



ERRATA

JULY 2012

WARMACHINE: PRIME MK II

P. 28. GAME TERMS.

Add the following sentence to the end of the third paragraph:
If you take control of an enemy trooper, it acts as an independent model while it is under your control.

P. 34. EYELESS SIGHT.

Replace the last sentence with the following:
This model ignores concealment (p. 57) and Stealth (p. 34).

P. 42. ACTIVATING UNITS.

Replace the fifth sentence of the first paragraph with the following:
A trooper that is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander.

P. 43. LINE OF SIGHT.

Add the following lines to the first paragraph of this section:
Any time one model "targets" another model, it must have line of sight to that model. When a model "selects" another model, it need not have line of sight.

PP. 46-47. CHARGE.

Replace the sixth and seventh sentences of the second paragraph with the following:
Once the charge target is in the charging model's melee range, it must stay in the charging model's melee range for the entire charge. The charging model stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, or thrown.

P. 48. ACTIONS.

In the last sentence of the first paragraph, change "cannot move" to "cannot advance."

PP. 51-52. HEADLOCK/WEAPON LOCK.

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

*A model making a headlock/weapon lock can **lock** a warjack's or warbeast's weapon or head to prevent its use if the target has an equal- or smaller-sized base.*

Replace the fifth paragraph with the following:

A locked model can choose only to make a combat action as its action and cannot make a special attack. At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. When a break attempt is made, both models involved in the lock roll a d6 and add their STR. If the locked model's total exceeds that of the model holding the lock, the lock is broken. The locked model can make its initial melee attacks with any melee weapon not located in a locked system as normal. After resolving these attacks and attempts to break free, a warjack can spend focus points to make more attempts to break a lock or to make additional attacks with usable weapons, at 1 focus point per break attempt or additional attack. Once a lock is broken, the model can use the weapon that was locked to make additional attacks during its activation. At any time during its activation, a model can voluntarily release a lock it is maintaining.

P. 55. DOUBLE-HAND THROW.

Add the following after the second sentence of the third paragraph:
In either case, the direction must be away from the attacker as with other throw power attacks.

Add the following to the end of the fourth paragraph:
The deviation distance cannot exceed half the distance between the thrown model and the intended point of impact.

PP. 55-56. TRAMPLE.

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

After the warjack has finished its trample movement, it makes

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a melee attack against each small-based model through which it moved during this movement.

Add the following to the Trample section.

If a trampling model first contacts the front arc of a model in Shield Wall, that model gains its Shield Wall ARM bonus when resolving damage for the trample.

P. 57. CONCEALMENT AND COVER.

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

A terrain feature obscures the base of a target model if you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through that terrain feature. In order to benefit from concealment or cover, the model must be within 1" of the terrain feature along that straight line.

P. 63. KNOCKDOWN.

In the second sentence, change "cannot move" to "cannot advance."

P. 64. STATIONARY MODELS.

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

A melee attack against a stationary model automatically hits.

P. 68. REACTIVATING WARJACKS.

Add the following text:

If the model reactivating a warjack has the Battlegroup Commander rule, the warjack becomes a part of its battlegroup.

P. 71. ATTACHMENTS.

Add the following to the Attachments text.

Models in a unit gain the benefits of Granted abilities only while the model on whose card the rule appears is in formation.

P. 72. FIELD PROMOTION.

Add the following to the Field Promotion text:

If an effect allows your opponent to immediately take control of the Officer or Leader of a unit to make an attack or to make a full advance and an attack, that model remains the unit commander and is not replaced despite your opponent's temporary control.

P. 77. MAGIC ATTACK ROLLS.

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

A magic attack roll does not suffer the target in melee attack roll penalty when the point of origin is in melee with the target.

P. 81. MOUNT.

Replace the bold equation with:

Mount Melee Attack Damage Roll = 2d6 + POW of Mount

PP. 81-82. CAVALRY CHARGE.

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

If a charging cavalry model contacts another model during its movement and has moved at least 3", it can stop and make impact attacks with its Mount (see "Mount," previous) against all models in the Mount's melee range.

