



# PATCH 2.3.1

## CORPORATE WARBOOK

### WORDING/CLARIFICATION ERRATA

#### MAIN RULES:

**PG.8: New Entry, The Gaming Table:** Warzone should be played on either a 4' x 4' or 6' x 4' table. Models are either in play on the table and affected by the normal game rules, in play but not affected by the normal game rules for models (for example when represented by a marker on the table) or held in reserve, off the table. A model may not leave the table except as part of its own movement action and is then removed as a casualty unless it was fulfilling a mission objective by doing so.

**PG.7: Dividing: Change from:**

Dividing – If an attribute or range needs to be modified by a mathematical division (for example halved), the result should always be rounded up to the nearest full number.

**TO**

Dividing – If any value needs to be modified by a mathematical division (for example halved), the result should always be rounded up to the nearest full number.

**PG.8: Stun: Change from:**

Models who have received a stun effect count as stunned. They cannot spend AP (except to recover) or perform free actions and the next AP spend by this model be to recover to lose the stunned status. A model can be affected by only one stun effect at any one time. If a stunned model is forced to move or perform any actions (by an in-game effect), or if it becomes pinned or broken, it automatically recovers without spending any AP. CC attacks against stunned models become autohits. Vehicles cannot be stunned.

**TO**

Models who have received a stun effect count as stunned. They cannot spend AP (except to recover) or conduct any actions and must, at the next opportunity, spend their next AP to recover, i.e. lose the stunned status. A model can be affected by only one stun effect at any one time. If a stunned model is forced to move or perform any actions, it automatically recovers without spending any AP. CC attacks against stunned models become autohits. Vehicles cannot be stunned.

**PG.10: Game Turn Table: Change the light blue text in the last entry of the Control Phase section TO:** "AND ALLOW THE OPPONENT THE OPPORTUNITY TO PLAY A STRATEGY CARD FIRST, OR HAVE THE OPPORTUNITY TO PLAY A STRATEGY CARD FIRST AND LET THE OPPONENT HAVE THE FIRST ACTIVATION."

**PG.11: Flyers: After:**

Once per turn, a flying model can choose to take off and fly or land as part of a movement action. Use a suitable marker to indicate whether or not the model is flying this turn.

**INSERT:**

Flyers may start the game either flying or landed.

Flyers: **Change Bullet Point:** Cannot use F / LF type weapons **TO** Cannot use F type weapons.

**PG.12: Characters: After:**

The character does not automatically gain the passive abilities of the squad he is attached to. A squad can use a character's LD if they are attached to the squad. A character may never become the squad commander of a squad he is attached to.

**ADD:**

If an unbreakable character is part of a squad when it fails its break test, the character will travel together with the broken squad until it recovers again.



**Characters: Change from:**

Before the game starts, the player may choose to **attach characters to a squad**.

**TO**

Before the game starts, the player may choose to **attach characters to a squad (one per squad)**.

**Advisors: After:**

Each squad listed with the keyword 'Advisor' in the Type may, for the points stated, be taken in the appropriate OOC slot or may join a Support or Troop type squad before the game begins (in so doing, the advisor does not take up its own slot in the OOC but may not leave that squad during the game).

**ADD:**

Models which are both Characters AND Advisors may be attached to a squad before the game begins as an Advisor, or may be attached before or during the game as a Character. While attached, the squad counts as having an attached Character even if the model was attached to the squad as an Advisor and thus the squad may not be joined by a second Character.

**Advisors: Remove Imp picture and add after "rolled by the squad":**

Example: A Chasseur squad may have an Atilla and an Oppresseur as an Advisor, and a Dr. Diana Neoclone attached as a Character. The Atilla and Oppresseur will not take up Light Vehicle slots as they must be attached to the Chasseur squad at the start of the game but they can not leave it. The Dr. Diana Neoclone may freely leave the squad. While the Neoclone is attached, the squad uses her LD for morale tests and if the squad fails a pinning or break test, the whole squad - including the Atilla, Oppresseur and the Neoclone - are affected. If the Neoclone leaves the squad, it uses the Chasseur squad commander's (or acting squad commander's) LD and if the squad fails a pinning or break test, the whole squad - including the Atilla and Oppresseur - are affected.

The Atilla, Oppresseur and Neoclone can never become the acting squad commander for the Chasseur squad and should all the Chasseurs in the squad be removed as casualties, any Advisors and Characters would immediately leave the squad and be activated individually.

**PG. 13: Guarded: Change from:**

other models in the squad **within 2"** of the guarded model

**TO**

other models in the squad **within 3"** of the guarded model

**Change from:**

Vehicles and monster type models **may not 'guard'**.

**TO:**

Vehicles and monster type models **may not 'guard' or be 'guarded'**.

**PG. 14: Action Points: Change from:**

No action **except 'Cast'** can be performed more than once per model per game turn (see psychic powers for more details).

**TO**

No action **except 'Orientate' and 'Cast'** can be performed more than once per model per game turn (see psychic powers for more details).

**Pivot: Rename "Pivot Action" TO "Orientate Action".**

**Change text to:** You may change the facing of the model as you see fit, unless that model is engaged or started the turn off the table.

**Battle Focus: Change:**

This turn, the model gains (+2) to RS, CC and to it's weapon's ST **for the next single 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 against the primary target**.

**PG. 15: Sentry Action: Change from:**

Place a sentry marker **next to the model**.

**TO:**

Place a sentry marker **next to the model and end its activation**.

**Change from:**

"No more than 50% of the models in a squad can be placed **into sentry**."

**TO**

"No more than 50% of the models in a squad can be placed **into sentry (round up)**."



### Using RES: **Change from:**

Using RES:

- A. To give a selected non-vehicle model an extra action point; can only be used once per model per game turn and must be performed immediately before that model's activation. This additional action point can even be granted to a model about to begin its activation with 0 AP.
- B. To give the model the 'Heal (+3)' ability during the resolution of a single hit (and for that hit only).
- C. To activate an ability or weapon ability that requires the use of resources.
- D. To add an ROA(+1) modifier to a single weapon before performing a shooting or close combat action. Can only be used once per model per game turn.

