



## Rules Errata

VERSION 1.0 – UPDATED 06/04/2019

The following text errata apply to the original printing of the *Warlords of Erehwon* rules. The errata comprise changes to the rulebook made to correct mistakes and omissions, or to introduce necessary clarification that cannot otherwise be addressed by other means. These errata are/will be incorporated into the second printing of the rulebook together with corrections to spelling and typographic errors not included here.

I have not included the Warband lists within this errata because amended and updated versions are already available as online downloads including corrections.

I'd like to thank everyone who helped to put this errata together, as well as corrections to the army lists and proof reading errors.

I have arranged the following information into a single spread so the updates can be printed onto a single double-sided sheet of paper or trimmed and pasted into the rear fly-papers of the *Warlords of Erehwon* book.

Rick Priestley, April 2019





# || Errata – Version 1.0

## MOVEMENT P21. ADD NEW SECTION:

### RETAINED RUN ORDERS

Retained Run orders allow rapidly moving units to continue running from one turn to the next. This enables fast units to move ahead of other combatants, perhaps to seize an important objective, screen the advance of other troops, or launch a charge against vulnerable enemies.

At the Turn End Phase a unit with the **Fast** special rule and a current **Run** order does not have to return the order dice to the dice bag. Instead, the player can choose to keep running, 'retaining' the same order dice into the following turn. If you wish a unit to retain a Run order in this way leave the order dice in place along with other retained orders (for example, retained Down and Ambush orders, and Run orders allocated to routing units as described on page 41).

At the start of the Orders Phase, before drawing any dice from the dice bag, each unit with a retained Run order makes its action. This includes units that have a retained Run because they are routing as well as any units the players have elected to retain a Run order. All these units get to go **before** Order Dice are drawn that turn.

If only one side has retained Run orders then there is no need to establish which side goes first. The side with retained Run orders takes an action with each unit one after the other in any sequence the player wants.

If both sides have retained Run orders then roll off to decide which player goes 'next' until only one side remains. Each player rolls a dice and the highest scorer selects a unit with a retained Run order and makes an action, then roll again and repeat as necessary.

No order test is required when a Run order is retained. The order is therefore issued automatically and the unit makes a run action. Because no order test is taken **no pins are removed** from the unit when it makes its action.

Aside from routing units – for which see page 41 – units with a retained Run order can make a move in exactly the same way as if they had been issued a Run order in the Orders Phase of the turn. Enemy units can react to the unit exactly as if a Run order had been issued as described in the Reactions section page 43ff.

## ARTILLERY P26. ADD NEW PARAGRAPH AFTER FIRST:

Even though large and therefore able to see and be seen over smaller models, an artillery piece cannot shoot through, or through the formation of, regular sized models at a target beyond unless it is shooting **overhead** as described on page 31 or from high ground as described below. Plainly firing a cannon through a formation of your own troops is not a good idea!

## DIAGRAM P31 – TEXT LEFT HAND COLUMN. DELETE 'THE CENTRE OF'.

*Models count as in cover so long as a portion of their base lies within it as explained on page 30 under Cover.*

## P37. ROLL TO HIT (STRENGTH TEST).

### ADD TO FIRST PARAGRAPH:

If combatants ride Warhorses or similar mounts with separate attacks, use the rider's Str value unless specified otherwise.

## P38. ADD PINS. FIRST SENTENCE CHANGE TO READ:

Remove any casualties after both sides have fought and add one pin to each unit for every casualty it has suffered in hand-to-hand fighting including for any wound suffered by models that have them.

## P39. CONSOLIDATE. DELETE PARAGRAPH THREE AND REPLACE AS FOLLOWS:

A consolidation move is a normal move (M) made as if an advance order had been given to the unit. Unless it already has a Down order, flip a unit's current Order Dice to **Advance** when it consolidates. Units with Down orders keep them and must make a recovery test at the end of the turn. If a unit has no order it still consolidates in the same way, but does so without an Order Dice.

Units consolidate automatically without the need to receive an order and regardless of whether they have a previous order or not. Units that consolidate and which have yet to receive orders can still be given orders that turn, even though they have fought in close-combat and consolidated.

## P51. CANCELS CHARGE BONUS. CHANGE LAST SENTENCE TO READ:

For example, the ferocious charge special rule.

## P53 MULTIPLE ROLLS. DELETE FROM 'WHERE MULTIPLE RESULTS HAVE TO BE APPLIED...' TO END OF PARAGRAPH AND REPLACE WITH:

Where multiple results are scored at once only apply the highest scoring result. The remaining results are ignored.

## P56. MAMMOTH STAT BLOCK.

Add 'Surly' to Special column.

## P58 ADD NEW PARAGRAPH UNDER TABLE:

### RESULT MODIFIERS

If a monstrosity has a Res value of 11 or more once modifiers have been applied, it will still fail on a roll of 10, but in this case only limited damage can be scored. To represent this, instead of rolling a D10 on the damage table roll a D5 to give you a result of between 1 and 5. If you don't have a D5 roll a D10 and half the score rounding up, for example, a roll of 10 Destroyed becomes a result of 5 Light Damage.