P. 82. LIGHT CAVALRY.

Replace the first sentence of the second paragraph with:

After an independent light cavalry model completes its action, the model can advance up to 5". After all the models in a light cavalry unit have completed their actions, each can advance up to 5".

P. 92. MOSH PIT.

The Mosh Pit is a 16"-diameter circle.

P. 244. APPENDIX A.

Add the following to the end of the second paragraph:

At any time two or more abilities are triggered at the same time, such as "attack hit" or "end activation," the active player chooses the order in which abilities on his models resolve, then the inactive player chooses the order in which abilities on his models resolve.

PP. 247-249. APPENDIX B.

Replace the text of the Extended Control bond with:

This warjack gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)

HORDES: PRIMAL MK II

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P. 33. EYELESS SIGHT.

Replace the last sentence with the following:

This model ignores concealment (p. 57) and Stealth (p. 34).

P. 38. BUILDING YOUR ARMY.

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

To create an army, first choose a faction and decide on an encounter level, then spend the allotted army points to add models and units from your chosen faction and the minions who will work for that faction.

P. 42. ACTIVATING UNITS.

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

A trooper that is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander.

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P. 43. LINE OF SIGHT.

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Any time one model "targets" another model, it must have line of sight to that model. When a model "selects" another model, it need not have line of sight.

P. 47. CHARGE.

Replace the sixth and seventh sentences of the second paragraph with the following:

Once the charge target is in the charging model's melee range, it must stay in the charging model's melee range for the entire charge. The charging model stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, or thrown.

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

*A model making a headlock/weapon lock can **lock** a warjack's or warbeast's weapon or head to prevent its use if the target has an equal- or smaller-sized base.*

Replace the fifth paragraph with the following:

A locked model can choose only to make a combat action as its action and cannot make a special attack. At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. When a break attempt is made, both models involved in the lock roll a d6 and add their STR. If the locked model's total exceeds that of the model holding the lock, the lock is broken. The locked model can make its initial melee attacks with any melee weapon not located in a locked system as normal. After resolving these attacks and attempts to break free, a warbeast can be forced to make more attempts to break a lock or to make additional attacks with usable weapons; force the warbeast once per break attempt or additional attack. Once a lock is broken, the model can use the weapon that was locked to make additional attacks during its activation. At any time during its activation, a model can voluntarily release a lock it is maintaining.

PP. 54-55. DOUBLE-HAND THROW.

Add the following after the second sentence of the third paragraph:

In either case, the direction must be away from the attacker as with other throw power attacks.

Add the following to the end of the fourth paragraph:

The deviation distance cannot exceed half the distance between the thrown model and the intended point of impact.

PP. 55-56. TRAMPLE.

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

After the warbeast has finished its trample movement, it makes a melee attack against each small-based model through which it moved during this movement.

Add the following to the Trample section.

If a trampling model first contacts the front arc of a model in Shield Wall, that model gains its Shield Wall ARM bonus when resolving damage for the trample.

P. 57. CONCEALMENT AND COVER.

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

A terrain feature obscures the base of a target model if you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through that terrain feature. In order to benefit from concealment or cover, the model must be within 1" of the terrain feature along that straight line.

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In the second sentence, change "cannot move" to "cannot advance."





P. 65. STATIONARY MODELS.

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

A melee attack against a stationary model automatically hits.

PP. 68-69. CONTINUOUS EFFECTS.

Replace the first icon in the Corrosion entry  with the Continuous Effect: Corrosion  icon.

Replace the first icon in the Fire entry  with the Continuous Effect: Fire  icon. Replace the last icon in the Fire entry  with the Immunity: Fire .

P. 71. ATTACHMENTS.

Add the following to the Attachments text:

Models in a unit gain the benefits of Granted abilities only while the model on whose card the rule appears is in formation.

P. 72. FIELD PROMOTION.

Add the following to the Field Promotion text:

If an effect allows your opponent to immediately take control of the Officer or Leader of a unit to make an attack or to make a full advance and an attack, that model remains the unit commander and is not replaced despite your opponent's temporary control.

