



Age of Chivalry

🎯 Erratas

RULEBOOK (P.27)

The siege of Nancy obviously took place in 1477 not 1577.

FLEMISH (P.39)

Replace the third bullet of the Cumbersome build with;

The Flemish Wagon makes its move with a distance of **S** before or after the pivot, following the usual rules on movement. It can't change facing during its move.

HUSSITE (P.61)

Replace the third bullet of the Cumbersome build with;

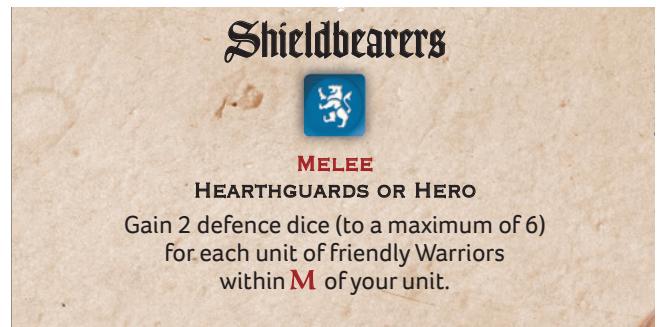
The Hussite Wagon makes its move with a distance of **S** before or after the pivot, following the usual rules on movement. It can't change facing during its move.

Design note: in both instances we replaced the word "turn" with "pivot" for the sake of consistency with the rest of the rules.

FLEMSIH BATTLEBOARD



SCOTTISH BATTLEBOARD



SWISS BATTLEBOARD



🎯 FAQ

GENERAL

When both players trigger abilities that allow them to activate a unit after resolving a melee combat (e.g., Crossfire for the Burgundians and Overrun for the Flemish), in what order are the activations resolved?

Apply the rule from page 42 of the Rulebook: resolve the effects of the attacker's abilities before those of the defender.

FREE COMPANIES

Who chooses where to remove losses when the Deception ability is triggered?

When there is a choice between multiple units, the opponent of the Free companies' player chooses from which unit to remove the casualties.

If I trigger the Renegades ability, does it allow me to add miniatures to the friendly unit participating in the melee combat?

Yes, as long as there are still miniatures left in the unit after the casualties removal step.

If I use the Renegades ability and eliminate a Cannon or a Wagon during melee combat, what type of troop miniatures can I bring back?

In this situation, you do not bring back any miniatures: Cannons and Wagons are separate troop types.

SCOTTISH

When the Scots player triggers Drive Home the Nail, do the units engaged in melee combat suffers a fatigue before the start of the new melee combat?

No. The ability clearly states that the melee combat ends after the loss removal step (Step 6), whereas fatigue is assigned during Step 7 of melee combat.

BRETONS


How long does the effect of the Guile ability last?

Once the ability is triggered, its effect applies as soon as you trigger a new ability, which may occur during the current turn, the opponent's turn, or even during your next player's turn.

Does the effect of Guile apply even if the next triggered ability has no vigilant/surprised effect?

Yes. In that case, *Guile* simply has no effect.

SWISS

If I trigger the Obstinate ability with , can I trigger the ability again during the same shooting?

Yes.

What about Unshakeable?

You cannot trigger *Unshakeable* again during the same enemy activation: as stated on page 41 of the Rulebook, you can never trigger two Activation/Reaction abilities in response to the same cause.

Can I select a mercenary unit as Gewalthut?

No.

GERMANS

How is the Retreat ability resolved?

The melee combat ends as soon as the German player triggers the *Retreat* ability: Step 3 is completed, and the following steps of melee combat are not resolved. Therefore, the effects of abilities that were supposed to be resolved between Step 3 and Step 7 are lost, and the engaged units do not suffer fatigue from the melee combat.

However, abilities whose effects occur after the resolution of melee combat, such as the *Trickery* ability of the Free Companies or *Overrun* of the Flemish, are still resolved after the German unit disengages.

*If I use the Fore, the Ward! ability and, for my last activation, I activate a unit for a charge against an enemy unit within **M** of the German Warlord, can I assign fatigue to the unit before the melee combat begins?*

No, you must fully resolve the charge activation, including the melee combat, before resolving the final part of the ability.

HUSSITES

How is the charge movement of a unit targeted by the Sortie ability resolved?

If the unit meets the conditions (it is within **S** of a Wagon), choose a point on the base of the chosen Wagon. Then resolve the charge procedure, moving each miniature in the infantry unit from the selected point on the Wagon's base.

CONDOTTIERI

Can a unit benefit from the 2 bonus defense dice of Against All Comers even if it has not removed any fatigue?

No.

Can a unit activate for a rest, even if it has no fatigue?

Yes.

SPECIALISTS

If I recruit a Cannon, must it be recorded on the warband roster?

Yes, because recruitment takes place when assembling the warband. In a tournament setting, we recommend asking players to indicate on their warband sheet that they have recruited a Cannon, as well as the type of troop it replaced.

Note that recruiting the Cannon does not prevent the use of the *Customize Warband Recruitment* rule from page 46 of the Rulebook—it is a separate matter.

When do the bonuses of the Never Retreat vow apply?

This Knight gains 3 bonus defense dice in every melee combat, whether attacking or defending. He suffers one less fatigue in Step 7 of melee combat only when he is the attacker. He also forces the opponent to disengage by **M** in every melee combat, whether attacking or defending.