PATCH 2.2
CORE PROTOCOLS

CLARIFICATIONS

MAIN RULES:

PG.4: **General Rules, Cumulative:** **Change TO:** Rules are normally non–cumulative. If a model or weapon would be affected by the same ability twice, you can only choose him to be affected once. If two different abilities or card effects have the same effect on the model (e.g. SP(+2)), then the model will be affected by both abilities / card effects.

PG.7: **Definitions, Hit:** **Change TO:** The result of a successful attack. For each failed saving roll against a hit, a model reduces its wound value by 1. Whether a model passes an saving roll or not, it is always classed as having "received a hit".

PG.8: **Definitions, Reserve:** **Change from:**

They do not provide resources, nor are they affected by any effect until they enter the game by being deployed.

TO

They do not provide resources, nor can they be targeted or affected by any effect or card until they enter the game by being deployed.

PG.9: **Prepare the Battlefield:** **Change last sentence TO:** Place the three standard Objective Markers on the board (see Mission section).

Initial Initiative / Missions: **Change TO:** First, players choose a mission (see mission section). Then each player rolls a D20 to determine who has the initial initiative. The player with the highest roll may choose to keep the initiative or pass it to the opponent. The player that has the initiative will keep it going in to the first game turn.

PG.10: **Table / Setup:** **Change order:**
4. Roll for the mission and place any additional terrain / Objective Markers required for the mission.
5. Both players roll for the initial initiative. Winner may pass the initiative to another player.

PG.14: **Actions, Charge Action:** **Add at end of paragraph:** "A Charge action cannot be declared if the target is already engaged with the model wishing to charge."

Actions, Battle Focus Action: **Change from:**

The model gains (+2) to RS, CC and to it's weapon's ST for one attack roll.

TO

This turn, the model gains (+2) to RS, CC and to it's weapon's ST for the next single attack roll.

PG.16: **Abilities:** **Change from:**

Any ability (x) at a level of (0) still counts, e.g. a model with Fear (0) will provoke an unmodified LD test. A model can only use its abilities that have an activation cost (RES, AP etc) once per turn and a model may not be affected by such abilities more than once per turn.

TO

Any ability (x) at a level of (0) still counts, e.g. a model with Fear (0) will provoke an unmodified LD test. If an ability reads (+x), then either add (x) to any existing ability value of the same name or create a new ability with (x) as the new value. Example: Heal (+1) on a model with Heal (2) will result in Heal (3). If the model does not have the Heal ability, it will now have Heal (1). The exception is Critical Force; as all weapons cause at least 1 wound, they can be considered to have Critical Force (1) already.

A model can only use its abilities that have an activation cost (RES, AP etc) once per turn during its activation and a model may not be affected by such abilities more than once per turn.

PG.19: **Weapon abilities:** **Add under header:** If any weapon has a resource cost in their abilities, those abilities are gained when the cost is paid. Sometimes the ST value of the weapon is changed, too.
Example "RES(2): ST(2), Poison, RES(1): Exploit". If paid for, the weapon could gain both poison and exploit but would have a ST of 2 only.

PG.21: **Making Attacks at Structures**: **Change whole section TO:**

TARGETING TERRAIN AND STRUCTURES

Except for hills, mountains or similar terrain features, players can attempt to destroy almost any terrain piece by directing attacks against it. If in doubt, nominate the indestructible terrain features before the game.

Models making a ranged attack at terrain pieces always succeed in hitting on roll of 1–16 regardless of any modifiers or their RS skill. All close combat attack tests against terrain pieces are autohits. No model can stay engaged with a piece of any terrain piece once deactivated. Terrain pieces do not have a CCWR.

MAKING A RANGED ATTACK AGAINST TERRAIN PIECES

1. The player selects a terrain piece as a primary target. A model targeting a terrain piece ignores the target priority rule. If the weapon used has a ROA higher than 1, all shots must be allocated to the same target.
2. The test to hit is successful on a roll of 1–16 regardless of any modifiers and the models RS.
3. If the player´s model passes the test(s) to hit, resolve the hit(s) as normal.
4. Consult the 'W and A values of terrain pieces' section.