P. 74. THRESHOLD AND FRENZY.

Replace the last paragraph with the following:

A player cannot intentionally choose a path for a frenzying model's charge that would cause the charge to fail.

Because a frenzied warbeast activates in the Control Phase, it cannot activate during the Activation Phase that turn. If a frenzied warbeast cannot immediately activate, it loses its activation and is no longer frenzied, and you can remove any number of fury points from it.

P. 80. MAGIC ATTACK ROLLS.

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

A magic attack roll does not suffer the target in melee attack roll penalty when the point of origin is in melee with the target.

P. 83. MOUNT.

Replace the bold equation with:

Mount Melee Attack Damage Roll = 2d6 + POW of Mount

PP. 83-84. CAVALRY CHARGE.

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

If a charging cavalry model contacts another model during its movement and has moved at least 3", it can stop and make impact attacks with its Mount (see "Mount," previous) against all models in the Mount's melee range.

P. 84. LIGHT CAVALRY.

Replace the first sentence of the second paragraph with:

After an independent light cavalry model completes its action, the model can advance up to 5". After all the models in a light cavalry unit have completed their actions, each can advance up to 5".

P. 94. MOSH PIT.

The Mosh Pit is a 16"-diameter circle.

P. 236. APPENDIX A.

Add the following to the end of the second paragraph:

At any time two or more abilities are triggered at the same time, such as "attack hit" or "end activation," the active player chooses the order in which abilities on his models resolve, then the inactive player chooses the order in which abilities on his models resolve.

PP. 239-241. APPENDIX B.

Replace the text of the Extended Control bond with:

This warbeast gains Extended Control Range. (When checking to see if a model with Extended Control Range is in its controller's control area, double the area.)

Replace the text of the Dominator bond with:

When this warbeast makes an attack against an enemy warbeast or warjack in the control area of this warbeast's controlling warlock, this warbeast gains +2 to the attack and damage rolls against the enemy model.

EXPANSION BOOK ERRATA CYGNAR FORCE BOOK

P. 34. LIEUTENANT ALLISTER CAINE THEME FORCE.

Change the text of the first sentence of the Tier 1 Benefit to:
Non-character Arcane Tempest Gun Mage units become FA U.

PROTECTORATE OF MENOTH FORCE BOOK

P. 38. THE HARBINGER OF MENOTH THEME FORCE.

Add the following sentence to the Tier 3 Benefit:

These walls cannot be placed within 3" of another wall or terrain feature.

CRYX FORCE BOOK

P. 28. IRON LICH ASPHYXIOUS THEME FORCE.

Replace the last sentence of the Tier 3 benefit with the following:

Wreck markers cannot be placed within 3" of a terrain feature or another wreck marker.

P. 32. MASTER NECROTECH MORTENEBA THEME FORCE.

Change the text of the Tier 2 Benefit to:

Helljacks gain Stealth ⑤ during the first round of the game.

MERCENARIES FORCE BOOK

P. 24. MAGNUS THE TRAITOR THEME FORCE.

Replace the last sentence of the Tier 3 benefit with the following:

Wreck markers cannot be placed within 3" of a terrain feature or another wreck marker.

LEGION OF EVERBLIGHT FORCE BOOK

P. 28. THAGROSH, THE MESSIAH THEME FORCE.

Add Blighted Nyss Shepherds to the list of solos that can be included in the army.

WARMACHINE: WRATH

P. 16. FACING & LINE OF SIGHT.

Replace the last sentence with the following:

If any part of a model's base is on the line separating the left and right fields of fire it is considered to be in both fields of fire.

MODEL ERRATA

CYGNAR

MAJOR MARKUS "SIEGE" BRISBANE. BREACH.

Replace the text of Breach with the following:
The next time each enemy model suffers a damage roll while in Siege's control area, halve its base ARM when calculating damage. Breach lasts for one turn.

MAJOR MARKUS "SIEGE" BRISBANE. EXPLOSIVO.

