



WRATH & GLORY CORE RULES ERRATA

CHAPTER 2: RULES

PAGE 54

Corruption Tests: Change “See page 159” to “See page 364 for full information on Corruption and Corruption tests.”

PAGE 54

Fear Tests: Change “See page 159” to “See page 230 for more details on fear, terror, and Fear tests.”

CHAPTER 3: CHARACTER CREATION

PAGE 68

Purchase Talents: Change “...maximum of 4 Talents...” to “...maximum of 3 Talents...” based on Tier restrictions.

PAGE 76

Pre-Assigned Attributes: Tier 3; Total cost comes to 133 not 126

PAGE 77

Pre-Assigned Skills: Tier 2; change this to two rating twos, not just one.

PAGE 77

Pre-Assigned Skills: Tier 4; change this to three rating twos, not just two.

PAGE 90

Eldar/Species Abilities/Outsider: Change this to “+2DN to all Interaction tests with those with the Keyword <Imperium>.”

PAGE 92

Ork/Species Abilities/Outsider: Change this to “+2DN to all Interaction tests with those with the Keyword <Imperium>.”

PAGE 100

Primaris Astartes/Species Abilities: Change Base Tier to 4; change Speed to 7.

PAGE 118

Tempestus Scion: Change Carapace to Tempestus Carapace, in wargear.

PAGE 137

Scavvy: Change BP cost to 10.

PAGE 155

Pre-Assigned Attributes: Tier 3; Total cost comes to 133 not 126

PAGE 159

Shock: Change “Characters reduced to 0 Shock lose consciousness” to “Characters reduced to 0 Shock become Exhausted.”

PAGE 174

Dual Wielder: Remove “(If targeting multiple foes, use a multi-attack, but ignore up to +2DN penalty for the action.)”

PAGE 193

Improve Attributes: Change the BP value for the second improvement to 15 instead of 10; the total points spent is 23 instead of 18.

CHAPTER 4: COMBAT

PAGE 213

Cover: Change this paragraph to “If less than half of the character is concealed, they receive +1 Defence; if half or more is concealed, then it is +2 Defence.”

PAGE 215

Attacking a Mob: Change the text “for every three icons” to “for every two icons.”

PAGE 216

Attacking a Mob: Change the text “for having 3 additional icons” to “for having 2 additional icons.”

PAGE 217

Scattering: Add the following sentence: “Area effect weapons impact a large area rather than a single target.”

PAGE 218

Melee Attacks: Remove “In addition to making standard melee attacks, a character can choose to use any of the following special melee attack actions.”

PAGE 219

Firing into Melee: Change “You may choose to move d6s from the attack roll to the damage roll after the target has been assigned as usual” to “You may choose to shift exalted icons from the attack roll...”

PAGE 220

Ranged Weapons in Melee: Remove the statement that a pistol attack in melee is considered in close range.

PAGE 227

Replace the text as follows:

SOAKING

Heroes and some NPCs may make a Soak roll, reducing the damage suffered by one Wound per Icon and two Wounds per Exalted Icon. Once characters have had a chance to mitigate the damage, apply the remaining damage to the character as Wounds.

The roll to Soak is not a test, does not use the Wrath Dice, nor does it have a Difficulty Number. Thus, the Soak roll is unaffected by anything that increases the DN, such as being Wounded or Heavily Wounded. Wrath may be spent to re-roll failures on a Soak roll as if it were a test.

THE COST OF SOAKING

Survival is far from guaranteed in the grim darkness of the far future. It is difficult for any character to withstand serious damage and continue to fight. The rules for soaking differ for player characters and NPCs in the following ways:

For heroes, choosing to Soak wounds costs 1 Shock, plus 1 additional Shock per Wound negated, immediately after the Toughness roll. Essentially, the Soak roll converts the incoming Wounds into Shock.

NPCs may not soak unless the GM chooses to spend a point of Ruin. If the GM elects to spend Ruin for the NPC, they may then make a Soak roll and suffer 1 Shock plus 1 additional Shock per Wound negated. Troop threats may not Soak at all.

PAGE 227

The Cost of Soaking: Add the following:

When choosing to Soak, follow these steps:

Step 1: The character suffers 1 Shock.

Step 2: The character makes a Soak roll.

Step 3: Count the total icons; each icon converts one Wound into one Shock.

Step 4: After soaking the damage, any remaining damage is inflicted as Wounds.

