



# ERRATA

JANUARY 2016

## WARMACHINE: PRIME MK II

### **P. 28. GAME TERMS.**

Add the following sentence to the end of the third paragraph:  
*If you take control of an enemy trooper, it acts as an independent model while it is under your control.*

### **P. 34. EYELESS SIGHT.**

Replace the last sentence with the following:  
*This model ignores concealment (p. 57) and Stealth (p. 34).*

### **P. 37. FACING.**

Add the following sentence to the end of the second paragraph:  
*If a model is not completely within the back arc of a model, it is within its front arc.*

### **P. 42. ACTIVATING UNITS.**

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

*A trooper that is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander.*

### **P. 43. LINE OF SIGHT.**

Add the following lines to the first paragraph of this section:  
*Any time one model "targets" another model, it must have line of sight to that model. When a model "selects" another model, it need not have line of sight. A model's controller can check its line of sight at any time.*

### **PP. 46-47. CHARGE.**

Replace the sixth and seventh sentences of the second paragraph with the following:

*Once the charge target is in the charging model's melee range, it must stay in the charging model's melee range for the entire charge. The charging model stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, or thrown.*

### **P. 48. PLACED.**

Replace the fifth sentence with the following:  
*A model cannot be placed in impassable terrain or with its base overlapping a linear obstacle, an obstruction, or another model's base.*

### **P. 48. ACTIONS.**

In the last sentence of the first paragraph, change "cannot move" to "cannot advance."

### **P. 48. COMBAT ACTIONS.**

Replace the third sentence with the following:  
*A normal attack is an attack with a weapon that is not a special attack or a Chain Attack.*

### **P. 51. POWER ATTACKS.**

Change the trample bullet point to the following:  
*Heavy and Colossal warjacks: trample.*

### **PP. 51-52. HEADLOCK/WEAPON LOCK.**

Replace the first sentence with the following:  
*A model making a headlock/weapon lock can lock a warjack or warbeast's weapon or head to prevent its use if the target has an equal- or smaller-sized base.*

Replace the fifth paragraph with the following:  
*A locked model can choose only to make a combat action as its action and cannot make a special attack. At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. When a break attempt is made, both models involved in the lock roll a d6 and add their STR. If the locked model's total exceeds that of the model holding the lock, the lock is broken. The locked model can make its initial melee attacks with any melee weapon not located in a locked system as normal. After resolving these attacks and attempts to break free, a warjack can spend focus points to make more attempts to break a lock or to make additional attacks with usable weapons, at 1 focus point per break attempt or additional attack. Once a lock is broken, the model can use the weapon that was locked to make additional attacks during its activation. At any time during its activation, a model can voluntarily release a lock it is maintaining.*

## ERRATA – JANUARY 2016

### P. 54. BEING THROWN.

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

*A large- or huge-based model throwing a small-based model adds 1" to this distance.*

### P. 55. DOUBLE-HAND THROW.

Add the following after the second sentence of the third paragraph:

*In either case, the direction must be away from the attacker as with other throw power attacks.*

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

*A large- or huge-based model throwing a small-based model adds 1" to this distance.*

Add the following to the end of the fourth paragraph:

*The deviation distance cannot exceed half the distance between the thrown model and the intended point of impact.*

### PP. 55-56. TRAMPLE.

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

*After the warjack has finished its trample movement, it makes a melee attack roll against each small-based model through which it moved during this movement.*

Add the following to the Trample section.

*If a trampling model first contacts the front arc of a model in Shield Wall, that model gains its Shield Wall ARM bonus when resolving damage for the trample.*

### P. 57. CONCEALMENT AND COVER.

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

*A terrain feature obscures the base of a target model if you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through that terrain feature. In order to benefit from concealment or cover, the model must be within 1" of the terrain feature along that straight line.*

### P. 63. KNOCKDOWN.

In the second sentence, change "cannot move" to "cannot advance."

### P. 64. STATIONARY MODELS.

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

*A melee attack against a stationary model automatically hits.*

### P. 65. FORFEITING.

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

*A model cannot forfeit its movement if it cannot advance or does not have a movement available.*

### P. 67. WARCASTER DESTRUCTION.

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

*When a warjack goes inert, it loses any focus points it has. A warjack cannot gain focus points while inert. An inert warjack cannot activate and does not have a melee range. An inert warjack cannot engage or be engaged by other models. A model is never in melee with an inert warjack. An inert warjack has no facing, cannot advance, cannot make attacks, and does not gain an ARM bonus for shields or bucklers. Abilities that cannot be used while a model is stationary cannot be used while a warjack is inert. A melee attack targeting an inert warjack automatically hits. An inert warjack has a base DEF of 5.*

### P. 68. REACTIVATING WARJACKS.

Add the following text:

*If the model reactivating a warjack has the Battlegroup Commander rule, the warjack becomes a part of its battlegroup.*

### P. 71. ATTACHMENTS.

Replace the first sentence with the following:

*Attachments are made up of one or more models that can be added to another unit.*

### P. 71. ATTACHMENTS.

Add the following to the Attachments text.

*Models in a unit gain the benefits of granted abilities only while the model on whose card the rule appears is in formation.*

### P. 72. FIELD PROMOTION.

Add the following to the Field Promotion text:

*If an effect allows your opponent to immediately take control of the Officer or Leader of a unit to make an attack or to make a full advance and an attack, that model remains the unit commander and is not replaced despite your opponent's temporary control.*

### P. 72. SPELLS AND EFFECTS.

Add the following to the Spells and Effects text:

*When a model's special rule or spell allows its controller to choose or target a friendly unit, all models in that unit must be in formation.*

### P. 73. FOCUS: SHAKE EFFECT.

Add the following to the Focus: Shake Effect text:

*During your Control Phase after allocating focus, if this model is affected by Shadow Bind it can spend 1 focus point to cause the Shadow Bind status to expire.*

*During your Control Phase after allocating focus, if this model is Blind it can spend 1 focus point to cause the Blind status to expire.*

### P. 75. FOCUS: SHAKE EFFECT.

Add the following to the Focus: Shake Effect text:

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## ERRATA – JANUARY 2016

*During your Control Phase after allocating focus, if this model is Blind it can spend 1 focus point to cause the Blind status to expire.*

### **P. 77. CASTING A SPELL.**

Replace the first three sentences with the following:

*To cast a spell, a model must declare a target (if the spell has a target) and then pay the spell's COST. If the spell is an upkeep spell, any other copies of that spell cast by the spellcaster immediately expire.*

### **P. 77. MAGIC ATTACK ROLLS.**

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

*A magic attack roll does not suffer the target in melee attack roll penalty when the point of origin is in melee with the target.*

### **P. 79. CHANNELING.**

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

*The spellcaster can spend focus to boost die rolls.*

### **P. 81. MOUNT.**

Replace the bold equation with:

**Mount Melee Damage Roll = 2d6 + POW of Mount**

### **PP. 81-82. CAVALRY CHARGE.**

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

*If a charging cavalry model contacts another model during its movement and has moved at least 3", it can stop and make impact attacks with its Mount (see "Mount," previous) against all models in the Mount's melee range.*

### **P. 82. LIGHT CAVALRY.**

Replace the first sentence of the second paragraph with:

*After an independent light cavalry model completes its action, the model can advance up to 5". After all the models in a light cavalry unit have completed their actions, each can advance up to 5".*

### **P. 92. MOSH PIT.**

The Mosh Pit is a 16"-diameter circle.

