



# ERRATA

JANUARY 2017 V2

## WARMACHINE: Prime

### 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. 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.

### p. 66, 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. 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. 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. 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."

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## WARMACHINE: Prime Rules Digest


### 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. 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.

### 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. 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.

### 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.”

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## HORDES: Primal

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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.

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Add the following to the end of the sixth paragraph:

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### p. 60, Throw

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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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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.

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# HORDES: Primal Rules Digest

## 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.

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Add the following to the end of the Massive text:

A gargantuan cannot be affected by Grievous Wounds.

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

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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. 76).

### **p. 60, Continuous Effects**

Delete the  Disruption and  Critical Disruption entries.

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Add the following to the end of the Massive text:


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

### **p. 75, Spell Statistics**

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

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### **p. 78, Massive**

Add the following to the end of the Massive text:

A battle engine cannot be affected by Grievous Wounds.

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

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### **p. 85, 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. 95, 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. 95, 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. 97, Massive**

Add the following to the end of the Massive text:

A colossal cannot be affected by Grievous Wounds.

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

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



## SOLOS

### Captain Arlan Strangeways

**Empower (★Action).** Replace the text of Empower (★Action) with the following:

RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

### Gun Mage Captain Adept

**True Sight.** Replace the text of True Sight with the following:

This model ignores cloud effects when determining LOS. This model also ignores Stealth (👁).

### Stormblade Captain

**Tactician [Storm Knight].** Replace the first sentence of Tactician [Storm Knight] with the following:

While in this model's command range, friendly Storm Knight models can ignore other friendly Storm Knight models when determining LOS.

### Stormsmith Stormcaller

**Surge (★Attack).** Replace the third sentence of Surge (★Attack) with the following:

This model then makes a Storm Strike attack against each model targeted, ignoring the RNG of this weapon.

**Triangulation (★Attack).** Replace the third sentence of Triangulation (★Attack) with the following:

This model then makes a Storm Strike attack against each model targeted, ignoring the RNG of this weapon.

### Trench Buster

**Flank [Trencher].** Replace the text of Flank [Trencher] with the following:

When this model makes a melee attack against an enemy model in the melee range of another friendly Trencher model, this model gains +2 to attack rolls and gains an additional damage die.



## Protectorate of Menoth

## WARCASTERS

### Grand Exemplar Kreoss

**Tactician [Exemplar].** Replace the first sentence of Tactician [Exemplar] with the following:

While in this model's command range, friendly Exemplar models can ignore other friendly Exemplar models when determining LOS.

### High Executioner Servath Reznik

**Excruciator.** Replace the first sentence of Excruciator with the following:

When this model boxes a living enemy warrior model with a melee attack, you can place a Wrack into play completely within 4" of this model.

## WARJACKS

### Blessing of Vengeance

**Repel.** Replace the second sentence of Repel with the following:

When this model is hit with a melee attack made by a model in its front arc, after the attack is resolved the attacking model is pushed 1" directly away from this model.

### Devout

**Shield.** Add the Shield icon (🛡) to the Devout's Shield.

### Eye of Truth

**Gaze of Justice.** The Gaze of Justice ranged weapon gains Damage

Type: Fire (🔥).

## SOLOS

### Initiate Tristan Durant

**True Sight.** Replace the text of True Sight with the following:

This model ignores cloud effects when determining LOS. This model also ignores Stealth (👁).

### Vassal of Menoth

**Empower (★Action).** Replace the text of Empower (★Action) with the following:

RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

## BATTLE ENGINES

### Vessel of Judgment

**Eruption of Faith.** Replace the second sentence of Eruption of Faith with the following:

When this miracle is used, enemy models currently within 2" of this model suffer an unboostable POW 12 fire damage roll (🔥) and the Fire continuous effect (🔥) and are pushed 4" directly away from this model in the order you choose.

## WARCASTERS

### Kommandant Irusk

**Feat: Undying Loyalty.** Replace the second sentence of the Undying Loyalty rules text with the following:

When a friendly Faction warrior model makes a Tough roll of 4, 5, or 6 while in Irusk's control range, remove 1 damage point from that model.

### Supreme Kommandant Irusk

**Tactician [Faction warrior].** Replace the first sentence of Tactician [Faction warrior] with the following:

While in this model's command range, friendly Faction warrior models can ignore other friendly Faction warrior models when determining LOS.


**Feat: Desperate Ground.** Replace the second sentence of the Desperate Ground rules text with the following:

Affected models currently knocked down immediately stand up unless they became knocked down this turn.

### Karchev the Terrible


**Open Fist.** Karchev's Open Fist is RNG 1.

**Feat: Unearthly Rage.** Replace the first two sentences of the Unearthly Rage rules text with the following:

While in Karchev's control range, models in his battlegroup gain boosted melee damage rolls and their melee weapons gain Damage Type: Magical .

### Koldun Kommander Aleksandra Zerkova

**True Sight.** Replace the text of True Sight with the following:

This model ignores cloud effects when determining LOS. This model also ignores Stealth .

**Grave Door.** Add the following before the last sentence of Grave Door:

The affected model cannot activate.

### Kommander Orsus Zoktavir

**Homicidal Maniac.** Replace the text of Homicidal Maniac with the following:

If there are no models in this model's melee range after resolving a basic melee attack in which this model destroyed one or more enemy models, this model can advance up to 1".

### Kommander Zoktavir, the Butcher Unleashed (War Argus)

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

## WARJACKS

### Behemoth

**Point Cost.** Increase the point cost of the Behemoth to 25.

### Berserker

**Point Cost.** Increase the point cost of the Berserker to 9.

### Demolisher

**Shoulder Cannons.** Change the location of the Shoulder Cannons from "—" to "R" and "L."

### Destroyer

**Point Cost.** Reduce the point cost of the Destroyer to 14.

### Devastator

**Rain of Death (★Attack).** Add the following to the end of Rain of Death:

This model is not affected by Rain of Death.

### Mad Dog

**Point Cost.** Increase the point cost of the Mad Dog to 9.

**Jury-Rigged.** Replace the Jury-Rigged [SPD] special rule with Fleet.

**Fleet** – Once per activation, this model can spend 1 focus point to gain +2" movement when advancing as part of its Normal Movement that activation.

### Marauder

**Siege Weapon.** Replace the text of Siege Weapon with the following:

This weapon gains an additional die to its damage rolls against huge-based models.

### Spriggan

**Grenade Launchers.** Change the location of the Grenade Launchers from "—" to "R" and "L."

## UNITS

### Great Bears of the Gallowswood

**Flank [another model in this unit].** Replace the text of Flank [another model in this unit] with the following:

When this model makes a melee attack against an enemy model in the melee range of another model in this unit, this model gains +2 to attack rolls and gains an additional damage die.

### Winter Guard Infantry

**Point Cost.** Reduce the point cost of Winter Guard Infantry to 6 (Leader & 5 Grunts) and 10 (Leader & 9 Grunts).

## SOLOS

### Kovnik Jozef Grigorovich

**For the Motherland.** Replace the third sentence of For the Motherland with the following:

If the unit is in range, models in the unit gain +2 to attack rolls.

### Uhlan Kovnik Markov

**Tactician [Iron Fang].** Replace the first sentence of Tactician [Iron Fang] with the following:

While in this model's command range, friendly Iron Fang models can ignore other friendly Iron Fang models when determining LOS.