PAGE 228

Defiance Checks: Change all instances of “test” to “roll,” as a Defiance check does not follow the rules for tests.

PAGE 228

Defiance Checks: Change “A result of a 1 on the check counts as two failures” to “A result of a 2 or a 3 is one failure, whilst a 1 on the check counts as two failures.”

PAGE 228

Death: Change “suffers in excess of double wounds suffered” to “suffers double their maximum Wounds from one attack.”

Annihilation: Change “suffers damage of maximum wounds” to “in excess of double their maximum Wounds.”

CHAPTER 5: ADVENTURING

PAGE 247

Fire: The rules on p. 230 are correct. Change the third paragraph to “Burning characters take D3 Mortal Wounds at the start of their turn. In addition, a burning character must pass a Willpower test (DN 3) or suffer the effects of being pinned until the end of the round and spends their turn crying out in pain or flailing around in an attempt to put out the fire. Passing the Willpower test means the character may act normally. As an action, a character can attempt to put out the fire by making an Agility test (DN 3). Passing the test means the character is no longer on fire.”

PAGE 253

Shifting and Persuasion Tests: Change to “For every shifted Exalted Icon, the hero may adjust the relationship with the character by one step in any direction.”

PAGE 267

Wealth: "Tiers also limit a character's Maximum Wealth (see page 80)" Replace this with "A character's maximum Wealth is equal to the campaign's Tier+3, though the Game Master may use their discretion to allow for increasing this limit if it is appropriate to the campaign's framework."

CHAPTER 6: WARGEAR

PAGE 276

Rapid Fire (X): Change to "A Rapid Fire weapon adds a number of bonus dice to the attack roll equal to its rating at close range."

PAGE 299

Layering protections: Change "Multiple traits with a numerical Value: simply use the highest" to "Multiple traits with a numerical value simply use the highest"

PAGE 311

Vox: Change the sentence to "Vox-beads can transmit up to 1 km, small vox-units operate up to 10 km, and larger units can operate up to 100 km."

PAGE 312

Fightin' Juice: Change the effects to "grants a +2d bonus to Melee attacks and a +1 bonus to all results of Defiance checks until the end of the scene."

CHAPTER 7: PSYCHIC POWERS

PAGE 348

Sustaining Psychic Powers: Add the following sentence: "When a power causes Shock for every time increment of sustaining, shock damage is applied at the end of each increment."

PAGE 354

Glimpse the Future: Change to "...the roll automatically counts as if one 1 had been rolled on a Wrath Dice (i.e. meaning that if no 1s were rolled on a Wrath Dice of the Psychic test, it would still count as one Wrath Dice showing a 1 and..."

PAGE 357

Crush: Change the phrase to "While restrained, the target can do nothing on their turn except try to break free by again making another Strength or Willpower test as a full action."

PAGE 357

Crush/Potency: Add the following sentence: "The increased damage applies to the continual damage each turn."

PAGE 357

Assail: Change the wording to "They target one enemy with a psychic ranged attack. If hit, the target suffers..."

PAGE 362

Reveal: Change "Concealment" to "cover."

PAGE 362

Reveal/Potency: These aren't Penalties (Penalties increase a given DN). Change it to "Effects".

PAGE 362

Horriy: Similarly to Reveal, reword this to "The psyker affects targets within a Medium Blast area of effect. All affected targets suffer..."

PAGE 368

Scavvy Mutations: There is no mutation called "Analgesia" in the rules. Replace it with "Afflicted."

PAGE 375

Aberration/Horse+Tortoise+Goat+Dog+Eagle: Add the following sentence: "The necessary modification of clothing also applies to the armour worn."

PAGE 375

Aberration/Dog: Change the Effect to "The character gains +1 Speed and +2d to all Awareness tests based on smell and sound."

PAGE 375

Aberration/Eagle: Change "gains +1d to Awareness tests" to "gains +2d to Awareness tests based on sight."

PAGE 376

Wings: Change "The character can fly at double their normal speed as a standard action" to "The character can fly at double their normal speed as a standard move action."

PAGE 377

Corrosive Bile: Change "...upon all characters within a 2-metre diameter circle" to "...upon all characters within a 2-metre radius."

PAGE 379

Amorphous: Remove the phrase "...but they do not halve their Speed when doing so, nor do they need to make a test."

CHAPTER 9: BESTIARY

PAGE 412

Combat Servitors: Remove Cybernetic Enhancement: (Armour Rating 2) from Attacks.

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