### TO

Using RES

For RES(1), the active model gains one of the abilities below. Each ability can only be gained once per turn per model:

- A. The model gains AP(+1). Can only be used before performing any action on a non-vehicle model.
- B. The model gains 'Heal (+3)' during the resolution of a single hit (and for that hit only).
- C. The model may gain ROA(+1) for a single weapon before performing a shooting or close combat action.

Also, some abilities, weapon abilities or equipment require the use of resources.

### PG. 17: Hidden Agenda: **Change from:**

Hidden Agenda - This model cannot interact with objectives or control table zones. This squad cannot be joined by other models unless the joining model is of the same squad type.

### TO

Hidden Agenda - This model cannot interact with objectives or control or contest table zones. This squad cannot be joined by other models unless the joining model is of the same squad type.

### PG. 18: Flamer: **Change TO:**

Flamers use the normal (FT) or small flamer (SFT) template as described in the weapon's R value.

### Light Flamer: **Delete:**

Light Flamer (LF)

Light flamers use the small flamer template. Flamers do not benefit from battle focus actions.

### Large Explosion (LE): **Delete Entry.**

### Grenades: **Reword to:**

Grenades have special rules as described in the ranged combat section. Grenade type weapons are exempt from the Target Priority rule.

### Small Explosion (SE): **Delete Entry.**

### PG. 19: Weapon Abilities: **Change from:**

Short-Ranged Burst - This weapon has ROA(+1) when targeting models within 12" with a ranged attack.

### TO:

Short-Ranged Burst - This weapon has ROA(+1) when the shooter's primary target is within 12".

### Change from:

Pinning - When a model is reduced to 0 wounds due to a hit from this weapon, the respective squad must take a pinning test.

### TO:

Pinning - When a model is reduced to 0 wounds or less due to a hit from this weapon, the respective squad must take a pinning test.

### After the Smoke ability add:

Strafe - After primary and secondary targets have been nominated, the RoA of this weapon must be distributed as evenly as possible between all targets, with no target having more than 1 shot allocated in excess of any other target.

### Grappling Hooks: **Change from:**

This model does not add the first (X) inches of vertical distance to the move distance when climbing and jumping from height and does not need to make CON tests while climbing.

### TO:

When climbing and jumping from height, a total of (X) inches of vertical distance per activation do not count against this model's movement allowance. Also, it does not need to make CON tests while climbing.



**Traps: Reword:**

If an enemy model is within a certain distance to the trap (Y), it goes off! On a roll of 1-15, the tripping model receives the described hit (Z). Traps are removed from the board after they have gone off. On a 16-20, nothing happens. Leave the trap in play.

**TO:**

If an enemy model moves or activates within a certain distance to the trap (Y), it goes off! Immediately suspend play and roll:

On a roll of 1-15, remove the trap from the board and the tripping model receives the described hit (Z).

On a 16-20, nothing happens. Leave the trap in play.

After resolving the trap, the surviving model may continue its activation.

If a trap goes off and there are multiple targets, the trap's owner chooses the order in which models are affected.

**PG.24: Ranged Attacks and Terrain: Before:**

If there is reasonable doubt, the defender decides if there is cover.

**INSERT:**

The attacker decides from which point of his model (or size screen) the view of the defender (and thus his cover) is checked.

**PG.26: Special Rules for Template weapons: ADD:**

- Template Weapons do not have their ST modified when performing a battle focus action.

Template table: **Replace 7" trapezoid WITH: 8" trapezoid.**

**PG.27: Making a Ranged attack with Grenade Weapons: Change from:**

Instead of nominating a target model, the player nominates any point on battlefield **within LOS and range.**

**TO:**

Instead of nominating a target model, the player nominates any point on the battlefield **within range and LOS.** The target point needs to be on the ground (including beneath models or on terrain features) of any elevation level.

**Thrown Grenades**

In case of ST based Grenades, the throwing model may attack without LOS to that point by throwing over any intervening obstacles that are no more than 3" high. It must be possible to establish a vertical arc that does not double back on itself, however steep, between the attacker and the target as the attack cannot pass through a solid wall or roof.

Example: An Etoile Mortant can throw a grenade through a window of a house she is standing in front of but cannot throw the grenade into an enclosed bunker without windows nor can she throw a curve ball around a 4" column.

**PG.26: Making a Ranged Attack with SE and LE Template Weapons: Rename TO:**

Making a Ranged Attack with weapons that use SE and LE templates.

**PG.30: Free Slash: After:**

Free slash against Vehicles is made against a random location.

**ADD:**

A model can only be hit once per turn by each other model this way.

**PG.34: Broken: Change:**

If the models reach the board edge before recovering, they are removed from the game and count as destroyed.

**TO:**

If any model reaches the board edge before recovering, remove it from the game. It counts as destroyed.

**PG.37: Making a Ranged Attack at a Vehicle: Change TO: Making an Attack at a Vehicle.**

**PG.38: Open Transports: Change:**

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

**TO:**

If an open transport is hit by a rail line, roll separately for the transport and each transported model if they are hit. If an open transport is hit by a template, both the transport and transported models receive automatic hits.

**PG.44: Deployment: At the top, after:**



"Then, deploy the models as stated below."

**PUT (in bold):**

**Squads always deploy fully before resolving any other effect.**

**THEN (non-bold):**

**Example: If a squad entering the battlefield would trigger a trap, finish placing the squad before resolving the trap.**

**PG.45: Stalk: After:**

The markers have the same base size and size value as the stalking squad. Squads with mixed base sizes use the largest in the squad.

**ADD:**

**For purposes of determining LoS to the markers, use the respective size-dependant screen.**

**PG.47: Flank: Change from:**

Place the squad commander on the deployment point and deploy the rest of the squad in coherency.

**TO:**

Place the squad commander on the deployment point and deploy the rest of the squad in coherency **either along the chosen table edge or quarter.**

**PG.46: Rapid Deployment: Change from:**

To deploy a squad via rapid deployment, activate the squad normally in the normal turn order, then nominate a point on the battlefield as the 'deployment point'. This point **must be in unoccupied open terrain.**

**TO:**

To deploy a squad via rapid deployment, activate the squad normally in the normal turn order, then nominate a point on the battlefield as the 'deployment point'. This point **must be the same size as the Squad Commanders base and must be in unoccupied open terrain.**

**PG.52: Resource Gathering: Change from:**

If you 'gather information' **from 4 or 5 nodes**, you score 10 MP or 5 MP if you gathered information from at least 2 nodes.

