

# **Diadochoi Module Errata & Clarifications**

February, 2008

**Errata for the Great Battles of Alexander Deluxe Edition** – Ignore this section when using the 4<sup>th</sup> Edition Great Battles of Alexander Rules

**Add the following three sections to the “Some Changes Applicable to This Module” Section.**

## **(4.34) Line Eligibility**

The following units comprise individual Lines. These Lines are available in all the scenarios in the module unless specifically stated otherwise.

- Elephants (EL) and/or Skirmishers (SK/SK\*)
- Light Infantry (LI)
- Heavy Infantry (HI) and/or Phalanx (PH)
- Light Cavalry (LC) and/or Lancers (LN)
- Heavy Cavalry (HC)

## **(10.3) Cavalry Pursuit**

We suggest you use the Cavalry Pursuit rule, even if you are not using Formations. (Historical Note: it is during the latter part of the 1st Successor War that cavalry started to decline in use and importance, with the Macedonian wedge formation completely forgotten by the early 3rd century BC.)

## **Friendly Elephant Pass Through**

Replace the scenario special rule with the following:

Friendly Elephants may move through a friendly Phalanx or Heavy Infantry unit (and exception to 6.94 Exception #1) if the stationary PH/HI passes a TQ Check (rolls less than or equal to its TQ). If the stationary unit passes the TQ check, that unit incurs one (1) cohesion hit and the Elephant may move through paying the MP and cohesion costs for the hex. The Elephant does not incur a cohesion hit for passing through PH/HI unit (the heavy unit has opened its ranks to let the ‘tuskers through). There is no penalty for failure other than the Elephant cannot move through the PH/HI unit (6.94 Exception #1 applies). The player may attempt to pass through a given PH/HI once per Orders Phase.

## **The Battles**

### **The Battle of Paraitacene**

#### **Initial Deployment**

- Antigonos' Aux Infantry should be in hex 1813, not 1513
- Eumenes' Aux Infantry should all be in the 31xx row. Change all the “30xx” to “31xx”

## **The Battle of Gaza**

### **Initial Deployment;**

#### **Ptolemy and Seleucus' Army**

- Tlepolemus setup hex should read "1510 or 1611"
- **Add:** Macedonian PH (1-5) in hexes 1618-1627 (Counter mix A)
- "Auxiliary Archers (1-8)" should read "Auxiliary Archers (1-6)"
- Caltrops: Remove the hexes listed and replace with "Within two hexes of the any of the Auxiliary Archers and Slingers"

**Line Composition:** Replace second paragraph with: "Cavalry units only need to be within range of the leader issuing the Line command."

**Caltrops:** Replace entire section with:

"Anytime an Elephant unit moves into a hex that is within one hex of a Caltrop, the player rolls the die. The DR equals the number of hits that EL takes. Elephants that exceed their TQ from Caltrops are eliminated; there is no Rampage. In addition, no unit may enter a hex with Caltrops."

## **The Battle of Ipsus**

**Line Composition:** Replace second paragraph with: "Cavalry units only need to be within range of the leader issuing the Line command."