

# ERRATA

## CONFRONTATION : THE RULEBOOK

### • Unit activation (p. 91)

The game term “mystical action” only concerns Rituals and Communions.

However, Miracles and Spells are used at the moment indicated in their description. This means they may be used at any time, including during the activation of an enemy unit.

### • Assault (p. 94)

If a unit fails a Courage test and is the active unit, **it is not routed**. The unit just stops its activation at this point.

### • Courage test (p. 100)

A unit that is charging a frightening unit and fails its courage test is not routed. The unit just stops its activation at this point.

## ARMY BOOK : TEMPLE

### • Demon hunters (p. 50)

The AP cost is wrong. It should read : 275 A.P.

### • Praetorian Guards (p. 53)

The AP costs are wrong. It should read:

#### COST OF A PRAETORIAN GUARD UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	575	+ 85
1 special fighter	350	600	+ 85
2 special fighters	375	625	+ 85
3 special fighters	400	650	+ 85

(1): 4 praetorian guards including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

(2): 7 praetorian guards including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

### • Redemption Riders (p. 54)

The name of these fighters is wrong. It should have been “Knights of Redemption”.

### • Cannon (p. 55)

The AP cost is wrong. It should read : 275 A.P.

## ACCESSORY SET : WOLFEN CARDS

### • Markhan

His attack value is 5, not 3.

## ARMY BOOK : WOLFEN

### • Onyx (p. 28)

The AP cost is wrong. It should read : 215 A.P.

The Amulet of the Wolf is changed this way :

**Amulet of the Wolf (1)** : This artifact gives Authority 3 to Onyx when he bears it.

### • Y'Anrylh (p. 30)

**Unit Formation** : Y'Anrylh can join any wolfen unit.

### • Isakar (p. 33)

The following information is missing:

**Spear**: A fighter with a spear can attack enemies he is in contact and those within 3 cm of him.

**Assault shot**: A Tracker unit led by Isakar can use this tactic after a successful charge. The unit performs a range 0 shot before resolving the combat.

### • Deliox (p. 41)

The AP cost and the Resurrection/Duel values are wrong. It should read:

**Deliox**: 315 A.P.

**Resurrection/duel**: 6 Elixir points

### • The Path of opal (p. 42)

Path of opal advantage: The weapons of the fighters belonging to the Path of opal are sacred.

### • Asgarh (p. 44)

The following information is missing.

**Immortal**: Immortal creatures are affected by particular game effects.

**Sacred weapons**: The result required on Hand to hand Strength tests is read one column to the right on the resolution table

### • Karnyrax (p. 46)

Contrary to what is said in her tactics paragraph, Karnyrax cannot use the “Law of the hunter” communion. It should be “Divine Psyche”.

### • Special fighters (pp. 48, 49, 50 et 51)

All special fighters in a unit must be different. You cannot have more than one special fighter of each kind in any given unit.

### • Rune guardian (pp. 48, 49, 50 et 51)

All rune guardians should have, in parenthesis, after their name, “(Faith 3)”.

### • Summon Sylvan animaes (p. 60)

The duration of this litany is “Instantaneous”, not “Round”.

### • Kiss of the She-wolf (p. 60)

The duration of this litany is « end of the turn », not « End of the game »!

## ARMY BOOK : DIRZ

### • Dame Claudia Nesselith (p. 28)

The AP cost is wrong. It should read : 215 A.P

### • Sykho Volesterus (p. 29)

The AP cost is wrong. It should read : 170 A.P

### • Sasia Samaris (p. 35)

The AP costs are wrong. They should read:

Sasia Samaris: 320 A.P.

Desert rose: 475 A.P.

### • Clones (p. 42)

The AP costs are wrong. They should read:

#### COST OF A UNIT OF CLONES

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	650	+40

(1): 8 clones including 1 biopsist

(2): 16 clones including 2 biopsists

### • Skorize (p. 46)

The AP costs are wrong. They should read:

#### COST OF A SKORIZE UNIT

Composition	Standard unit (1)	Extra fighter
Standard	525	+135

(1) : 4 Skorizes

### • Phemera Alpha (P. 47)

The “Explosive” ability text is replaced by : the fighter can be sacrificed when resolving its hand to hand attacks. The fighter is immediatly eliminated and its hand to hand attacks are lost. Each fighter in contact with him suffer a Strengh (8) test.

### • Phemera Omega (P. 48)

The “Immolation” ability text is replaced by : the fighter can be sacrificed when resolving its hand to hand attacks. The fighter is immediatly eliminated and its hand to hand attacks are lost. Each fighter within 6 cm of him him suffer a Strengh (4) test.

### • Dasyatis Evolution (p. 50)

The AP costs are wrong. They should read:

#### COST OF A DASYATIS EVOLUTION UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	250	500	+ 125

### • Cloning tank (p. 56)

**Acolyte:** The “cloning tank” ability can be used once more for each acolyte in the cloning tank unit.

**Neuromancer (energy: 3):** The neuromancer can cast a “remote cloning” spell. The “cloning tank” ability can be used on any friendly unit if the leader of the targeted unit can see the neuromancer. This spell costs 5 mana points.

