



ARMOURED CLASH

RULEBOOK

ERRATA, v1.04



This section lists any errata that have been found in *Version 1.03 (and earlier)* of the Armoured Clash Rulebook. You can find your rulebook's version number at the bottom of its front cover.



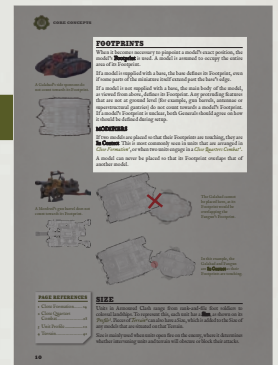
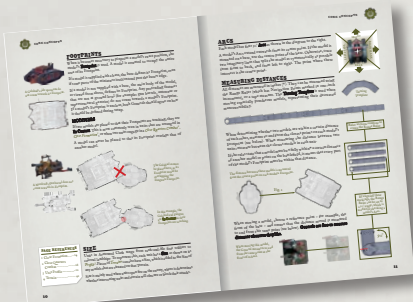
PAGE 10 - FOOTPRINTS

The latter two paragraphs have been amended to make the footprints of units with flight bases easier to determine. They should now read:

If a model is supplied with a base, the base defines its Footprint, even if some parts of the miniature itself extend past the base's edge.

If a model is not supplied with a base, the main body of the model, as viewed from above, defines its Footprint. Any protruding features that are not at ground level (for example, gun barrels, antennae or superstructural gantries) do not count towards a model's Footprint. If a model's Footprint is unclear, both Generals should agree on how it should be defined during setup.

Fixed in version 1.04.





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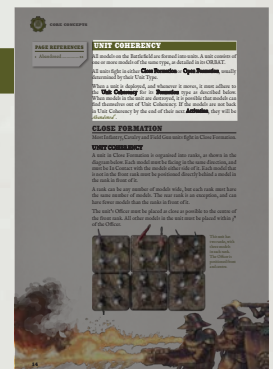


PAGE 14 - UNIT COHERENCY

A sentence is missing from the end of this section. The final paragraph should read:

The unit's Officer must be placed as close as possible to the centre of the front rank. All other models in the unit must be placed within 3" of the Officer.

Fixed in version 1.01.

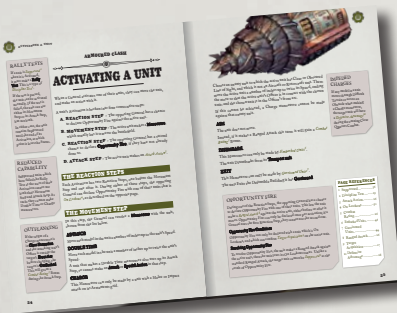


PAGE 17 - CHECK VISIBILITY

A sentence has been added to this section, after the first. It reads as follows:

Target Acquisition cannot be confirmed if any models in the enemy unit are In Contact with friendly models.

Fixed in version 1.04.

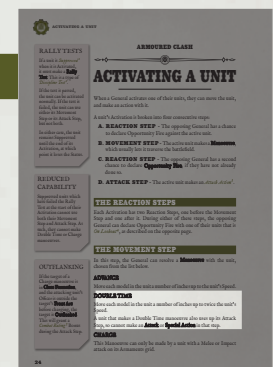


PAGE 24 - DOUBLE TIME

The second paragraph of the Double Time manoeuvre has been omitted. It should read:

A unit that makes a Double Time manoeuvre also uses up its Attack Step, so cannot make an Attack or Special Action in that step.

Fixed in version 1.01.



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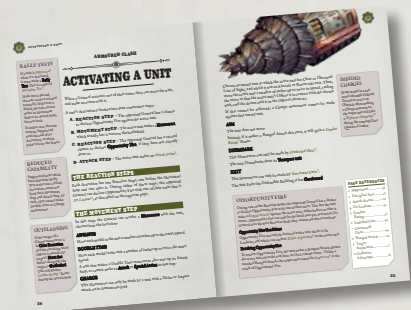


