WARMACHINE: Prime

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

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

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

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

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

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

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

p. 62, Trample
Add the following to the end of the third paragraph:
A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model’s back arc when it first contacted that model.
Add the following to the end of the fourth paragraph:
Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model’s movement, it can do so whether or not the trampling model ended its movement in the eligible model’s melee range.

p. 64, Concealment & Cover
Add the following after the fourth sentence of the first paragraph:
In order to benefit from concealment or cover, the target model must be within 1” of that terrain feature along at least one straight line between it and the attacker.

p. 66, Assault
Replace the third sentence of the Assault text with the following:
A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge.
Add the following to the end of the Assault text:
A model can make an Assault ranged attack while in melee.
p. 66, Area of Effect (AOE) Attacks
Replace the last sentence of the first section with the following:

Damage rolls resulting from AOE 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 Disruption and Critical Disruption entries.

p. 81, Massive
Add the following to the end of the Massive text:

A colossal cannot be affected by Grievous Wounds.

p. 89, Massive
Add the following to the end of the Massive text:

A battle engine cannot be affected by Grievous Wounds.

pp. 89-90, Impact Attacks
Replace the first sentence of the second paragraph with the following:

If the cavalry model chooses to make an impact attack against its charge target, before making any impact attacks the model turns to face the charge target and its charge movement ends.

p. 93, Hill
Add the following to the end of the Hill text:

A model moving off of a hill does not fall or suffer falling damage.

p. 94, Obstacles
Replace the third paragraph with the following:

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

p. 95, Obstructions
Replace the third paragraph with the following:

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

p. 95, Burning Earth
Replace the third sentence of the third paragraph with the following:

On a 1 or 2, the flames go out and the area is no longer considered to be on fire.

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

p. 369, Attack Roll
Add the following to the end of step e:

When returning to step b, add all dice removed in step c back to the roll.

p. 369, Damage Roll
Add the following to the end of step e:

When returning to step b, add all dice removed in step c back to the roll.

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

p. 376, Threshold & Frenzy
Replace the first sentence of step 4 with the following:

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

p. 377, Threshold & Frenzy
Replace the last sentence of the second paragraph with the following:

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

p. 377, Massive
Add the following to the end of the Massive text:

A gargantuan cannot be affected by Grievous Wounds.

p. 378, Damage & Healing
In the first sentence, change “damage spirals” to “life spirals.”

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WARMACHINE: Prime Rules Digest

p. 17, Flight
Replace the second sentence of Flight with the following:

It can advance through obstructions and other models if it has enough movement to move completely past them.

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

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

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

p. 31, Charge
Replace the first sentence of the seventh paragraph with the following:

If a charging model ends its charge movement without its charge target in its melee range, it has made a failed charge.
p. 43, Melee Range
Add the following to the end of the first paragraph:
A model’s melee range is limited to its front arc.

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

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

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

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

p. 52, Assault
Replace the third sentence of the Assault text with the following:
A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge.
Add the following to the end of the Assault text:
A model can make an Assault ranged attack while in melee.

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

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

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

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

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

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

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

p. 75, Massive
Add the following to the end of the Massive text:
A battle engine cannot be affected by Grievous Wounds.

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

p. 79, Hill
Add the following to the end of the Hill text:
A model moving off of a hill does not fall or suffer falling damage.

p. 80, Obstacles
Replace the third paragraph with the following:
When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 34) or thrown (p. 35) model contacts an obstacle.

p. 81, Obstructions
Replace the third paragraph with the following:
When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 34) or thrown (p. 35) model contacts an obstruction.

p. 81, Burning Earth
Replace the third sentence of the third paragraph with the following:
On a 1 or 2, the flames go out and the area is no longer considered to be on fire.

p. 91, Attack Roll
Add the following to the end of step e:
When returning to step b, add all dice removed in step c back to the roll.

p. 91, Damage Roll
Add the following to the end of step e:
When returning to step b, add all dice removed in step c back to the roll.

p. 92, Healing
In the first sentence, change “control area” to “control range.”

p. 98, Threshold & Frenzy
Replace the first sentence of step 4 with the following:
It makes one attack against the model it charged with the highest-POW melee weapon that has range to the target.
Replace the last sentence of step 4 with the following:
A frenzied warbeast cannot make Assault ranged attacks or additional attacks.
Add the following to the end of the sixth paragraph:

p. 58, Power Attacks
A model cannot target a friendly model with a power attack.

Add the following to the end of the first paragraph:

p. 57, Melee Range
A model’s melee range is limited to its front arc.

Add the following to the end of the sixth paragraph:

p. 58, Power Attacks
A model cannot target a friendly model with a power attack.

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

p. 64, Continuous Effects
Delete the Disruption and Critical Disruption entries.

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.

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 first paragraph:

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.

Replace the last sentence of step 4 with the following:

A model cannot make Assault ranged attacks or additional Attacks.

Replace the first sentence of step 4 with the following:

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

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

Disruption and Critical Disruption entries.

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

Disruption and Critical Disruption entries.

Add the following to the end of the Assault text:

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

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:

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.

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 AOEs are simultaneous (see “Simultaneous Effects,” p. 57).

Add the following to the end of Disruption:

A gargantuan cannot be affected by Grievous Wounds.

Replace the last sentence of step 4 with the following:

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

Replace the first section with the following:

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 fourth paragraph with the following:

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.

Add the following to the end of the third paragraph:

Damage from spells is magical damage.

Replace the second sentence of Critical Disruption with the following:

Disruption and Critical Disruption entries.

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. 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.

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

A trampling model gains a back strike bonus against a model only if

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

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

Replace the first sentence with the following:

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.

