WARMACHINE: PRIME
CONSOLIDATED ERRATA & CLARIFICATIONS

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This document contains a complete listing of the official changes to both the first and second printings of WARMACHINE: Prime. It includes both errata—actual changes to the text of the books— and clarifications to the rules. These errata and clarifications are listed below under page number and section heading. If an entry does not specifically say that it is a replacement or a clarification, treat it as a change to the original text.

General Rules

p.31: Victory Points

Replace the first paragraph with the following:
"Every model and unit is worth a set number of victory points. Award the victory points for a model or unit to the player or team that destroys it, disables it, causes it to become inert, or causes it to be removed from play. If a player accidentally or intentionally eliminates a friendly model, be it his own or a teammate's, award its full victory points to every opposing player or team.

"Victory points for models destroyed or removed from play are awarded when the models leave the table. All other victory points for eliminating models are awarded at the end of the game. Once a player has been awarded victory points for eliminating a model or unit, those points are never lost, even if the model subsequently returns to play. If returned models are later eliminated, award victory points for them again."

p.32: Activation Phase

Forfeiting Activation: A model may not forfeit its activation unless required to do so by a special rule.

p.33: Line of Sight

Replace the entire section with the following:
"Many game situations such as charges, ranged attacks, and some magical attacks require a model to have line of sight (LOS) to its intended target. A model has line of sight to a target if you can draw a straight, unobstructed line from the center of its base at head height through its front arc to any part of the target model, including its base. Warrior models present a slight exception to this rule. Unlike warjack models, items held in the hands of warrior models—such as their weapons or banner poles—do not count as part of the model for determining line of sight. For example, a Khadoran Widowmaker does not have line of sight to a Menite Temple Flameguard if all he can see is the tip of the Flameguard's spear poking over a wall.

Simply put, having line of sight means that the model can see its target. If a model's line of sight is questionable, it may be easiest for a player to position himself to see the table from his model's perspective. A laser pointer may also come in handy when determining line of sight.

Intervening Models

A model blocks line of sight to models that have equal- or smaller-sized bases. If any line between the center of the attacking model's base at head height and the target crosses another model's base, that model is an intervening model. You cannot draw a line of sight across an intervening model's base to models that have equal- or smaller-sized bases. However, you may still have a line of sight to the target if its base is not completely obscured by the intervening model's base.

An intervening model does not block line of sight to models that have larger bases—ignore it when drawing line of sight.

Screening

"A screening model is an intervening model that has an equal- or larger-sized base than the target model and is within 1″ of it. The target model is screened by a screening model and gains +2 DEF against ranged and magic attacks. The target does not gain this bonus if the intervening model has a smaller base, if the attacker's line of sight to the screening model is completely obstructed by terrain, or if the target's base is more than 1″ away from the screening model's base regardless of base size. The screening bonus is only applied once regardless of the number of screening models.

Elevation and LOS

When drawing line of sight from a model on a higher elevation than its target, ignore all intervening models on lower elevations than the attacking model except those that would normally screen the target. Additionally, you can draw line of sight through screening models that have equal- or smaller-sized bases than the attacking model, but the target still gains +2 DEF for being screened.

When drawing line of sight to an elevated target, ignore all intervening models on lower elevation than the target. Models on lower elevations do not provide screening to models on higher elevations."

p.34: Movement

(Clarification) The term "normal movement" refers to the movement a model makes during the movement portion of its activation, not

to any movement due to other effects, such as spells or being slammed. Some rules, such as charging and slamming, require a model to be able to move its full normal movement. Although a model's SPD stat may be modified during play, the model's un-modified SPD stat determines its "normal" movement. Whether due to a game effect (such as disabled movement), a spell, feat, or weapon effect (such as Crippling Grasp), a terrain effect, or an-other modifier, a model that suffers any penalty to its SPD or movement (regardless of offsetting bonuses) is unable to move its full normal movement.

