

# ERRATA

## V1.1, V1.2, V1.3 & V1.4

Errata (**BLUE** changes in v1.1, **GREEN** changes in v1.2, **PURPLE** changes in v1.3, **RED** changes in v1.4)

### Page 26

#### Changes to 'Power Shot':

'Power Shot' - Dice rolls which result in a natural 1 (unmodified result of a 1) are always successful. Armour, **Impenetrable Armour** and AV tests or 'Heal' rolls cannot be made if the RS, CC or WP test results in a natural 1.

### Page 31

#### Changes to 'Aim Action'

##### Change sentences from:

Aim Action - A Model can spend one Action Point to gain a +2 Modifier to RS and +2 to the Ranged Weapon's St in the same Activation Phase. The Modifier is added only to their first Ranged Attack in the case of Model's weapon with a RoF higher than 1. If an Aim Action is used to make a Ranged Attack at a Vehicle, the Player can use this Action to select the Hit Location instead of rolling for it. This action cannot be used with Template Ranged Attacks or Psychic Powers.

### TO

Aim Action - A Model can spend one Action Point to gain a +2 Modifier to RS and +2 to the Ranged Weapon's St in the same Activation Phase. The Modifier is added only to their first Ranged Attack in the case of Model's weapon with a RoF higher than 1, **additionally** if an Aim Action is used to make a Ranged Attack at a Vehicle, the Player can use this Action to select the Hit Location instead of rolling for it. This action cannot be used with Template Ranged Attacks or Psychic Powers.

### Page 31

#### Change to 'Sentry Action':

Sentry Action - A Model may enter Sentry. Models in Sentry can use 1 Action Point (which cannot be increased by any means) during the enemy's Activation Phase. The following Basic Actions may be made during a Sentry Ac-

tion: Shooting, Close Combat, Move or Dive for Cover. No more than 2 Models for every 5 Models in a Squad can be placed into Sentry. If the Squad contains less than 5 Models, up to 2 Models can be placed in Sentry. **Models using a Sentry Action remain on Sentry until the next Control Phase.**

#### Rapid Fire

##### Add:

**Designer note:** Rapid Fire is a Shooting Action and may not be done in the same turn as a Basic Shooting Action.

### Page 33

#### Critical Force/Critical Damage

##### Add sentence :

**"Regardless of Modifiers the Critical Force/Critical Damage can never be higher than (4)"**

### Page 34

#### Elevation

##### Add: (after paragraph, before listed Values)

**Elevation** describes the approximate vertical "reach" of a model by listing a difference between two Engaged models Elevations (measured base to base) that can be ignored during Close Combat.

**Additionally** Elevation describes the maximum height of a Terrain Piece a Model may cross using Types of Terrain and Movement Modifiers rules (p.48). If the Terrain piece is higher than the listed Elevation for a Model on a given base size, the Model must use Climbing rules to cross this Terrain Piece.

##### Add to Token definition:

Unless otherwise specified, Tokens with structure points stay in play until destroyed. Tokens without Structure Points are always removed from play in the following Control Phase, unless otherwise specified.

Page 36

### Squad Coherency

Add:

Vehicle Squads are subject to Squad Coherency rules exactly like Non-Vehicle Squads. A vehicle model which finds itself outside of Squad Coherency must be the first Model in the Squad to be activated and must complete a Tactical Move, Combat Move, Fast Move or Full Throttle Vehicle Movement Action to get back in to Coherency. Owner of the Model may choose to use any Vehicle Movement Action assuming the Movement Action used is enough to bring Model back into Squad Coherency.

Page 40

### Changes to 'Pinning'

Change from:

When a Squad loses 50% or more of the Squad members...

TO

**Immediately**, when a Squad loses 50% or more of the Squad members...

### Changes to 'Broken'

Change from:

When a Squad loses 75% or more of the Squad members...

TO

**Immediately**, when a Squad loses 75% or more of the Squad members...

Page 42

### Changes to 'Resource Cards':

Resource Cards are not normally removable, however if a Warlord is removed from play, Half of the resource cards it provided at the beginning of the Game are lost. If a Troop Squad Commander is removed from play, a number of Resource Cards equal to the number of Resource Cards it provided at the beginning of the Game are also lost. It is the controlling Player's choice which Resource Cards they remove (i.e. a 'Turned to Burn' Resource Card may be removed).

Page 45

Change from:

Unless otherwise specified, if an attack states

that no Armour test can be taken, then the model cannot make any Armour test against this attack, regardless of whether it has Impenetrable armour or not.

TO

Unless otherwise specified, if an attack states that no Armour test can be taken, then the model cannot make any Armour test against this attack. If no armour test may be taken, and the model has an impenetrable armour value, the model may roll on its impenetrable armour value.