Replace the fifth sentence of Explosivo with the following:
Explosivo expires immediately after resolving the target model's next ranged attack.

MAJOR MARKUS "SIEGE" BRISBANE. GROUND POUNDER.

Add the following sentence to Ground Pounder:
Ground Pounder attack rolls do not suffer the target in melee attack roll penalty, and a missed Ground Pounder attack roll is not rerolled against another model.

CAPTAIN KARA SLOAN. FIRING SQUAD.

Replace the second sentence of Firing Squad with the following:
When a model in Sloan's battlegroup that is in her control area hits an enemy model with a normal ranged attack during its activation, immediately after that attack is resolved one other model in Sloan's battlegroup that is in her control area can make one normal ranged attack.


HUNTER. EXTENDED CONTROL RANGE.

Replace the text of Extended Control Range with:
When checking to see if this model is in its controller's control area, double the area.

SENTINEL. SHIELD GUARD.

Replace the text of Shield Guard with the following:
Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

GALLANT. OPEN FIST.

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)
 Add the Open Fist icon  to Gallant's Open Fist.

GALLANT. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:
Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

TRIUMPH. SUB-TYPE.

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)

Delete the word "Defender" from Triumph's sub-type line.


STORMWALL. COVERING FIRE.

Replace the first sentence of Covering Fire with the following:
Instead of making attacks with this weapon during this model's activation, you can place a 3" AOE anywhere completely within this weapon's RNG.

LONG GUNNER INFANTRY OFFICER & STANDARD. STANDARD BEARER.

(Apply only to the card. The Forces of WARMACHINE: Cygnar entry is correct.)
 The Standard Bearer has a sword with POW 3 (P+S 7).

STORM LANCES. ELECTRICAL BOLT.

Add Damage Type: Electricity  to the Electrical Bolt weapon.

TRENCHER INFANTRY. ASSAULT (ORDER).

(Apply only to the card. The WARMACHINE: Prime Mk II and Forces of WARMACHINE: Cygnar Trencher Infantry entries are correct.)
 Add the following after the second sentence:
Models that received this order cannot make combined ranged attacks this activation.

PROTECTORATE OF MENOTH

DERVISH. SIDE STEP.

Replace the first sentence of Side Step with the following:
*When this model hits an enemy model with an initial **melee** attack or a **melee** special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

DEVOUT. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

BLOOD OF MARTYRS. AFFINITY [THYRA].

Replace the second sentence of Affinity [Thyra] with the following:

*When a model with Side Step hits an enemy model with an initial **melee** attack or a **melee** special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

KHADOR

VLADIMIR TZEPESCI, GREAT PRINCE OF UMBREY. CHARGE OF THE HORSE LORDS.

Replace the third sentence of Charge of the Horse Lords with the following:

*When a model with Side Step hits an enemy model with an initial **melee** attack or a **melee** special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

DEVASTATOR. BULLDOZE.

Replace the first sentence of Bulldoze with the following:

When this model advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it.

SPRIGGAN. BULLDOZE.

Replace the first sentence of Bulldoze with the following:

When this model advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it.

BEHEMOTH. SUB-CORTEX.

Add the following text:

*When this model makes its initial **melee** attacks or a power attack, it can also make its initial ranged attacks.*

GREAT BEARS OF GALLOWSWOOD. BACKSWING.

Remove the tactical tip and replace the text of Backswing with the following:

Make a normal attack with this weapon. After resolving that attack, make one additional attack with this weapon.

IRON FANG PIKEMEN OFFICER & STANDARD. DEFENSIVE FORMATION.

Replace the second sentence of Defensive Formation with the following:

Immediately after models in this unit complete their actions this turn, models in this unit other than this one can make a full advance, any previous orders this unit was issued expire, and this unit is affected by the Shield Wall order.

KAYAZY ELIMINATORS. SIDE STEP.

Replace the first sentence of Side Step with the following:

*When this model hits an enemy model with an initial **melee** attack or a **melee** special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

KOSSITE WOODSMEN. AMBUSH.