## WARCASTERS

### Bane Witch Agathia

**Soul Taker: Cull Soul.** Replace the first sentence of Soul Taker: Cull Soul with the following:

This model can gain soul tokens.

### Lich Lord Asphyxious

**Warjack Points.** Increase Lich Lord Asphyxious' warjack points to +28.

**Caustic Mist.** Change the duration of Caustic Mist from "UP" to "RND."

Replace the second and third sentences of Caustic Mist with the following:

A model entering or ending its activation in the AOE suffers the Corrosion continuous effect ☹. Caustic Mist lasts for one round.

**Feat: Spectral Legion.** Replace the first sentence of Spectral Legion with the following:

Return up to d3 + 5 destroyed small- or medium-based Grunts that were part of a friendly Faction unit to play, placing them completely within 3" of Asphyxious.

### Warwitch Deneghra

**Crippling Grasp.** Delete the second sentence of Crippling Grasp, which reads "Crippling Grasp can be cast only once per activation."

### Goreshade the Cursed

**Tactician [Bane].** Replace the first sentence of Tactician [Bane] with the following:

While in this model's command range, friendly Bane models can ignore other friendly Bane models when determining LOS.

### Pirate Queen Skarre

**Feat: Blood Magic.** Add the following to the end of the Blood Magic rules text:

This model cannot spend focus points to reduce this damage.

### Skarre, Queen of the Broken Coast

**Feat: Fate Weaver.** Add the following after the first sentence of the Fate Weaver rules text:

This model cannot spend focus points to reduce this damage.

## WARJACKS

### Corruptor

**Psycho Venom.** Add the following before the last sentence of Psycho Venom:

The affected model cannot activate.

### Malice

**Possession.** Replace the first sentence of Possession with the following:

When this model hits an enemy non-warcaster, non-warlock model with a basic melee attack during this model's activation, this model can spend a soul token to take control of the enemy model.

### Seether

**Uncontrollable Rage.** Replace the first sentence of Uncontrollable Rage with the following:

This model must run or charge during its activation if it can, unless it is engaging an enemy model.

## UNITS

### Bane Warrior Officer & Standard

**Granted: Tough.** The Bane Warrior Officer gains the Granted: Tough special rule:

**Granted: Tough** – While this model is in formation, models in its unit that are in formation gain Tough ☹.

### Brute Thrall

**Shield Guard.** The Brute Thrall gains the Shield Guard special rule:

**Shield Guard** – Once per round, when a friendly model is directly hit by a non-spray ranged attack during your opponent's turn while within 3" 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 while it is incorporeal, knocked down, or stationary.

### Revenant Crew of the Atramentous

**Point Cost.** Reduce the point cost of the Revenant Crew of the Atramentous to 9 (Leader & 5 Grunts) and 16 (Leader & 9 Grunts).

**Deathbound.** Replace the second sentence of Deathbound with the following:

Place the returned models completely within 3" of the Leader.

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Revenant Crew Rifleman

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Satyxis Blood Witches

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Satyxis Blood Hag

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Satyxis Raiders

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

## Satyxis Raider Sea Witch


**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

## Skarlock Commander

**Point Cost.** Increase the point cost of the Skarlock Commander to 3.

**Tactics: Advance Deployment.** The Skarlock Commander gains the Tactics: Advance Deployment special rule:

**Tactics: Advance Deployment –** Models in this unit gain Advance Deployment .

## SOLOS

### Egregore

**Sympathetic Link.** In the first sentence of Sympathetic Link, delete the word “instead.”

### Captain Rengrave

**Cleave.** Replace the Cleave special rule with Rapid Strike:

**Rapid Strike –** This model can make one additional melee attack each Combat Action.

**Gang Fighter.** Replace the text of Gang Fighter with the following:

When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

### Warwitch Siren

**Empower (★Action).** Replace the text of Empower (★Action) with the following:

RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

## BATTLE ENGINES

### Wraith Engine

**Point Cost.** Reduce the point cost of the Wraith Engine to 15.




## Retribution of Scyrah


## WARCASTERS

### Issyria, Sibyl of Dawn

**True Sight.** Replace the text of True Sight with the following:


This model ignores cloud effects when determining LOS. This model also ignores Stealth .

**Feat: Dawn's Light.** Replace the last sentence of the Dawn's Light rules text with the following:

(A model with True Sight ignores cloud effects when determining LOS. A model with True Sight also ignores Stealth .

## Kaelyssa, the Night's Whisper

**True Sight.** Replace the text of True Sight with the following:

This model ignores cloud effects when determining LOS. This model also ignores Stealth .

## Lord Arcanist Ossyan

**Deadeye.** Replace the Deadeye spell with Fortune:

**FORTUNE** 2 6 - - UP NO

Target friendly Faction model/unit can reroll its missed attack rolls. Each attack roll can be rerolled only once as a result of Fortune.

## Dawnlord Vyros

**Flank [friendly Faction warjack].** Replace the text of Flank [friendly Faction warjack] with the following:

When this model makes a melee attack against an enemy model in the melee range of a friendly Faction warjack model, this model gains +2 to attack rolls and gains an additional damage die.

**Feat: Perfect Execution.** Replace the third sentence of the Perfect Execution rules text with the following:

(When a model with Flank [friendly Faction warrior model] makes a melee attack against an enemy model in the melee range of a friendly Faction warrior model, the model with Flank gains +2 to attack rolls and gains an additional damage die.)

## UNITS

### Mage Hunter Infiltrators

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

## SOLOS

### Arcanist Mechanik

**Empower (★Action).** Replace the text of Empower (★Action) with the following:

RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

### Dawnguard Sentinel Scyir

**Tactician [Dawnguard].** Replace the first sentence of Tactician [Dawnguard] with the following:

While in this model's command range, friendly Dawnguard models can ignore other friendly Dawnguard models when determining LOS.

### House Shyeel Artificer

**Drive: Field Reinforcement.** In the text of Drive: Field Reinforcement, change “control range” to “command range.”

## BATTLE ENGINES

### Arcantrik Force Generator

**Point Cost.** Reduce the point cost of the Arcantrik Force Generator to 16.



## Convergence of Cyriss

### WARCASTERS

#### Aurora, the Numen of Aerogenesis

**Flank [Angel].** Replace the text of Flank [Angel] with the following:

When this model makes a melee attack against an enemy model in the melee range of a friendly Angel model, this model gains +2 to attack rolls and gains an additional damage die.

#### Father Lucant, the Divinity Architect

**Deflection.** Replace the Deflection spell with Deceleration:

**DECCELERATION** 3 SELF CTRL - RND NO

While in the spellcaster's control range, friendly Faction models gain +2 ARM against ranged and magic attack damage rolls. Deceleration lasts for one round.

**Feat: Clockwork Reinforcement.** Add the following to the end of the Clockwork Reinforcement rules text:

Clockwork Reinforcement lasts for one round.

### WARJACKS

#### Monitor

**True Sight.** Replace the text of True Sight with the following:

This model ignores cloud effects when determining LOS. This model also ignores Stealth (S).

