

Prime errata and FAQ

General Rules

Erratum: Prime p.31 : Victory Points

Replace first paragraph with the following:

Every model and unit is worth a set number of victory points. A player or team scores victory points for each of its opponents' models that have been destroyed or removed from play. Players and teams only score victory points for the casualties they inflict. Victory points for models destroyed or removed from play are awarded when the models leave the table. All other victory points for eliminating models are awarded at the end of the game. Additionally, award victory points at the end of the game to a player or team for each enemy warjack that is disabled or inert. Award these victory points only to the player or team that last caused the warjack to become disabled or inert. Once a player has been awarded victory points for eliminating a model or unit, these points are never lost even if the model subsequently returns to play. If returned models are later eliminated, award victory points for them again. If a player eliminates a friendly model, be it his own or a teammate's, award its full victory points to every opposing player or team.

Erratum: Prime p.32 : Activation Phase

Add the following to the end of the section:

A model may not forfeit its activation unless required to do so by a special rule.

Erratum: Prime p.33 : Line of Sight

Replace entire section with the following:

Many game situations such as charges, ranged attacks, and some magical attacks require a model to have line of sight (LOS) to its intended target. A model has line of sight to a target if you can draw a straight, unobstructed line from the center of its base at head height through its front arc to any part of the target model, including its base. Warrior models present a slight exception to this rule. Unlike warjack models, items held in the hands of warrior models - such as their weapons or banner poles - do not count as part of the model for determining line of sight. For example, a Khadoran Widowmaker does not have line of sight to a Protectorate Temple Flameguard if all he can see is the tip of the Flameguard's spear poking over a wall.

Simply put, having line of sight means that the model can see its target. If a model's line of sight is questionable, it may be easiest for a player to position himself to see the table from his model's perspective. A laser pointer may also come in handy when determining line of sight.

Erratum: Prime p.33 : Intervening Models

A model blocks line of sight to models that have equal or smaller-sized bases. If any line between the center of the attacking model's base at head height and the target crosses another model's base, that model is an intervening model. You cannot draw a line of sight across an intervening model's base to models that have equal or smaller-sized bases. However, you may still have a line of sight to the target if its base is not completely obscured by the intervening model's base.

An intervening model does not block line of sight to models that have larger bases. Ignore it when drawing line of sight.

Erratum: Prime p.33 : Screening

A screening model is an intervening model that has an equal or larger-sized base than the target model and is within 1" of it. The target model is screened by a screening model and gains +2 DEF against ranged and magic attacks. The target does not gain this bonus if the intervening model has a smaller base, if the attacker's line of sight to the screening model is completely obstructed by terrain, or if the target's base is more than 1" away from the screening model's base regardless of base size. The screening bonus is only applied once regardless of the number of screening models.

Erratum: Prime p.33 : Elevation and LOS

When drawing line of sight from a model on a higher elevation than its target, ignore all intervening models on lower elevations than the attacking model except those that would normally screen the target. Additionally, you can draw line of sight through screening models that have equal or smaller-sized bases than the attacking model, but the target still gains +2 DEF for being screened.

When drawing line of sight to an elevated target, ignore all intervening models on lower elevation than the target. Models on lower elevations do not provide screening to models on higher elevations.

Erratum: Prime p.34 : Movement

Delete the following sentence:

An advancing model that engages an opponent must end its movement directly facing the target of its first melee attack.

Erratum: Prime p.34 : Movement

Add the following text to the end of the Movement section:

Leaving the Playing Area

A model that flees off the table is removed from play. A model that would leave the table for any other reason (such as being thrown or compulsory movement like Scramble) will stop at the table edge and remain in play. The table edge does not count as an obstacle; models do not take damage from stopping there.

Erratum: Prime p.35 : Charging

Replace first two sentences of the second paragraph with the following:

A model may attempt to charge a model in line of sight at the beginning of its normal movement. Declare the charge and its target before moving the model.

Erratum: Prime p.36 : Unit Formation

Replace fifth paragraph with the following:

Troopers that form up in ranks are in tight formation. A rank is a row of troopers in base-to-base contact, or as close as the actual models allow, all facing in the same direction perpendicular to the row of models. A tight formation may consist of any number of ranks, but each rank must be at least two troopers wide. Each rank after the front-most must be parallel to it and have at least one trooper in base-to-base contact with a trooper in the rank ahead of it, or as close as the actual models allow. Troopers in contact with the rank ahead must be lined up directly behind the trooper ahead of them.

Erratum: Prime p.36 : Unit Formation

Add the following text:

A unit's leader is always in formation. The status of other troopers is based on their proximity to him or other models in formation with him. If a unit is widely scattered, those troopers in skirmish formation with the leader are in formation and others are not, even if other groupings have larger numbers. If the leader is no longer in play then the largest coherent grouping of troopers is in formation. If two or more coherent groupings have the largest number of troopers, the controlling player chooses which is in formation. A lone survivor of a unit is always in formation.

Formations are not mutually exclusive. Models in tight formation also meet the criteria for being in open or skirmish formation. Likewise, models in open formation also meet the criteria for being in skirmish formation.

Erratum: Prime p.39 : Melee Range

Add the following text:

A model's melee range is the longest melee range of its usable melee weapons. Models with no melee weapons have no melee range.

Erratum: Prime p.40 : Free Strikes

Replace first sentence with the following:

When a model moves out of an enemy's melee range, the enemy model may immediately make a free strike against it just before it leaves melee range.

Erratum: Prime p.40 : Shields

Replace second sentence with the following:

While its shield arm is functioning, a warjack uses the ARM stat indicated by the shield icon whenever the damage does not originate in the warjack's back arc.

Erratum: Prime p.41 : Head-butt

Replace the entire section with the following:

As its combat action, a warjack may spend a focus point to head-butt a model and drive it to the ground. The attacking model makes a melee attack roll which suffers a -2 penalty against a target with an equal or smaller-

sized base and a -4 penalty against a target with a larger base. A hit causes a damage roll with a POW equal to the attacker's current STR and knocks the target model down.

A warjack cannot make a head-butt if held in a headlock.

Erratum: Prime p.41 : Slam

Replace the entire section with the following:

A warjack may spend a focus point to slam a model by ramming it with the full force of its body to send it flying backward and knock it to the ground. A slam combines a warjack's movement and combat action. A warjack suffering a penalty to its SPD or movement for any reason, regardless of offsetting bonuses, or that is denied its movement or action cannot attempt a slam.

A warjack may attempt to slam any other model, friendly or enemy, in line of sight at the beginning of its normal movement. Declare the slam attempt and its target before moving the warjack. A knocked down model cannot be slammed. After declaring a slam, the warjack turns to face the center of its target's base. The warjack then moves its full SPD plus 3" directly toward the center of its target's base, stopping short at any point within 1/2" of its target. It must stop if it contacts another model, an obstacle, an obstruction, or rough terrain. The slamming model cannot change its facing during or after this movement.

A warjack attempting a slam that ends its movement within 1/2" of its intended target and moved at least 3" performs a slam attack as its combat action. The attacking model makes a melee attack roll which suffers a -2 penalty against a target with an equal or smaller-sized base and a -4 penalty against a target with a larger base. If the slam attack hits, the target is slammed directly away from its attacker and is knocked down, and then it suffers damage as detailed under Slam Damage.

If a warjack attempting a slam attack moved less than 3", it has not moved fast enough to get its full weight and power into the blow. The attack roll suffers a -2 penalty regardless of the target's base size. A hit does not move the target model, but it does cause the target to suffer damage as detailed under Slam Damage.

A slamming warjack's activation ends if it contacts a terrain feature that obstructs or slows its movement or if it is not within 1/2" of its intended target after moving. It may not perform an action during this activation.

Erratum: Prime p.42 : Being Slammed

Replace entire section with the following:

A slammed model is moved d6 inches directly away from its attacker and is then knocked down. Halve the slam distance if the target has a larger base than the attacker. A slammed model moves at half rate through rough terrain, suffers any damaging effects through which it passes, and stops if it contacts an obstacle, obstruction, or a model with an equal or larger-sized base. A slammed model cannot be targeted by free strikes during this movement.

A slammed model moves through a model with a smaller base. If its slam movement ends up on top of a smaller model, the smaller model's controller pushes it back to make room for the slammed model.

A slammed model falls off elevated terrain if it ends its slam movement with less than 1" of ground under its base. See Falling (pg. 48) for detailed rules on determining damage from a fall. Resolve the falling damage, if any, before resolving slam damage.

Erratum: Prime p.42 : Armlock/Headlock

Replace both sections with the following:

Arm lock/Headlock

As its combat action, a warjack with at least one usable Open Fist may spend a focus point to use it to seize another warjack's arm system or head and prevent its use. Declare what the warjack is attempting to lock and which open fist it is using for the attempt before making a melee attack roll. Locks can be attempted and maintained against a disabled system. A knocked down model cannot be locked. A hit locks the named component, but it does not cause any damage. A locked system is treated as if it were disabled but does not count toward the number of disabled systems required to disable the warjack being held unless that system is also disabled by damage. In particular, none of the weapons located on the locked system may be used until the lock is broken. A warjack being held in an arm lock or headlock may not make bash attacks or special attacks.

Once involved in a lock, the attacker cannot use the Open Fist with which it made the lock attempt, nor can it use any other weapon in the same location. The attacker and the defender are free to attack with any of their other melee weapons.

For example, Rob's Juggernaut successfully locks the head of Erik's Slayer with its Open Fist. The Slayer cannot make head-butt attacks or tusk attacks, and the Juggernaut cannot make attacks with its Open Fist until the headlock is broken or released.

During its activation, a warjack suffering an arm lock or headlock must attempt to break the lock by performing a combat action. During this combat action, for each arm lock and headlock it suffers, 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 it in the lock, the lock is broken. The locked warjack may also make normal melee attacks with any usable melee weapons. After resolving these attacks and attempts to break free, a warjack may spend focus points to make more attempts to break a lock, one attempt per focus point spent, or to make additional attacks with usable weapons. Once a lock is broken, the warjack may use the weapons that were locked. It may not make initial attacks with those weapons during that combat action, but it may spend focus points to make additional melee attacks with them.

A warjack may release a lock it is holding at any time during its own activation. Neither model may move while involved in a lock. Any effect that causes either model to move, places either model, knocks down the defender, or causes the attacker to become stationary automatically breaks the lock. If the system on which the weapon being used to maintain the lock becomes disabled due to damage, the lock is automatically released. A lock is also broken once either model is disabled, destroyed, or removed from play. A successful lock against a warjack that is already locking another model does not break the existing lock.