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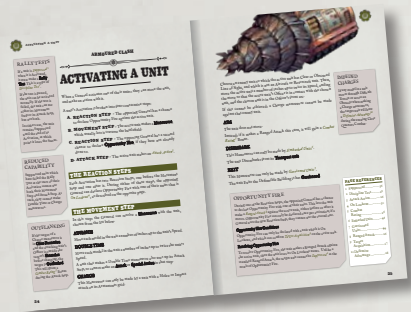
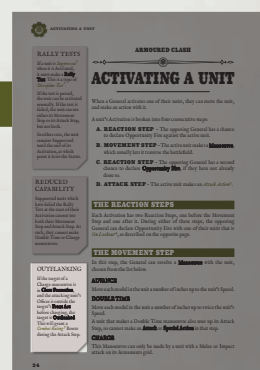


PAGE 24 - OUTFLANKING

The first sentence of this boxout should be amended to the following:

If the target of a Charge manoeuvre is in Close Formation, and the attacking unit's Officer is outside the target's Front Arc before charging, the target is **Outflanked**.

Fixed in version 1.01.

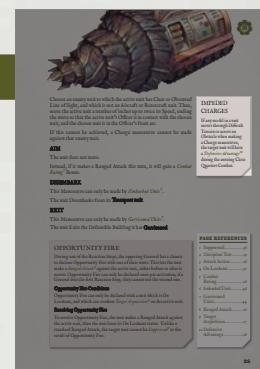


PAGE 25 - IMPEDED CHARGES

This rule should apply to Obstacles as well as Difficult Terrain. Amend the text at the start of the boxout to:

If any model in a unit moves through Difficult Terrain or across an Obstacle when making a Charge manoeuvre

Fixed in version 1.01.





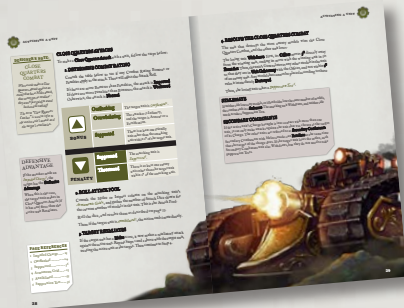
ARMOURED CLASH



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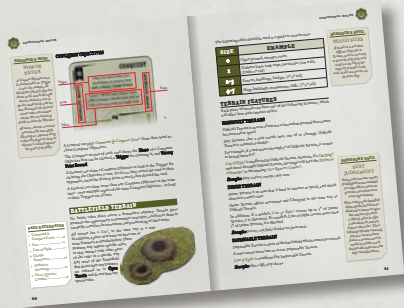
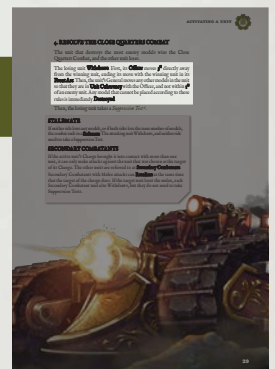


PAGE 29 - 4. RESOLVE THE CLOSE QUARTERS COMBAT

As written, this section can cause confusion in some circumstances. The second paragraph needs to be replaced with the following:

The losing unit **Withdraws**. First, its **Officer** moves 3" directly away from the winning unit, ending its move with the winning unit in its **Front Arc**. Then, the unit's **General** moves any other models in the unit so that they are in **Unit Coherency** with the **Officer**, and not within 1" of an enemy unit. Any model that cannot be placed according to these rules is immediately **Destroyed**.

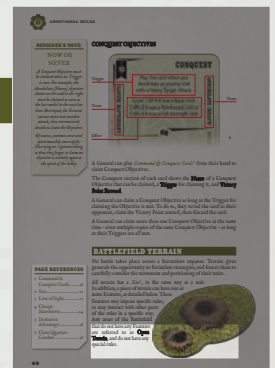
Fixed in version 1.01.



PAGE 40 - BATTLEFIELD TERRAIN

The **Elevation** section on page 40 (the "Elevation" header itself, and the two lines of text at the bottom of the page) should be removed entirely.

Fixed in version 1.01.

