

The Age of Crusades

Clarifications

Factions and mercenaries clarifications

• THE PAGAN PEOPLES P. 39)

The reference that is made to Ümbeer Piraama in the answers come from a previous version. The ability activates 3 units, as indicated on the Battleboard. The same error occurred in the response concerning Valenulik ability, which applies to \$ and not to \$\mathbf{M}\$ as the text would suggest.

• FANATICAL ARPADIAN HUNGARIANS (P. 65)

The restriction on composite bows for warriors is the number of figures, not the number of units.

• TURCOPOLES (P. 73)

The activation of free shooting represents the occasional use of the bows available to some of these auxiliaries. It's the only way the unit can fire. It is therefore not equipped with bows, at least in game terms.

• VANEM LEMBITU (P. 38)

If this Hero has been eliminated, you can no longer trigger his "Main Attack" special rule.

• **LOYAL** (P. 71)

Units with the *Loyal* rule only count as Mercenaries when mustrering the warband and determining how many points you can spend in Mercenaries at most. During and after the game (when counting victory points), they count as units of your band in their troop class.

Claritications of Saga abilities

• MOORS: HORSES OF THE MAGHREB

During the turn in which this ability is triggered, all mounted units have L+8 movement, even those that normally have higher movement (such as Eastern Horsemen, for example).

• MOORS: INSPIRATION

A unit is always at § of itself and may benefit from this ability if it has not suffered any losses. This is particularly true in the case of Heroes, who unless included in a heroic unit, are considered not to have suffered losses until their outright elimination.

• PAGAN PEOPLES: MEZA MATE

You can resolve a Rest activation even if you have no fatigue. Meza Mate's resolution will replace the effects of the Rest activation, but it is still possible to trigger this ability even if you do not have any Fatigue token.

Corrections

• CRUSADER (P. 15) New

Replace the 3rd paragraph of the options of the Baltic Crusaders with: Levies must be equipped with bows. Up to one unit may replace their bows with crossbows.

• PETER THE HERMIT (P. 16)

New

Replace the text of Tonsures and Cudgels with:

A warband led by Peter may recruit up to two units of Fanatical Pilgrims. These pilgrims benefit from the Loyal special rule (see p. 71) as long as they are within \$ of Peter the Hermit. No other Auxilliary unit may be recruited.

• POLISH UNITS CHART (P. 42)

The equipement options have been shifted down one line, starting with the Warriors. The first line should be "Horse", the second "Heavy weapons", the third "Bows" and the last line should be empty.

• WAGON (P. 47)

Replace the Civilians special rule with:

You may have one - and only one - wagon. To muster a wagon, remove either 2 Hearthguards, 4 Warriors or 6 Levies figures from your warband. Mercenaries cannot be removed to muster a wagon. The Wagon is a mounted Levy unit, considered as a Mercenary unit with the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	6 (4)	4 (4)	Improvised projectiles
		Special rule	s

The base of a wagon must fit within a 120mm circle and not be smaller than a 50mm base..

• **WAR DRUMMER** (P. 59)

Replace the second paragraph with:

You may recruit a single War Drummer by removing either 2 Hearthquards or 4 Warriors figures from your warband.

Replace the Horde rule with:

New

If the War Drummer is within \$ of your Warlord, the range of its "We Obey" special rule is increased to L (rather than \$).

• OLD FRIENDS, NEW ENEMIES (P. 64)

New

The Cumans and Pagan Raiders use the rules and battleboards presented in Age of Invasions rather than Aetius & Arthur.

For the Cumans, their Levy units are NOT considered as Huns when playing the Huns factions of the Age of Invasions.

• **MOUNT(CAMELS)** (P. 68)

New

Add to the last bullet: Units mounted on camels cannot close ranks.

• FIRE-THROWERS (P. 70)

Add to the "Individualists" section:

Fire-Throwers never have equipment options, even if they join a unit with specific equipment. They are not allowed to join a mounted unit.

Replace the Fire-throwers rule with:

New

Once per turn, immediately after resolving a movement (but not a charge), you can designate an enemy unit within M and roll one die per Fire-thrower model in the unit. For each result of 6, inflict a casualty and a fatigue to the designated unit. For each result of 4 or 5 (3, 4 or 5 if the designated unit is mounted), inflict a fatigue on the enemy unit. For each result of 1, remove one Fire-thrower model from the unit as casualty.

• FANATICAL PILGRIMS (P. 70)

Replace the last sentence in the section "Children of God" with:

In a warband of Levantine Crusaders, they will be considered as Pilgrims for the Saga abilities of the Battleboard.