Add the following to the end of Disruption:

A gargantuan cannot be affected by Grievous Wounds.

Replace the last sentence of step 4 with the following:

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

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

A trampling model gains a back strike bonus against a model only if

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

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HORDES: Primal Rules Digest

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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
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A gargantuan cannot be affected by Grievous Wounds.

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p. 75, Spell Statistics
Add the following after the first sentence of the POW, Power entry:
This damage is magical.

p. 78, Massive
Add the following to the end of the Massive text:
A battle engine cannot be affected by Grievous Wounds.
**Cygnar**

**WARCASTERS**

**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.

**Attack Type.** Replace the Attack Type special rule with Empowered Shot:
- **Empowered Shot** – When this model makes an attack with this weapon, before the attack roll it can spend 1 focus point to gain one of the following special rules. Empowered Shot can be used only once per attack.

**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.

**Feat: Overkill.** Replace the first sentence of the Overkill rules text with the following:
- After resolving each ranged attack that hits an enemy model, Caine gains a cumulative +1 to his Spellstorm Pistol attack damage rolls.

**Captain E. Dominic Darius**

**Crane.** Replace the text of Crane with the following:
- Once per turn at any time during its activation, this model can choose one other friendly large-based or smaller model within 2" of it. You can place that model anywhere completely within 2" of its current location, and if it is knocked down, it immediately stands up unless it became knocked down this turn.

**Captain Victoria Haley**

**Warjack Points.** Reduce Captain Victoria Haley’s warjack points to +27.

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

**Temporal Barrier.** Replace the second sentence of Temporal Barrier with the following:
- Enemy models beginning their activations in the spellcaster’s command range suffer –2 SPD.

**Major Victoria Haley**

**Deflection.** Replace the Deflection spell with Force Field:

```
FORCE FIELD 2 SELF CTRL - UP NO
```

The spellcaster does not suffer blast or collateral damage and cannot become knocked down. When an enemy AOE ranged attack deviates from a point in the spellcaster’s control range, after the deviation distance is rolled you choose the deviation direction.

**Time Bomb.** Replace the text of Time Bomb with the following:
- A model directly hit by Time Bomb suffers –2 SPD and DEF for one round.

**Lord General Coleman Stryker**

**Feat: Lightning Charge.** Replace the first sentence of the Lightning Charge rules text with the following:
- When a friendly Faction model makes an impact attack or a charge attack while in Stryker’s control range, the attack automatically hits and gains an additional die on the damage roll.

**WARJACKS**

**Ace**

**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.

**True Sight.** Replace the text of True Sight with the following:
- This model ignores cloud effects when determining LOS. This model also ignores Stealth.

**Minuteman**

**Bounding Leap.** Remove the second sentence of Bounding Leap, which reads "Any effects that prevent charging also prevent this model from using Bounding Leap."

**Flak Field.** Add the following to the end of Flak Field:
- This model is not affected by Flak Field.

**UNITS**

**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 directly 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.
SOLOS

Captain Arlan Strangewayes
Empower (★Action). Replace the text of Empower (★Action) with the following:
RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

Gun Mage Captain Adept
True Sight. Replace the text of True Sight with the following:
This model ignores cloud effects when determining LOS. This model also ignores Stealth.

Stormblade Captain
Tactician [Storm Knight]. Replace the first sentence of Tactician [Storm Knight] with the following:
While in this model’s command range, friendly Storm Knight models can ignore other friendly Storm Knight models when determining LOS.

Stormsmith Stormcaller
Surge (★Attack). Replace the third sentence of Surge (★Attack) with the following:
This model then makes a Storm Strike attack against each model targeted, ignoring the RNG of this weapon.
Triangulation (★Attack). Replace the third sentence of Triangulation (★Attack) with the following:
This model then makes a Storm Strike attack against each model targeted, ignoring the RNG of this weapon.

Trench Buster
Flank [Trencher]. Replace the text of Flank [Trencher] with the following:
When this model makes a melee attack against an enemy model in the melee range of another friendly Trencher model, this model gains +2 to attack rolls and gains an additional damage die.

WARCASTERS

Grand Exemplar Kreoss
Tactician [Exemplar]. Replace the first sentence of Tactician [Exemplar] with the following:
While in this model’s command range, friendly Exemplar models can ignore other friendly Exemplar models when determining LOS.

High Executioner Servath Reznik
Excruciator. Replace the first sentence of Excruciator with the following:
When this model boxes a living enemy warrior model with a melee attack, you can place a Wrack into play completely within 4” of this model.

WARJACKS

Blessing of Vengeance
Repel. Replace the second sentence of Repel with the following:
When this model is hit with a melee attack made by a model in its front arc, after the attack is resolved the attacking model is pushed 1” directly away from this model.

Devout
Shield. Add the Shield icon () to the Devout’s Shield.

Eye of Truth
Gaze of Justice. The Gaze of Justice ranged weapon gains Damage Type: Fire.

SOLOS

Initiate Tristan Durant
True Sight. Replace the text of True Sight with the following:
This model ignores cloud effects when determining LOS. This model also ignores Stealth.

Vassal of Menoth
Empower (★Action). Replace the text of Empower (★Action) with the following:
RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

BATTLE ENGINES

Vessel of Judgment
Eruption of Faith. Replace the second sentence of Eruption of Faith with the following:
When this miracle is used, enemy models currently within 2” of this model suffer an unboostable POW 12 fire damage roll and the Fire continuous effect and are pushed 4” directly away from this model in the order you choose.
**WARRIORS**

**Khador**

**Kommandant Irusk**

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

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

**Supreme Kommandant Irusk**

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

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

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

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

**Karchev the Terrible**

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

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

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

**Koldun Kommander Aleksandra Zerkova**

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

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

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

- The affected model cannot activate.