Replace the last sentence of Ambush with the following:

Place all models in this unit in formation within 3" of the chosen table edge.

MAN-O-WAR DEMOLITION CORPS. BACKSWING.

Remove the tactical tip and replace the text of Backswing with the following:

Make a normal attack with this weapon. After resolving that attack, make one additional attack with this weapon.

CRYX

LICH LORD ASPHYXIOUS. SPECTRAL LEGION.

Replace the text of Spectral Legion with the following:

Return up to ten friendly destroyed non-warcaster small- or medium-based Faction warrior models to play, placing them within 3" of Asphyxious. Returned models gain Undead ☠ and Ghostly, become solos, and cannot be attacked or damaged for one turn. Returned models must charge during their activations and leave play at the end of this turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)

SKARRE, QUEEN OF THE BROKEN COAST. FATE WEAVER.

Replace the second sentence of Fate Weaver with the following:

For each damage point she suffers, one large-based or smaller model currently in her control area can be affected by Fate Weaver.

HELLDIVER. JAWS LOCATION.

(Apply only to the Forces of WARMACHINE: Cryx entry. The card is correct.)

Change the location of the Jaws to "H."

STALKER. EXTENDED CONTROL RANGE.

Replace the text of Extended Control Range with:

When checking to see if this model is in its controller's control area, double the area.

CANKERWORM. IMPRINT: SALVAGE.

Replace the third sentence with the following:

If it was a heavy or colossal wreck marker, remove +3 damage points.

LEVIATHAN. BURST FIRE.

Replace the text of Burst Fire with the following:

Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

NECROTECH. CREATE SCRAP THRALL.

Replace the third sentence of Create Scrap Thrall with the following:

If it passes, d3 Scrap Thralls are created from a light wreck marker or d6 from a heavy or colossal wreck marker.

SATYXIS BLOOD HAG. ENTROPIC FORCE.

(Apply only to the Forces of WARMACHINE: Cryx entry. The card is correct.)

Replace the text of Entropic Force with the following:

While in this model's command range, enemy models lose Tough and cannot heal or be healed.

SCRAP THRALL. DEATH BURST.

Add the following to the text of Death Burst:

Death Burst damage is unboostable.

WRAITH ENGINE. UNHALLOWED.

(Apply only to the card. The WARMACHINE: Wrath entry is correct.)

Replace the text of Unhallowed with the following:

While another friendly Faction model is Incorporeal and in this model's command range, the other friendly Faction model gains +2 ARM and does not suffer blast damage.

RETRIBUTION OF SCYRAH

LORD ARCANIST OSSYAN. TEMPORAL DISTORTION.

Replace the third sentence of Temporal Distortion with the following:

If the affected model is destroyed or removed from play, the AOE leaves play.

ASPIS. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

DISCORDIA. IMPRINT: KINETIC FIELD.

Replace the second sentence of Imprint: Kinetic Field with the following:

This model gains +2 ARM against ranged attacks and does not suffer blast damage. While within 3" of this model, friendly models gain +2 ARM against ranged attacks and do not suffer blast damage. Kinetic Field lasts for one round.

MERCENARIES

VANGUARD. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

ALEXIA CIANNOR & THE RISEN. DEATH MAGIC.

Replace the last sentence of Death Magic with the following:

When this model would suffer damage, you can choose one or more models in this unit that are in this model's command range to suffer any number of those damage points instead, divided as you choose. If you do, this model does not suffer that damage. A model cannot suffer more damage as a result of Death Magic than it has unmarked damage boxes.

ALEXIA, MISTRESS OF THE WITCHFIRE. MOUNT.

(Apply only to the WARMACHINE: Colossals entry. The card is correct.)

Alexia's Mount's POW is 12.

DANNON BLYTHE & BULL. BACKSWING.

Remove the tactical tip and replace the text of Backswing with the following:

Make a normal attack with this weapon. After resolving that attack, make one additional attack with this weapon.

STANNIS BROCKER. BACKSWING.