p.35: Charging
Paragraph 2, replace the first two sentences with the following:
"A model may attempt to charge any model, friendly or enemy, in line of sight at the beginning of its normal movement. Declare the charge and its target before moving the model."

p.36: Unit Formation
A unit's leader is always in formation. Other troopers' status is based on their proximity to him or other models in formation with him. If a unit is widely scattered, those troopers in skirmish forma-tion with the leader are in formation and others are not, even if other groupings have larger numbers. If the leader is no longer in play then the largest coherent grouping of troopers is in formation. If two or more coherent groupings have the largest number of troopers, the controlling player chooses which is in formation. A lone survivor of a unit is always in formation.

Formations are not mutually exclusive. Models in tight forma-tion also meet the criteria for being in open or skirmish formation. Likewise, models in open formation also meet the criteria for being in skirmish formation.

A tight formation may consist of any number of ranks, but each rank must be at least two troopers wide.

p.41: Head-Butt
A warjack may attempt to head-butt a model, friendly or enemy.

p.41: Slam
Paragraph 2, replace the first two sentences with the following:
"A warjack may attempt to slam any model, friendly or enemy, in line of sight at the beginning of its normal movement. Declare the slam and its target before moving the model."

p.46: Targeting a Model in Melee
Replace the entire section with the following:
"A model making a ranged or magic attack against a target *in melee*, either engaged or engaging, risks hitting any model participating in the combat, including friendly models. The standard targeting rules, including line of sight and screening, must be observed in order to target a model that is in melee. Combined ranged attacks cannot target a model in melee—it is impossible to concentrate such firepower against a single target in a swirling fight.

In addition to any other attack modifiers, a ranged or magic at-tack against a target in melee also suffers a –4 penalty to the attack roll. All of the target's special rules and effects in play on it still apply. For instance, an attack targeting a model with the Stealth ability from greater than 5″ away still automatically misses, while an attack targeting a model affected by the Death Sentence spell still automatically hits, as normal.

If the attack against the intended target misses, it may another combatant. The attacker must immediately re-roll its attack against another model in that combat. Randomly determine which other model in that combat—not including the intended target—becomes the new target.

When determining the attack's new target, only the models that are *in melee* (engaged or engaging) with the attack's intended target and any other models *in melee* with those models are considered to be in the same combat. Every model meeting these criteria is eligi-ble to become the new target, regardless of line of sight, with two exceptions: a model is ineligible to become the new target if it has a special rule that prevents it from being targeted or if the attacker's line of sight to it is completely blocked by terrain. If multiple mod-els in the combat are eligible targets, randomly determine which model becomes the new target.

For example, using a d6, if there are three other models in the combat, the first model will become the new target on a 1 or 2, the second on a 3 or 4, and the third on a 5 or 6. However, if the at-tacker cannot draw a line of sight to one of those models due to an obstruction (e.g., it's around a corner), ignore that model and ran-domize the attack between the other two: it targets the first on a 1 through 3 or the second on a 4 through 6. If one of those two models cannot be targeted for some reason (such as being under the protection of a Safe Passage battle hymn), then only one model is an eligible target and a random roll is not necessary.

When re-rolling the attack against the new target, all modifiers affecting the attacker still apply, such as a boost die, aiming bonus, spell effects, and the –4 penalty for targeting a model in melee. All modifiers affecting the newly-targeted model also apply, but ignore those that only applied to the intended target. If the attack against the new target misses, it misses completely without targeting any more models.

For instance, Stryker is in melee with a Revenger affected by the Protection of Menoth spell. A Charger forfeits its movement, aims, and targets the Revenger with its dual cannon, spending a focus point to boost its attack roll. The Charger's attack roll gains a boost die and the aiming bonus, and suffers the penalty for targeting a model in melee. In addition, the Revenger's DEF against this attack is enhanced due to the spell in play on it. If the attack misses, the Charger re-rolls the attack, this time targeting Stryker, and in-cludes the boost die, aiming bonus, and the penalty for targeting a model in melee. If Stryker is affected by the Blur spell or if he is behind cover in relation to the Charger, then he gains those bene-fits against this attack. However, if Stryker were affected by the Death Sentence spell, the attack would automatically hit him without having to be re-rolled.