**Kommander Orsus Zoktavir**

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

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

**Kommander Zoktavir, the Butcher Unleashed**

**[War Argus]**

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

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

**WARJACKS**

**Behemoth**

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

**Berserker**

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

**Demolisher**

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

**Destroyer**

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

**Devastator**

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

- This model is not affected by Rain of Death.

**Mad Dog**

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

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

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

**Marauder**

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

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

**Spriggan**

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

**UNITS**

**Great Bears of the Gallowswood**

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

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

**Winter Guard Infantry**

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

**SOLOS**

**Kovnik Jozef Grigorovich**

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

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

**Uhlan Kovnik Markov**

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

- While in this model’s command range, friendly Iron Fang models can ignore other friendly Iron Fang models when determining LOS.
**WARCASTERS**

**Bane Witch Agathia**

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

This model can gain soul tokens.

**Lich Lord Asphyxious**

Warjack Points. Increase Lich Lord Asphyxious’ warjack points to +28. Caustic Mist. Change the duration of Caustic Mist from “UP” to “RND.” Replace the second and third sentences of Caustic Mist with the following:

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

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

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

**Warwitch Deneghra**

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

**Goreshade the Cursed**

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

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

**Pirate Queen Skarre**

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

This model cannot spend focus points to reduce this damage.

**Skarre, Queen of the Broken Coast**

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

This model cannot spend focus points to reduce this damage.

**WARJACKS**

**Corruptor**

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

The affected model cannot activate.

**Malice**

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

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

**Seether**

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

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

**UNITS**

**Bane Warrior Officer & Standard**

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

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

**Brute Thrall**

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

Shield Guard – Once per round, when a friendly model is directly hit by a non-spray ranged attack during your opponent’s turn while within 3” of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard while it is incorporeal, knocked down, or stationary.

**Revenant Crew of the Atramentous**

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

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

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

**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 Raider Sea Witch
Gang. Replace the text of Gang with the following:
When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Skarlock Commander
Point Cost. Increase the point cost of the Skarlock Commander to 3.
Tactics: Advance Deployment. The Skarlock Commander gains the Tactics: Advance Deployment special rule:

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

GTOS

Solos

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

Captain Rengrave
Cleave. Replace the Cleave special rule with Rapid Strike:

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

Gang Fighter. Replace the text of Gang Fighter with the following:
When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

Warwitch Siren
Empower (★Action). Replace the text of Empower (★Action) with the following:
RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

Battlemores

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

Retribution of Scyrah

Warcasters

Issyria, Sibyl of Dawn
True Sight. Replace the text of True Sight with the following:
This model ignores cloud effects when determining LOS. This model also ignores Stealth 📡.

Feat: Dawn’s Light. Replace the last sentence of the Dawn’s Light rules text with the following:
(A model with True Sight ignores cloud effects when determining LOS.
A model with True Sight also ignores Stealth 📡.)

Kaeleyssa, the Night’s Whisper
True Sight. Replace the text of True Sight with the following:
This model ignores cloud effects when determining LOS. This model also ignores Stealth 📡.

Lord Arcanist Ossyan
Deadeye. Replace the Deadeye spell with Fortune:

FORTUNE 2 6 – – UP NO
Target friendly Faction model/unit can reroll its missed attack rolls. Each attack roll can be rerolled only once as a result of Fortune.

Dawnlord Vyros
Flank [friendly Faction warjack]. Replace the text of Flank [friendly Faction warjack] with the following:
When this model makes a melee attack against an enemy model in the melee range of a friendly Faction warjack model, this model gains +2 to attack rolls and gains an additional damage die.

Feat: Perfect Execution. Replace the third sentence of the Perfect Execution rules text with the following:
(When a model with Flank [friendly Faction warrior model] makes a melee attack against an enemy model in the melee range of a friendly Faction warjack model, the model with Flank gains +2 to attack rolls and gains an additional damage die.)

Units

Mage Hunter Infiltrators
Gang. Replace the text of Gang with the following:
When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Solos

Arcanist Mechanik
Empower (★Action). Replace the text of Empower (★Action) with the following:
RNG CMD. Target friendly Faction warjack. If the target warjack is in range and it was suffering Disruption, it is no longer disrupted. The warjack also gains 1 focus point.

Dawnguard Sentinel Scyir
Tactician [Dawnguard]. Replace the first sentence of Tactician [Dawnguard] with the following:
While in this model’s command range, friendly Dawnguard models can ignore other friendly Dawnguard models when determining LOS.

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

Battlemores

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

Aurora, the Numen of Aerogenesis
Flank [Angel]. Replace the text of Flank [Angel] with the following:
When this model makes a melee attack against an enemy model in the melee range of a friendly Angel model, this model gains +2 to attack rolls and gains an additional damage die.

Father Lucant, the Divinity Architect
Deflection. Replace the Deflection spell with Deceleration:

DECELERATION 3 SELF CTRL – RND NO
While in the spellcaster’s control range, friendly Faction models gain +2 ARM against ranged and magic attack damage rolls. Deceleration lasts for one round.
Feat: Clockwork Reinforcement. Add the following to the end of the Clockwork Reinforcement rules text:
Clockwork Reinforcement lasts for one round.

WARJACKS

Monitor
True Sight. Replace the text of True Sight with the following:
This model ignores cloud effects when determining LOS. This model also ignores Stealth.