Erratum: Prime p.46 : Targeting a Model in Melee

Replace entire section with the following:

A model making a ranged or magic attack against a target in melee risks hitting another model participating in the combat, including friendly models. The standard targeting rules, including line of sight and screening, must be observed in order to target a model that is in melee. Combined ranged attacks cannot target a model in melee; it is impossible to concentrate such firepower against a single target in a swirling fight.

In addition to any other attack modifiers, a ranged or magic attack against a target in melee also suffers a -4 penalty to the attack roll. All of the target's special rules and effects still apply. For instance, an attack targeting a model with the Stealth ability from greater than 5" away still automatically misses, and an attack targeting a model affected by the Death Sentence spell still automatically hits.

If the attack against the intended target misses, it may hit another combatant. The attacker must immediately re-roll his attack against another model in that combat. Randomly determine which other model in the combat (not including the intended target) becomes the new target. When determining the attack's new target, only the models that are in melee with the attack's original target and any other models in melee with those models are considered to be in the same combat. Every model meeting these criteria is eligible to become the new target, regardless of line of sight, with two exceptions: a model is ineligible to become the new target if it has a special rule that prevents it from being targeted or if the attacker's line of sight to it is completely blocked by obstructing terrain. If multiple models in the combat are eligible targets, randomly determine which model becomes the new target.

For example, using a d6, if there are three other models in the combat, the first model will become the new target on a 1 or 2, the second on a 3 or 4, and the third on a 5 or 6. However, if the attacker cannot draw a line of sight to one of those models due to an obstruction (e.g., it's around a corner), ignore that model and randomize the attack between the other two: it targets the first on a 1 through 3 or the second on a 4 through 6. If one of those two models cannot be targeted for some reason (such as being under the protection of a Safe Passage battle hymn), then only one model is an eligible target and a random roll is unnecessary.

When re-rolling the attack against a new target, all modifiers affecting the attacker still apply, such as a boost die, aiming bonus, spell effects, and the -4 penalty for targeting a model in melee. All modifiers affecting the newly targeted model also apply, but ignore those that only applied to the intended target. If the attack against the new target misses, it misses completely without targeting any more models.

For instance, Stryker is in melee with a Revenger affected by the Protection of Menoth spell. A Charger forfeits its movement, aims, and targets the Revenger with its dual cannon and spends a focus point to boost its attack roll. The Charger's attack roll gains a boost die and the aiming bonus, and it suffers the penalty for targeting a model in melee. In addition, the Revenger's DEF against this attack is enhanced due to the spell in play on it. If the attack misses, the Charger re-rolls the attack, this time targeting Stryker, and includes the boost die, aiming bonus, and the penalty for targeting a model in melee. If Stryker is affected by the Blur spell or if he is behind cover in relation to the Charger, then he gains those benefits against this attack. However, if Stryker were affected by the Death Sentence spell, the attack would automatically hit him without having to be re-rolled.

As a second example, Stryker is now in melee with Deneghra and a Deathripper. A Trencher enters the fight from the side and engages Deneghra but not the Deathripper. The Charger makes a ranged attack against the Deathripper and misses. Since Stryker is in melee with the Deathripper and Deneghra is in melee with Stryker, they are both in the same combat as the intended target. The Trencher is not included because he is not in melee

with the intended target (the Deathripper) or with another model in melee with the intended target (Stryker). He is far enough from the intended target not to be attacked accidentally. A random die roll determines that Deneghra is the new target. Unfortunately for the Cygnar player, since Deneghra is more than 5" away from the Charger, her Stealth ability makes the attack automatically miss her without rolling. Even though Stealth prevents her from being hit, she can still be targeted. Since the attack missed both its intended target and the new target, it misses completely with no chance of hitting Stryker or the Trencher.

An area-of-effect attack that misses a target in melee deviates normally instead of following these rules.

Erratum: Prime p.47 : Spray Attacks

Add the following to the end of the last paragraph:

Terrain that obstructs LOS blocks spray attacks. A model under the spray template cannot be hit by the attack if the attacker's LOS to it is completely blocked by terrain. A model under the spray template does not benefit from being screened.

Erratum: Prime p.48 : Back Strikes

Replace entire section with the following:

A back strike grants a +2 bonus to the attack roll of any melee, ranged, or magic attack made against a model from its back arc. To receive the back strike bonus, the attacking model must spend its entire activation up to the moment of its attack in the target's rear arc. If any portion of the attacking model's base enters the target's front arc, the attacker does not receive this bonus. A model only receives a back strike bonus during its activation.

Erratum: Prime p.48 : Special Combat Situations

Add the following entries to the list of Special Combat Situations:

Effects with simultaneous timing

If multiple special rules with contradictory effects are triggered at the same time, the attacker's special rule takes precedence. As an example, suppose Kreoss and Severius disagree on the best way to praise Menoth's glory. If Kreoss hits Severius with Spellbreaker, it will dispel Severius' Vision without the spell providing its protection.

Attacks that hit or miss automatically

Some special rules cause attacks to hit automatically or miss automatically. In cases of conflicting special rules, one that causes an attack to hit automatically takes precedence over one that causes an attack to miss automatically. For instance, the Purge special attack hits automatically, which overrides special rules that normally cause an attack to miss automatically, such as the Stealth ability.

Erratum: Prime p.49 : Stationary Targets

Add the following:

Models can never be in melee with stationary models. Stationary models do not engage other models nor does a model engage a stationary model. A stationary model does not have a melee range.

Erratum: Prime p.49 : Knockdown

Replace entire entry with the following:

Some attacks and special rules cause a model to be knocked down. Mark a knocked down model with a token. A knocked down model is stationary and obeys those rules until it stands up. A knocked down model does not count as an intervening model and therefore it does not block LOS or provide screening. It may be ignored for targeting purposes. A knocked down model has no facing and no back arc; its front arc extends 360°. A knocked down model cannot be targeted by a slam, headlock, or weapon lock.

A knocked down model can stand up at the start of its next activation before doing anything else. However, if a model is knocked down during its controller's turn, it may not stand up until that player's next turn even if it has not been activated yet this turn.

To stand up, a model must forfeit either its movement or its action for that activation. A model may face any direction when it stands up. A model that forfeits its movement to stand can perform an action as if it had advanced, but it cannot make attacks involving movement such as a slam. A model that forfeits its action to stand can advance but cannot run or charge.

Erratum: Prime p.49 : Combined Ranged Attacks

Replace the first sentence with the following:

Two or more troopers with this ability may combine their ranged attacks against the same target.

Erratum: Prime p.50 : Corpse and Soul Tokens

Add the following:

Only destroyed models generate corpse and soul tokens. Models removed from play do not generate corpse or soul tokens.

Erratum: Prime p.50 : Recording Damage

Add the following text to the end of the section:

Destroyed versus Removed from Play

When a model suffers enough damage to eliminate it from play, it is destroyed. A model without damage capacity is destroyed as soon as it takes one damage point. More resilient models are destroyed after all their damage boxes are filled. Destroyed models are cleared from the play area and set aside. It is possible for destroyed models to return to the table during play.

Occasionally models will be outright removed from play. A model removed from play cannot return to the table for any reason.

Erratum: Prime p.51 : Death of a Warcaster

Add the following to the end of the first paragraph:

An inert warjack has no facing, loses all special abilities, and does not gain an ARM bonus for functioning shields or bucklers.

Erratum: Prime p.55 : Offensive Spells

Add the following:

A magic attack does not suffer the “target in melee” attack roll penalty when the attack’s point of origin (warcaster or channeler, as the case may be) is in melee with the target. If such an attack (with a non-AOE spell) misses and there are multiple models in the melee, the attack may hit another random model in the melee, excluding the original target and the originating model. Resolve this per the randomization rules on p.46. An AOE spell that misses in this situation will deviate normally.

An offensive spell may not target its own point of origin.

Erratum: Prime p.56 : Channeling

Replace first sentence of second paragraph with the following: A channeler may be used to channel spells if it engages an enemy model but is not itself engaged by another model.

Erratum: Prime p.35 : Charging

Replace third bullet point at the bottom of page 35 with the following:

A trooper must receive the charge order to charge. When a trooper receives the charge order, it must either run or charge. Troopers may charge the same target or multiple targets but must be in formation at the end of the unit’s movement.

Erratum: Prime p.59 : Terrain Features

Delete the last sentence of the first paragraph which reads: Terrain features are either obstacles or obstructions.

Erratum: Prime p.62 : Damaging and Destroying Structures

Add the following to the end of the first paragraph: A magic attack only does its normal damage to a structure. Ignore a spell’s special rules when it targets a structure.

Erratum: Prime p.64 : Crossed Lines - Beginning

Replace first sentence of the second paragraph with: Players then alternate placing one unit or battlegroup at a time anywhere completely within 6” of one of their deployment points.

Erratum: Prime p.177 : Elevated Target (1st print Prime)

Replace entry with the following: Elevated Target - A model on higher ground than its attacker gains a +2 DEF bonus against ranged or magic attacks from that opponent.

Erratum: Prime p.178 : Inert Warjack

Add the following: An inert warjack has no facing, loses all special abilities, and does not gain an ARM bonus for functioning shields or bucklers.

Erratum: Prime p.183 : Tight Formation

Delete the last sentence which reads: Troopers that begin their activation in tight formation cannot run or charge.

Erratum: Prime p.49 : Combined Melee Attacks

Add the following after the second paragraph under Combined Melee Attacks:

"If the target of a combined melee attack has a special rule or effect in play that affects its attackers, only the primary attacker--the model making the attack roll--suffers those effects."

Erratum: Prime p.49 : Combined Ranged Attacks

Add the following after the first paragraph under Combined Ranged Attacks:

"Combined ranged attacks cannot target a model in melee.

If the target of a combined attack can claim concealment or cover in relation to any member of the attacking group, it gets the appropriate bonus against the attack. All other bonuses and penalties are based on the primary attacker.

After measuring range, any models found to be out of range of the target do not contribute to the attack and damage roll bonuses. Similarly, models found to be more than 5" away from a target with the Stealth ability do not contribute, and the entire combined attack automatically misses if the primary attacker is more than 5" away from the target."