TARGETING TERRAIN PIECES WITH TEMPLATE WEAPONS

If a player decides to target a terrain piece with a template weapon, only the targeted terrain piece can receive hits, even if the template scatters. Any other model or terrain piece within that is unaffected by this ranged attack. Template weapons with a ST equal to or less than (10) have no effect on terrain pieces (the explosive force is absorbed by the target).
Wounds and Armour Values of Terrain pieces
Each terrain piece in the game has W (Wounds) and A (Armour) values. If not specified, players should agree before the game starts what W and A values the terrain piece will have. Destroyed terrain pieces should be replaced with a terrain piece depicting rubble, if at hand. Otherwise, just remove it. If an intact structure has been destroyed, refer to the 'collapsing intact structures' section.

[graphic]

COLLAPSING INTACT STRUCTURES

An intact structure collapses when its W is reduced to 0 or less. Replace the collapsed intact structure with a ruined structure of the same footprint (or mark the structure as destroyed). All models and passengers in open transports within the footprint of the collapsed structure take an autohit with a ST equal to the collapsed Structure's A. Models within 2'' of the collapsed structure take an autohit at a ST equal to the collapsed Structure's A divided by two. 'Heal' tests cannot be made. Place any surviving models that were within the footprint of the collapsed structure within footprint of the ruin, at the same point, if possible.
All models placed within the Ruin count as pinned, even if they normally cannot be pinned.

PG.26: **Making a Ranged Attack at Engaged Models**: **Change TO:** If a ranged attack targets an engaged model and that RS test is failed, the nearest friendly model that is engaged with the target automatically receives a hit. In that case, make a pinning test as described under Friendly Fire in the Morale Section.

Making a Ranged Attack with SE and LE Template Weapons: **Change from:**

4. For each RS test that is failed, the template will scatter from the intended target.

TO

4. For each RS test that is failed, scatter the point of impact from the intended target then centre the template over this point.

PG.27: **Wall of Flame**: **In the second paragraph, change from:**

Any model that moves between or through the tokens during their activation immediately takes an autohit at the unmodified ST of the flamer weapon.

TO

Any model that moves between or through the tokens during their activation or begins its activation there, immediately takes an autohit at the unmodified ST of the flamer weapon.

PG.30: **Disengaging from Close Combat, Free Slash**: **In the second paragraph, change from:**

Vehicles making a free slash use the unmodified ST of their close combat weapon.

TO:

Vehicles and models using a CC weapon with a fixed ST value making a free slash use the unmodified ST of their close combat weapon.

PG.34: Morale, Pinning: **Add at the end:** A squad that is already Broken automatically passes pinning tests.

PG.36: Vehicle Move Actions, Ram – AP(3): **Change TO:** This action cannot be completed by Bikes or Jet Bikes. See below for the rules on Ramming.

Ramming: At the end of the first paragraph, change from:

Ignore the free slash rule for all models while performing the 'ram' action.

TO:

Ignore the free slash rule for all models that are moved because they were rammed. When ramming, vehicles have a pivot allowance of 45° (pivot before or after the ram).

PG.38: Types of Transports, Open Transports: **Change from:**

Embarked models in open transports are vulnerable to template weapons as normal.

TO:

Embarked models in open transports are vulnerable to template weapons or other area damage effects (token, spells, collapsing buildings, Rail weapons etc.) as normal.

PG.44: Deployment: **Change the opening paragraph to:**

Models are only allowed to deploy within 3" of objective markers or in the opponent's deployment zone from game turn 3 onward or if they deploy via convergence deployment. If for some reason you would have to deploy there (i.e. the deployment point is scattered there), move the deployment point the shortest route to a spot where it can be legally placed. Then, deploy the models as stated below.