UNITS

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

SOLOS

Enigma Foundry
Point Cost. Reduce the point cost of the Enigma Foundry to 4.
Reconstruction. Replace the text of Reconstruction with the following:
Remove one soul token from this model to return one destroyed medium-based friendly Faction construct Grunt to play, or remove up to three soul tokens from this model to return one destroyed small-based friendly Faction construct Grunt to play for each token removed. Place each returned Grunt completely within 3˝ of this model, in formation, and within 3˝ of another model in its unit. A returned Grunt must forfeit its Combat Action the turn it is put into play.

Ionization Servitor
Created. Replace the Created special rule with Spawned [Prime Conflux]:
Spawned [Prime Conflux] – This model does not begin the game in play. This model can be put into play only by a friendly Prime Conflux.

BATTLE ENGINES

Transfinite Emergence Projector
Servitor Satellites. Replace the second sentence of Servitor Satellites with the following:
Once per activation, after its Normal Movement, this model can place up to three Permutation Servitors anywhere B2B with this model. During its Combat Action, this model can make one additional Aperture Pulse ranged attack for each Permutation Servitor this model put into play that is completely within its back arc.
Firing Formulae. Delete the last sentence of Firing Formulae, which reads “For each completely within its back arc, this model can make an additional ranged attack.”

Mercenaries

Constance Blaize, Knight of the Prophet
Flank [Morrowan]. Replace the text of Flank [Morrowan] with the following:
When this model makes a melee attack against an enemy model in the melee range of another friendly Morrowan model, this model gains +2 to attack rolls and gains an additional damage die.
Radiance of Morrow. Change the RNG of Radiance of Morrow from “=” to “SELF” and the AOE from “=” to “CTRL.”
Drake MacBain
Gang Fighter. Replace the text of Gang Fighter with the following:
When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

General Ossrum
Tactician [Rhulic]. Replace the first sentence of Tactician [Rhulic] with the following:
While in this model’s command range, friendly Rhulic models can ignore other friendly Rhulic models when determining LOS.

WARJACKS

Gallant
Accumulator [Morrowan]. Replace the text of Accumulator [Morrowan] with the following:
When it begins its activation within 3˝ of one or more other friendly Morrowan models, this model gains 1 focus point.

Ghordson Basher
Flak Field. Add the following to the end of Flak Field:
This model is not affected by Flak Field.

Wroughthammer Rockram
Ram. Replace the Ram special rule with Batter:
Batter – When an enemy model is hit by this weapon during this model’s activation, it becomes knocked down and can be pushed 1˝ directly away from this model. If the model hit is pushed, this model can immediately advance 1˝ directly toward it.
STATE

Alexia Ciaannor & the Risen

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

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

Dannon Blythe & Bull

Cleave. Replace the Cleave special rule with Rapid Strike:

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

Kayazy Assassins

Gang. Replace the text of Gang with the following:

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

Kayazy Assassin Underboss

Gang. Replace the text of Gang with the following:

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

Kayazy Eliminators

Gang. Replace the text of Gang with the following:

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

Mr. Walls, the Quartermaster

Gang. Replace the text of Gang with the following:

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

Sea Dog Pirates

Gang. Replace the text of Gang with the following:

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

Sea Dog Pirate Rifleman

Gang. Replace the text of Gang with the following:

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

Steelhead Heavy Cavalry

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

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

Bloody Bradigan

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

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

Stannis Brocker

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

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

Rhupert Carvolo, Piper of Ord

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

“Target friendly warrior model/unit.”

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

“Target friendly warrior model/unit.”

Ogrun Bokur

Subtype. Change the subtype line to “Mercenary Minion Rhulic Solo.”

Minion. The Ogrun Bokur gains the Minion special rule:

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

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

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

Sergeant Nicolas Verendrye

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

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

Hammerfall Siege Crawler

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

“This weapon gains an additional die to its damage rolls against huge-based models.”
**HORDES Model Errata**

**Trollbloods**

### WARLOCKS

**Grim Angus**

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

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

**Hoarluk Doomshaper, Shaman of the Gnarls**

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

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

**Madrak Ironhide, Thornwood Chieftain**

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

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

**Madrak Ironhide, World Ender**

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

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

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

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

**Madrak, Great Chieftain**

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

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

### WARBEASTS

**Mountain King**

**Gunfighter.** Remove Gunfighter (化进程) from the Mountain King.

**Night Troll**

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

**Storm Troll**

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

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

### UNITS

**Sons of Bragg**

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

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

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

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

**Trollkin Scouts**

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

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

**Trollkin Sluggers**

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

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

### SOLOS

**Fell Caller Hero**

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

*Target friendly Faction warrior model/unit.*

**Fennblade Kithkar**

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

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

### Circle Orboros

**Grayle the Farstrider**

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

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

**Kaya the Moonhunter**

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

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

**Kromac the Ravenous**

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

*If Kromac is in Tharn form when this feat is used, he can immediately take beast form; replace his Tharn form model with his beast form model.*
Kromac, Champion of the Wurm
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

Wurmwood, Tree of Fate
SPD. Change the SPD of Wurmwood, Tree of Fate to “—.”
Feat: Black Roots. Replace the first two sentences of the Black Roots rules text with the following:
Wurmwood’s command range becomes a forest. Enemy models that become knocked down while in Wurmwood’s command range suffer 1 damage point.

WARBEASTS
Megalith
Bountiful Restoration. In the second sentence of Bountiful Restoration, change “Restoration” to “Mend.”

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

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

Woldwyrd
Arcane Strike. Increase the POW of the Woldwyrd’s Arcane Strike to 12.