**TO:**

If you 'gather information' **from 4 nodes**, you score 10 MP or 5 MP if you gathered information from at least 2 nodes.

**PG.59: Card Utilization: Add at end:**

**Cards cannot be played on squads that are not in play at the start of their activation (example: Flank, Rapid Deployment, Void etc.)**

**PG.74: Actions Table: Rename "Pivot Action" TO "Orientate Action".**

## BAUHAUS

**PG.101: At end of page, insert: (look at Brotherhood for comparison) :**

Bauhaus Equipment list

Booby Traps: (1/5"/13) Deadly trap.

**PG.106: Assassinate: Change TO:**

Assassinate: When making a CC attack against a non-vehicle model's rear facing, this model's Close Combat weapons gain ST(+2) and Critical Force (2).

**PG.116: Feldwebel Richard Meier Deployment Options: Replace:**

Infiltrate

**WITH:**

Infiltrate (Does not need to be within a terrain piece).



**PG. 124:** ARG-17B Rocket Launcher Range: **Change** 10/LE TO 10/FT .

**PG. 127:** Venusian Rangers: **Delete:** Booby Traps: (1/5"/13) Deadly trap.

## BROTHERHOOD

**PG. 144:** Dominion: **Change from:**

The action may be one that the model has already performed this turn.

**TO:**

This action does not count against the 'once per model per game turn'-restriction.

**Guiding Visions:** **Change from:**

Their RS and WP is halved.

**TO:**

Their RS and WP is halved for purposes of shooting.

**Rushing Tide:** **Change from:**

Rushing Tide (10 PTS): Psychic (D). Move all models of SZ(0) in this squad 6" (as far as possible) directly away from the Caster.

**TO:**

Rushing Tide (10 PTS): Psychic (D). The caster may move all models of SZ(0) in this squad 6" (as far as possible) in a direct line away from the Caster.

**PG. 145:** Cleared Path: **Change from:**

Cleared Path (10 PTS): Psychic (B) Range: 12. This model may add the Battle Focus bonuses to all of its attacks when using a Battle Focus Action.

**TO:**

Cleared Path (10 PTS): Psychic (B) Range: 12. This model may treat all of their attacks as if they were the first when using a Battle Focus Action.

**Levitation:** **Change name from** "Levitation" **TO** "Ghost Form".

**Striking:** **Reword TO:**

**Striking (10 PTS):** Psychic (B) Range: Caster. If this model performs a regular Close Combat Attack, it has a CCWR of 5" for that action.

**PG. 161:** Assassinate: **Change TO:**

Assassinate: When making a CC attack against a non-vehicle model's rear facing, this model's Close Combat weapons gain ST(+2) and Critical Force (2).

**PG. 169:** AC-31: **Change Type TO** F/CC .

**Spear Strike:** **Change TO:**

**Spear Strike:** RES(1): All enemy models within CCWR of this model receive a ST(11) autohit. This counts as a Close Combat Action.

**PG. 170:** Visionaries: Squad Options: **Change** "Levitation" **TO** "Ghost Form".

**PG. 173:** Assassinate: **Change TO:**

Assassinate: When making a CC attack against a non-vehicle model's rear facing, this model's Close Combat weapons gain ST(+2) and Critical Force (2).

## CYBERTRONIC

**PG. 232:** Rise of the Machines Table: **After Eradicator Deathdroid add an asterisk \***

**Under the table (same as in the Mirrormen Propaganda Force on p.230) add:**

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



**PG.245: Type: Change:**

Character, Infantry, Mirrorman, Unique, **Small Base**

**TO:**

Character, Infantry, Mirrorman, Unique, **Medium Base**.

## DARK LEGION: ALGEROTH

**PG.291: John Baptiste Options: Reword from:**

May be taken for (+20)PTS in a Bauhaus, Capitol, Cybertronic, Imperial: MOW, or Mishima army if no Brotherhood, Cartel, or **Doomtrooper squads** are included.

**TO:**

May be taken for (+20)PTS in a Bauhaus, Capitol, Cybertronic, Imperial: MOW, or Mishima army if no Brotherhood, Cartel, or **Doomtrooper type models** are included.

**PG.299: Black Bullets: Change:**

Black Bullets: RES(1): **The squad's ranged weapons gain, Deadly.**

**TO:**

Black Bullets: RES(1): **Undead Legionnaire's ranged weapons in this squad gain Deadly.**

**PG.301: The Path of the Believer: Change:**

Instead, remove that Resource from the game when **the last Heretic Troop type model** is removed from the game.

**TO:**

Instead, remove that Resource from the game when **the last friendly Heretic Troop type model** is removed from the game.

**PG.310: Mercurian Maculators Type : Change TO:**

**Support, Monster, Infantry, Large Bases.**

## DARK LEGION ILIAN

**PG.316: Undying: After:**

"If successful, replace the marker with the model that was removed."

**INSERT:**

(as close as possible to the marker location if replacing isn't possible).

**PG.317: Foul Lust: Change "Pivot" to "Orientate".**

## IMPERIAL: WOLFBANES

**PG.415: Fenris Bike Type: Change to:**

**Light Vehicle (Bike), Open Transport (1), Wolfbane, Large Base**

**Fenris Bike abilities: Change to: Fearless (2), Hard to Hit (2), Into the Fray**

## MISHIMA

**PG.420: At end of page, INSERT: (look at Brotherhood for comparison):**

**Mishima Equipment list**

**Gas Traps: 1/5"/2 Gas trap**

**Ki Mirror Generator: This model may use one Ki Power of any (even enemy) Troop squad within 12".**

**PG.439: Crimson Devils: Delete: Gas Traps: 1/5"/2 Gas trap**

**Delete: Ki Mirror Generator: The Squad Commander may use one Ki Power of any (even enemy) Troop squad within 12".**

**PG.441: Soryo: Rephrase from:**

**Soryo: One Demon Hunter per turn may cast Ki as if he was the squad commander.**

**TO:**

**Soryo: One Demon Hunter per turn may cast Ki instead of the squad commander or acting squad commander.**



**PG.429: Type: Change from:**

Character, Infantry, Crimson Devil, Unique, **Small Base**

**TO:**

Character, Infantry, Crimson Devil, Unique, **Medium Base**

## BALANCING ERRATA

### MAIN RULES

**PG.8: Turn: Change last sentence TO:**

In both cases, the new model can be activated normally this turn, **alas** with AP(-1).

