Page 28, DECLARE AND EXECUTE TACTICAL WITHDRAWALS, 3rd paragraph, 2nd sentence
Add the text in red: “Skirmish and open order cavalry/chariots (including camels) may withdraw from combat against non-cavalry (i.e. all troops other than cavalry, chariots and camels, regardless of order) without danger; their test is automatically passed.”

Page 35, add this clarification at the end of the first paragraph
“If a charge is not in range in the first place, then any charge reaction is not necessary. For example, if a unit declares it will evade or flee from a charge that is out of range, then no evade/flee move is necessary. This also includes charge reactions involving shooting.”

Page 36, diagram at bottom of page
In the final sentence under the diagram, replace the word “just” with “easily”.

Page 37, diagram at bottom of page
Swap ‘B’ and ‘C’ on the diagram.

Page 55, diagram at bottom of page
Swap ‘D’ and ‘E’ on the diagram.

Page 63, Point 1, 2nd bullet point
“Units that have more ranks than their opponent, and at lease 4 ranks...”. The word “lease” should read “least”.

Page 70, under DESTROYED AND DISPERSED, 3rd sentence, add red text
“The victorious unit may pursue, advance or hold as normal (see Pursuit above), perhaps to kill the surviving stragglers!”

Page 72 under TAKING A MORALE (ML) TEST, add to the end.
“If a unit fails a ML test while in combat, any unit it fought against in the previous hand-to-hand phase is permitted to pursue in the normal manner as long as it did not lose the previous combat round.”

Page 72 and 184, under Morale Test Outcome table
*this bonus may be applied any number of times but only once per hand-to-hand combat. If used in hand-to-hand combat, it may be applied again in the battle in separate, further combats.
Delete the above and replace with:
*this bonus may be applied any number of times but only once per battle in hand-to-hand combat.

Page 73 under WHEN TO TAKE MORALE TESTS, 6th bullet, add red text
• Friendly unit breaks/destroyed within 25cm (Combat Outcomes Phase)

Page 77, under DISRUPTED UNITS
The page reference after the first bullet should be “(page 14)”. 2nd column, 2nd paragraph, insert red text, “Disrupted units automatically regain their cohesion at the end of the owning player’s turn (see Re-order units, page 71) unless they are involved in hand-to-hand combat, were disrupted in the owning player’s Combat Outcomes or Movement Phase, were disrupted by interpenetration, or have been broken.”

Page 90, Skirmishers and morale
In the first sentence, remove “including the army standard bearer.”

Page 95, Moving elephants addition
When facing an elephant the direction you wish it to go, if the turn is more than 90° then the elephants loses all of its movement for that turn.
Page 95, Shooting at elephants clarification
If an elephant suffers a damaging hit from shooting (or hand-to-hand), then roll an extra d6. On a 6 remove a crewman in addition to the damaging hit on the elephant.

Page 97, Elephants and Morale
This paragraph is missing and should be at the end of page 97: “Elephants may never benefit from the influence of the general or any commanders except if they are mounted on an elephant themselves.”

Page 96, Run Amok!, first bullet point, add red text
Suffer any damaging hits from shooting (Shooting Phase) or in combat (Combat Outcomes Phase).

Page 102 & 103, Cavalry/Chariot runners and Elephant Escorts
These units deploy at the same time as the unit/elephant they are assigned to.

Page 104, Expert swordsmen, 2nd sentence under point 1, change red text
The second rank attacks with half the number of models (rounded down).

Page 105, Feigned flight clarification
May also be used for the evade charge reaction as well as fire and evade.

Page 106, Legion rule clarification
When referring to non-legionary units this means those without the legion rule.

Page 112, Deep Phalanx
If a deep phalanx is unable to meet the requirements for having not more hoplites in each rank as it has in each file (because of casualties), it simply counts as a classical phalanx.

Page 113, Shieldwall
Any shieldwall advantages/disadvantages are lost if the unit fails a warband impetuous test or is disrupted.

Page 115, Warband rule 2 clarification
Extra attacks are calculated on the number of models in the front rank that are in contact with the enemy. These attacks are drawn from models in the second rank. If there are no models in the second rank, no extra attacks are gained.

Page 130 & 131, Flank march and Reserves clarification
When units are placed on the table, all movement that turn is measured from the edge of the table where a unit enters play.