## P64 CHALLENGE. PARAGRAPH 2. CHANGE FIRST SENTENCE TO READ:

If a model has the challenge rule then **once per game** it can initiate a 'challenge to the death' against any combat opponent.

## P66 DIVINE INTERVENTION. CHANGE PARAGRAPH 3 BEGINNING ‘A UNIT CAN ONLY MAKE...’ TO:

A warband can only make **one** attempt at divine intervention in any turn, whether successful or not, and regardless of how many units have the divine intervention rule. Divine intervention cannot be used against a retained order of any kind because retained orders were allocated in the previous turn.

## P71. LARGE. CHANGE PARAGRAPH THREE TO READ:

When drawing line of sight (LOS) to or from large models, any non-large models between the shooter and target can be ignored. However, bear in mind that artillery cannot shoot through the formation of regular sized models at a target beyond unless shooting overhead or from high ground as noted on page 26.

## P73 SHIELDWALL. PARAGRAPH 2. ADD SENTENCE BEFORE ‘IF THE UNIT IS IN A SHIELDWALL FORMATION...’:

If a unit wishes to form a shieldwall it does so before moving and cannot make a sprint as part of the same action.

## P77. VENOMOUS. PARAGRAPH TWO.

### REPLACE FIRST SENTENCE WITH:

Where any of a unit’s attacks are venomous work out how many venomous hits are scored in hand-to-hand fighting as normal.

## P80. WOUND. ADD NEW PARAGRAPH AFTER SECOND:

Each wound suffered in hand-to-hand fighting counts as a casualty when it comes to allocating pins and working out results.

## P81. WOUND. LAST PARAGRAPH. DELETE END OF FINAL SENTENCE AFTER ‘ITS COMMAND STAT.’

*Deleted because the reference is incorrect.*

## P82. TABLE ENTRY CHALLENGE.

### CHANGE FIRST SENTENCE TO READ:

Once per game can issue challenge in close combat.

## P82. TABLE ENTRY DIVINE INTERVENTION. ADD:

A warband can only make a maximum of one attempt at Divine Intervention in any turn.

## P85. TABLE ENTRY WHIRLING DERVISHES. CHANGE SENTENCE BEGINNING ‘IN HAND-TO-HAND COMBAT INFLECTS D6 HITS PLUS ONE FURTHER HIT...’ TO READ:

In hand-to-hand combat inflicts D6 SV4 hits plus one further hit for each model in unit.

## P86. CASTING A SPELL. CHANGE 1ST SENTENCE TO READ:

A wizard can only ever attempt to cast a maximum of **one** spell in a turn, whether successful or otherwise, and regardless of the number of actions the wizard makes.

## P92. AURA OF TIMIDITY - EFFECT.

### CHANGE FIRST SENTENCE TO READ:

Roll a D6.

## P117. GAME DURATION.

### CHANGE TEXT TO SAME AS SCENARIO 1:

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration on page 113.

## P133. ADD NEW 3RD PARAGRAPH, FOLLOWING PARAGRAPH ENDING ‘A RELATIVELY COMPACT FORCE OF EXPENSIVE ELITES.’:

Players are entirely at liberty to agree to limit the numbers of units of various kinds, the magic level of wizards, access to certain spells, whether flying units will take part, if monstrosities are permitted, and so on for all details of the warbands described. Not all players will wish to play in the same way or even the same way all the time. What works in one situation – a huge weekend multiplayer bash between old friends – might not work in another – a pre-arranged competition between gamers who have never met before. We respectfully ask players to bear this in mind when reading what follows. Our warband lists allow for a wide variety of approaches when playing our game but how you choose to play is up to you.

## P135. DELETE SENTENCE 2 BEGINNING ‘YOU CAN THEN ADD...’ AND REPLACE WITH:

You can then add further spells as a cost of 10pts each or as agreed by the players before the game if preferred.

## P135. MAGIC WEAPONS. ADD NEW PARAGRAPH:

Heroes are not always referred to as such in the Warband lists but can always be recognised because they have the ‘Hero’ special rule on their statline. Some powerful individuals are not accorded hero status – such as a Minotaur Lord in the Beastman list – and therefore can’t be given a magic weapon. However, if players agree these – or indeed any – models can be given magic weapons by prior arrangement.

## QUICK REFERENCE SHEET

### P246. MOVES SECTION.

SENTENCE BEGINNING ‘UNITS WITHIN OR ENTERING ROUGH GROUND’ DELETE ‘HALT IF LARGE’ FROM END OF SENTENCE.

### P246 CLOSE COMBAT SECTION.

CHANGE ‘2’ ADD TO END ‘... TAKES A PIN AND A BREAK TEST IF REQUIRED’.