

AGE OF CONAN

THE STRATEGY BOARD GAME

Updated March 30, 2009

The following is the errata for Age of Conan. As this is the first update everything contained is new. Any future additions will be marked in red.

Page 3

Under 'Components', the following items have been listed with wrong quantities; here are the correct numbers:

- 10 Raider tokens
- 38 Gold tokens
- 15 Sorcery Tokens
- 15 Crom, count the dead! Tokens

Page 6

Under 'Important Terms', coastal provinces:

A coastal province is a province that shares a border with the Western Sea, the Vilayet Sea.

The paragraph should read:

A coastal province is a province that shares a border with the Western Sea, the Vilayet Sea or the Southern Sea.

Page 10

In 'The Conan Player Turn' box, the example wrongly states that an adventure token is returned to the token container if the Conan player decides not to move Conan towards his destination (such a token is discarded as per the rule stated previously in the box).

Page 12

Under 'Emissary Movement', the first paragraph wrongly states that an emissary may never enter another player's home province. The correct rule is:

Your emissaries may enter the home province of another player, but you may never start an intrigue contest or collect gold there.

Page 13

Under 'Using Strategy Cards in Contests', second paragraph, closing sentence:

If a player wishes to use a strategy card, he must play it before he rolls his dice in a contest.

The sentence should read:

If a player wishes to use a strategy card, he must play it before all contest dice are rolled for a contest.

Page 15

The rules governing the effect of raider tokens on contests should read as follows:

If a neutral contested province contains one or more raider tokens, the defender counts any axe results in any contest roll (intrigue and military) as successes. Discard one raider token after each roll.

While the rule as described under 'Presence of Raider Tokens' at page 15 is correct, the location of the paragraph under the chapter 'The Military

Contest' erroneously seems to apply only to military contests.

Page 16

Under 'Outcome of a Battle Contest Roll', third paragraph:

After the contest roll is completed, the attacker may choose to end the battle and retreat to the province his army previously occupied.

The paragraph should read:

After the contest roll is completed, the attacker may choose to end the battle and retreat to the province his army previously occupied if the province is a friendly one. Otherwise, the attacker cannot choose to retreat.

Frequently Asked Questions

Moving and Using Armies: Clarification

The interpretation of this fundamental rule is unclear. Here's a reworking of the rule's text:

Instead of building units, you may use a military action to:

redeploy two times, or
redeploy once and then perform an attack.

When you redeploy one army, you may move one or more of your army units which are in the same province to an adjacent friendly province. If you choose to redeploy twice, you are allowed to redeploy army units that you already moved with the first redeployment.

After each redeployment you must respect the stacking limit of five units in a province. If at any point you end up with more than five units in the same province, you must remove any excess units from the game.

When you attack with one army, select one province where there are one or more of your army units. You may move one or more of your army units from this province to an adjacent neutral or enemy province, to start a military contest. You may also start a military contest with an army that is already engaged in a campaign in a neutral province (in this case, you do not move any army units as your army is already in the target province).

You may also move army units from a province into an adjacent, neutral province that already contains some of your army units on campaign to conquer that province. You may then start a military contest in that province to continue the campaign.

Q: Turan's "Nomad Horde" card allows you to move one army twice and then attack with it. Can that army pick up or drop off additional units along the way? Is it obliged to make an attack?

A: The army chosen for movement with Nomad Horde can pick up and drop off units along the way, as per the normal rules for movement. The army is not obliged to make an attack.

Example: the Turan player plays "Nomad Horde" on an army composed of 2 units in Turan. With the first movement he advances the 2 units into friendly Zamora, where he already has another 2 units. He now has 4 units in Zamora: the horde is building up! With the second movement, he advances 3 of the units from Zamora into Koth - which is also friendly. He already has 2 units there, so he now has a total of 5 units in Koth. The horde then attacks neutral Central Shem, starting a campaign there. Assuming that there were already an ongoing campaign with 2 units left in Western Shem, the Turan player could alternatively advance 3 of the army units from the horde in Koth to Western Shem, to continue the campaign with a full strength army.

Q: When randomly assigning artifact cards at the beginning of the game, should the Conan Bonus card still be shuffled in with the artifacts when playing with fewer than 4 players?

A: No. The Conan Bonus card is only used at the beginning of a four-player game. In a two or three-player game, the card is only assigned during the first and second Age Change Phase, to the player with the lowest total of empire points.

Q: Can a player attack a friendly province containing one of his own tower control markers - i.e.: a province where he previously established an alliance?

A: No. When a player establishes an alliance he's choosing to get some quick gold instead of spending the time and effort to conquer the province and get its empire points.

Q: I can't find references to how many cards a player may keep in his hand...

A: In AoC there's no limit to the number of cards a player can have in his hand.

Q: Should the supply of tokens provided in the game considered to be unlimited?

A: Gold, sorcery and 'Crom, count the dead!' tokens are unlimited, and you can keep track of their amount on a piece of paper, if you happen to need more than the number provided. Raider tokens are also unlimited: the number provided should be more than enough for most games. Should a player find himself without a Raider token to place on the board, he can use any other counter to represent it (for example, a 'Crom, count the dead!' counter).

Q: When a player is instructed to take the first token from the adventure track, should he take the first token to the left or to the right of the track?

A: The first to the left. (Actually, players could take the tokens from either direction, as soon as they keep drawing from the same side consistently throughout the game.)