PG.45: Stalk: **In the second paragraph, change from:**

It cannot use any abilities except Ranger

TO:

It cannot use any equipment or abilities except Ranger

PG.46: Stalk: **Change from:**

When revealed, replace the marker with the squad commander of the squad it represents then deploy the rest of the squad within 3" of the squad commander. After placing the squad, remove all other stalk markers belonging to this squad from the game.

TO:

When revealed, replace the marker with the squad commander of the squad it represents then deploy the rest of the squad within 3" of the squad commander. If it is not possible to place the squad commander because an enemy model is on top of the marker, place the squad commander as close to the marker as possible. After placing the squad, remove all other stalk markers belonging to this squad from the game.

Infiltration: Change from:

Infiltrators must be deployed within any terrain piece.

TO:

Infiltrators must be deployed within, or in B2B with, any terrain piece.

PG.53: Retake the Field: **In the second paragraph, change from:**

The defender scores a victory for killing more than half of the attacker's starting number of squads (10 MP).

TO:

The defender wins if at any point after Turn 4 he has killed more than half of the attacker's starting number of squads (10 MP).

At end of the second paragraph, add:

If both players would win this scenario, continue playing until only one player holds the victory condition.

PG.59: Card Utilization: **After:** Every card features Cost Symbols. To play a card, you need to spend the appropriate amount of RES displayed at the effect you will use.

Add:

Place the card next to the squad. Cards may only be played on non-stalking squads that are in play.

PG.64: Hobby Points: **Change from:**

1 HP: Completion of each Character, Light Vehicle or Monster, with an extra 1 HP if the Light Vehicle or Monster is on a base size larger than 50mm.
1 HP: The player has created and painted tokens to support the needs of their deck or army list by the end of the WREL.

TO:

1 HP: Completion of each Character, Light Vehicle or Monster, with an extra 1 HP if the Light Vehicle or Monster is on a base size larger than 50mm.

The player also earns a final Hobby Point, called the Hobby Award (HA) for creating and painting tokens to support the needs of their deck or army list by the end of the WREL.

PG.72: Quick Reference Sheet, Actions table: **Change from:**

Free Closing

TO:

Melee Move

BAUHAUS

PG.76: Angelika Drachen, Harstein & Becker Neurolash: **Remove** : Neurolash ReEnergiser

PG.96: Vulcan Battlesuit, Hydraulic Powered Fists: **Change name TO:** Hydraulic Powered Fist

PG.97: PL-99 Strike Skimmer, Type: **Change TO:** Light Vehicle, No Base

PL-99 Strike Skimmer, Abilities: **Change TO:** Hoverer, Koranda Formation, Propelled, Ranger

PG.98: GBT-49 Grizzly Tank, Fahrende Festung: **Change from:**

Each this model´s 11 weapons has a separate LOS and thus can only fire at targets the weapon can draw LOS to.

TO:

This model can establish LOS in a side or rear facing when firing a weapon that is restricted to attacking in that facing.

PG.99: GBT-47-L Kodiak Tank, Fahrende Festung: **Change from:**

Each of this model´s 11 weapons has a separate LOS and thus can only fire at targets the weapon can draw LOS to.

TO:

This model can establish LOS in a side or rear facing when firing a weapon that is restricted to attacking in that facing.

BROTHERHOOD

PG.107: Inquisitor Majoris, AC-41 Purifier (Incinerator): **Change** Weapon Type to **F**

PG.108: Sebastian Crenshaw, Abilities: **Change TO:** Duellist, Flash Grenade, Master Assassin, Unseen Assailant, Leader (1/ Mortificators), As Mortificators: Assassinate, Camouflage (2), Dodge (8), Fear (2), Fearless (3), Predator Senses, Ranger, Their Own Way, Void

Sebastian Crenshaw: Nemesis Handgun: **Delete** Headshot

PG.114: Crucifier, Options: **Change from:**

Crucifier Squads cannot be joined by other Models and Crucifiers in this squad do not count as characters.

