



# CORE RULES ERRATA

SEPTEMBER 2017

- WARMACHINE: Prime
- WARMACHINE: Prime Rules Digest
- HORDES: Primal
- HORDES: Primal Rules Digest

# WARMACHINE: Prime

## p. 31, Advantages

Replace the second sentence with the following:

A model's advantages are marked as icons on its stat bar, along with its base size. The rules for advantages are listed below.

## p. 31, Flight

Replace the second sentence of Flight with the following:

It can advance through obstructions and other models if it has enough movement to move completely past them.

## p. 34, Critical Disruption

Replace the second sentence of Critical Disruption with the following:

A warjack suffering Disruption loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

## p. 34, Disruption

Replace the text of Disruption with the following:

A warjack hit by this attack loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

## p. 35, Base Size

Replace the last sentence with the following:

An icon indicating base size (30, 40, 50, or 120) appears on a model's stat bar.

## p. 45, Charge

Replace the first sentence of the seventh paragraph with the following:

If a charging model ends its charge movement without its charge target in its melee range, it has made a **failed charge**.

## p. 57, Melee Range

Add the following to the end of the first paragraph:

A model's melee range is limited to its front arc.

## p. 58, Power Attacks

Add the following to the end of the sixth paragraph:

A model cannot target a friendly model with a power attack.

## p. 60, Throw

Replace the third sentence of the fourth paragraph with the following:

If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see "Thrown," p. 49).

## p. 62, Trample

Add the following to the end of the third paragraph:

A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model's back arc when it first contacted that model.

Add the following to the end of the fourth paragraph:

Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model's movement, it can do so whether or not the trampling model ended its movement in the eligible model's melee range.

## p. 64, Concealment & Cover

Add the following after the fourth sentence of the first paragraph:

In order to benefit from concealment or cover, the target model must be within 1" of that terrain feature along at least one straight line between it and the attacker.

## p. 66, Assault

Replace the third sentence of the Assault text with the following:

A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge.

Add the following to the end of the Assault text:

A model can make an Assault ranged attack while in melee.

Add the following to the end of the Assault text:

If an Assault ranged attack misses its target and the attacker is in melee with the target, do not reroll the attack against another model. It misses completely.

## p. 66, Area of Effect (AOE) Attacks

Replace the last sentence of the first section with the following:

Damage rolls resulting from AOE attacks are simultaneous (see "Simultaneous Effects," p. 57).

## p. 68, Spray Attacks

Add the following to the end of the third paragraph:

Ignore cloud effect terrain when determining if the attacker's line of sight is completely blocked to a model under a spray template.

## p. 71, Damage Type: Magical

Add the following to the end of the Damage Type: Magical text:

Damage from spells is magical damage.

## p. 73, Warcaster Destruction

Replace the first paragraph with the following:

When a model with the Battlegroup Commander special rule is destroyed or removed from the table, the warjacks in its battlegroup become inert. Additionally, all upkeep spells cast by that model expire (p. 86).

## p. 75, Continuous Effects

Delete the 🌀 Disruption and 🌀 Critical Disruption entries.

## p. 81, Massive

Add the following to the end of the Massive text:

A colossal cannot be affected by Grievous Wounds.

## p. 88, 'Jack Marshals

Replace the first sentence of the Take Aim! benefit with the following:

The warjack must use its Normal Movement to aim this turn.

### **p. 89, Massive**

Add the following to the end of the Massive text:

A battle engine cannot be affected by Grievous Wounds.

### **pp. 89-90, Impact Attacks**

Replace the first sentence of the second paragraph with the following:

If the cavalry model chooses to make an impact attack against its charge target, before making any impact attacks the model turns to face the charge target and its charge movement ends.

### **p. 90, Dragoons**

Replace the first two paragraphs with the following:

**Dragoons** are models with a mounted stat card and a dismounted stat card. They begin the game mounted but can become dismounted during play.