Page 145, Add the following unit to Support for the Early Imperial Roman army

<table>
<thead>
<tr>
<th>Up to 1 unit of Horse Archers</th>
<th>Models per unit: 6-15</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER</td>
<td>MR</td>
</tr>
<tr>
<td>-------</td>
<td>----</td>
</tr>
<tr>
<td>OPEN OR SKIRMISH</td>
<td>20</td>
</tr>
</tbody>
</table>

Weapons: Hand Weapon, Composite Bow
Armour: Light Armour
Special Rules: None
Upgrades: None

Page 145, Contarii/Catafactarii
Note that these units may not use shields in conjunction with kontos in hand-to-hand combat. See the weapons’ summary on page 83. Their ARM score will be one worse in the first round of a combat with the kontos. Following that, they use hand weapon and shield and will revert to their normal ARM value.
Page 155, Ancient British Command
Ancient British generals and sub-commanders may alternatively be mounted on a chariot at a cost of 10 pts.

Page 156, Light Cavalry unit special rules
The special rule ‘Chariot Escort’ is the same as ‘Cavalry/Chariot runners’ on pg 102.

Page 164, Dacian or Bastarnae Falxmen
Unit’s ARM value should, of course, be N/A instead of 6.

Page 165, Dacian scorpio/ballista
Unit’s ARM value should be N/A instead of 6. Each ballista costs 70pts.

Page 166, Bastarnae Javelinmen
The special rule ‘Cavalry Escort’ is the same as ‘Cavalry/Chariot runners’ on pg 102.

Page 170, Sarmatian Heavy Cavalry
Replace light armour and shield for heavy armour. Increase maximum unit size to 12. The profile is unaffected.

Page 176, Manoeuvre summary, SHARP TURN row
The MR cost should be “NONE”, not “HALF”.

Page 182, Roll to hit summary
Delete the fifth bullet “-1 opponent is fearsome/terrifying”

Page 183, Roll to kill summary
Shoud be -1 against heavy, light or scythed chariots, and artillery

RISE AND FALL OF PERSIA ERRATA
(version February, 2011)

Page 71, Theban Citizen Hoplite and Sacred Band profiles
These units may deploy as Phalanx (Deep) or Phalanx (Classical). If they wish to use the deep phalanx rule they must deploy as such. It is not permitted to deploy in a classical formation then part way through the game announce that a unit will form into a deep phalanx.

Page 71, Rise of Macedon Core choices.
Players are permitted to replace core Macedonian Cavalry (which move to support) with up to 2 units of Thracian Peltasts (which move from Support to Core).

AGE OF RAVENS ERRATA
(version June, 2012)

Page 16, Welsh list, Priodaur Warriors of Gwynedd
Special Rules should read: None

Page 31 & 49, Mounted Thegns armour.
Mounted Thegns should have light armour and shield. Profile and points unaffected.

Page 60, Norman alternative invasion of England Core choices.
The Mercenary Spearmen (Spearmen upgraded to Mercenaries) listed as compulsory choices for this army configuration are Core compulsory choices. Further units of Mercenary Spearmen may be taken as Core.
Page 76, Later Visigoth list, Slave Infantry
The upgrade for up to half of the unit’s models to exchange spear and shield for composite bow costs 2 pts per model that takes the weapon option.

Page 88, Al-Andalus list, Arab, Berber Cavalry or Andalusian Jinetes
Armour should read: None. Profile and points unaffected.

Page 88, Al-Andalus list, Andalusian Archers
Upgrade should read: May add shields or light armour upgrading ARM to 6 at a cost of 1 pt per model.

Page 91, Later Christian Spanish list, Caballeros
This unit does not come with javelins, it must take them as an option. Point value is reduced to 45 pts per model.

Page 92, Later Christian Spanish list, Caballeros Villanos
MR is 20, not 10.

Page 97, Berber list, Berber Tribal Cavalry
Armour should read: None. Profile and points unaffected.

Page 97, Berber list, Berber Archers
ARM should be N/A. Points unaffected.
Upgrade should read: May add shields or light armour upgrading ARM to 6 at a cost of 1 pt per model.

KINGDOM OF HEAVEN ERRATA
(version November, 2013)

Pages 33, 40, 77, 83, Missing Naffatun rules
Naffatun: Specified units may be upgraded to include naffatun incendiary projectiles. Naffatun is "fired" in the same manner and range as javelins. Two dice per unit are rolled separately for missile fire, replacing the regular missile weapon (e.g. if a unit of 12 archers fire, 10 dice are rolled for bows and, assuming they are in range, 2 for naffatun). If these hit they ignore enemy armour - no armour tests are allowed and 3+ is required to kill. Any unit hit by the fire must test morale as if it had taken 25%+ casualties from missile fire.

