Errata for AoE Base set

Card Errata

Camel - is an age III card, not age II
Heavy Camel - is an age IV card, not age III
House (Far East) - should be and age I building, not age III
Knight (Persian) - costs 3 food, 2 gold, not 1 food, 1 gold per token
Padded Archer Armor   - costs 1 research, not 0
Paladin - should have movement : 2
Putting Up the Walls - is a rare card. The symbol says common.
War Elephant - should have movement : 2.
Elite War Elephant - should have movement : 2
Elite Huskarl - should have 16 AP vs. Archer.
Elite Mangudai - should have 16 AP vs. Siege.
All Skirmishers - should cost 1 wood, 1 food, not 1 wood, 1 gold.
All Spearmen – should cost 1 wood, 1 food, not 1 food, 1 gold.

Starter Deck Errata

Mongol Starter Deck
        Bodkin Arrow - is not supposed to be in the deck. Replace with an age I card.
        House - is an age I building, not age III, also in the rules it reads house (raider), but should read
                house (far east)
        Camel - should be an age III unit, not age II
        Barracks - in the rules it reads barracks (raider), but should read barracks (far east)

Persian Starter Deck
        Stable - in the rules it reads stable (far east), but it should read stable (arab)
        Market - in the rules it reads market (far east), but it should read market (arab)
        Blacksmith - in the rules it reads blacksmith (far east), but it should read blacksmith (arab)
        Castle - in the rules it reads castle (far east), but it should read castle (arab)
        Camel - should be an age III unit, not age II
        Mill - in the rules it reads mill (far east), but it should read mill (arab)

Goth Starter Deck
        Stone Walls - are not useable by the Goths. Replace them when you customize your deck.
        Hoardings - are not useable by the Goths. Replace it when you customize your deck.
Celt Starter Deck
        Squires – are not useable by the Celts. Replace them when you customize your deck.

Rulebook Errata

Monks have 3 AP, not 6 AP.