### UNITS

#### Perforators

**Point Cost.** Reduce the point cost of Perforators to 10 (Leader & 2 Grunts) and 16 (Leader & 4 Grunts).

### SOLOS

#### Enigma Foundry

**Point Cost.** Reduce the point cost of the Enigma Foundry to 4.

**Reconstruction.** Replace the text of Reconstruction with the following:

Remove one soul token from this model to return one destroyed medium-based friendly Faction construct Grunt to play, or remove up to three soul tokens from this model to return one destroyed small-based friendly Faction construct Grunt to play for each token removed. Place each returned Grunt completely within 3" of this model, in formation, and within 3" of another model in its unit. A returned Grunt must forfeit its Combat Action the turn it is put into play.

#### Ionization Servitor

**Created.** Replace the Created special rule with Spawned [Prime Conflux]:

**Spawned [Prime Conflux]** – This model does not begin the game in play. This model can be put into play only by a friendly Prime Conflux.

### BATTLE ENGINES

#### Transfinite Emergence Projector

**Servitor Satellites.** Replace the second sentence of Servitor Satellites with the following:

Once per activation, after its Normal Movement, this model can place up to three Permutation Servitors anywhere B2B with this model. During its Combat Action, this model can make one additional Aperture Pulse ranged attack for each Permutation Servitor this model put into play that is completely within its back arc.

**Firing Formulae.** Delete the last sentence of Firing Formulae, which reads "For each completely within its back arc, this model can make an additional ranged attack."



## Mercenaries

### WARCASTERS

#### Constance Blaize, Knight of the Prophet

**Flank [Morrowan].** Replace the text of Flank [Morrowan] with the following:

When this model makes a melee attack against an enemy model in the melee range of another friendly Morrowan model, this model gains +2 to attack rolls and gains an additional damage die.

**Radiance of Morrow.** Change the RNG of Radiance of Morrow from "-" to "SELF" and the AOE from "-" to "CTRL."

#### Drake MacBain

**Gang Fighter.** Replace the text of Gang Fighter with the following:

When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

#### General Ossrum

**Tactician [Rhulic].** Replace the first sentence of Tactician [Rhulic] with the following:

While in this model's command range, friendly Rhulic models can ignore other friendly Rhulic models when determining LOS.

### WARJACKS

#### Gallant

**Accumulator [Morrowan].** Replace the text of Accumulator [Morrowan] with the following:

When it begins its activation within 3" of one or more other friendly Morrowan models, this model gains 1 focus point.

#### Ghordson Basher

**Flak Field.** Add the following to the end of Flak Field:

This model is not affected by Flak Field.

#### Wroughthammer Rockram

**Ram.** Replace the Ram special rule with Batter:

**Batter** – When an enemy model is hit by this weapon during this model's activation, it becomes knocked down and can be pushed 1" directly away from this model. If the model hit is pushed, this model can immediately advance 1" directly toward it.

## UNITS

### Alexia Ciannor & the Risen

**Death Magic.** Replace the first two sentences of Death Magic with the following:

During its activation this model can remove friendly Grunt models in its unit that are in formation from play to make additional melee attacks or to boost attack or damage rolls. It can make one additional melee attack or boost one roll for each model removed.

### Dannon Blythe & Bull

**Cleave.** Replace the Cleave special rule with Rapid Strike:

**Rapid Strike** – This model can make one additional melee attack each Combat Action.

### Kayazy Assassins

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Kayazy Assassin Underboss

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Kayazy Eliminators

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Mr. Walls, the Quartermaster

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Press Gangers

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Sea Dog Pirates

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Sea Dog Pirate Rifleman

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Steelhead Heavy Cavalry

**Flank [Steelhead Halberdier].** Replace the text of Flank [Steelhead Halberdier] with the following:

When this model makes a melee attack against an enemy model in the melee range of a friendly Steelhead Halberdier model, this model gains +2 to attack rolls and gains an additional damage die.

## SOLOS

### Bloody Bradigan

**Flank [Sea Dog].** Replace the text of Flank [Sea Dog] with the following:

When this model makes a melee attack against an enemy model in the melee range of another friendly Sea Dog model, this model gains +2 to attack rolls and gains an additional damage die.

### Stannis Brocker

**Tactician [Steelhead].** Replace the first sentence of Tactician [Steelhead] with the following:

While in this model's command range, friendly Steelhead models can ignore other friendly Steelhead models when determining LOS.

### Rhupert Carvalo, Piper of Ord

**Dirge of Mists.** Replace the second sentence of Dirge of Mists with the following:

Target friendly warrior model/unit.

**March.** Replace the second sentence of March with the following:

Target friendly warrior model/unit.

### Ogrun Bokur

**Subtype.** Change the subtype line to "Mercenary Minion Rhulic Solo."

**Minion.** The Ogrun Bokur gains the Minion special rule:

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

**Client.** Replace the first sentence of Client with the following:

Before the start of the game, choose one friendly warcaster, warlock, solo, or unit commander to be the Bokur's client.

### Sergeant Nicolas Verendrye

**Flank [Steelhead Halberdier].** Replace the text of Flank [Steelhead Halberdier] with the following:

When this model makes a melee attack against an enemy model in the melee range of another friendly Steelhead Halberdier model, this model gains +2 to attack rolls and gains an additional damage die.

## BATTLE ENGINES

### Hammerfall Siege Crawler

**Siege Weapon.** Replace the text of Siege Weapon with the following:

This weapon gains an additional die to its damage rolls against huge-based models.

# HORDES Model Errata



## Trollbloods

### WARLOCKS

#### Grim Angus

**True Sight.** Replace the text of True Sight with the following:

This model ignores cloud effects when determining LOS. This model also ignores Stealth (S).

#### Hoarluk Doomshaper, Shaman of the Gnarls

**Accurse.** Replace the text of Accurse with the following:

Remove all focus and fury points from enemy models hit by this weapon.

#### Madrak Ironhide, Thornwood Chieftain

**Ricochet.** Replace the first sentence of Ricochet with the following:

When this model directly hits an enemy model with an attack with this weapon, immediately after the attack is resolved this model can make another ranged attack with this weapon targeting another model within 4" of the model originally hit, ignoring LOS and this weapon's RNG.

#### Madrak Ironhide, World Ender

**Grim Salvation.** Replace the first sentence of Grim Salvation with the following:

If this model is directly hit by a basic attack made by an enemy model, choose a friendly non-incorporeal warrior model within 3" of it to be directly hit instead.

**Feat: Desperate Hour.** Replace the first sentence of the Desperate Hour rules text with the following:

While in Madrak's control range, friendly non-warlock Faction models gain Berserk and Overtake.

#### Madrak, Great Chieftain

**Feat: Rallying Cry.** Replace the second sentence of the Rallying Cry rules text with the following:

When a friendly Faction warrior model makes a Tough roll of 4, 5, or 6 while in Madrak's control range, remove 1 damage point from that model. After removing this damage the affected model can advance up to 3" unless it was disabled while advancing.

### WARBEASTS

#### Mountain King

**Gunfighter.** Remove Gunfighter (G) from the Mountain King.

#### Night Troll

**MAT.** Increase the MAT of the Night Troll to 6.

#### Storm Troll

**Lightning Fists.** Add the following to the end of Lightning Fists:

Resolve lightning arc damage rolls simultaneously with the damage resulting from the attack that caused the lightning arc.