### **P. 244. APPENDIX A.**

Add the following to the end of the second paragraph:

*At any time two or more abilities are triggered at the same time, such as "attack hit" or "end activation," the active player chooses the order in which abilities on his models resolve, then the inactive player chooses the order in which abilities on his models resolve.*

### **PP. 247-249. APPENDIX B.**

Replace the text of the Extended Control bond with:

*This warjack gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)*

## **HORDES: PRIMAL MK II**

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*If a model is not completely within the back arc of a model, it is within its front arc.*

### **P. 38. BUILDING YOUR ARMY.**

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

*To create an army, first choose a faction and decide on an encounter level, then spend the allotted army points to add models and units from your chosen faction and the minions who will work for that faction.*

### **P. 42. ACTIVATING UNITS.**

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*A trooper that is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander.*

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## ERRATA – JANUARY 2016

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Replace the fifth paragraph with the following:

*A locked model can choose only to make a combat action as its action and cannot make a special attack. At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. When a break attempt is made, both models involved in the lock roll a d6 and add their STR. If the locked model's total exceeds that of the model holding the lock, the lock is broken. The locked model can make its initial melee attacks with any melee weapon not located in a locked system as normal. After resolving these attacks and attempts to break free, a warbeast can be forced to make more attempts to break a lock or to make additional attacks with usable weapons; force the warbeast once per break attempt or additional attack. Once a lock is broken, the model can use the weapon that was locked to make additional attacks during its activation. At any time during its activation, a model can voluntarily release a lock it is maintaining.*

### P. 53. BEING THROWN.

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

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Add the following after the second sentence of the third paragraph:

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

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*After the warbeast has finished its trample movement, it makes a melee attack roll against each small-based model through which it moved during this movement.*

Add the following to the Trample section.

*If a trampling model first contacts the front arc of a model in Shield Wall, that model gains its Shield Wall ARM bonus when resolving damage for the trample.*

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*A terrain feature obscures the base of a target model if you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through that terrain feature. In order to benefit from concealment or cover, the model must be within 1" of the terrain feature along that straight line.*

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

*A melee attack against a stationary model automatically hits.*

### P. 65. FORFEITING.

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

*A model cannot forfeit its movement if it cannot advance or does not have a movement available.*

### PP. 68-69. CONTINUOUS EFFECTS.

Replace the first icon in the Corrosion entry (☠) with the Continuous Effect: Corrosion (☠) icon.

Replace the first icon in the Fire entry (🔥) with the Continuous Effect: Fire (🔥) icon. Replace the last icon in the Fire entry (🔥) with the Immunity: Fire (🔥) icon.

### P. 71. ATTACHMENTS.

Replace the first sentence with the following:

*Attachments are made up of one or more models that can be added to another unit.*

### P. 71. ATTACHMENTS.

Add the following to the Attachments text:

*Models in a unit gain the benefits of granted abilities only while the model on whose card the rule appears is in formation.*

### P. 72. FIELD PROMOTION.

Add the following to the Field Promotion text:

*If an effect allows your opponent to immediately take control of*

## ERRATA – JANUARY 2016

*the Officer or Leader of a unit to make an attack or to make a full advance and an attack, that model remains the unit commander and is not replaced despite your opponent's temporary control.*

### **P. 72. SPELLS AND EFFECTS.**

Add the following to the Spells and Effects text:

*When a model's special rule or spell allows its controller to choose or target a friendly unit, all models in that unit must be in formation.*

### **P. 74. SHAKE EFFECTS.**

Add the following to the Shake Effects text:

*During your Control Phase after resolving threshold checks and frenzies, a warbeast that is affected by Shadow Bind can be forced to cause the Shadow Bind status to expire.*

*During your Control Phase after resolving threshold checks and frenzies, a warbeast that is Blind can be forced to cause the Blind status to expire.*

### **P. 74. THRESHOLD AND FRENZY.**

Replace the last paragraph with the following:

*A player cannot intentionally choose a path for a frenzied model's charge that would cause the charge to fail.*

*Because a frenzied warbeast activates in the Control Phase, it cannot activate during the Activation Phase that turn. During the frenzy activation, a frenzied warbeast can only take its movement and action as described above. It cannot be forced, use its animus, use abilities, etc. If a frenzied warbeast cannot immediately activate, it loses its activation and is no longer frenzied, and you can remove any number of fury points from it.*

### **P. 77. FURY: SHAKE EFFECT.**

Add the following to the Fury: Shake Effect text:

*During your Control Phase after resolving threshold checks and frenzies, if this model is affected by Shadow Bind it can spend 1 fury point to cause the Shadow Bind status to expire.*

*During your Control Phase after resolving threshold checks and frenzies, if this model is Blind it can spend 1 fury point to cause the Blind status to expire.*

### **P. 80. CASTING A SPELL.**

Replace the first two sentences with the following:

*To cast a spell, a model must declare a target (if the spell has a target) and then pay the spell's COST. If the spell is an upkeep spell, any other copies of that spell cast by the spellcaster immediately expire.*

### **P. 80. MAGIC ATTACK ROLLS.**

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

*A magic attack roll does not suffer the target in melee attack roll penalty when the point of origin is in melee with the target.*

### **P. 82. CHANNELING.**

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

*The spellcaster can spend fury to boost die rolls.*

### **P. 83. MOUNT.**

Replace the bold equation with:

**Mount Melee Damage Roll = 2d6 + POW of Mount**

### **PP. 83-84. CAVALRY CHARGE.**

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

*If a charging cavalry model contacts another model during its movement and has moved at least 3", it can stop and make impact attacks with its Mount (see "Mount," previous) against all models in the Mount's melee range.*

### **P. 84. LIGHT CAVALRY.**

Replace the first sentence of the second paragraph with:

*After an independent light cavalry model completes its action, the model can advance up to 5". After all the models in a light cavalry unit have completed their actions, each can advance up to 5".*

### **P. 94. MOSH PIT.**

The Mosh Pit is a 16"-diameter circle.

### **P. 236. APPENDIX A.**

Add the following to the end of the second paragraph:

*At any time two or more abilities are triggered at the same time, such as "attack hit" or "end activation," the active player chooses the order in which abilities on his models resolve, then the inactive player chooses the order in which abilities on his models resolve.*

### **PP. 239-241. APPENDIX B.**

Replace the text of the Extended Control bond with:

*This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)*

Replace the text of the Dominator bond with:

*When this warbeast makes an attack against an enemy warbeast or warjack in the control area of this warbeast's controlling warlock, this warbeast gains +2 to the attack and damage rolls against the enemy model.*

## **EXPANSION BOOK ERRATA** **CYGNAR FORCE BOOK**

### **P. 34. LIEUTENANT ALLISTER CAINE THEME FORCE.**

Change the text of the first sentence of the Tier 1 Benefit to:

*Non-character Arcane Tempest Gun Mage units become FA U.*

## PROTECTORATE OF MENOOTH FORCE BOOK

### **P. 38. THE HARBINGER OF MENOOTH THEME FORCE.**

Add the following sentence to the Tier 3 Benefit:

*These walls cannot be placed within 3" of another wall or terrain feature.*

## CEPHALYX FORCE BOOK

### **PP. 34-35. MONSTROSITY POWER ATTACKS.**

Replace the second sentence with:

*When a monstrosity performs a power attack or a model performs a power attack against a monstrosity, follow the WARMACHINE: Prime power attack rules as if the monstrosity were a warjack.*

## CRYX FORCE BOOK

### **P. 28. IRON LICH ASPHYXIOUS THEME FORCE.**

Replace the last sentence of the Tier 3 benefit with:

*Wreck markers cannot be placed within 3" of a terrain feature or another wreck marker.*

### **P. 32. MASTER NECROTECH MORTENEBRA THEME FORCE.**

Change the text of the Tier 2 Benefit to:

*Helljacks gain Stealth (S) during the first round of the game.*

## CONVERGENCE OF CYRISS FORCE BOOK

### **P. 41. FORGE MASTER SYNTHERRION THEME FORCE.**

Change the text of the Tier 1 Benefit to:

*Algorithmic Dispersion Optifex solos gain Advance Deployment (A).*

## MERCENARIES FORCE BOOK

### **P. 22. FIONA THE BLACK THEME FORCE.**

Replace all instances of "Sea Dog Crew" with "Sea Dog Boarding Crew."

