CORE RULES ERRATA

SEPTEMBER 2017

• WARMACHINE: Prime
• WARMACHINE: Prime Rules Digest
• HORDES: Primal
• HORDES: Primal Rules Digest
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.
Add the following to the end of the Assault text:
If an Assault ranged attack misses its target and the attacker is in melee with the target, do not reroll the attack against another model. It misses completely.

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. 68, Spray Attacks
Add the following to the end of the third paragraph:
Ignore cloud effect terrain when determining if the attacker’s line of sight is completely blocked to a model under a spray template.

p. 71, Damage Type: Magical
Add the following to the end of the Damage Type: Magical text:
Damage from spells is magical damage.

p. 73, Warcaster Destruction
Replace the first paragraph with the following:
When a model with the Battlegroup Commander special rule is destroyed or removed from the table, the warjacks in its battlegroup become inert. Additionally, all upkeep spells cast by that model expire (p. 86).

p. 75, Continuous Effects
Delete the Continuous Effects and Critical Disruption entries.

p. 81, Massive
Add the following to the end of the Massive text:
A colossal cannot be affected by Grievous Wounds.

p. 88, ‘Jack Marshals
Replace the first sentence of the Take Aim! benefit with the following:
The warjack must use its Normal Movement to aim this turn.

p. 31, Advantages
Replace the second sentence with the following:
A model’s advantages are marked as icons on its stat bar, along with its base size. The rules for advantages are listed below.

p. 31, Flight
Replace the second sentence of Flight with the following:
It can advance through obstructions and other models if it has enough movement to move completely past them.

p. 34, Critical Disruption
Replace the second sentence of Critical Disruption with the following:
A warjack suffering Disruption loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

p. 34, Disruption
Replace the text of Disruption with the following:
A warjack hit by this attack loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

p. 35, Base Size
Replace the last sentence with the following:
An icon indicating base size (30, 40, 50, or 120) appears on a model’s stat bar.

p. 45, Charge
Replace the first sentence of the seventh paragraph with the following:
If a charging model ends its charge movement without its charge target in its melee range, it has made a failed charge.

p. 57, Melee Range
Add the following to the end of the first paragraph:
A model’s melee range is limited to its front arc.

p. 58, Power Attacks
Add the following to the end of the sixth paragraph:
A model cannot target a friendly model with a power attack.

p. 60, Throw
Replace the third sentence of the fourth paragraph with the following:
If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see “Thrown,” p. 49).

p. 62, Trample
Add the following to the end of the third paragraph:
A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model’s back arc when it first contacted that model.

Add the following to the end of the fourth paragraph:
WARMAChINE: Prime

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p. 89, Massive
Add the following to the end of the Massive text:
A battle engine cannot be affected by Grievous Wounds.

pp. 89-90, Impact Attacks
Replace the first sentence of the second paragraph with the following:
If the cavalry model chooses to make an impact attack against its
charge target, before making any impact attacks the model turns
to face the charge target and its charge movement ends.

p. 90, Dragoons
Replace the first two paragraphs with the following:
Dragoons are models with a mounted stat card and a dismounted
stat card. They begin the game mounted but can become dismounted
during play.

p. 93, Hill
Add the following to the end of the Hill text:
A model moving off of a hill does not fall or suffer falling damage.

p. 94, Obstacles
Replace the third paragraph with the following:
When resolving a slam or throw, remember to add an additional die
to the damage roll when the slammed (p. 48) or thrown (p. 49) model
contacts an obstacle.

p. 95, Obstructions
Replace the third paragraph with the following:
When resolving a slam or throw, remember to add an additional die
to the damage roll when the slammed (p. 48) or thrown (p. 49) model
contacts an obstruction.

p. 95, Burning Earth
Replace the third sentence of the third paragraph with the following:
On a 1 or 2, the flames go out and the area is no longer considered to
be on fire.

p. 318, Tactical Tips
Delete the first sentence of the Quick Work tactical tip.

p. 369, Attack Roll
Add the following to the end of step e:
- When returning to step b, add all dice removed in step c back to the roll.

p. 369, Damage Roll
Add the following to the end of step e:
- When returning to step b, add all dice removed in step c back to the roll.

p. 370, Healing
In the first sentence, change “control area” to “control range.”

p. 376, Threshold & Frenzy
Replace the first sentence of step 4 with the following:
It makes one attack against the model it charged with the highest-POW
melee weapon that has range to the target.
Replace the last sentence of step 4 with the following:
A frenzied warbeast cannot make Assault ranged attacks or additional
attacks.

p. 377, Threshold & Frenzy
Replace the last sentence of the second paragraph with the following:
If a frenzied warbeast cannot immediately activate or if it cannot
charge, it loses its activation and is no longer frenzied, and you can
remove any number of fury points from it.

p. 377, Massive
Add the following to the end of the Massive text:
A gargantuan cannot be affected by Grievous Wounds.

p. 378, Damage & Healing
In the first sentence, change “damage spirals” to “life spirals.”
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**p. 17, Advantages**
Replace the second sentence with the following:
A model’s advantages are marked as icons on its stat bar, along with its base size. The rules for advantages are listed below.

