

How to read the Errata template:

Card name:

Where on the card errata is made - "Card text. *Italic text* denotes any errata from the original printed text."

CHAOS ERRATA

PANDORA PRIME

Chaos Obliterators:

Ability - "**T**: This unit gets +d6 firepower. Once per BA. If you roll a 6 when using this unit's ability *and this unit is shooting*, **rally** this unit."

Chaos Thunderhawk:

Keyword - "**Flyer**" has been added.

Command Line - "**BA: Infiltrate** one of your face-up units from another sector. Your enemy may do the same. *If they do, lock one enemy unit.*"

Daemon Prince:

Command Line - "**BA** Discard any number of cards: Rally *up to* one daemon unit for each card you discarded."

Khorne Tower of Skulls:

Ability - "**Assault**: Roll. Your enemy rolls as well. If you rolled higher, destroy a number of enemy units *up to* the difference in rolls."

Maxmillian, Demi Priest:

Faction Symbol - *Tzeentch*

Nurgle Plague Engine:

Ability - "**R** Lock: After your enemy fails a test, lock a number of enemy units *up to* the number rolled."

Plague Marines:

Command Line - "**R**: After you destroy an enemy unit *by shooting or assaulting*, take another BA."

Artist - Michael Phillippi.

The Corrupted:

Command Line - "**R**: After your enemy fails a test, lock a number of enemy units *up to* the number rolled."

Thousand Sons:

Faction Symbol - *Tzeentch*

Tzeentch Pink Horrors:

Ability - "**T**: This unit gets +d6 firepower. *Once per BA*. If you roll a 3+ using this ability, lock one of your other infantry units."

Veteran Raptors:

Ability - "**R**: After this unit destroys an enemy unit *by shooting or assaulting*, take another BA."

World Eaters Space Marines:

Ability - "**R** (3+): After this unit destroys an enemy unit *by shooting*, take another BA."

DELOS

Subjugator Titan:

Faction Symbol - *Slaanesh*

ELDAR ERRATA

PANDORA PRIME

Jetbike Squad Bahrari:

Command Line - "**R**: After you destroy an infantry unit *by assaulting*, **rally** up to two vehicle units."

Ralahir:

Command Line - "**BA** (4+): Shoot with *one of your* locked units. Replace that unit's firepower with its speed."

Rangers:

Ability - "**T** (6+): This unit gets +4 firepower. *If this unit is shooting*, **rally** this unit. Once per BA."

Vampire Raider:

Command Line - "**R** (5+): After a charging unit is destroyed, charge *one of your* assault units."

Vyper Squad Kahli:

Ability - "**T** (4+): This unit gets **counterattack**. *Once per BA*."

GENERIC ERRATA

PANDORA PRIME

Bunker Complex:

Ability - "**R**: After your enemy locks a unit to shoot with it, that unit's controller rolls. On a 2 or less, that unit's firepower is reduced to 0."

Command Bunker:

Command Line - "**BA** (3+): Lock *any number of enemy units*, up to the number of cards in your enemy's hand. **Rally** two enemy units locked this way."

Tectonic Stabilizer:

Ability - "**BA**: Destroy all fortifications. **Infiltrate** a number of line units from your hand up to the number of fortifications destroyed this way."

ORKS ERRATA

PANDORA PRIME

Ork Fleet card:

Game text - "After setup at a battle you chose, you take the first BA if you have more units than your enemy."

Bad Moon Boyz:

Command Line - "**BA** Discard the top two cards of your deck: Destroy up to one enemy unit for each character discarded this way."

Big Watts, Mekboss:

Faction Symbol - *Goff*

Boss Zagstruck:

Ability - "**R**: While this character is locked, after you destroy one or more units by assaulting, take another BA."

Goff Boyz:

Ability - "**R**: After this unit destroys an enemy unit by shooting, take another BA."

Sneaky Gits:

Keyword - "**Gretchin**" is added.

Keyword - "**Line**" is removed.

Veteran Skarboyz:

Ability - "**R** Discard a card with a die of 2+: After this unit destroys an enemy unit by shooting, **rally** this unit and take another BA."

SIEGE OF MALOGRIM HIVE

Ghazghkull's Boss Boys:

Command Line - "**BA**: Turn all of your face down cards face-up. Take another BA if you have one or more characters at this sector."

SPACE MARINES ERRATA

PANDORA PRIME

Captain Miller:

Faction Symbol - *Blood Angels*

Chaplain Darmus:

Ability - "**BA** Lock, (2+): Charge up to two of your ready assault units."

Sgt. Ragnar's Squad:

Command Line - "**BA** Lock one of your troop capacity units, (3+): **Rally** all of your infantry units."

Warhound Titan:

Ability - "**E**: You get +1 flag if you have more cards in your hand than your enemy."

DELOS

Hergrimr - Land Raider:

Ability - "**Assault**: Charge up to two of your locked infantry assault units."

Ragnar Blackmane:

2nd Ability - "**R Rally**, (3+): After you lock a Space Wolves unit to assault, that unit gets "**Assault: 8**" until the end of this BA. *Only usable while this character is locked.*"

SIEGE OF MALOGRIM HIVE

Squad Duranthor:

Ability - "**Assault:** Deal 1 damage to up to d6 enemy units and characters."

IMPERIAL GUARD ERRATA

CORONIS

Salamander Command Vehicle:

Ability - "**E:** While this unit is ready, it gets +1 flag for each of your other non-flag units."

TYRANID ERRATA

INVASION OF VERDICON

Ancient Kraken:

Ability - "**BA** (5+): **Rally** this unit. If you fail this test, move this unit to another sector. If you cannot move this unit to another sector, destroy this unit.

DARK ELDAR ERRATA

SIEGE OF MALOGRIM HIVE

Agr'haas - Warp Beasts:

Ability - "**R:** After you charge another Wych unit, charge this unit. Only usable if you have a Troop Capacity unit."

Jamila - Wyches:

Ability - "**R:** After this unit charges, charge *one of your other* Wych assault unit."