### **P. 24. MAGNUS THE TRAITOR THEME FORCE.**

Replace the last sentence of the Tier 3 benefit with:

*Wreck markers cannot be placed within 3" of a terrain feature or another wreck marker.*

### **P. 25. CAPTAIN BARTOLO MONTADOR THEME FORCE.**

Replace all instances of "Sea Dog Crew" with "Sea Dog Boarding Crew."

## LEGION OF EVERBLIGHT FORCE BOOK

### **P. 26. LYLTYH, SHADOW OF EVERBLIGHT THEME FORCE.**

Replace all instances of "Blighted Nyss Striders" with "Strider Rangers."

### **P. 28. THAGROSH, THE MESSIAH THEME FORCE.**

Add Blighted Nyss Shepherds to the list of solos that can be included in the army.

## WARMACHINE: WRATH

### **P. 16. FACING & LINE OF SIGHT.**

Replace the last sentence with the following:

*If any part of a model's base is on the line separating the left and right fields of fire it is considered to be in both fields of fire.*

### **P. 17. MASSIVE.**

Replace the text of Massive with the following:

*A battle engine cannot be pushed, knocked down, or made stationary. A battle engine cannot be moved by a slam or throw.*

## HORDES: DOMINATION

### **P. 17. MASSIVE.**

Replace the text of Massive with the following:

*A battle engine cannot be pushed, knocked down, or made stationary. A battle engine cannot be moved by a slam or throw.*

## WARMACHINE: COLOSSALS

### **P. 20. FACING & LINE OF SIGHT.**

Add the following after the fifth sentence:

*When using weapon abilities on the right or left side of a huge-based model, replace any references to "this model's LOS" with "this model's LOS and this weapon's field of fire."*

### **P. 21. MASSIVE.**

Replace the text of Massive with the following:

*A colossal cannot be pushed, knocked down, or made stationary. A colossal cannot be moved by a slam or throw.*

### **P. 23. DAMAGING A COLOSSAL.**

Add the following paragraph to Damaging a Colossal:

*Some colossal also have an S system or superstructure. In addition to any effects of a crippled superstructure listed in a colossal's rules, all weapons in location S suffer the effects under Crippled Weapon when the S system is crippled.*

## ERRATA – JANUARY 2016

### HORDES: GARGANTUANS

#### **P. 16. FACING & LINE OF SIGHT.**

Add the following after the fifth sentence:

*When using weapon abilities on the right or left side of a huge-based model, replace any references to “this model’s LOS” with “this model’s LOS and this weapon’s field of fire.”*

#### **P. 17. MASSIVE.**

Replace the text of Massive with the following:

*A gargantuan cannot be pushed, knocked down, or made stationary. A gargantuan cannot be moved by a slam or throw.*

#### **P. 45. HUNTERS GRIM THEME FORCE.**

Change the text of the Tier 4 requirements to:

*The army includes one or more Pyg Bushwhacker units.*

### HORDES: EXIGENCE

#### **P. 16. WARBEAST PACKS.**

Add the following paragraph to Unit:

*Although warbeast packs are both warbeasts and units, they follow warbeast theme force restrictions as other warbeasts do but are not affected by unit restrictions.*

#### **P. 16. PACK FURY AND FURY POINTS.**

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

*When a warbeast in a pack is destroyed by a friendly attack or as a result of damage transferred from its battlegroup controller, however, fury cannot be reaved from the pack.*

#### **P. 17. BRADIGUS THORLE THE RUNECARVER THEME FORCE.**

Replace the Tier 3 benefit with the following:

*You gain +1 on your starting roll for the game.*

### NO QUARTER MAGAZINE #42

#### **P. 79. CAPTAIN PHINNEUS SHAE THEME FORCE.**

Replace all instances of “Sea Dog Crew” with “Sea Dog Boarding Crew.”

### NO QUARTER MAGAZINE #49

#### **P. 59. CALANDRA TRUTHSAYER, ORACLE OF THE GLIMMERWOOD THEME FORCE.**

Swap the Tier 1 benefit with the Tier 4 benefit. The Tier 1 benefit is:

*At the start of your first turn, choose one warbeast in Calandra’s battlegroup. All models in the army are affected by that warbeast’s animus.*

The Tier 4 benefit is:

*Decrease the point cost of warbeasts in Truthsayer’s battlegroup by 1.*

### NO QUARTER MAGAZINE #54

#### **P. 53. KAELYSSA, NIGHT’S WHISPER THEME FORCE.**

Replace the text of Force Multiplier with:

*Target friendly Faction warjack. If the target warjack is in range and has 1 or more focus points, it is allocated 1 focus point.*

### MODEL ERRATA

#### CYGNAR

##### **ARCANE TEMPEST GUN MAGES. UNIT NAME.**

Replace the unit name with “Arcane Tempest Gun Mage Pistoleers.”

##### **ARCANE TEMPEST GUN MAGE OFFICER. ATTACHMENT.**

Replace Attachment [Arcane Tempest Gun Mages] with: Attachment [Arcane Tempest Gun Mage Pistoleers] – This attachment can be added to an Arcane Tempest Gun Mage Pistoleers unit.

##### **BLACK 13TH GUN MAGE STRIKE TEAM. TIP.**

Add the following tactical tip:

*When using Theme Forces, remember this unit is a character unit that is both an Arcane Tempest unit and a Gun Mage unit.*

##### **CAPTAIN JEREMIAH KRAYE. PURSUIT.**

Replace the text of Pursuit with the following:

*If target enemy model/unit advances during its normal movement, immediately after ending this movement one model in this model’s battlegroup that is in its control area can make a full advance.*

##### **CAPTAIN KARA SLOAN. FIRING SQUAD.**

Replace the second sentence of Firing Squad with the following:

*When a model in Sloan’s battlegroup that is in her control area hits an enemy model with a normal ranged attack during its activation, immediately after that attack is resolved one other model in Sloan’s battlegroup that is in her control area can make one normal ranged attack.*

##### **GALLANT. OPEN FIST.**

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)

Add the Open Fist icon (☞) to Gallant’s Open Fist.

##### **GALLANT. SHIELD GUARD.**

Remove the tactical tip and replace the text of Shield Guard with:

*Once per round, when a friendly model is directly hit by a ranged attack during your opponent’s turn while within 2” of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and*

## ERRATA – JANUARY 2016

effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

### HUNTER. EXTENDED CONTROL RANGE.

Replace the text of Extended Control Range with:  
*When checking to see if this model is in its controller's control area, double the area.*

### LONG GUNNER INFANTRY OFFICER & STANDARD. STANDARD BEARER.

(Apply only to the card. The Forces of WARMACHINE: Cygnar entry is correct.)  
The Standard Bearer has a sword with POW 3 (P+S 7).

