



HIGH COMMAND

ERRATA & FAQ

RULEBOOK ERRATA

P. 6. QUICK START SETUP

(Apply to the *WARMACHINE High Command* rulebook only.)

In step 2, replace “Ironhead Station” with “Steelwater Flats.”

P. 9. DEPLOY

(Apply to the *WARMACHINE High Command* and *HORDES High Command* rulebooks only.)

Add the following sentence to the Deploy section:

Players cannot deploy cards during the first two rounds of the game.

P. 11. ENDGAME

(Apply to the *WARMACHINE High Command* and *HORDES High Command* rulebooks only.)

Replace the second through fourth paragraphs with the following:

When the Day of Reckoning card or Final Reckoning card is revealed during the Winds of War step, it ends the game.

*Alternatively, the game ends when there are fewer locations in play than there are players **and** there are no locations remaining in the location deck. When this occurs, immediately reveal cards from the Winds of War deck until the Day of Reckoning or Final Reckoning card is revealed. Then resolve that card, and the game ends.*

Once the game ends, each player adds up the number of victory points in his army deck, discard pile, hand, and occupying forces pile.

CARD ABILITY ERRATA

ALCHEMICAL MASK

Opponents’ cards’ abilities cannot force you to discard cards and cannot reduce this card’s Health.

AMBUSH

This card gains +1 Power the turn you deploy or rush it.

ANCILLARY ATTACK

At the start of each attack at this location, choose one friendly warjack card at this location. This card’s Power is equal to that card’s base Power until the end of the turn.

ARMORED SHELL

When you deploy or rush this card, until the start of your next turn it has 0 Power and 7 base Health.

ASSAULT

This card gains +2 Power the turn you deploy or rush it.

ASSIMILATION

When this card is moved to your discard pile, return it to your hand if one or more enemy warjack or construct cards were destroyed at this card’s location this turn.

BRUTAL CHARGE

If an opponent deployed or rushed one or more cards to this location this turn, this card gains +1 Power until the end of the turn.

DARK OMEN

When you rush Fiona, reveal the top card of your army deck. If it’s a location or a resource card, draw two cards. If not, destroy up to one card here with the same card type as the revealed card.

ELEMENTAL COMMUNION

At the start of an attack at this location, if there are any other friendly Elemental cards here, all friendly Elemental cards here gain +1 Health until the end of the turn.

EXCESSIVE HEALING

During an attack at this location, if there are no enemy cards at this location with 4 Power or more, this card cannot be destroyed.

FERAL WARPING

At the start of each attack at this location, this warbeast card gains your choice of +1 Power or +1 Health until the end of the turn.

FURY GENERATOR

When you attack at this location, draw one card then discard up to two cards. This card gains +2 Power until the end of the turn for each card you discard.

HURRICANE

When you rush Krueger, return one enemy card at his location to its owner's hand and up to one friendly warbeast or warrior card at his location to your hand. If you return a friendly card to your hand, you can return one additional enemy card to its owner's hand.

INCORPOREAL

When you deploy or rush this card, until the start of your next turn it has 0 Power, and it cannot be destroyed.

MEDITATION

When you deploy or rush this card, until the end of your turn it has 0 Power.

NECROMANCY RESOURCE CARD

During your orders step, you can discard this card to move one Undead card with purchase cost 2 CMD or less from your discard pile to any location.

PENITENCE

When you rush Vindictus, choose one card at his location. Its Health is reduced by its base Power.

RAIN OF DEATH

When you deploy or rush this card, until the start of your next turn it has 7 base Health. When you attack at this location, if you did not deploy or rush this card this turn, destroy all cards at this location with 3 Health or less.

SLAUGHTERHOUSE

Enemy cards at this location with base Health greater than 5 suffer -1 Health.

STONE FORM

When you deploy or rush this card, until the start of your next turn it has 0 Power and 6 base Health.

THE REANIMANCE EQUATION

When you rush Lucant, you can either draw a card or you can discard a card and then move a card from your discard pile to your hand.

VOID LANTERN

During your orders step, you can discard this card to return a Void Spirit from any location to your hand and then deploy it to any location without paying its cost.

GAMEPLAY FREQUENTLY ASKED QUESTIONS

Although *High Command* is based in the Iron Kingdoms, note that it is not WARMACHINE or HORDES. The card game contains many details that differ from the miniatures games; for example, in *High Command*, warcasters and warlocks are not warriors and Ironclads and Juggernauts have the same Health. Many elements of the card game will be familiar to players of the miniatures games, but try not to make too many assumptions.

P. 10. WARCASTERS/WARLOCKS

Q: The rulebook says warcasters and warlocks "do not have Health stats and they cannot be destroyed." What happens if they would be affected by an ability that modifies Health or destroys a card?

A: *The warcaster/warlock card would not be affected.*

P. 10. BATTLE

Q: Does a defending player also "attack" a location when there is a battle there?

A: *No. Defending players participate in the battle as described, but they are not "attacking" there. Card abilities that reference "attacking" apply only for the current player (the player making the attack).*

PP. 10-11. BATTLE

Q: When a card is discarded at the start of an attack because it has 0 Health, is it also "destroyed"?

