



# ERRATA

JULY 2016

## WARMACHINE: Prime

### 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. 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 attacks are simultaneous (see "Simultaneous Effects," p. 57).

### 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. 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 basic attack against the model it charged with the highest-POW 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. 378, Damage & Healing


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

# WARMACHINE: Prime Rules Digest

## 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. 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 attacks are simultaneous (see “Simultaneous Effects,” p. 43).

### 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. 72, Spell Statistics

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

This damage is magical .

### 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 basic attack against the model it charged with the highest-POW 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. 100, Damage & Healing

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

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## HORDES: Primal

### 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.

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

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

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

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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. 71, Damage Type: Magical**

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

Damage from spells is magical damage.

### **p. 72, Warlock Destruction**

Replace the first paragraph with the following:

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

### **p. 74, Continuous Effects**

Delete the  Disruption and  Critical Disruption entries.

### **p. 81, Threshold & Frenzy**

Replace the first sentence of step 4 with the following:

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

Replace the last sentence of step 4 with the following:

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

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

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

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

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

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

### **p. 97, 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. 98, 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. 99, Obstructions**

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

### **p. 99, 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. 325, 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. 325, 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. 334, Healing**

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

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# **HORDES: Primal Rules Digest**

### **p. 20, 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. 20, 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. 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**.

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

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

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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.

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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. 57, Damage Type: Magical

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

Damage from spells is magical damage.

### p. 58, 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. 76).

### p. 60, Continuous Effects

Delete the  Disruption and  Critical Disruption entries.

### p. 67, Threshold & Frenzy

Replace the first sentence of step 4 with the following:

It makes one basic attack against the model it charged with the highest-POW 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. 68, Threshold & Frenzy

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


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

### p. 69, Damage & Healing

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:

This damage is magical .

### p. 83, 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. 84, 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. 85, 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. 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. 104, Healing

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


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## WARMACHINE Model Errata



### Captain Allister Caine

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

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

**Trick Shot.** Replace the first sentence of Trick Shot with the following:


If this attack directly hits, choose another model within 4" of the model hit.

### Captain Kara Sloan

**Feat: Firing Squad.** Replace the text of Firing Squad with the following:

Sloan immediately casts Fire Group without spending focus. Additionally, Sloan and models in her battlegroup beginning their activations in her control range can make one additional ranged attack during their activations. Firing Squad lasts for one turn.

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


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

### Captain Victoria Haley

**Scramble.** Change the duration of Scramble from "—" to "RND."

### Major Prime Victoria Haley (Haley Future)

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

While this model is in formation, models in its unit ignore cloud effects when determining LOS. While this model is in formation, models in its unit also ignore Stealth .

## Ace

**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).

**Trick Shot.** Replace the first sentence of Trick Shot with the following:

If this attack directly hits, choose another model within 4" of the model hit.

## Stormsmith Grenadiers

**Voltaic Vortex.** Replace the text of Voltaic Vortex with the following:

On a direct hit against an enemy model, before rolling damage push models within 2" of the model hit 2" directly toward it in the order you choose.

## Sword Knights

**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.

## Sword Knight Officer & Standard

**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.

## 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 (S).

## 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

## 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.

## Devout

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

## 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.

## 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 (S).

## 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.



# KHADOR

## Karchev the Terrible

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

## 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 (S).

## 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 Zoktavor, 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.

## Supreme Kommandant Irusk

**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.

**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.

## 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.

## 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.



## Lich Lord Asphyxious

**Caustic Mist.** Remove the second sentence of Caustic Mist, which reads "The AOE remains in play for one round."

## 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.

## 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.

## Warwitch Deneghra

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

## Egeregore

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

## 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.

## Revenant Crew of the Atramentous

**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.

## 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.



## RETRIBUTION OF SCYRAH

### 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.

### Issyria, Sibyl of Dawn

**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 (♣).)

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

This model ignores cloud effects when determining LOS. This model 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 (♣).

### 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.

### 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."



## CONVERGENCE OF CYRIUS

### 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

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

Clockwork Reinforcement lasts for one round.

### 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 (♣).

### Transfinite Emergence Projector

**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."

**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.

### Enigma Foundry

**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.



## MERCENARIES

### 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.

## 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.

## 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.

## 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.

## 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.

## Kazyzy 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.

## Kazyzy 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.

## Kazyzy 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.

## 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.

## 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.

## 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.

## 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.

## Rhupert Carvollo, 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.

## 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.

## 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.

# HORDES Model Errata

## Trollbloods

### 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 Gnarl

**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.

### 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.

### Mountain King

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

### 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.

### 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

### 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.

### Wold Guardian

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

### Megalith

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

### 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.

### 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.)

## 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.



# Skorne

## Supreme Archdomina Makeda

**Elite Cadre [Praetorian Swordsmen].** Replace the second sentence of Elite Cadre [Praetorian Swordsmen] with the following:

(During your Maintenance Phase, if one or more models in a unit with Vengeance were damaged by enemy attacks during the last round, each model in the unit can advance 3" and make one basic melee attack.)

## Makeda & the Exalted Court

**Hand of Death.** Replace the first sentence of Hand of Death with the following:

Target friendly Faction model gains Overtake and its weapons gain Grievous Wounds.

## 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.

## 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.

## Zaal, the Ancestral Advocate

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

## Basilisk Krea

**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.

## Reptile Hound

**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.

## Desert Hydra

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

**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.

## Praetorian Karax Officer & Standard

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

## Legends of Halaak

**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.

## Extoller Soulward

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

## 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.

## 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.



# Legion of Everblight

## 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.

## 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.

## 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.

## 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.

## 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

## 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.

## 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.

## Croak Raiders

**Minions.** In the Minions special rule text, change "Trollbloods" to "Trollbloods."

**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.

## **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.

## **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.

## **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.