



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 Valenukik ability, which applies to **S** and not to **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 mustering 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.

Clarifications of Saga abilities

• MOORS: HORSES OF THE MAGHREB

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

• MOORS: INSPIRATION

A unit is always at **S** 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 **S** of Peter the Hermit. No other Auxilliary unit may be recruited.

• POLISH UNITS CHART (P. 42)

The equipment 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:

🕒 Chariot

| Saga Dice | Armour | Aggression | Equipment |
|--|--------|------------|------------------------|
| 1 | 6 (4) | 4 (4) | Improvised projectiles |
| Special rules | | | |
| Determination, Resistance (2), Unarmed, Mount (Horse). | | | |

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 Hearthguards or 4 Warriors figures from your warband.

Replace the Horde rule with: **New**

If the War Drummer is within **S** of your Warlord, the range of its “We Obey” special rule is increased to **L** (rather than **S**).

• 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: **New**

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 **S** 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:

🕊️ *Loyal*

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) **New**

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).


• SARACENS BATTLEBOARD **New**



ARMOUR-PIERCING SHAFTS

Shooting

If the target unit is within **S** of your unit, your attack dice get a +1 bonus.




 

MULTIPLE SHOTS

Activation

Choose one of your units equipped with composite bows and containing at least 4 figures.

Each enemy unit within **M** of this unit must roll a die. If the result is higher than their Armour against shooting, they suffer a casualty.



  

THOROUGHbred

Activation

Activate up to 2 mounted units for a movement or a charge.

After resolving their activation, if the activated unit has no enemy within **L**, it may remove one fatigue.



 

APPEAL TO THE PROPHET

Orders

Until the end of the turn, when you activate a mounted unit, before resolving that activation, you may designate a foot non-mercenary unit within **S** and activate it for a movement.

• MUTATAWWI'A BATTLEBOARD **New**

JAHANNAM

Orders/Reaction

Designate one of your units and roll 2 dice (4 if you use **الله**).

For each result higher than the armour in melee of the designated unit, add one figure to this unit within **VS** of another model of the unit without exceeding its starting number of models.

• MOORS BATTLEBOARD **New**



WHOLEHEARTED

Melee

Gain 2 attack dice for each of the enemy unit's fatigues.

Gain 2 defence dice for each of your unit's fatigues.

FOREST OF SPEARS

Melee • Foot

Gain 3 defence dice.






DISCORD

Orders

Designate a friendly unit and an enemy unit that are neither Heroes or have fatigue.

Each of these units takes a fatigue.



  

TORRENT OF IRON

Activation

Designate up to 2 mounted Hearthguards units. Remove a fatigue from each of them.


You may activate each of these units. The activated units that resolve a charge with this activation have an armour increased by one during the ensuing melee.

OUR COMRADES SHIELDS

Melee or Shooting/Reaction Mounted

If your unit is within **S** of another friendly unit without ranged weapons, it gets a +1 bonus to its defence dice.


If you used a , gain 2 defence dice.

INSPIRATION

Melee


If your unit is within **S** of a friendly unit which has taken no casualties since the start of the game, it can re-roll 1s scored on its attack and defence dice (1s, 2s and 3s if you used a )

FACE THE BARBARIANS

Melee

For each friendly unit within **S**, gain one attack and one defence die (with a max of 3 of each).

If you used a , the enemy unit gets a fatigue.

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

• **MILITES CHRISTI BATTLEBOARD** New

• **BYZANTINE BATTLEBOARD** New



• Note : this ability replaces ACOLYTHUS.



BUCELLARIUS


Activation

Activate a mounted unit for a movement that does not generate fatigue.

RESOLVE

Melee or Shooting/Reaction

Take 2 available Saga dice and place them on the *Orison* ability ( face up).



SPILT BLOOD

Melee

The armour of the enemy unit cannot increase during this melee. Roll 1 available Saga die and place it on the *Orison* ability.



DEUS VULT!

Melee

Hearthguards or Heroes

If the enemy unit is made up of Levies, add 3 automatic hits to your attack roll (6 hits if your unit is made up of at least 6 figures).



DIVINE AID

Melee

Add one automatic hit to your attack roll for each die currently on the *Orison* ability (with a max of 3 additional hits).



• SPANISH BATTLEBOARD **New**



IBERIA

Orders/Reaction

Activate a Jinetes unit for a movement.



JINETES!

Orders

Designate up to 2 of your Jinetes units. Until the end of the turn, they gain the *Determination* special rule, may not activate for a charge and gain a **S** distance bonus to their movements.

At the end of the turn, each of the designated units may discard one fatigue.




• CRUSADERS BATTLEBOARD **New**



FIND CHINKS IN THEIR ARMOUR

Melee

Gain 4 attack dice (6 if you used a ). You must re-roll each attack die which scores a 6.