### LONG GUNNER INFANTRY OFFICER & STANDARD. SUPPRESSING FIRE.

Replace the fourth sentence of Suppressing Fire with the following:  
*After all models in this unit have completed their normal movement, place an AOE completely within 14" of all participants, with its center point in the LOS of all participants, ignoring intervening models.*

### MAJOR MARKUS "SIEGE" BRISBANE. BREACH.

Replace the text of Breach with the following:  
*The next time each enemy model suffers a damage roll while in Siege's control area, halve its base ARM when calculating damage. Breach lasts for one turn.*

### MAJOR MARKUS "SIEGE" BRISBANE. EXPLOSIVO.

Replace the fourth and fifth sentences of Explosivo with the following:  
*Models in the AOE other than the model that was directly hit suffer blast damage rolls but do not suffer any other effects of the attack. Explosivo expires immediately after resolving the target model's next ranged attack.*

### MAJOR MARKUS "SIEGE" BRISBANE. GROUND POUNDER.

Add the following sentence to Ground Pounder:  
*Ground Pounder attack rolls do not suffer the target in melee attack roll penalty, and a missed Ground Pounder attack roll is not rerolled against another model.*

### MAJOR VICTORIA HALEY. TEMPORAL SHIFT.

Remove the second sentence of Temporal Shift.

### MAJOR PRIME VICTORIA HALEY. TEMPORAL FLUX.

Replace the text of Temporal Flux with:  
*Models in this unit gain +2 DEF. While within 5" of one or more models in this unit, other friendly Faction models gain +2 DEF and enemy models suffer -2 DEF. Temporal Flux lasts for one round.*

### MAJOR PRIME VICTORIA HALEY. TIME PROJECTION.

Replace the second and third sentences of Haley Past's and Haley Future's Time Projection with:  
*During your Control Phase, this model can allocate focus points to warjacks in Haley Prime's battlegroup that are in this model's control area. This model can channel spells through warjacks in Haley Prime's battlegroup with the arc node advantage that are in this model's control area.*

### SENTINEL. SHIELD GUARD.

Replace the text of Shield Guard with:  
*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### STORM LANCES. ELECTRICAL BOLT.

Add Damage Type: Electricity ⚡ to the Electrical Bolt weapon.

### STORMWALL. COVERING FIRE.

Replace the first sentence of Covering Fire with:  
*Instead of making attacks with this weapon during this model's activation, you can place a 3" AOE anywhere completely within this weapon's RNG.*

### TRENCH BUSTER. FLANK.

(Apply only to the WARMACHINE: Reckoning entry. The card is correct.)  
Replace the words "Flank [Trencher]" with "Flank [Another Trencher]."

### TRENCHER INFANTRY. ASSAULT (ORDER).

(Apply only to the card. The WARMACHINE: Prime Mk II and Forces of WARMACHINE: Cygnar Trencher Infantry entries are correct.)  
Add the following after the second sentence:  
*Models that received this order cannot make combined ranged attacks this activation.*

### TRIUMPH. SUB-TYPE.

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)  
Delete the word "Defender" from Triumph's sub-type line.

## PROTECTORATE OF MENOOTH

### ANSON DURST, ROCK OF THE FAITH. ERUPTION OF ASH.

(Apply only to the card. The WARMACHINE: Reckoning entry is correct.)  
Replace the Continuous Effect: Fire icons 🔥 in Eruption of Ash with Damage Type: Fire icons 🔥.

## ERRATA – JANUARY 2016

### **BLOOD OF MARTYRS. AFFINITY [THYRA].**

Replace the second sentence of Affinity [Thyra] with the following:

*When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### **DERVISH. SIDE STEP.**

Replace the first sentence of Side Step with the following:

*When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### **DEVOUT. SHIELD GUARD.**

Remove the tactical tip and replace the text of Shield Guard with:

*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### **EXEMPLAR BASTION SENESCHAL. IRON WALL.**

Replace the last sentence of Iron Wall with the following:

*When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those non-incorporeal warjacks be directly hit instead. That model is automatically hit and suffers all damage and effects.*

### **HAND OF JUDGMENT. IMMUNITY: FIRE.**

(Apply only to the card. The WARMACHINE: Reckoning entry is correct.)

Hand of Judgment has Immunity: Fire 

### **HARBINGER OF MENOETH. MARTYRDOM.**

Replace the last sentence of Martyrdom with the following:

*When a friendly Faction non-warcaster warrior model in this model's command range is disabled, this model can suffer d3 damage points to heal 1 damage point on the disabled model.*

### **HIGH EXECUTIONER SERVATH REZNIK. WITCH HOUND.**

Replace Witch Hound with the following:

*When one or more models in this model's battlegroup that are in its control area are hit by an enemy magic attack, immediately after the attack is resolved one model in this model's battlegroup that is in its control area can make a full advance and make one normal attack.*

### **THYRA, FLAME OF SORROW. PURSUIT.**

Replace the text of Pursuit with the following:

*If target enemy model/unit advances during its normal movement, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.*

### **VESSEL OF JUDGMENT. DESTRUCTIVE POWER.**

(Apply only to the WARMACHINE: Wrath entry. The card is correct.)

Replace the last sentence of Destructive Power with the following:

*The damage is suffered before the roll is made.*

### **VESSEL OF JUDGMENT. DOORS OF JUDGMENT.**

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)

Replace the first sentence of Doors of Judgment with the following:

*Once per turn when a friendly living Faction warrior model in this model's command range is boxed by an enemy attack at any time other than when it is advancing, this model can use this miracle.*

### **VESSEL OF JUDGMENT. HOLY RELIQUARY.**

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)

Replace the last sentence of Holy Reliquary with the following:

*This damage is suffered before the Miracle takes effect.*

## **KHADOR**

### **BEHEMOTH. SUB-CORTEX.**

Add the following text:

*When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks.*

### **CONQUEST. CRITICAL DEVASTATION.**

Add the following after the first sentence:

*Roll only once for all of the affected models.*

### **DEMOLISHER. ARMORED SHELL.**

Replace the second sentence of Armored Shell with the following:

*If this model makes an attack other than a head-butt, slam, or trample power attack, its base ARM is 17 until the start of its next activation.*

### **DESTROYER. CRITICAL AMPUTATION.**

Replace the text of Critical Amputation with the following:

*On a critical hit, warjack head and arm systems that suffer damage from this attack are crippled.*

## ERRATA – JANUARY 2016

### **DEVASTATOR. ARMORED SHELL.**

Replace the second sentence of Armored Shell with the following:

*If this model makes an attack other than a head-butt, slam, or trample power attack, its base ARM is 17 until the start of its next activation.*

### **DEVASTATOR. BULLDOZE.**

Replace the first sentence of Bulldoze with the following:

*When this model advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it.*

### **DRAGO. CRITICAL AMPUTATION.**

Replace the text of Critical Amputation with the following:

*On a critical hit, warjack head and arm systems that suffer damage from this attack are crippled.*

### **GREAT BEARS OF GALLOWSWOOD. BACKSWING.**

Remove the tactical tip and replace the text of Backswing with:

*Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.*

### **IRON FANG KOVNIK. SHIELD MARCH.**

Add the following sentence to Shield March:

*Shield March lasts for one turn.*

### **IRON FANG PIKEMEN OFFICER & STANDARD. DEFENSIVE FORMATION.**

Replace the second sentence of Defensive Formation with the following:

*Immediately after models in this unit complete their actions this turn, models in this unit other than this one can make a full advance, any previous orders this unit was issued expire, and this unit is affected by the Shield Wall order.*

### **KAYAZY ELIMINATORS. SIDE STEP.**

Replace the first sentence of Side Step with the following:

*When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### **KOLDUN LORD. IRON WALL.**

Replace the last sentence of Iron Wall with the following:

*When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those non-incorporeal warjacks be directly hit instead. That model is automatically hit and suffers all damage and effects.*

### **KOMMANDER HARKEVICH, THE IRON WOLF. HOUR OF THE WOLF.**

Add the following after the third sentence:

*Attacks gained from Hour of the Wolf do not count against a weapon's ROF.*

### **KOMMANDER HARKEVICH, THE IRON WOLF. JUMP START.**

Replace the first two sentences of Jump Start with the following:

*Models in this model's battlegroup that are currently in its control area stand up and are no longer stationary. Affected models can turn to face any direction.*

### **KOSSITE WOODSMEN. AMBUSH.**

Replace the last sentence of Ambush with the following:

*Place all models in this unit in formation within 3" of the chosen table edge.*

### **MAN-O-WAR BOMBARDIERS. COMBINED RANGED ATTACK.**

Man-O-War Bombardiers gain Combined Ranged Attack .