UNITs
Death Wolves
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

Sentry Stone & Mannikins
Wellspring. Replace the first two sentences of Wellspring with the following:
If there are fewer than 3 fury points on the Sentry Stone during your Maintenance Phase, place d3 fury points on it. This model can have up to three fury points at any time. If there are fewer than three Mannikin Grunts in this unit in play during your Maintenance Phase, put one Mannikin Grunt into play, in formation.

Shifting Stones
SPD. Change the SPD of the Shifting Stones to “—.”

Tharn Blood Pack
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

Tharn Bloodweavers
Gang. Replace the text of Gang with the following:
When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Tharn Ravagers
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

Tharn Ravager Chieftain
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

Warpborn Skinwalker Alpha
Tactics: Gang. Replace the second sentence of Tactics: Gang with the following:
(When making a melee attack targeting an enemy model in the melee range of another model in this unit, a model with Gang gains +2 to melee attack and meele damage rolls.)

SOLOS
Lord of the Feast
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

Tharn Ravager Shaman
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

Tharn Ravager White Mane
Heart Eater. Replace the first sentence of Heart Eater with the following:
When this model destroys a living or undead enemy model with a melee attack, it gains the destroyed model’s corpse token.

War Wolf
Gang Fighter. Replace the text of Gang Fighter with the following:
When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

Wolf Lord Morraig
Flank [Wolf Sworn]. Replace the text of Flank [Wolf Sworn] with the following:
When this model makes a melee attack against an enemy model in the melee range of another friendly Wolf Sworn model, this model gains +2 to attack rolls and gains an additional damage die.

Veteran Leader [Wolf Sworn]. Replace the text of Veteran Leader [Wolf Sworn] with the following:
While in this model’s command range, other friendly Wolf Sworn models gain +1 to attack rolls.
WARLOCKS

Lord Tyrant Hexeris

Warbeast Points. Increase Lord Tyrant Hexeris’ warbeast points to +28.

Great Power. Lord Tyrant Hexeris gains the Great Power special rule:

- **Great Power** – During your Control Phase, this model can upkeep one spell without spending fury.

Blood Boon. Remove the Blood Boon special rule from Lord Tyrant Hexeris.

Influence. Replace the Influence spell with Sunder Spirit:

- **SUNDER SPIRIT**

  2 10 – 12 * YES

  An enemy warbeast damaged by Sunder Spirit loses its animus for one round.

Spirit Leech. Replace the Spirit Leech spell with Parasite:

- **PARASITE**

  3 8 – – UP YES

  Target model/unit suffers –3 ARM and the spellcaster gains +1 ARM.

Feat: Dark Dominion. Replace the fourth sentence of Dark Dominion with the following:

- The model cannot be targeted by free strikes during this movement.

Archdomina Makeda

Field Marshal [Shield Guard]. Archdomina Makeda gains the Field Marshal [Shield Guard] special rule:

- **Field Marshal [Shield Guard]** – Warbeasts in this model’s battlegroup gain Shield Guard. (When a friendly model is directly hit by a non-spray ranged attack during your opponent’s turn while within 3” of a model with Shield Guard, you can choose to have the model with Shield Guard directly hit instead. It is automatically hit and suffers all damage and effects. A model can use Shield Guard only once per round and cannot use Shield Guard if it is incorporeal, knocked down, or stationary.)

The Lash. Replace the text of The Lash spell with the following:

- **THE LASH**

  3 10 – 13 – YES

  If The Lash hits an enemy model, immediately after the attack is resolved this model or a friendly Faction model within 3” of it can advance up to 2”. A model can advance only once per turn as a result of The Lash.

Subjugation of Will. Replace the Subjugation of Will spell with Jackhammer:

- **JACKHAMMER**

  1 6 – – – NO

  Target model in the spellcaster’s battlegroup immediately makes one basic melee attack.

Feat: Grip of Death. Replace Grip of Death with Defiance of the Void:

- **Feat: Defiance of the Void**

  While in Makeda’s control range, friendly living models gain Retaliatory Strike. Additionally, when a friendly living warrior model in this model’s control range is disabled, this model can suffer 1 damage point to remove 1 damage point from the disabled model. This damage cannot be transferred. Defiance of the Void lasts for one round. (If a model with Retaliatory Strike is hit by an enemy melee attack during your opponent’s turn, after that attack is resolved it can immediately make one basic melee attack against the attacking model. A model with Retaliatory Strike can make only one Retaliatory Strike per turn.)

Supreme Archdomina Makeda

Warbeast Points. Increase Supreme Archdomina Makeda’s warbeast points to +27.

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.)

Stay Death. Replace the text of Stay Death with the following:

- When a friendly living non-warlock Faction warrior model in this model’s command range is disabled, this model can spend 1 fury point to remove 1 damage point from the disabled model.

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.

Lord Assassin Morghoul

FURY. Increase the FURY of Lord Assassin Morghoul to 6.

Mercy. Increase the POW of Mercy to 7 (P+5 13).

Elite Cadre [Bloodrunners]. Lord Assassin Morghoul gains the Elite Cadre [Bloodrunners] special rule:

- **Elite Cadre [Bloodrunners]** – Friendly Bloodrunner models gain Parry.

Ghost Walk. Replace the Ghost Walk spell with Shadow Play:

- **SHADOW PLAY**

  2 6 – – UP NO

  Target friendly Faction model gains Incorporeal until this turn. During your Control Phase, the affected model gains Incorporeal, for one turn.

Mortality. Lord Assassin Morghoul gains the Mortality spell:

- **MORTALITY**

  3 10 – – RND YES

  Target model/unit suffers –2 DEF and ARM, loses Tough, and cannot have damage removed from it. Mortality lasts for one round.