Erratum: Prime p.60 : Obstacles & Obstructions

Replaces the 6th paragraph with the following:

A linear obstacle is an obstacle up to 1" tall but less than 1" thick such as a wall or hedge. An advancing or running model can cross a linear obstacle at no penalty as long as the model has enough movement remaining to end its move with its base completely clear of the linear obstacle. A model cannot partially cross or stand atop a linear obstacle. A charging model cannot cross a linear obstacle.

Erratum: Prime p.35 : Charging

Replace the third bullet under Charging with the following:

"A trooper must receive the charge order to charge. When a trooper receives a charge order, it must either run or charge. Troopers may charge the same target or multiple targets, but cannot end their movement out of formation."

Erratum: Prime p.44 : Push

Replace the entire section with the following:

As its combat action, a warjack may spend a focus point to push another model. Both models roll a d6 and add their STR. If the defender's total is greater, it resists being pushed. If the attacker's total equals or exceeds the defender's, the defending model suffers no damage but is moved one full inch directly away from the attacker.

A pushed model moves at half rate through rough terrain, suffers the effects of any hazards, and stops if it comes in contact with an obstacle, obstruction, or another model. A pushed model cannot be targeted by free strikes during this movement.

A pushed model falls off elevated terrain if it ends its push movement with less than 1" of ground under its base. See Falling (pg. 52) for detailed rules on determining damage from a fall. After a successful push, the attacker may immediately make a follow-up move directly toward the pushed model up to the distance the pushed model was moved.

Erratum: Prime p.41 : Power Attacks

Replace both paragraphs with the following: Power attacks are special attacks that may be made by warjacks. A warjack must spend a focus point to make a power attack. Unlike other special attacks, a warjack cannot make a power attack after charging. A warjack may make additional melee attacks after a power attack, but it must spend focus points to do so. Power attacks are melee attacks with a 1/2" melee range.

Erratum: Prime p.43 : Throw

Replace the paragraph with the following:

As its combat action, a warjack with a usable Open Fist may spend a focus point to pick up and throw a model with an equal or smaller-sized base. The attacking model makes a melee attack roll which suffers a -2 penalty. If the attack hits, both models roll a d6 and add their current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If the attacker's total equals or exceeds the target's, the target model gets thrown, is knocked down, and then suffers damage as detailed in Throw Damage.

Erratum: Prime p.43 : Being Thrown

Replace the entire section with the following:

After a successful throw attack, the attacker throws the target. Measure a distance from the target equal to half the attacker's current STR in inches in a direction chosen by the attacker's controller away from the throwing model. A large-based model throwing a small-based model adds 1" to this distance. From that point, determine where the thrown model actually lands by rolling for deviation. Referencing the deviation rules (pg. 49), roll a d6 for direction and a d3 for distance in inches. The thrown model is moved directly from its current location in a straight line to the determined point of impact, ending centered on that point. The thrown model is then knocked down.

Rough terrain and obstacles do not affect this movement, but the thrown model stops if it contacts an obstruction, table edge, or a model with an equal or larger-sized base. A thrown model cannot be targeted by free strikes during this movement.

A thrown model moves over a model with a smaller base without contacting it. If its impact point ends up on top of a smaller model, the smaller model is contacted and its controller pushes it back to make room for the thrown model.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1" of ground under its base. See Falling (pg. 52) for detailed rules on determining damage from a fall. Resolve the falling damage, if any, before resolving throw damage. Thrown models travel over wrecks.

Erratum: Prime p.43 : Throw Damage

Replace the paragraph with the following:

Determine throw damage after moving the thrown model. A thrown model suffers a damage roll with a POW equal to the attacker's current STR. Add an additional die to the damage roll if the thrown model contacts an obstruction or a model with an equal or larger-sized base. Throw damage may be boosted.

Erratum: Prime p.43 : Collateral Damage

Replace the paragraph with the following:

If a thrown model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers collateral damage. A model taking collateral damage suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A model with a larger-sized base than the thrown model does not suffer collateral damage. Collateral damage is simultaneous with throw damage.

Erratum: Prime p.21 : Rule Priority

Add the following to Rule Priority:

Unless otherwise specified, multiple instances of the same effect are not cumulative. However, different effects are cumulative with each other, even if they have the same net effect on a model. For example, a warjack only suffers -2 MAT and RAT due to being in a Burning Ash cloud regardless of the number of clouds affecting it. The warjack does, however, suffer a further -2 to both MAT and RAT if it is also affected by Fell Call. Multiple instances of the same effect are not cumulative even when the effect comes from different sources. For example, a Dark Shroud spell would not be cumulative with the Dark Shroud ability of Bane Thralls.

Erratum: Prime p.21 : General Guidelines

Add the following section to General Guidelines:

Measuring Distances -

When measuring the distance from a model, measure from the edge of the model's base. Similarly, when measuring the distance to a model, measure to the edge of that model's base. Thus, a model is within a given distance when the nearest edge of its base is within that distance, or equivalently, when any part of its base is within the given distance.

A model is completely within a given distance when its entire base is within that distance. Equivalently, a model is completely within a given distance when the farthest edge of its base is within that distance.

When determining the effects of a spell or ability that affects other models within a specified number of inches of a model, unless the spell or ability says otherwise, that model is not considered to be within the distance. For example, when an Ironclad uses its Tremor special attack, it affects all models within two inches of itself, but Tremor does not affect the Ironclad.

Erratum: Prime p.28 : Creating an Army

Add the following to the end of Creating an Army:

Generally at least one warcaster must be included in every army.

Erratum: Prime p.31 : Victory Points

Replace the first paragraph of Victory Points with the following:

Every model and unit is worth a set number of victory points. A player or team scores victory points for each of its opponents' models that have been destroyed or removed from play regardless of which player controls the model at the time it leaves the table.

Award victory points for models destroyed or removed from play when the models leave the table. All other victory points for eliminating models are awarded at the end of the game. In particular, victory points for disabled and inert enemy warjacks are not awarded until the end of the game. If a player accidentally or intentionally eliminates a friendly model or unit, award its victory points to his opponent. Once a player has been awarded victory points for eliminating a model or unit, these points are never lost even if the model subsequently returns to play. If returned models are later eliminated, award victory points for them again.

In a team game, victory points for eliminating models are awarded to an entire team instead of its individual players. When there are more than two opposing sides, be they teams or individual players, only the side that was responsible for the elimination of a model or unit is awarded the victory points for it. However, should a player eliminate a friendly model, whether his own or a teammate's, award its victory points to all of his opponents. In the case of a disabled or inert warjack, the side that last caused the warjack to become disabled or inert will receive the victory points for it unless that was the side which controls the warjack, in which case all opponents receive the victory points.

Erratum: Prime p.32 : Activation Phase

Add the following to the end of the first paragraph of Activation Phase:

A model must be on the table to activate.

Erratum: Prime p.33 : Activating Units

Add the following to the end of the first paragraph of Activating Units:

However, when part of a unit is fleeing, the fleeing troopers activate during the maintenance phase and the rest of the unit activates during the activation phase.

Erratum: Prime p.34 : Movement

Replace third and fourth paragraphs of Movement with the following:

A model can voluntarily forfeit its movement by not changing its position or facing. If it does so, the model can perform one action and gains an aiming bonus for any ranged attack rolls made during that activation.

A model unable to move cannot change its position or facing. It may or may not be able to perform an action depending on the effect preventing its movement. A model that cannot move cannot forfeit its movement and therefore does not receive the aiming bonus for doing so. Sometimes models are placed in a new location as a result of an ability or spell. When a model is placed it is not considered to have moved and cannot be targeted by free strikes.

Erratum: Prime p.35 : Advancing

Replace first sentence of Advancing with the following:

An advancing model may move up to its current speed (SPD) in inches.

Erratum: Prime p.35 : Running

Add the following to the first paragraph of Running:

A model that was knocked down but forfeited its action to stand this activation cannot run. Though a model cannot perform an action if it runs, it does not have to be able to perform an action in order to run.

Erratum: Prime p.35 : Charging

Add the following to the end of the first paragraph of Charging:

A model without a melee range cannot charge.

Erratum: Prime p.35 : Charging

Replace fourth sentence of the second paragraph of Charging with the following:

The charging model then moves its current SPD plus 3" in that direction in a straight line and must stop while its target is in melee range, but it may end this movement at any point while its target is in its melee range.

Erratum: Prime p.35 : Charging

Replace third sentence of the second paragraph of Charging with the following:

After declaring a charge, the charging model turns to face in any direction which, ignoring terrain and other models, will bring the charging model to within its melee range of its target.

Erratum: Prime p.35 : Charging

Replace third paragraph of Charging with the following:

Some effects require a model to charge. A model required to charge must charge a model in line of sight. If there are no models in line of sight, the model activates but must forfeit its movement and action.

Erratum: Prime p.35 : Charging

Replace second sentence of the fourth paragraph of Charging with the following: If the charging model moved at least 3", its first attack must target the model charged and is a charge attack.

Erratum: Prime p.35 : Charging

Add the following to the end of Charging:

When the charging model performs its combat action, if the intended target of the charge is no longer in melee range, as is the case when another model in a charging unit destroys the intended target, the charging model may make melee attacks against other eligible targets but does not make a charge attack.

Erratum: Prime p.36 : Unit Formation

Add the following to the first paragraph of Unit Formation:

A unit's controller may measure the distance between the models in a unit anytime during that unit's activation.

Erratum: Prime p.37 : Out of Formation

Replace second sentence of the fourth paragraph of Out of Formation with the following:

Unlike most other command checks made by troopers, an out-of-formation trooper makes this command check individually. If he fails the check, he does not cause the entire unit to flee.

Erratum: Prime p.36 : Moving Units

Replace second sentence of Moving Units with the following:

A unit required to make a command check as a result of its movement, other than from Massive Casualties (pg. 57), does not do so until after every trooper has completed its movement.

Erratum: Prime p.38 : Combat Actions

Add the following to the first bullet point of Combat Actions:

These attacks are called initial attacks.

Erratum: Prime p.38 : Combat Actions

Replace second bullet point of Combat Actions with the following:

A model can make one special attack (*Attack) allowed by its special rules instead of making initial attacks.

Erratum: Prime p.38 : Combat Actions

Add the following to the fourth bullet point of Combat Actions:

These attacks are called initial attacks.

Erratum: Prime p.39 : Melee Combat

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

A model using its combat action for melee attacks can make one initial attack with each of its melee weapons.

Erratum: Prime p.39 : Melee Range

Add the following to the end of Melee Range:

A model cannot target another model with a melee attack if the attacking model's LOS to the target is completely obstructed by terrain.

