page 59: Urartians

Replace Special Rules with:

Subject to Warband Formation rules 1, 5 & 6.

Page 60: Chaldeans

Replace the Special Rules section with:

The unit is subject to the rules for Combined Formations.

Page 60: Midianite Arabs

The Movement should be 6, not 8 as printed.

Page 60: Elamites

In the Special Rules section, delete the third sentence (Elamite chariots may transport up to three infantry models per chariot).

Page 60: Unit of Medes

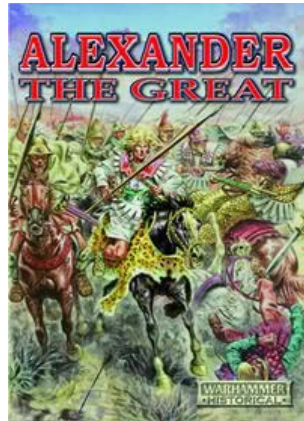
Replace Special Rules with:

Subject to Warband Formation rules 1, 5 & 6. May be used in Babylonian armies only.

Page 61: Greek or Lydian Hoplites

Replace Special Rules with:

Stubborn. Phalanx. May only be used in Babylonian armies.



Page 4: Cavalry Counter Charges

Delete this section. It is now covered by the main rules.

Page 4: Skirmishers & Rank bonuses

Delete this section. It is now covered by the main rules.

Page 4: Leadership & Warband Psychology

Delete this section. It is now covered by the main rules.

Page 4: Combined Formation

Delete this section. It is now covered by the main rules.

Page 4: Elephants

Delete this section. It is now covered by the main rules.

Page 4: How to use the army lists

Add

ARMY COMPOSITION

In most army lists, one model in each unit may be upgraded to a Leader (+5 pts), one to a Standard Bearer (+5 pts), and another to a Musician (+5 pts) unless otherwise stated. Note that Elephants and War Machines may not have Leaders, Standard Bearers or Musicians. Greek units and Rise of Macedon units may not have unit standards, this also applies to Rise of Macedon army Allied units.

Page 4: How to use the army lists

Add

GENERALS

Army Generals: All armies must have an Army General, unless playing a special scenario. Replace the 0-1 limits with 1. In skirmish scenarios any character can be nominated as the Army General.

Page 5: Oracles

Add at the end of the section:

If a unit standard or army standard bonus applied to a hand to hand combat result then no oracles may be

used to add to the Combat Result. Oracles may still be used to re-roll leadership and break tests even if standards are involved. Oracles may not be applied to skirmisher combat resolution, but may be used for re-rolls of skirmisher leadership tests.

Page 5: Xyston, Pikes & Shields

Replace the section with

A Xyston (zees-ton) is subject to the same rules as the kontos, but will strike after a pike or a kontos. Mounted characters and cavalry from this supplement armed with xyston or kontos may not carry shields. Mounted models may not use large shields in this period, and models on foot may not combine pike with large shields.

Page 5: Macedonian and Trained Phalanx.

Delete the whole section. The rules for Macedonian and Trained Phalanxes now appear in the rulebook.

Page 5: Special Rules

Add a new section:

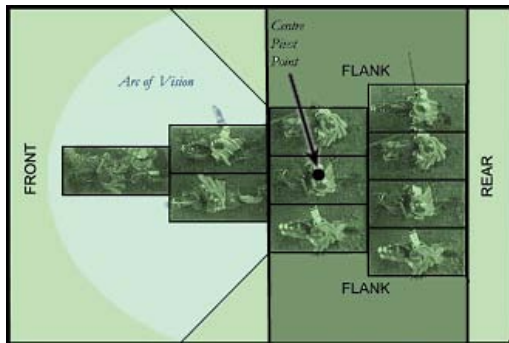
ALLIED TROOPS

In general the Alexander the Great selection lists assume that all "Allies" troops must follow army list rules and restrictions. An Allied Army General is not required for allies, but may be chosen in larger games. Here are some examples: restricted kirata bowmen could not outnumber spearmen as allies from the Mountain Indian list. The Mauryan Indian army may take Persian Noble Levy cavalry without restrictions since that unit type is listed as a single option.

Page 6: Cavalry Wedge Formation

Add a third paragraph and replace the diagram with:

A Wedge front zone is also based on the position of the first six models of the apex as shown in this diagram:



Front Flank and Rear arcs of a Cavalry Wedge

Note that wedges are formed from open order troops, but the wedge uses its special pivot move rather than turning, so the “free” turn and expansion/contraction rules for open order cavalry in the new rulebook do not apply to wedges.

Add the following clarification:

In the case of chariots ridden by characters, each character counts separately from the chariot model for purposes of counting how many models may strike back that are not in contact with the apex of the wedge. For example if a wedge of ten models strikes a unit of five Heavy Chariots that contains three characters, then the chariot in contact would fight back with the character and chariot. The other out of contact characters would count as separate models from their chariots, so the player may need to choose which models would attack in this circumstance.

If skirmishing troops charge a wedge, the wedge does not flatten out. However the wedge may only fight with models in actual contact if hit on the side or rear.

Page 9: Levies

Delete this section. It is now covered by the main rulebook.

Page 9: Parthian Shot

Delete this section. It is now covered by the main rulebook.

Page 9: Feigned Flight

Delete this section. It is now covered by the main rulebook.

Page 9: Character on Mounts

Delete this section. It is now covered by the main rulebook.

Page 20: Alexander the Great

Add at the end of the special rules:

If Alexander is chosen then at least one unit of Companion cavalry must be taken. An Agema cavalry unit may be upgraded to “Drilled” for +2 points, if Alexander is present. Alexander must choose to re-roll oracles before deployment commences.

Page 21: Thessalian Cavalry

The Thessalian cavalry should have WS4 and cost 25pts (and not WS3 and 24pts as written).

Page 21: Hypaspists

In the Special Rules note that troops using the optional Mixed Armour rule, are subject to the rules for Combined Formations.

Page 21: Phalangites

In the Special Rules note that troops using the optional Mixed Armour rule, are subject to the rules for Combined Formations.

Page 22: Skirmishers

Change Special Rules to:

Special Rules: Skirmishers. One Agrianian unit may be chosen for every one other infantry skirmisher unit. Every second unit of Agrianians may be slingers.

Page 22: Special Troops, Mercs & Allies

All units taken from these entries are subject to the Unreliable rule.

Page 25: Persian Companions

Should be labeled (EX).

Page 25: Light Cavalry

Add to the equipment:

Dahae/Skythians may have pelta (bucklers) +1pt.

Page 25: Phalangites, Hypaspists, Pezhtairoi & Agema

Phalangites should be a category header in boldface, Hypaspists, Pezhtairoi and Agema underneath.

Page 25: Experimental Phalanx

These should be labelled (EX). The EX (experimental) label really does not mean anything. It is there to identify troops that Alexander never really used heavily in battle, but possibly planned on using in his further adventures. It is a guideline to separate the real troops from the what-ifs.

Replace the Special Rules section with:

Macedonian Phalanx. Combined Formation. At least half of the models must be taken as Archers that form the rear rank(s) of the unit. If the number of phalangites falls below 12, the unit is not considered as a Macedonian Phalanx.

Page 25: Epigono Phalanx (EX)

Delete the Mixed Armour and Combined Formation rules in the Special Rules section. Note that Agema pezhetairoi are allowed in the same army with Epigono from the Imperial list. Only the regular pezhetairoi are not allowed.

Page 25: Special Troops, Mercs & Allies

All units taken from these entries are subject to the Unreliable rule.

Page 26: Elephants (EX)

The Mahout should have 1 Attack not – as indicated. Change Equipment to:

Equipment: Crewed by a Mahout and a Macedonian soldier. Mahout has a goad, which counts as an improvised weapon. The Mahout may have javelins +3pts. The Macedonian soldier has a pike and a light armour.

Page 26: Allies

Change the text of the Thracian allies to:

Only Mountain and Lowland warriors, a Chieftain may lead them, no other characters allowed.

May only select Levy Cavalry and Levy Infantry.

Change the text of the Late Achaemenid Persian allies (Fall of Persia Army List) to:

May only select Levy Cavalry and Levy Infantry.