As a second example, Stryker is now in melee with Deneghra and a Deathripper. A Trencher enters the fight from the side and engages Deneghra but not the Deathripper. The Charger makes a ranged attack against the Deathripper and misses. Since Stryker is in melee with the Deathripper and Deneghra is in melee with Stryker, they are both in the same combat as the intended target. The Trencher is not included because it is not in melee with the intended target (the Deathripper) or with another model in melee with the intended target (Stryker)—it is far enough from the intended target to not be attacked accidentally. A random die roll determines that Deneghra is the new target. Unfortunately, since Deneghra is more than 5″ away from the Charger, her Stealth ability makes the attack automatically miss her without rolling. Even though Stealth prevents her from being hit, she can still be targeted. Since the attack missed both its intended target and the new target, it misses completely, with no chance of hitting Stryker or the Trencher.

An *area-of-effect attack* that misses a target in melee *deviates* normally instead of following these rules."

p.47: Area-of-Effect Attacks
(Clarification) An area-of-effect attack's point of impact determines the direction of attack for models receiving blast damage. For instance, suppose an AOE ranged attack targets a trooper benefiting from shield wall from the trooper's front arc, but the attack misses and deviates long. Since the point of impact is now behind the model and thus the blast damage attacks its rear arc, it does not benefit from the shield wall.

p.47: Spray Attacks
Terrain that obstructs line of sight blocks spray attacks. A model under the spray template cannot be hit by the attack if the attacker's LOS to it is completely blocked by terrain. A model under the spray template does not benefit from being screened.

p.48: Special Combat Situations
Effects with simultaneous timing:
(Clarification) If multiple special rules with contradictory effects are triggered at the same time, the attacker's special rule takes precedence. As an example, suppose Kreoss and Severius disagree on the best way to praise Menoth's glory. If Kreoss hits Severius with Spellbreaker, it will dispel Severius' Vision without the spell providing its protection.

Attacks that hit or miss automatically:
(Clarification) Some special rules cause attacks to hit automatically or miss automatically. In cases of conflicting special rules, one that causes an attack to hit automatically takes precedence over one that causes an attack to miss automatically. For instance, the Purge special attack hits automatically, which overrides special rules that normally cause an attack to miss automatically, such as the Stealth ability.

p.49: Stationary Targets
Models can never be *in melee* with stationary models. Stationary models do not engage other models nor does a model engage a stationary model. A stationary model does not have a melee range.

p.49: Knockdown
(Clarification) A knocked-down model does not block line of sight, nor does it provide concealment or cover. All attacks against a knocked-down model are to its front arc. A knocked-down model may not be thrown."

p.49: Combined Melee Attacks and Ranged Attacks
(Clarification) If the target of a combined melee attack has a special rule or effect in play that affects its attackers (such as Retribution), only the primary attacker—the model making the attack roll—suffers those effects.

p.49: Combined Ranged Attacks
(Prime, 1ˢᵗ printing) Paragraph 1, first sentence should read:
"Troopers with this ability may combine their ranged attacks against the same target."

(Clarification) In order to participate in a combined ranged attack, a trooper must be in open formation with all other participants.

(Clarification) If the target of a combined ranged attack can claim concealment or cover in relation to any member of the attacking group, it gets the appropriate bonus against that attack.