### **MAN-O-WAR DEMOLITION CORPS. BACKSWING.**

Remove the tactical tip and replace the text of Backswing with:

*Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.*

### **SPRIGGAN. BULLDOZE.**

Replace the first sentence of Bulldoze with the following:

*When this model advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it.*

### **VLADIMIR TZEPESCI. CHARGE OF THE HORSE LORDS.**

Replace the third sentence of Charge of the Horse Lords with the following:

*When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### **WINTER GUARD RIFLE CORPS. SUPPRESSING FIRE.**

Replace the fourth sentence of Suppressing Fire with the following:

*After all models in this unit have completed their normal movement, place an AOE completely within 14" of all participants, with its center point in LOS of all participants, ignoring intervening models.*

## **CRYX**

### **AIAKOS, SCOURGE OF THE MEREDIUS. DEATHBRINGERS.**

Add the following to the text of Deathbringers:

*Deathbringers lasts for one turn.*

## ERRATA – JANUARY 2016

### **ASPHYXIOUS THE HELLBRINGER. BONE SHAKER.**

Replace the first sentence of Bone Shaker with the following:  
*When this spell boxes a living or undead non-warcaster, non-warlock enemy warrior model, you can immediately take control of the model and make a full advance with the enemy model followed by a normal melee attack, then the boxed model is removed from play.*

### **CANKERWORM. AFFINITY [ASPHYXIOUS].**

Replace the text of Affinity [Asphyxious] with the following:  
*At the end of Cankerworm's activation, if it is in Asphyxious' control area, it can make a full advance.*

### **CANKERWORM. IMPRINT: SALVAGE.**

Replace the third sentence with the following:  
*If it was a heavy or colossal wreck marker, remove +3 damage boxes.*

### **HELLDIVER. BURROW.**

Add the following to Burrow:  
*If this model becomes inert while removed from the table, remove the burrow marker from the table and remove this model from play.*

### **HELLDIVER. JAWS LOCATION.**

(Apply only to the Forces of WARMACHINE: Cryx entry.  
The card is correct.)  
Change the location of the Jaws to "H."

### **KRAKEN. COLLECTOR.**

Add the following to the text of Collector:  
*This model can have up to three corpse tokens at a time.*

### **LEVIATHAN. BURST FIRE.**

Replace the text of Burst Fire with:  
*Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.*

### **LICH LORD ASPHYXIOUS. SPECTRAL LEGION.**

Replace the text of Spectral Legion with the following:  
*Return up to ten friendly destroyed non-warcaster small- or medium-based Faction grunts to play, placing them within 3" of Asphyxious. Returned models gain Undead ☠ and Ghostly, become solos, and cannot be attacked or damaged for one turn. Returned models must charge during their activations and leave play at the end of this turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)*

### **MASTER NECROTECH MORTENEBRA. JUMP START.**

Replace the first two sentences of Jump Start with the following:  
*Models in this model's battlegroup that are currently in its control area stand up and are no longer stationary. Affected models can turn to face any direction.*

### **MECHANITHRALLS. SUB-TYPE.**

Change the sub-type line to "Cryx Thrall Unit."

### **NECROTECH. CREATE SCRAP THRALL.**

Replace the third sentence of Create Scrap Thrall with:  
*If it passes, d3 Scrap Thralls are created from a light wreck marker or d6 from a heavy or colossal wreck marker.*

### **PISTOL WRAITH. CHAIN ATTACK: DEATH CHILL.**

Replace Chain Attack: Death Chill with Chain Attack: Stationary:

*If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional ranged attack against that model ignoring ROF. If the additional attack hits, it does not inflict damage but the model hit becomes stationary for one round.*

### **SATYXIS BLOOD HAG. ENTROPIC FORCE.**

(Apply only to the Forces of WARMACHINE: Cryx entry.  
The card is correct.)

Replace the text of Entropic Force with the following:

*While in this model's command range, enemy models lose Tough and cannot heal or be healed.*

### **SCRAP THRALL. DEATH BURST.**

Add the following to the text of Death Burst:  
*Death Burst damage is unboostable.*

### **SKARRE, QUEEN OF THE BROKEN COAST. FATE WEAVER.**

Replace the second sentence of Fate Weaver with the following:  
*For each damage point she suffers, one large-based or smaller model currently in her control area can be affected by Fate Weaver.*

### **STALKER. EXTENDED CONTROL RANGE.**

Replace the text of Extended Control Range with:  
*When checking to see if this model is in its controller's control area, double the area.*

### **THE WITHERSHADOW COMBINE. GRANTED: DARK INDUSTRIES.**

Replace the first sentence of Granted: Dark Industries with:  
*While this model is in play, when a model in its unit wrecks an enemy light warjack or heavy warjack with an attack while the warjack is in melee range of all three models in this unit, instead of replacing the warjack with a wreck marker you can replace it with a friendly autonomous Cryx warjack.*

### **WRAITH ENGINE. UNHALLOWED.**

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)

Replace the text of Unhallowed with the following:

*While another friendly Faction model is Incorporeal and in this model's command range, the other friendly Faction model gains +2 ARM and does not suffer blast damage.*

### **WRAITH WITCH DENEGHRA. PURSUIT.**

Replace the text of Pursuit with the following:

*If target enemy model/unit advances during its normal movement, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.*

## **RETRIBUTION OF SCYRAH**

### **ASPIS. SHIELD GUARD.**

Remove the tactical tip and replace the text of Shield Guard with: *Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### **DAWNGUARD DESTORS. QUICK WORK.**

Dawnguard Destors gains Quick Work:

*When this model destroys one or more enemy models with a melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.*

### **DISCORDIA. IMPRINT: KINETIC FIELD.**

Replace the second sentence of Imprint: Kinetic Field with the following:

*This model gains +2 ARM against ranged attacks and does not suffer blast damage. While within 3" of this model, friendly models gain +2 ARM against ranged attacks and do not suffer blast damage. Kinetic Field lasts for one round.*

### **HOUSEGUARD RIFLEMAN OFFICER & STANDARD. WHITES OF THEIR EYES.**

Replace the last sentence of Whites of Their Eyes with the following:

*This activation, models in this unit gain an additional die on ranged attack rolls against models within 8" of the attacking model.*

### **HYPERION. SUB-TYPE.**

Change Hyperion's sub-type to "Retribution Colossal Myrmidon."