Change the text of the India allies (Fall of Persia Army List) to:

Indians: 0-1 Indian elephant, 0-1 Elephant escorts, 0-1 cavalry, and 0-1 mercenary infantry unit allowed.

Mountain Indian Allies: 0-1 Parapamisidae cavalry and 0-1 Kirata tribesmen allowed.

Page 52: Phocian Army Additions

The reference list used is the Greek army list that appeared in WAB 1.5.

Page 79: Special rules

Add the following special rule:

Optional Oracles for Greek Mercenaries: An army which does not use oracles but includes Greek Mercenaries creates a pool of oracles for the Greek's use only. The Mercenary oracle pool is determined as 1D3 + the number of hoplite units in the army, and +1 if a Polemarch or Xenagos is included. Example: If an army has 3 hoplite units, and a Xenagos, the player rolls D3+3+1 for oracles. In large games the Oracles pool can be increased by 1D3 per 2000 points. (A D3 is half a D6 rounded up).

Page 79: Xenagos

Add to the Polemarch special rules:

May be Drilled +2pts and Stubborn +3pts.

Add 0-1 before Xenagos.

Change equipment to:

Same as Polemarch above.

Add to the Special Rules:

A Xenagos may be taken instead of a Polemarch and gives the same benefits as described above. May be Drilled +2pts and Stubborn +3pts.

Page 80: Cavalry

Remove the 0-1 before Greek Horse.

Page 80: Iphicrateans

Delete the Mixed Armour from the Special Rules.

Page 82: Stealth

This section is superseded by the WAB2 errata.

Page 82: Highlanders, Lowlanders & Getae

Add at the end of the section:

Thracians troop selection restrictions are based on the type of Army General selected. If a Getae King, Warlord (Highland), or Odrysian King (Lowland) Army General is chosen then the army must conform to the restrictions described for each type of army.

Page 82: Warriors

Add to the equipment:

0-1 unit may replace javelins with slings (free).

Add to the special rules:

Lowland Tribes unit armed with spears may be fielded as close order infantry instead of Light Infantry. If this option is chosen the unit may not skirmish. Close order spearmen should be identified as being separate from formed Light Infantry units, either by using a different basing scheme or some other marking method.

All Thracian Lowland and Mountain tribesmen:

Thracian Warrior units add +1 to their leadership if they are skirmishing. Thracians armed with bow or sling must skirmish. Slingers may not be the largest skirmisher infantry unit in the army.

Page 92: Characters

Add to the Satrapal General the following special rule:

One Satrap may be taken for each Persian and/or levies unit in the army to limit of character points (exception: scythed chariots).

Page 92 : Half-Barded Armour

Replace the whole section with

Half-barding taken from this list counts as a Half-Metal Barding, as described page 98 of the rulebook.

Page 92: Massed Cavalry

Delete this section as it is covered by the rules in the rulebook.

Page 93: Persian Infantry

Replace the whole Special Rules section with:

Special Rules: Combined Formation. The unit may combine models equipped with bows and models equipped with thrusting spears. Satrapal Guards refer to the 0-1 Persians statline. Each unit type in this group may combine only with similar troops. Melophoroi may not be combined with kardakes, etc.. Melophoroi are Stubborn and may only be included if the Great King is present. Persians Satrapal Guards may only be included if the Great King is NOT present. Kardakes armed with slings, javelins or bows are Light Infantry. Units combining

Kardakes with bows and kardakes with spears must be deployed as formed Open Order units.

Page 93: Scythed Chariots

Delete the Special Rules. The Scythed Chariots are now covered in the main rulebook.

Page 93: Shock Cavalry

Add to the Special Rules:

Any other Persian list cavalry or skirmish cavalry unit allows a Noble Cavalry selection, not just cavalry from the Levy section.

Page 94: Skirmish Cavalry

Change the last sentence of the equipment to: Dahae/Skythians are armed with daggers, javelins and bows. They may have pelta (buckler) +1pt.

Page 94: Satrapal Infantry

Replace the reference to Warband Psychology rule 1 with: Warband rules 5 and 6.

Page 94: Greek Mercenaries

Add to this section:

Greek Mercenary characters are counted as part of characters points totals, not troops.

Page 94: Allies

Replace the second sentence of the special rules with:

Lykians and Carians are subject to Warband rules 5 and 6.

Add to the Bithynians allies rules:

Wagons can not be taken. Bithynian foot all count as Lowland Thracians, no rhomphaia are allowed. Only Light cavalry may be selected, no Nobles, or Getae allowed.

Page 100: Horse Archers

Add to the Equipment:

May replace bows with javelins (free) or add javelins +2pts.

Page 107: Army Composition

Add at the start of this section:

There is no "Generic Indian Army List." Players must choose from the following variants: Classical Indians, Republican Indians, Mountain Indians, or Mauryan. Please refer to pages 112 to 115.

Page 109: Mercenaries

Change 2nd sentence of the Equipment to:

May have longbow +3pts, or may have shields, throwing spears and javelins +3pts.

Page 108: Characters riding Elephants

Delete this section. It is now covered by the rulebook.

Page 108: Characters riding Chariots

Delete this section. It is now covered by the rulebook.

Page 108: Elephants

The Mahout should have 1 Attack not – as indicated and should have a BS of 3 not – as indicated.

Add to the equipment section

The Mahout has an improvised weapons and may have shield +1pt, light armour +2pts and javelins +3pts. In a Mauryan army, the Mahout may have a heavy armour +3pts but may not have a shield.

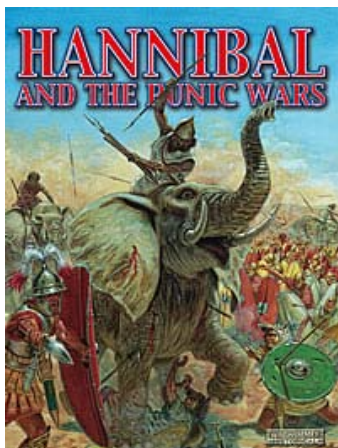
Page 111: War Wagons

Please note that the rules for the Indian War Wagons are different from the one described in the errata.

Page 114: Special Troops

Replace the first sentence of the hand to hand combat with

Units behind unoccupied wagons or skirmishers inside count as being behind a defended obstacle (see rulebook page 56)



Page 7: How to use the Army Lists

The following rules have been superseded by WAB2 and its errata and should be ignored: Phalanx, Levies, Stealth, Mixed Weapons, Mixed Armour. Troops with Mixed Armour are now treated as *Combined Formations*.

Pages 20-21: Army Composition

Under “The First Punic War—Uncommon Troops”, change Ligurian Infantry to Ligurian Slingers.
Under “The Second Punic War in Italy—Uncommon Troops”, change Ligurian Infantry to Ligurian Warriors.

Under “The Second Punic War in Africa—Uncommon Troops”, change Ligurian Infantry to Ligurian Warriors.

Under “The Third Punic War in Africa—Uncommon Troops”, add Ligurian Slingers.

Page 22: Citizen Infantry

Add “May have light armour (+1 pt)”.

Page 23: Mercenary Hoplites & Oscan Infantry

Mercenary Hoplites and Oscan Infantry fight as a Trained Phalanx.

Pages 24-25: Cavalry & Elephants

For Campanian Cavalry, Spanish Cavalry, and Gallic Cavalry, change the wording in the Special Rules from “May not outnumber any other unit of cavalry in the army” to “May not be the largest unit in the army.”

Pages 51-52 Army Compositions

Under “The Second & Third Punic Wars in Africa—Uncommon Troops”, add Balearic Slingers.

Under “Roman Campaigns in the East—Uncommon Troops”, add Balearic Slingers; change Ligurian Infantry to Ligurian Warriors.

Page 53: Manipular Formation

The maximum rank bonus is now +2, amend text as appropriate.

For the purposes of the Manipular Swap, the rear arc remains as in the supplement diagram for this rule i.e. 90° to the rear.

Page 54: Manipular Formation Swap

A unit entering combat by swapping in this way is considered to be charging in the next combat round. This will therefore count as a new combat, except that the unit’s opponent will retain a momentum bonus if it won the previous round of combat against the unit’s predecessor.