**PG. 16: Espionage: Change from:**

Espionage - Once per turn, the model can use AP(1) to perform **an espionage** action. Select an opposing player, then this model must pass a LD test. If successful, the selected player must announce which squad they will activate next.

**TO:**

Espionage - Once per turn, the model can use AP(1) to perform an espionage action and select a player. The selected player must immediately announce which squad they will activate next when it is their turn.

**Bodyguard: Change from:**

Hits can be transferred to this model using the guarded rule **even if they are inflicted by a close combat attack or made by a model with Sniper**.

**TO:**

Hits can be transferred to this model using the guarded rule **even if they are in a different squad to the guarded model, inflicted by a close combat attack or made by a model with Sniper**.

**Enhanced Unblinking Eye: Change from:**

This model may ignore **any effects that reduce its Ranged Weapons' Range**. Additionally, this model may reroll one unsuccessful RS test per turn, except if the roll is a fumble.

**TO:**

This model may ignore **RS modifiers for long range**. Additionally, this model may reroll one unsuccessful RS test per turn, except if the roll is a fumble.

**PG. 17: Stay Frosty: Reword TO:**

The LD value of this model cannot be modified negatively except when making a Rapid Deployment test.

**Abilities: After the The Core Ability ADD:**

**Tough:** - If this model is destroyed through Hull location damage, transported models **do not** suffer the autohits.

**Unblinking Eye: Change from:**

This model may ignore **any effects that reduce their ranged weapon's Range**.

**TO:**

This model may ignore **RS modifiers for long range**.

**PG.47: Rapid Deployment: At the end after:**

Models that arrive via rapid deployment start their activation with 1 AP (0 AP if they deployed engaged) and count as having moved a distance equal to their SP value, but not as having performed any movement actions.

**INSERT:**

"Vehicles that arrive via Rapid Deployment start their activation with 2 AP (1 AP if they deploy engaged) instead. Other Rapid Deployment rules apply as normal."

**PG.35: Heavy Walkers: ADD at end:**

Heavy Walkers may ignore obstacles of up to 3" while moving.

BAUHAUS



**PG. 103: Angelika Drachen PTS: Change TO 95**

**Angelika Drachen Abilities: ADD:**

To fear is to respect: All Bauhaus Troop type models may use this model's LD value.

**PG. 106: Valerie Duval Deployment Options: Change TO:**

Flank Deployment, Regular, Infiltrate, Rapid Deployment (If attached to Etoiles Mortant squad with Rapid Deployment)

**PG. 108: Venusian Marshal PTS: Change TO 95**

**Venusian Marshal options: Change TO:**

One squad consisting only of Hussar type models may deploy via Infiltrate.

**Venusian Kapitan options: Change TO:**

If this model is attached to a squad of Hussar type models before the game, you may buy special weapons for 2 in 5 models instead of 1 in 5.

**Count Valmonte Luck Be a Lady: Change from:**

RES(2): This model gains DEF(+3), Hard to Hit (4), and IA(10).

**TO:**

RES(2): This model gains DEF(+3), Hard to Hit (4), and IA(10). May also be activated between the actions of any model.

**Count Valmonte PSG-99 Sniper Rifle: Change R TO 30**

**Change "Critical Force (2)" TO "When using Battle Focus, gain Critical Force (2)"**

**PG. 117: Feldwebel Richard Meyer abilities: Change TO:**

Medic(4), Zielwasser.; as Sturmblitzer: Contempt (all), Fearless (4), Leise Sohlen, Ranger, Unbreakable, Weg Damit

**Delete "Waffenbrüder" ability entry.**

**Baron von Jaeger "I am in Charge": After**

"One Heavy Gun in this squad may use this model's RS."

**ADD:**

Any model in the attached squad this model is attached to gains Target Sense.

**PG. 119: Hussars PTS: Change PTS TO 12**

**Hussars Squad Options: Change from:**

"or an ARG-17 Rocket Launcher for (+20) PTS."

**TO:**

"or an ARG-17 Rocket Launcher for (+15) PTS."

**PG. 123: Blitzers Abilities: Change TO:**

Fearless (2), Leise Sohlen, Ranger, Weg Damit, Welche Deckung?, Unbreakable.

**Blitzers Statline: Change PTS TO 13**

**Blitzers Abilities: ADD:**

Welche Deckung?: When shooting at targets in cover, this model gains RS(+3).

**PG. 124: Sturmblitzers Abilities: Change TO:**

Contempt (All), Eingegraben, Fearless (4), Leise Sohlen, Ranger, Weg Damit, Welche Deckung?, Unbreakable.

**Sturmblitzers Abilities: ADD:**

Welche Deckung?: When shooting at targets in cover, this model gains RS(+3).

**PG. 125: MG-90: ADD ability: Strafe**

**Einer ist keiner: Rework TO:**

When reduced to W(1), this model suffers SP(-2) and its Ranged Weapon suffers ROA(-1).

**PG. 129: Juggernauts Statline: Change CON TO 9**

**MG-70: ADD ability: Strafe**



**PG. 133: Vorreiters Squad Options: Change TO:**

One Vorreiter in this squad may be replaced with a Strike Skimmer for (+25) PTS.

**PG. 136: PL-99 Strike Skimmer Statline: Change PTS TO 95**

**PG. 139: Kodiak 230mm Turret Weapon: Change ST TO 12**

## BROTHERHOOD

**PG. 145: Reprimand: Change ROA TO 3**

**PG. 147: Dominic Statline: Change PTS TO 130**

**PG. 149: Blessed Vestal Laura Deployment Options: Change TO:**

Regular, Rapid Deployment. In missions where Rapid Deployment is disallowed, this model gains Flank Deployment instead.

**Blessed Vestal Laura Options: ADD:**

Valkyrie type models in this army gain Follow Up and Preemptive Strike.

**PG. 151: Hamilkar Options: Change:**

May be taken in a Capitol, Imperial, or Mishima army.

**TO:**

May be taken in a Capitol, Imperial, or Mishima army for (+20) PTS

**PG. 152: Witch Hunter Options: ADD:**

"One squad of Troopers may be upgraded to "Frederik's Finest". These models gain the Infiltration Deployment Option".