Erratum: Prime p.40 : Melee Attack Rolls

Replace third paragraph of Melee Attack Rolls with the following:

A target is directly hit by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1's on the dice is a miss. A roll of all 6's is a direct hit unless you are rolling only one die, regardless of the attacker's MAT or his target's DEF. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Erratum: Prime p.40 : Melee Attack Rolls

Delete fourth paragraph of Melee Attack Rolls.

Erratum: Prime p.41 : Power Attacks

Add the following to the end of the first paragraph of Power Attacks:

Power Attacks are melee attacks with a 1/2" melee range.

Erratum: Prime p.42 : Armlock/Headlock

Add the following after the second sentence of the first paragraph of Armlock/Headlock:

A knocked down model cannot be locked.

Erratum: Prime p.43 : Armlock/Headlock

Replace the fifth paragraph of Armlock/Headlock with the following:

A warjack may release a lock it is holding at any time during its own activation. Neither model may move while involved in a lock. Any effect that causes either model to move, places either model, knocks down the defender, or causes the attacker to become stationary automatically breaks the lock. If the system on which the weapon being used to maintain the lock becomes disabled due to damage, the lock is automatically released. A lock is also broken once either model is disabled, destroyed, or removed from play. A successful lock against a warjack that is already locking another model does not break the existing lock.

Erratum: Prime p.44 : Push

Replace second paragraph of Push with the following:

A pushed model moves at half rate through rough terrain, suffers the effects of any hazards, and stops if it comes in contact with an obstacle, obstruction, or another model. A pushed model cannot be targeted by free strikes during this movement.

Erratum: Prime p.41 : Slam

Replace third sentence of the second paragraph of Slam with the following:

A knocked down model cannot be slammed.

Erratum: Prime p.42 : Collateral Damage

Add the following to Collateral Damage:

Collateral damage is simultaneous with slam damage.

Erratum: Prime p.43 : Throw

Replace first paragraph of Being Thrown with the following:

After a successful throw attack, the attacker throws the target. Measure a distance from the target equal to half the attacker's current STR in inches in a direction chosen by the attacker's controller away from the throwing model. A large-based model throwing a small-based model adds 1" to this distance. From that point, determine where the thrown model actually lands by rolling for deviation. Referencing the deviation rules (pg. 47), roll a d6 for direction and a d3 for distance in inches. The thrown model is moved directly from its current location in a straight line to the determined point of impact, ending centered on that point. The thrown model is then knocked down.

Erratum: Prime p.43 : Being Thrown

Replace fourth paragraph of Being Thrown with the following:

A thrown model moves over a model with a smaller base without contacting it. If its impact point ends up on top of a smaller model, the smaller model is contacted and its controller pushes it back to make room for the thrown model.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1" of ground under its base. See Falling (pg. 48) for detailed rules on determining damage from a fall. Resolve falling damage, if any, before resolving throw damage. Thrown models travel over wrecks.

Erratum: Prime p.43 : Collateral Damage

Add the following to Collateral Damage:

Collateral damage is simultaneous with throw damage.

Erratum: Prime p.44 : Ranged Combat

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

A model using its combat action for ranged attacks makes one initial attack with each of its ranged weapons.

Erratum: Prime p.45 : Ranged Attack Rolls

Replace third paragraph of Ranged Attack Rolls with the following:

A target is directly hit by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1's on the dice is a miss. A roll of all 6's is a direct hit unless you are rolling only one die, regardless of the attacker's RAT or his target's DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Erratum: Prime p.45 : Ranged Attack Rolls

Delete fourth paragraph of Ranged Attack Rolls.

Erratum: Prime p.47 : Area-of-Effect

Add the following to the first paragraph of Area-of-Effect Attacks:

A ranged attack with an AOE is a ranged attack. A magic attack with an AOE is a magic attack. A melee attack with an AOE is a melee attack.

Erratum: Prime p.47 : Area-of-Effect Attacks

Replace second paragraph of Area-of-Effect Attacks with the following:

An AOE attack follows all normal targeting restrictions. A successful attack roll indicates a direct hit on the intended target, which suffers a direct hit damage roll of 2d6+POW. Center the AOE template over the point of impact—in the case of a direct hit, the center of the targeted model's base. Every other model with any part of its base covered by the AOE template is hit by the attack and suffers a blast damage roll of 2d6+1/2 POW. Make separate damage rolls against each model in the AOE; each roll must be boosted individually. Every model caught in an attack's area-of-effect is subject to its special effects.

Erratum: Prime p.48 : Spray Attacks

Replace fifth paragraph of Spray Attacks with the following:

Every model hit by a spray attack suffers a direct hit and is subject to its special effects. Make separate damage rolls against each model hit; each roll must be boosted individually.

Erratum: Prime p.48 : Special Combat Situations

Add the following section to Special Combat Situations:

Origin of Damage

Damage that is the direct result of an attack originates from the origin of the attack, typically the attacking model. This is also the origin of the damage for a spray attack or a Strafe attack. In the case of a special ability that allows a model to damage another directly without making an attack, the origin of the damage is again the effect's origin. The origin of damage for a direct hit with an AOE attack is the attack's origin, but the origin of damage for any other damage caused by an AOE attack is the attack's point of impact. Finally, some non-AOE attacks, such as Forked Lightning, have special rules that allow it to damage other models besides the attack's target. The origin of damage in those cases is the model or point from which you measure the range to other affected models. When Forked Lightning arcs to another model, the previous model hit by the spell is the origin of that damage.

Erratum: Prime p.48 : Replacing Models

Add the following to Special Combat Situations:

Replacing Models

When replacing one model with another, place the new model so that the area covered by the smaller of the bases is completely within the area covered by the larger. If the two bases are the same size, place the new model in the same location as the one being replaced.

Erratum: Prime p.41 : Special combat situations - Attacks that hit or miss automatically

Add the following section to Special Combat Situations:

Attacks that Hit or Miss automatically

Some special rules cause attacks to hit automatically or miss automatically. If a special rule will cause an attack to hit automatically, you do not have to make an attack roll. If you do make a roll (for example, because you want to try for a critical hit), the attack will no longer hit automatically. If the attack roll fails, the attack misses. Similarly, if a special rule will cause an attack to miss automatically, you do not have to make an attack roll unless there's a possibility that the attacker will suffer a detrimental effect because of the die roll. If you do make an attack roll, the attack will miss regardless of the result of the roll. For example, a ranged attack against Deneghra from over 5"

away does not usually require a die roll because her Stealth ability causes the attack to miss automatically. However, a Deliverer making a Skyhammer attack against her from the same distance must make an attack roll because the Skyhammer's Misfire rule causes an explosion on a roll of all 1s. In cases of conflicting special rules, one causing an attack to hit automatically takes precedence over one causing an attack to miss automatically. For instance, Severius' Death Sentence spell allows attacks to hit automatically, which overrides special rules such as Stealth that would otherwise cause an attack to miss automatically. In such a case, you do not have to make an attack roll even if there is a possible detriment to the attacker because of the roll. The rules for automatic hits take precedence over the rules for automatic misses.

Erratum: Prime p.48 : Falling

Add the following after the second paragraph of Falling:

If a falling model lands on top of a smaller model, the smaller model's controller pushes it back to make room for the falling model.

If a falling model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers the same damage roll as the falling model. A model with a larger-sized base than the falling model, however, does not suffer damage and is not knocked down. All damage resulting from the fall is simultaneous.

Erratum: Prime p.50 : Souls

Replace last sentence of Souls with the following:

Models removed from play but not also destroyed do not generate soul tokens.

Erratum: Prime p.50 : Souls

Replace last sentence of Souls with the following:

Models removed from play but not also destroyed do not generate soul tokens.

Erratum: Prime p.50 : Damage Rolls

Delete fourth paragraph of Damage Rolls.

Erratum: Prime p.50 : Damage Rolls

Replace last paragraph of Damage Rolls with the following:

Attacks that generate multiple attack and/or damage rolls do so simultaneously. Completely resolve all of the attack and damage rolls before applying any of the target's special rules that are triggered by suffering damage, being destroyed, or being removed from play. For example, suppose a Repenter makes a Flame Thrower spray attack against some Scrap Thralls. Scrap Thralls destroyed by the attack do not explode due to their Thrall Bomb ability until after all of the attack and damage rolls generated by the spray attack have been resolved.

As a second example, Captain Haley targets a member of a unit of Knights Exemplar with her Chain Lightning spell and hits three additional Knights. Haley's controller resolves the damage rolls for the 4 Knights Exemplar hit by Chain Lightning before any of the Knights Exemplar gain their benefits from Bond of Brotherhood.

Some attacks, such as the Sentinel's Strafe and the Vanquisher's Circular Strike abilities, are not resolved simultaneously. Attacks that are not simultaneous will state, "Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved."

Erratum: Prime p.51 : Damage - Destroyed vs. Removed from Play

Add the following section to Damage:

Destroyed vs. Removed From Play

When a model suffers sufficient damage to be eliminated from play, it is destroyed. A model without damage capacity is destroyed as soon as it takes one damage point. Models with damage boxes are destroyed when all their damage boxes have been filled. Destroyed models are cleared from the play area and set aside. It is possible for destroyed models to return to play. Occasionally models will be outright removed from play, sometimes instead of being destroyed, at other times in addition to being destroyed. A model removed from play cannot return to the table for any reason. When a model is both destroyed and removed from play, effects triggered by its destruction still occur.

Erratum: Prime p.53 : Feats

Add the following to Feats:

A warcaster may use his feat before or after moving but not in the middle of his movement. Likewise, he may use his feat before and after each attack, but he cannot interrupt an unresolved attack, nor can he use his feat between the movement and attack portions of a charge. Feats may be used prior to initiating an attack or after completely resolving an attack, including determining hits, damage, and special effects.

Erratum: Prime p.53 : Spellcaster

Replace Spellcaster with the following:

A warcaster may cast a spell before or after moving, but not in the middle of his movement. Likewise, he may cast a spell before and after each attack, but he cannot interrupt an unresolved attack, nor can he cast a spell between the movement and attack portions of a charge. Spells may be cast prior to initiating an attack or after completely resolving an attack, including determining hits, damage, and special effects. A warcaster cannot cast spells if he runs.