Page 50

### Climbing

Add:

Vehicle Models cannot Climb. The only way a Vehicle Models may change their Elevation is by using Ramps, Slope Hills and every Terrain Piece agreed to be treated as such by all players before the game begins.

Changing Elevation for non-Vehicle Models always involve adding full vertical distance between the initial and final Elevations and may require a Con test if Run or Engage Actions were used to change Elevation.

### Changes to 'Climbing'

Change from:

"As part of Move, Run or Engage Action a model may..."

TO

"As part of Move, Run or Engage Action a non-vehicle model may..."

Page 55

### Changes to 'Using and Claiming Cover'

Change wording:

To take advantage of Cover, the Model's Facing Area must be at least 25% Covered by it.

### Using and Claiming Cover

Add:

If the Model is targeted by a Ranged Attack and is more than 1" away from intervening Terrain Piece/Cover it counts as Claiming Cover Modifiers for every intervening Terrain Piece/Cover (Model is not physically located within any terrain and is not Claiming Cover but Claims Cover Modifiers for all intervening terrain pieces/models).

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Page 57:

#### **Making a Ranged Attack at Friendly Models**

**Add:**

If the RS test is failed, and the roll is within your models unmodified RS, then the shot is an actual miss, but if the roll is above the models unmodified RS then any another friendly model in the same Engagement with the target model takes the hit. If there are not any more friendly models in the same Engagement with the target model the shot misses.

Page 59

#### **Making a Ranged Attack with Flamer Template Weapons**

**Add:**

A model cannot be hit by a flamer more times than the weapons RoF.

Page 60 (v1.2)

#### **Change to 'Making a Ranged Attack with Shotgun Template Weapons':**

**Change from:**

Make a RS test as normal with 1D20 for each Model within the Template.

**TO**

Make an RS test as normal with 1D20 per RoF of the Shotgun weapon for each Model within the Template. Shotguns ignore Cover Modifiers.

Page 60 (v1.3):

#### **Change to 'Makeing a Ranged Attack with Shotgun Template Weapons':**

**Change from:**

Make a number of RS tests equal to the RoF of the Shotgun Weapon for each model within the template.

**TO**

Make an RS test as normal with 1D20 per RoF of the Shotgun weapon for each Model within the Template. Shotguns ignore Cover Modifiers.

Page 63

#### **Changes to 'Free Closing'**

**Change from:**

The 'Free Closing' Action can only be made within the Facing which the model is engaged with.

**TO**

The 'Free Closing' Action can only be made as a part of activating a non-vehicle model, before any Action Points are spent within the Facing which the model is engaged with.

Page 64

#### **Engaging and Different Elevations**

**Add:**

(...) If both Models cannot be placed on the same Elevation or within a Vertical "reach" of the model listed on p.34 "Elevation", the target Model cannot be Engaged.

#### **Free Slash**

**Add:**

Vehicles making a Free Slash use the unmodified St of their Close Combat Weapon.

#### **Changes to 'Disengage'**

**Change from:**

Disengage - Models which move out of their own or their opponent's CCWR for any reason are classified as Disengaged.

**TO**

Disengage - Models which move out of their opponent's CCWR for any reason are classified as Disengaged.

Page 65

#### **Changes to 'Special Close Combat actions for models on medium bases'**

**Change from:**

Active: Charge - Nominate a point on the battlefield that is within Movement Value x2 of the Model making a charge. A Charge must be made in a straight line towards the nominated point.

**TO**

Active: Charge - Nominate a point on the battlefield that is within Movement Value x2 of the Model making a charge. A Charge must be made in a straight line towards the nominated point and is subject to Terrain Movement modifiers.

### Changes to 'Special Close Combat actions for models on large bases'

#### Change from:

"Active: Thunderous Charge - Nominate a point on the battlefield that is within Movement Value x2 of the Model making a Thunderous Charge. A Thunderous Charge must be made in a straight line towards the nominated point."

#### TO

"Active: Thunderous Charge - Nominate a point on the battlefield that is within Movement Value x2 of the Model making a Thunderous charge. A Thunderous Charge must be made in a straight line towards the nominated point **and is subject to Terrain Movement modifiers.**"

### Page 67

### Psychic Fight

#### Add:

General Rules: If not stated otherwise, a Squad can cast more than one Psychic Power in the same Game Turn, but may not cast the same power twice. Designer note: Shooting Powers follow rules of Making a Ranged Attack, thus a model can only make one Ranged Attack regardless of the type (Psychic or normal Ranged Attack).