Master Ascetic Naareesh

Field Marshal [Pain Response]. Master Ascetic Naareesh gains the Field Marshal [Pain Response] special rule:

- **Field Marshal [Pain Response]** – Warbeasts in this model’s battlegroup gain Pain Response. (While damaged, a model with Pain Response can charge and make power attacks without being forced.)

Feat: Imperishable Flesh. Replace the text of Imperishable Flesh with the following:

- Immediately apply up to 1 damage point to each aspect of living warbeasts in Naareesh’s battlegroup that are currently in his control range. Naareesh can remove 1 damage point for each damage point applied as a result of Imperishable Flesh. Additionally, while in Naareesh’s control range, living warbeasts in his battlegroup gain +1 STR and ARM for each of their damaged aspects. Imperishable Flesh lasts for one round.

Dominar Rasheth

Dark Rituals. Replace the first sentence of Dark Rituals with the following:

- This model can channel spells through friendly Faction warrior models in its control range.

ERRATA • JANUARY 2017 v2

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**Tyran Tercis**

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

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

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

<table>
<thead>
<tr>
<th>Lurch</th>
<th>*6</th>
<th>–</th>
<th>–</th>
<th>NO</th>
</tr>
</thead>
</table>

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

**Xerxis, Fury of Halaak**

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

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

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

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

<table>
<thead>
<tr>
<th>Rapport</th>
<th>2</th>
<th>6</th>
<th>–</th>
<th>–</th>
<th>UP</th>
<th>NO</th>
</tr>
</thead>
</table>

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

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

<table>
<thead>
<tr>
<th>STRANGLEHOLD</th>
<th>2</th>
<th>10</th>
<th>–</th>
<th>11</th>
<th>YES</th>
</tr>
</thead>
</table>

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

**Supreme Aputimus Zaal**

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

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

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

<table>
<thead>
<tr>
<th>INVIOLEABLE RESOLVE</th>
<th>2</th>
<th>6</th>
<th>–</th>
<th>–</th>
<th>UP</th>
<th>NO</th>
</tr>
</thead>
</table>

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

**Zaal, the Ancestral Advocate**

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

**Aura of Power**. In the text of Aura of Power, change “non-warcaster” to “non-warcaster.”

**WARBEASTS**

**Agonizer**

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

**Aradus Sentinel**

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

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

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

<table>
<thead>
<tr>
<th>SWARM</th>
<th>2</th>
<th>SELF</th>
<th>–</th>
<th>RND</th>
<th>NO</th>
</tr>
</thead>
</table>

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

**Aradus Soldier**

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

**Archidon**

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

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

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

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

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

**Basilisk Drake**

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

The spellcaster gains Pathfinder and Bushwhack.

**Basilisk Krea**

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

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

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

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

**Bronzeback Titan**

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

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

**Cyclops Savage**

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

**Cyclops Shaman**

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

**Desert Hydra**

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

**Gunfighter**. Remove Gunfighter from the Desert Hydra.

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

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

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

This model loses one initial attack for each of its aspects that are currently crippled.
**Despoiler**
- **Tough**: Increase the RNG of the Tail to 2.
- **Point Cost**: Increase the point cost of the Despoiler to 19.

**Molik Karn**
- **STR**: Increase the STR of Molik Karn to 9 (P+S 14).
- **Point Cost**: Reduce the point cost of Molik Karn to 19.

**Reptile Hound**
- **THR**: Decrease the THR of the Reptile Hound to 7.
- **Point Cost**: Increase the point cost of Reptile Hounds to 4 points each.
- **Flank [another Reptile Hound]**: Remove Combined Ranged Attack (\(\#\)) from Reptile Hounds.

**Rhinodon**
- **STR**: Increase the STR of the Rhinodon to 11 (Tail P+S 15, Claw P+S 14).
- **ARM**: Increase the ARM of the Rhinodon to 18.
- **Tail**: Increase the RNG of the Tail to 2.
- **Critical Knockdown**: This model gains +2 to attack rolls and gains an additional damage die.

**Scarab Pack**
- **Hunting Pack**: This model gains +1 cumulative bonus to melee attack and damage rolls for each friendly Aradus warbeast or other model in this unit with the target of this model’s melee attack in its melee range.

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

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

**Units**

**Cataphract Arcuarii**
- **Combined Ranged Attack**: Remove Combined Ranged Attack (\(\#\)) from Cataphract Arcuarii.
- **Tough**: Cataphract Arcuarii gain Tough (\(\#\)).
- **Harpoon**: The Harpoon gains Weapon Master (\(\#\)).

**Cataphract Cetrati**
- **Tough**: Cataphract Cetrati gain Tough (\(\#\)).
- **Point Cost**: Reduce the point cost of Cataphract Cetrati to 12 (Leader & 3 Grunts) and 18 (Leader & 5 Grunts).
- **Set Defense**: Cataphract Cetrati gain the Set Defense special rule:
  - **Set Defense**: A model in this model’s front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

**Cataphract Incindiarii**
- **Tough**: Cataphract Incindiarii gain Tough (\(\#\)).
- **Point Cost**: Reduce the point cost of Cataphract Incindiarii to 11 (Leader & 3 Grunts) and 17 (Leader & 5 Grunts).
- **Incindus**: Increase the POW of the Incindus to 13.

**Extoller Advocate**
- **Invigoration**: Replace the Invigoration special rule with Death Boon:
  - **Death Boon**: When a model in this model’s unit makes an attack or damage roll during its activation, this model can spend one soul token to cause that model to reroll that roll. A roll can be rerolled only once as a result of Death Boon.

