



ERRATA 2.0 CORPORATE WARBOOK

MAIN RULES ERRATA:

PG.4: Fumble: **Change:** "(except armour value)" **TO** "(except for Saving Rolls)"

PG.6 Bases: **Add** Giant Bases: 120mm

PG. 11: Flyers: **Change to** "Cannot use F / LF type weapons", **Change** "When checking for LOS, assume the model(as) hover 4" above the ground." **TO** "For all purposes, including checking for LOS, assume the model(s) hover 4" above the ground."

PG. 13: Squad Coherency: **ADD:** If a squad does not state a coherency value, use a default value of 10".

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

The model moves up to its SP value x2 in inches. A 'charge' action can only be made if the model can finish the movement with an enemy model within its CCWR. The model needs LOS to the target model it wants to 'Charge'

TO

Target an enemy within LOS that could be reached by moving up to SP value x2 in inches such that the two models are engaged. Move the charging model up to its SP value x2 in inches until it is engaged with the targeted enemy. The model needs to end the movement in the same facing in which the charge action began. If the charging model fails to reach the target, it is immediately deactivated.

PG. 17: Target Identifier (X): **Replace with:** The model receives LD(+X) when performing the target Priority test or when trying to "spot" a stalking squad.

PG.35: Vehicles:

Heavy Walkers: **Remove:** All Heavy Walkers are relentless.

Tanks: **Remove:** All Tanks are relentless.

PG.36: Pivoting: **Add at end of entry:** "When charging, vehicles have a pivot allowance of 45°."

PG.37: Transport Vehicles: **change** "Troop and/or Support type models may be transported by friendly vehicles..." **TO** "Troop and/or Support type models, as well as attached Infantry Characters, may be transported by friendly vehicles..."

PG.40: Squads from other factions: **Change from:**

"These models and squads keep the faction rules from their parent faction and do not automatically gain those of your chosen faction."

TO

"These models and squads keep the faction rules from their parent faction and do not have access to any faction rules or upgrades of your chosen faction. Models from other factions may never be your army commander."

PG.45: The Convergence: **Change:**

"In missions where a player is using Convergence Deployment, each squad must have at least 2 models deployed within the Convergence."

TO

"In missions where a player is using Convergence Deployment, each squad must have at least 2 models deployed within the Convergence, one of which must be the squad commander."

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

"If, during its activation, a model has a stalk marker within 6" and LOS it must be flipped. If it is not marked, nothing happens and the marker is removed. If it is marked, reveal the squad."

TO

"If, during its activation, a model has an enemy stalk marker within 6" and LOS it must be flipped. If it is not marked, nothing happens and the marker is removed. If it is marked, reveal the squad."

PG.50: Battle Level Table: **Change:** "Corporate" **TO** "Faction"

BAUHAUS

PG. 108: Venusian Marshal: HG-14 Hagelsturm Shotgun: **Change** R and Type: **ST TO R** and Type: **SG**

PG. 109: Venusian Kapitan: HG-14 Hagelsturm Shotgun: **Change** R and Type: **ST TO R** and Type: **SG**

PG. 114: Count Enrico Valmonte: HG-14 Hagelsturm Shotgun: **Change** R and Type: **ST TO R** and Type: **SG**

PG. 121: Etoiles Mortant: Anti-Tank Charges: **Change** **RS** icon **TO** **CC** icon.

PG. 124: SturmBlitzers:

Deployment Options: **Change to** "Regular, Infiltrate (Does not need to be within a terrain piece)"

ARG-17B Electro-Static Ammo: **Change Range from** 18/FT **TO** 18/LE.

BROTHERHOOD

PG. 144: Might of Reckoning: **Add** **Psychic (B)**.

PG. 144: Adjusted Materiality: **Add** **Psychic (B)**.

PG. 155: Sebastian Crenshaw: **Change** Dodge (10) **TO** Dodge (8).

PG. 173: Mortificators:

Change Dodge (10) **TO** Dodge (8).

Their Own Way: **Change to** "This squad may not be joined by, or attached to a squad of, non-Mortificator models."

Void: **Change** "on this squad's commander's position" **TO** "on this squad's commander's (or acting commander's) position",

Add "The models count as having moved a distance equal to their SP value, but not as having performed any movement action."