TO:

Crucifier Squads have a Coherency of 10", cannot be joined by other Models and Crucifiers in this squad do not count as characters.

Crucifier, Hurricane of Destruction: **Delete the entire entry (but leave it in the Abilities list)**

PG.116: Holy Sentinels, Furious Zeal: **Change to:** Furious Zeal: RES (2). Holy Sentinels in this squad gain SP(+1). These model´s Close Combat weapons gain ST and ROA(+1).

PG.118: Valkyries, AC-31: **Change Type TO** LF/CC

PG.120: Mortificators, Equipment: **Change TO:** Nemesis Handgun, Mortis Sword, Mortificator Armour.

CAPITOL

PG. 126: LINE BATTALION, Dig in: Change from in B2B contact with the token **TO** in B2B contact with the marker.

PG. 127: AIRMOBILE BATTALION, Dropped supplies: Change from: 'Med Kit' token **TO** 'Med Kit' permanent token

PG. 129: ARMOURED BATTALION: Change: unit size in **Squad Organization TO:** unit size in **Squad Composition**
ARMOURED BATTALION, Call the Shot: Change from:

If successful, place a 'Guidance' marker next to the target squad.

TO:

Place a 'Guidance' marker next to the target squad.

PG. 134: Lt. Col. Mike Sanders 'The Blue Shark' (lower part), Type: CHANGE TO: Character, Doomtrooper, Infantry, Martian Banshee, Unique, Medium Base

PG. 135: Captain Vince 'Fell' Harland, Abilities: Change from: Fearless (3) **TO:** Fearless (5)

PG. 137: Lieutenant Chuck Robbins, HU–E Missile Launcher: Change Weapon Abilities list to: Weapon Mode (Anti–Vehicle), Must be reloaded between uses. RES(2): Reload the HU–E

PG. 139: Iron Lady, Type Change TO: TYPE: Character, Infantry, Heavy Infantry, Unique, Medium base

PG. 143: Airborne Cavalry, Equipment Change from: Combat Knife **TO** Air Cavalry Knife

PG. 147: K9, M50 Assault Rifle (Tear Gas): Change from:

Make a CON test. If failed, the model suffers Pinning and Stunned.

TO:

Any model hit must pass a Con test or is Pinned and Stunned.

CARTEL

PG. 282: Remove: The units presented in this book all have the Cartel Agent Type and thus can be used by any faction except for Dark Legion armies.

Cartel Agents (lower table): Add the following row: Sean Gallagher / Imperial Wolfbanes / 120

PG. 285: CTL–422 Mule Armoured Carrier: Between Deployment Options and Coherency add: "Squad Composition: 1 CTL–422 Mule Armoured Carrier"

CYBERTRONIC

PG. 152: Mirrormen Propaganda – Available Units table: Change from: Eradicator Deathdroid **TO** Eradicator Deathdroid*

Under Table, add:

*may also be taken as light vehicle according to squad upgrade

PG. 154: Cybertronic Upgrades: Change table header from "Large Base" **TO** "Large / Huge Base"

PG. 155: Filter Systems: Change TO: Models on small bases: (+1) PTS; Models on medium or large bases: (+3) PTS. The model gains Gas Mask as Equipment.

PG. 169: Mirrormen, Camouflaged Suit: Change TO: RES(1): This model gains Hard to Hit (+2).

PG. 175: Voltigeur, Release the Drones: Change TO: AP(1): If the Voltigeur has more than 2 Hull W, it may release up to 4 Drones but suffers W(1) on its hull location afterwards. Place the Drones in B2B to the Voltigeur. On the turn they are released, the Drones must be activated immediately after the Voltigeur, and begin their activation with AP(1). No more than 4 drones per Voltigeur can be in play at any one time.

PG. 176: Eradicator Deathdroid, Magma Scorcher (Flamethrower) Change Type to F

Eradicator Deathdroid, SSW6000 Rocket Launcher (Blast Mode) Change Type to ML

DARK LEGION: ALGEROTH

PG.178: Dark Symmetry Powers: **Change TO:** Every character in a Dark Legion army that is able purchase and use Dark Symmetry Psychic Powers has Psychic Mastery (D).