Erratum: Prime p.53 : Control Area - Measuring Control Area

Add the following section to Control Area:

Measuring Control Area

A player may measure his warcaster's control area at any time for any reason. While measuring a warcaster's control area, the controller may determine the proximity of other models to his warcaster. Specifically, a player may measure the distance from his warcaster to any point within the warcaster's control area at any time.

For control area effects against opposing models, a player does not have to measure his warcaster's control area until after the enemy model commits to its movement or action. For example, say a warcaster casts a spell that turns his control area into rough terrain. That warcaster's controller does not have to measure his control area prior to an enemy model entering it. The opposing player will have to adjust his model's position after completing its movement if it entered the warcaster's control area and had its movement reduced by the spell's effect.

Erratum: Prime p.54 : Casting Spells - Spell Targeting

Add the following section to Casting Spells:

Spell Targeting

Many spells can only be cast on certain types of models such as warjacks or enemy troopers. Such restrictions are noted in a spell's description. A shorthand is commonly used to denote these targeting restrictions. When a spell's description mentions an effect against a "target something," the spell may only be cast on that type of model. Some spells mention two or more target types. These spells may be cast on models that match any of the designated types. For example, Skarre's Fly's Kiss spell states that a "target living model destroyed by Fly's Kiss explodes in a 3" AOE," therefore, this spell may only target a living model. When attacking a structure with an offensive spell, ignore the spell's targeting restrictions.

Note that this shorthand for targeting restrictions only applies to spells. Even if a weapon's special rules describe an effect that affects only certain types of models, attacks with that weapon may target any type of model. So for instance, a Defender is free to attack any model with its Shock Hammer, but only warjacks will be affected by Critical Cortex Damage.

When an offensive spell targeting a model in melee misses, ignore its targeting restrictions when determining which model in the combat might be hit instead. If the new target is an invalid one for the spell, the magic attack has no further effect. (See Targeting a Model in Melee, pg. 46, and Offensive Spells & Magic Attacks, above, for details on resolving a magic attack against a model in melee.) An area-of-effect spell that misses will deviate normally instead.

For example, Skarre attempts to cast Fly's Kiss on a Protectorate Temple Flameguard trooper in melee with one of her Deathrippers, itself in melee with two other Flameguard troopers. Thus, there are four models in the combat. If she misses, determine which of the other three models might be hit by the spell instead as usual. If one of the other Flameguard troopers is chosen, make another attack roll and resolve the attack normally. If, on the other hand, the Deathripper is chosen, do not make another attack roll. The spell simply fizzles with no effect at all.

Erratum: Prime : Casting Spells - Multiple Spell Effects

Add the following section to Casting Spells:

Multiple Spell Effects

Although it is not possible to have more than one upkeep spell on a model or unit, it is possible for a model or unit to be affected by more than one spell or animus at a time. For example, Haley casts Deadeye on a unit of Arcane Tempest Gun Mages already under the effects of Arcane Shield. Arcane Shield does not expire when Deadeye is cast because Deadeye is not an upkeep spell. As long as a model or unit is under the effects of no more than one friendly and one enemy upkeep spell, it can be affected by any number of non-upkeep spells and up to one animus effect at the same time.

Erratum: Prime p.54 : Casting Spells

Replace the text of Casting Spells with the following:

Warcasters have the ability to cast spells. A warcaster may cast spells during his activation by spending a number of focus points equal to the spell's focus cost. Resolve the spell's effects immediately. Unless noted otherwise, spells that target a model other than where the spell originates require line of sight to their targets. Warcasters cannot target themselves with offensive spells. Any spell, including offensive spells, may be cast while the warcaster is in melee. Resolve the spell's effects immediately. A warcaster may cast as many spells during his activation for which he can pay the focus cost. The same spell may be cast multiple times during the warcaster's activation. A warcaster may cast spells before or after moving, but not in the middle of his movement. Likewise, he may cast spells before and after each attack, but he cannot interrupt an unresolved attack, nor can he cast spells between the movement and attack portions of a charge. Spells may be cast prior to initiating an attack or after completely resolving an attack, including determining hits, damage, and special effects. A warcaster cannot cast any spells if he runs during his activation. For example, a warcaster could cast a spell, move, use his combat action to make a melee attack, cast two more spells and then spend another focus point to make an additional melee attack.

Erratum: Prime p.55 : Offensive Spells

Replace third paragraph of Magic Attacks with the following:

A target is directly hit by a magic attack if the attack roll equals or exceeds the target's DEF. If the attack roll is less than the target's DEF, the attack misses. A roll of all 1's on the dice causes an automatic miss. A roll of all 6's causes an automatic hit regardless of the attacker's FOC or his target's DEF, unless you are rolling only one die. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Erratum: Prime p.57 : Massive Casualties

Add the following to Massive Casualties:

A unit will only make up to one command check per turn due to massive casualties.

Erratum: Prime p.57 : Terrifying Entity

Replace first paragraph of Terrifying Entity with the following:

A terrifying entity is one with either the Terror or Abomination special ability. A model/unit in melee range of an enemy model with Terror, a model/unit with an enemy model with Terror in its melee range, or a model/unit within 3" of an abomination—friendly or enemy—must pass a command check or flee. Make this command check after the active model or unit completes its movement but before it performs any actions. If a model or unit encounters a terrifying entity at some other time, such as when an enemy model gains the Terror ability or a terrifying entity is placed near the model or unit, make the command check immediately after resolving the attack or effect that caused the encounter.

Erratum: Prime p.58 : Fleeing

Add the following to the first paragraph of Fleeing:

A fleeing model will not flee again, nor does it make command checks against fleeing.

Erratum: Prime p.58 : Fleeing

Replace the text of Fleeing after the first paragraph with the following:

A fleeing model activates during its controller's Maintenance Phase. All fleeing models in a unit activate at the same time. If there are also models in the unit that are not fleeing, those other models will activate normally during the Activation Phase. A fleeing model automatically runs its maximum possible distance away from its nearest threat toward its deployment edge using the most direct route that does not take it through a damaging effect or allows enemies to engage it. When playing games without defined deployment edges, fleeing models run toward the nearest table edge. Fleeing troopers are not required to remain in formation. A fleeing model cannot perform any actions. A fleeing model that leaves the battlefield is removed from play. A fleeing model with no escape route will cower in its current position and forfeit its activation. Engaged models cannot cower to avoid free strikes. Models engaged at the time they flee will incur free strikes normally when they disengage.

At the end of its activation, a fleeing model may have an opportunity to rally (see Rallying, below).

Erratum: Prime p.58 : Rallying

Replace the text of Rallying with the following:

A fleeing model can make a command check at the end of its activation in the Maintenance Phase if it is in formation with its unit leader or if it is within the command range of a friendly faction model with the Commander ability. If all of the troopers in a unit are fleeing and either the unit's leader is still on the table or a model in the unit is within the command range of a friendly faction model with the Commander ability, make a single unit-level

command check instead of individual checks for each of the troopers. Each trooper in the unit will be affected by the result of this command check regardless of his information status.

If it passes the command check, the model or unit rallies and turns to face its nearest enemies. This ends its activation and the model cannot activate again this turn, but it may function normally next turn. If the fleeing model or unit fails the command check, it continues to flee and will activate again during its controller's next Maintenance Phase.

Erratum: Prime p.58 : Fearless Models

Add the following to Fearless Models:

Fleeing models that become Fearless immediately rally.

Erratum: Prime p.58 : Issuing Orders

Replace third sentence of Issuing Orders with the following:

At any time during its activation, a model with the Commander ability can give a run, charge, or ride-by attack order to one friendly unit in its command range, but if the unit has already activated, the order expires at the end of the turn.

Cygnar Warcasters

Captain Victoria Haley

Erratum: Prime p.77 : Set Defense

Replace text of Set Defense with the following: Haley gains +2 DEF against charge and slam attacks originating from her front arc.

Erratum: Prime p.77 : Temporal Barrier

Replace text of Temporal Barrier with the following: Enemy models currently in Haley's control area move at half rate and suffer -3 DEF for one round. Affected models cannot charge or slam.

Lieutenant Allister Caine

Erratum: Prime p.75 : Maelstrom

Replace text of Maelstrom with the following:

Caine makes a Spellstorm Pistol attack against every enemy model currently in his control area. Caine must have LOS to a model to target it. When using Maelstrom, Caine's front arc extends 360°. These attack and damage rolls may be boosted normally. If Caine forfeited his movement to gain an aiming bonus this activation, he gains +2 to Maelstrom attack rolls. Caine cannot use Maelstrom if he is in melee.

Erratum: Prime p.75 : Crack Shot

Replace text with:

Caine's targets do not benefit from being screened.

Erratum: Prime p.75 : Flash

Replace the text of flash with the following:

Caine is placed at any location within his control area with no greater than a 5" change in elevation from his current location, then his activation ends. There must be room for his base at the new location.

Erratum: Prime p.75 : Thunder Strike

Replace text of Thunder Strike with the following:

Target model hit by Thunder Strike is slammed d6" directly away from the spell's point of origin and suffers a POW 14 damage roll. If the slammed model collides with another model, that model suffers a POW 14 collateral damage roll.

Cygnar Warjacks

Ironclad

Erratum: Prime p.90 : Tremor

Add the following to the end of Tremor:

A Tremor special attack does not need a target.

Lancer

Erratum: Prime p.87 : Shock Field

Replace text of Shock Field with the following: If the Lancer hits a warjack with the Shock Shield, or if the Lancer is hit by a warjack with a melee weapon and its Shock Shield remains intact, its opponent takes one damage point to its first available Cortex system box. When the Lancer attacks with the Shock Shield, mark this damage before making the damage roll.

Erratum: Prime p.87 : Set Defense

Replace text of Set Defense with the following: The Lancer gains +2 DEF against charge and slam attacks originating from its front arc.

Sentinel

Erratum: Prime p.88 : Strafe

Replace the third sentence with the following: "If the initial attack hits, roll a d6 to determine the number of additional attacks the initial attack generates, then allocate those attacks among the original target and any models within 2" of it, ignoring intervening models when determining line of sight."

Erratum: Prime p.88 : Automatic Fire

Add the following ability to the Chain Gun:

Automatic Fire - The Sentinel gains +2 on additional Strafe attack rolls.

Cygnar Units

Arcane Tempest Gun Mages

Erratum: Prime p.80 : Arcane Inferno

Replace text of Arcane Inferno with the following:

When issued this order, every Gun Mage in open formation with the unit leader may combine his fire at the same target as the unit leader. Make one attack roll using the unit leader's RAT, adding +1 to the attack roll for each Gun Mage participating in the attack, including the unit leader. The Arcane Inferno attack is POW 14 with a 3" AOE and may not include an Arcane Effect. Arcane Inferno requires at least three Gun Mages.