### **p. 93, Hill**

Add the following to the end of the Hill text:

A model moving off of a hill does not fall or suffer falling damage.

### **p. 94, Obstacles**

Replace the third paragraph with the following:

When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 48) or thrown (p. 49) model contacts an obstacle.

### **p. 95, Obstructions**

Replace the third paragraph with the following:

When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 48) or thrown (p. 49) model contacts an obstruction.

### **p. 95, Burning Earth**

Replace the third sentence of the third paragraph with the following:

On a 1 or 2, the flames go out and the area is no longer considered to be on fire.

### **p. 318, Tactical Tips**

Delete the first sentence of the Quick Work tactical tip.

### **p. 369, Attack Roll**

Add the following to the end of step e:

When returning to step b, add all dice removed in step c back to the roll.

### **p. 369, Damage Roll**

Add the following to the end of step e:

When returning to step b, add all dice removed in step c back to the roll.

### **p. 370, Healing**

In the first sentence, change "control area" to "control range."

### **p. 376, Threshold & Frenzy**

Replace the first sentence of step 4 with the following:

It makes one attack against the model it charged with the highest-POW melee weapon that has range to the target.

Replace the last sentence of step 4 with the following:

A frenzied warbeast cannot make Assault ranged attacks or additional attacks.

### **p. 377, Threshold & Frenzy**

Replace the last sentence of the second paragraph with the following:

If a frenzied warbeast cannot immediately activate or if it cannot charge, it loses its activation and is no longer frenzied, and you can remove any number of fury points from it.

### **p. 377, Massive**

Add the following to the end of the Massive text:

A gargantuan cannot be affected by Grievous Wounds.

### **p. 378, Damage & Healing**

In the first sentence, change "damage spirals" to "life spirals."

# WARMACHINE: Prime Rules Digest

## p. 17, Advantages

Replace the second sentence with the following:

A model's advantages are marked as icons on its stat bar, along with its base size. The rules for advantages are listed below.


## p. 17, Flight


Replace the second sentence of Flight with the following:

It can advance through obstructions and other models if it has enough movement to move completely past them.

## p. 20, Weapon Qualities

Add the following entries to Weapon Qualities:

 **Critical Disruption** – On a critical hit on a warjack, the warjack suffers Disruption. A warjack suffering Disruption loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

 **Disruption** – A warjack hit by this attack loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

## p. 21, Base Size

Replace the last sentence with the following:

An icon indicating base size (30, 40, 50, or 120) appears on a model's stat bar.

## p. 31, Charge

Replace the first sentence of the seventh paragraph with the following:

If a charging model ends its charge movement without its charge target in its melee range, it has made a **failed charge**.

## p. 43, Melee Range

Add the following to the end of the first paragraph:

A model's melee range is limited to its front arc.

## p. 44, Power Attacks

Add the following to the end of the sixth paragraph:

A model cannot target a friendly model with a power attack.

## p. 46, Throw

Replace the third sentence of the fourth paragraph with the following:

If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see "Thrown," p. 35).

## p. 48, Trample

Add the following to the end of the third paragraph:

A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model's back arc when it first contacted that model.

Add the following to the end of the fourth paragraph:

Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike

against the trampling model during the trampling model's movement, it can do so whether or not the trampling model ended its movement in the eligible model's melee range.

## p. 50, Concealment & Cover

Add the following after the fourth sentence of the first paragraph:

In order to benefit from concealment or cover, the target model must be within 1" of that terrain feature along at least one straight line between it and the attacker.

## p. 52, Assault

Replace the third sentence of the Assault text with the following:

A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge.

Add the following to the end of the Assault text:

A model can make an Assault ranged attack while in melee.

Add the following to the end of the Assault text:

If an Assault ranged attack misses its target and the attacker is in melee with the target, do not reroll the attack against another model. It misses completely.