PG.185: Fabien von Hölle, Statline: **Change TO:**

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/0	12	8	10	15	12	3	23	0	70

Fabien von Hölle, Abilities: **Change from:** Target Identifier **TO:** Target Identifier (3)

PG.189: Undead Legionnaires, Brainless: **Change from:**

unless a Necromutant is attached to the squad.

TO:

unless there is a Necromutant in this squad

Undead Legionnaires, Leash: **Change:**

If this squad is led by a Necromutant

TO:

If the squad commander is a Necromutant.

PG.194: Praetorian Stalkers, Bonded in Birth: **Change TO:** For every 2 Praetorian Stalker type models in this squad, all such models gain CC, DEF and RS(+1).

PG.199: Wolf Spider, Abilities: **Remove:** Relentless

DARK LEGION ILIAN

PG.200: Dark Symmetry Powers: **Change TO:** Every character in a Dark Legion army that is able purchase and use Dark Symmetry Psychic Powers has Psychic Mastery (D).

Void Portal Tokens: **Delete:** Any model making a close combat attack against a Void Portal token suffers a ST(10) PSY autohit at the end of that action.

PG.201: Type (D) Symmetry Powers, Call of the Wild Hunt: **Change TO:** Target any model with no more than WP(14). That model must pass a WP test or loses W(1) (on a random location, if a vehicle)

PG.206: Nepharites of Ilian, Equipment: **Change TO:** Dimensional Blaster, Etheric Blade, Gas Mask, Nepharite Armour

Nepharites of Ilian, Etheric Blade: **Change Type TO:** CC,PSY

Nepharites of Ilian, Abilities: **Change TO:** Animated Chains, Dimensional Being, Fear (2), Regeneration (7)

PG.208: The Beloved Options: **Change from:** Return to the Void **TO:** Return to Darkness

The Beloved, Blades of the Beloved: **Change Weapon abilities list TO:** Armour Piercing (4), Deadly, Exploit, Headshot

The Beloved, Kissed by the Mistress: **Add** "Vehicles are not affected." **at the end.**

PG.210: Children of Ilian: Poisoned Blades: **Change ST TO** 0

PG.212: Triangled Templars, Templar Curse: **Change to:** This model always fails Target Priority Tests. If an enemy model is outside CCWR, but within Charge range at the start of this model's activation, this model must either perform a Charge action against it or suffer a Stun effect (ignoring Relentless).

PG.214: Cable Marionettes: **Change:** Options: The Squad Commander **TO:** Squad Options: The Squad Commander

Remove: Squad Options: none

PG.216: Wild Huntsmen, Equipment: **Change:** Templar Blade **TO:** Huntsman Templar Blade

PG.217: Agony Golem, Feast: **Change TO:** RES(1): At the end of this model´s activation, count the number of models it removed from the game this turn and roll a die. If you roll under that number, it gains W(+1) up to W(S).

PG.218: Temple of the Mistress, Abilities: **Change:** Unholy Regeneration (S) **TO:** Unholy Regeneration

IMPERIAL: MINISTRY OF WAR

PG.227: Sergeant McBride, Abilities: Change TO: Best of the Best, Leader (2/Blood Berets), Medic (3), Vehicle Hunter; as Blood Berets: Camouflage (3), Contempt (Dark Legion), Fearless(3), Monster Hunter, Ranger, Scanner

PG.230: Levi Murphy, Abilities: Change TO: Act of Valour, Contempt (Bauhaus, Dark Legion), Heal (5), Inspiring, Scrimshaw Blast, Whatever It Takes; As Life Dragoons: Guardsmen, Bodyguards, Camouflage (2), Hard to Hit (2)

PG.234: Imperial Special Forces, Equipment: Change from: Emergency Recall Device **TO:** Emergency Extraction Device

Imperial Special Forces, Squad Options: Change from:

1 in 5 Models in the squad replaces its Invader Assault Rifle

TO:

1 in 5 Models in the squad may replace its Invader Assault Rifle

Change: or a Mandible Shotgun for **TO:** or a Mandible Autoshotgun for

PG.236: Blood Berets, Squad Options: Change TO: Any model in the squad may exchange their Plasma Carbine and Combat Knife with an Aggressor Handgun and Heavy Chain Ripper for free. Any model armed with a Heavy Chainripper gains DEF(+3).