**PG. 154: Crenshaw Statline: Change PTS TO 115**

**PG. 156: Gaetano Inspiration Ability: Change RES(1) TO RES(2)**

**PG. 159: Roberto Feltordo Personal Void Shield: Change last sentence TO:**

Friendly Models up to SZ(1) in B2B with the token cannot receive hits as a result from any ranged attack.

**PG. 161: Crucifier Statline: Change PTS TO 55**

**PG. 163: Trooper Options: Change:**

An Inquisitor may be added as the squad commander for (+35) PTS.

**TO:**

An Inquisitor may be added as the squad commander for (+25) PTS.

**PG. 164: Holy Sentinels Deployment Options: Change Preemptive Strike TO Preemptive Strike (one squad per army)**

**PG. 169: Valkyries Statline: Change A TO 22**

**Valkyries Deployment Options: Change TO:**

Regular, Rapid Deployment. In missions where Rapid Deployment is disallowed, they gain Flank Deployment instead.

**PG. 170: Visionaries Precognition: Change:**

Precognition: Visionaries ignore Exploit and may always re-roll failed Armour tests

**TO:**

Precognition: Visionaries ignore Exploit and may always re-roll failed Armour Tests. They cannot gain Impenetrable Armour.

**PG. 177: Judicator Statline: Change PTS TO 115**

**Judicator Ability List: Change TO:**

Brutal, Divine Protector, Double Tap, Thunderous Advance

**Judicator Abilities: ADD:**

Divine Protector: Brotherhood Trooper type models gain A(+2) within 6" of this model.

**PG. 179: Icarus Statline: Change SZ TO 4**

**Icarus Abilities: Change TO:**

Advanced Landing Protocol, Graveyard Bomb Run, Gunslinger, Hard to Hit (3), Supersonic Boom.



**PG.180: Vikare Statline:**  
**Change PTS TO 135**  
**Change SZ TO 4**

**Vikare Abilities: Change TO:**  
Advanced Landing Protocol, Gunslinger, Hard to Hit (3), Supersonic Boom.

## CAPITOL

**PG.188: Napalm Strike: Rework TO:**

Napalm Strike (20 PTS): Once per game, the squad commander (or acting squad commander) may call in a Napalm Strike. Place a marker within 24" of this model and scatter it D20/4". Place a second marker within 8" of the first and scatter it D20/4". Finally, draw a 30mm wide Napalm Wall template line between them. Any model touched by this template receives a ST(14) autohit. The Napalm Wall cannot be moved into and has SZ(3). This counts as a Shooting Action. The wall dissipates in the End Phase.

**PG.191: Mitch Hunter Options: Change from:**  
May be joined by his dog Pride for (+20) PTS.  
**TO:**  
Is joined by his dog Pride (even in a Doomtrooper Squad).

**PG.192: Pride Statline: Change PTS TO —**

**PG.195: Big Bob Statline: Change PTS TO 135**

**PG.197: Henry Thomas Statline: Change PTS TO 80**

Henry Thomas HU-E Missile Launcher: **Change ST TO 12**

Henry Thomas HU-E Missile Launcher (Anti-Vehicle): **Change ST TO 12**

**PG.199: Blue Shark Statline: Change PTS TO 170**

**PG.200: Vince Harland Statline: Change PTS TO 85**

**PG.201: Jeffrey Jacobs Statline: Change PTS TO 75**

**PG.202: Chuck Robbins Equipment: After Punisher Shortsword ADD "Fire Grenades"**

Ranged Weapons: **ADD:**

FIRE GRENADES			
R	ST	ROR	TYPE
ST/SE	10	1	GR
Precision (2)			

Chuck Robbins HU-E Missile Launcher: **Change ST TO 12**

Chuck Robbins HU-E Missile Launcher (Anti-Vehicle): **Change ST TO 12**

**PG.203: Nathan Castle Options: Change PTS TO 35**

**PG.209: Light Infantry Squad Options: ADD:**

The Squad Commander may be upgraded to a Veteran Sergeant for PTS(+5). This model has RS and W(+1).

**Heavy Infantry Squad Options: ADD:**

The Squad Commander may be upgraded to a Veteran Sergeant for PTS(+8). This model has RS and W(+1).

**PG.210: Airborne HU-E Missile Launcher: Change ST TO 12**

Airborne HU-E Missile Launcher (Anti-Vehicle): **Change ST TO 12**

**PG.212: M606 LMG: ADD ability: Strafe**

**PG.221: Purple Sharks Automated Grenadier Unit: Rework:**



All models **within 3"** of this point

**TO:**

All models **within 2"** of this point

**PG.223:** Orca Statline: **Change PTS TO 140**

**M89 HMG:** **ADD ability: Strafe**

**PG.225:** M606 LMG: **ADD ability: Strafe**

## CYBERTRONIC

**PG.235:** Immortal Statline: **Change PTS TO 145**

**Immortal Mirage Generator MK.0:** **Change TO:**

RES(1); Place one Mirage generator MK.0 permanent token within 2" of this model. Every friendly non-vehicle model within 3" of the token gains A(+3) against ranged attacks. Each additional Mirage Generator in range of a model affected by a different one increases A(+1) to a maximum of (+5).

**PG.237:** Vince Diamond Statline: **Change PTS TO 100**

**PG.239:** Everasseur Statline: **Change PTS TO 115**

**PG.240:** NCE Statline: **Change PTS TO 105**

**PG.242:** Dr. Diana Clone Statline: **Change PTS TO 35**

**PG.245:** Pieter Diamond Abilities: **Change TO:**

Master of the Mirrors, Mirrorshard Shield; As Mirrormen: Camouflage (2), Camouflaged Suit, Chrome-Mirrored Suit, Disorientating Reflection, Hard to Hit (2), Paired Weapons (CC/HG), Poster Boys, Stay Frosty

**PG.249:** Coral Beach Statline: **Change PTS TO 85**

**PG.250:** Dick Howkins Statline: **Change PTS TO 55**

**PG.253:** Chasseurs Statline: **Change PTS TO 12**

**Chasseurs Mirage Generator MK.1:** **Change TO:**

Mirage Generator MK.1: RES(1): Once per turn during the (acting) squad commander's activation place one Mirage Generator Mk.I permanent token within 2" of him. Every friendly non-vehicle model within 3" of the token gains A(+2) against ranged attacks. Each additional Mirage Generator in range of a model affected by a different one increases A(+1) to a maximum of (+5).