(Clarification) When a combined ranged attack targets a model with the Stealth ability, any models found to be more than 5″ away from the target do not contribute to the attack and damage roll bonus. All models participating in the combined range attack still perform their action whether or not they contribute to it. If the primary attacker is more than 5″ away from the target, the entire combined attack automatically misses, regardless of bonuses.

p.50: Corpse and Soul Tokens
Only *destroyed* models generate corpse and soul tokens. Models that are *removed from play* do not generate corpse or soul tokens.

p.50: Damage Rolls
(Clarification) An "attack" is one use of a weapon or offensive spell, even if it generates multiple attack rolls and/or damage rolls. For these attacks, completely resolve all of the attack and damage rolls just like an attack with only one attack and damage roll before applying the targets' special rules. For example, an AOE hits three Knights Exemplar. Resolve all three damage rolls before letting the remaining Knights Exemplar benefit from Bond of Brotherhood.

p.50: Recording Damage
Destroyed versus *Removed from Play*—When a model takes enough damage to eliminate it from play, it is *destroyed*. A model without damage capacity is destroyed as soon as it takes one damage point. More resilient models are destroyed after all their damage boxes are filled. Destroyed models are cleared from the play area and set aside. It is possible for destroyed models to return to the table during play.

Occasionally models will be outright *removed from play*. A model removed from play cannot return to the table for any reason.

p.51: Disabling a Warjack
(Clarification) A disabled warjack wreck is still a warjack, and is therefore a model. A disabled warjack has no facing, loses all special abilities, cannot be allocated focus, and does not gain an ARM bonus for functioning shields or bucklers.

Wreck markers, both disabled and totaled, are never intervening models and do not screen, however, they do provide cover. Melee attacks may be made across wreck makers. Wreck markers cannot be slammed, thrown, or moved.

p.53: Warcaster Special Rules
(Clarification) A warcaster can use his feat or cast spells any time during his activation. However, he cannot interrupt his movement or an attack to do so. A warcaster can use his feat or cast spells before or after moving, but not in the middle of his movement. Likewise, he can use his feat or cast spells before and after each attack, but he cannot interrupt an unresolved attack, nor can he use his feat or cast spells between the movement and attack portions of a charge. Spells and feats can be used prior to initiating an attack, or after completely resolving an attack, which includes determining hits, damage, and special effects.

p.53: Control Area
(Clarification) A player may measure his own warcasters' control areas at any time. For control area effects against opposing models, a player does not have to measure his warcaster's control area until after the enemy model commits to its movement or action. For example. Haley's player does not have to measure her control area for Temporal Barrier prior to a model's entering it doing so may influence that player's decision. Instead, the opposing player will have to adjust his model's position if it entered her control area and was slowed by the spell.

p.55: Offensive Spells
A magic attack against does not suffer the –4 penalty for attacking a target in melee when the attack's point of origin (warcaster or channeler, as the case may be) is *in melee* with the target. If such an attack (with a non-AOE spell) misses and there are multiple models in the melee, the attack may hit another random model in the melee, excluding the original target and the originating model—resolve this per the randomization rules on p.46. An AOE spell that misses in this situation will deviate normally.

An offensive spell may not target its own point of origin.

p.56: Channeling
A channeler may be used to channel spells if it *engages* an enemy model but is not itself *engaged* by another model.

If the channeler is entirely in the target's back arc at the time an offensive spell is cast, treat the channeled offensive spell as a *back strike*.

p.57: Command Checks
(Clarification) A model/unit that passes a command check due to proximity to a terrifying entity does not make further command checks against that entity as long as it remains inside the range that triggered the check. If these models become separated and encounter each other again later, another command check will be required.

Additional General Rules Clarifications
Leaving the Playing Area: A model that flees off the table is removed from play. A model that would leave the table for any other reason (such as being thrown or for compulsory movement like Scramble) will stop at the table edge and remain in play. The table edge does not count as an obstacle; models do not take damage from stopping there.

Inert warjacks: An inert warjack has no facing, loses all special abilities, and does not gain an ARM bonus for functioning shields or bucklers.