### **KAELYSSA, NIGHT'S WHISPER. WITCH HOUND.**

Replace Witch Hound with the following:

*When one or more models in this model's battlegroup that are in its control area are hit by an enemy magic attack, immediately after the attack is resolved one model in this model's battlegroup that is in its control area can make a full advance and make one normal attack.*

### **LORD ARCANIST OSSYAN. TEMPORAL DISTORTION.**

Replace the third sentence of Temporal Distortion with:

*If the affected model is destroyed or removed from play, the AOE leaves play.*

### **THYRON SWORD OF TRUTH. BLADES OF VENGEANCE.**

Add the following to Blades of Vengeance:

*Blades of Vengeance lasts for one turn.*

### **VYROS, INCISSOR OF THE DAWNGUARD. TIDE OF WAR.**

Replace the first sentence of Tide of War with the following: *When one or more friendly Faction models are destroyed by an enemy attack while in Vyros' control area anytime except while advancing, immediately after the attack is resolved a friendly Faction model in Vyros' control area can make a full advance.*

## **CONVERGENCE OF CYRISS**

### **AXIS, THE HARMONIC ENFORCER. ONSLAUGHT.**

Replace the text of Onslaught with:

*Friendly Faction models beginning a charge in this model's control area gain Pathfinder during the charge.*

### **FORGE MASTER SYNTERION. TECHNOLOGICAL SUPERIORITY.**

Replace the first sentence with:

*Syntherion gains Weapon Platform. When a model in Syntherion's battlegroup begins its activation in his control area, it can charge without spending focus and gains Weapon Platform.*

## **MERCENARIES**

### **ALEXIA CIANNOR & THE RISEN. DEATH MAGIC.**

Replace the last sentence of Death Magic with the following: *When this model would suffer damage, you can choose one or more models in this unit that are in this model's command range to suffer any number of those damage points instead, divided as you choose. If you do, this model does not suffer that damage. A model cannot suffer more damage as a result of Death Magic than it has unmarked damage boxes.*

### **ALEXIA, MISTRESS OF THE WITCHFIRE. MOUNT.**

(Apply only to the WARMACHINE: Colossals entry. The card is correct.)

Alexia's Mount POW is 12.

### **CAPTAIN PHINNEUS SHAE. STORM RAGER.**

Replace the text of Storm Rager with the following:

*Target friendly Faction warrior model gains +2 STR, MAT, and ARM and cannot be targeted by combined ranged attacks or combined melee attacks.*

### **CAPTAIN SAM MACHORNE & THE DEVIL DOGS. IRON WALL.**

Replace the last sentence of Iron Wall with the following:

*When this model is directly hit by an enemy ranged or magic*

## ERRATA – JANUARY 2016

attack, you can choose to have one of those non-incorporeal warjacks be directly hit instead. That model is automatically hit and suffers all damage and effects.

### **CEPHALYX MIND BENDER & DRUDGES. ADRENAL FLOOD.**

Add the following to Adrenal Flood:  
*Adrenal Flood lasts for one turn.*

### **THE COMMODORE CANNON & CREW. CROSS-TRAINED.**

Replace the text of Cross-Trained with:  
*A Sea Dog Boarding Crew Grunt ending its normal movement within 3" of the Commodore can join this unit if it has fewer than three Crewmen. Replace the Grunt with the Crewman model. The Crewman has effects that were on the replaced Grunt, except for upkeep spells on the Grunt's unit. Sea Dog Boarding Crew Grunts replaced this way do not count toward Massive Casualties in their original unit.*

### **DANNON BLYTHE & BULL. BACKSWING.**

Remove the tactical tip and replace the text of Backswing with:  
*Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.*

### **DIRTY MEG. DRIVE: OFF ROAD.**

Replace the third sentence of Drive: Off Road with the following:  
*If it passes, the warjack gains Pathfinder and must charge or power attack slam without spending focus during its activation this turn.*

### **DURGEN MADHAMMER. BLAST ARMOR.**

Replace the first sentence of Blast Armor with the following:  
*When this model would suffer a blast damage roll, it gains 1 focus point instead.*

### **DURGEN MADHAMMER. EXPLOSIVO.**

Replace the fourth and fifth sentences of Explosivo with the following:  
*Models in the AOE other than the model that was directly hit suffer blast damage rolls but do not suffer any other effects of the attack. Explosivo expires immediately after resolving the target model's next ranged attack.*

### **GASTONE CROSSE. MERCENARY BATTLEGROUP.**

Gastone Crosse gains the ability Mercenary Battlegroup. It reads:  
*This model can control and reactivate only friendly Mercenary warjacks.*

### **GHORDSON AVALANCHER. WEAPON LOCATIONS.**

(Apply only to the card. The Forces of WARMACHINE: Mercenaries entry is correct.)  
Change the location of the Avalanche Cannon to "R" and the location of the Assault Shield to "L."

### **HERNE & JONNE. BARRAGE ARQUEBUS.**

(Apply only to the WARMACHINE: Prime Mk II entry. The card and Forces of WARMACHINE: Mercenaries entry are correct.)  
The Barrage Arquebus has AOE 3.

### **MR. WALLS, THE QUARTERMASTER. ATTACHMENT.**

Replace Attachment [Sea Dog Crew] with:  
*Attachment [Sea Dog Boarding Crew] – This attachment can be added to a Sea Dog Boarding Crew unit.*

### **MULE. CRITICAL DEVASTATION.**

Add the following after the first sentence:  
*Roll only once for all of the affected models.*

### **OGRUN BOKUR. SHIELD GUARD.**

Remove the tactical tip and replace the text of Shield Guard with:  
*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### **PRESS GANGERS. SHANGHAI.**

Replace the second sentence of Shanghai with:  
*You can add one Grunt to a friendly Sea Dog Boarding Crew unit in this model's command range.*

### **SEA DOG CREW. UNIT NAME.**

Replace the unit name with "Sea Dog Boarding Crew."

### **SEA DOG RIFLEMAN. ATTACHMENT.**

Replace Attachment [Sea Dog Crew] with:  
*Attachment [Sea Dog Boarding Crew] – This attachment can be added to a Sea Dog Boarding Crew unit.*

### **SERGEANT NICOLAS VERENDRYE. FLANK.**

Replace the words "Flank [Steelhead]" with "Flank [Another Steelhead]."

### **STANNIS BROCKER. BACKSWING.**

Remove the tactical tip and replace the text of Backswing with:  
*Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.*

### **STEELHEAD HEAVY CAVALRY. BACKSWING.**

Remove the tactical tip and replace the text of Backswing with:  
*Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.*

### **TARYN DI LA ROVISSI, LLAELESE GUN MAGE. SHADOW FIRE.**

Replace the text of Shadow Fire with the following:  
*The model hit does not block LOS this turn.*

## ERRATA – JANUARY 2016

### VANGUARD. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with:

*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### WROUGHTHAMMER ROCKRAM. WEAPON LOCATIONS.

(Apply only to the card. The Forces of WARMACHINE: Mercenaries entry is correct.)

Change the location of the Sledge Cannon to "R" and the location of the Pulverizer to "L."

### TROLLBLOODS

#### BORKA, VENGEANCE OF THE RIMESHAW. ICE STORM.

Replace the second sentence of Ice Storm with the following:  
*When an enemy model without Immunity: Cold ☹️ hits one or more friendly models in Borka's control area that has Immunity: Cold ☹️ with a melee attack, the enemy model becomes stationary for one round after the attack is resolved.*

#### CAPTAIN GUNNBJORN. CRITICAL DEVASTATION.

Add the following after the first sentence:  
*Roll only once for all of the affected models.*

#### GLACIER KING. POWER ATTACK CARD.

Replace the second sentence of Sweep with the following:  
*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

#### HOARLUK DOOMSHAPER, DIRE PROPHET. UNIT.

Change the sub-type line to "Trollblood Epic Warlock Unit."