**PG.259:** Mirrormen Statline: **Change PTS TO 18**

**Squad Options:** **Change (+5)PTS TO (+2)PTS**

**Abilities:** **Change TO:**

Camouflage (2), Camouflaged Suit, Chrome-Mirrored Suit, Disorientating Reflection, Hard to Hit (2), Paired Weapons (CC/HG), Poster Boys, Stay Frosty

**Camouflaged Suit:** **Change TO:** RES(2): Mirrormen Models in this squad gain Hard to Hit (+2).

**Chrome-Mirrored Suit:** **Change TO:** RES(2): Between the actions of any model, select 1 unengaged Mirrorman.

All enemy models making any shooting action within 18" in this turn that could target this Mirrorman (regardless of their facing) must first pass a LD test at LD/2. If the test is failed, the Model receives RS (-6) and must make that shooting action against any Mirrorman using Camouflaged Suit if able. No secondary targets may be chosen. Enemy models can be affected only once per turn.

**PG.263:** Enhances Machinators abilities: **Change TO:**

Camouflage (3), Durable, Predatory Leap, Ranger, Receiver, The Core, Unblinking Eye, Unbreakable

**PG.265:** Scorpion Pneumatic Claws: **Change ROA TO 4**

**Scorpion Un-Burrow:** **Replace:**

This model treats a 20 for the Rapid Deployment roll as a 19. The deployment point may be placed within open or difficult



terrain. If this model scatters onto impassable terrain, move it the shortest distance possible in any direction to place them. If the model cannot be placed within 6" of the scatter location, remove it as a casualty.

#### WITH:

This model's deployment point for Rapid Deployment may be placed within open or difficult terrain. If this model scatters during Rapid Deployment, it only scatters half the rolled distance. If it scatters onto impassable terrain, off of the board or onto a model, reduce the scatter distance as much as needed to legally place it.

#### PG.268: Exterminateur Overcharge Ability: **Reword TO:**

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

#### PG.271: Voltigeur abilities: **Change TO:**

Ranger, Release the Drones, Repurposed Alloys, Targeting System, Unblinking Eye

#### **ADD ability:**

Targeting System: RES(1): This model gains RS(+2)

#### PG.273: Eradicator Deathdroid Statline: **Change PTS TO 160**

### DARK LEGION: ALGEROTH

#### PG.278: At the end of page INSERT: (look at Brotherhood for comparison)

Dark Legion Equipment list

Banner of Algeroth: Models in this squad gain CC and DEF(+2)

#### PG.287: Valpurgius Statline: **Change PTS TO 150**

#### PG.290: Von Hölle Statline: **Change PTS TO 50**

#### PG.296: Praetorian Goliath Statline: **Change W TO 4**

#### PG.297: Necromutant Leader Statline: **Change PTS TO 50**

#### **Necromutant Leader Options: ADD:**

One of those powers may be chosen for free if it costs 10 points or less.

#### **Necromutant Leader Deployment Options: ADD: Preemptive Strike**

#### **Undead Legionnaires Options: Change:**

May add a Necromutant as the squad commander for (+19) PTS.

#### **TO:**

May add a Necromutant as the squad commander for (+20) PTS.

#### PG.301: Heretics Equipment: **Change "Kratlach Assault Rifle" TO "Kratlach Carbine".**

#### **Heretics Squad Options: Change TO:**

The Squad Commander may replace his Kratlach Assault Rifle with a Voriche Autopistol for free and may be upgraded with a Psychic Power from the Dark Symmetry list of whichever Apostle they are part of for the point cost stated.

#### **Heretics Kratlach Assault Rifle: Change TO:**

KRATLACH CARBINE			
R	ST	ROR	TYPE
18	10	1	A

#### **Heretics The Apostle's Reward: Change:**

Place a marker next to this squad for every Wound loss they inflict upon enemy models.

#### **TO:**

Place a marker next to this squad for every Wound loss a Heretic type model in this squad inflicts upon enemy models.



**PG.303:** Necromutant Statline: **Change PTS TO 20**

**Necromutant Deployment Options:** **ADD:** Preemptive Strike

**Necromutant Squad Options:** **ADD:**

The squad may be upgraded with a Banner of Algeroth for PTS(+10)

**Necromutant Grenade of Flies:** **Reword to:**

If a model is hit, it's squad's RS and CC are modified by (-4).

**PG.305:** Razides Abilities: **Change TO:**

All-seeing, Brutal, Bodyguard, Gunslinger, Relentless, Unnatural Leap

**PG.307:** Nasca Razides Statline: **Change PTS TO 35**

**PG.309:** Praetorian Stalkers Statline: **Change A TO 26**

**Praetorian Stalkers Abilities:** **Change TO:**

Bonded in Birth, Durable, Fear (3), Precision Deployment, Ranger, Savage Charge

**Praetorian Stalkers Savage Charge:** **Change TO:**

Savage Charge: RES(2): Praetorian Stalker type models in this squad gain Frenzy.

**PG.310:** Attachia Handcannon: **Change TO:**

ATTACHIA HAND CANNON			
R	ST	ROR	TYPE
20/LE	12	3	ML
Armour Piercing (6)			

**PG.313:** Praetorian Behemoth Statline: **Change PTS TO 165**

**PG.314:** Black Widow Squad Options : **ADD at end:**

Any Black Widow in this squad may be upgraded with up to 2 Algeroth Dark Symmetry powers for free.

**Black Widow Abilities :** **Change TO:**

Aura of Madness, Dissention (3), Fear(6), Mobile Necropit, Necrotic Regeneration, Paired Weapons (H), Ranger, Repair (5), Tough

**Black Widow Abilities :** **Add new Ability:**

Mobile Necropit: For every enemy model killed in close combat by this model, place a marker next to it. RES(2): During this models activation, you may spend X (min. 5) markers to create a squad of x regular Undead Legionnaires that are immediately deployed as If disembarking from the Black Widow.

