Great Battles of Alexander Expanded Deluxe Edition

Errata & Clarifications

December 2019

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.

12.11 Add the following under Eliminated leaders:

3. Macedonian Contingent Commanders are worth 0 RP.

Raphia

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

Phalanx

Sellasia Terrain
Delete the bullet regarding gullies; there are none on the map
For those using the 4th edition or earlier components with the 5th edition rules, here is the stacking chart referenced by the new rules:

<table>
<thead>
<tr>
<th>Moving Unit</th>
<th>Moving Through</th>
<th>Stopping In</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Basic</strong></td>
<td>PH or HI: Not allowed</td>
<td>Moving unit Routs</td>
</tr>
<tr>
<td></td>
<td>All others: 1 Cohesion Hit for both the stationary and moving unit</td>
<td>Stationary Unit: Cohesion Hits = DR minus TQ minimum 1 Hit</td>
</tr>
<tr>
<td><strong>PH or HI</strong></td>
<td>All units: Not allowed</td>
<td>All Units: Not allowed</td>
</tr>
<tr>
<td><strong>SK</strong></td>
<td>All units: Allowed, no penalty May move through PH and HI units</td>
<td>Moving unit continues to move one more hex 1 Cohesion Hit for both the stationary and moving unit</td>
</tr>
<tr>
<td><strong>Routed Unit</strong></td>
<td>Routed Unit: Stationary Routed unit eliminated All Others: Cohesion Hits = DR minus TQ minimum 1 Hit No effect on moving unit</td>
<td>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</td>
</tr>
</tbody>
</table>

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