Pages 7, 95, 101, 113, Several of the Christian characters have the Fanatic trait which was omitted from the Traits section on page 135.
Fanatic: The presence of the character inspires the fear of God; no negative modifiers are applied to morale tests while he is alive, but any Impetuous Cavalry unit that the character joins fails its test on a 1-2 instead of 1.

Thanks to those on the WAB forum, GEG forum, and personal correspondents by email and at shows and events who assisted in the compilation of this errata document.
OPTIONAL RULES
(version August, 2012)

These optional rules for Clash of Empires are intended for gamers and tournament organisers to use as they see fit. They have been proposed by gamers for playtesting with a view to possible inclusion into the rules. Please try them out and feedback your experiences to us.

1. **Equipped for Defence** - If the army contains any infantry unit(s) that have taken an upgrade to provide 3+ ARM, its Strategy Rating is reduced by 2 to a minimum of 1.

2. **Army Battle Standard** - A general may use the power of a royal, army or sacred standard to inspire a single unit within command range that has failed a Morale based test during the battle. The result of the test shifts one level up on the Morale Test or Combat Outcome table. This is usable once during the battle and may not be used in conjunction with the steady unit rule, i.e. a unit may not shift up twice as a result of being steady and utilising this optional rule.

   This came about after a discussion with Tim Haslam and further suggestions from both Tim and Dan Atherton. We weren’t happy with the previous re-roll idea and this fits in with the game more comfortably.

3. **Resilience in victory** - Troops that have won a round of combat are pumped up and somewhat blinkered to what is going on around them because of their desire to finish off the enemy. To represent this a unit that has won a round of combat, but is made to test for a friendly unit that is broken/destroyed within 25cm in the SAME Combat outcome phase, has an improved chance of holding. Should the unit fail the ML test they can modify their result by shifting one level up on the morale test failure table (page 72). This bonus can be used in conjunction with the steady or relentless rule, so a steady unit can shift up TWO levels after failing the test.

   Thanks to Dan Atherton for this.

4. **Contraction in combat** - In reference to the rules for expanding units to create overlaps in combat (Engaged units, page 71). If unit A expands as a result of winning a combat against unit B, but then loses the following round, their opponent - unit B - may (naturally) expand, or may choose to force unit A to contract to its original formation at the start of combat.

   Thanks to madasaskaven from the GEG forum.

5. **Defiance in adversity** - In reference to formed units engaged in the front and then consequently charged in the flank or rear. If the flanked unit (unit A) manages to break the unit attacking it to the front, under the current rules the flanking unit (unit B) cancels out unit A’s depth and possible closed order CR bonus and gets a +1 CR bonus for attacking on the flank. This also applies against a single attack against the flank or rear in which the defender wins the combat but the opponent does not break.

   Following this, unit A is permitted to attempt to regain its composure. Take a DL with a -1 penalty (drilled troops may re-roll). If passed, the enemy (unit B) no longer gains the +1 CR bonus for the flank, but unit A still has no depth and possible closed order CR bonus. If failed, unit A becomes disrupted (in not already).
6. Alternate army strategy rating/initiative rules (from page 128) - Usually only one initiative roll is made using the army strategy rating. Tournament organisers may wish to make one for climate and number of terrain pieces, then a separate one for determining which side places terrain, and a third one for flank march/ambushes. Whichever player wins this last roll has the initiative for determining who goes first, if applicable.

**EXPERIMENTAL RULES**

*(version August, 2012)*

As I have always maintained, I see CoE as a gaming system that is for us all to evolve and develop. So, I really want to encourage players to try out this experimental addendum to the Warband unity rule, specifically point 2 (Warriors). Thanks to Dan Atherton for his thoughts on this.

Warbands maintain the +1 HTH (if they charged) value whilst they remain unbeaten in combat. If they lose a combat round, their HTH goes back down to its normal level. If involved in a new and separate charge, they once again get the normal bonuses and retain the +1 HTH as above until beaten in a combat round.

The next experimental rule concerns the pilum/heavy javelin and has been the source of a lot of discussion in person, by email and on forums. The third bullet point under the weapon description is replaced with:

- Resolve any hits as you would for a shooting attack. If at least one enemy model is killed, the enemy unit must take a Discipline test at a -1 penalty for each casualty. If it fails the test, the unit is disrupted (see page 77) for the duration of the combat.