**PG.315:** Wolf Spider Statline : **Change TO:**

SP	CC/DEF	RS	WP	LD	HULL R/W	WPNS R/W	LEGS R/W	ENG R/W	R-REAR	SZ	PTS
6	12/0	13	14	15	28/3	24/3	24/3	26/3	-2	3	85

**Wolf Spider Squad Options:** **Change TO:**

Any Wolf Spider in this squad may be upgraded with 1 Algeroth Dark Symmetry powers for free.

**Wolf Spider Coherency:** **Change TO 12"**

**Wolf Spider Squad Composition:** **Reword to:**

1-2 Wolf Spiders

**Wolf Spider Abilities:** **Change TO:**

Aura of Madness, Fear(3), Paired Weapons (H), Ranger, Regeneration (4), Repair (5), Tough



## DARK LEGION: ILIAN

### PG.316: Void Portal tokens: **Change:**

Friendly Dark Legion non-vehicle models may move from one Void Portal to another with no penalties.

**TO:**

Friendly Ilian type non-vehicle models may move from one Void Portal to another with no penalties.

### PG.316: Void Portal tokens: **Change:**

Shots made through the Void Portal suffer RS(-2) and range is measured to and from each Void Portal.

**TO:**

Shots made through the Void Portal suffer RS(-5) and range is measured to and from each Void Portal.

### PG.324: Kerheela Slowed Time: **Change RES(2) TO RES(3)**

### PG.333: Templars statline : **Change PTS TO 28**

### PG.337: Cable Marionettes abilities : **Change Regeneration (10) TO Regeneration (8)**

## IMPERIAL: MINISTRY OF WAR

### PG.349: Infantry Type Squads Clanmarkers: **Change Oakenfist ST(+2) TO: Oakenfist SP(+1)**

**Change:**

Bartholomew LD(+3)

**TO:**

Bartholomew (H) and (A) type weapons gain Armour Piercing (+2)

### PG.351: Rist Statline: **Change PTS TO 90**

### PG.352: Imperial Officer Statline: **Change PTS TO 40**

### PG.353: NCO Statline: **Change PTS TO 25**

### PG.355: Timothy McGuire Statline: **Change PTS TO 100**

### PG.356: Francis Kemp Statline: **Change PTS TO 60**

**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, Unblinking Eye

### PG.358: Andrew Drougan Abilities: **Change TO:**

Crackshot(3), Predator Senses,; as Blood Berets: Camouflage (3), Contempt (Dark Legion), Fearless(3), Monster Hunter, Ranger, Scanner, Unblinking Eye

### PG.359: Isaac Alfreds Abilities: **Change TO:**

Blessed by the Drougans, Ever-Ready, Target Sense,; as Blood Berets: Camouflage (3), Contempt (Dark Legion), Fearless(3), Monster Hunter, Ranger, Scanner, Unblinking Eye

### PG.360: 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), Urban Combat Specialists

**Levi Murphy Lyons & Atkinson Urban Carbine:**

**Change name TO "Levi's personal Carbine"**

**Change ST TO 13**

**Change "Short-Ranged Burst" TO "Concussive (1), Short-Ranged Burst"**

### PG.365: Trenchers Abilities: **Change TO: 45mm UBGL, Camouflage Experts, Ranger**

**Charger HMG: **Add ability: Strafe****



**Trenchers Ability: 45mm UBGL: [Change:](#)**

45mm UBGL: RES(1): Use at start of squad activation. Up to 2 models in this squad may fire their UBGL. Place a temporary token within 18" of this model, then select one effect. This counts as a Shooting Action.

- Smoke Screen: Enemy models targeting any model within 2" of the token suffer RS(-2).
- Targeting Flare: Models targeting any

**WITH:**

45mm UBGL: RES(1): Use at start of squad activation. Up to 2 models in this squad may fire their UBGL with one of the following grenades. This counts as a shooting action.

- Targeting Flare: Place a temporary token within 18" of the shooter and scatter D20/4". Models targeting any model within 2" of the token gain RS(+2).
- Smoke Grenade

UBGL SMOKE GRENADE			
R	ST	ROR	TYPE
18	-	1	GR
Smoke			

**PG.367: Stormtrenchers Coherency: [Change PTS TO 10"](#)**

**Stormtrenchers Squad Options: [Change TO:](#)**

1 in 5 squad members must replace its Mandible Autoshotgun with either a Gehenna Belcher or Gehenna Puker for free.

**PG.369: Imperial Special Forces Specializations: [Change:](#)**

PSY-Corps - Gains WP(+2). Also, enemy models targeting a model with this specialisation with a Psychic (D) Power suffers WP(-2).

**TO:**

PSY-Corps - Gains Fear (2). Also all enemy models within 6" must re-roll successful LD tests.

**Change:**

Corporation Fighters - Gains Fearless(2) and Contempt (X), where X is any other faction.

**TO:**

Corporation Fighters - Gains Fearless(4) and Contempt (all).

**Change:**

Gyro-Stabilizers - Models in this squad equipped with a (H) type weapon performing a Battle Focus Action receive the bonus for all of their shots.

**TO:**

Gyro-Stabilizers - Models in this squad performing a Battle Focus Action receive the bonus for all of their shots.

**PG.370: Charger HMG: [Add ability:](#) Strafe**

**PG.373: Blood Berets Abilities: [Change TO:](#)**

Camouflage (3), Contempt (Dark Legion), Fearless(3), Monster Hunter, Ranger, Scanner, Unblinking Eye

**Blood Berets Scanner: [Reword TO:](#)**

When trying to 'spot' a stalking marker, this model uses its full LD.

**PG.377: LifeDragoons Squad Options: [Change](#) "Incendiary Grenades for (+2)" [TO:](#) "Fire Grenades for (+3)".**

**LifeDragoons Incendiary Grenades: [Replace with :](#)**

FIRE GRENADES			
R	ST	ROR	TYPE
ST/SE	10	1	GR
Precision (2)			

**L&A BAR MK.XIIB Invader II : [Change ST TO 12](#)**



**PG.387:** Bauhaus Bully statline : **Change SZ TO 4**

Capitol Bully statline :

**Change SZ TO 4**

**Change PTS TO 145**

**PG.385:** Hurricane Walker Squad Options: **Change:**

The Radioactive Dome may be replaced by a Heavy Gun Nest **for (+15) PTS.**

**TO:**

The Radioactive Dome may be replaced by a Heavy Gun Nest **for (+5) PTS.**

## IMPERIAL: WOLFBANES

**PG.388:** Rites: **Change whole section TO :**

Wolfbane rites and rituals are often long and difficult to perform ceremonies involving potions, books and stanzas. They usually require long preparation and the presence of those who know how to use them, connection with the lay lines and a lot of alcohol. They result in a higher plane of understanding and a furor for battle.

