

AGE OF HANNIBAL

FAST-PLAY BATTLES OF ANTIQUITY

ERRATA VERSION 1.1

UPDATED JULY 2019

MISSILE FIRE

Pg 7: Revised to add: *“Unlike Archers and other trained infantry, Skirmishers are not allowed to combine their fire. Missile fire from Skirmishers is considered to be uncoordinated.”* This addition prevents skirmish-rated units from massing firepower and more accurately reflects their lack of cohesive command. It also serves to better differentiate the value of archers—a formed unit that **can** mass fire against an enemy target.

COMBAT RESOLUTION

Pg 10: Revised to read: *“Units with an enemy in the rear may not retreat.”* This revision allows units that are flanked the ability to still retreat a base depth when double demoralized without being pinned and killed. Formations of several hundred men would have been able to withdraw in this manner, but an enemy in the rear does still result in immediate destruction if required to retreat.

LIVES are CHEAP

Pg 12: Revised to read: *“Skirmisher and Rabble units are **worth no points** to the Morale Clock when they are destroyed or marked DMZ, and **add no points** when they inflict a DMZ or destroyed result on an enemy unit.”* This is an important revision, greatly reducing the impact of skirmish-rated units against formed infantry. In addition to having no impact on the Morale Clock when they themselves are demoralized or killed, Skirmishers and Rabble will no longer earn points for their army when inflicting a DMZ or K result through missile fire or combat.

UNIT REFERENCE SHEET

Pgs 18 & 48: Revised to reduce Skirmisher Combat Factor to +0. This change has also been carried over into all published scenarios.

QUICK REFERENCE SHEET

Pg 47: Missile Fire Notes, Combat Notes, and Morale Clock Notes each reflect the revisions listed above.