### Page 69

### Add 'Plasma' to the Weapons types

Passive: Plasmatic Fire: All Ranged Plasma type weapons have the Passive: Plasmatic Fire Special Skill. Any model that receives a Wound Effect from a Plasma type weapon must reroll any successful Armour Test if the result of the Ranged Skill test was a 2-4.

### Page 72

### Changes to the 'Doomtrooper' rule

#### Replace existing text with the following:

Models with the Doomtrooper special skill may be paired. A Doomtrooper pair uses 1 Lord slot on the Offensive Organization Chart. A Doomtrooper pair can only be paired within a Brotherhood force or their own faction (unless stated otherwise). If a model with the Doomtrooper rule is the Warlord it loses the Doomtrooper special skill.

### Changes to 'Get the Gun'

#### Replace existing text with the following:

Get the Gun - When a non-vehicle Model with a Special weapon is removed from play, a non-vehicle Squad Member within 3" can attempt to utilize the weapon. Roll a D20, on a roll of 1-10 the weapon is saved (swap another Model in the Squad within 3" of the removed Model), on a result of 11+ the weapon is damaged and unusable. A Squad Commander or Lord attached to the squad may not attempt this roll.

### Page 73 & 74

### Changes to Rapid Deployment:

Rapid Deployment - Some Squads in Warzone Resurrection are capable of dropping into the battlefield using parachutes, or digging up from underground or shocking their opponents with a rapidly deployed assault.

Any Squad with the 'Rapid Deployment' Special Skill may choose not to deploy as normal and instead be held in reserve to Rapid Deploy. At the beginning of Turn 2 in the Control Phase (on turn 1 you may deploy or delay without rolling), both Players must nominate every not yet deployed Squad to arrive on the Battlefield via Rapid Deployment. Players may delay Squad deployment by taking Delay Test on a D20 in the Control Phase per Squad. On a roll of 1-10 the Squad can be deployed in a subsequent Game Turn or can continue to be delayed further on a successful Delay roll. On the result of an 11-20 the squad must be deployed this turn.

To Activate and deploy a unit, the player must nominate a point on the battlefield as the 'Deployment Point'. The Deployment Point must be placed in unoccupied Open Terrain. Roll a D20 using the Squad Commander's halved LD; this is referred to as the Rapid Deployment test. If the Rapid Deployment test is passed, then the Squad successively lands on the Deployment Point; place the Squad Commander on the Deployment Point, then deploy the rest of the relevant Squad within 3" of the Squad Commander.

All deployed Models must be placed in unoccupied and non-impassable Terrain. If for some reason there is no room to place any Models in this manner, they are removed as casualties. The diameter of the Deployment Point is equal to the Base of the relevant Squad Commander. Models that arrive via Rapid Deployment use an action point to deploy and count as having

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moved the full distance of 1 basic move action in inches; this does not count as a basic move action. Any model that Rapid deploys Engaged has 0 Action Points, which can be increased to one by Turning to Burn one Resource Card.

If an unmodified D20 roll of 20 is made for the 'Rapid Deployment test', then something goes very wrong; the Squad cannot be placed and is removed from the game as a casualty. If a D20 roll of 1 is made, then the Rapid Deployment does not cost an Action Point (although the Models still counts as having moved their full Movement Value). If the test is failed, the Deployment Point scatters, following the rules for 'Scattering of an Explosion Template'. The scatter distance is D20/2. If the Deployment Point scatters onto Impassable Terrain, off of the board or onto a

Model, then roll D20 and refer to the following table:

(...)

Designer Note: If the result on the Rapid Deployment table is '16-20', the Models which failed a Con Test suffer 2 St 10 Piercing Auto-hits.

Undeployed Models cannot be affected by any effects in the Game (ea. Cards, Skills) and the models cannot use any Special Skills or receive any Tactical or Gear Cards, unless stated otherwise. Once models are deployed they are immediately impacted by all effects in game Resource Cards generated by undeployed Squad Commanders and Warlord cannot be Turned to Burn. However, the cards are affected by any Special Skills or other Cards as normal.

For Example: a Cybertronic player has played the strategy card: Economic Collapse, this card prevents all players from using Resource Cards this turn. If your RD unit is deployed on the table and they have a Resource Card it becomes available, but may not be "Turned to Burn" this turn due to the Cybertronic strategy card that is already in play.

Any Units not deployed on the tabletop at the end of the Game count as destroyed for all game purposes including Body Count value.

**Page 74**

**Change to 'Sniper':**

Sniper - Models with the Sniper Special Skill can ignore the closest single piece of Cover (to the model making a Ranged Attack) when making a Ranged Attack. The ignored piece of Cover does not count towards the maximum number of pieces of Cover a model can make a Ranged Attack through.