PG. 175: Fury Elite:

Deployment Options: **Change to:** Regular, Preemptive Strike

As One with the Commander: **Change to:** Your army commander starts the game attached to this squad and cannot leave it.

CAPITOL

ALL NON-VEHICLE ENTRIES: **Change** **M** on the profile to **SP**

ALL NON-VEHICLE ENTRIES: **Change** **CC** on the profile to **CC/DEF**

PG. 195: Big Bob Watts: **Change** Fearless(3) **TO** Fearless(5)

PG. 197: Captain Henry Thomas: HU-E Missile Launcher: **Change** "Weapon Mode (Anti-Vehicle), RES(2): Make a Shooting action with the HU-E after it has been initially fired." **TO** "Weapon Mode (Anti-Vehicle). Must be reloaded between uses. RES(2): Reload the HU-E"

PG. 199: The Blue Shark: Type: **Add** **Flyer**

PG. 200: Captain Vince Harland: **Change** M50 Assault Rifle entry **from** "Weapon Mode (Anti-tank Grenade)" **TO** "Weapon Mode (Demolition Grenade)".

PG. 210: Airborne Cavalry:

Equipment list: **Add** HU-E Missile Launcher

HU-E Missile Launcher: **Change** "Weapon Mode (Anti-Vehicle), RES(2): Make a Shooting action with the HU-E after it has been initially fired." **TO** "Weapon Mode (Anti-Vehicle). Must be reloaded between uses. RES(2): Reload the HU-E"

PG. 212: Free Marines: Freedom Forever: **Change:** "All Free Marines squads within 10" of this token gain **A(+3)**, **CC(+1)**, and Unbreakable." **TO** "All Free Marines squads within 10" of this token gain **CC(+1)**, **DEF(+1)** and Unbreakable."

PG. 223: Orca: Emergency Fire Control: **Add** "Use only at the beginning of this model's activation."

CARTEL

PG. 457: Mule: Type: **Change** Transport (10) **TO** Enclosed Transport (10)

CYBERTRONIC

PG. 230: Cybertronic Army abilities: **Change:** Resistant to **Psychic Powers:** All Cybertronic models gain **WP(+2)** if targeted by any **Psychic Power** but cannot profit from **Psychic (B)** type powers.

PG.233: Artificial Intelligence Implant : **Add:** character / squad leader only
PG.242: Dr. Diana Neoclone: **Remove** "Advisor" **from** Type
PG.249: Coral Beach: Ability List: **Change** "Commando Unit 252" **TO** "Commando Unit 525"
PG.250: Dick Howkins : Ability List: **Add** (4) to Target Identifier
PG.257: Machinators Mk IX: Electric Stun Baton: **Change** Concussive (4) **TO** Concussive (1)
PG.271: Voltigeur Drones : **Remove** the Coherency entry, **Abilities:** **Add** Hidden Agenda

DARK LEGION: ALGEROTH

PG.287: Valpugius: Algeroth's Mind Leash: **Change** "Nominate any model" **TO** "Nominate any enemy model"
PG.314: Black Widow: Type: **Change** Transport (12) **TO** Enclosed Transport (12)
PG.315: Wolf Spider: Type: **Change** Transport (12) **TO** Enclosed Transport (12)

DARK LEGION ILIAN

PG.316: Void Portal Tokens: **Change** "Friendly non-vehicle models..." **TO** "Friendly Dark Legion: Ilian non-vehicle models..."
PG.318: Void Portal: **Change from** "Place a permanent 'Void Portal' token anywhere within 24" **TO** "Place a temporary 'Void Portal' token anywhere within 24" and LOS."
PG.328: The Beloved: **Change from** "As Temple Sentinel" **TO** "As Temple Vanguard"
PG.329: High Templar: **Change to** SZ(1), **Abilities:** **Remove** "Void Touched"
PG.331: Children of Ilian: Poisoned Blades: **Change from** ST(0) **TO** ST(+0)
PG.336: Scions of Ilian: **Change** Ferocity (3) **TO** Ferocity (1), **Star Scythe:** **Change** ROA (2) **TO** ROA (1).
PG.338: Malignants: Necrotech Claws: **Change from** R(0) **TO** R(B2B)

IMPERIAL: MOW

PG.348: Emergency Extraction Device : **Change:**

At the beginning of squad activation: If all models in this squad are equipped with this device and are not engaged, you may recall the squad. Next turn during this squad's activation, deploy them entirely within your deployment zone stated in the mission brief. Once per game.

