Official Errata

7th of May 2024

Errata

Basic rules

Turn back
Page 27 – Movement. Add the text:

During the game, it may happen that it is impossible or tactically unwise to rotate a unit or single model. You can then apply the Turn back rule. The unit or single model stays exactly where it was, but each base can be rotated 180 degrees. This corresponds to when the warriors in the unit are turning back to aim at a new enemy. A unit that turns back may move a distance of 5 cm + d6. The same rules apply to the single model. After turning back, the unit or single model cannot charge during this activation.

Charge sequence
1. Remove the unit's Action Die.
2. Declare a charge.
3. Choose the charge target.
4. You can turn the unit up to 90 degrees.
5. Measure the distance from any edge of the unit's base to any edge of the enemy's base.
6. Roll for the charge distance – Mobility (M) + 2d6.
7. Move the charging unit straight forward until it touches the enemy unit.

Horde
Page 28 – Horde. Remove the text from the black box and replace it with the following:

A unit is a Horde as long as it has 12 bases or more.

A unit that is not a Horde, when charging at a Horde, loses the charge bonuses but it does not lose the bonuses resulting from abilities, spells or other support.

A Horde, when charging at a Horde, does not lose the charge bonuses.

Charging edge to edge
Page 28 – Units positioning. Add the sentence:

If a unit has charged edge to edge, making it impossible to tell whose corner is touching whose edge, the charging unit decides on the positioning.

Obstacles during units positioning
Page 28 – Units positioning. Remove the text "If a terrain piece, friendly unit or hero completely blocks the target edge, move the unit into contact with the second closest edge instead." and replace it with the following:

If a terrain piece, <u>a unit or a friendly hero</u> completely block the target edge, position the unit against the second closest edge instead.

Charge bonuses, fight bonuses and independent bonuses
Page 29 – Fight. Add the text:

If a unit made a charge, it is granted **charge bonuses**. If a unit did not charge during its activation and it is engaged in combat, it is granted **fight bonuses**. If, as a result of an ability, spell or other rule, a unit lost the charge bonuses, it is not granted fight bonuses. A unit is granted **independent bonuses** regardless of whether it charged or continued the fight.

Conflict of the rules table
Page 31 – Conflict of the rules. The corrected table:

Rules of magic spells and items
V
Rules of prayers
V
Army special rules
V
Rules of Champions
V
Rules of units
V
Basic rules

Movement and terrain
Terrains have a significant impact on the movement of units. They are impassable and block units from moving through them. Such terrains include rocks, buildings and other impassable areas used during the game. A unit wishing to bypass an area must manouvre appropriately and cannot use the rules of circumventing an obstacle, as in the case of a charge.

Special rules

Fury rule
*Remove the text from the **Fury** rule and replace it with the following:*

When charging, this unit gets +2 additional attacks to the pool for each full rank of the enemy unit or +1 additional attack for each W point of the enemy single model. The bonus from *Fury* can never exceed 10 attacks.

Rules of Champions
Remove all the fragments "(d6 test – X or less)" that are written below the names of Champions in each army.

AROX

Champion of Gods
Remove the fragment "(...) the unit can re-roll all failed scores during the Weapon Skill Test and the Wound Test until the end of the cycle" and replace it with the following:

SPELLCROW

(…) the unit can re-roll all failed scores during the Weapon Skill Test <u>or</u> the Wound Test.

Ropuchons
*Remove the text from the **Poisonous Spit** rule and replace it with the following:*

After resolving the Ropuchons' attacks, select an enemy unit that is in base contact with them. Roll a d6 for each base in the Ropuchons unit. The opponent must take a Panic Test for each 1 and 2 you scored.

Golden Guards
*Remove the text from the **Poisonous Spit** rule and replace it with the following:*

After resolving the Ropuchons' attacks, select an enemy unit that is in base contact with them. Roll a d6 for each base in the Ropuchons unit. The opponent must take a Panic Test for each 1 and 2 you scored.

Forgon
Add the **Fearless** rule.