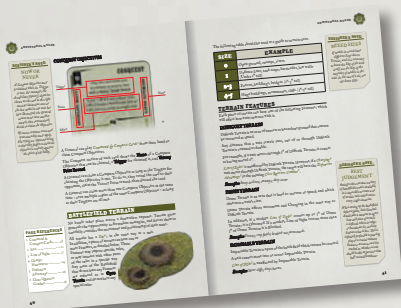




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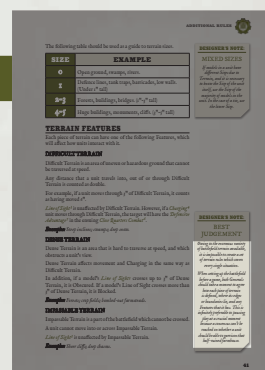


PAGE 41 - ROLLING HILLS

The “Rolling Hills” designers’ note boxout should read:

Hills can be represented on the tabletop in a number of different ways. Where appropriate, it can be helpful to divide them into “levels”, and use a different Size for each level. For example, the crest of a Hill might be Size 2, while its lower slopes are Size 1. As long as both Generals have the same information at the start of the game, all is well.

Fixed in version 1.01.



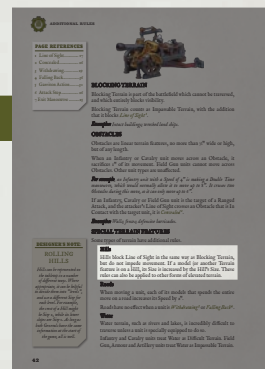
PAGE 42 - SPECIAL TERRAIN FEATURES

The following section should be added to Special Terrain Features, before Roads:

Hills

Hills block Line of Sight in the same way as Blocking Terrain, but do not impede movement. If a model (or another Terrain Feature) is on a Hill, its Size is increased by the Hill’s Size. These rules can also be applied to other forms of elevated terrain.

Fixed in version 1.01.





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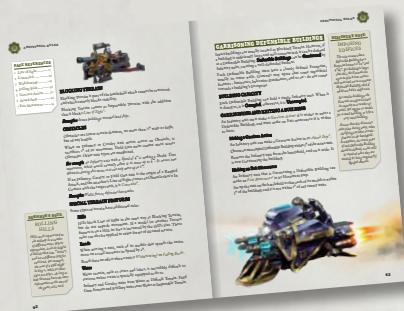


PAGE 43 - BUILDING CAPACITY

“With up to twelve models” should be removed, so the first sentence simply reads:

Each Defensible Building can hold a single Infantry unit.

Fixed in version 1.01.



PAGE 43 - IMPOSING EDIFICES

The first two paragraphs of this boxout should read:

The rules assume that a Defensible Building has a Footprint between 2"x2" and 4"x4". If a building is larger than this, the Generals can agree to split it into sections and treat each one as a separate Defensible Building, each of which can hold a single unit.

For smaller buildings, the Generals can agree to limit its capacity to a number of models. We suggest 12 models for a small building, or 8 for a very small building.

Fixed in version 1.01.



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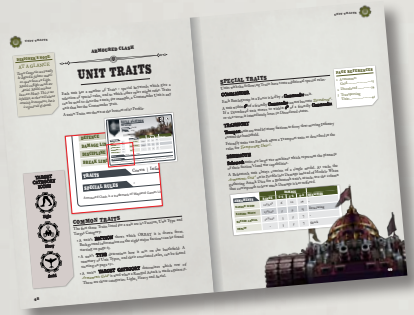


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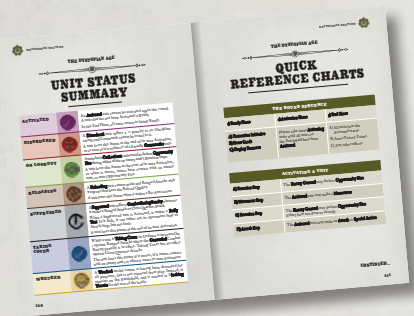
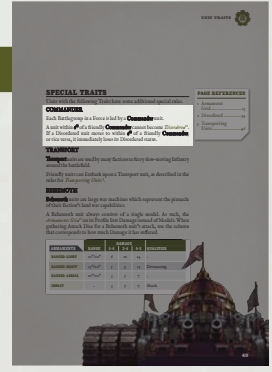


PAGE 49 - COMMANDER

In the second paragraph, both instances of 10" should be 6". The paragraph should read:

A unit within 6" of a friendly Commander cannot become Disordered. If a Disordered unit moves to within 6" of a friendly Commander, or vice versa, it immediately loses its Disordered status.

Fixed in version 1.02.