A: *No. Cards discarded this way are not "destroyed" and do not trigger abilities with an effect that occurs when the card is destroyed.*

PP. 10-11. BATTLE

Q: During an attack at a location, do I have to destroy an enemy card if I have enough Power to do so?

A: *No. There is a maximum you can destroy (cards with "total combined Health equal to or less" than your Power), but there is no minimum. You can choose to destroy 0 enemy cards if you wish.*

AFTER YOU ATTACK

Q: If my card has an ability that says "After you attack" but the card is destroyed during the attack, do I get to use the ability?

A: No. The card is no longer in play, so the ability does not take place. Note, however, that a card ability that says "If you destroy" can still trigger. You destroy cards during battle and move all destroyed cards to their owners' discard piles in the final step of battle.

CARD INFORMATION

Q: What information can I check on my own cards? What about my opponent's cards?

A: A player can look at all information on cards in his hand, discard pile, reserves, and occupying forces pile. Opponents can only look at information on cards in a player's reserves or on the top card in his discard pile.

CUMULATIVE EFFECTS

Q: Are card effects cumulative, or can each effect happen only once?

A: Unless the card ability specifically states otherwise, all card abilities are cumulative.

LOSING ABILITIES

Q: What does it mean when a card loses its abilities?

A: If a card loses its abilities, treat that card as if it has no abilities. Do not worry about timing or the order of effects. Simply treat that card as if its ability box is completely blank.

MODIFIED STATS

Q: How do I determine the final stat on a card if it is modified by multiple abilities?

A: It's important to differentiate a stat's final value from its base value. When a card ability defines a stat simply as a number, as in "That card has 4 Health," the stat is a final value that cannot be modified by other abilities. When a card ability defines a stat as "base," as in "That card has 4 base Health," the stat can still be modified by other card abilities.

When modifying multiple abilities, first check to see if any of them set the stat to a specific final value rather than increasing or reducing it. If one of them does, the stat equals the stated value regardless of other abilities that would modify it, no matter what order the cards were played in. If more than one card ability set the stat to a specific value, the card played most recently sets the final value.

If none of the modifying abilities set the stat to a specific final value, check to see if any of them set the stat to a specific base value. If one of them does, apply that ability first and then apply all modifiers to the stated base value.

NEGATIVE NUMBERS

Q: What happens when a card has a negative Power or a negative Health?

A: If a card has a Power or Health stat lower than 0, it is treated as 0.

PAYING COSTS

Q: When I pay for a purchase or rush cost, do the cards go to the discard pile one at a time or all at once?

A: The cards go to the discard pile one at a time. (One example where this order matters is the card Forging the Faithful. You can use Forging the Faithful on a card you just discarded as part of a card's cost.)

RUSH COST DISCOUNTS

Q: If an ability lets me rush a card for its purchase cost and the purchase cost is discounted by another ability, can I rush the card for the new, lower cost?

A: Yes. Unless a card says "base purchase cost," you use the current purchase cost as the purchase cost.

SIMULTANEOUS EFFECTS

Q: What happens when multiple abilities trigger at the same time?

A: When multiple abilities trigger simultaneously (such as "at the start of an attack"), the active player's abilities resolve first in the order of his choice, then players continue resolving their abilities in turn order until all triggered abilities are resolved. Do not discard any destroyed army cards until all simultaneous abilities have been resolved.

WARSTUFF

Q: Does an ability that affects warcasters also affect warlocks? Does an ability that affects warbeasts also affect warjacks? And vice versa?

A: No. If a card effect is meant to include both warcasters and warlocks (or warjacks and warbeasts), it will include them in the card text.

CARD ABILITY FREQUENTLY ASKED QUESTIONS

BLAST

Q: If I make a targeted attack at a location with multiple opponents, can I choose an opponent with my Blast that I have not targeted with my attack?

A: No. The first sentence on p. 11 about Targeted Attacks says to "resolve the attack exactly as if it were an attack against only that opponent, ignoring any other players' cards at that location." Nothing can be done to those cards, and those cards do not have any effect on the attack.

BREACH

Q: How does Breach interact with abilities like Girded?

A: *Even though Breach does not use the more common “-X Health” wording (because it either increases or decreases a card’s Health as necessary for a resulting Health of 2), it still cannot reduce the Health of a card whose Health cannot be reduced.*

DEATH STRIKE

Q: When do I resolve the Death Strike effect?

A: *Resolve the effect immediately after you declare that you are using part of your total Power (determined in part 2 of the battle step) to destroy a warrior card.*

SHIELD GUARD

See Superior Range.

STEALTH

See Superior Range.

SUPERIOR RANGE

Q: Is this card invincible if I have another card here?

A: *No. The last sentence on p. 10 states “A card is not active after it is destroyed, however, so it is ignored for the purpose of card abilities that look at other cards at that location.” If an opponent has enough Power to destroy a protecting card (an Ironclad, for example) and a card with Superior Range (like a Long Gunner Platoon), then he will destroy both cards (though this takes much higher Power than simply destroying that Long Gunner Platoon). Still, a warcaster/warlock card or a card that “cannot be destroyed” can make a card with Superior Range invincible for a time.*

THRESHER

See Blast.