Model Rules

p.75: Lt. Allister Caine
Crack Shot—
Replace text with: "Caine's targets do not benefit from being screened."

Thunder Strike—
Target model hit by Thunder Strike is slammed d6″ directly away from the spell's point of origin with the same effects as a Slam power attack.

p.77: Captain Victoria Haley

Set Defense—
Haley gains +2 DEF against Charge and Slam attacks from her front arc.

Temporal Barrier—
Temporal Barrier only affects enemy models.

p.80: Arcane Tempest Gun Mages
Arcane Inferno—
(Clarification) All participating models must be in open formation with the unit leader, who must also be an eligible participant. Troopers not able to participate in the attack may ignore the order and act normally.

p.83: Cygnar Field Mechaniks
(Prime, 1ˢᵗ printing) The Crew Chief's profile block should read: "Monkey Wrench P+S: 6"

p.85: Trenchers
The Trooper's profile block should read: "CMD 7"

p.87: Lancer
Shock Field—
(Clarification) When the Lancer attacks with the Shock Shield, mark this damage before making the damage roll."

Set Defense—
The Lancer gains +2 DEF against Charge and Slam attacks from its front arc.

p.88: Sentinel
Strafe—
(Clarification) A model is ineligible to become a new target if it has a special rule that prevents it from being targeted or if the attacker's line of sight to it is completely blocked by terrain.

Completely resolve each Strafe attack individually, applying the targets' special rules immediately as each attack is resolved.

p.97: Grand Scrutator Severius
Divine Might—
(Prime, 1ˢᵗ printing) paragraph 2, first sentence: "No spells may be cast or channeled within Severius's control area except by other friendly Protectorate models…"

Divine Might—
(Clarification) Divine Might prevents all non-friendly Protectorate models with the Focus Manipulation ability from replenishing their focus points normally during their control phase. It does not prevent a model from gaining focus points in other ways, such as converted soul tokens.

Blessing of Menoth—
The affected model can only re-roll a roll that is a result of its own action. Examples include attack and damage rolls, damage location rolls, and deviation. It cannot re-roll a die roll for effects on itself, such as Corrosion, nor for continuous effects that it inflicted on other models, such as Fire.

Convert—
Convert can only be cast on non-character troopers. Converted models are independent and cannot run or charge without being ordered to do so, nor rally on their own unless they are unit leaders or officers or are forced to do so by some effect.

p.99: High Exemplar Kreoss
Lamentation—
Replace text with: "All enemy models in AOE pay double the focus points to cast or upkeep spells."

Retribution—
(Clarification) Retribution is not triggered by collateral damage, damage from continuous effects, or damage taken without a damage roll.

p.101: The High Reclaimer
Feat: Resurrection—
Replace text with: "Return 2d6 friendly destroyed Menoth troopers to play, placing them within the Reclaimer's control area. The controlling player chooses which models are returned to play, and models may be returned to their original units or formed into new units of the same type. New units formed cannot be larger than the

maximum size allowed for that unit. Resurrected models placed in their original unit cause the unit to lose benefits or effects that it received from the original destruction of the resurrected models. Resurrected models cannot activate the turn they return to play."

p.102: Choir of Menoth
Battle Staff— *add to the Warpriest's and Acolytes' special rules:*
Reach—2″ melee range.

p.104: Knights Exemplar
Bond of Brotherhood—
Replace text with: "A Knight Exemplar gains +1 STR and +1 ARM for every member of its unit destroyed. These bonuses are lost if the model is returned to play."

p.106: Temple Flameguard
Shield Wall—
Replace text with: "When this order is given, every Temple Flameguard who moves into tight formation gains +4 ARM against attacks from his front arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round even if adjacent models are destroyed or removed from play."

