



ERRATA

1.0

April 2026

The previous erratas are in black and italic.

The new issues are in red.

The new erratas are in green.

New additions are in blue.

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BACKGROUND

•Death of the One King

P13: The One King fell silent and lowered his head before uttering his last words.

Change to: The One King fell silent, lowered his head, and uttered his last words: "The Curse is lifted!"

GAME PLAY

•Activating a Unit / Activation

P63: Before the paragraph: In order to do something with a UNIT, you must **ACTIVATE** it.

Add sub-title: **Activating a Unit / Activation.**

•Basic Movement

P64: The line separating columns is missing.



CLOSE COMBAT

•Cavalry/Monster Charge

P78: CAVALRY / MONSTER have a special type of RAM ATTACK while charging. If the CHARGE was successful put a 2" CONTROL ZONE TEMPLATE to the FRONT FACING of charging model. Everyone's under the template need to do a Dex TEST or be DAZE.

Change to: CAVALRY / MONSTER has a special type of RAM ATTACK while charging. If the CHARGE was successful, put a 2" CONTROL ZONE TEMPLATE on the FRONT FACING of the charging model. Every enemy model under the template needs to do a Dex TEST or be DAZED.

TACTICAL ORDERS

Title of the section p81

Using Command Points

Change to: Tactical Orders

You can spend COMMAND POINTS anytime during a GAME TURN. CP can be spent in the following ways:

Change to: TACTICAL ORDERS allow you to spend your CP in different ways:

This entire section is reworked. Now the spend of is called Tactical Orders. Each Order has a name, cost, type, condition, effect and restriction.

•Arcane Focus (Active)

Cost : 1 CP

Conditions : Use during the Activation of your Spellcaster.

Effects : The spellcaster gets a +2 modifier to his WP for attempting to cast a spell.

If successfully Cast an additional -2 modifier to the opponent target Spell Saving roll.

•Arcane Swiftess (Active)

Cost : 2 CP

Conditions : Your model has not activated this game turn.

Effects :The spellcaster can Cast a Spell after an Advanced Move has been taken

•Assault March (Active)

Cost : 2 CP

Conditions : The model has a base up to 40mm.

Effects : the model finish its Move with a Charge Token, even if the target is closer than their Movement Value. This costs 2 CP per model.

Restrictions : The target model still needs to be in LOS of your model.

Cost : 3 CP

Conditions : The model has a base up to 50mm.

Effects : the model finish its Move with a Charge Token, even if the target is closer than their Movement Value. This costs 3 CP per model.

Restrictions : The target model still needs to be in LOS of your model.

•Battle Focus (Reactive)

Cost : 1 CP

Conditions : Your model attempts a Hit roll.

Effects : The model gets a +2 modifier to his CC or RS to one attack from a single weapon that game turn .

If you have a Charge Token your modifier will be +4 instead of +2.

Restriction : This order might be taken only before roll for a Test.

•Countercharge (Reactive)

Cost : 1 or 3 CP

Condition : An enemy declaring a charge in the LOS of the targeted model. This model mustn't have been activated this game turn AND not already in another Clash Fight.

Effects : Move both models towards each other and ensure, as is reasonably possible, that they move the same distance. The Movement Value of a model that is countercharging does not matter.

Then place Charge Token next to both models. This counts as an activation.

Option : 3 CP for a countercharge to Cavalry/Monster charge if your model base is smaller than charging Cavalry or Monster.

•Death Sentence (Active/Reactive)

Cost : 1+ CP

Conditions : You must roll a Critical Hit during an Attack

with a weapon that has a Damage Multiplier .

Effects : After the first automatic Wound, the target will receive another automatic Wound for each CP you pay up to your Damage Multiplier.

•**Evasion** (Active)

Cost : 2 CP

Conditions : Your model has not engaged in a Clash. The base size You spend CP

Effects : Move from under a Template, making a Basic Move. You negate the effect of the template.

•**Litanic Swiftness** (Active)

Cost : 2 CP

Conditions : Your model has not activated this game turn.

Effects : The spellcaster can Cast a Ritual after an Basic Move has been taken

•**Martial Discipline** (Active/Reactive)

Cost : X CP

Conditions : The model uses a Skill or a Spell.

Effects : You spend X CP to activate the uses of a Skill or a Spell.

•**Reactive Shot** (Reactive)

Cost : 1 or 2 CP

Conditions : Your model has not activated this game turn.

Effects : When your model is the target of a charge (not engaging) by an enemy model and you have it within your LOS, and it is not in a Clash Fight, then it can attempt to Shoot a charging model.

Make an RS Test for NoA with a -2 to hit modifier.

Restrictions : You cannot Shoot a charging model and then use another CP to Countercharge or vice versa.

Option : You can use this boost even if your model has been Activated this game turn, for a cost of 2 CP instead of 1.

Option : If you have Throwing Weapons, you may spend 1 CP to shoot an engaging model, as long as it started its movement within your LOS.

•**Running Shot** (Active)

Cost : 2 CP

Conditions : Your model has not activated this game turn.

