



Chariot Wars Errata

Since being released a few issues needed tidying up for Chariot Wars, based on player feedback and these are included here. If there are more that need attention, they will be updated here.

New Kingdom Egyptian

- Army Standard Bearer has two wounds (this has already been changed in some copies).
- Chariots may shoot on the counter charge and are also equipped with hand weapons.
- Marines are equipped with hand weapons.

Hammurabic Babylonia

- Chariots are equipped with hand weapons.

The Hittite Empire

- 3-Crew Chariots change strength profile to 3.

Trojan Wars

- Archers are 5 points each
- Spearmen can change equipment for no additional points cost rather than the +1 indicated.
- Spearmen/characters/chariots armed with javelin, light armour shield may shoot as they charge (in the same way as the Egyptian chariot). This reflects the many references to heroes and warriors throwing javelins in the Iliad.

Israelites

- The Ark is not automatically broken in combat. It takes a break test as normal.
- The automatic rally effect of the Ark happens as soon as a unit moves within 6" of the Ark. However, if a unit is broken and pursued and the pursuers roll higher, the fleeing unit is still destroyed even if its starts within 6" of the Ark.
- Midianite Arabs are Move 6.

Assyrian Empire

- Midianite Arabs are Move 6.
- Four Horse Heavy Chariots cost 70 points and do S4 Impact hits when charging.
- Greek or Lydian Hoplites use the updated Ancient Greek phalanx rule.
- Cavalry, Infantry and Chaldeans. The first rank of archers fire at full effect when in a mixed unit. The remainder use massed archery as normal.