Replace the Martyrs rule with:

After resolving a shooting or a melee during which at least one Fanatical Pilgrim was removed as casualty, you may roll one available Saga die and place it on your battleboard. You may also remove a fatigue from a unit within \$ of the Fanatical Pilgrim unit that has suffered casualties.

• **PRIEST** (P. 71)

Replace the "Saga Dice" with 0.

• **LIFEGUARD** (P. 72)

Add a new paragraph:

Loual

The Lifeguard may use the advanced capabilities of his warband's battleboard as long as they form a heroic unit with the Warlord. They are considered standard members of the warband in all respects.

• WESTERN KNIGHTS (P. 72)

Add at the end of the paragraph "Infantry and Horsemen":

This unit contains 8 Warriors either on foot or mounted on horses.

In addition, Western Knights can only be activated once for a Move or a charge during their turn (note that it is a Move or a Charge, not both).

• TROUBADOUR (P. 73)

Replace the "Exploit" rule with:

As long as the Warlord has the Troubadour in line of sight, he gains the following benefits:

- His Charge activations are free.
- His Aggression is increased by +2.
- He benefits from Resilience (2) instead of Resilience (1).

• MERCENARIES: SAILORS (P. 73)

Replace the No quarter! Rule with:

During their first turn of the game, this unit has the Determination special rule.

Once during step 3 of each melee, instead of triggering a Saga ability, this unit may reduce its armour by one to gain 2 attack dice and gets a +1 bonus on its attack dice. If it does, the enemy armour may not increase during this melee.

Replace the Disembarkation rule with:

At the end of the deployment, but before the first turn of the game, the unit of Sailors may be removed from the table and redeployed entirely within their deployment zone (as described in the scenario). their Armour against shooting, they suffer a casualty.



• MUTATAWWI'A BATTLEBOARD

New



• MOORS BATTLEBOARD

New











BYZANTINE BATTLEBOARD

New

• Note: this ability replaces ACOLYTHUS.







• Note that your unit count as within S of itself.

MILITES CHRISTI BATTLEBOARD

New







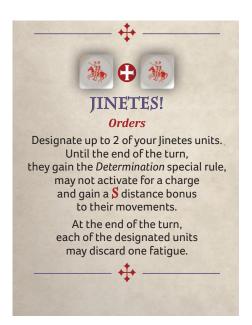




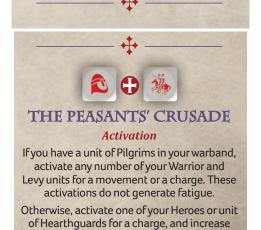
• SPANISH BATTLEBOARD









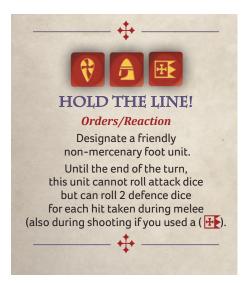


their armour by 1 in the ensuing melee.

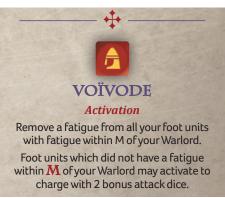
Melee
Gain 2 attack dice.
Gain 2 additional attack dice if the enemy unit's Armour is higher than 4.

• POLISH BATTLEBOARD













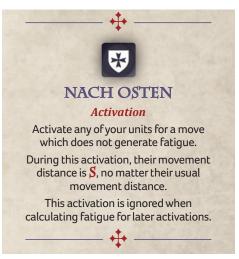
• ORDENSSTAAT BATTLEBOARD

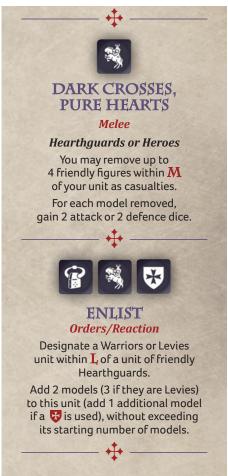
New

• Note: this ability replaces the Activation Pool of the Battleboard.









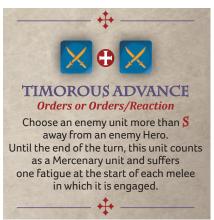
• Note: ENLIST replace SERVANTS OF GOD.

• EASTERN PRINCES BATTLEBOARD New

 Note that the resullts that allow rerolls are considered after modifiers have been applied, as usual.







Note that a hero is always within \$ of himself so may not be targeted by this ability.