**p. 17, Flight**
Replace the second sentence of Flight with the following:
It can advance through obstructions and other models if it has enough movement to move completely past them.

**p. 20, Weapon Qualities**
Add the following entries to Weapon Qualities:

- **Critical Disruption** – On a critical hit on a warjack, the warjack suffers Disruption. A warjack suffering Disruption loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

- **Disruption** – A warjack hit by this attack loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

**p. 21, Base Size**
Replace the last sentence with the following:
An icon indicating base size (30, 40, 50, or 120) appears on a model’s stat bar.

**p. 31, Charge**
Replace the first sentence of the seventh paragraph with the following:
If a charging model ends its charge movement without its charge target in its melee range, it has made a failed charge.

**p. 43, Melee Range**
Add the following to the end of the first paragraph:
A model’s melee range is limited to its front arc.

**p. 44, Power Attacks**
Add the following to the end of the sixth paragraph:
A model cannot target a friendly model with a power attack.

**p. 46, Throw**
Replace the third sentence of the fourth paragraph with the following:
If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see “Thrown,” p. 35).

**p. 48, Trample**
Add the following to the end of the third paragraph:
A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model’s back arc when it first contacted that model.
Add the following to the end of the fourth paragraph:
Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model’s movement, it can do so whether or not the trampling model ended its movement in the eligible model’s melee range.

**p. 50, Concealment & Cover**
Add the following after the fourth sentence of the first paragraph:
In order to benefit from concealment or cover, the target model must be within 1” of that terrain feature along at least one straight line between it and the attacker.

**p. 52, Assault**
Replace the third sentence of the Assault text with the following:
A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge.
Add the following to the end of the Assault text:
A model can make an Assault ranged attack while in melee.
Add the following to the end of the Assault text:
If an Assault ranged attack misses its target and the attacker is in melee with the target, do not reroll the attack against another model. It misses completely.

**p. 52, Area of Effect (AOE) Attacks**
Replace the last sentence of the first section with the following:
Damage rolls resulting from AOEs are simultaneous (see “Simultaneous Effects,” p. 43).

**p. 54, Spray Attacks**
Add the following to the end of the third paragraph:
Ignore cloud effect terrain when determining if the attacker’s line of sight is completely blocked to a model under a spray template.

**p. 57, Damage Type: Magical**
Add the following to the end of the Damage Type: Magical text:
Damage from spells is magical damage.

**p. 59, Warcaster Destruction**
Replace the first paragraph with the following:
When a model with the Battlegroup Commander special rule is destroyed or removed from the table, the warjacks in its battlegroup become inert. Additionally, all upkeep spells cast by that model expire (p. 72).

**p. 61, Continuous Effects**
Delete the Critical Disruption and Disruption entries.

**p. 67, Massive**
Add the following to the end of the Massive text:
A colossal cannot be affected by Grievous Wounds.

**p. 72, Spell Statistics**
Add the following after the first sentence of the POW, Power entry:
This damage is magical.

**p. 74, ‘Jack Marshals**
Replace the first sentence of the Take Aim! benefit with the following:
The warjack must use its Normal Movement to aim this turn.
p. 75, Massive
Add the following to the end of the Massive text:
A battle engine cannot be affected by Grievous Wounds.

pp. 75-76, Impact Attacks
Replace the first sentence of the second paragraph with the following:
If the cavalry model chooses to make an impact attack against its
charge target, before making any impact attacks the model turns to
face the charge target and its charge movement ends.

p. 76, Dragoons
Replace the first two paragraphs with the following:
Dragoons are models with a mounted stat card and a dismounted
stat card. They begin the game mounted but can become dismounted
during play.

