Core Rulebook Errata

Page 5: 'Example of Play'. Replace the last two sentences with: "The zone stays in play until the beginning of the Vanguard player's next Active Mode. As soon as the Vanguard player begins their next Active Mode the zone is removed from play."

Page 6: 'The Type of Model'. Add the following sentence: "Hero, Commander and Phase 5 Meta-Form models are unique. Only one instance of any unique model can be included in a single force."

Page 7: 'Reflex Mode'. Add the following sentence to the end of the section: "Unless otherwise stated, Reflex Triggers are vector-dependent."

Page 8: 'Example of Play' (second column). Delete the following text from the third paragraph: "moves next to the Reaver, and".

Page 8: 'Movement'. Replace the first sentence of the third paragraph with: "A model can move through squares occupied by friendly models on the same base size as them, or smaller."

Page 9: 'Standard Door (white)'. Replace the second and third lines with: "If open, these doors remains so until closed. To open or close a standard door, a model must spend a point of Mobility."

Page 9: 'Section Door (blue)'. Add the following sentence to the end of the section: "Although a Section Door does not have a center cross point, a vector can still be drawn through it for it for Movement, Reach and/or Ranged Attacks."

Page 12: 'Apply Attack Effects'. Add the following to the end of the section: "Unless otherwise stated, effects from an attack are only applied to models if the initial attack hits. Effects that stipulate a direct effect to the attacker are applied even if the attack misses."

Page 13: 'Movement Abilities'. Replace the whole section with: "These abilities require the use of a model's Move Action in order for the ability to be used. A model cannot perform a Move Action and use a Movement Ability in the same activation unless otherwise specified. When any ability provides movement for a model, treat that movement as normal model movement unless otherwise specified."

Page 13: 'Finishing Activation'. Delete the final paragraph.

Page 14: 'Rad'. Replace the second sentence with the following: "A model with this effect cannot have Wounds healed."

Page 18: 'Deploy Forces'. Add the following sentence to the end of the third paragraph: "The player who deploys second must choose an outside tile edge furthest from the first player's chosen tile edge and then deploys their models within 5 squares of that tile edge in any clear square or squares."

Page 23: 'Target Designation'. Add the following sentence to the end of the third paragraph: "The Target Mark Counter must be removed before making the attack."

Page 23: 'Teleportation Control'. Add the following additional paragraph: "If a model arrives in a Scenario via the Teleportation Control, any model already on the Teleportation Control when they arrives is pushed back off the Teleportation Control, if necessary, using the rules for "Evolving Large Models" (page 30)."

Page 28: 'Nano-Spore Infection'. Replace the whole section with: "At the end of the Strain force management phase, if a non-Strain model is standing on a square occupied by one or more Nano counters, the owner of the non-Strain model must make a Status Check for each of those Nano counters. If the Status Check is failed, the Strain player must remove that Nano counter from the board. The non-Strain model gains an Infection counter. These particular Status Checks are passed on a 4+ normally, and on a 3+ for a Hero or Commander."

Page 29: 'Phase 1 Necro-Form'. Replace the first sentence with: "Remove 2 Nano counters adjacent to or on the spawn point."

Page 41: 'The Gantry'. Replace the first bullet point text with: "Any Normal sized model that is moved into an empty chasm square by an enemy attack or ability is removed from the board."

Page 41: 'The Gantry'. Replace the fourth bullet point text with: "A model cannot draw a Movement vector across empty chasm squares, but a vector for Reach and/or Ranged Attacks can be drawn across empty chasm squares."

Page 41: 'The Reactor Room'. Add the following bullet point: "All the rules regarding the 'Chasm squares' of the Gantry tile apply to the board squares with no centre cross point around the Reactor."

Page 41: 'Corpse Counters'. Replace the bullet point text with: "When a Corpse counter is used to spawn a Necro-Form, place a Strain Revenant Necro-Form adjacent to the counter and then remove the counter from the board."

Page 41: 'Civilian Counters'. Replace the second paragraph with: "Civilian counters are treated like standard models for movement purposes, but cannot be attacked or damaged in any way. Civilian counters can only be Infected by Nano counters, which is automatic – no Status Check is required, any Infection level beyond the first is ignored. Any Civilian counter can only be moved twice (each time up to 6 squares) during any single Active mode."

Vanguard Card Errata

Morgan Vade: 'Combat Medic'. Replace the Ability rules text with: "**[ABILITY COST: X]** HEAL VADE OR AN ADJACENT VANGUARD MODEL [**X**] WOUNDS. **FOCUSED:** DOUBLE THE WOUNDS HEALED."

Morgan Vade: 'Immunotherapy'. Replace the Ability rules text with: "**[ABILITY COST: X]** REDUCE VADE'S OR AN ADJACENT VANGUARD MODEL'S INFECTION STATUS BY [**X**]. **SPECIAL:** IF THIS ABILITY REDUCES A MODEL'S INFECTION STATUS TO 0, THE MODEL IS NO LONGER INFECTED."

Hurley – Bastion Mobile CIC: 'Drone Payload'. Replace the Trait rules text with: "HURLEY MAY HAVE A MAXIMUM OF SIX DRONES (TWO OF EACH TYPE) ON THE BOARD AT ANY ONE TIME."

Vanguard Drones (Attack, Defense and Sentry): 'Viral Safeguard'. Replace the Trait rules text with: "OVERRIDE CANNOT BE USED ON MODELS WITHIN 2 SQUARES OF THIS DRONE."

Vanguard Drones (Attack, Defense and Sentry): Add the following Trait: "**AUTOMATON:** DRONES ARE SPECIAL COUNTERS THAT ARE TREATED LIKE MODELS, BUT CAN ONLY PERFORM ONE, NON-FOCUSED, ACTION DURING THEIR ACTIVATION."

Samaritan Trooper: 'Reflex Trigger'. Replace the Trait rules text with: "WHEN AN ENEMY MODEL MOVES IN VECTOR, MAKE A SABRE KINESIS CARBINE ATTACK AGAINST IT."

Strain Card Errata

Revenant, Scythe Witch, Stalker: 'Horde'. Replace the Trait rules text with: "THIS MODEL GAINS ATTACK MOD +1 FOR EVERY ADDITIONAL STRAIN MODEL ADJACENT TO AND WITH A VECTOR TO ITS TARGET."

Revenant: 'Reach'. Replace the Trait rules text with: "THE REVENANT'S TENDRIL ATTACK CAN TARGET MODELS UP TO 2 SQUARES AWAY."

Revenant: 'Reflex Trigger'. Replace the Trait rules text with: "WHEN DAMAGED BY A RANGED ATTACK, REVENANTS MUST USE LURCH TO MOVE 2 SQUARES DIRECTLY TOWARDS THE ATTACKING MODEL, MAINTAINING VECTOR WHERE POSSIBLE. THIS REFLEX TRIGGER IS MANDATORY."

Brimstone: 'Napthalmus'. Add the following to the effect text: "TARGET GAINS CORROSION."

Cthonian: 'Fortify Carapace'. Remove this ability from the Tactical Data Card.

Strategic Points Errata

Life Support Terminal: 'Environmental Purge'. Replace the last sentence with: "If there are Strain Nano Counters in that area, you may make a Status Check roll for each one, and then remove the appropriate counter for each success."