Page 60: Specialist Units (continued)

For Tarentine Cavalry, Numidian Cavalry, Spanish Cavalry, Gallic Cavalry, and Illyrian Cavalry, change the wording in the Special Rules from “May not outnumber any other unit of cavalry in the army” to “May not be the largest unit in the army.”

Change Ligurian Infantry to Ligurian Warriors.

Page 71: Ambush Special Rule

Replace the text with:

At the start of the game, before units are placed, the Spanish player may designate a unit that will gain the *Ambush* (WAB rulebook, page 104) special rule for free.

Page 75: Warriors

They are subject to Warband rule#5 not rule one as indicated in the text.

Page 75: Numidian Cavalry

The Levy are subject to the Levies special rule (not Levy as written).

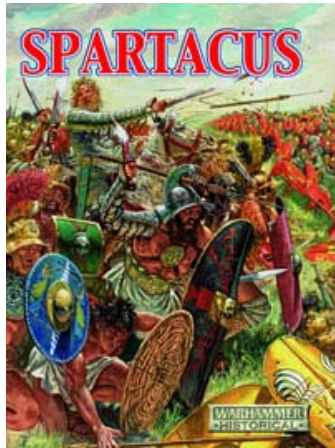
Page 77: Ligurian Special Rules

The Warband and Feigned Flight descriptions have been superseded by the corresponding rules in the WAB2 rulebook.

Page 80: Gallic Warriors

If mixing unarmoured with armoured models in the same unit, the whole unit becomes subject to the

rules for Combined Formation (WAB rulebook page 105).



**Page 12: Leadership & Warband
Psycholgy, Mixed and Improvised
Weapons, Stealth**

Delete all these sections. They are covered by the main Warhammer Ancient Battles rules and its errata. All Mixed Weapons in the supplement follow the rules given in the errata.

Page 13: Gladiators

Note that if choosing to form a Light Infantry unit, Gladiators must choose to be deployed as skirmishers or as an Open Order unit. If in skirmishing formation they may not reform back into a formed unit.

Page 13: Trained Slaves

They are subject to Warband Rules 5 and 6, not 2 as written in the special rules.

Page 13: Untrained Slaves

They are subject to Warband Rules 5 and 6, not 2 as written in the special rules.

Page 15: Lictors

If Army Break Points are used, each Lictor is worth one ABP if killed.

Page 17: Skirmish Cavalry.

Delete the description of Feigned Flight. It now appears in Warhammer Ancient Battles, page 107.



In the supplement, all horse barding is considered to be cloth barding (page 98 of the rulebook).

Page 4: How to use the Army lists

The following rules have been superseded by WAB2: Heavy Chariots Chariot Runners and Retinues, Combined Formation, Levies, Massed Cavalry, Leadership & Warband Psychology. The other rules (Warrior of Legend, Fearsome, Fast Pass and Eastern Shock Cavalry) still apply.

Page 4: Allies

Replace second paragraph with:

Allies are Unreliable (see Warhammer Ancient Battles page 103).

Page 4: Combined Formation

The section Art of War Combined Formation Special Rule still applies.

Page 5: Steppe Nomads

The part dealing with Expert Horsemen, Parthian Shot and Feigned Flight is superseded by the rules In WAB2.

Page 5: Eastern Shock Cavalry

Replace Rule#1 with:

1. Eastern Shock Cavalry were trained at charging and withdrawing repeatedly. To represent this, they may choose to retire if they win a round of close combat, but fail to force their opponents to either flee or give ground.

The retiring movement is made as a normal Give Ground move with the exception that the retiring unit may still charge in its following turn.

Page 6: Volley Firing

The rule should refer to *Massed Missiles*, not *Massed Archery*.

Page 15: The Spirit of the Shaman

On a result of 5: Spirit of the Eagle, the unit may now *Give Ground* even if outnumbered by the opposing unit (and not *Fall Back in Good Order* as indicated in the text).

Page 16: Tribes People

They are armed with Improvised Weapons and Stones (Warhammer Ancient Battles page 89)

Page 28: Rightful Conduct

Note that if the game doesn't use Victory Points, this rule has no effect.

Page 32: Tribes People

They are armed with Hand Weapons and Stones (Warhammer Ancient Battles page 89)

Page 43: Cavalry Light Crossbows

Note that the Light Crossbow that the Light Cavalry Crossbowmen use is different from the light crossbow in the rulebook. The rules indicated in their description apply. Also note that Light Crossbows may not be used during a Shoot & Flee charge reaction as all other weapons that forbid shooting after a movement.

Page 78: Caravans

Please note that Caravans have no effect on Army Break Points.

Page 78: Yurts

The rules for Yurt as described still apply. Note that the Yurts themselves are not worth any Army Break Points.

Page 108: Cavalry Light Crossbows

Note that the Light Crossbow that the Light Cavalry Crossbowmen use is different from the light crossbow in the rulebook. The rules indicated in their description apply. Also note that Light Crossbows

may not be used during a Shoot & Flee charge reaction, like all other weapons that forbid shooting after a movement.

Page 109: Magistrates

They are subject to Warband rule#5 and 6 when accompanying Peasants or a Mob, not rule 1 as indicated.

Page 110: Peasants

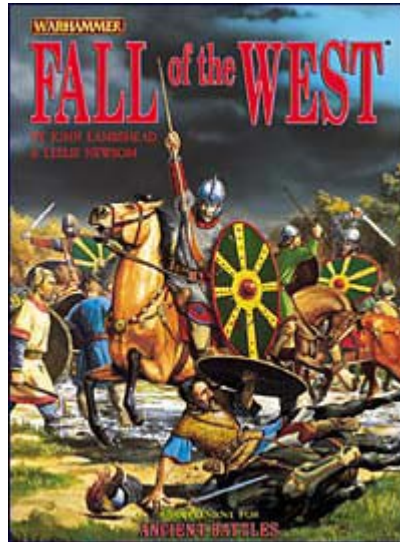
They are subject to Warband rule#5 and 6, not rule 1 as indicated.

Page 114: Peasants

They are subject to Warband rule#5 and 6, not rule 1 as indicated.

Page 114: Yellow Scarves Mob

They are subject to Warband rule#5 and 6, not rule 1 as indicated. They cannot *Give Ground* unless they outnumber by more than 3 to 1 (this is an exception to the normal *Give Ground* rules. Please note that the reference to *Fall Back in Good Order* comes from a previous WAB edition).



In the supplement, all horse barding is considered to be cloth barding (page 98 of the rulebook).

Page 45: Comitatus

If the Army General is killed and the unit has rolled a 4+, it will have to charge any enemy in sight if possible, and if no enemy is within charge distance, will have to move toward the closer enemy unit in sight as fast as possible. The unit becomes immune to Panic, Fear, Terror and automatically pass any Break Test it has to take. Note however that as described in the Warhammer Ancient Battles rules, if reduced below 5 models it will break when losing a round of combat.

Page 45: Priest

When fighting an army that is not taken from Fall of the West, the Priest doesn't give Hate to the unit he leads.

Page 46: Pedes, Palantina and Veterans

The number of models replacing their equipment with a bow is up to a third, not a fourth as written.

If the Pedes, Palantina or Veterans unit includes models equipped with bows, it becomes subject to the rules for *Combined Formation* (page 105 of the rulebook).

Page 47: Heavy Shock Cavalry

Any model that is equipped with a heavy armour and shield may substitute them for a Cataphract armour for free.

Replace the Special Rules with:

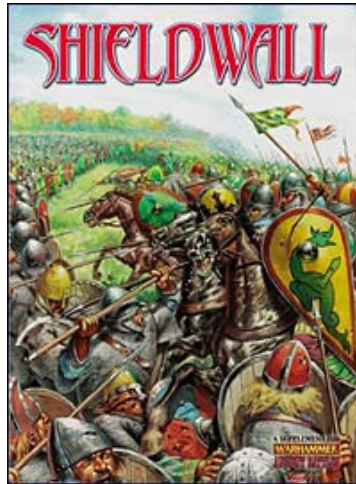
Special Rules: *Drilled. Cataphracts.*

Page 58: Barbarian Cunning

Replace this rule with the Ambush rule from the rulebook.