Doomshaper gains the Officer ☹️ advantage.

Doomshaper gains Warlock Unit:

*This unit is made up of Doomshaper and the Scroll Bearer.*

Doomshaper gains Trollkin:

*This model is a Trollkin.*

Scroll Bearer gains Pyg:

*This model is a Pyg.*

#### HUNTERS GRIM. PURSUIT.

Replace the text of Pursuit with the following:

*If target enemy model/unit advances during its normal movement, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.*

### JANISSA STONETIDE. WALL OF STONE.

(Apply only to the card. The Forces of HORDES: Trollbloods entry is correct.)

Add the following to Wall of Stone:

*Wall of Stone lasts for one round.*

### JARL SKULD, DEVIL OF THE THORNWOOD. ROLLING FOG.

Replace the third sentence of Rolling Fog with the following:  
*While in the AOE, friendly Faction models can advance through terrain and obstacles without penalty and can advance through obstructions and friendly models if they have enough movement to move completely past them.*

### KRIELSTONE BEARER & STONE SCRIBES. PROTECTIVE AURA.

Replace the last sentence of Protective Aura with the following:  
*When it does, for one round this model and friendly Faction models gain +2 ARM while within 4" of this model +1" per fury point on this model.*

### MADRAK IRONHIDE, THORNWOOD CHIEFTAIN. CRUSHER.

Add the following to Crusher:

*Crusher lasts for one turn.*

### MADRAK IRONHIDE, WORLD ENDER. GRIM SALVATION.

Replace the first sentence of Grim Salvation with the following:  
*When this model would be damaged by an enemy melee or ranged attack, it does not suffer the damage and effects triggered by taking damage from the attack.*

### MOUNTAIN KING. ASSAULT.

The Mountain King gains Assault:

*As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model must still make the Assault ranged attack before its activation ends.*

### MOUNTAIN KING. POWER ATTACK CARD.

Replace the second sentence of Sweep with the following:  
*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

### NIGHT TROLL. BEGUILE.

Replace the second sentence of Beguile with the following:  
*Living enemy non-warcaster, non-warlock models that begin an advance within 5" of a model with Allure can advance only toward the nearest enemy model with Allure.*

## ERRATA – JANUARY 2016

### **NORTHKIN FIRE EATERS. CMD.**

(Apply only to the *HORDES: Exigence* entry. The card is correct.)  
The Leader & Grunt have CMD 7.

### **RÖK. FIELD ALLOWANCE.**

(Apply only to the *HORDES: Domination* entry. The card is correct.)

Change FA U to FA C.

### **SKALDI BONEHAMMER.**

Skaldi Bonehammer is a Trollkin Champion model.

### **STONE SCRIBE CHRONICLER. HERO'S TRAGEDY.**

Replace the text of Hero's Tragedy with:

*When an enemy warrior model that destroyed one or more affected models with a melee attack during its activation ends its activation, it is knocked down.*

### **TROLL BOUNCER. SHIELD GUARD.**

Remove the tactical tip and replace the text of Shield Guard with:

*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### **TROLLKIN RUNESHAPER. TREMOR (★ATTACK).**

Replace Tremor (★Attack) with Trembler (★Attack):

*Center a 3" AOE on this model. Other models in the AOE are knocked down.*

### **TROLLKIN SKINNER. BASE SIZE.**


The Trollkin Skinner has a medium base.

### **TROLLKIN SORCERER. ADJUNCT.**

Replace the first sentence of Adjunct [Trollkin Unit] with:

*Adjunct [Trollkin] – Before the start of the game, choose one friendly unit made up entirely of Trollkin models to be this model's client. This model cannot have the same client as another Adjunct. If this model's client unit has Advance Deployment, this model gains Advance Deployment.*

### **TROLLKIN WARDERS. WEAPON MASTER.**

Remove Weapon Master  from the Trollkin Warders' Battle Weapons.

## **CIRCLE ORBOROS**

### **ARGUS. BITE LOCATION.**

(Apply only to the *HORDES: Primal Mk II* entry. The card and *Forces of HORDES: Circle Orboros* entry are correct.)

Change the location of the Argus' Bite attack to "H."

### **ARGUS. PARALYSIS.**

Replace the text of Paralysis with the following:

*A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.*

### **THE DEATH WOLVES. SUB-TYPE.**

(Apply only to the *HORDES: Exigence* entry. The card is correct.)  
Change the sub-type line to "Circle Character Unit."

### **DRUIDS OF ORBOROS. COUNTER MAGIC.**

Replace the text of Counter Magic with the following:

*This model cannot be targeted by enemy spells. While within 3" of this model +1" for each other model in this unit that is in formation, friendly models cannot be targeted by enemy spells and enemy models cannot cast spells. Counter Magic lasts for one round.*

### **GRAYLE THE FARSTRIDER. SIDE STEP.**

Replace the first sentence of Side Step with the following:

*When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### **MORVAHNA THE AUTUMNBLADE. REGROWTH.**

Replace the first three sentences of Regrowth with the following:

*Target friendly Faction unit. During the Control Phase, this model can spend 1 or more fury points. For each fury point spent, you can return one living small-based Grunt to the unit.*

### **SHIFTING STONES. TELEPORTATION.**

Add the following to Teleportation:

*A model can be affected by Teleportation only once per turn.*

### **STORM RAPTOR. POWER ATTACK CARD.**

Replace the second sentence of Sweep with the following:

*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

### **THARN BLOOD PACK. THARN BOW ROF.**

(Apply only to the card. The *HORDES: Gargantuans* entry is correct.)

Change the Tharn Bow ROF to "1."

### **THARN RAVAGER SHAMAN. LIGHTNING ROF.**

(Apply only to the card. The *Forces of HORDES: Circle Orboros* entry is correct.)

Change the Lightning ROF to "1."

### **THARN RAVAGER SHAMAN. TOTEM STAFF.**

(Apply only to the card. The *Forces of HORDES: Circle Orboros* entry is correct.)

Replace "Totem Staff" with "Totem Staff."

## ERRATA – JANUARY 2016

### WARPBORN ALPHA. REACH.

Add Reach (☞) to the Warpborn Alpha's Pole Axe.

### WARPWOLF STALKER. WEAPON LOCATIONS.

(Apply only to the HORDES: Primal Mk II entry. The card and Forces of HORDES: Circle Orboros entry are correct.)

Change the location of the Great Sword attack to "R" and the location of the Claw attack to "L."

### WOLDWARDEN. WILD GROWTH.

Change the RNG of Wild Growth from "Self" to "\*."

### WOLDWATCHER. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with:

*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### WOLDWRATH. POWER ATTACK CARD.

Replace the second sentence of Sweep with the following:  
*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

## SKORNE

### ARCHDOMINA MAKEDA. SIDE STEP.

Replace the first sentence of Side Step with the following:  
*When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### BASILISK KREA. PARALYSIS.

Replace the text of Paralysis with the following:  
*A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.*

### CYCLOPS BRUTE. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with:  
*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### CYCLOPS RAIDER. BURST FIRE.

Replace the text of Burst Fire with:  
*Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.*

### CYCLOPS SHAMAN. PRIMAL MAGIC.

Replace the text of Primal Magic with:  
*This model can use the animus of any friendly Faction non-character warbeast in its command range as if the animus were its own.*

### DESERT HYDRA. POWER ATTACK CARD.

Replace the second sentence of Sweep with the following:  
*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

### DESPOILER. BLACK ARTS.

Replace the text of Black Arts with:  
*A friendly Faction warlock with this model in its control area can upkeep one spell without spending fury.*

### EXTOLLER ADVOCATE. FEARLESS.

Extoller Advocate gains Fearless (☒).