SORGAX

The Fallen (Ropuchons)
*Remove the text from the **Poisonous Spit** rule and replace it with the following:*

After resolving the Ropuchons' attacks, select an enemy unit that is in base contact with them. Roll a d6 for each base in the Ropuchons unit. The opponent must take a Panic Test for each 1 and 2 you scored.

Forgon
Add the **Fearless** rule.

VAENDRAL

Champion of Blood
Remove the rule of the Champion of Blood and replace it with the following:

At any point during the cycle, Champion of Blood may take a d6 test. A score of 3 or less means that all friendly units within 20 cm of the Champion of Blood are granted +2 attacks to the pool if they do not have the **Bloodshed** rule. If they have it, they are granted a +1 to S bonus instead. These bonuses last until the end of the cycle.

Blood Priestesses (Amazons)
Remove the cost "11 points/base" and replace it with the following:

8 points/base

Ravagers on Sungals
Remove the cost "24 points/base" and replace it with the following:

20 points/base

Sozruits
Remove the cost "15 points/base" and replace it with the following:

11 points/base

The Reapers (Half-giants)
Remove the cost "22 points/base" and replace it with the following:

18 points/base

Remove the stat "A 2" and replace it with the following:

A 3

*Remove the fragment "When charging (...)" from the **Crushing Blow** rule.*

Add the rule:

Cleaving. No armour or other protection saves against this unit's attacks.

Giant
Add the rule:

Throwing stones. If a friendly unit within 20 cm of the Giant is charged by an enemy unit, the Giant may immediately throw stones at the charging enemy. Roll a d6. A score of 4 or less means that the Giant managed to throw stones at the enemy. Now you need to roll another d6, and the obtained score is the number of attacks that the enemy unit must subtract from its pool. The Giant can use this ability once per cycle.

White Witches
Remove the limits "(max. 1 unit in the army of 1500 pts or less)" or "(max. 3 units in the army above 1500 pts)".

Remove the cost "16 points/base" and replace it with the following:

12 points/base

Voutars
Remove the cost "19 points/base" and replace it with the following:

16 points/base

DIRANDIS

Champion of Storm
Remove the rule of the Champion of Storm and replace it with the following:

After activating the Champion of Storm, select an enemy unit within 30 cm and roll a d6 for each rank in that unit. Each score of 4 or less means that the unit is dealt 1 Wound. The unit is not protected by any armour or other protection.

Brothers of Fire (Barbarians)
Remove the cost "13 points/base" and replace it with the following:

12 points/base

Wolf Maidens (Amazons)
Remove the cost "10 points/base" and replace it with the following:

8 points/base

SPELLCROW

Wolf Brothers

Remove the cost "15 points/base" and replace it with the following:

14 points/base

*Remove the text from the **Magic Runes** rule and replace it with the following:*

A successful Prayer Test of this unit means that the unit can use the rules of two different prayers instead of one. Such additional prayer does not decrease the pool of prayers.

The Devoted (Half-giants)

Remove the cost "22 points/base" and replace it with the following:

18 points/base

Remove the stat "A 2" and replace it with the following:

A 3

*Remove the fragment "When charging (...)" from the **Crushing Blow** rule.*

Add the rule:

Cleaving. No armour or other protection saves against this unit's attacks.

Giant

Add the rule:

Throwing stones. If a friendly unit within 20 cm of the Giant is charged by an enemy unit, the Giant may immediately throw stones at the charging enemy. Roll a d6. A score of 4 or less means that the Giant managed to throw stones at the enemy. Now you need to roll another d6, and the obtained score is the number of attacks that the enemy unit must subtract from its pool. The Giant can use this ability once per cycle.

Sasquatches

Remove the cost "19 points/base" and replace it with the following:

15 points/base

SHEOL-MORG *(Purple Warlock Issue 2)*

Basic Units

Add the sentence:

The units that are Basic Units are not available as Elite Units.