Erratum: Prime p.80 : Thunderbolt

Replace the first sentence of Thunderbolt with the following:

An enemy model hit by this attack is pushed directly back d3".

Cygnar Field Mechaniks

Erratum: Prime p.83 : Profile Block for Crew Chief

Profile block for the Crew Chief - Monkey Wrench P+S: 6.

Erratum: Prime p.83 : Repair

Replace the text of Repair with the following:

A Field Mechanik may attempt repairs on any friendly Cygnar warjack that has been damaged or disabled. To attempt repairs, the Field Mechanik must be in base-to-base contact with the damaged warjack or disabled wreck marker and make a skill check. If successful, roll a d6 and remove that number of damage points from anywhere on the warjack's damage grid.

Erratum: Prime p.83 : 'Jack Marshall

Add the following ability to the Crew Chief:

'Jack Marshall(1) - The Crew Chief may start the game controlling one Cygnar warjack. The Crew Chief has a marshalling range equal to his CMD in inches. If a controlled warjack is in the Crew Chief's marshalling range, it can run, charge, or boost an attack or damage roll once per activation. If the Crew Chief is destroyed or removed from play, warjacks under his control do not become inert. The Crew Chief may reactivate one friendly inert Cygnar warjack per turn in the same manner as a warcaster. The reactivated warjack comes under his control unless he already controls 1 other warjack.

Trenchers

Erratum: Prime p.85 : Trencher

Trencher Trooper stat bar - CMD 7, not 6.

Erratum: Prime p.85 : Smoke Bombs

Replace the text of Smoke Bombs with the following:

A Trencher may place a 3" AOE cloud effect anywhere within 3" of himself. The cloud effect remains on the table for one round.

Erratum: Prime p.85 : Bayonet Charge

Replace the text of Bayonet Charge with the following:

Every Trencher who received this order must either charge or run. As part of a charge, after moving but before performing his combat action, each Trencher who received this order must, if possible, make a single ranged attack targeting the model charged. Trenchers are not considered to be in melee when resolving the Bayonet Charge ranged attacks, nor are the targets of those attacks considered to be in melee with them. If the target is not in melee range after moving, the Bayonet Charge's ranged attack must still be made before the Trencher's activation ends. A Trencher cannot target a model with which he was in melee at the start of his activation with the Bayonet Charge's ranged attack.

Erratum: Prime p.85 : Smoke Bombs

Replace the first sentence of Smoke Bombs with the following:

"A Trencher may place a 3" AOE cloud effect anywhere within 3" of himself."

Cygnar Solos

Journeyman Warcaster

Erratum: Prime p.81 : Battlegroup Commander

Replace text of Battlegroup Commander with the following: A Journeyman Warcaster may control a battlegroup of warjacks just like a warcaster, and he counts as their 'controlling warcaster.'

Cryx Warcasters

Warwitch Deneghra

Erratum: Prime p.123 : The Withering

Replace second paragraph of The Withering with the following: Enemy models currently in Deneghra's control area suffer -2 to their stats (SPD, STR, MAT, RAT, DEF, ARM, CMD, and FOC) for one round. Affected models cannot run, charge, or make special attacks or power attacks.

Erratum: Prime p.123 : Death Rage

Replace text of Death Rage with the following: When target warrior model suffers sufficient damage to be destroyed, Death Rage expires. Target model is not destroyed and for one round cannot be destroyed or targeted by Death Rage. After one round, the model is destroyed.

Erratum: Prime p.123 : Stealth

Replace second sentence of Stealth with the following: If Deneghra is greater than 5" away from an attacker, she does not count as an intervening model.

Erratum: Prime p.123 : Dark Seduction

Replace text of Dark Seduction with the following:

Target living warrior model/unit must make a command check. If it fails, Deneghra's controller takes control of the target. Pay upkeep of one focus point per model, or the spell expires. Cannot be cast on characters, character units, or solos.

Erratum: Prime p.123 : Shadow Bind

Replace first sentence of Shadow Bind with the following: For one round, model hit suffers -3 DEF and can only move to change its facing.

Erratum: Prime p.123 : Ghost Walk

Replace text of Ghost Walk with the following: During its activation this turn target model/unit may move through any terrain without penalty. While ghost walking, a model cannot charge or slam and cannot be targeted by free strikes.

Iron Lich Asphyxious

Erratum: Prime p.119 : Shadow Wings

Replace text of Shadow Wings with the following: Asphyxious moves up to 10" ignoring terrain penalties and effects then ends his activation. Asphyxious cannot be targeted by free strikes during this movement.

Erratum: Prime p.119 : Breath of Corruption

Replace the second sentence of Breath of Corruption with the following:

Breath of Corruption is a cloud effect that stays on the table as long as upkeep is paid. Models entering or ending their activation in the cloud suffer one damage point.

Pirate Queen Skarre

Erratum: Prime p.121 : Blood Magic

Replace second paragraph of Blood magic with the following:

Give Skarre 1-5 damage points. Friendly Cryxian models currently in her control area gain +1 STR and ARM for each damage point she takes. Blood Magic lasts for one round.

Erratum: Prime p.121 : Life Drinker

Replace text of Life Drinker with the following:

For each living model destroyed with Bloodwyrn, Skarre removes one damage point.

Erratum: Prime p.121 : Dark Guidance

Replace text of Dark Guidance with the following:

Friendly Cryxian models currently in Skarre's control area roll an additional die for melee attacks. This spell lasts for one round.

Erratum: Prime p.121 : Sacrificial Strike

Replace text of Sacrificial Strike with the following:

Remove a friendly Cryxian trooper model within 1" of Skarre from play. Target model in Skarre's control area suffers a damage roll with POW equal to the current ARM of the model sacrificed. This damage roll may be boosted.

Cryx Warjacks

Deathripper

Erratum: Prime p.130 : Profile Block

A Deathripper has a medium-sized base.

Nightwretch

Erratum: Prime p.132 : Damage Grid

Add an additional row of hull boxes to the top of the Nightwretch's damage grid. Its damage grid should be the same as that of the Deathripper and Defiler.

Reaper

Erratum: Prime p.133 : Profile Block

A Reaper has a large base.

Erratum: Prime p.133 : Drag

Replace text of Drag with the following: If the Harpoon causes damage, its target is reeled into base-to-base contact with the Reaper, stopping short only if it contacts another model or a terrain feature. During this movement the model cannot be targeted by free strikes. The Reaper may only drag medium or smaller based models. After a successful drag, the Reaper may immediately make one melee attack with any melee weapon. Focus points may be spent for additional melee attacks.

Cryx Units

Bane Thralls

Erratum: Prime p.124 : Stealth

Replace second sentence of Stealth with the following: If a Bane Thrall is greater than 5" away from an attacker, it does not count as an intervening model.

Bile Thralls

Erratum: Prime p.125 : Purge

Replace text of Purge with the following: The Bile Thrall sprays out the entire contents of its guts, deflating and automatically hitting all models within 6" of the Bile Thrall's front arc. Terrain that obstructs LOS blocks the Purge attack. A model in range of the Purge attack cannot be hit by the attack if the attacker's LOS to it is completely blocked by terrain. Models hit take a POW 12 damage roll and suffer Corrosion, then remove the Bile Thrall from play. Purge is a ranged attack.

Satyxis Raiders

Erratum: Prime p.128 : Profile Block

The correct point cost for a Satyxis Raider Leader and 5 troops is 64 points.

Cryx Solos

Necrotech & Scrap Thralls

Erratum: Prime p.127 : Immobilize

Replace last sentence of Immobilize with the following: An immobilized model is released from the Vise Claw if the Necrotech moves, makes an attack against another model, is destroyed, or is removed from play.

Erratum: Prime p.127 : Independent Model

Add the following line to the text of Independent Model: An army must include a Necrotech at the beginning of the game to field Scrap Thralls.

Erratum: Prime p.127 : Thrall Bomb

Replace text of Thrall Bomb with the following: When the Scrap Thrall suffers sufficient damage to be destroyed, it explodes with a 4" AOE. Models in the AOE suffer a POW 8 damage roll. When the Scrap Thrall explodes, remove it from play.

Skarlock Thrall

Erratum: Prime p.129 : Bound

Replace text of Bound with the following: A Skarlock Thrall is bound to a specific Cryxian warcaster who controls it. Each warcaster may only have one bound Skarlock Thrall.

Erratum: Prime p.129 : Undead

Replace text of Undead with the following: A Skarlock is not a living model and never flees.

Khador Warcasters

Kommander Sorscha

Erratum: Prime p.143 : Wind Rush

Replace text of Wind Rush with the following:

Sorscha may immediately move up to her current SPD in inches and gains +4 DEF for one round. This spell may be cast once per activation.

Erratum: Prime p.143 : Icy Gaze

Replace the text of Icy Gaze with the following:

Enemy models currently in Sorscha's LOS and control area become stationary for one round.

Erratum: Prime p.143 : Boundless Charge

Replace text of Boundless Charge with the following:

Target model's next activation is a charge at SPD +5" that crosses rough terrain and obstacles without penalty. When this spell targets an enemy model, it is an offensive spell and requires a magic attack roll.

The Butcher of Khardov

Erratum: Prime p.141 : Blood Frenzy

Replace the text of Blood Frenzy with the following:

Friendly Khador models currently in the Butcher's control area roll an additional die on attack damage rolls this turn.

Erratum: Prime p.141 : Terror

Replace the text of Terror with the following:

Enemy models/units within melee range of the Butcher and enemy models/units with the Butcher in their melee range must pass a command check or flee.

Erratum: Prime p.141 : Fury

Replace the text of Fury with the following:

Target model/unit suffers -1 DEF but gains +3 to melee damage rolls. When this spell targets an enemy model, it is an offensive spell and requires a magic attack roll.

Erratum: Prime p.141 : Iron Flesh

Replace the text of Iron Flesh with the following:

Target warrior model/unit gains +3 DEF and suffers -1 SPD. When this spell targets an enemy model, it is an offensive spell and requires a magic attack roll.

Vladimir, The Dark Prince of Umbrey

Erratum: Prime p.145 : Forced March

Replace second paragraph of Forced March with the following: Friendly Khadoran warjacks currently in Vladimir's control area double their SPD for this turn.