### MAMMOTH. POWER ATTACK CARD.

Replace the second sentence of Sweep with the following:  
*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

### MOLIK KARN. AFFINITY [MAKEDA].

Replace Affinity [Makeda] with the following:  
*While in Makeda's battlegroup, Molik Karn gains +1 FURY.*

### MOLIK KARN. SIDE STEP.

Replace the first sentence of Side Step with the following:  
*When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### PRAETORIAN KARAX. SET DEFENSE.

Praetorian Karax's Pikes gain Set Defense:  
*A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.*

### PRAETORIAN SWORDSMAN OFFICER & STANDARD. GRANTED: SIDE STEP.

Replace the second sentence of Granted: Side Step with the following:  
*When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

### SIEGE ANIMANTARAX. BURST FIRE.

Replace the text of Burst Fire with:  
*Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.*

### SIEGE ANIMANTARAX. CANTANKEROUS.

Replace the text of Cantankerous with:  
*When this model is damaged by an attack it gains one rage token. This model can have up to three rage tokens at a time. For*

## ERRATA – JANUARY 2016

each rage token on this model when it declares a melee attack, it gains +1 to the damage roll. During its activation, this model can spend rage tokens to boost attack or damage rolls at one token per boost.

### **TIBERION. SHIELD GUARD.**

Remove the tactical tip and replace the text of Shield Guard with:

*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### **VENATOR FLAYER CANNON CREW. BURST FIRE.**

Replace the text of Burst Fire with:

*Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.*

### **VENATOR REIVERS. BURST FIRE.**

Replace the text of Burst Fire with:

*Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.*

### **VENATOR REIVER OFFICER & STANDARD. BURST FIRE.**


Replace the text of Burst Fire with:

*Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.*

## **LEGION OF EVERBLIGHT**

### **ARCHANGEL. DRACONIC AURA.**

Replace the text of Draconic Aura with:


*Enemy models currently within 2" of this model suffer the Fire continuous effect .*

### **ARCHANGEL. POWER ATTACK CARD.**

Replace the second sentence of Sweep with the following:

*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

### **BAYAL, HOUND OF EVERBLIGHT. OFFICER.**

Add Officer  to Bayal.

### **BETHAYNE, VOICE OF EVERBLIGHT.**

### **FLESH MELD.**

Replace the first sentence of Flesh Meld with:

*This model can use Flesh Meld at any time during its activation while B2B with the Belpagor in its battlegroup.*

Add to the text of Flesh Meld:

*When Bethayne leaves the table, upkeep spells she cast do not immediately expire and warbeasts in her battlegroup do not go wild. While melded, Belpagor can upkeep spells cast by Bethayne. When Bethayne returns to play, she retains any damage she had suffered before leaving the table. Bethayne can upkeep spells cast by Belpagor.*

### **BLACKFROST SHARD.**

The Blackfrost Shard is a Legion Blighted Nyss Character Unit.

### **BLIGHTBRINGER. POWER ATTACK CARD.**

Replace the second sentence of Sweep with the following:

*A gargantuan must have at least one melee weapon in its left or right field of fire to make a sweep power attack.*

### **BLIGHTED NYSS ARCHERS. SUPPRESSING FIRE.**

Replace the fourth sentence of Suppressing Fire with the following:

*After all models in this unit have completed their normal movement, place an AOE completely within 12" of all participants, with its center point in LOS of all participants, ignoring intervening models.*

### **BLIGHTED NYSS GROTESQUES. NAME AND SUB-TYPE.**

Change the name to "Grotesque Raiders." Change the sub-type line to "Legion Blighted Nyss Unit."

### **BLIGHTED NYSS STRIDER OFFICER & MUSICIAN. NAME AND SUB-TYPE.**

Change the name to "Strider Rangers Officer & Musician." Change the sub-type line to "Legion Blighted Nyss Unit Attachment."

### **BLIGHTED NYSS STRIDER OFFICER & MUSICIAN. ATTACHMENT.**

Replace Attachment [Blighted Nyss Striders] with: Attachment [Strider Rangers] – This attachment can be added to a Strider Rangers unit.

### **BLIGHTED NYSS STRIDERS. NAME AND SUB-TYPE.**

Change the name to "Strider Rangers." Change the sub-type line to "Legion Blighted Nyss Unit."

### **HARRIER. TRUE STRIKE.**

Replace the first sentence of True Strike with:

*The next melee attack roll made by this model this activation hits automatically, then True Strike expires.*

## ERRATA – JANUARY 2016

### LYLYTH, SHADOW OF EVERBLIGHT. PURSUIT.

Replace the text of Pursuit with the following:

*If target enemy model/unit advances during its normal movement, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.*

### NEPHILIM PROTECTOR. SHIELD GUARD.

Replace the text of Shield Guard with:

*Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.*

### RHYAS, SIGIL OF EVERBLIGHT. ANTIPHON.

Add Reach  to Antiphon.

### SAERYN, OMEN OF EVERBLIGHT. FOREBODING.

Replace Foreboding with:

*While within her control area, small-, medium-, and large-based models in Saeryn's battlegroup cannot be targeted by melee attacks for one round.*

### SAERYN & RHYAS, TALONS OF EVERBLIGHT. UNIT.

Saeryn gains Warlock Unit:

*This unit is made up of Saeryn and Rhyas.*

### SERAPH. SLIPSTREAM.

Add to the text of Slipstream:

*Slipstream lasts for one turn.*


### SPELL MARTYRS. FIELD ALLOWANCE AND POINT COST.

Change FA 1 to FA 3. Remove point cost text "Up to 2 additional Spell Martyrs 1 ea."

### SUCCUBUS. ATTACHED.

Replace the phrase "friendly warlock" with "friendly Faction warlock."

### THRONE OF EVERBLIGHT. FEARLESS.

Add Fearless  to Throne of Everblight.

## MINIONS

### BLACKHIDE WRASLER. RISE.

(Apply only to the card. The *Forces of HORDES: Minions* entry is correct.)

Replace the text of Rise with the following:

*Target friendly knocked down Faction model immediately stands up.*

### BLOODY BARNABAS. BLOOD BOON.

Replace the phrase "without spending focus" with "without spending fury."

### BOG TROG TRAWLER. MINION.

(Apply only to card. The *No Quarter* entry is correct.)

Bog Trog Trawler gains Minion:

*This model will work for Circle, Legion, Skorne, and Trollbloods.*

### CALABAN, THE GRAVE WALKER. BONE SHAKER.

Replace the first sentence of Bone Shaker with the following:

*When this spell boxes a living or undead non-warcaster, non-warlock enemy warrior model, you can immediately take control of the model and make a full advance with the enemy model followed by a normal melee attack, then the boxed model is removed from play.*

### FERALGEIST. SPIRITBIND.

Replace the fourth sentence of Spiritbind with the following:

*Remove this model from the table. The warbeast's controller can reave fury points on the warbeast and the warbeast is no longer destroyed. Fury points that are not reaved are removed.*

### HELGA THE CONQUEROR. GRAND FINALE.

Replace the first sentence of Grand Finale with:

*When a friendly Faction model in Helga's control area hits an enemy model with a normal melee attack, instead of making a normal damage roll, the enemy model can be slammed d6" directly away from the attacking model.*

### SPLATTER BOAR. PSYCHOACTIVE GAS.

Replace the third sentence of Psychoactive Gas with:

*Each enemy warbeast hit must pass a THR check or automatically frenzy during its controller's next Control Phase.*



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