**Page 78**

**Cards in Advanced Game:**

**Add the Following paragraph to 'Resource Cards':**

Each Troop Squad Commander also provides 1 Resource Card. Resource Cards are allocated by the Warlord and Troop Squad Commanders, but they can be 'Turned to Burn' for any model in the Player's force.

Resource Cards are not normally removable, however if a Warlord is removed from play, Half of the resource cards it provided at the beginning of the Game are lost. If a Troop Squad Commander is removed from play, a number of Resource Cards equal to the number of Resource Cards it provided at the beginning of the Game are also lost. It is the controlling Player's choice which Resource Cards they remove (i.e. a 'Turned to Burn' Resource Card may be removed).

**Add table to 'Cards in Advanced Game' :**

| NO. OF CARDS IN ADVANCED GAMES |                    |
|--------------------------------|--------------------|
| WARLORD TYPE                   | NO. RESOURCE CARDS |
| TECH                           | 7                  |
| CLOSE COMBAT                   | 8                  |
| RANGED                         | 6                  |
| PSYCHIC                        | 8                  |

**Page 79**

**Add to:**

**Tactical Cards** - They can only be played between Model Activation Phases of any player. The player which will Activate the next model may choose to play any number of Tactical cards on any number of squads (following card usage limitations: only one Tactical card allocated to a given squad at the same time, once this card is removed another card can be allocated to this squad ) before the opposing player.

**Gear Cards** - They can only be played between Model Activation Phases of any player. The player which will Activate the next model may choose to play any number of Gear cards on any number of friendly squads (following card usage limitations: only 3 Gear cards in play at the same time per player) before the enemy player.

## Cards in Advanced Game

### Add:

#### Bonded Cards

A Card with 'Bonded: (X)' rule may only be included in the Player's deck if (X) is included in the Army. The Card may still be played during the game, even if (X) is removed from the game.

## 'Cards in Advanced Game'

### Changes to 'Strategy, Tactical & Gear Cards'

#### Replace existing text with the following:

Strategy Cards - These cards mainly affect the battlefield. They can only be played at the end of the Control Phase, before any Squads are activated; starting with the player with Initiative. Only 1 Strategy card can be in play at any time. Unless otherwise specified, Strategy Cards are removed from play in the following Control Phase and added to the owning Player's Discard Pile.

## Page 83

### Vehicle Move Actions: Tactical Move

Add: As a Part of a Tactical Move, vehicles (except of Jet Bikes) can reverse in straight line

## Page 85

### Changes to 'Full Throttle'

#### Change from:

"This Action allows the Vehicle to travel an extra 6", but at the risk of damaging the Drive Systems. Vehicle must take an Autohit with AVV 0 the 15-18 Hit Location."

#### TO

"This Action allows the Vehicle to travel an extra 6" compared to Fast Move Vehicle Action, but at the risk of damaging the Drive Systems. Vehicle must take an Autohit with AVV 1 the 15-18 Hit Location."

### Changes to 'Bikes':

#### Change from:

"Bikes are not slowed down by moving through Light Terrain, but they must take AV test on AVV2."

#### TO

"Bikes are not slowed down by moving through Light Terrain, but they must take AV test at AVV2 on their Driving Systems location at the end of their Movement"

## Moving Through Terrain

### Add:

'Hoverers cannot travel through Impassable Terrain, except if moving over friendly or enemy models on Small or Medium bases'

'Jet Bikes cannot travel through Impassable Terrain, except if moving over friendly or enemy models on Small or Medium bases'

## Page 87:

### Add to Vehicles

#### Making a Close Combat at a Vehicle:

Models making a Close Combat Attack against Vehicles follow the Making A Close Combat Attack rules describe in Close Combat section with following exceptions:

- CC Attacks vs Tanks - the Player can select the Hit Location instead of rolling for it.

## Page 89

### Point 4: Modify the Weapon Stat line:

#### Change in the table from :

Lord / R / +4/+2

#### TO

Lord / R / +4/0

### Point 5: Add sentences at the end:

A Hero may only take Psychic Powers from its own Army list for points cost listed in the relevant Army section.

For example: A Brotherhood Hero of the Solar System may only take Brotherhood Psychic Powers. A Bauhaus Psychic Warlord is not allowed any Psychic powers, as there are no Bauhaus Psychic powers.

### Point 5: Change in the table from:

Close Combat/ CC weapon Critical Force (1) - 10 pts.

#### TO

Close Combat/ CC weapon Critical Force (2) - 10 pts.