Erratum: Prime p.145 : Mimic

Replace text of Mimic with the following: When making a melee attack with Skirmisher, Vladimir may duplicate one special rule from any melee weapon of a target warcaster in his control area, but he may not duplicate special attacks or special actions. Replace references to the target warcaster and weapon with references to Vladimir and Skirmisher respectively. The special rule is duplicated for the duration of the attack only.

Erratum: Prime p.145 : Parry

Replace text of Parry with the following: Vladimir cannot be targeted by free strikes.

Erratum: Prime p.145 : Blood of Kings

Add the following sentence to text for Blood of Kings: This spell may be cast once per activation.

Erratum: Prime p.145 : Signs and Portents

Replace text of Signs and Portents with the following: Friendly Khadoran models currently in Vladimir's control area, including himself, roll an additional die for attack and damage rolls this turn. Discard the lowest die in each roll.

Erratum: Prime p.145 : Wind Wall

Replace text of Wind Wall with the following:

Ranged attacks against Vladimir automatically miss. Ranged attacks automatically miss models while they are completely within 3" of Vladimir. While completely within 3" of Vladimir, models cannot make ranged attacks. Wind Wall lasts for one round.

Erratum: Prime p.145 : Boundless Charge

Replace text of Boundless Charge with the following:

Target model's next activation is a charge at SPD +5" that crosses rough terrain and obstacles without penalty. When this spell targets an enemy model, it is an offensive spell and requires a magic attack roll.

Khador Warjacks

Destroyer

Erratum: Prime p.153 : Arcing Fire

Replace text of Arcing Fire with the following: When attacking with the Bombard, the Destroyer may ignore intervening models except those that would normally screen the target.

Khador Units

Battle Mechaniks

Erratum: Prime p.146 :

Battle Mechanik unit is made up of 1 Leader and 3 Troops. Up to 2 additional Troopers may be added.

Erratum: Prime p.146 : 'Jack Marshall

Add the following ability to the Chief Mechanik:

'JACK MARSHAL (1) – The Mechanik Chief may start the game controlling one Khador warjack. The Mechanik Chief has a marshalling range equal to his CMD in inches. If a controlled warjack is in the Mechanik Chief's marshalling range, it can run, charge, or boost one attack or damage roll once per activation. If the Mechanik Chief is destroyed or removed from play, warjacks under his control do not become inert. The Mechanik Chief may reactivate one friendly inert Khador warjack per turn in the same manner as a warcaster. The reactivated warjack comes under his control unless he already controls 1 other warjack.

Erratum: Prime p.146 : Repair

Replace the text of Repair with the following:

A Battle Mechanik may attempt repairs on any friendly Khador warjack that has been damaged or disabled. To attempt repairs, the Battle Mechanik must be in base contact with the damaged warjack or disabled wreck marker and make a skill check. If successful, roll a d6 and remove that number of damage points from anywhere on the warjack's damage grid.

Iron Fang Pikemen

Erratum: Prime p.147 : Shield Wall

Replace the text of Shield Wall with the following:

Every Iron Fang Pikemen that received the order who is in tight formation with the leader at the end of the unit's movement gains +4 ARM. If the leader is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper that did not receive the order cannot join the shield wall. This bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

Man-O-War Shocktroopers

Erratum: Prime p.149 : Shield Wall

Replace the text of Shield Wall with the following:

Every Shock Trooper that received the order who is in tight formation with the leader at the end of the unit's movement gains +4 ARM. If the leader is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper that did not receive the order cannot join the shield wall. This bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

Widowmakers

Erratum: Prime p.151 : Pathfinder

Replace the text of Pathfinder with the following:

During his activation, a Widowmaker ignores movement penalties from, and may charge across, rough terrain and obstacles.

Khador Solos

Manhunter

Erratum: Prime p.148 : Stealth

If the Manhunter is greater than 5" away from an attacker, it does not count as an intervening model.

Erratum: Prime p.148 : Pathfinder

Replace text of Pathfinder with the following:

During his activation, a Widowmaker ignores movement penalties from, and may charge across, rough terrain and obstacles.

Protectorate of Menoth Warcasters

Grand Scrutator Severius

Erratum: Prime p.97 : Divine Might

Replace second paragraph with the following: No spells may be cast or channeled in Severius' control area except by friendly Protectorate models for one round. Enemy models with the Focus Manipulation ability currently in Severius' control area do not receive focus points next turn.

Erratum: Prime p.97 : Convert

Replace text of Convert with the following:

Target living trooper model must pass a command check or permanently become part of the Protectorate army. The converted model becomes an independent Protectorate model under the control of Severius' controller. Converted model cannot activate this turn. This spell cannot be cast on characters.

Erratum: Prime p.97 : Death Sentence

Replace the text for Death Sentence with the following: "Attacks targeting a model affected by Death Sentence within the attack's range automatically hit. Death Sentence lasts for one turn."

Erratum: Prime p.97 : Blessing of Menoth

Replace the text of Blessing of Menoth with the following:

Target model may re-roll all dice for any one die roll, then the spell expires. The affected model may only re-roll a roll that is a result of its own action. It cannot re-roll effects it suffers nor continuous effects it inflicted on other models.

Erratum: Prime p.97 : Eye of Menoth

Replace the text of Eye of Menoth with the following:

While in Severius' control area, friendly Protectorate models gain +1 to attack and damage rolls.

High Exemplar Kreoss

Erratum: Prime p.99 : Lamentation

Replace text of Lamentation with the following: Enemy models in Kreoss' control area pay double the focus points to cast or upkeep spells.

Erratum: Prime p.99 : Retribution

Replace text of Retribution with the following:

If target warjack is damaged by an attack, its attacker suffers an equal damage roll, then the spell expires. Retribution is not triggered by collateral damage, damage from continuous effects, or damage taken without a damage roll.

Erratum: Prime p.99 : Ward

Replace the text of Ward with the following:

Target friendly warjack cannot be targeted by enemy spells.

High Reclaimer

Erratum: Prime p.101 : Resurrection

Replace text of Resurrection with the following: Return 2d6 friendly destroyed Protectorate troopers to play, placing them in the Reclaimer's control area. The controlling player chooses which models are returned to play, and models may be returned to their original units or formed into new units of the same type. New units formed cannot be larger than the maximum size allowed for that unit. Resurrected models placed in their original unit cause the unit to lose benefits or effects that it received from the original destruction of the resurrected models. Resurrected models cannot activate the turn they return to play.

Erratum: Prime p.101 : Terror

Replace the text of Terror with the following:

Enemy models/units in melee range of the High Reclaimer and enemy models/units with the High Reclaimer in their melee range must pass a command check or flee.

Erratum: Prime p.101 : Soulstorm

Replace the text of Soulstorm with the following:

Enemy models that enter the area within 4" of the High Reclaimer immediately suffer one damage point. An enemy model that begins its activation within 4" of the High Reclaimer and does not end its activation more than 4" away from him suffers one damage point at the end of its activation.

Protectorate of Menoth Warjacks

Repenter

Erratum: Prime p.109 : Flame Thrower - Fire

Add the following ability to the Flame Thrower:

FIRE - Target model hit by the Flame Thrower suffers Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the Fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

Vanquisher

Erratum: Prime p.112 : Circular Strike

Replace text of Circular Strike with the following: The Vanquisher may make one melee attack with the Blazing Star against every model within melee range. Completely resolve each attack individually and apply the target's special rules immediately as each attack is resolved. When performing a Circular Strike, the Vanquisher's front arc extends 360°. A model is ineligible to be hit if it has a special rule preventing it from being targeted or if the attacker's line of sight is completely blocked by terrain.

Protectorate of Menoth Units

Choir of Menoth

Erratum: Prime p.102 : Battle Staff

Add the following to the special rules of the Warpriest and Acolytes: Reach - 2" melee range.

Erratum: Prime p.102 : Battle Hymns

Replace the first sentence of Battle Hymns with the following:

As a special action, the Warpriest may recite one of the following Battle Hymns, affecting friendly Protectorate warjacks currently within 3" of him.

Holy Zealots

Erratum: Prime p.107 : Critical Fire

Replace first sentence of Critical Fire with the following: On a Critical Hit, each model in the AOE suffers Fire.

Knights Exemplar

Erratum: Prime p.104 : Bond of Brotherhood

Replace text of Bond of Brotherhood with the following:

A Knight Exemplar gains +1 STR and ARM for each member of his unit that has been destroyed. These bonuses are lost if the model is returned to play and returned to this unit.

Temple Flameguard

Erratum: Prime p.106 : Set Defense

Replace text of Set Defense with the following: A Temple Flameguard gains +2 DEF against charge and slam attacks originating from his front arc.

Erratum: Prime p.106 : Shield Wall

Replace the text of Shield Wall with the following:

Every Temple Flameguard that received the order who is in tight formation with the Captain at the end of the unit's movement gains +4 ARM. If the Captain is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper that did not receive the order cannot join the shield wall. This bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

Protectorate of Menoth Solos

Paladin of the Order of the Wall

Erratum: Prime p.105 : Stone-and-Mortar Stance

Replace the first sentence of Stone-and-Mortar Stance with the following:

"The Paladin may voluntarily forfeit his movement to gain +5 DEF and ARM for one round."

Mercenaries Units

Greygore Boomhowler & Co.

Erratum: Prime p.161 : Mercenary

Replace text of Mercenary with the following: Boomhowler & Co. will not work for the Protectorate.

Erratum: Prime p.161 : Fell Call

Replace first sentence of Fell Call with the following:

Enemy models/units currently within 8" of Boomhowler must pass a command check or flee. Warjacks and warbeasts currently within 8" suffer -2 MAT and RAT for one round.

Erratum: Prime p.161 : Tough

Replace text of Tough with the following: When a Trollkin Merc suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Trollkin Merc is knocked down instead of being destroyed. If the Trollkin Merc is not destroyed, he is reduced to one wound.

Erratum: Prime p.161 : Stink Bombs

Replace the first two sentences of Stink Bomb with the following:

Stink Bomb is a RNG 5 AOE 3 gas effect ranged attack that does no damage. Living models in the gas effect AOE suffer -2 to their SPD, STR, MAT, RAT, CMD, and DEF for one round. [Stink Bombs are a *Attack]

Herne Stoneground & Arquebus Jonne

Erratum: Prime p.163 : Mercenary

Delete the second sentence which reads, "No victory points are gained for models destroyed by Herne & Jonne." This restriction has been removed from the game.