Page 58: Mixed Weapons

Delete this section. Troops from the Barbarian list in the new rulebook may not replace their *Mixed Weapons* with throwing spears as suggested.



Page 4 & 5: How to use the army lists

The following rules have been superseded by WAB2: Shieldwall, Cavalry Counter-charges, Rank Bonus & Difficult Terrain, Different Weapons, Reforming in Combat, Skirmishers & rank bonus, Fall Back in Good Order, Leadership & Warband Psychology. The other rules (Fury of the Norsemen, Mounted Models, Army Standard Bearer and Werod) still apply.

Page 22: Combined Units

Please note that this is a different rule from the Combined Formation in the rulebook.

Page 22: Army General

Replace Special Rules with:

Special Rules: Army General. Any friendly English unit within 12" of the Army General ignores Warband rule#1.

Page 61: Ambush

Replace the rule with:

At the start of the game, before units are placed, the Hibernian player may designate a unit that will gain the *Ambush* (WAB rulebook, page 104) special rule for free.

Page 70: Carolingian Frankish

When mixing bow and spear armed Milites in the same unit, the whole unit counts as a *Combined Formation* (WAB rulebook page 105)

Page 71: The Bretons

Replace the Special Rules second bullet with:

- Any character or unit of Mounted Milites have the *Feigned Flight* special rule (WAB rulebook page 107)

Page 71: Capetian French

Replace the Special Rules second bullet with:

- Characters and any unit they accompany are subject to the Warband rule #1.

Page 72: Ferocious Charge

Replace this special rule with the Ferocious Charge rule in the WAB rulebook page 108.

Page 77: Bradwr

Note that in the special rules 'broken' means failing a Morale test in close combat. If the Bradwr fail a Panic test or flee for any other reason that after a failed Moral test in combat, they may rally.

Page 78: Gestir & Vikings

Gestir and Vikings are subject to Warband rule#1 not Warband rule 2 as indicated.

Page 78: Stipendarii

Replace the Special Rules with:

Special Rules: Stipendarii may count a rank bonus of up to +1. Unreliable.

Page 78: Sergeants

Replace the Special Rules with:

Special Rules: Any unit of Sergeants may be designated as Light Infantry. Unreliable.

Page 78: Cottreaux

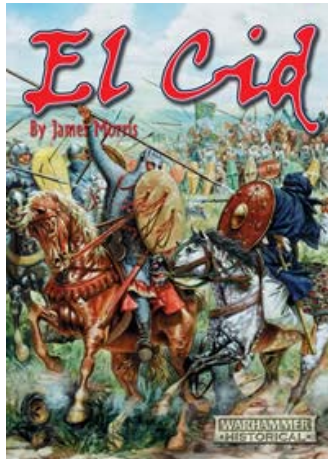
Replace the Special Rules with:

Special Rules: Skirmishers. Feigned Flight.

Page 78: Devroet

Replace the Special Rules with:

Special Rules: Devroet may count a rank bonus of up to +1. Feigned Flight.



All barding in this supplement is considered to be cloth barding.

Page 3 & 4: How to use the Army Lists

The following rules have been superseded by WAB2: Cavalry Counter-charges, Rank Bonus & Difficult Terrain, Reforming in Combat, Skirmishers & rank bonus, Fall Back in Good Order, Combined Formation, Ferocious Charge, Feigned Flight. The other rules (Andalusian Allies, Mounted Models, and Bows) still apply.

Page 9: Bloodthirsty

Replace rule #1 and 2 with:

1. Bloodthirsty troops are subject to Warband rules #1 and 2.

Page 13: Jinetes and Caballeros.

They are Light Cavalry, not Light Troops as indicated.

Page 14: Arqueros

They are Light Infantry, not Light Troops as indicated.

Page 37: Andalusian Horsemen

Replace the rule with

Andalusian horses were the finest of their age, and highly sought after. Their natural agility and manoeuvrability made them ideal for the light cavalry tactics that typified Andalusian warfare. Any formed cavalry being noted as 'Andalusian Horsemen' benefits from the following:

1. Even if deployed in Open Order, the unit may break into Skirmish Order at the start of its move. This may only be done when executing a normal move, and not when charging, fleeing or pursuing, for example. Models in the unit can then move at double pace as Skirmishers.
2. The unit may Reform (see WAB page 23) after movement following a normal or march move (but not a fast march, charge, flee or pursuit move.) When reforming in

such a way, no model in the unit may exceed its permitted movement distance for this turn (i.e. the movement made during the Reform manoeuvre counts as part of the movement of the turn, unlike usual reformations). No Ld test is needed to perform this reform manoeuvre. The reform may include a change from open order to skirmish formation and vice versa in an exception to the normal rules.

3. Mounted characters accompanying an Andalusian Horsemen unit are assumed to have excellent horses as well, and do not impede the unit's ability to reform.

Note that the ability to switch from Open Order to Skirmish Order and back again is unique to Andalusian Horsemen and an exception to the normal rules. The intent is that they should be able to 'flow' around the battlefield, skirmishing and reforming.

Page 41: Andalusian Jinetes and Noble Cavalry

They are Light Cavalry, not Light Troops as indicated.

Page 42: Andalusian Mounted Crossbowmen

These troops also have the Expert Horseman Special Rule, as do regular bow-armed Andalusian Jinetes (i.e. they have no move and shoot penalty.)

Note that the Light Crossbow that the Andalusian Mounted Crossbowmen use is different from the light crossbow in the rulebook. The rules indicated in their description apply. Also note that Andalusian Light Crossbows may not be used during a Fire & Flee charge reaction as with all other weapons that forbid shooting after movement.

Page 42: Andalusian Archers

They are Light Infantry, not Light Troops as indicated.

Page 48: African Drummers

Note that a unit with two musicians automatically gains momentum after a drawn combat instead of rolling to see which side will get the Momentum during the next combat round.

Page 51: Camel Riders

They are Light Cavalry, not Light Troops as indicated.

Page 54: Aliados Y Mercenarios

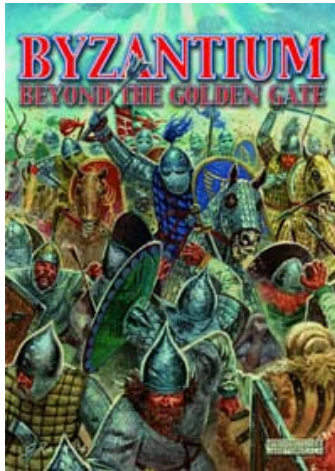
Replace bullet 3, 4 and 5 of the Special Rules with :

- Aliados y Mercenarios units are *Unreliable* (WAB rulebook page 103).

Page 55: Ghuzz Horse Archers

Replace Special Rules with:

Special Rules: Light Cavalry. Feigned Flight. Parthian Shot. Expert Horsemen. Aliados y Mercenarios.



All half-barding in this supplement is considered to be cloth barding.
Full barding is considered to be metal barding.

Page 6: Rules Additions

The following rules have been superseded by WAB2: Leadership & Warband Psychology, Cavalry counter-charges Characters, Darts & Bows.

Page 8: Rules Clarifications

This chapter should be ignored as all the issues have been dealt with the second edition of the rulebook.

Page 11: The Armoury

Note that Kontarion strikes after pike or kontos.
You may not Shoot & Flee as a charge reaction with a Solenarion, as with other weapons that forbid shooting after a movement.
Ignore the part about half barding, this is dealt with the main WAB rules.

Page 12: Troop Types & Abilities

The following rules have been superseded by the rulebook and should be ignored: Shieldwall, Levies, Ferocious Charge, Used to Elephants, Expert Horsemen, Feigned Flight and Stealth.

Page 13: Bedouin Cavalry

Change the text to:

Bedouin Cavalry are allowed to turn any number of times without incurring any penalties to their move distance and that even if they are marching (but not fast marching). Note that unless Drilled, they may only about face and are not able to turn by 90°. They are permitted to change formation once during their movement by any number of ranks with no penalty to their move. They can even take advantage of this ability when marching (but not fast marching or charging).