## p. 52, Area of Effect (AOE) Attacks

Replace the last sentence of the first section with the following:

Damage rolls resulting from AOE's are simultaneous (see "Simultaneous Effects," p. 43).

## p. 54, Spray Attacks

Add the following to the end of the third paragraph:

Ignore cloud effect terrain when determining if the attacker's line of sight is completely blocked to a model under a spray template.

## p. 57, Damage Type: Magical

Add the following to the end of the Damage Type: Magical text:

Damage from spells is magical damage.


## p. 59, Warcaster Destruction

Replace the first paragraph with the following:

When a model with the Battlegroup Commander special rule is destroyed or removed from the table, the warjacks in its battlegroup become inert.

Additionally, all upkeep spells cast by that model expire (p. 72).

## p. 61, Continuous Effects

Delete the  Disruption and  Critical Disruption entries.


## p. 67, Massive

Add the following to the end of the Massive text:

A colossal cannot be affected by Grievous Wounds.

## p. 72, Spell Statistics

Add the following after the first sentence of the POW, Power entry:

This damage is magical .

## p. 74, 'Jack Marshals

Replace the first sentence of the Take Aim! benefit with the following:

The warjack must use its Normal Movement to aim this turn.

### **p. 75, Massive**

Add the following to the end of the Massive text:

A battle engine cannot be affected by Grievous Wounds.

### **pp. 75-76, Impact Attacks**

Replace the first sentence of the second paragraph with the following:

If the cavalry model chooses to make an impact attack against its charge target, before making any impact attacks the model turns to face the charge target and its charge movement ends.

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Replace the first two paragraphs with the following:

**Dragoons** are models with a mounted stat card and a dismounted stat card. They begin the game mounted but can become dismounted during play.

### **p. 79, Hill**

Add the following to the end of the Hill text:

A model moving off of a hill does not fall or suffer falling damage.

### **p. 80, Obstacles**

Replace the third paragraph with the following:

When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 34) or thrown (p. 35) model contacts an obstacle.

### **p. 81, Obstructions**

Replace the third paragraph with the following:

When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 34) or thrown (p. 35) model contacts an obstruction.

### **p. 81, Burning Earth**

Replace the third sentence of the third paragraph with the following:

On a 1 or 2, the flames go out and the area is no longer considered to be on fire.

### **p. 91, Attack Roll**

Add the following to the end of step e:

When returning to step b, add all dice removed in step c back to the roll.

### **p. 91, Damage Roll**

Add the following to the end of step e:

When returning to step b, add all dice removed in step c back to the roll.

### **p. 92, Healing**

In the first sentence, change "control area" to "control range."

### **p. 98, Threshold & Frenzy**

Replace the first sentence of step 4 with the following:

It makes one attack against the model it charged with the highest-POW melee weapon that has range to the target.

Replace the last sentence of step 4 with the following:

A frenzied warbeast cannot make Assault ranged attacks or additional attacks.

### **p. 99, Threshold & Frenzy**

Replace the last sentence of the second paragraph with the following:

If a frenzied warbeast cannot immediately activate or if it cannot charge, it loses its activation and is no longer frenzied, and you can remove any number of fury points from it.

### **p. 99, Massive**

Add the following to the end of the Massive text:

A gargantuan cannot be affected by Grievous Wounds.

### **p. 100, Damage & Healing**

In the first sentence, change "damage spirals" to "life spirals."

# HORDES: Primal

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## p. 34, Disruption

Replace the text of Disruption with the following:

A warjack hit by this attack loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

## p. 35, Base Size

Replace the last sentence with the following:

An icon indicating base size (30, 40, 50, or 120) appears on a model's stat bar.

## p. 45, Charge

Replace the first sentence of the seventh paragraph with the following:

If a charging model ends its charge movement without its charge target in its melee range, it has made a **failed charge**.

## p. 57, Melee Range

Add the following to the end of the first paragraph:

A model's melee range is limited to its front arc.