Set Defense—
A Temple Flameguard gains +2 DEF against Charge and Slam attacks from his front arc.

p.107: Holy Zealots
Critical Fire—
On a Critical Hit, every model in the area of effect suffers Fire.

p.112: Vanquisher
Circular Strike—
(Clarification) Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved.

p.119: Iron Lich, Asphyxious
Shadow Wings—
(Prime, 1ˢᵗ printing) replace text with: "Asphyxious moves up to 10″, ignoring free strikes and terrain penalties and effects, then ends his activation."

p.121: Pirate Queen, Skarre
Blood Magic—
Replace text with: "Give Skarre 1–5 damage points. All friendly Cryxian models currently in her control area, including herself, gain +1 STR and +1 ARM for each damage point she takes, which lasts for one round."

Life Drinker—
Replace text with: "Skarre regains one damage point each time she destroys a living enemy model with Bloodwyrm."

Sacrificial Strike—
Replace text with: "Remove a friendly Cryx trooper model within 1″ of Skarre from play. A target model within Skarre's control area then takes a damage roll with POW equal to the ARM of the model sacrificed. This damage roll may be boosted."

Dark Guidance—
Affects all friendly Cryxian models currently within Skarre's control area.

p.123: Warwitch, Deneghra
Death Rage—
Replace text with: "When target model takes sufficient damage to be destroyed, Death Rage expires. Target model remains in play for

one round and cannot be destroyed during this time. After one round, the model is destroyed."

Stealth—
If Deneghra is greater than 5″ away from an attacker, she does not count as an intervening model.

Dark Seduction—
(Prime, 1ˢᵗ printing) Can only be cast on non-character troopers.

Ghost Walk—
(Prime, 1ˢᵗ printing) While Ghost Walking, a model cannot charge or slam and ignores free strikes.

p.124: Bane Thrall
Stealth—
If a Bane Thrall is greater than 5″ away from an attacker, it does not count as an intervening model.

p.125: Bile Thrall
Purge—
Replace text with: "Purge (★ Attack)— The Bile Thrall sprays out the entire contents of its guts, deflating and automatically hitting all models within 6″ of the Bile Thrall's front arc. Terrain that obstructs LOS blocks the Purge attack. A model within range of the Purge attack cannot be hit by the attack if the attacker's LOS to it is completely blocked by terrain. All models hit take a POW 12 damage roll and suffer Corrosion, then remove the Bile Thrall from play. Purge is a ranged attack."

p.127: Scrap Thrall
Immobilize—
An immobilized model is released from the Vise Claw if the Necrotech moves, makes an attack against another model, is destroyed, or is removed from play.

Independent model—
(Prime, 1ˢᵗ printing) An army must include a Necrotech at the beginning of the game to field Scrap Thralls.

Thrall Bomb—
Replace text with: "When the Scrap Thrall takes sufficient damage to be destroyed, it explodes with a 4″ AOE. All models within AOE suffer a POW 8 damage roll. When the Scrap Thrall explodes, remove it from play."

Death Burst—
Death Burst is a special action that combines the Scrap Thrall's movement and combat action. Declare that a Scrap Thrall is going to Death Burst when it activates. Move the Scrap Thrall up to twice its SPD (as if it were running), and then perform the death burst. Center the AOE on the Scrap Thrall's target if the attack is successful and on the Scrap Thrall if it is not. The Scrap Thrall is removed from play after performing a Death Burst.

p.128: Satyxis Raiders
Profile block—
(Prime, 1ˢᵗ printing) "Leader and 5 troops: 64"

p.129: Skarlock
Bound—
(Clarification) A Skarlock Thrall may only be bound to a Cryx warcaster. Each warcaster can only have one bound Skarlock Thrall.