Page 12: Superior Cavalry

Replace the paragraph dealing with Superior Byzantine and Superior Turkish and Arab Cavalry with:

- *Superior Byzantine Cavalry* were trained at charging and withdrawing repeatedly. To represent this, Superior Byzantine Cavalry may choose to retire if they win a round of close combat, but fail to force their opponents to either flee or give ground. The retiring movement is made as a normal Give Ground move with the exception that the retiring unit may still charge in its following turn. This ability requires a fairly high degree of mobility –therefore, it can never be used by cavalrymen riding barded or half-barded horses.
- *Superior Turkish and Arab Cavalry* were renowned for their mobility. During their move Arab and Turkish Cavalry are allowed to turn any number of times without incurring any penalties to their move distance even if they are marching (but not fast marching). Note that unless Drilled, they may only about face and are not able to turn by 90°. They are permitted to change formation once during their movement by any number of ranks with no penalty to their move. They can even take advantage of this ability when marching (but not fast marching or charging).
When deployed as Skirmishers, Superior Turkish cavalry has the Parthian Shot special rule (WAB, page 109)

Page 12 & 13: Shieldwall, Levies, Ferocious Charge, Used to Elephants, Expert Horsemen, Feigned Flight, Stealth

All these rules have been superseded by WAB2.

Page 14: Flattening out the Wedge

Replace 2nd bullet with:

- When a wedge loses a round of close combat unless it is allowed and is able to Give Ground.

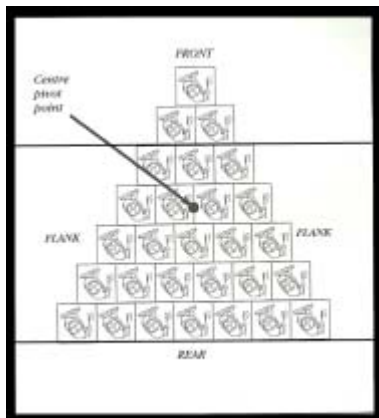
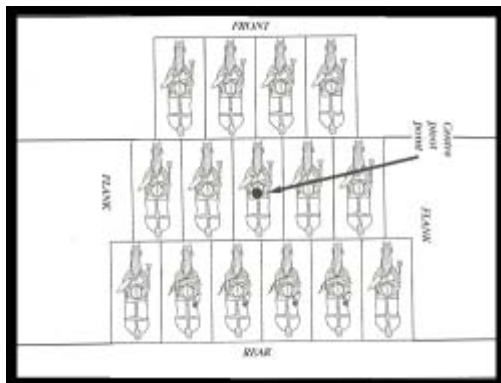
Page 14: Rank Bonus & the Wedge

Replace with:

Units do not count their rank bonus in wedge formation, nor do they benefit from the Close Order combat result bonus. If a wedge flattens out, it does not gain any rank or close order bonus.

Page 15: Diagrams

Replace diagrams with:



Page 15: Combined Formation

Delete as this has been superseded by WAB2.

Page 16: Ambush

Delete as this has been superseded by WAB2.

Page 37: Justinian Dynasty Special Rules

Note to third bullet:

If the Irregular unit passes its Leadership Test it becomes subject to Warband rule#1, not 2 as indicated.

Page 40: Green or Blue Circus Faction Mob

Replace Special Rules with:

Special Rules: Mobs and their Faction are subject to Warband rule#5 and 6. They cannot Give Ground,

are Unreliable, and may not be joined by any character except their Faction Leader.

Page 40: Ghassanid Arab Infantry

They are subject to Warband rule#5 and 6, not 1 as indicated.

Page 48: Cataphracts

Replace Equipment and Special Rules with:

Equipment: Hand weapon, Cataphract Armour and Kontos. May have barding for their mounts (+4).

Special Rules: Superior Persian Cavalry. Cataphracts.

Page 49: Mountain Men

They are subject to Warband rules#1, 5 and 6, not 1 and 2 as indicated.

Page 52: Gepids & Early Lombards

Replace second sentence of the third bullet of Special Rules with:

- Saxons are Unreliable, they are not Light Infantry and subject to Warband rules#1, 5 and 6.

Page 53: Arian or Orthodox Christian Priest

When fighting an army that is not taken from this supplement, the Priest doesn't give Hatred to the unit he leads.

Page 54: Freeman

They are subject to Warband Rules 5 and 6, not 1 as indicated.

Page 57: Beg War Wagon

Note that these War Wagons are subject to their own rules, not the War Wagons or Wagon Tabor rules described in the WAB errata.

Page 58: Pecheneg

Replace second bullet of special rules with:

- Formed units of Pecheneg Horse Archers or Noble Cavalry are subject to the rules for Massed Cavalry (see Warhammer Ancient Battles rulebook page 109)

Page 60: Subject Tribesmen

They are subject to Warband rules#5 and 6, not 1 as indicated.

Page 60: Wagons

Replace the entry with

0-5 Wagons

You may buy up to 5 Wagon Tabors as described in the Warhammer Ancient Battles errata. The Defenders bows may be exchanged for javelins and shields (free).

Page 60: Yurts

The rules for Yurt as described still apply. Note that the Yurts themselves are not worth any Army Break Points.

Page 81: Rivalry

Note that the Impetuousness refers to Warband rule 1, not 2 as indicated.

Page 83: Volunteers

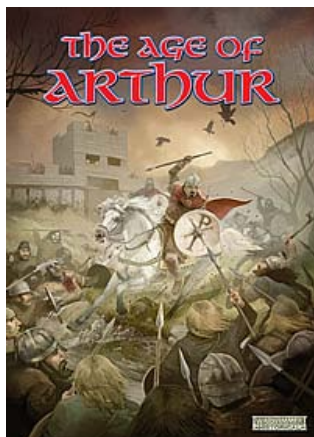
They are subject to Warband Rules 1, 4, 5 and 6, not 1 and 2 as indicated.

Page 88: Druzhina

Druzhina are also worth an extra ABP if destroyed, similar to an Army Standard Bearer.

Page 95: Mercenary Tribesmen

They are subject to Warband Rules 1, 4, 5 and 6, not 1 and 2 as indicated.



When any unit entry refers to Warband rules 1 and 2, it should read Warband rules 1, 4 and 5 (note that no units in Age of Arthur are subject to rule 6, as there are no Warband characters.)

Any unit entry special rule exclusively referencing to Warband rule 1 should read Warband rule 5 and 6.

Many unit entries refer to “Light Troops”. They should read “Light Infantry”.

Note on Chariots in Age of Arthur

Chariots in Age of Arthur are rare, and reserved only for a handful of characters in the Pictish and Scots-Irish army lists. However, chariots in Age of Arthur are treated slightly differently to characters in chariots in the main WAB rules (see WAB pg.82.) This is simple enough to play if you follow these exceptions:

1. The chariot and character are counted as a single model that combines the profile of the character and his charioteer. As the character and chariot are treated as a single model, there is no need to randomise hits – if the chariot loses all its Wounds, the character is assumed dead and the whole model is removed. If the chariot is immobilised through getting stuck in difficult ground, it is suggested that you just use the character’s dismounted profile.

2. As mentioned above, the chariot and character have combined profiles in a single model. The number of attacks is increased by +1 to allow for the charioteer getting involved – this is already included in the profile in the army list. The character’s saving throw is increased by +2 as usual, so a character wearing light armour, carrying a shield and riding in a chariot has a save of 3+.

3. WAB 2.0 rules state that characters in chariots may not issue challenges to other characters that are not also in chariots (WAB pg.82.) Given that chariots in Age of Arthur are very restricted, and only for the use of heroes, it would be a shame if our heroes were unable to fight single combats from their ‘hero carts.’ Therefore, if both players in a game are using Age of Arthur armies, then characters in chariots may issue and fight challenges against non-chariot mounted characters. However, if a character who is not in a chariot wishes to refuse a challenge from a chariot-

riding character, he does not have to retire to the back ranks as normal (WAB pg.85.) It is assumed that he is able to turn the challenge down without losing face with his men.

Page 15: Allies

Replace 2nd bullet and subsequent text with:

- Allies are Unreliable (Warhammer Ancient Battles page 103)

Page 15: Fierce

Replace the two bullets with:

- A Fierce unit is treated as subject to Warband rule 1, 4 and 5 but fails its special test for the Warband rule 1 on a result of 1 or 2 rather than just the usual 1.