### UNITS

#### Sons of Bragg

**Call to Action.** Add the following to the end of Call to Action:

Models that became knocked down this turn are not affected by Call to Action.

**Fervor.** Replace Fervor with the following:

**Call of Fervor** – Models in this unit gain +2 to damage rolls this activation.

#### Trollkin Scouts

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

#### Trollkin Sluggers

**RAT.** Increase the RAT of Trollkin Sluggers to 6.

**Point Cost.** Reduce the point cost of Trollkin Sluggers to 6 (Leader & 2 Grunts) and 10 (Leader & 4 Grunts).

### SOLOS

#### Fell Caller Hero

**March.** Replace the second sentence of March with the following:

Target friendly Faction warrior model/unit.

#### Fennblade Kithkar

**Veteran Leader [Fennblade].** Replace the text of Veteran Leader

[Fennblade] with the following:

While in this model's command range, other friendly Fennblade models gain +1 to attack rolls.



## Circle Orboros

### WARLOCKS

#### Grayle the Farstrider

**Tactician [Wolf Sworn].** Replace the first sentence of Tactician [Wolf Sworn] with the following:

While in this model's command range, friendly Wolf Sworn models can ignore other friendly Wolf Sworn models when determining LOS.

#### Kaya the Moonhunter

**Flank [friendly Faction warbeast].** Replace the text of Flank [friendly Faction warbeast] with the following:

When this model makes a melee attack against an enemy model in the melee range of a friendly Faction warbeast model, this model gains +2 to attack rolls and gains an additional damage die.

#### Kromac the Ravenous

**Feat: Blood Rage.** Replace the fourth sentence of the Blood Rage rules text with the following:

If Kromac is in Tharn form when this feat is used, he can immediately take beast form; replace his Tharn form model with his beast form model.

## Kromac, Champion of the Wurm

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

## Wurmwood, Tree of Fate

**SPD.** Change the SPD of Wurmwood, Tree of Fate to "—."

**Feat: Black Roots.** Replace the first two sentences of the Black Roots rules text with the following:

Wurmwood's command range becomes a forest. Enemy models that become knocked down while in Wurmwood's command range suffer 1 damage point.

## WARBEASTS

### Megalith

**Bountiful Restoration.** In the second sentence of Bountiful Restoration, change "Restoration" to "Mend."

### Wold Guardian

**Sturdy.** Remove the Sturdy special rule from the Wold Guardian.

### Woldwarden

**STR.** Increase the STR of the Woldwarden to 12 (P+S 16).

### Woldwyrd

**Arcane Strike.** Increase the POW of the Woldwyrd's Arcane Strike to 12.

## UNITS

### Death Wolves

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

### Sentry Stone & Mannikins

**Wellspring.** Replace the first two sentences of Wellspring with the following:

If there are fewer than 3 fury points on the Sentry Stone during your Maintenance Phase, place d3 fury points on it. This model can have up to three fury points at any time. If there are fewer than three Mannikin Grunts in this unit in play during your Maintenance Phase, put one Mannikin Grunt into play, in formation.

### Shifting Stones

**SPD.** Change the SPD of the Shifting Stones to "—."

### Tharn Blood Pack

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

### Tharn Bloodweavers

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

## Tharn Ravagers

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

### Tharn Ravager Chieftain

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

### Warpborn Skinwalker Alpha

**Tactics: Gang.** Replace the second sentence of Tactics: Gang with the following:

(When making a melee attack targeting an enemy model in the melee range of another model in this unit, a model with Gang gains +2 to melee attack and melee damage rolls.)

## SOLOS

### Lord of the Feast

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

### Tharn Ravager Shaman

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

### Tharn Ravager White Mane

**Heart Eater.** Replace the first sentence of Heart Eater with the following:

When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model's corpse token.

### War Wolf

**Gang Fighter.** Replace the text of Gang Fighter with the following:

When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

### Wolf Lord Morraig

**Flank [Wolf Sworn].** Replace the text of Flank [Wolf Sworn] with the following:

When this model makes a melee attack against an enemy model in the melee range of another friendly Wolf Sworn model, this model gains +2 to attack rolls and gains an additional damage die.

**Veteran Leader [Wolf Sworn].** Replace the text of Veteran Leader [Wolf Sworn] with the following:

While in this model's command range, other friendly Wolf Sworn models gain +1 to attack rolls.



## Tyrant Xerxis

**Tactician [Faction warrior].** Replace the first sentence of Tactician [Faction warrior] with the following:

While in this model's command range, friendly Faction warrior models can ignore other friendly Faction warrior models when determining LOS.

**Rift.** Replace the Rift spell with Lurch:

**LURCH** \* 6 - - - NO

The spellcaster spends up to 3 fury points to cast Lurch. Target warbeast in the spellcaster's battlegroup immediately advances up to 1" for each fury point spent. A warbeast can be targeted by Lurch only once per activation.

## Xerxis, Fury of Halaak

**Warbeast Points.** Reduce Xerxis, Fury of Halaak's warbeast points to +28.

**Field Marshal [+2 SPD].** Xerxis, Fury of Halaak gains the Field Marshal [+2 SPD] special rule:

**Field Marshal [+2 SPD]** – Warbeasts in this model's battlegroup gain +2 SPD.

**Mobility.** Replace the Mobility spell with Rapport:

**RAPPORT** 2 6 - - UP NO

Target warbeast in the spellcaster's battlegroup can use the spellcaster's current MAT and RAT in place of its own. When checking to see if the affected warbeast is in its controller's control range, double the range.

**Petrify.** Replace the Petrify spell with Stranglehold:

**STRANGLEHOLD** 2 10 - 11 \* YES

A model damaged by Stranglehold forfeits either its Normal Movement or its Combat Action during its next activation, as its controller chooses.

## Supreme Aptimus Zaal

**Soul Converter.** Replace the text of Soul Converter with the following:

Once per turn at any time during its activation, this model can spend 1 fury point to give each Exalted solo with Soul Taker: Gatekeeper currently in its control range one soul token.

**Death Pact.** Replace the Death Pact spell with Inviolable Resolve:

**INVIOLEABLE RESOLVE** 2 6 - - UP NO

Target friendly Faction model/unit gains +2 ARM and cannot be moved by a push or a slam. Models are not affected while out of formation.

## Zaal, the Ancestral Advocate

**SPD.** Increase the SPD of Zaal, the Ancestral Advocate to 5.

**Aura of Power.** In the text of Aura of Power, change "non-warcaster" to "non-warlock."

## WARBEASTS

### Agonizer

**Point Cost.** Reduce the point cost of the Agonizer to 6.

## Aradus Sentinel

**Venom Blaster.** The Venom Blaster gains the Scather special rule:

**Scather** – This attack's AOE is a hazard that remains in play for one round. Models entering or ending their activations in the AOE suffer 1 point of corrosion damage ☠.

**Acidic Touch.** Replace the Acidic Touch animus with Swarm:

**SWARM** 2 SELF - - RND NO

The spellcaster gains concealment. Living enemy models suffer -2 to attack rolls while within 2" of the spellcaster. Swarm lasts for one round.