Remove the tactical tip and replace the text of Backswing with the following:

Make a normal attack with this weapon. After resolving that attack, make one additional attack with this weapon.

STEELHEAD HEAVY CAVALRY. BACKSWING.

Remove the tactical tip and replace the text of Backswing with the following:

Make a normal attack with this weapon. After resolving that attack, make one additional attack with this weapon.

CAPTAIN PHINNEUS SHAE. STORM RAGER.

Replace the text of Storm Rager with the following:

Target friendly Faction warrior model gains +2 STR, MAT, and ARM and cannot be targeted by combined ranged attacks or combined melee attacks.

DIRTY MEG. DRIVE: OFF ROAD.

Replace the third sentence of Drive: Off Road with the following:

If it passes, the warjack gains Pathfinder ☉ and must charge or power attack slam without spending focus during its activation this turn.

DURGEN MADHAMMER. EXPLOSIVO.

Replace the fifth sentence of Explosivo with the following:

Explosivo expires immediately after resolving the target model's next ranged attack.

WROUGHTHAMMER ROCKRAM. WEAPON LOCATIONS.

(Apply only to the card. The Forces of WARMACHINE: Mercenaries entry is correct.)

Change the location of the Sledge Cannon to "R" and the location of the Pulverizer to "L."

HERNE & JONNE. BARRAGE ARQUEBUS.

(Apply only to the WARMACHINE: Prime Mk II entry. The card and Forces of WARMACHINE: Mercenaries entry are correct.)

The Barrage Arquebus has AOE 3.

OGRUN BOKUR. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

TROLLBLOODS

MADRAK IRONHIDE, THORNWOOD CHIEFTAIN. CRUSHER.

Add the following to Crusher:

Crusher lasts for one turn.

MADRAK IRONHIDE, WORLD ENDER. GRIM SALVATION.

Replace the first sentence of Grim Salvation with the following:

When this model would be damaged by an enemy melee or ranged attack, it does not suffer the damage and effects triggered by taking damage from the attack.

JARL SKULD, DEVIL OF THE THORNWOOD. ROLLING FOG.

Replace the third sentence of Rolling Fog with the following:

While in the AOE, friendly Faction models can advance through terrain and obstacles without penalty and can advance through obstructions and friendly models if they have enough movement to move completely past them.

TROLL BOUNCER. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

RÖK. FIELD ALLOWANCE.

(Apply only to the HORDES: Domination entry. The card is correct.)

Change FA U to FA C.

KRIELSTONE BEARER & STONE SCRIBES. PROTECTIVE AURA.

Replace the last sentence of Protective Aura with the following:

When it does, for one round this model and friendly Faction models gain +2 ARM while within 4" of this model + 1" per fury point on this model.

SKALDI BONEHAMMER.

Skaldi Bonehammer is a Trollkin Champion model.

TROLLKIN SKINNER. BASE SIZE.

The Trollkin Skinner has a medium base.

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JANISSA STONETIDE. WALL OF STONE.

(Apply only to the card. The *Forces of HORDES: Trollbloods* entry is correct.)

Add the following to Wall of Stone:

Wall of Stone lasts for one round.

GIRGLE ORBOROS

GRAYLE THE FARSTRIDER. SIDE STEP.

Replace the first sentence of Side Step with the following:

*When this model hits an enemy model with an initial **melee** attack or a **melee** special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

ARGUS. BITE LOCATION.

(Apply only to the *HORDES: Primal Mk II* entry. The card and *Forces of HORDES: Circle Orboros* entry are correct.)

Change the location of the Argus' Bite attack to "H."

ARGUS. PARALYSIS.

Replace the text of Paralysis with the following:

A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.

WOLDWATCHER. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

WARPWOLF STALKER. WEAPON LOCATIONS.

(Apply only to the *HORDES: Primal Mk II* entry. The card and *Forces of HORDES: Circle Orboros* entry are correct.)

Change the location of the Great Sword attack to "R" and the location of the Claw attack to "L."

DRUIDS OF ORBOROS. COUNTER MAGIC.