Page 15: Mixed Weapons

This rule has been superseded by its equivalent in the WAB errata.

Page 16: Playing against armies from other WAB supplements

Replace the non-italic text with:

Whenever an Arthurian Age army from this supplement plays an army from another supplement, allow all units that are subject to Warband rules 1, 4 and 5 to have all the Warband rules as described page 113 of Warhammer Ancient Battles. All point values of troops are unchanged.

Page 16: Shieldwall, Warband Rules 1 and 2.

Ignore these sections. They have been superseded by WAB2.

Page 17: Angones et Franciscae

This character advantage may only benefit an infantry unit, as mounted troops may not make use of Heavy Throwing Weapons.

Page 18: Boats

Any character who may have the Character Advantage ‘Boats’ for no points cost (as detailed in

their army list) does not have to pay any points for either the Character Advantage, or for the boats themselves – they are all free.

Page 18: Chieftain's Chariot

The rules for Light Chariots can now be found in the WAB rules on pg.114 (not pg.57 as stated.) See also the Note on Chariots in Age of Arthur (above.)

Page 18: Fabricae

Replace 'Frankish Milites' with 'Franci.'

Page 20: Mounted Raider:

Ignore the description of Feigned Flight, it is played with the rule described on page 107 of Warhammer Ancient Battles.

Note that units led by a character with Mounted Raider may use his ability, even if they are in skirmish order.

Page 27: Romano-British Civitates

Pedyt should have only 1 wound, not the 3 stated on the profile!

Page 37: The British Kingdoms

Replace the first paragraph of the special rules with:

All Teulu and Combrog units on foot lose their Light Infantry status and become Close Order infantry. Mounted Teulu and Combrog remain as Light Cavalry.

Page 47: Saxon Kingdoms of the Heptarchy

Replace the second bullet of the special rules with:

- All infantry units armed with shields lose their Light Infantry status and become Close Order infantry. Mounted units remain as Light Cavalry.

Page 47: Saxon Kingdoms of the Heptarchy / Page 48: Anglian Kingdoms of the Heptarchy

Replace the second bullet of the special rules for exchanging Saxon Bucklers for shields with:

- All infantry units armed with shields lose their Light Infantry status and become Close Order infantry. Mounted units remain as Light Cavalry.

Page 48: Anglian Kingdoms of the Heptarchy

Add the following to the list of possible Allies:

Scots-Irish – Dalriada. Units of Ceithern may be taken. Each unit of Ceithern may be led by 0-1 Curadh or 0-1 Toiseach.

Page 53: The Army of Ecgfrith

Ecgfrith's Leadership should be 9, and he costs 210 points.

Page 57: The Franks

Pueri should have a points cost of 12 (not 15), and Mounted Pueri should cost 20 points (instead of 23.)

Page 63: Pictish Thrusting Spear option

Replace first bullet with

- All units of Nobles and Warriors fighting on foot lose their Light Infantry status and become Close Order infantry. Mounted units remain as Light Cavalry.

Page 64: Hunting Crossbows

Note that as with all weapons that may not move and shoot in the same turn, troops armed with hunting crossbows may not Fire & Flee as a charge reaction.

Page 74: Dalriada

Add the following to the list of possible Allies:

British and Welsh Kingdoms – The Welsh Kingdoms in the North. Units of Combrog units may be taken. Each unit may be led by 0-1 Tiern or 0-1 Uchelwyr.

Saxons – Anglian Kingdoms of the Heptarchy. Units of Geoguth, Duguth and Ceorls may be taken. Each unit may be led by 0-1 Atheling or 0-1 Thegn.

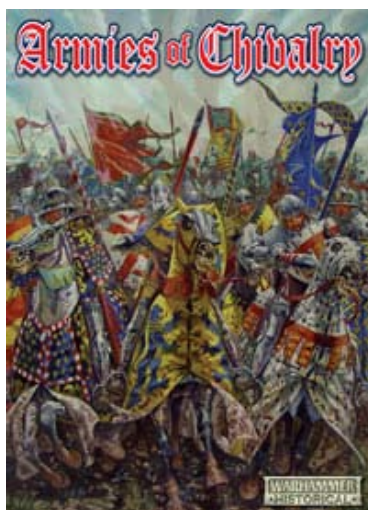
Page 75: The Kingdoms of Ireland

Add the following to the list of possible Allies:

Saxons – Anglian Kingdoms of the Heptarchy. 0-1 units of Duguth may be taken (this represents a small number of exiled Saxons serving as guest warriors with an Irish king.) The unit may be led by 0-1 Atheling or 0-1 Thegn.

Page 76: Fianna

Mounted Fianna are subject to Warband rule 1 only.



The army lists use the terms Light Artillery and Multi-Barrelled Artillery. These should respectively be played as Cannons (Warhammer Ancient Battles page 130) and Organ Guns (Warhammer Ancient Battles page 132)

When *Plate Barding* is mentioned, it should read *Metal Barding*.

Some special rules refer to units being Open Order with a rank bonus of up to +2. This refers to a previous version of Warhammer Ancient Battles and now all Open Order units may claim a rank bonus of up to +2, so ignore such reference.

When a special rule indicates Army Battle Standard, it should read Army Standard.

Page 3: General Rules & Clarifications

Ignore entirely pages 3 to 13 and replace them with:

NEW SPECIAL RULES

First Charge

First Charge is the equivalent of Ferocious Charge, as described page 108 of Warhammer Ancient Battles.

Impetuous

Impetuous units are subject to Warband rules # 1 and 3. They may never disengage from hand-to-hand combat, but they can Give Ground.

Allies & Mercenaries

Any unit entitled as Allies and/or Mercenaries is Unreliable (see Warhammer Ancient Battles page 103)

Mixed Order

Units with this rule are subject to the rules for Combined Formation with the following exceptions:

- The missile troops may initially make up the front rank(s) of the unit instead of being deployed to the rear.
- When being charged, the player controlling the unit may choose either to stand & shoot against the charging enemy, or the missile armed troops may retire to the rear rank(s), exchanging their position with close combat troops. This choice prohibits them from shooting.
- To bring the missile-armed troops in the rear rank(s) back to the front, the unit must Reform (see Warhammer Ancient Battles page 23).

Mounted Models:

1. Some models may be mounted on a horse. This increases Movement to 8" prior to armour penalties.
2. Some models may be mounted on a warhorse with the following profile:

M	WS	BS	S	T	W	I	A	Ld
8	3	0	3	NA	NA	3	1	NA

Mounted Infantry

Mounted Infantry may move 8" immediately after deployment but before start of Turn 1. They count as moving as cavalry for this movement. After that, the Mounted Infantry unit abandons their horses and fight on foot. They are treated as Infantry for the rest of the game.

Nomad Cavalry

Units noted as being Nomad Cavalry are subject to the rules for Feigned Flight, Parthian Shot, Expert Horsemen and Special Deployment.

Special Deployment

Units with the Special Deployment ability are allowed to make a free march move after both sides have deployed. Note that they may not use this march move to charge at the enemy, and may not shoot any missile weapons after making this move.

Eastern Shock Cavalry

This rule covers all cavalry described as Eastern Shock Cavalry

1. Eastern Shock Cavalries were trained at charging and withdrawing repeatedly. To represent this, they may choose to retire if they win a round of close combat, but fail to force their opponents to either flee or give ground.
The retiring movement is made as a normal Give Ground move with the exception that the retiring unit may still charge in its following turn. This ability requires a fairly high degree of mobility –therefore, it can never be used by cavalymen riding barded or half-barded horses.
2. Eastern Shock Cavalry may re-roll any to hit dice that miss when they charge or counter-charge.
3. Eastern Shock Cavalry may count a rank bonus of up to +1 in the open.

Stakes

Only formed units may place stakes. Stakes can be placed when a unit is deployed on the table on its front only (use an appropriate marker to indicate stakes). Only the unit that places stakes can benefit from them.

The stakes gives the following benefits:

1. A unit equipped with stakes may make a free 4" move after deployment is complete and then place their stakes. If not placed at deployment or after the free 4" move, stakes are lost as they cannot be placed after the start of the game.
2. Mounted Models fighting against the front of a unit with stakes suffer a –2 to hit penalty, lose all bonus related to a charge (e.g. the strength bonus of their weapons or Ferocious Charge).
3. If the unit is subject to Warband psychology, it can ignore Warband rule#1 as long as it remains behind its stakes.