Rites are abilities that squads are upgraded with during army building and affect every model in the Squad including attached models. A squad can only be upgraded with one rite and may only benefit from one rite per turn. You can only upgrade squads with Rites if you would be able to generate the total appropriate number of skulls in your army.

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.391:** Oakenfist statline: **Change PTS TO 120**

**PG.393:** Sean Gallagher statline: **Change PTS TO 85**

**PG.394:** Gordon Slythe statline: **Change PTS TO 80**

**PG.397:** Sheila McGregor statline:

**Change LD TO 15**

**Change PTS TO 60**

**PG.399:** Seamus Fergan statline: **Change PTS TO 90**

Fergan's Ultracharger HMG: **Add ability:** Strafe

**PG.401:** Master Pathfinder statline:

**Change PTS TO 80**

**Change ST TO 12**

**PG.405:** Charger HMG: **Add ability:** Strafe

**PG.414:** Necromower statline: **Change PTS TO 65**

Ultracharger HMG: **Add ability:** Strafe

**Necromower Abilities:** **Change TO:**

Frenzy, Off-Road Suspension, Necromow, Nitro

**Necromower Necromow:** **Change TO:**

RES(1): Spend AP(3). The necromower makes a 'Ram' action, but moves up to SPx3. Models that come in B2B contact with this model during this action receive an additional CON(-2) to the test to avoid being hit.

**Necromower Spiked!:** **Delete Entry.**



## MISHIMA

**PG.422:** Lord Commander Nozaki statline: **Change PTS TO 110**

**Lord Commander Nozaki:** **Change Options from:**

May be upgraded with up to 2 Ki Powers for free. Nozaki will always be the army commander.

**TO:**

May be upgraded with up to 2 Ki Powers for free. Nozaki will always be the army commander. **Up to 2 squads of Hatamoto may be upgraded to Ebon Guard.**

**Nozaki Ability line :** **Change from:**

Daimyo, Dressed for Battle, Duelist, Fury of the Black Rose, Honour the Pledge, **Initiative (2), Leader (2/Ebon Guard), Nanocell Replicator, Unblinking Eye, Unbreakable**

**TO:**

Daimyo, Dressed for Battle, Duelist, Fury of the Black Rose, Honour the Pledge, **Initiative (2), Nanocell Replicator, Unbreakable**

**PG.426:** Hiroko Options: **Add:** Tambu No.1 Shogun Assault rifles in this army are ST(+1)

**PG.427:** Tatsumoto statline: **Change PTS TO 70**

**PG.429:** Screaming Devil: **Change TYPE from:**

Character, Infantry, **Crimson Devil, Unique, Small Base**

**TO:**

Character, Infantry, **Crimson Devil, Advisor, Unique, Small Base**

**PG.432:** Lieutenant Masaru Down and Dirty: **Reword TO:**

If attached to a squad of Ronin Samurai, that squad gains Preemptive Strike.

**PG.434:** Bushido Master Aura of Calm: **Reword TO:**

Other Friendly models within 6" (12" if this model is the army commander) gain WP(+2).

**Bushido Master Teacher:** **Reword TO:**

This model may cast any Ki Power any friendly model on the board has as if it he has it himself.

**PG.435:** Ronin statline: **Change PTS TO 12**

**PG.446:** Abilities: **Change TO:**

**Fear (3), Hard to Hit (3), Predator Senses, Stay Frosty, Swooping Death**

**PG.449:** Meka statline: **Change PTS TO 140**

**PG.452:** Fujin-Class Tatsu Gigamek statline: **Change PTS TO 140**

Fujin-Class Tatsu Gigamek Type: **Change Light Walker TO Heavy Walker**

## CARTEL

**PG.454:** Doomtrooper / Cartel Agent tables: **Update Point values:**

Max Steiner	110
Valerie Duval	110
Dominik Kaspernov	55
Colonel Mitch Hunter	130
<b>'Big' Bob Watts</b>	<b>135</b>
Lt. Col. Mike Sanders	70
<b>Captain Vince 'Fell' Harland</b>	<b>85</b>
<b>Vince Diamond</b>	<b>100</b>
Andrew Drougan	85
Isaac Alfreds	80
<b>Sean Gallagher</b>	<b>85</b>



<b>Gordon Slythe</b>	80
<b>Sheila McGregor</b>	60
Shiryo-X	115
<b>Tatsumoto</b>	70

<b>Detective Nathan Castle</b>	35
<b>'Big' Bob Watts</b>	135
Sergeant Michael McBride	70
<b>Sean Gallagher</b>	85
Simon Darius	55

**PG.455: Simon Darius abilities: Change from:**

Assassin's Training, Master Sentry, Offensive Perimeter ; As Corporate Security Agents: Awareness, Bug Sweep, For the Corporation, Guardsmen, Hidden Agenda, Target Sense

**TO:**

Assassin's Training, Bodyguard, Master Sentry, Offensive Perimeter ; As Corporate Security Agents: Awareness, Bug Sweep, For the Corporation, Guardsmen, Hidden Agenda, Target Sense

**Simon Darius Offensive Perimeter: Change from:**

When an enemy model declares a charge action against any other character within 4" of this model, the charging model instantly receives a ST(6) autohit.

**TO:**

When an enemy model declares a charge action against any other character within 4" of this model, the charging model receives a ST(6)concussive(1) autohit after completing the Charge action.

**Simon Darius Offensive Perimeter: Change from:**

When an enemy model declares a charge action against any other character within 4" of this model, the charging model instantly receives a ST(6) autohit.

**TO:**

When an enemy model declares a charge action against any other character within 4" of this model, the charging model instantly receives a ST(6)concussive(1) autohit.

**PG.457: CTL-422 Mule Squad Options: Change TO:**

Any mule in a squad may be fielded as an Open-Topped Mule. These models lose the type Enclosed Transport (10) and have no main weapon but gain the Open Transport (10) type.

**CTL-422 Mule abilities: Change TO:**

Corporate Modifications, Durable, Tough