Skarlock Special Rules—
(Prime, 1ˢᵗ printing) Add: "Undead—A Skarlock is not a living model and never flees."

p.130: Deathripper
Profile block—
(Prime, 1ˢᵗ printing) A Deathripper has a medium-sized base.

p.132: Nightwretch
Damage Grid—
(Prime, 1ˢᵗ printing) Add an additional row of hull boxes to the top of the Nightwretch's damage grid. Its damage grid should be the same as the Deathripper's and Defiler's.

p.133: Reaper
Profile block—
(Prime, 1ˢᵗ printing) A Reaper has a large base.

p.143: Kommander Sorscha
Wind Rush—
This spell may be cast once per activation.

p.145: Vladimir, the Dark Prince of Umbrey
Forced March—
Only affects friendly Khadoran warjacks currently within Vladimir's control area at the time the feat is used.

Mimic—
Replace text with: "When making a melee attack with Skirmisher, it may duplicate one special rule from any melee weapon of any warcaster in Vladimir's control area. Declare the special rule being mimicked before each attack."

Parry—
Replace text with: "Free strikes against Vladimir automatically miss."

Blood of Kings—
This spell may be cast once per activation.

Signs and Portents—
Affects all friendly Khadoran models currently within Vladimir's control area.

Wind Wall—
(Prime, 1ˢᵗ printing) first sentence: "Any ranged attack against Vladimir or a model completely within 3″ of him automatically misses."

p.147: Iron Fang Pikemen
Shield Wall—
Replace text with: "When this order is given, every Iron Fang Pikeman that moves into tight formation gains +4 ARM against attacks from his front arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round, even if adjacent models are destroyed or removed from play."

p.148: Manhunter
Stealth—
If the Manhunter is greater than 5″ away from an attacker, it does not count as an intervening model.

p.149: Man-O-War Shocktroopers
Shield Wall—
Replace text with: "When this order is given, every Man-O-War Shocktrooper that moves into tight formation gains +4 ARM against attacks from his front arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round, even if adjacent models are destroyed or removed from play."

p.153: Destroyer
Arcing Fire—
Replace text with: "When attacking with the Bombard, the Destroyer may ignore all intervening models except those that would normally screen the target."

p.159: Eiryss, Mage Hunter of Ios
Mercenary—
(Prime, 1ˢᵗ printing) delete the second sentence, which reads:
"No victory points are gained for models Eiryss destroys."
This restriction has been removed from the game.

Invisibility—
While Invisible, Eiryss does not block line of sight or provide screening.

p.161: Greygore Boomhowler & Co., Trollkin Mercs
Mercenary—
(Prime, 1ˢᵗ printing) delete the second sentence, which reads:
"No victory points are gained for models destroyed by Boomhowler & Co."
This restriction has been removed from the game.

Tough—
Replace text with: "Whenever a Trollkin takes sufficient damage to be destroyed, the controlling player rolls a d6. On a 5 or 6, the Trollkin is knocked down instead of being destroyed. If Boomhowler is not destroyed, he is reduced to one wound."

Stink Bombs—
Throwing a Stink Bomb is a special attack.

p.162: Herne Stoneground & Arquebus Jonne
(Prime, 1ˢᵗ Printing) Delete "Slow" from the Barrage Arquebus' special rules block.

p.163: Herne Stoneground & Arquebus Jonne
Mercenary—
(Prime, 1ˢᵗ printing) delete the second sentence, which reads:
"No victory points are gained for models Herne & Jonne destroy."
This restriction has been removed from the game.

p.165: Reinholdt, Gobber Speculator
Mercenary—
(Prime, 1ˢᵗ printing) delete the second sentence, which reads:
"No victory points are gained for models Reinholdt destroys."
This restriction has been removed from the game.

Mercenary—
(Clarification) Reinholdt will not work for Cryx or the Protectorate.

Assistant—
Remove Reinholdt from play if his warcaster is destroyed or removed from play.

Glossary

p.177: Elevated Target
(Prime, 1ˢᵗ printing) "A model on higher ground than its attacker gains a +2 DEF bonus against ranged or magic attacks from that opponent.

p.183: Tight Formation
Delete the last sentence, which reads: "Troopers that begin their activation in tight formation cannot run or charge."