Stakes are lost if the unit that placed them moves out of contact with the stakes for any reason. Remove the marker from the game if this happens.

Master Gunners

If stated in the list, one model per cannon or organ gun can be upgraded to Master Gunner. The Master Gunner allows the player to re-roll a single Artillery Dice during the game that resulted in a Misfire.

War Machines Crew

All war machines comes with three crewmen that have the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	2	1	6

Equipment : Hand weapon and light armour. May have heavy armour (+2pts). Up to two additional crewmen may be added for +10pts per crew.

Page 15: Peasants

They are subject to Warband rules#5 and 6, not 1 as indicated.

Page 16: Camp Followers

They are subject to Warband rules#5 and 6, not 1 as indicated.

Page 33: Esquires

Dismounted Esquires may have halberd (+3pts) or double handed weapon (+3pts).

Page 33: Genoese Crossbowmen

Replace Special Rules with:

Special Rules: Combined Formation. May be included in a unit of Pavisiers with the Pavisiers forming the front rank(s) of the unit. The first rank of crossbowmen may shoot over the front rank(s) of Pavisiers, this is an exception to the normal rules for Combined Formation.

Page 33: Crossbowmen

Replace Special Rules with:

Special Rules: Combined Formation. May be included in a unit of Pavisiers with the Pavisiers forming the front rank(s) of the unit. The first rank of crossbowmen may shoot over the front rank(s) of Pavisiers, this is an exception to the normal rules for Combined Formation.

Page 33: Pavisiers

Replace Special Rules with:

Special Rules: Combined Formation. The unit may include Crossbowmen or Genoese Crossbowmen with the Pavisiers forming the front rank(s) of the unit. The first rank of crossbowmen may shoot over the front rank(s) of Pavisiers, this is an exception to the normal rules for Combined Formation.

Page 35: Italian Condotta Army Composition

Add at the end of the section:

Only Swiss and Free Company allies are *Unreliable*. Mercenary units taken from this list are not *Unreliable*.

Page 36: Militia Crossbowmen

Replace Special Rules with:

Special Rules: Combined Formation. May be included in a unit of Militia Spearmen with the spearmen forming the front rank(s) of the unit. The first rank of crossbowmen may shoot over the front rank(s) of spearmen, this is an exception to the normal rules for Combined Formation. If they carry a pavise, they are Open Order and cannot be in Combined Formation.

Page 36: Militia Spearmen

Replace Special Rules with:

Special Rules: Combined Formation. The unit may include Militia Crossbowmen with the spearmen forming the front rank(s) of the unit. The first rank of crossbowmen may shoot over the front rank(s) of spearmen, this is an exception to the normal rules for Combined Formation.

Page 37: Militia Pikemen

Replace Special Rules with:

Special Rules: Medieval Phalanx. Militia Pikemen were trained in defensive tactics, on the turn they charge they cannot claim their Close Order combat result bonus. In subsequent rounds of combat, or if they are charged, they receive their Close Order combat result bonus.

Page 37: Skirmishers

Add at the end of availability:

In Late Armies every Skirmishers unit may upgrade to crossbow (except those handgunners that are mandatory).

Page 39: Communal Pikemen

Special Rules: Medieval Phalanx. Stubborn.

Communal Pikemen were trained in defensive tactics, on the turn they charge they cannot claim their Close Order combat result bonus. In subsequent rounds of combat, or if they are charged, they receive their Close Order combat result bonus.

Page 39: Communal Crossbowmen

Replace Special Rules with:

Special Rules: Combined Formation. May be included in a unit of Communal Targedragers with the targedragers forming the front rank(s) of the unit. The first rank of crossbowmen may shoot over the front rank(s) of targedragers, this is an exception to the normal rules for Combined Formation.

Page 39: Targedragers

Replace Special Rules with:

Special Rules: Combined Formation. The unit may include Communal Crossbowmen with the targedragers forming the front rank(s) of the unit. The first rank of crossbowmen may shoot over the front rank(s) of targedragers, this is an exception to the normal rules for Combined Formation.

Page 39: Whitehoods

The rules for Mixed Weapons in the WAB errata apply to these troops.

Page 40: Late Armies Composition

Amend as follows :

Characters: 0-25%

Cavalry: 25-50%

Infantry: 25%-50%

Mercenaries: 25%-75% (point spent on mercenaries also count towards the relevant infantry or cavalry percentages)

Page 40: Late Imperial Armies

Add:

0-1 Landsknecht units with heavy or partial plate armour may exchange spear and shield for double-handed weapons (+1pt).

Page 41: Commanders

Replace last sentence of the Army General & Army Standard Bearer Option section with:

The Army Standard Bearer may not upgrade equipment except for a warhorse or a partial or full plate armour.

Page 41: Archers, Crossbowmen & Handgunners

Add at the end of the special rules:

Handgunners or Archers that are part of a unit in Mixed Order or Verlorene Haufe count against the relevant limit in Late Armies (i.e. against the 0-1 Archers or 0-2 Handgunners limit).

Page 41: Levies

They are subject to Warband rules#5 and 6, not 1 as indicated.

Page 43: Native Subject Infantry

The rules for Mixed Weapons in the WAB errata apply to these troops.

Page 45: Followers/Retainers

The rules for light crossbows are given in Warhammer Ancient Battles page 90. They are not treated as bows as indicated.

Page 45: Militia

Replace special rules with:

Special Rules: Combined Formation. Crossbowmen and spearmen must be in a Combined Formation with spearmen making up the front rank(s) of the unit and the crossbowmen not outnumbering spearmen. The first rank of crossbowmen may shoot over the front rank(s) of spearmen, this is an exception to the normal rules for Combined Formation. The Poles used their pavises as a defensive barrier in hand to hand combat. As a result, Militia units with a full front rank made of spearmen with pavises gain a +2 armour save in hand to hand combat and are -1 to hit in hand to hand combat if they were stationary in the previous phase of movement. These benefits only apply in attacks against the front of the unit.

Page 45: Wagon Tabors

Replace the entry with

Wagon Tabors

See the WAB errata for the rules of Wagon Tabors. You may have up to one Tabor for every 500 army points.

Page 47: Regulars & Militia

- Lefegii should cost 11pts.
- Strajeri should cost 8pts. Their equipment should be hand weapon and bow with the option to take a light armour (+2pts) and a shield (+1pt). 0-1 unit may have heavy armour (+3pts) and every second unit may replace bow with thrusting spear (free). They are Mounted Infantry.
- Pedestrasi should cost 5pts.

Page 47: Western Men At Arms

Replace special rules with:

Special Rules: Allies & Mercenaries unless led by a Hatman.

Page 48: Shieldwall

Ignore this section, it has been superseded by WAB2.

Page 49: Druzhina

Junior Druzhina should have the Eastern Shock Cavalry special rule not the Superior Shock Cavalry special rule as indicated.

Page 50: Hungarian Knights

Add at the end of the special rules:

May count a rank bonus of up to +1.

Page 52: Ottoman Wagon Tabors

The rules for Tabors are described in the WAB2 errata, not in AoC as indicated in the first paragraph.

Page 53: Serbian Vlastelas

Add at the end of the special rules:

May count a rank bonus of up to +1.

Page 55: Kavallaroi

In the equipment, the option to take half-barding should read half metal barding (+4pts). Ignore the phrase that says 'Mounted Kavallaroi without heavy armour are Open Order'.

Page 56: Bohemian Nobles

Add

Special Rules: May count a rank bonus of up to +1.

Page 57: Cantonal Standards

If a Gewalthut loses its standards, the opponent immediately scores 1 Army Break Point as if the Army Standard was killed.

Page 58: Keeper of the Oriflamme

If a unit is forced to surrender the Oriflamme to a victorious opponent, the banner is also worth an additional Army Break Point (that comes in addition to the Army Break Points lost if the Army Standard bearer is killed).

Page 59: Coustilliers

Add to the Equipment:

Coustilliers may dismount (-13pts). This reduces their movement to 4", and they may add shield (+1pt) or exchange shield for a halberd (+1pt) or a double-handed weapon (+2pts).