## Page 90

### Offensive Organization

Add after Points: paragraph , before Offensive Organisation Charts:

Cross Faction Reinforcements: In some cases you may be allowed to include Squads from other factions in your army, Brotherhood for

example often bolsters Bauhaus, Capitol and Imperial forces. Squads from other factions included in your OOC use their factions General Special Rules, can purchase Psychic Powers and Squad upgrades from their faction list and you may include Strategy, Tactical and Gear cards exclusive to that squad in your deck when playing the Advanced Game (Valkyries can bring cards for Valkyries but may not bring any general Brotherhood cards from the starter).

#### Page 96

**Add to the end of the 'Convergence Deployment' text:**

Units with the Dispersable special skill may not use that skill in the deployment phase.

#### Page 97:

**Changes to 'Ending the Game':**

There are Four possible ways to end a Standard Game of Warzone Resurrection:

Add between 'Disengage' and 'Target Achieved':

**Annihilation:** The Game ends if all your Opponents models have been removed from the tabletop as casualties. Tokens on the tabletop even if they have AV and SP values do not count as models for the purpose of Annihilation. If Annihilation occurs the player with models on the tabletop earns a partial victory points for the Priority Mission automatically, unless they have actually completed the Priority Missions victory conditions.

#### Pages 98-100

**Changes to Priority Missions:**

**Change to Seize Ground:**

A Player must have at least half their surviving Models, including Vehicles in the Convergence zone and no enemy Models in the Convergence to successfully complete this Mission. This can occur at the end of any Game Turn from Turn 3 onwards.

**Changes to 'Fighting Withdrawal':**

A Player must get half of its starting number of Squads into the enemy's deployment zone, if this has occurred for at least one Player at the end of Game Turn 4 (or any subsequent Game Turn) the Game ends. If the game ends with 'Disengage', the Player with the most Squads in the enemy deployment zone is considered as partially completing the Mission.

**Changes to 'Take and Hold':**

The Players must capture and hold all 3 Objective markers uncontested at the end of the Game to complete this Mission. If neither Player is doing this at the end of Turn 3 continue the game until one is.

**Changes to 'Ambush':**

The Player with the Initiative chooses whether to be the attacker or defender. The Attacker sets-up using Ambush deployment and will go first. The Defending Player deploys next, using Convergence deployment. The attacker must reduce the enemy to a quarter or less of its starting number of Squads by the end of Turn 4. The Defending Player must end the Game with above a half of its starting number of Squads to achieve their Objective. If the defending Player is above a third (but below a half) of their starting number of Squads at the end of Turn 4 they win a partial victory. If the defending Player is below a third (but above a quarter) of their starting number of Squads at the end of Turn 4 the attacking Player win a partial victory

**Change to 'Search and Destroy':**

To win this Mission a Player must be in control of four of the five table zones at the end of Turn 4.

**Changes to 'Free for All':**

To win the game a Player must have all their surviving Models within 12" of their marker and no enemy Models within 10" at the end of any Game Turn from Game Turn 3 onwards.

#### Page 98-103

**Missions**

If playing the Free For All Priority Mission with a Secondary Mission and the Communications Relay mission is your result feel free to reroll for a new mission if you would be unable to complete the Communications Relay Mission with your current table set up.

#### Page 105

**Change to Corporate Honour Mission**

**Change from:**

The mission is worth (X) mission points

**TO**

The mission is worth (5) mission points.

Add the Following paragraph under 'Doubtless Precision' and 'Combat Doctrines':

All Bauhaus Warlords, Lords, Troop and Support units will now have Gas masks with the exceptions of Valerie Duval and the Etoiles Mortants. Gas Mask: Every model equipped with a Gas Mask may reroll unsuccessful Con tests against Gas type weapons.

### Juggernauts

#### Add:

"Active: Defensive Mode: At the beginning (...) RoF and RoA are reduced to 0 and cannot be increased by any means. **The Defensive Mode Special Skill remains active until the next Activation of Juggernauts Squad.**"

Add to '6th "Diggers" Combat Engineer Battalion' **Cost 20 Points.**

#### Change to this Capitol Tactical Training:

8. 66th "Hell-Riders" Aerial Support Battalion: Purple Sharks can be taken as 'Troops and Support'. Purple Sharks may not be taken as 'Troops' in a Standard Game OOC.

#### Tech Warlord: "Boost Junkies"

#### Add:

"Once per Game, each Friendly Capitol 'Troop' and 'Support' Squads can activate a 'Boost Jab' at the beginning of their Squad Activation for no cost. All models in Squad gain a +2 modifier to RoA and a +1 Modifier to their RoF until the end of the Game Turn. Each Model takes a St8 Piercing Autohit at the end of their activation **with no Heal rolls allowed.**"

#### Ranged Warlord: "The Battle-Dweebs"

#### Add:

Each Squad using 'Experimental Ammunition' receives a -3 Modifier to RS, a +3 Modifier to St and a +1 Modifier to AVV **of their non Template, Ranged Weapons (weapons that require a RS test to hit). Cost 25 Points**"

Change to 'Passive: Fortune Favours the Brave':

#### Change sentences from:

"When fighting an enemy in Close Combat that causes 'Fear (X)', Mitch Hunter may once per Game Turn either re-roll one of his own **RS test**, or force his opponent to re-roll a successful Armour test. The player controlling Mitch Hunter may make this decision after the D20 have been rolled."