The AP costs are wrong. It should read.

#### COST OF A CLONING TANK UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	50	100	+75
1 special fighter	100	150	+75
2 special fighters	150	200	+75
3 special fighters	200	250	+75

## ACCESSORY SET : SCORPION CARDS

### • Sin Assyris

His dice are wrong. It should read : = 3

### • Aberration Prime

Its courage value is wrong. It should read: = 7

## ARMY BOOK : LAHNARS

### • The Chimera (p. 23)

Some data are missing and some other are false in « Recruiting the Incarnate »

**The Chimera:** 520 P.A.

**Resurrection/Duel:** 11 Elixir points

**Flight:** When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

### • Caelia d’Icquor (p. 33)

The path of the ritual “Draconic Arrow” is “Caelia d’Icquor” and is reserved to this Incarnate.

### • Sardar Tillius (p. 45)

Sardar Tillius is a rank 2 mage and not a rank 3 mage as mentioned in his stats.

With “7”, he can only choose rituals from the travel journal chapter of any army book. He cannot choose rituals that are reserved to other Incarnates.

### • Guards (p. 47)

The following text replaces the former one.

**Musician:** If the musician’s unit is in compact formation at the beginning of its activation and charges, it can use the « Fury of the Lion » tactic: the result required for the unit’s Strength tests are read one column to the right on the resolution table.

## ARMY BOOK : RAM

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### • Rhea of Brisis (p. 28)

Description of “Beauty of Dhalilia” ability should read:

**Beauty of Dhalilia (0):** Rhea of Brisis gains the «Escort» ability. All damage points inflicted on a fighter with the «Escort» ability is transferred to the fighters of the same unit that do not have this ability, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on «Escort» fighters). This damage is distributed on the unit by the player controlling the unit. If any damage is left over (e.g. the unit has been annihilated, except for the «Escort» fighters), the excess damage is applied to the fighters with the «Escort» skill.

### • Ganzhyr of Hestia (p.32)

Second sentence in “Tactics” section should read:

Equipped with the Seal of Hades, he inflicts considerable damage on his opponents and is proficient at lightning strike warfare and rituals such as “In Pulverum Revertis”, “Burial Shroud” or “Ritual of Flesh”.

### • The Gorgon (p. 35)

Second sentence in “Tactics” section should read:

Poorly equipped for melee, it is better to leave The Gorgon in reserve and to equip it with destructive and strategic rituals such as “In Pulverum Revertis”, “Summon Undead” or “Portal of the Abyss”: all typical of the House of Hestia.

Description of the “Eternal apathy” spell should read:

**Eternal apathy (0):** The Gorgon can cast this spell at the time when an enemy it can see is eliminated. The target miniature cannot return to play in any way (ritual, communion, resurrection, etc.). This spell costs 5 mana points.

### • Melmoth (p. 40)

The « Escort » ability is missing.

**Escort:** All damage points inflicted on a fighter with the “Escort” ability is transferred to the fighters of the same unit that do not have this ability, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on “Escort” fighters). This damage is distributed on the unit by the player controlling the unit. If any damage is left over (e.g. the unit has been annihilated, except for the “Escort” fighters), the excess damage is applied to the fighters with the “Escort” ability.

### • Undead Thralls (p. 49)

Unit name in “Undying Skull” characteristic insert is wrong. It should be “Regenerating Skull”.

The following paragraph is missing:

**Shooting:** When a unit containing standard fighters and Skull warriors or Skull paladins is shot at, the resilience value used is the one of the standard fighters, unless there are no standard fighters left in the unit.

### • Black Paladins (p. 51)

Description of the “Escort” ability is wrong. It should read:

**Escort:** All Black Paladin Skull warriors have the “Escort” ability. All damage points inflicted on a fighter with the “Escort” ability is transferred to the fighters of the same unit that do not have this ability, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on “Escort” fighters). This damage is distributed on the unit by the player controlling the unit. If any damage is left over (e.g. the unit has been annihilated, except for the “Escort” fighters), the excess damage is applied to the fighters with the “Escort” skill.

The following paragraph is missing:

**Shooting:** When a unit containing standard fighters and Skull warriors or Skull paladins is shot at, the resilience value used is the one of the standard fighters, unless there are no standard fighters left in the unit.

### • Summon Undead (p.59)

This ritual summons a Rank 1 unit of Standard size and that can include special fighters, if those are part of a Standard sized unit.

### • Portal of the Abyss (p.59)

This ritual summons a unit of Portal s of the Abyss.

### • Call of the Abyss (p.59)

Difficulties of Courage tests are read one column to the left, not to the right.

## THE STAG

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Former Fiends have 2 health points, not 1.

## CRY HAVOC ONLINE #111

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### • Nexus crystal, General rules, p.31)

The effect of a Nexus Crystal can only be used once per control phase and only the unit controlling it may benefit from it, except for the Nexus of Blood. The Nexus of Blood may be used on any friendly unit as long as the army has the right affinity.