Page 61: Knights and Ordnance

Gendarmes

Dismounted Gendarmes should cost 17pts (not 16pts as indicated). The cost of their halberd or double-handed weapon option should be +3pts and not +2pts as indicated.

Add to the Special rules:

May count a rank bonus of up to +1 when mounted.

Page 61: Coustilliers

Add

Special Rule: Mounted Coustilliers may be in the rear rank(s) of a Combined Formation with Knights or Ordnance Gendarmes.

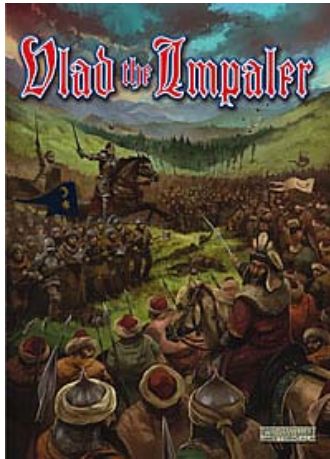
Page 61: Light Artillery/Multi-Barrelled Artillery

Delete the option to add additional crewmen, they are given in the special rules of this supplement.

Page 62: Mixed Order

At the end of the section:

Archers and Longbowmen not in Mixed Order may be designated as Open Order. If you choose to make them Open Order, then ALL Archers and Longbowmen in your army that are not in Mixed Order must be Open Order.



The army lists use the terms Light Artillery (or Bombard) and Multi-Barrelled Artillery. These should respectively be played as Cannons (Warhammer Ancient Battles page 130) and Organ Guns (Warhammer Ancient Battles page 132). When a special rule indicates *Artillery*, it should read *Cannon*.

When *Plate Barding* is mentioned, it should read *Metal Barding*.

Some special rules refer to units being Open Order with a rank bonus of up to +2. This refers to a previous version of Warhammer Ancient Battles and now all Open Order units may claim a rank bonus of up to +2, so ignore such reference.

Page 30: Plaiesi

In the special rules, *Ambush* should be written (not *Hidden Ambush Force*).

Page 37: Ottoman Empire

Mortar are limited to 0-1 for the first 2000pts, then one additional Mortar for each full 1000pts thereafter.

Page 38: Ottoman Wagon Tabor

The rules for the Wagon Tabor are described in the Warhammer Ancient Battles errata. Note that the Defenders will be foot Janissaries, taken from the Ottoman list

Page 39: Timarli Sipahi

The Feudal Horse should cost 22pts, not 24pts as indicated.

Replace the Special Rules with:

Special Rules: If taken with no armour or light armour Timarli Sipahi are subject to Feigned Flight and Eastern Shock Cavalry rule #1. If taken with heavy armour, they are subject to all Eastern Shock Cavalry rules.

Page 40: Azabs, Gönüllü and Yaya

They are subject to Warband rule#5 and 6, not 1 as indicated.

Page 41: Kesici Silahkarda Musellah

They are subject to Drilled rules#1, 5, 6, 7, 8 and 9 (and not 2, 3 and 4 as indicated)

Page 41: Zhirli Nefer

They are subject to Drilled rules#1, 5, 6, 7, 8 and 9 (and not 2, 3 and 4 as indicated)

Page 41: Solak

They are subject to Drilled rules#1, 5, 6, 7, 8 and 9 (and not 2, 3 and 4 as indicated)

Page 41: Sahaloz and Holonborna

Culverins are Cannons that inflict D4 wounds (not medium artillery as written).

Page 70: Zamanitchka Vojska

They are subject to Warband rule#5 and 6, not 1 as indicated.

Page 70: Fshatarësi

They are subject to Warband rule#5 and 6, not 1 as indicated.

Page 97: Almughavars!

Delete special rule#2

Page 131: Heavy Artillery

Heavy artillery shoots straight ahead like cannons. Delete the reference to their 45° field of fire.

Page 131: Hidden Ambush Force

Delete this section. They are replaced by the main Ambush rules from Warhammer Ancient Battles.

Page 132: Mantlets

Note that cannons, mortars or organ guns deployed behind mantlets will be able to shoot only straight ahead.

Staff Sling

Delete this section, the staff sling being covered by the main Warhammer Ancient Battles rules now

Page 134: General Clarifications

Delete page 134 to 142 and replace them with:

NEW SPECIAL RULES

First Charge

First Charge is the equivalent of Ferocious Charge, as described on page 108 of Warhammer Ancient Battles.

Impetuous

Impetuous units are subject to Warband rules# 1 and 3. They may never disengage from hand-to-hand combat, but they can Give Ground.

Allies & Mercenaries

Any unit noted as Allies and/or Mercenaries is Unreliable (see Warhammer Ancient Battles page 103)

Mixed Order

Units with this rule are subject to the rules for Combined Formation with the following exceptions:

- The missile troops may initially make up the front rank(s) of the unit instead of being deployed to the rear.
- When being charged, the player controlling the unit may choose either to stand & shoot against the charging enemy, or to retire the missile armed troops to the rear rank(s), exchanging their position with close combat troops. This choice prohibits them from shooting.
- The unit must reform to return the missile-armed troops to the front ranks(see Reform, Warhammer Ancient Battles page 23).

Mounted Models:

1. Some models may be mounted on a horse. This increases Movement to 8" prior to armour penalties.
2. Some models may be mounted on a warhorse with the following profile:

M	WS	BS	S	T	W	I	A	Ld
8	3	0	3	NA	NA	3	1	NA

Mounted Infantry

Mounted Infantry may move 8" immediately after deployment but before the start of Turn 1. They count as moving as cavalry for this movement. After that, the Mounted Infantry unit abandons its horses and fights on foot. The troops are treated as Infantry for the rest of the game.

Nomad Cavalry

Units noted as being Nomad Cavalry are subject to the rules for Feigned Flight, Parthian Shot, Expert Horsemen and Special Deployment.

Special Deployment

Units with the Special Deployment ability are allowed to make a free march move after both sides have deployed. Note that they may not use this march move to charge at the enemy, and may not shoot any missile weapons after making this move.

Eastern Shock Cavalry

This rule covers all cavalry described as Eastern Shock Cavalry

1. Eastern Shock Cavalry were trained at charging and withdrawing repeatedly. To represent this, they may choose to retire if they win a round of close combat, but fail to force their opponents to either flee or give ground. The retiring movement is made as a normal Give Ground move with the exception that the retiring unit may still charge in its following turn. This ability requires a fairly high degree of mobility –therefore, it can never be used by cavalymen riding barded or half-barded horses.
2. Eastern Shock Cavalry may re-roll any to hit dice that miss when they charge or counter-charge.
3. Eastern Shock Cavalry may count a rank bonus of up to +1 in the open.

Stakes

Only formed units may place stakes. Stakes can be placed when a unit is deployed on the table to its front only (use an appropriate marker to indicate stakes). Only the unit that places stakes can benefit from them.

The stakes gives the following benefits:

1. A unit equipped with stakes may make a free 4" move after deployment is complete and then place their stakes. If not placed at deployment or after the free 4" move, stakes are lost as they cannot be placed after the start of the game.
2. Mounted Models fighting against the front of a unit with stakes suffer a –2 to hit penalty, lose all bonus related to a charge (as the strength bonus of their weapons or the Ferocious Charge).
3. If the unit is subject to Warband psychology, it can ignore Warband rule#1 as long as it remains behind his stakes.

Stakes are lost if the unit that placed them moves out of contact with the stakes for any reason. Remove the marker from the game if this happens.

Master Gunners

If stated in the list, one model per cannon or organ gun can be upgraded to Master Gunner. The Master Gunner allows the player to re-roll a single Artillery Dice during the game that resulted in a Misfire.

War Machine Crew

All war machines comes with three crewmen that have the following profile (unless otherwise indicated in the army list):

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	2	1	6

Equipment : Hand weapon and light armour. May have heavy armour (+2pts). Up to two additional crewmen may be added for +10pts per crew.

These errata and clarifications are intended to form the complete corrections for supplements and their update to the second edition rules.

Material provided by Alex Buchel, Allen Curtis, Martin Gibbins, Jeff Jonas and James Morris.