



ERRATA

All Errata have been included in the latest digital version of the rulebook. The latest digital version of the rulebook has the same revision number as this document. If your printed rulebook has an earlier revision number, apply any changes listed here. **Sections in red are important or have changed since the last update.**

Page 1 – AERIAL UNIT

Replace the last sentence the following:

“Models with this rule are usually considered to be at one Range Band further away when they are the Initial Target of an Attack. So, a Target actually at POINT BLANK is considered at CLOSING and a Target actually at CLOSING range is considered at LONG Range when they are the target of an Attack. Attacks actually at LONG Range remain at LONG range. Attacks from Aerial Units ignore this rule.”

Page 2 – SHORT RANGE SQUADRONS (SRS) TOKENS

Replace the section with the following:

“These are game Tokens representing small groups of fighters, bombers or other craft. During the Operations Step of a Model’s Activation, it may Launch a number of Short-Range Squadron Tokens equal to its SRS Capacity special rule. For example, an SRS Capacity 4 Model would be able to launch 4 SRS Tokens each Round. Any number of the available Tokens may be stacked in base contact with a friendly or enemy Model within 20” of the Model with SRS Capacity. SRS Tokens are discarded through each Round to support or attack. *See Short Range Squadrons (p.30)*”

Page 8 – SQUADRON KILLER BONUS

Replace the last sentence with the following:

“Consequently, you receive +1 Victory Point for each Unit of multiple Models (not including Escorts or Corvettes) you have destroyed in your opponent’s Force. *See Common Encounters (p.38)*”

Page 8 – VICTORY POINTS

Replace the last word ‘destroyed’ with the following:

“destroyed or crippled.”

Page 10 – MEASURING RANGE

Replace the last sentence with the following:

“Range is always measured from the closest point of the Attacking Model to the closest point on the target Model (including bases if either has one).”

Page 10 – LINE OF SIGHT (LOS)

Add the following sentence to the end of the second paragraph:

“Line of Sight when Attacking an Aerial Unit is only blocked by Aerial Terrain.”

Page 10 – OBSCURED

Replace the sentence with the following:

“OBSCURED: Exploding Hits rolled against an Obscured Model do not provide additional dice.”

Page 12 – UNIT UPGRADES

Replace the third and fourth sentences with the following:

“Refer to your Faction ORBAT for specific rules and points costs for upgrading Units.”

Page 13 & 14 – VICTORY POINTS

Replace the last sentence in the first paragraph with the following:

“In addition to these Encounter-specific methods, players can always earn Victory Points by using Victory & Valour cards as well as the Squadron Killer (p.8) and Flagship bonuses (p. 11). Please note, that you can claim either the Squadron Killer Bonus or the Flagship Bonus by destroying a Unit, but not both.”

Page 18 – DISENGAGING

Replace the section with the following:

“WITHDRAWING: Unless a specific Victory Condition allows it, if any part of your Model leaves the Area of Play, it counts as Withdrawing and is considered to have been Destroyed by the closest enemy Unit for Victory Point purposes.”

Page 21 – CRITICAL DAMAGE

Replace the last sentence of the first paragraph with the following:

“Treat duplicate Critical Damage Markers as a Catastrophic Explosion instead.”

Page 22 – GENERATOR SHUTDOWN

Replace the reference to Generators p.35 with the following:

“See your Faction’s ORBAT for details on Generators.”

Page 29 – COLLISIONS

Replace the last sentence with the following:

“If the Point of Impact is another Model that has a Mass equal to or lower than the Moving Model, the impacted Model also gains a Disorder Condition.”

Page 30 & 31 – SHORT RANGE SQUADRONS

Replace all references to Units with Models.

Page 34 – LAND

Replace the first paragraph with the following:

“These areas block Line of Sight and are Impassable for all Models unless they have the Ground Unit or Aerial Unit Traits.”

Page 35 - GENERATORS

Ignore this page

Page 36 – WEAPON QUALITIES: ARC

Replace the second sentence with the following:

“Should the Initial Target suffer Critical Damage from this weapon, it also gains a Disorder Condition in addition to any others that may be applied by the Attack.”

Page 36 – WEAPON QUALITIES: BLAST

Replace the section with the following:

“This weapon uses the Blast Template. The centre point of the template must be placed over any part of the Initial Target. Resolve the Attack against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the blast.”

Page 37 – WEAPON QUALITIES: TORRENT

Replace the section with the following:

“This weapon uses the full Torrent template unless the Quality is expressed as Torrent (Small) in which case the smaller part of the template is used. The narrow end of the template is placed touching any point of the front of the Attacking Model so that the centreline touches any part of the Initial Target. Resolve the Attack against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the torrent. You cannot Support with Torrent weapons.”

Victory & Valour Card Errata

CARDS 28 & 29:

Replace the Victory with the following:

“Achieve the following: Select one of your Units of at least Mass 3, if it is in the enemy deployment zone at the end of its Activation score +1 VP.”

CARDS 15,16 & 17:

Replace the Victory with the following:

“Achieve the following: Cause an enemy Unit to take two damage in a single Assault or SRS Attack this turn and score +1 VP when you do so.”