Champion of Hordes

Remove the fragment "A score of 3 or less means the unit which has at least 12 bases may re-roll all failed scores in the Weapon Skill Test. If the unit wasn't a horde or it lost its rule, it gains (regains) the horde's rules." and replace it with the following:

A score of 3 or less means the unit which has at least 12 bases may re-roll all failed scores in the Weapon Skill Test, and if the unit wasn't a horde or it lost its rule, it gains (regains) the horde's rules.

Champion of Dark Gods

Remove the fragment "A score of 3 or less means the enemy must re-roll all successful scores both in the Weapon Skill Test and the Wound Test." and replace it with the following:

A score of 3 or less means that the enemy must, according to your choice, re-roll all successful scores in the Weapon Skill Test or the Wound Test.

Lord Necromancer

Add the sentence:

In the army of the Lord Necromancer, Truhlaks on Fallen Ogars are the Elite Units, not the Rare Units.

Lord of Sheol-morg

Remove the fragment "The Ritual Master (Mage) always joins the army for free. He is not included in the Mages limit and cannot have magic items." and replace it with the following:

The Ritual Master (Mage) is always included in the army for free. He is counted to the Mages limit and may use any magic spells and items.

Truhlaks (Skeletons)

Remove the cost "9 points/base" and replace it with the following:

7 points/base

Kozars

*Remove the text from the **Fanatical Loyalty** rule and replace it with the following:*

In the army of the Lord of Sheol-morg, as long as this unit is a Horde, it may sacrifice one base to re-roll the failed order issued to them by the General.

Dark Fauns

Remove the "W 3"stat and replace it with the following:

W 2

*The **Fierce** rule. Add the sentence:*

The obtained scores do not generate the new ones.

Hybrids

*Remove the fragment "(...)the number of bonus attacks is 2d6+3" from the **Spasms** rule and replace it with the following:*

(…) the number of bonus attacks is d6+4

GAELDOR *(Purple Warlock Issue 2)*

Army special rule

Remove the text "In the Gaeldor army, units (but not single models) may change any 1 scored when moving or charging to a score of 4." and replace it with the following:

Basic and Elite Units in the Gaeldor army may change any 1 scored when moving or charging to a score of 3.

Champion of Beasts

Remove the fragment "Roll a d6 if the General failed to issue an order to a unit of: Oduns, Amazons on Spiders, Forest Serpents, or Wild Creatures." and replace it with the following:

Roll a d6 if the General failed to issue an order to a unit of Amazons on Spiders, Forest Serpents, or Wild Creatures.

Druid

Remove the fragment " (…) within 20 cm of the Druid can re-roll failed scores during the roll for protection (Woodiness)." and replace it with the following:

(…) within 10 cm of the Druid can re-roll the failed scores during the roll for protection (*Woodiness*).

Iron Oaks (Half-giants)

Remove the cost "22 points/base" and replace it with the following:

18 points/base

Remove the stat "A 2" and replace it with the following:

A 3

*Remove the fragment "When charging (…)" from the **Crushing Blow** rule.*

Add the rule:

Cleaving. No armour or other protection saves against this unit's attacks.

Forest Dragon

*Remove the fragments "Each enemy unit within 15 cm of the Forest Dragon (…)" and „Each friendly Gaeldor unit within 15 cm (…)" from the **King of the Wild** rule and replace them with the following:*

Each enemy unit within 10 cm of the Forest Dragon (…)

Each friendly Gaeldor unit within 10 cm (…)

Magic spells and items

Whispers of the Gods spell

Remove the fragment "The selected General will receive a +2 or -2 modifier, depending on the player's decision, in the next Initiative Phase." and replace it with the following:

Choose a +2 or -2 modifier. The selected General will receive it in the next Initiative Phase.

Will to Fight spell

Remove the fragment "The unit can make any turn and move by 15 cm." and replace it with the following:

The unit can make any turn and move up to 15 cm + d6.

Thunderbolt spell (*Purple Warlock Issue 2*)

Remove the fragment " (…) within 20 cm." and replace it with the following:

(…) on the battlefield.

Blackout spell (*Purple Warlock Issue 2*)

Add the sentence:

If the target unit fails to charge, it remains in place but can be turned by the opponent up to 90 degrees.