**Legends of Halaak**
- **SPD**: Increase the SPD of the Legends of Halaak to 7.
- **MAT**: Increase the MAT of the Legends of Halaak to 8.
- **DEF**: Increase the DEF of the Legends of Halaak to 14.
- **CMD**: Increase the CMD of the Legends of Halaak to 8.
- **Melee Weapons**: The melee weapons of the Legends of Halaak gain Weapon Master (\(\#\)).
- **Flank**: When a model makes 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.

**Paingiver Beast Handlers**
- **Prodding**: Paingiver Beast Handlers gain the Prodding special rule:
  - **Prodding**: While B2B with this model, friendly Faction warbeasts can charge without being forced. This model loses Prodding while out of formation.

**Paingiver Bloodrunners**
- **Combined Melee Attack**: Remove Combined Melee Attack (\(\#\)) from Paingiver Bloodrunners.
- **Gang**: Paingiver Bloodrunners gain the Gang special rule:
  - **Gang**: When making a melee attack targeting an enemy model in the melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

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

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

**Praetorian Swordsman Officer & Standard**
- **MAT**: Increase the MAT of the Officer to 8, and increase the MAT of the Standard Bearer to 7.

**Praetorian Swordsman Officer & Standard**
- **MAT**: Increase the MAT of the Officer to 8, and increase the MAT of the Standard Bearer to 7.
- **Show of Force**: Replace the Show of Force special rule with Power Swell:
  - **Power Swell**: This model can use Power Swell once per game at any time during its unit’s activation. This activation, models in this unit gain an additional die on melee damage rolls.

**Tyrant Commander & Standard Bearer**
- **Tough**: The Tyrant gains Tough (\(\#\)).

**Tyrant Vorkesh**
- **Tough**: Tyrant Vorkesh gains Tough (\(\#\)).
Venator Reiver Officer & Standard
Granted: Combined Arms. The Officer gains the Granted: Combined Arms special rule:
Granted: Combined Arms – While this model is in formation, models in its unit gain Combined Arms. (When a model with Combined Arms misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms.)

Venator Slingers
Advance Deployment. Venator Slingers gain Advance Deployment ✂️.

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

Aptimus Marketh
ARM. Increase the ARM of Aptimus Marketh to 13.
Point Cost. Reduce the point cost of Aptimus Marketh to 5.

Extoller Soulward

Hakaar the Destroyer
Veteran Leader [Exalted]. Hakaar the Destroyer gains the Veteran Leader [Exalted] special rule:
Veteran Leader [Exalted] – While in this model’s command range, other friendly Exalted models gain +1 to attack rolls.

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

Paingiver Bloodrunner Master Tormentor

Paingiver Task Master
Scutter (★Action). The Paingiver Task Master gains the Scutter (★Action) special rule:
Scutter (★Action) – RNG 3. Target friendly non-warlock Minion warrior model/unit. If the model/unit is in range, it gains Reposition [3’]. Scutter lasts for one turn. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3’] can advance up to 3’, then its activation ends.)
Temper Flesh. Replace the Temper Flesh special rule with Temper Flesh (★Action):
Temper Flesh (★Action) – RNG 3. Target friendly non-warlock Minion warrior model/unit. If the model/unit is in range, it gains Tough ✅. Temper Flesh lasts for one round.

Void Spirit
Void Walk. Replace the text of Void Walk with the following:
Once per activation, immediately after resolving an attack in which it destroyed a living or undead enemy model with an attack during its Combat Action, you can place this model anywhere completely within 8’ of its current location.

BATTLE ENGINES

Siege Animantarax
SPD. Increase the SPD of the Siege Animantarax to 5.
Double Reiver. Increase the RNG of the Double Reiver to 12.
Point Cost. Decrease the point cost of the Siege Animantarax to 17.
Burst Fire. Replace the Burst Fire special rule on the Double Reiver with Volume Fire:
Volume Fire – Gain +1 to attack and damage rolls with this weapon against medium-based models and +2 to attack and damage rolls against large- and huge-based models.

WARLOCKS

Bethayne, Voice of Everblight
Feat: Symbiosis. Replace the third sentence of the Symbiosis rules text with the following:
(When a model with Flank [friendly Faction warbeast] makes a melee attack against an enemy model in the melee range of a friendly Faction warbeast, the model with Flank gains +2 on attack rolls and gains an additional die on damage rolls.)

Saeryn, Omen of Everblight
Blight Bringer. Blight Bringer is an offensive spell.
Respawn. Replace the second sentence of Respawn with the following:
Remove 1 damage point from each aspect, then Respawn expires.

WARBEASTS

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

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

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

Blight Wasps

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

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

Nephilim Soldier

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

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

Shredder

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

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

Typhon

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

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

Zuriel

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

UNITS

Captain Farilor & Standard

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

Wall of Steel – See above.

Grotesque Raiders

Gang. Replace the text of Gang with the following:

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

Hellmouth

Soulless. The Hellmouth and the Tentacles gain Soulless 0.

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

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

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

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

SOLOS

Beast Mistress

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

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

Minions

WARLOCKS

Dr. Arkadius

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

Calaban, the Grave Walker

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

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

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

The affected model cannot activate.

Lord Carver, BMMD, Esq. III

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

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

Helga the Conqueror

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

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

Jaga-Jaga, the Death Charmer

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

Maelok the Dreadbound

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

Midas

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

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

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

**Brun Cragback**
- **Flank [Lug].** Replace the text of Flank [Lug] with the following:
  - When this model makes a melee attack against an enemy model in the melee range of Lug, this model gains +2 to attack rolls and gains an additional damage die.