JERICHO

Melee

Gain 2 attack dice.

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



THE PEASANTS' CRUSADE

Activation

If you have a unit of Pilgrims in your warband, activate any number of your Warrior and Levy units for a movement or a charge. These activations do not generate fatigue.

Otherwise, activate one of your Heroes or unit of Hearthguards for a charge, and increase their armour by 1 in the ensuing melee.

• POLISH BATTLEBOARD **New**

HOLD THE LINE!

Orders/Reaction

Designate a friendly non-mercenary foot unit.

Until the end of the turn, this unit cannot roll attack dice but can roll 2 defence dice for each hit taken during melee (also during shooting if you used a).

SZLACHTA

Melee

Hearthguards

If your armour is higher than the opponent's armour, your unit gets a +1 bonus to its attack rolls, and the enemy's attack rolls suffer a -1 penalty.

VOÏVODE

Activation

Remove a fatigue from all your foot units with fatigue within M of your Warlord.

Foot units which did not have a fatigue within **M** of your Warlord may activate to charge with 2 bonus attack dice.

THE CLASH

Melee

Your opponent cannot trigger any Saga ability during this melee (he can use your fatigue however).

Gain 1 attack and 1 defence dice.

TERROR OF THE EAST

Activation/Reaction

Mounted Unit

Trigger this ability after an enemy activation, but before it is resolved.

Activate one of your units for a charge. If your unit is within **M** of its target, the charged unit gets 2 bonus defence dice in the ensuing melee.

• ORDENSSTAAT BATTLEBOARD **New**

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

SERVANTS OF GOD

Orders

Remove 1 to 3 friendly models as casualties. Roll 1 available Saga die per casualty taken, and add them to your inactive Saga dice.

DIN OF BATTLE

Melee

Attacker

Place a fatigue on the enemy unit and on another enemy unit within **M** of your unit.






NACH OSTEN


Activation

Activate any of your units for a move which does not generate fatigue. During this activation, their movement distance is **S**, no matter their usual movement distance.

This activation is ignored when calculating fatigue for later activations.








DRUG

Melee - Hearthguards or Heroes

Infllict a fatigue to another non-exhausted friendly unit within **M** to gain as many attack or defence dice (or a mix of both) as its armour in melee.

If that unit is made of at least 6 models, gain one extra die.







**DARK CROSSES,
PURE HEARTS**

Melee

Hearthguards or Heroes

You may remove up to 4 friendly figures within **M** of your unit as casualties. For each model removed, gain 2 attack or 2 defence dice.




  


ENLIST




Orders/Reaction

Designate a Warriors or Levies unit within **L** of a unit of friendly Hearthguards.

Add 2 models (3 if they are Levies) to this unit (add 1 additional model if a  is used), without exceeding its starting number of models.






TIMOROUS ADVANCE


Orders or Orders/Reaction


Choose an enemy unit more than **S** away from an enemy Hero. Until the end of the turn, this unit counts as a Mercenary unit and suffers one fatigue at the start of each melee in which it is engaged.



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

• PAGAN PEOPLES BATTLEBOARD New






PÜHAJÄRV

Orders

Roll up to 8 of your available Saga dice and add them to your inactive Saga dice. This number cannot exceed the number of friendly non-Hero, non-mercenary units made of up to 6 figures.



• Note : ENLIST replace SERVANTS OF GOD.

• EASTERN PRINCES BATTLEBOARD New

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




 


AD NAUSEAM

Melee

You may immediately re-roll one die that did not score a hit for each attack die showing a result of 1 or 6 (for each result 4 or more instead if you used a .











TAARA AVITA
Orders or Orders/Reaction

Choose between: Your units gain 2 bonus attack dice during each melee
Or Your units gain 2 bonus attack dice during each shooting.
This effect lasts until the end of the turn.








THE BOW AND THE LANCE
Activation


You may activate up to 3 units of mounted Warriors that have a friendly War Drummer in line of sight of at least one of their figures for a movement that does not generate fatigue.
If you do not have a War Drummer, activate one unit of mounted Warriors for a movement that does not generate fatigue.





 

SCOURGE OF THE STEPPES
Orders

Until the end of the turn, your Warriors count as being equipped with javelins rather than composite bows.











VAENULIK
Orders/Reaction

Inflct a fatigue on one of your units that is entirely in an area of uneven terrain.
Inflct a fatigue on an enemy unit within **S** of that terrain area.




• MONGOLS BATTLEBOARD New





SHORT RANGE VOLLEY
Melee or Shooting


The enemy unit must re-roll all of its defence dice which cancels a hit.



ARMED HORDES
Melee • Hearthguards or Heroes

Your attack dice get a +1 bonus.
If you use , reroll half of your Attack dice that did not hit.



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