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.
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p. 31, Advantages
Replace the second sentence with the following:
A model’s advantages are marked as icons on its stat bar, along with its base size. The rules for advantages are listed below.

p. 31, Flight
Replace the second sentence of Flight with the following:
It can advance through obstructions and other models if it has enough movement to move completely past them.

p. 34, Critical Disruption
Replace the second sentence of Critical Disruption with the following:
A warjack suffering Disruption loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

p. 34, Disruption
Replace the text of Disruption with the following:
A warjack hit by this attack loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

p. 35, Base Size
Replace the last sentence with the following:
An icon indicating base size (30, 40, 50, or 120) appears on a model’s stat bar.

p. 45, Charge
Replace the first sentence of the seventh paragraph with the following:
If a charging model ends its charge movement without its charge target in its melee range, it has made a failed charge.

p. 57, Melee Range
Add the following to the end of the first paragraph:
A model’s melee range is limited to its front arc.

p. 58, Power Attacks
Add the following to the end of the sixth paragraph:
A model cannot target a friendly model with a power attack.

p. 60, Throw
Replace the third sentence of the fourth paragraph with the following:
If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see “Thrown,” p. 49).

p. 62, Trample
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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
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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 Assult text:
A model can make an Assault ranged attack while in melee.
Add the following to the end of the Assault text:
If an Assault ranged attack misses its target and the attacker is in melee with the target, do not reroll the attack against another model. It misses completely.

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. 68, Spray Attacks
Add the following to the end of the third paragraph:
Ignore cloud effect terrain when determining if the attacker’s line of sight is completely blocked to a model under a spray template.

p. 71, Damage Type: Magical
Add the following to the end of the Damage Type: Magical text:
Damage from spells is magical damage.

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

Replace the last sentence of step 4 with the following:
It makes one attack against the model it charged with the highest-POW melee weapon that has range to the target.
Replace the last sentence of step 4 with the following:
A frenzied warbeast cannot make Assault ranged attacks or additional attacks.
p. 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. 82, Massive
Add the following to the end of the Massive text:
A gargantuan cannot be affected by Grievous Wounds.

p. 83, Damage & Healing
In the first sentence, change “damage spirals” to “life spirals.”

p. 92, Massive
Add the following to the end of the Massive text:
A battle engine cannot be affected by Grievous Wounds.

p. 93, Impact Attacks
Replace the first sentence of the second paragraph with the following:
If the cavalry model chooses to make an impact attack against its charge target, before making any impact attacks the model turns to face the charge target and its charge movement ends.

p. 94, Dragoons
Replace the first two paragraphs with the following:
Dragoons are models with a mounted stat card and a dismounted stat card. They begin the game mounted but can become dismounted during play.

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
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. 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. 327, Massive
Add the following to the end of the Massive text:
A colossal cannot be affected by Grievous Wounds.

p. 332, 'Jack Marshals
Replace the first sentence of the Take Aim! benefit with the following:
The warjack must use its Normal Movement to aim this turn.

p. 334, Healing
In the first sentence, change “control area” to “control range.”
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.

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.

Replace the last sentence of the first section 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:
Damage from spells is magical damage.

Delete the Disruption and Critical Disruption entries.

Add the following to the end of the third paragraph:
A model cannot target a friendly model with a power attack.

Ignore cloud effect terrain when determining if the attacker’s line of
sight is completely blocked to a model under a spray template.

Replace the third sentence of the Assault text with the following:
A model can make an Assault ranged attack while in melee.

Add the following to the end of the Assault text:
If an Assault ranged attack misses its target and the attacker is in melee
with the target, do not reroll the attack against another model. It misses
completely.

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
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channel spells or gain focus by any means, including by being
allocated focus, for one round.

Replace the first paragraph with the following:
A model’s advantages are marked as icons on its stat bar, along with its
base size. The rules for advantages are listed below.

Replace the last sentence with the following:
A model’s advantages are marked as icons on its stat bar.

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completely.

Replace the last sentence of step 4 with the following:
Additionally, all upkeep spells cast by that model expire (p. 76).

Add the following after the fourth sentence of the first paragraph:
A frenzied warbeast cannot make Assault ranged attacks or additional
attacks.

Replace the last sentence of the fourth paragraph with:
Add the following to the end of the fourth paragraph:
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the trampling model; if a model was eligible to make a free strike
against the trampling model during the trampling model’s movement,
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in the eligible model’s melee range.
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.

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Add the following to the end of the Massive text:
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In the first sentence, change “damage spirals” to “life spirals.”

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Add the following after the first sentence of the POW, Power entry:
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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
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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. 102, ‘Jack Marshals
Replace the first sentence of the Take Aim! benefit with the following:
The warjack must use its Normal Movement to aim this turn.

p. 104, Healing
In the first sentence, change “control area” to “control range.”