Erratum: Prime p.163 : Slow

Delete "Slow" from the Barrage Arquebus' special rules block.

Mercenaries Solos

Eiryss, Mage Hunter of Ios

Erratum: Prime p.159 : Technological Intolerance

Replace first sentence of Technological Intolerance with the following: Eiryss cannot end her movement within 5" of a functioning friendly warjack. If Eiryss ends her movement within 5" of a functioning friendly warjack her activation immediately ends.

Erratum: Prime p.159 : Mercenary

Delete the second sentence which reads, "No victory points are gained for models Eiryss destroys." This restriction has been removed from the game.

Erratum: Prime p.159 : Invisibility

Add the following line to the end of Invisibility: While Invisible, Eiryss does not block line of sight or provide screening.

Erratum: Prime p.159 : Phantom Seeker Bolt

Replace the second sentence of Phantom Seeker Bolt with the following:

Phantom Bolt ignores cover, cloud effects, concealment, obstructions, and intervening models.

Erratum: Prime p.159 : Assault

Replace the text of Assault with the following:

As part of a charge, after moving but before performing her combat action, Eiryss may assault. When making an Assault, Eiryss makes a single ranged attack targeting the model charged. Eiryss is not considered to be in melee when making the Assault ranged attack, nor is the target considered to be in melee with Eiryss. If the target is not in melee range after moving, Eiryss must still make the Assault ranged attack before her activation ends. Eiryss cannot target a model with which she was in melee at the start of her activation with an Assault ranged attack. Eiryss can only make melee attacks with her bayonet after an Assault.

Erratum: Prime p.159 : Pathfinder

Replace text of Pathfinder with the following:

During her activation, Eiryss ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Prime p.159 : Death Bolt

Add the following to Death Bolt:

When damaging a warbeast, Eiryss' controller chooses which branch suffers the damage.

Reinholdt, Gobber Speculator

Erratum: Prime p.165 : Mercenary

Delete the second sentence which reads, "No victory points are gained for models Reinholdt destroys." This restriction has been removed from the game.

Erratum: Prime p.165 : Mercenary

Replace text of Mercenary with the following: Reinholdt will not work for Cryx or the Protectorate.

Erratum: Prime p.165 : Assistant

Replace text of Assistant with the following: Assign Reinholdt to a single warcaster; he cannot be reassigned during a game. Remove Reinholdt from play if his warcaster is destroyed or removed from play.

Erratum: Prime p.165 : Spyglass

Replace the text for Spyglass with the following:

"Warcaster may measure the distance between himself and one other model within line of sight."

BW Card errata

Lieutenant Allister Caine

Thunder Strike

Replace text of Thunder Strike with the following:

Target model hit by Thunder Strike is slammed d6" directly away from the spell's point of origin and suffers a POW 14 damage roll. If the slammed model collides with another model, that model suffers a POW 14 collateral damage roll.

Hunter

Pressurized Reserve Tank

Replace the second sentence under Pressurized Reserve Tank with the following:

After completing its normal activation, the Hunter may move a number of inches equal to its current SPD. The Hunter ignores movement penalties from rough terrain and obstacles during this movement. The Hunter cannot be targeted by free strikes during this movement.

Sentinel

Strafe

Replace the third sentence with the following:

"If the initial attack hits, roll a d6 to determine the number of additional attacks the initial attack generates, then allocate those attacks among the original target and any models within 2" of it, ignoring intervening models when determining line of sight."

Field Mechanics

Replace text for point cost with the following:

Leader and 3 troops: 16; up to 2 additional troops: 2 ea

Stormguard

Conduit

Replace text of Conduit with the following:

Stormblades in an open formation group with the Standard Bearer gain +1" RNG and +1 POW to their Storm Glaive Blast and Storm Rod Blast weapons, and +1 POW to their Storm Glaive and Storm Rod weapons.

Sword Knights

The point cost for a leader and 5 troops is 56.

Journeyman Warcaster

Battlegroup Commander

Replace text of Battlegroup Commander with the following:

A Journeyman Warcaster may control a battlegroup of warjacks just like a warcaster, and he counts as their "controlling warcaster".

Leviathan

Amphibious

Replace Amphibious with the following:

Amphibious - The Leviathan can voluntarily enter deep water. The Leviathan's furnace is not extinguished by deep or shallow water. The Leviathan can move through deep and shallow water without penalty and can run or charge. While within deep water, the Leviathan cannot be targeted by ranged or magic attacks, its DEF is not reduced, and can make melee attacks against other models in Deep Water.

Seether

Soul Drive

Replace text of Soul Drive with the following:

The Seether automatically receives one focus point during its controller's Control Phase and it may be allocated up to two additional focus points by its controlling warcaster. The Seether still receives one focus point from the Soul Drive even if it suffers Disruption, but it does not receive the focus point if its cortex is destroyed. If the Seether's controlling warcaster is destroyed or removed from play, the helljack remains active and does not become inert.

Uncontrolled Rage

Replace the text of Uncontrolled Rage with the following:

The Seether's controlling warcaster must pass a command check at the start of the Seether's activation to maintain control over the Seether and may spend a focus point to re-roll a failed test. This command check may be repeatedly re-rolled until the controlling warcaster runs out of focus points. If the test fails or if the Seether is outside its controlling warcaster's command range, the Seether suffers Raging. A Raging Seether charges without spending a focus point at the nearest non-incorporeal model in LOS, friendly or enemy, unless it is already engaged. If a Raging Seether charges a friendly model, its controlling player cannot choose a path that would cause the Seether to contact another model or an obstacle so that the charge fails if there is a clear path. If the Raging Seether cannot charge the nearest non-incorporeal model, or there are no non-incorporeal models within LOS, or it is engaged, it advances toward and attempts to attack the nearest non-incorporeal model. Raging Seethers always make Combo Strike special attacks if possible and must spend all their focus points for additional attacks.

Mechanithralls

The SPD of a Mechanithrall is 6.

Pistol Wraith

Chain Attack - Death Chill

Replace text of Chain Attack-Death Chill with the following:

If the Pistol Wraith hits the same target with both of its initial Wraithlock Pistol attacks during the same activation, after resolving the attacks it may immediately make an additional ranged attack against the target. If the attack succeeds, the target must forfeit either its movement or action on its next turn. This attack does not inflict any damage, nor is it cumulative with itself.

Grand Scrutator Severius

Convert

Replace text of Convert with the following:

Target living trooper model must pass a command check or permanently become part of the Protectorate army. The converted model becomes an independent Protectorate model under the control of Severius' controller. Converted model cannot activate this turn. This spell cannot be cast on characters.

Death Sentence

Replace the text for Death Sentence with the following:

"Attacks targeting a model affected by Death Sentence within the attack's range automatically hit. Death Sentence lasts for one turn."

Feora, Priestess of the Flame

Engine of Destruction

Replace text of Engine of Destruction with the following:

Feora gains +2 SPD, +4 STR, and +2 MAT for one round. This spell may be cast once per activation.

Flameguard Cleansers

Incineration

Replace the text of Incineration with the following:

Instead of making ranged attacks separately, every Flameguard Cleanser who received this order may combine his fire at the same target within 5". In order to participate in an Incineration attack, a Flameguard Cleanser must be able to declare a ranged attack against the intended target and be in a single open formation group with the other participants. Incineration requires at least three Flameguard Cleansers. The Flameguard Cleanser with the

highest RAT in the attacking group makes one ranged attack roll for the group and gains +1 to the attack roll for each Flameguard Cleanser, including himself, participating in the attack. Incineration is a POW 12 attack with a 4" AOE. Increase the POW by 1 for each Flameguard Cleanser participating in the attack. The Incineration AOE remains in play for one round as a cloud effect. Models entering or ending their activations in the cloud suffer a POW 12 damage roll. Incinerate cannot target a model in melee. Flameguard Cleansers may make one Incineration attack per activation.

Paladin of the Order of the Wall

Stone-and-Mortar Stance

Replace the first sentence of Stone-and-Mortar Stance with the following:

"The Paladin may voluntarily forfeit his movement to gain +5 DEF and ARM for one round."

Vladimir, The Dark Prince of Umbrey

Mimic

Replace text of Mimic with the following:

When making a melee attack with Skirmisher, Vladimir may duplicate one special rule from any melee weapon of a target warcaster in his control area, but he may not duplicate special attacks or special actions. Replace references to the target warcaster and weapon with references to Vladimir and Skirmisher respectively. The special rule is duplicated for the duration of the attack only.

Marauder

Add the following text to the black & white stat card:

Batter -Double the number of damage points a structure takes from the Ram Pistons.

Battle Mechaniks

Replace text for point cost with the following:

Leader and 3 troops: 17; up to 2 additional troops: 3 ea

Man-O-War Kovnik

Field Officer

Replace the text for Field Officer with the following:

"An additional Man-O-War Shocktrooper unit may be fielded over normal Field Allowance limitations for each Man-O-War Kovnik included in the army."

Gorten Grundback

Landslide

Replace text of Landslide with the following:

Enemy models currently in Gorten's control area are moved up to 8" directly toward a table edge selected by Gorten's controlling player. All models must be moved the same distance. A model stops moving if it contacts rough terrain, an obstacle, an obstruction, or another model. Gorten's controlling player chooses the order in which the models are moved. Models moved by Landslide cannot be targeted by free strikes during this movement. Models affected by Landslide cannot give or receive orders and suffer -3 SPD, RAT, and DEF for one round.

Magnus The Traitor

Two-Handed Strike

Replace last sentence of Two-Handed Strike with the following:

Two-Handed Strikes benefit from the Powerful Attack ability, but the target is not knocked down.

Mechanikal Arm

The P+S of Magnus' Mechanikal ARM should be 11.

Greygore Boomhowler & Co.

Fell Call

Replace first sentence of Fell Call with the following:

Enemy models/units currently within 8" of Boomhowler must pass a command check or flee. Warjacks and warbeasts currently within 8" suffer -2 MAT and RAT for one round.

Eiryss, Mage Hunter of Ios

Technological Intolerance

Replace first sentence of Technological Intolerance with the following:

Eiryss cannot end her movement within 5" of a functioning friendly warjack. If Eiryss ends her movement within 5" of a functioning friendly warjack her activation immediately ends.

Phantom Seeker Bolt

Replace the second sentence of Phantom Seeker Bolt with the following:

Phantom Bolt ignores cover, cloud effects, concealment, obstructions, and intervening models.