

Great Battles of Alexander 4th Edition Errata & Clarifications

February, 2008

Rulebook

(2.25) Sample Persian Leader, Line Command Capability: Delete “(Optional Rule)”

(4.21) 1st sentence: “gives” should be “give”

(4.33) 3rd bullet should begin with: “An Infantry or Elephant Line”

(4.34) Subordinate Leaders #2 should be: “He starts the phase within either his Overall Commander’s Range; or”

(4.62) Replace with: “The instant any combat unit moves adjacent to a leader, or if a combat unit is adjacent to an enemy leader after combat, whether he is alone in a hex or stacked with a friendly combat unit, that leader can undertake an Orderly Withdrawal. If he does not—or cannot, because he is surrounded by enemy units, ZOCs and/or impassable terrain—that leader is eliminated (captured/killed). A leader stacked with a combat unit that uses Orderly Withdrawal may withdraw with the unit (see 6.71).”

(5.12) The lowest possible Initiative Rating is a 1. If there is no Macedonian player, ties are resolved by a die roll. Both players roll a die. The player who has the high die roll chooses which player activates the next leader.

(5.25) 2nd paragraph should begin with: “If he does neither of the above, ...”

(5.31) 3rd bullet should be: “Was not previously Trumped or Bypassed (5.44)”

(6.14) Last sentence should be: “This rule does not apply to Greek Mercenary HO/HI or Spartan HO/HI units.”

(6.28) Replace with: “Rough Terrain: Any hex other than Clear is considered a Rough Terrain hex. Steep Slope, Sheer Slope, Steep Bank, Steep Banked Stream, and Minor River hexsides are considered Rough Terrain hexsides.”

(6.44) 1st sentence should end with: “... in the same two hexes.”

(6.46) 2nd last sentence should be: “If he does so the first time the unit moves in a turn, the unit must undergo a TQ check at the end of the increased movement. If the TQ check die roll is higher than the unit’s TQ, the unit takes one (1) Cohesion hit.”

(6.5) Example: 1st sentence should be: “*An Athenian Hoplite unit on its “Moved” side is in hex 2217/2218.*”

(6.61) 1st sentence should begin with: On being given a move order, any PH, HI, MI, LI or LP unit ...”

(6.64) 2nd last sentence should be: “Double-sized units may not change facing; they may only move.”

(6.72) 1st sentence should be: “The withdrawing unit *maintains its original facing* throughout withdrawal at no “facing change” cost in cohesion hits or MP.

(6.74) Delete the 2nd sentence

(6.75) 1st sentence should be: “A unit may not withdraw into an enemy ZOC, a Rough Terrain hex or cross a Rough Terrain hexside, *and a withdrawing missile unit may not fire* as it withdraws.”

(6.76) 1st sentence should be: “Orderly Withdrawal takes place during the opposing player’s Movement/Missile Segment—a unit may not Withdraw in the Shock Combat Segment.”

(6.83) Replace with: “A unit may not PW into a Rough Terrain hex or across a Rough Terrain hexside.”

(7.17) 1st sentence should begin with: “Any single-size unit (not double-sized units) may change facing one vertex ...”

(7.25) Delete the “or” and the entire 3rd bullet

(7.31) 1st sentence should begin with: “In the Shock Combat Segment, all combat units marked with an plus sign (+) on the Shock Superiority Chart ...”

(8.3) PROCEDURE: 1st sentence should be: “Shock combat takes place in the Shock Combat Segment.”

(8.38) Add at the end of the 2nd Bullet: “Double size unit that Stand (9.65) do not make this check.”

(9.16) 2nd sentence should be: “If they cannot so Withdraw, they undergo an immediate TQ Check. If the die roll is higher than a unit’s TQ, it takes a number of cohesion hits equal to the difference between the die roll result and its TQ with a minimum result of one hit.”

(9.21) 4th bullet, #2 should be: “They may not move up or down more than one level in any one Orders Phase.”

(9.32) 1st paragraph, last sentence: “The path may not be traced through friendly units, a Rough Terrain hex, or across a Rough Terrain hexside.”

(9.41) 1st paragraph, last sentence: “The path may not be traced through friendly units, a Rough Terrain hex, or across a Rough Terrain hexside.”

(9.42) 6th bullet should be: “Light cavalry may use Harassment & Dispersal Tactics against Cataphracted HC ... even though their MA is not higher”

(9.65) 2nd bullet should be: “+3, if a Phalanx (PH) unit was attacking at the time”

(9.74) 5th bullet should be: “They may not enter any Rough terrain hex or cross a Rough Terrain hexside.”

(9.75) Delete the 2nd paragraph

(10.0) **Add:** “Units suffer cohesion penalties (“hits”) from excessive movement and/or combat. Too many cohesion losses produce a Rout. Routing units run away and head for the Retreat Edge (see specific scenario instructions) of the map. A routed unit can be rallied under certain circumstances but rallied foot units are severely reduced in TQ after rally, due to the loss of equipment.”

(10.14) “clear” terrain should be “Clear terrain”

(10.27) 1st bullet should be: “in any Clear, Rocky, or Major River hex, and”

(10.42) 3rd bullet: Delete “-phalanxes-“.

Scenario Book

Macedonian Contingent Commanders (MCC) Deployment

Unless specified otherwise in the scenario setup instructions, Macedonian Contingent Commanders are deployed stacked with any unit in their contingent.

The Battle of Issus

Macedonian Deployment: Only Mercenary Peltasts LP (4-5) are used

Deployment Diagram: One Cardaces LP is missing from the diagram. The listed setup is correct.

The Battle of Samarkand

Pharnaces Breakdown TQ Check: If TQ Check DR is greater than the unit’s TQ, the unit receives Hits equal to the difference.