Replace the text of Counter Magic with the following:

This model cannot be targeted by enemy spells. While within 3" of this model + 1" for each other model in this unit that is in formation, friendly models cannot be targeted by enemy spells and enemy models cannot cast spells. Counter Magic lasts for one round.

THARN RAVAGER SHAMAN. LIGHTNING ROF.

(Apply only to the card. The *Forces of HORDES: Circle Orboros* entry is correct.)

Change the Lightning ROF to "1."

THARN RAVAGER SHAMAN. TOTEM STAFF.

(Apply only to the card. The *Forces of HORDES: Circle Orboros* entry is correct.)

Replace "Totem Staff" with "Totem Staff."

SKORNE

ARCHDOMINA MAKEDA. SIDE STEP.

Replace the first sentence of Side Step with the following:

*When this model hits an enemy model with an initial **melee** attack or a **melee** special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

BASILISK KREA. PARALYSIS.

Replace the text of Paralysis with the following:

A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.

CYCLOPS BRUTE. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

CYCLOPS RAIDER. BURST FIRE.

Replace the text of Burst Fire with the following:

Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

MOLIK KARN. SIDE STEP.

Replace the first sentence of Side Step with the following:

*When this model hits an enemy model with an initial **melee** attack or a **melee** special attack that is not a power attack, it can advance up to 2" after the attack is resolved.*

TIBERION. SHIELD GUARD.

Remove the tactical tip and replace the text of Shield Guard with the following:

Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

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PRAETORIAN SWORDSMAN OFFICER & STANDARD. GRANTED: SIDE STEP.

Replace the second sentence of Granted: Side Step with the following:

When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved.

VENATOR FLAYER CANNON CREW. BURST FIRE.

Replace the text of Burst Fire with the following:

Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

VENATOR REIVERS. BURST FIRE.

Replace the text of Burst Fire with the following:

Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

VENATOR REIVER OFFICER & STANDARD. BURST FIRE.

Replace the text of Burst Fire with the following:

Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

SIEGE ANIMANTARAX. BURST FIRE.

Replace the text of Burst Fire with the following:

Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

LEGION OF EVERBLIGHT

BETHAYNE, VOICE OF EVERBLIGHT. FLESH MELD.

Add to the text of Flesh Meld:

When Bethayne leaves the table, upkeep spells she cast do not immediately expire and warbeasts in her battlegroup do not go wild. While melded, Belpagor can upkeep spells cast by Bethayne. When Bethayne returns to play, she retains any damage she had suffered before leaving the table. Bethayne can upkeep spells cast by Belpagor.

SAERYN, OMEN OF EVERBLIGHT. FOREBODING.

Replace Foreboding with the following:

While within her control area, small-, medium-, and large-based models in Saeryn's battlegroup cannot be targeted by melee attacks.

NEPHILIM PROTECTOR. SHIELD GUARD.

Replace the text of Shield Guard with the following:


Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" 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 if it is incorporeal, knocked down, or stationary.

SERAPH. SLIPSTREAM.

Add to the text of Slipstream:

Slipstream lasts for one turn.

BAYAL, HOUND OF EVERBLIGHT. OFFICER.

Add Officer  to Bayal.


BLACKFROST SHARD.

The Blackfrost Shard is a Legion Blighted Nyss Character Unit.

SUCCUBUS. ATTACHED.

Replace the phrase "friendly warlock" with "friendly Faction warlock."

THRONE OF EVERBLIGHT. FEARLESS.

Add Fearless  to Throne of Everblight.

MINIONS

BLOODY BARNABAS. BLOOD BOON.

Replace the phrase "without spending focus" with "without spending fury."

BLACKHIDE WRASTLER. RISE.

(Apply only to the card. The Forces of HORDES: Minions entry is correct.)

Replace the text of Rise with the following:

Target friendly knocked down Faction model immediately stands up.

FERALGEIST. SPIRITBIND.

Replace the fourth sentence of Spiritbind with the following:
Remove this model from the table. The warbeast's controller can reave fury points on the warbeast. Fury points that are not reaved are removed.