Effects : Shoot after an Advanced Move has been taken.

Restrictions : You have to spend 2 CP per model in a UNIT.

•**Tactical Re-roll** (Active/Reactive)

Cost : 3 CP

Effects : You can re-roll a single D20 roll made by one of your models.

Restrictions : A re-roll can be made only once per model, per game turn.

You cannot re-roll a re-roll.

You cannot re-roll an Initiative roll as it is not made by one of your miniatures.

•**Take Cover !** (Reactive)

Cost : 1 CP

Conditions : Your model is the target of Shooting Attack AND have an Obstacle (or a friendly model) not in the way of the shot, in its Control Zone.

Effects : Your model Duck for Cover, do not move your model. Simply implement additional modifiers to hit.

Restrictions : You must declare Duck for Cover before the To Hit roll has been made.

SPECIAL SKILLS

•Skills List

⌘Berserk

P83: Berserk – [Active] Skill becomes Active when model has got 2 or less wounds remaining. When SKILL is Active, model will always receive a CHARGE BONUS, even when only ENGAGING OPPOSING MODEL BASE TO BASE.”

Change to: Berserk – [Active] Skill becomes Active when the model has 2 or fewer wounds remaining. When SKILL is Active, the model will receive a CHARGE BONUS, even when only engaging (not charging) enemy models B2B.

⌘Death Salute

P83: Death Salute – [Active] When charging, a model with the DEATH SALUTE SKILL gains: TEACHER: BERSERK, until the end of the GAME TURN, whilst the target of its charge has it in LOS.

Change to: Death Salute – [Active] When a model with this skill is being charged, it receives a charge token.

⌘Line Breaker

P85: Line Breaker – [Active] After the RESULT OF A FIGHT has been resolved, if there are models with the LINE BREAKER SKILL still involved in the CLASH FIGHT, MOVE the enemy models 1” away from them for each model with the LINE BREAKER SKILL. Then MOVE the LINE BREAKER models 1” towards the enemy models for the same distance.

Change to: Line Breaker – [Active] After the RESULT OF A FIGHT has been resolved, if there are models with the LINE BREAKER SKILL still involved in the CLASH FIGHT, MOVE the enemy models 1” away from them for each model with the LINE BREAKER SKILL in B2B contact. Then MOVE the LINE BREAKER models 1” towards the enemy models for the same distance.

The direction of the MOVE is determined using the middle Front Facing of the model with the LINE BREAKER SKILL.

Change to: The direction of movement is determined using the middle of the FRONT FACING of models with the LINE BREAKER SKILL involved in the FIGHT. If there are multiple models with the LINE BREAKER SKILL and the direction is difficult to determine, then the player who won the CLASH FIGHT gets to choose

⌘Leap (X)

P85: Leap (X) – [Active] Models that have this SKILL can leap over obstacles and other models. They can use this SKILL as part of their movement. The X indicates the number of inches that the model can travel vertically, and half of it horizontally (rounded up), without requiring any TESTS. Models using the LEAP SKILL can never exceed the total MOVEMENT of the model. It can be used to ENGAGE an enemy on different FACING that it could see at the start of the move.

Change to: Leap (X) – [Active] Models that have this SKILL can leap over obstacles and other models. They can use this SKILL as part of their movement. The X indicates the distance in inches that the model can travel horizontally, and half of it vertically (rounded up), without requiring any TESTS. X is measured from the

front of the base to the back of the base. Models using the LEAP SKILL can never exceed the total MOVEMENT of the model. It can be used to ENGAGE an enemy on a different FACING that it could see at the start of the move.

☞Slayer (X)

P90: [X] Slayer – [Passive] – When a model with this SKILL hits another model classified as [X], all the attacks gain +3 Dam.

Change to: Slayer [X] – [Passive] – When a model with this SKILL hits another model classified as [X], all the attacks gain +3 Dam.

MISSIONS

•Deployment

☞Hero's Challenge

P104: A HERO'S CHALLENGE

Change to: A HERO'S CHALLENGE

FACTION SECTIONS:

•Elven Houses

☞Lotus Guard

P148: Point cost: 12 pts each

Change to: Point cost: 10 pts each

Unit composition:

Full Warband: 6 models (78 pts)

2-3 Lotus Guard

- Plus, an optional Leader for 13 pts

Change to: Unit composition:

Full Warband: 6 models (66 pts)

2-3 Lotus Guard

- Plus, an optional Leader for 12 pts

•Blackblood Empire

☞Goblin Swordmasters

P182: Point cost: 5 pts each

Change to: Point cost: 4 pts each

Unit composition:

Full Warband: 13 models (71 pts)

5-10 Goblin Swordmasters

- Plus, an optional Leader for 7 pts

Change to: Unit composition:

Full Warband: 13 models (58 pts)

5-10 Goblin Swordmasters

- Plus, an optional Leader for 6 pts

•Devout

☞Dusk Realm Warriors

P205: Weapon: Sword

Change to: Weapon: Duskforge Blade