#### TO:

"When fighting an enemy in Close Combat that causes 'Fear (X)', Mitch Hunter may once per Game Turn either re-roll one of his own **CC test**, or force his opponent to re-roll a successful Armour test. The player controlling Mitch Hunter may make this decision after the D20 have been rolled."

#### Remove from: 'Pride, Equipment'

#### Dodge

#### Changes to 'Mitch Hunter'

#### Change from:

"Passive: Colonel of the 9th Sea Lions: An army which contains Mitch Hunter may include..."

#### TO

"Passive: Colonel of the 9th Sea Lions: A **Capitol** army which contains Mitch Hunter may include..."

#### Changes to: 'Passive: Hail Mary'

#### Change sentences from:

As the Airborne Cavalry Para-drop onto the battlefield, they fire a salvo of Missiles into the ranks of their enemies. To represent this, the turn that the Airborne Cavalry arrive via Rapid Deployment, the range of the HU-E 'Lance' Missile Launcher is 30" from the point that the Model is deployed. This Shooting Action costs 1 Action Point and must be completed by all Models after the Squad has deployed by Rapid Deployment but before any Model is Activated. The shot does not need LoS but always scatters (D20/5"). Anti vehicle Missiles cannot be used in a 'Hail Mary' Action. If the player decides not to use 'Hail Mary' the weapons count as fired, but the Models have not used an Action Point.

**TO:**

As the Airborne Cavalry Para-drop onto the battlefield, they fire a salvo of Missiles into the ranks of their enemies. To represent this, the turn that the Airborne Cavalry arrive via Rapid Deployment, the range of the HU-E 'Lance' Missile Launcher is 30" from the point that the Model is deployed. This Shooting Action costs 1 Action Point and must be completed by all Models after the Squad has deployed by Rapid Deployment but before any Model is Activated. The shot does not need LoS but always scatters (D20/2"), make a single RS test roll for each model using Hail Mary Special Skill. If 20 is rolled, center SE Template on model making this Shooting Action. Anti vehicle Missiles cannot be used in a 'Hail Mary' Action. If the player decides not to use 'Hail Mary' the weapons count as fired, but the Models have not used an Action Point.

**Page 161**

**Sea Lions**

**Add:**

"Active: Blend In: At the beginning (...) The Squad loses the 'Blend In Special Skill instantly when a Model from the Squad initiates any Action (excluding the Basic Shooting Action and Pass Action). The Blend In Special Skill remains active until the next Activation of Sea Lions Squad."

**Page 167**

**Changes to 'Purple Shark Stats Table'**

**Change value from :**

AP -

**TO**

AP 3

**Page 167**

**Change RoF in Quad-Mounted M606 LMG from:**

RoF 6 to RoF 4

**Page 177**

**Changes to: 'Strike of the Panda':**

**Change sentences from:**

Strike of the Panda: A Squad Commander may be given the Ki Power: 'Strike of the Panda' for

15 points. Turn to Burn 2 Resource Cards to use this Ki Power. If successfully cast, the Squad Commander's Squad gains the Critical Force (1) for all Wound Effects caused whilst Engaged.

**TO**

Strike of the Panda: A Squad Commander may be given the Ki Power: 'Strike of the Panda' for 15 points. Turn to Burn 2 Resource Cards to use this Ki Power. If successfully cast, the Squad Commander's Squad gains the Critical Force (2) for all Wound Effects caused whilst Engaged.

**Page 178**

'The Bite of the Blizzard' Ki Power is Strength 12 and AVV2

**Page 185**

**Add to Special Skill: Pathfinder.**

Active: The River Flows: At the beginning of Squad activation, Turn to Burn 2 Resource Cards, every model in the Squad making a Run or Engage Action gains the Ranger Special Skill 30 and a +2 modifier to Movement Value. Model completing the Run Action cannot make any Ranged Attack or use Ki powers.

**Page 189**

**Changes to 'Crimson Devils'**

**Change from:**

Active: Art of Kinjite:...

**TO**

Passive: Art of Kinjite:...

**Page 191**

**Change to 'Demon Hunters'**

**Change from:**

Active: Meditation of Kyudo:...

**TO**

Passive: Meditation of Kyudo:...

