

Great Battles of Alexander Expanded Deluxe Edition

Errata & Clarifications

October 2018

Rules

10.27 2nd Bullet: The reference should be to rule 10.21 not 10.22.

9.0 Extended Shock Example

The Hand-to-hand Struggle: Last 3 sentences: *In the final attack, the Macedonian player rolls a '4', which on the '3' column yields a "3(2)" result. The Hypaspist incurs 3 Hits, while the 2 defender Hits are distributed evenly between the two units, each receiving 1 Hit. The LI unit is at its TQ threshold."*

The Collapse: In the diagram above, the hit marker under the Hypaspist should be a 7. In the 1st paragraph, replace the text following *"In the Hypaspist combat,"* with *"the India LI is at its rout threshold so is moved two hexes toward its retreat edge."*

9.18 #2: Last sentence: Two-hex units use the procedure in 9.18[1] – ignore all DRMs - to determine if they rout or stand.

Raphia

Victory

Add: All other leaders are worth their Initiative Rating in Rout Points when eliminated. Replacement leaders are worth 0 Rout Points.

For those using the 4th edition or earlier components with the 5th edition rules, here is the stacking chart referenced by the new rules:

Stacking Chart (6.95)		
<i>Moving Unit</i>	<i>Moving Through</i>	<i>Stopping In</i>
Basic	PH or HI: Not allowed All others: 1 Cohesion Hit for both the stationary and moving unit	Moving unit Routs Stationary Unit: Cohesion Hits = DR minus TQ minimum 1 Hit
PH or HI	All units: Not allowed	All Units: Not allowed
SK	All units: Allowed, no penalty May move through PH and HI units	Moving unit continues to move one more hex 1 Cohesion Hit for both the stationary and moving unit
Routed Unit	Routed Unit: Stationary Routed unit eliminated All Others: Cohesion Hits = DR minus TQ minimum 1 Hit No effect on moving unit	Moving unit continues to move one more hex* Routed Unit: Stationary Routed unit eliminated All Others: 1 Cohesion Hit plus TQ Check for the stationary unit; Hits = DR minus TQ No effect on moving unit

* = The routing unit is eliminated if that hex is occupied by any unit, in an enemy ZOC, or is impassible terrain. If the hex is occupied by a friendly unit, that unit suffers the stationary unit "Stopping In" penalties noted on the chart.