## p. 58, Power Attacks

Add the following to the end of the sixth paragraph:

A model cannot target a friendly model with a power attack.

## p. 60, Throw

Replace the third sentence of the fourth paragraph with the following:

If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see "Thrown," p. 49).

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## p. 64, Concealment & Cover

Add the following after the fourth sentence of the first paragraph:

In order to benefit from concealment or cover, the target model must be within 1" of that terrain feature along at least one straight line between it and the attacker.

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Replace the third sentence of the Assault text with the following:

A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge.

Add the following to the end of the Assault text:

A model can make an Assault ranged attack while in melee.

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If an Assault ranged attack misses its target and the attacker is in melee with the target, do not reroll the attack against another model. It misses completely.

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Replace the last sentence of the first section with the following:

Damage rolls resulting from AOE attacks are simultaneous (see "Simultaneous Effects," p. 57).

## p. 68, Spray Attacks

Add the following to the end of the third paragraph:

Ignore cloud effect terrain when determining if the attacker's line of sight is completely blocked to a model under a spray template.

## p. 71, Damage Type: Magical

Add the following to the end of the Damage Type: Magical text:

Damage from spells is magical damage.

## p. 72, Warlock Destruction

Replace the first paragraph with the following:

When a model with the Battlegroup Commander special rule is destroyed or removed from the table, the warbeasts in its battlegroup become wild. Additionally, all upkeep spells cast by that model expire (p. 90).

## p. 74, Continuous Effects

Delete the 🗡️ Disruption and 🗡️ Critical Disruption entries.

## p. 81, Threshold & Frenzy

Replace the first sentence of step 4 with the following:

It makes one attack against the model it charged with the highest-POW melee weapon that has range to the target.

Replace the last sentence of step 4 with the following:

A frenzied warbeast cannot make Assault ranged attacks or additional attacks.

### **p. 82, Threshold & Frenzy**

Replace the last sentence of the first paragraph with the following:

If a frenzied warbeast cannot immediately activate or if it cannot charge, it loses its activation and is no longer frenzied, and you can remove any number of fury points from it.

### **p. 82, Massive**

Add the following to the end of the Massive text:

A gargantuan cannot be affected by Grievous Wounds.

### **p. 83, Damage & Healing**

In the first sentence, change “damage spirals” to “life spirals.”

### **p. 92, Massive**

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A battle engine cannot be affected by Grievous Wounds.

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Replace the first two paragraphs with the following:

**Dragoons** are models with a mounted stat card and a dismounted stat card. They begin the game mounted but can become dismounted during play.

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Add the following to the end of the Hill text:

A model moving off of a hill does not fall or suffer falling damage.

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When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 48) or thrown (p. 49) model contacts an obstacle.

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Replace the third sentence of the third paragraph with the following:

On a 1 or 2, the flames go out and the area is no longer considered to be on fire.

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A colossal cannot be affected by Grievous Wounds.

### **p. 332, 'Jack Marshals**

Replace the first sentence of the Take Aim! benefit with the following:

The warjack must use its Normal Movement to aim this turn.

### **p. 334, Healing**

In the first sentence, change “control area” to “control range.”

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In the first sentence, change “damage spirals” to “life spirals.”

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Add the following after the first sentence of the **POW, Power** entry:

This damage is magical .

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When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 34) or thrown (p. 35) model contacts an obstruction.

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### **p. 95, Attack Roll**

Add the following to the end of step e:

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When returning to step b, add all dice removed in step c back to the roll.

### **p. 97, Massive**

Add the following to the end of the Massive text:

A colossal cannot be affected by Grievous Wounds.

### **p. 102, 'Jack Marshals**

Replace the first sentence of the Take Aim! benefit with the following:

The warjack must use its Normal Movement to aim this turn.

### **p. 104, Healing**

In the first sentence, change “control area” to “control range.”