



HISTORICAL - ERRATA

RULES

Page 14

- Diagram F is missing the text "Charge Right Flank" against the unit in the bottom right of the picture.

Ranged Weapons (Page 18)

- Add Slings: 30" Range
- Change Atlatl to Atlatl

Skirmisher (Page 32)

- 2nd paragraph - "...aligns flush ~~the~~ with the skirmisher's facing..." - remove the first "the"

Modelling notes (Page 120)

- 2nd paragraph, 3rd line - "...this does not matter and player should agree to..." - change "player" to "players" (plural)

LISTS

Selecting from other themes

If a rule in one theme allows you to select units from another (other than the Mercenary theme), you may only select units specific to the theme in question (you do not gain access to any additional Master List units).

Bowmen

One of the unit options in the master list is "Bowmen" but in all the armies that can take them, they are listed as "Archers". In all cases, Archers should say Bowmen to match the master list entry.

Carthaginians (Page 62)

- Change the Mercenary Commander rule under Hannibal Barca to read "If you take Hannibal Barca in your army, you may spend up to 50% of the army's points from the both the barbarian and/or mercenary themes."

Greeks (Page 69)

- Sacred Band of Thebes[1] - change "Inspiring (Sacred Band of Thebes)" to Inspiring (Sacred Band of Thebes only)

Indians (Page 70)

- Indian Super Heavy Chariots – Add Ra5+
- Rename "Heavy Knights" to Heavy Cavalry
- Rename "War Elephants" to War Elephants*

Spartans (Page 78)

- The intro text should read "It remained independent **until** Rome conquered it in 146 BC".

Scythians (Page 80)

- There should only be one entry for War Dogs*

Huns (Page 84)

- Attila[1] unit type should be "Hero(Cav)"

Anglo-saxons (Page 85)

- Rename Slings to Slingers

Normans (Page 88)

- Rename William the Conqueror [1] to William the Conqueror [1]
- Correct the Option for William the Conqueror [1] to read "Mount on a barded horse, increasing Speed to 8, gaining Thunderous Charge (2), changing to Hero (Cav) and losing Bow, for +20 pts."

Polish (Page 90)

- Rename "Cavalry Archers" to Horse Archers
- "Levy* Skirmishers" should read Levy*, Skirmishers

Crusaders

- Add Musician to Master List unit selection

Japanese (Page 96)

- Rename "Light Cav" to Light Cavalry

Mongols (Page 98)

- Rename Hand cannons to Hand Cannons

Byzantines (Page 100)

- Replace the whole "Leader of a Divided Nation" rule for Constantine with:
In this sign, you will conquer
Friendly (non-mercenary) units have the Fury special rule whilst within 6" of this model.

Ottomans (Page 101)

- Dardanelles Gun [1] incorrectly has "Blast (1D6+6)" it should instead have Blast (D6+6)

Aztecs (Page 102)

- Remove the Atlatl Army option.
- Montezuma II [1] unit type should be Hero(Inf)
- Under Montezuma II, start the paragraph with "If your army includes Montezuma II, for every 1000 pts..."

Conquistadors (Page 103)

- The intro text should read "After several artillery hits, the enemy morale was destroyed, thanks to the ensuing noise, smoke and carnage."

Holy Roman Empire (Page 108)

- Rename Landschnecks* to Landschnecks*
- Landschnecks* Horde nerve value should be 21/23

Scottish (Page 109)

- Rename Hand Gunners to Hand Cannons
- Remove Heavy Pole-Arms Block
- Rename Swiss Guard* to Swiss Pikemen*

Mercenaries (Page 110)

- Swiss Pikemen* Horde nerve value should be 22/24