## Aradus Soldier

**Point Cost.** Reduce the point cost of the Aradus Soldier to 16.

## Archidon

**STR.** Increase the STR of the Archidon to 10 (P+S 15).

**Immunity: Electricity** ⚡. The Archidon gains Immunity: Electricity ⚡.

**Point Cost.** Reduce the point cost of the Archidon to 10.

**Long Leash.** The Archidon gains the Long Leash special rule:

**Long Leash** – When checking to see if this model is in its controller's control range, double the range.

## Basilisk Drake

**Lurker.** Change the RNG of the Lurker animus to SELF, and replace the first sentence of Lurker with the following:

The spellcaster gains Pathfinder 🗺 and Bushwhack.

## Basilisk Krea

**Force Aura.** Replace the text of the Force Aura animus with the following:

While within 3" of the spellcaster, friendly Faction models gain +2 DEF and ARM against ranged attacks. Force Aura lasts for one round.

**Flank [Basilisk Drake].** Replace the text of Flank [Basilisk Drake] with the following:

When this model makes a melee attack against an enemy model in the melee range of a friendly Basilisk Drake model, this model gains +2 to attack rolls and gains an additional damage die.

## Bronzeback Titan

**FURY.** Increase the FURY of the Bronzeback Titan to 5.

**THR.** Reduce the THR of the Bronzeback Titan to 7.

## Cyclops Savage

**Point Cost.** Reduce the point cost of the Cyclops Savage to 7.

## Cyclops Shaman

**ARM.** Increase the ARM of the Cyclops Shaman to 15.

## Desert Hydra

**RAT.** Increase the RAT of the Desert Hydra to 6.

**Gunfighter.** Remove Gunfighter (🔫) from the Desert Hydra.

**Sand Storm.** Replace the first sentence of the Sand Storm animus with the following:

When an enemy model targets a model in the spellcaster's command range with a ranged attack, the attack suffers -3 RNG.

**Multiple Heads [5].** Replace the second sentence of Multiple Heads [5] with the following:

This model loses one initial attack for each of its aspects that are currently crippled.

## Despoiler

**Tail.** Increase the RNG of the Tail to 2.

**Point Cost.** Increase the point cost of the Despoiler to 19.

## Molik Karn

**STR.** Increase the STR of Molik Karn to 9 (P+S 14).

**Point Cost.** Reduce the point cost of Molik Karn to 19.

## Reptile Hound

**THR.** Decrease the THR of the Reptile Hound to 7.

**Point Cost.** Increase the point cost of Reptile Hounds to 4 points each.

**Flank [another Reptile Hound].** Replace the text of Flank [another Reptile Hound] with the following:

When this model makes a melee attack against an enemy model in the melee range of another friendly Reptile Hound model, this model gains +2 to attack rolls and gains an additional damage die.

## Rhinodon

**STR.** Increase the STR of the Rhinodon to 11 (Tail P+S 15, Claw P+S 14).

**ARM.** Increase the ARM of the Rhinodon to 18.

**Tail.** Increase the RNG of the Tail to 2. Additionally, the Tail gains the Critical Knockdown special rule:

**Critical Knockdown** – On a critical hit, the model hit becomes knocked down.

## Scarab Pack

**Hunting Pack.** Replace the text of Hunting Pack with the following:

This model gains a +1 cumulative bonus to melee attack and damage rolls for each friendly Aradus warbeast or other model in this unit with the target of this model's melee attack in its melee range.

## Titan Cannoneer

**RAT.** Increase the RAT of the Titan Cannoneer to 5.

## Titan Gladiator

**Point Cost.** Increase the point cost of the Titan Gladiator to 15.

## UNITS

### Cataphract Arcuarii

**Combined Ranged Attack.** Remove Combined Ranged Attack (☉) from the Cataphract Arcuarii.

**Tough.** Cataphract Arcuarii gain Tough (⊗).

**Harpoon.** The Harpoon gains Weapon Master (Ⓜ).

### Cataphract Cetrati

**Tough.** Cataphract Cetrati gain Tough (⊗).

**Point Cost.** Reduce the point cost of Cataphract Cetrati to 12 (Leader & 3 Grunts) and 18 (Leader & 5 Grunts).

**Set Defense.** Cataphract Cetrati gain the Set Defense special rule:

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

### Cataphract Incindiarii

**Tough.** Cataphract Incindiarii gain Tough (⊗).

**Point Cost.** Reduce the point cost of Cataphract Incindiarii to 11 (Leader & 3 Grunts) and 17 (Leader & 5 Grunts).

**Incindus.** Increase the POW of the Incindus to 13.

## Extoller Advocate

**Invigoration.** Replace the Invigoration special rule with Death Boon:

**Death Boon** – When a model in this model's unit makes an attack or damage roll during its activation, this model can spend one soul token to cause that model to reroll that roll. A roll can be rerolled only once as a result of Death Boon.

## Legends of Halaak

**SPD.** Increase the SPD of the Legends of Halaak to 7.

**MAT.** Increase the MAT of the Legends of Halaak to 8.

**DEF.** Increase the DEF of the Legends of Halaak to 14.

**CMD.** Increase the CMD of the Legends of Halaak to 8.

**Melee Weapons.** The melee weapons of the Legends of Halaak gain Weapon Master (Ⓜ).

**Flank [another model in this unit].** Remove the Flank [another model in this unit] special rule from the Legends of Halaak.

## Paingiver Beast Handlers

**Prodding.** Paingiver Beast Handlers gain the Prodding special rule:

**Prodding** – While B2B with this model, friendly Faction warbeasts can charge without being forced. This model loses Prodding while out of formation.

## Paingiver Bloodrunners

**Combined Melee Attack.** Remove Combined Melee Attack (☉) from Paingiver Bloodrunners.

**Gang.** Paingiver Bloodrunners gain the Gang special rule:

**Gang** – When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

## Praetorian Ferox

**Point Cost.** Reduce the point cost of Praetorian Ferox to 12 (Leader & 2 Grunts) and 20 (Leader & 4 Grunts).

## Praetorian Karax Officer & Standard

**Field Allowance.** Change FA 2 to FA U.

## Praetorian Keltarii

**SPD.** Increase the SPD of Praetorian Keltarii to 7.

## Praetorian Swordsmen

**MAT.** Increase the MAT of Praetorian Swordsmen to 7.

## Praetorian Swordsman Officer & Standard

**MAT.** Increase the MAT of the Officer to 8, and increase the MAT of the Standard Bearer to 7.

**Show of Force.** Replace the Show of Force special rule with Power Swell:

**Power Swell** – This model can use Power Swell once per game at any time during its unit's activation. This activation, models in this unit gain an additional die on melee damage rolls.

## Tyrant Commander & Standard Bearer

**Tough.** The Tyrant gains Tough (⊗).

## Tyrant Vorkesh


**Tough.** Tyrant Vorkesh gains Tough (⊗).

## Venator Reiver Officer & Standard

**Granted: Combined Arms.** The Officer gains the Granted: Combined Arms special rule:

**Granted: Combined Arms** – While this model is in formation, models in its unit gain Combined Arms. (When a model with Combined Arms misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms.)

## Venator Slings

**Advance Deployment.** Venator Slings gain Advance Deployment .

## SOLOS

### Ancestral Guardian

**Resonance [Immortal].** The Ancestral Guardian gains the Resonance [Immortal] special rule:

**Resonance [Immortal]** – An Immortal model/unit activating within 5" of one or more Ancestral Guardian models gains +2" movement when advancing as part of its Normal Movement that activation.