PG.238: Her Serenity's Life Dragoons, Claymore Mines: Change TO: (2/5"/10), Armour Piercing (5) Trap

IMPERIAL: WOLFBANES

PG.244: Silent Roar: Add at end of paragraph: These markers are generated even if the squad is in stalk.

PG.245: Howls: Change from: Silent Roar tokens **on line 5 TO:** Silent Roar points

Change from: –cost in Silent Roar tokens **after the second paragraph TO:** –cost in Silent Roar points

Howl of Fury: Change TO: Models in this squad suffer A(–2), but each of their close combat weapons gains ROA (+1).

Rite of Sacrifice: Change TO: Non–vehicle models upgraded with this Rite have W(+1).

Warcry: Change TO: Each of this model´s close combat weapons has its Power Shot die range increased by one.
(any to hit roll of 1–2 becomes a Power Shot).

PG.246: High Chieftain Morten Oakenfist, Roar of the Bear: Change TO: RES(1): Select any number of unengaged enemy models of SZ(1) or lower within 6". You may place them in B2B contact with this model, with Morten in their front facing. If you cannot, the model cannot be moved.

PG.249: Sheila McGregor, Type: Change TO: Character, Doomtrooper, Infantry, Wolfbane, Mourning Wolf, Unique, Medium Base

Sheila McGregor, Abilities: Change TO: Do As I Do, Dodge (8), Fearless (5), Frenzy, Follow Up, Ferocity (3), Not As I Say, Pure Rage, Spinning Slash, Star Struck, Unbreakable; As Mourning Wolves: Contempt (Dark Legion), Dissention (2)

Sheila McGregor, Spinning Slash: Change TO: Once per game, all enemy models within 4" receive a ST(12) deadly autohit on a D20 roll of 1–16 (roll for each model). This counts as a Close Combat Action.

PG.252: Pathfinder, Howler Grenade Launcher (Electro Shock): Change R TO 18/SE

PG.255: Warhounds, Nepharite Hammer (Shockwave Slam): Change Type TO F

MISHIMA

PG.268: Lieutenant Masaru, Type: Change TO: TYPE: Character, Infantry, Ronin Samurai, Unique, Medium Base

PG.272: Ashigaru, Mass–produced Blades: Change ST TO +0

Ashigaru, Kajiya: Change TO: Any Ronin Samurai in this squad may spend AP(1) to place a temporary token within LOS. Any Ashigaru Mortar Team firing at a target within 4" of this token will only scatter D20/4.

Ashigaru, Peasants: Change TO: Ashigaru do not benefit from Death Before Dishonour or provide a Resource unless Ronin Samurai squad commander is added. Ashigaru may never use Ki Powers.

GAMEPLAY

MAIN RULES

PG.13: New headline: **Add:**

Effects on Squads
It is possible that a squad that is under the influence of an ability, spell or effect or has a card attached to it, gets new members (character attaching, models creating new models etc.) or gets split into two squads (character de-attaches).
In the case of models getting attached, the ability / card effect will apply to the new member of the squad equally (if applicable). If you merge two squads that have a tactical card played on them, discard yours first (your choice), then your opponent´s (opponent's choice) until there is only one tactical card left.

When a squad is splitting up, any ability effect will dissipate on the splitting model and will only affect the original squad. Any card attached to the squad can either stay with the original squad or be transferred to the new squad, chosen by the card´s owner.