**Croak Hunter**
- **Gang Fighter.** Replace the text of Gang Fighter with the following:
  - When making a melee attack against an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

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

**Theme Force Errata**

**Mercenaries Theme Force: The Kingmaker’s Army**
- Replace the first sentence of the first special rule with the following:
  - This army can also include Cygnar Long Gunner, Ranger, and Trencher Infantry units.

**Mercenaries Theme Force: Operating Theater**
- Replace the first special rule with the following:
  - For every full 30 points of units in this army, you can add one Cephalyx Overlord unit to the army free of cost. Free units do not count toward the total point value of units in the army when calculating this bonus.

**Trollbloods Theme Force: Band of Heroes**
- Replace the second special rule with the following:
  - Models disabled by a melee attack made by a warrior model in this army cannot make a Tough roll. When a model is boxed by a melee attack made by a warrior model in this army, you can choose to have the boxed model removed from play.

**Minions Theme Force: The Thornfall Alliance**
- Add the following special rule:
  - This army can include one non-character Mercenary warjack beginning the game controlled by Raluk Moorclaw, the Ironmonger.

**UNITS**

**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.

**Gatorman Posse**
- **Point Cost.** Reduce the point cost of the Gatorman Posse to 10 (Leader & 2 Grunts) and 17 (Leader & 4 Grunts).
- **Offerings to Kossk.** Add the following to the end of Offerings to Kossk:
  - Offerings to Kossk lasts for one turn.

**Lynus Wesselbaum & Edrea Lloryrr**
- **True Sight.** Replace the text of True Sight with the following:
  - This model ignores cloud effects when determining LOS. This model also ignores Stealth.

**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.
## CYGNAR

### Warcasters
- Captain Allister Caine 2017 v1
- Captain E. Dominic Darius & Halfjacks 2017 v1
- Captain Victoria Haley 2017 v1
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- Sword Knight Officer & Standard 2016 v2

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- Stormblade Captain 2016 v2
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- Vassal of Menoth 2016 v2

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- Karchev the Terrible 2017 v1
- Koldun Kommander Aleksandra Zerkova 2017 v1
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- Kommander Zoktavir, the Butcher Unleashed 2016 v2

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- Berserker 2017 v1
- Demolisher 2017 v1
- Destroyer 2017 v1
- Devastator 2017 v1
- Mad Dog 2017 v1
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- Warwitch Deneghra 2016 v2
- Goreshade the Cursed 2016 v2
- Pirate Queen Sarre 2016 v2
- Skarre, Queen of the Broken Coast 2016 v2
- *The Witch Coven of Garlghast* 2016 v2

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- Malice 2016 v2
- Seether 2016 v2

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- Brute Thrall 2017 v1
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- Revenant Crew Rifleman 2016 v2
- Satyxis Blood Witches 2016 v2
- Satyxis Blood Hag 2016 v2
- Satyxis Raiders 2016 v2
- Satyxis Raider Sea Witch 2016 v2
- Skarloc Commander 2017 v1

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- Captain Rengrave 2016 v2
- Warwitch Siren 2016 v2

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- Kaelyssa, the Night’s Whisper 2016 v2
- Lord Arcanist Ossyan 2017 v1
- Dainlord Vyros 2017 v1

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- Mage Hunter Infiltrators 2016 v2

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- Arcanist Mechanik 2016 v2
- Dawnguard Sentinel Scyir 2016 v2
- House Shyeel Artificer 22016 v2

### Battle Engines
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- Aurora, the Numen of Aerogenesis 2016 v2
- Father Lucant, the Divinity Architect 2017 v1

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- *Prime Conflux* 2017 v1

### Units
- Perforators 2017 v1

### Solos
- Enigma Foundry 2017 v1
- Ionization Servitors 2017 v1

### Battle Engines
- Transfinite Emergence Projector 2016 v2

## MERCENARIES

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

### Warjacks
- Gallant 2016 v2
- Ghordson Bash 2017 v1
- Wroughthammer Rockram 2016 v2

### Units
- Alexia Cinnor & the Risen 2016 v2
- Dannon Bythe & Bull 2016 v2
- Kayazy Assassins 2016 v2
- Kayazy Assassin Underboss 2016 v2
- Kayazy Eliminators 2016 v2
- Mr. Wallis, the Quartemaster 2016 v2
- Press Gangers 2016 v2
- Sea Dog Pirates 2016 v2
- Sea Dog Pirate Rifleman 2016 v2
- Steelhead Heavy Cavalry 2016 v2

### Solos
- Bloody Bradian 2016 v2
- Stannis Brocker 2016 v2
- Rhupert Carvolo, Piper of Ord 2016 v2
- Ogrun Bukor 2017 v2
- *Th'ril Warrior* 2016 v2
- Sergeant Nicolas Verendrye 2016 v2

### Battle Engines
- Hammerfall Siege Crawler 2017 v1

* Version number update only.
## Hordes Card Errata List

### Trollbloods

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<tr>
<th>Warlocks</th>
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<tbody>
<tr>
<td>Grim Angus</td>
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<td>Madrak Ironhide, Thornwood Chieftain</td>
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<td>Madrak Ironhide, World Ender</td>
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<td>Madrak, Great Chieftain</td>
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<td>Night Troll</td>
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<td>Storm Troll</td>
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### Circle Orboros

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### Skorne

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### Legion of Everblight

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### Minions

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<td>Helga the Conqueror</td>
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<td>Jaga-Jaga, the Death Charmer</td>
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<td>Maelok the Dreadbound</td>
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