### Aptimus Marketh

**ARM.** Increase the ARM of Aptimus Marketh to 13.

**Point Cost.** Reduce the point cost of Aptimus Marketh to 5.

### Extoller Soulward

**Spirit Guide (★Action).** In the text of Spirit Guide (★Action), change "Soul Guardian" to "Soul Taker: Gatekeeper."

### Hakaar the Destroyer

**Veteran Leader [Exalted].** Hakaar the Destroyer gains the Veteran Leader [Exalted] special rule:

**Veteran Leader [Exalted]** – While in this model's command range, other friendly Exalted models gain +1 to attack rolls.

### Kovaas

**Destruction-Spawned.** Replace the text of Destruction-Spawned with the following:

This model does not begin the game in play. When a friendly Exalted solo with Soul Taker: Gatekeeper is destroyed in Supreme Aptimus Zaal's control range, replace the Exalted solo with a Kovaas unless there is already a friendly Kovaas in play. If the Exalted solo had soul tokens on it when it was destroyed, place up to three of those soul tokens on the Kovaas replacing it. Effects on the destroyed Exalted solo expire. The Kovaas cannot activate the turn it is put in play.

### Paingiver Bloodrunner Master Tormentor


**Barbed Whip.** The Barbed Whip gains Weapon Master .

## Paingiver Task Master

**Scutter (★Action).** The Paingiver Task Master gains the Scutter (★Action) special rule:

**Scutter (★Action)** – RNG 3. Target friendly non-warlock Minion warrior model/unit. If the model/unit is in range, it gains Reposition [3"]. Scutter lasts for one turn. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3"] can advance up to 3", then its activation ends.)

**Temper Flesh.** Replace the Temper Flesh special rule with Temper Flesh (★Action):

**Temper Flesh (★Action)** – RNG 3. Target friendly non-warlock Minion warrior model/unit. If the model/unit is in range, it gains Tough . Temper Flesh lasts for one round.

## Void Spirit

**Void Walk.** Replace the text of Void Walk with the following:

Once per activation, immediately after resolving an attack in which it destroyed a living or undead enemy model with an attack during its Combat Action, you can place this model anywhere completely within 8" of its current location.

## BATTLE ENGINES

### Siege Animantarax

**SPD.** Increase the SPD of the Siege Animantarax to 5.

**Double Reiver.** Increase the RNG of the Double Reiver to 12.

**Point Cost.** Decrease the point cost of the Siege Animantarax to 17.

**Burst Fire.** Replace the Burst Fire special rule on the Double Reiver with Volume Fire:

**Volume Fire** – Gain +1 to attack and damage rolls with this weapon against medium-based models and +2 to attack and damage rolls against large- and huge-based models.



## Legion of Everblight

### WARLOCKS

#### Bethayne, Voice of Everblight

**Feat: Symbiosis.** Replace the third sentence of the Symbiosis rules text with the following:

(When a model with Flank [friendly Faction warbeast] makes a melee attack against an enemy model in the melee range of a friendly Faction warbeast, the model with Flank gains +2 on attack rolls and gains an additional die on damage rolls.)

#### Saeryn, Omen of Everblight

**Blight Bringer.** Blight Bringer is an offensive spell.

**Respawn.** Replace the second sentence of Respawn with the following:  
Remove 1 damage point from each aspect, then Respawn expires.

### WARBEASTS

#### Afflictor

**DEF.** Increase the DEF of the Afflictor to 13.

## Archangel

**Deceptively Mobile.** Add the following to the end of the text of

Deceptively Mobile:

This model can move outside its Normal Movement as a result of Deceptively Mobile.

## Blight Wasps

**Hunting Pack.** Replace the text of Hunting Pack with the following:

This model gains a +1 cumulative bonus to melee attack and damage rolls for each other model in this unit with the target of this model's melee attack in its melee range.

## Nephilim Soldier

**Two-Handed Sword.** The Nephilim Soldier's Two-Handed Sword gains the Brutal Charge special rule:

**Brutal Charge** – This model gains +2 to charge attack damage rolls with this weapon.

## Shredder

**Flank [friendly Faction warbeast].** Replace the text of Flank [friendly Faction warbeast] with the following:

When this model makes a melee attack against an enemy model in the melee range of another friendly Faction warbeast model, this model gains +2 to attack rolls and gains an additional damage die.

## Typhon

**Multiple Heads [3].** Replace the second and third sentences of Multiple Heads [3] with the following:

This model loses one initial attack for each of its aspects that are currently crippled. This model cannot be forced to make additional Blight Breath attacks.

## Zuriel

**STR.** Increase the STR of Zuriel to 11 (P+S 16).

## UNITS

### Captain Farilor & Standard

**Standard Bearer.** Add the following rule to the Standard Bearer:

**Wall of Steel** – See above.

### Grotesque Raiders

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### Hellmouth

**Soulless.** The Hellmouth and the Tentacles gain Soulless ☉.

**Tendrils.** Replace the first sentence of Tendrils with the following:

If there are fewer than three Tentacles in this unit in play during your Maintenance Phase, you can put one Tentacle into play, in formation.

**Rear Attack.** Replace the Rear Attack special rule with Back Attack:

**Back Attack** – When declaring attacks with this weapon, this model can target models in its back arc. When making an attack with this weapon, this model's melee range is not limited to its front arc.

## SOLOS

### Beast Mistress

**Flank [friendly Faction lesser warbeast].** Replace the text of Flank [friendly Faction lesser warbeast] with the following:

When this model makes a melee attack against an enemy model in the melee range of a friendly Faction lesser warbeast model, this model gains +2 to attack rolls and gains an additional damage die.



## Minions

## WARLOCKS

### Dr. Arkadius

**Crippling Grasp.** Delete the second sentence of Crippling Grasp, which reads "Crippling Grasp can be cast only once per activation."

### Calaban, the Grave Walker

**Dark Power.** Replace the first sentence of Dark Power with the following:

This model gains an additional die on magic attack and magic attack damage rolls.

**Grave Door.** Add the following before the last sentence of Grave Door:

The affected model cannot activate.

### Lord Carver, BMMD, Esq. III

**Veteran Leader [Farrow warrior].** Replace the text of Veteran Leader [Farrow warrior] with the following:

While in this model's command range, other friendly Farrow warrior models gain +1 to attack rolls.

### Helga the Conqueror

**Gang Fighter.** Replace the text of Gang Fighter with the following:

When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

### Jaga-Jaga, the Death Charmer

**Field Marshal [Death Rage].** In the third sentence of Field Marshal [Death Rage], change "lost aspects" to "crippled aspects."

### Maelok the Dreadbound

**Soul Taker: Cull Soul.** Replace the first sentence of Soul Taker: Cull Soul with the following:

This model can gain soul tokens.

### Midas

**Limited Battlegroup.** Add the following to the end of Limited Battlegroup:

Boneswarms in this model's battlegroup are considered to be friendly Minion Farrow light warbeasts.