**Page 191**

**Change to 'Demon Hunters' 'Demonhunter Ammunition' for clarity:**

Passive: Demonhunter Ammunition: The Tam-bu no.45 'Dragonfire' HMG may be changed to

Type: Plasma. This is declared before making a Ranged Attack.

Page 193

### Tiger Dragons

Add:

“Active: Flesh to Stone: If none of the (...) initiates any Action except Basic Shooting and Pass. The **Flesh to Stone Special Skill remains active until the next Activation of Tiger Dragons Squad.**”

Page 195

### ‘Kunshu Dragon Riders’

Add the following to their Stat line:

+1W and IA (11)

Changes to: ‘Tambu no. 4 ‘Windrider’ SMG table’

Change value from:

ST 1

TO

ST 11

Change in: ‘Kunshu Dragon Flame Attack’

Change type from:

Blast (F)

TO

Blast (A)

### Add to Special Skills

Passive: Glide: When making a Move Action the model can make a Glide Action instead. Place the model making the Glide Action anywhere on the battlefield within 7". It may not be placed on Impassable Terrain or inside any Intact Structure. The Model making a Glide Action is not affected by any negative Terrain modifiers. Turn to burn 1 Resource Card and spend 1 Action Point, the Model can make an Engage Action using the Glide rules, with the following exception: place model within 14". The Model gains Engage bonuses as normal.

Page 197

Changes to the ‘Mishima Meka’:

‘Rocket Launcher’:

Add Active: Charge Up: Turn to Burn up to 3 Resource cards before making a Ranged At-

tack. If the RS is successful, the Target model that received SP damage must take x AVV10 Autohits, where x is number of Turned to Burn cards, all additional hits are resolved at the same vehicle damage location as the initial hit.

Page 224

Changes to ‘Voltigeur’

Change Base Size

From Large Base (50 mm)

TO

Base (80mm)

Change from:

‘Passive: Tazerator: This weapon does not cause Wound effects (...) The **Voltigeur** can complete..’

TO

“Passive: Tazerator: This weapon does not cause Wound effects (...) The **Drone** can complete...”

Page 232

Changes to ‘Power of the Art’

Change sentences from:

Each Brotherhood Squad must take one or two Psychic Powers from the following Arts. The same Power cannot be taken more than once per Squad and up to two Art Powers can be cast by each Squad per Game Turn.

TO

Each Brotherhood Squad must take one or two Psychic Powers from the following Arts. The same Power cannot be taken more than once per Squad and up to two **different** Art Powers can be cast by each Squad per Game Turn.

‘Power of the Art’

Add to end of text:

When a Brotherhood squad is in an army led by a Tech Warlord the Warlord should be considered a Psychic Warlord for selecting Art Powers.

ERRATA V1, V2, V3 & V4

**Changes to 'Visage of Ghostly Light'**

Change from:

| THE VISAGE OF THE GHOSTLY LIGHT |    |     |     |             |
|---------------------------------|----|-----|-----|-------------|
| R                               | ST | ROF | AVV | TYPE        |
| 24                              | 16 | 1   | 3   | Psychic (S) |

TO

| THE VISAGE OF THE GHOSTLY LIGHT |    |     |     |             |
|---------------------------------|----|-----|-----|-------------|
| R                               | ST | ROF | AVV | TYPE        |
| 18                              | -  | 1   | -   | Psychic (B) |

**Add:**

Ranged and Psychic Warlord: If successfully cast, Models in the Squad do not need LOS and can make Ranged Attack through all Terrain (including walls ect.) but their RS or WP (if making Ranged Psychic Attack) is halved.

**Changes to Escalation of the Light**

Change sentences from:

All Warlords: If the WP test for the Primary Target is passed the 'Escalation of the Light' progresses to the nearest Enemy Model within 3". On a D20 roll of 1-17 the nearest Model within 3" receives a Piercing Autohit with a St15 AVV3. Continue this for up to 3 more shots (5 in total) modifying the St and AVV of the Ranged Attack by -1 from the previous Autohit (to minimum AVV of 1). If there are no previously unaffected Models within 3" of the Model most recently hit, the Escalation of the Light dissipates with no further effect.

**TO:**

If the WP test for the Primary Target is passed and the Primary Target survived, the 'Escalation of the Light' progresses to the nearest Enemy Model within 3". On a D20 roll of 1-17 the nearest Model within 3" and LOS receives a Piercing Autohit with a St15 AVV3. Continue this for up to 3 more shots (5 in total) modifying the St and AVV of the Ranged Attack by -1 from the previous Autohit (to minimum AVV of 1). If there are no previously unaffected Models within 3" of the Model most recently hit or affected Model survived, the Escalation of the Light dissipates with no further effect.