PG.353: NCO: Extraordinary Achievement Medal : **Change:**

"Remove the marker at the beginning of the squad's next activation." **TO** "All effects last until the beginning of the squad's next activation apart from "I need artillery on this position NOW!" and "Nighthawk Strike""

PG.385: Hurricane: Squad Options : **Change** "The Radioactive Dome may be upgraded to.." **TO** "The Radioactive Dome may be replaced by..", Heavy Chimney Gas Cannon: **Change** Type: H **TO** Type: GR

IMPERIAL: WOLFBANES

PG.407: Mourning Wolves: Howler Grenade Launcher: **Change** Weapon Mode (Electro Shock/Tangle) **TO** Weapon Mode (Smoke/Tangle).

PG.411: Varg Riders : Nose to the Wind : **Change:**

"..can perform an action for AP(0) as if they were in Sentry." **TO** "..can perform a free action that would cost AP(0) or AP(1), as if on Sentry."

MISHIMA

PG.428: Saigo: Master of Shadows: **Change from** "Place the squad commander or acting squad commander within 12" of the 'Shadow' marker, then deploy the rest of the squad within 3" of him. No model may be placed within an enemy model's CCRW. They are SP(-3) for this turn. Remove the 'Shadow marker.'" **TO** "Place the squad commander, or acting squad commander, within 9" of the 'Shadow' marker, then deploy the rest of the squad within 3" of him. The models count as having moved a distance equal to their SP value, but not as having performed any movement action."
Add Hidden Agenda

PG.438: Hatamoto: **Under** "Equipment" **change** Ceremonial Blades **TO** Samurai Sword

PG.444: Shadow Walkers: **Add** Hidden Agenda

CARD DECK

Mercurian Sun – Should have a Mishima icon

Personalized Shield Generator – Should have a Cybertronic icon

FAQ

In a perfect world, every rule would be crystal clear, but unfortunately in games such as these, there are thousands of rules and sometimes the meaning or intent isn't quite clear to someone reading it. If you are playing a friendly game and something does not make sense to you, confer with your opponent on a resolution. If you simply cannot agree, roll a die and the low roll wins. In a tournament setting, such a ruling should be settled by the tournament organizer/judges on how to best proceed.

In the Advanced Combat Deck, the Cartel Icon is a generic icon, and those cards are able to be used by any faction, including Dark Legion.

Recall - Engaged models that are recalled are not considered to be disengaging.

Flyers – Flyers can charge as long as they and their movement engaged with an enemy and the land during the charge action.

Sentry – Always round up for determining 50% of the squad.

Activated Abilities – A model can use each of its abilities that have an activation cost once per turn. Models may not be affected by each named activated ability more than once per turn.

Abilities – if an effect states that a model may not use any ability, the model may not actively use any ability. This includes abilities like Ranger or the Visionaries Precognition but excludes limiting permanent abilities like the Undead Legionnaires Brainless or the Ashigarus Peasants ability.

Rail - The Rail line is drawn from the edge of the shooting model's base towards the target.

Short-Range Burst – the extra ROA is only granted when targeting only models within 12".

Infiltration - Infiltrating squads may always be deployed via Regular Deployment if they have that option, even if you announced they would be infiltrating.

Critical Force: If an ability states that a model gains critical force (+X), it either increases on their existing critical force value (so Critical Force (2) becomes Critical Force (3)) or, if it didn't have Critical Force, creates Critical Force (2). All models conceptually have Critical Force (1) (which doesn't do anything).

Dark Legion: Algeroth

John Baptiste: has the wrong statline. Look at the pdf for the correct one.

Q: What happens if a squad has "Portal of Undeath" cast on it and then takes a casualty from Insalubrious Bombs?

A: Roll for the Insalubrious Bombs first. If the roll is failed, a Legionnaire is still created.

Q: If I move an enemy model, with an ability such as Dimensional Warp or Vortex of Chains, can I turn the model so its rear arc is it to me?

A: No, the model is positioned in the same position it was in before it was moved.