## UNITS

### Croak Raiders

**Minions.** In the Minions special rule text, change “Trollblooms” to “Trollblooms.”

**Gang.** Replace the text of Gang with the following:

When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

**Oil Gourd.** (Apply only to the *HORDES: Primal* entry. The card is correct.) In the special rules, insert the heading “Oil Gourd” above the Alchemical Accelerant entry.

### Farrow Brigands

**Hog Wild (Order).** Replace the second sentence of Hog Wild (Order) with the following:

During an activation in which this order is given, models in this unit that are in formation must use their Normal Movement to run or charge. If a model in the unit cannot run, instead of running or charging it can forfeit its Combat Action and make a full advance, then its activation ends.

### Farrow Brigand Warlord

**Field Allowance.** Change FA 2 to FA 3.

### Gatorman Bokor & Bog Trog Swamp Shamblers

**Death Magic.** Replace the first two sentences of Death Magic with the following:

During its activation this model can remove friendly Grunt models in its unit that are in formation from play to make additional melee attacks or to boost attack or damage rolls. It can make one additional melee attack or boost one roll for each model removed.

**Stir the Dead:** Replace the first sentence of Stir the Dead with the following:

When a living model is destroyed in this model's command range, this model gains the destroyed model's corpse token.

### Gatorman Posse

**Point Cost.** Reduce the point cost of the Gatorman Posse to 10 (Leader & 2 Grunts) and 17 (Leader & 4 Grunts).

**Offerings to Kossk.** Add the following to the end of Offerings to Kossk:  
Offerings to Kossk lasts for one turn.

### Lynus Wesselbaum & Edrea Lloryrr

**True Sight.** Replace the text of True Sight with the following:

This model ignores cloud effects when determining LOS. This model also ignores Stealth (S).

### Swamp Gobber Bellows Crew

**Cloud Cover (★Action).** Change the heading above Cloud Cover (★Action) from “Leader & Grunt” to “Leader.” The Grunt does not have this special rule.

## SOLOS

### Alten Ashley

**Point Cost.** Increase the point cost of Alten Ashley to 6.

### Brun Cragback

**Flank [Lug].** Replace the text of Flank [Lug] with the following:

When this model makes a melee attack against an enemy model in the melee range of Lug, this model gains +2 to attack rolls and gains an additional damage die.

### Croak Hunter

**Gang Fighter.** Replace the text of Gang Fighter with the following:

When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

### Lanyssa Ryssyl, Nyss Sorceress

**Point Cost.** Increase the point cost of Lanyssa Ryssyl, Nyss Sorceress to 4.

## Theme Force Errata

### Mercenaries Theme Force: The Kingmaker's Army

Replace the first sentence of the first special rule with the following:

This army can also include Cygnar Long Gunner, Ranger, and Trencher Infantry units.

### Mercenaries Theme Force: Operating Theater

Replace the first special rule with the following:

For every full 30 points of units in this army, you can add one Cephalyx Overlord unit to the army free of cost. Free units do not count toward the total point value of units in the army when calculating this bonus.

### Trollblooms Theme Force: Band of Heroes

Replace the second special rule with the following:

Models disabled by a melee attack made by a warrior model in this army cannot make a Tough roll. When a model is boxed by a melee attack made by a warrior model in this army, you can choose to have the boxed model removed from play.

### Minions Theme Force: The Thornfall Alliance

Add the following special rule:

This army can include one non-character Mercenary warjack beginning the game controlled by Raluk Moorclaw, the Ironmonger.

# WARMACHINE Card Errata List

## CYGNAR

### WARCASTERS

Captain Allister Caine	2017 v1
Captain E. Dominic Darius & Halfjacks	2017 v1
Captain Victoria Haley	2017 v1
Major Victoria Haley	2017 v1
Major Prime Victoria Haley	2016 v2
Captain Kara Sloan	2016 v2
Lord General Coleman Stryker	2017 v1

### WARJACKS

Ace	2016 v2
Minuteman	2017 v1

### UNITS

Stormsmith Grenadiers	2017 v1
Sword Knights	2016 v2
Sword Knight Officer & Standard	2016 v2

### SOLOS

Captain Arlan Strangeways	2016 v2
Gun Mage Captain Adept	2016 v2
Stormblade Captain	2016 v2
Stormsmith Stormcaller	2016 v2
Trench Buster	2016 v2

## PROTECTORATE OF MENOOTH

### WARCASTERS

Grand Exemplar Kreoss	2016 v2
High Executioner Servath Reznik	2016 v2

### WARJACKS

Blessing of Vengeance	2016 v2
Devout	2016 v2

### SOLOS

Initiate Tristan Durant	2016 v2
Vassal of Menoth	2016 v2

### BATTLE ENGINES

Vessel of Judgment	2017 v1
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## KHADOR

### WARCASTERS

Kommandant Irusk	2017 v1
Supreme Kommandant Irusk	2016 v2
Karchev the Terrible	2017 v1
Koldun Kommander Aleksandra Zerkova	2017 v1
Kommander Orsus Zoktavir	2016 v2
Kommander Zoktavir, the Butcher Unleashed	2016 v2

### WARJACKS

Behemoth	2017 v1
Berserker	2017 v1
Demolisher	2017 v1
Destroyer	2017 v1
Devastator	2017 v1
Mad Dog	2017 v1
Marauder	2017 v1
Spriggen	2017 v1

### UNITS

Great Bears of the Gallowood	2016 v2
Winter Guard Infantry	2017 v1

### SOLOS

Kovnik Jozef Grigorovich	2017 v1
Uhlán Kovnik Markov	2016 v2

## CRYX

### WARCASTERS

Bane Witch Agathia	2016 v2
Lich Lord Asphyxious	2017 v1
Warwitch Deneghra	2016 v2
Goreshade the Cursed	2016 v2
Pirate Queen Skarre	2016 v2
Skarre, Queen of the Broken Coast	2016 v2
*The Witch Coven of Garlghast	2016 v2

### WARJACKS

Corruptor	2017 v1
Malice	2016 v2
Seether	2016 v2

### UNITS

Bane Warrior Officer & Standard	2017 v1
Brute Thrall	2017 v1
Revenant Crew of the Atramentous	2017 v1
Revenant Crew Rifleman	2016 v2
Satyxis Blood Witches	2016 v2
Satyxis Blood Hag	2016 v2
Satyxis Raiders	2016 v2
Satyxis Raider Sea Witch	2016 v2
Skarlock Commander	2017 v1

### SOLOS

Egrogore	2016 v2
Captain Rengrave	2016 v2
Warwitch Siren	2016 v2

### BATTLE ENGINES

Wraith Engine	2017 v1
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## RETRIBUTION OF SCYRAH

### WARCASTERS

Issyria, Sibyl of Dawn	2016 v2
Kaelyssa, the Night's Whisper	2016 v2
Lord Arcanist Ossyan	2017 v1
Dawnlord Vyros	2017 v1

### UNITS

Mage Hunter Infiltrators	2016 v2
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### SOLOS

Arcanist Mechanik	2016 v2
Dawnguard Sentinel Scyir	2016 v2
House Shyeel Artificer	2016 v2

### BATTLE ENGINES

Arcantrik Force Generator	2017 v1
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## CONVERGENCE OF CYRISS

### WARCASTERS

Aurora, the Numen of Aerogenesis	2016 v2
Father Lucant, the Divinity Architect	2017 v1