If a card only affects a single model, the target of the card can never change, regardless if a new squad is formed or an existing one split up.

PG.35: Tanks: **Change TO:** Tanks may only pivot as part of a move action. A tank can pivot at any point during its move action. Tanks cannot perform the charge action.

PG.36: Full Throttle: **Change from:**

Bikes and Jetbikes only.

TO:

Bikes and Jetbikes only. May not be performed if the vehicle is a Transport with embarked models.

PG.37: Entering a Transport: **Change from:**

Squads can be deployed already embarked if the transport vehicle does not use any special form of deployment as listed in the deployment section.

TO:

Squads can be deployed already embarked either via regular deployment or Preemptive Strike if both the transported squad and the transport vehicle share the deployment option.

Squad Coherency and Activation: Change from:

While aboard, transported models start their activation with AP(1), regardless of whether the vehicle is engaged or not.

TO:

While aboard, transported models start their activation with AP(1), regardless of whether the vehicle is engaged or not, and may not have their AP increased by any means.

BAUHAUS

PG.89: Blitzers, Statline: **Change PTS to** 14

PG.92: Venusian Rangers, Statline: **Change PTS to** 20

PG.96: Vulkan Battlesuit, Brawler: **Change TO:** Vulkans equipped with a pair of Hydraulic Powered Fists gain DEF(+2) and always start their Activation with at least AP(2).

PG.98: GBT-49 Grizzly Tank, 230MM Mortar Turret Weapon: **Change Weapon ability list to:** Mortar, Turret

PG.99: GBT-47-L Kodiak Tank, Statline: **Change PTS to** 150

GBT-47-L Kodiak Tank, 230MM Mortar Turret Weapon: **Change Weapon ability list to:** Mortar, Turret

BROTHERHOOD

PG.111: **Ava "Indigo" Jasco, Mephisto Sniper Rifle: Change weapon abilities TO: C**ritical Force (2), Exploit, Precision (6), Slow to Reload

PG.121: **Fury Elite Guard, Heavy Carbine: Change ST TO** 13

Fury Elite Guard, All-seeing: Change TO: This model automatically succeeds when trying to spot stalking models.

PG.124: **Vikare Interceptor, Statline: Change PTS TO** 145

CAPITOL

PG.130: **Mitch Hunter, Options: Change from:**

May be joined by his dog Pride for (+25) PTS. Mitch loses the Doomtrooper type and may not join any squads while Pride is alive.

TO:

May be joined by his dog Pride for (+20) PTS.

PG.144: **Free Marines, Serrated Punisher Short Sword: Change ROA TO** 1

PG.151: **AFT-205 Kraken, Statline: Change PTS TO** 150

CYBERTRONIC

PG.174: **Exterminateur 'Attila' Mk.I , SSW4200A HMG: Change weapon ability list TO:** Armour Piercing (3)

Exterminateur 'Attila' Mk.I, Abilities : Change TO: Fear (2), Overcharge, Power Cell Discharge, Repair (8), Ultrasonic Resonation Device

Exterminateur 'Attila' Mk.I: Add the following ability:

Overcharge:
RES(X). You may spend 1, 2 or 3 RES to increase the SSW4200A HMG ROA by the same amount. For each ROA increased by Overcharge, this model receives a ST(14) autohit on its Core location.

PG.176: **Eradicator Deathdroid, Squad Options: Change TO:** One Eradicator Deathdroid per army can be taken as a Light Vehicle Choice.

DARK LEGION: ALGEROTH

PG.181: **Alakhai Ascendant, Dimensional Warp: Change TO:** Dimensional Warp: RES(3): Choose 1 enemy non-vehicle model up to SZ(2) on the battlefield within 18" and LOS of Alakhai and place the model in front of and within CCWR of Alakhai, facing him. Models that are guarded are immune to Dimensional Warp.

PG.190: **Heretics, Statline: Change ST TO** 8.