**Mortificators****add:**

"Active:Void: Mortificators have (...) completes any Action (excluding the Pass Action). The Void Special Skill remains active until the next Activation of Mortificators Squad."

**'Guardiani Oblati'****Change to:****TYPE: Support, Medium Base (40mm), Unique****Change this:****SQUAD SIZE: 2 Guardiani Oblati****To the following:****SQUAD SIZE: 2, 4 or 6 Guardiani Oblati****And add:****SQUAD UPGRADES: Add 2 Guardiani Oblati for 100 Points or 4 for 200 Points.****Replace existing text with the following:**

Hellvatican Fists: Each Guardianio Oblato has two arm weapons known as 'Hellvatican Fists', both of these consist of an 'AC-31P Cleansing Flamethrower', 'Avalanche Handgun', 'Consecrated Blade' and a 'Concussive Hammer'. They can quickly switch between each weapon, retracting and presenting each from their arms as needed. Each Guardianio Oblato may use each weapon once per Action Point.

E.g. For 1 Shooting Action a Guardianio Oblato may fire both his Avalanche Hand Gun and his AC-31P. In close combat the Guardianio may use the Hammer and the Blade

**Change the Special Skill Line to:**

**Special Skills:** Dispersible, Fearless, Predator Senses, Slippery, As One with the Warlord, Bodyguard, Cardinal's Blood, Flesh in Steel, Nulled, Where Needed Most

**Add the following Special Skills:**

**Passive: As One with the Warlord:** The Warlord is considered the Guardiani Oblati's Squad Commander. If the Warlord uses the Rapid Deploy special skill the Guardiani Oblati must deploy with him. The Guardianio Oblato squad is a separate squad to the Warlord. They must always activate in the next viable Activation Phase after the Warlord.

**Passive: Bodyguard:** When a Guardianio Oblato is in CCWR of an enemy model completing a Close Combat attack, a Guardianio Oblato or other model with the Bodyguard special skill must be nominated as the Primary Target.

**Replace the Paragraph starting 'Active: Where Needed Most' with:**

Active: Where Needed Most: The Guardiano Oblato squad may choose not to deploy as normal and instead be held in reserve. The Guardiano Oblato squad may be called to defend the Warlord from reserve (or the battlefield) at the end of his Activation by Turning to Burn 1 Resource Card or for free immediately after an Activation in which a Wound is allocated to the Warlord. The Guardiano Oblato squad deploy (or re-deploy) as close to Warlord as legally possible and have 1 Action Point. If they are placed Engaged they receive their normal Engage bonus. This special action counts as a Move action at full Movement Value. When completing a Where Needed Most special action Guardiano Oblato models are immune to the Free Slash rule. Guardiano Oblato squads not deployed by the end of the game count as casualties.

**Page 269**

**Changes to 'Golgotha'**

**Change from:**

"Active: Guide: 'Turn to Burn' 3 Resource Cards to nominate one Squad on the battlefield. The nominated Squad cannot claim Cover for intervening Models or Terrain Pieces."

TO

"Active: Guide: 'Turn to Burn' 3 Resource Cards to nominate one Squad on the battlefield. The nominated Squad cannot claim Cover **modifiers** for **Claimed Terrain Piece** and **all** intervening Models or Terrain Pieces."

**Page 271**

**Changes to: 'Valpurgius, Type'**

**Change from:**

Lord

TO

Warlord

**Page 277**

**Change sentence from:**

Passive: Unstoppable: Razides ignore negative Modifiers to Range. **Enemy Models cannot claim Cover when targeted by a Razide.**

TO

Passive: Unstoppable: Razides ignore negative Modifiers to Range. **Razides do not receive any negative modifiers to RS caused by Light or Heavy Cover.**

**Page 279**

**Changes to: 'Hindenburg Incinerator'**

**Change Type from:**

Auto (F)

TO

Blast (A)

**Change to 'Praetorian Stalkers':**

Change points from 80 points to 70 points.

**Page 281**

**Changes to the 'Praetorian Behemoth':**

Change points from 320 points to 250 points

Add the **Flesh in the Shell** Special Skill (from the Praetorian Stalkers)

**Page 283**

**Change to 'Necrobeast Riders, Stats Table'**

**Change value from:**

PTS: 145

TO

PTS: 125

**Change to 'Squad Options'**

**Change sentence from:**

Squad Options: 1 Necrobeast Rider can be added to the Squad for 145 points.

TO

Squad Options: 1 Necrobeast Rider can be added to the Squad for 125 points.

**Page 285**

**Black Widow**

**Change to:**

Type: **Heavy Walker**

**Change from:**

"Passive: Regenerate (3):..."

TO

"Passive: Regenerate (4):..."