### WARJACKS

Monitor	2016 v2
*Prime Conflux	2017 v1

### UNITS

Perforators	2017 v1
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### SOLOS

Enigma Foundry	2017 v1
Ionization Servitors	2017 v1

### BATTLE ENGINES

Transfinite Emergence Projector	2016 v2
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## MERCENARIES

### WARCASTERS

Constance Blaize, Knight of the Prophet	2017 v1
Drake MacBain	2016 v2
General Ossrum	2016 v2

### WARJACKS

Gallant	2016 v2
Ghordson Basher	2017 v1
Wroughhammer Rockram	2016 v2

### UNITS

Alexia Ciannor & the Risen	2016 v2
Dannon Blythe & Bull	2016 v2
Kayazy Assassins	2016 v2
Kayazy Assassin Underboss	2016 v2
Kayazy Eliminators	2016 v2
Mr. Walls, the Quartermaster	2016 v2
Press Gangers	2016 v2
Sea Dog Pirates	2016 v2
Sea Dog Pirate Rifleman	2016 v2
Steelhead Heavy Cavalry	2016 v2

### SOLOS

Bloody Bradigan	2016 v2
Stannis Brocker	2016 v2
Rhupert Carvolo, Piper of Ord	2016 v2
Ogrun Bokur	2017 v2
*Thrall Warrior	2016 v2
Sergeant Nicolas Verendrye	2016 v2

### BATTLE ENGINES

Hammerfall Siege Crawler	2017 v1
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\* Version number update only.

# HORDES Card Errata List

## TROLLBLOODS

### WARLOCKS

Grim Angus	2016 v2
Hoarluk Doomshaper, Shaman of the Gnarls	2016 v2
Madrak Ironhide, Thornwood Chieftain	2016 v2
Madrak Ironhide, World Ender	2017 v1
Madrak, Great Chieftain	2017 v1

### WARBEASTS

Mountain King	2016 v2
Night Troll	2017 v1
Storm Troll	2016 v2

### UNITS

Sons of Bragg	2016 v2
Trollkin Scouts	2016 v2
Trollkin Sluggers	2017 v1

### SOLOS

Fell Caller Hero	2016 v2
Fennblade Kithkar	2016 v2

## CIRCLE ORBOROS

### WARLOCKS

Grayle the Farstrider	2016 v2
Kaya the Moonhunter	2016 v2
Kromac the Ravenous	2016 v2
Kromac, Champion of the Wurm	2016 v2
Wurmwood, Tree of Fate	2017 v1

### WARBEASTS

*Laris	2016 v2
Megalith	2016 v2
Wold Guardian	2016 v2
Woldwarden	2017 v1
Woldwyr	2017 v1

### UNITS

Death Wolves	2016 v2
Sentry Stone & Mannikins	2017 v1
Shifting Stones	2017 v1
Tharn Blood Pack	2016 v2
Tharn Bloodweavers	2016 v2
Tharn Ravagers	2016 v2
Tharn Ravager Chieftain	2016 v2
Warpborn Skinwalker Alpha	2016 v2

### SOLOS

*Cassius the Oathkeeper	2017 v1
Lord of the Feast	2016 v2
Tharn Ravager Shaman	2016 v2
Tharn Ravager White Mane	2016 v2
War Wolf	2016 v2
Wolf Lord Morraig	2016 v2

## SKORNE

### WARLOCKS

Lord Tyrant Hexeris	2017 v1
Archdomina Makeda	2017 v1
Supreme Archdomina Makeda	2017 v1
Makeda & the Exalted Court	2016 v2
Lord Assassin Morghoul	2017 v1
Master Ascetic Naresh	2017 v1
Dominar Rasheth	2017 v1
Tyrant Xerxis	2017 v1
Xerxis, Fury of Halaak	2017 v1
Supreme Aptimus Zaal	2017 v1
Zaal, the Ancestral Advocate	2017 v1

### WARBEASTS

Agonizer	2017 v1
Aradus Sentinel	2017 v1
Aradus Soldier	2017 v1
Archidon	2017 v1
Basilisk Drake	2017 v1
Basilisk Krea	2017 v1
Bronzeback Titan	2017 v1
Cyclops Savage	2017 v1
Cyclops Shaman	2017 v1
Desert Hydra	2017 v1
Despoiler	2017 v1
Molik Karn	2017 v1
Reptile Hound	2017 v1
Rhinodon	2017 v1
Scarab Pack	2017 v1
Titan Cannoneer	2017 v1
Titan Gladiator	2017 v1

### UNITS

Cataphract Arcuarii	2017 v1
Cataphract Cetrati	2017 v1
Cataphract Incindiarii	2017 v1
Extoller Advocate	2017 v1
Legends of Halaak	2017 v1
Paingiver Beast Handlers	2017 v1
Paingiver Bloodrunners	2017 v1
Praetorian Ferox	2017 v1
Praetorian Karax Officer & Standard	2016 v2
Praetorian Keltarii	2017 v1
Praetorian Swordsmen	2017 v1
Praetorian Swordsman Officer & Standard	2017 v1
Tyrant Commander & Standard Bearer	2017 v1
Tyrant Vorkesh	2017 v1
Venator Reiver Officer & Standard	2017 v1
Venator Slingers	2017 v1

### SOLOS

Ancestral Guardian	2017 v1
Aptimus Marketh	2017 v1
*Exalted Court	2016 v2
Extoller Soulward	2016 v2
Hakaar the Destroyer	2017 v1
*Kovaas	2017 v1
Paingiver Bloodrunner Master Tormentor	2017 v1
Paingiver Task Master	2017 v1
Void Spirit	2016 v2

### BATTLE ENGINES

Siege Animantarax	2017 v1
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## LEGION OF EVERBLIGHT

### WARLOCKS

Bethayne, Voice of Everblight	2017 v1
Saeryn, Omen of Everblight	2016 v2

### WARBEASTS

Afflictor	2017 v1
Archangel	2016 v2
*Belphagor	2017 v1
Blight Wasps	2017 v1
Nephilim Soldier	2017 v1
Shredder	2016 v2
Typhon	2016 v2
Zuriel	2017 v1

### UNITS

Captain Farlor & Standard	2016 v2
Grotesque Raiders	2016 v2
Hellmouth	2017 v1

### SOLOS

Beast Mistress	2016 v2
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## MINIONS

### WARLOCKS

Dr. Arkadius	2016 v2
Calaban, the Grave Walker	2017 v1
Lord Carver, BMMD, Esq. III	2016 v2
Helga the Conqueror	2016 v2
Jaga-Jaga, the Death Charmer	2016 v2
Maelok the Dreadbound	2016 v2
Midas	2017 v1

### WARBEASTS

*Lug	2016 v2
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### UNITS

Croak Raiders	2016 v2
Farrow Brigands	2016 v2
Farrow Brigand Warlord	2016 v2
Gatorman Bokor & Bog Trog Swamp Shamblers	2016 v2
Gatorman Posse	2017 v1
Lynus Wesselbaum & Edrea Llorryr	2016 v2
Swamp Gobber Bellows Crew	2016 v2

### SOLOS

Alten Ashley	2017 v1
Brun Cragback	2016 v2
Croak Hunter	2016 v2
Lanyssa Ryssyl, Nyss Sorceress	2017 v1

\* Version number update only.