Heretics, The Apostle´s Reward: Change TO:
Place a marker next to this squad for every Wound loss they inflict upon enemy models. For every 2 markers, Heretic models in this squad gain ST and WP(+2). You may discard 4 markers to turn 1 Heretic from this squad into the following, based on your army or these Heretic´s Apostle:
Algeroth: Necromutant
Ilian: Templar.

PG.192: **Razide, Statline: Change RS TO** 15.

Razide, All-seeing: Change TO: This model automatically succeeds when trying to spot stalking models.

Razide, Nazgaroth: Change weapon ability list TO: Armour Piercing (3), Critical Force (2), Slow to Reload

PG.193: **Nasca Razide, Squad Options: Change TO:** Any model may swap its Ashnagaroth for a Nazgaroth for (+10) PTS.

Nasca Razide, Nazgaroth: Change weapon ability list TO: Armour Piercing (3), Critical Force (2), Slow to Reload

PG.194: **Praetorian Stalkers, Statline: Change PTS TO** 45

PG.198: **Black Widow, Tarsus: Change ST TO** 4

Change Abilities TO Exploit, Poison

PG.199: **Wolf Spider, Tarsus: Change ST TO** 3

Change Abilities TO Exploit, Poison

DARK LEGION: ILIAN

PG.217: **Hellfire Carronade, Stateline**: **Change PTS TO** 45

IMPERIAL: MINISTRY OF WAR

PG.226: **Lieutenant Francis Kemp, Assailant Sniper Rifle "Helena"**: **Change weapon ability list TO**: Headshot, Pinning, Slow to Reload, Weapon Mode (Hyper Velocity Ammo), RES(1): Critical Force (+1)

PG.236: **Blood Berets, Deployment**: **Change TO**: Regular, Infiltrate, Preemptive Strike

Blood Berets, Options: **Delete**: The squad can be upgraded with the Infiltrate Deployment for (+2)PTS per model.

PG.237: **Golden Lions, Blood Rage**: **Change All** Lion Claws **in this squad To All** CC Weapons used by Golden Lions **in this squad**

PG.238: **Her Serenity's Life Dragoons, Stateline**: **Change PTS TO** 16

PG.243: **Capitol Bully, Stateline**: **Change PTS TO** 155

IMPERIAL: WOLFBANES

PG.244: **Rites**: **Change from**:

Rites are abilities that are always allocated to a squad and affect every model in the squad. A squad can only be upgraded with one rite.
In every Control Phase, the controlling player must pay the upkeep cost in Silent Roar points for each rite.
If the controlling player does not, the rite is lost for the rest of the game.

TO:

Rites are abilities that squads are upgraded with during army building and affect every model in the squad. A squad can only be upgraded with one rite.
At the start of every Control Phase, the controlling player must pay the upkeep cost in Silent Roar points for each rite.
If the controlling player does not, the rite is lost for the rest of the game.

PG.245: **Rite of Extended Death**: **Add at end**: Non-Vehicle models only.

Rite of the Black Wolf: **Change TO**: If this squad consists only of non-vehicle Wolfbane models, it may be deployed using the Stalk rules. Reveal the squad immediately if the upkeep cost is not paid for.

Rite of Sacrifice: **Rephrase from** This model has W(+1). **TO** Non-vehicle models upgraded with this Rite have W(+1)

PG.251: **Master Pathfinder, Abilities**: **Change TO**: Fearless (3), Ferocity (3), Hard to Hit (2), Ranger, Camouflage (4), Forward Observer, Greater Battle Chant

PG.252: **Pathfinder, Statline**: **Change A TO** 20, **change PTS TO** 35

PG.259: **Fenris Bike, Statline**: **Change Hull A/W TO** 26/2
Change Wheels A/W TO 23/2
Change ENG A/W TO 23/2

MISHIMA

PG.264: **Captain Nobou Hiroko, Stateline**: **Change PTS TO** 115

PG.281: **Fujin-Class Tatsu Gigamek, Stateline**: **Change PTS TO** 150