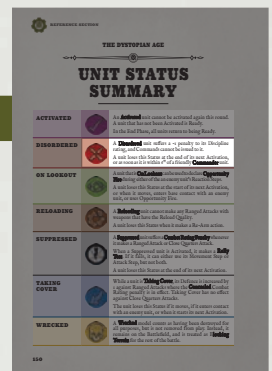


PAGE 150 - DISORDERED

The first line of the second paragraph is missing a word. The paragraph should read:

A unit loses this Status at the end of its next Activation, or as soon as it is within 6" of a friendly Commander unit.

Fixed in version 1.02.

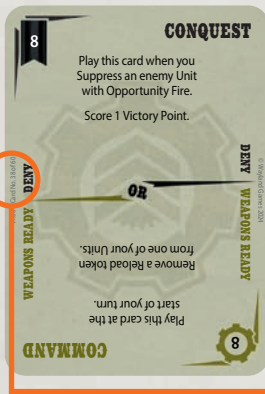




ARMOURED CLASH

COMMAND & CONQUEST CARDS

ERRATA, v1.04



Each card in the Command & Conquest deck has a number, as shown *(to the left)*. Any errata for the cards will refer to their specific card numbers, to make it easier to identify them.



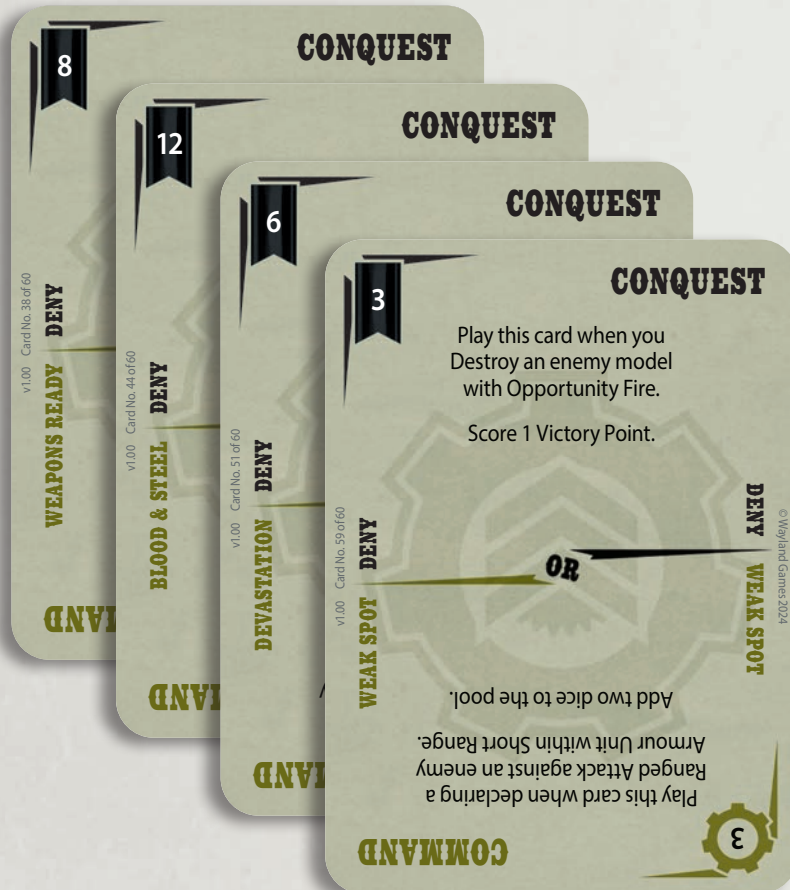
Fixed in version 1.01.

CARDS 38, 44, 51, 59 "DENY" CONQUEST OBJECTIVE

This Conquest Objective awards a Victory Point for Suppressing an enemy unit with Opportunity Fire, which is not possible. Change the text of the "Deny" Conquest objective to:

Play this card when you Destroy an enemy model with Opportunity Fire.

Fixed in version 1.01.



CARD NO. 38

8 **CONQUEST**

Play this card when you Destroy an enemy model with Opportunity Fire.

Score 1 Victory Point.

WEAPONS READY **DENY** **OR** **WEAPONS READY**

Remove a Reload token from one of your Units.

Play this card at the start of your turn.

COMMAND **8**

v1.00 Card No. 38 of 60 © Warlord Games 2024

CARD NO. 44

12 **CONQUEST**

Play this card when you Destroy an enemy model with Opportunity Fire.

Score 1 Victory Point.

BLOOD & STEEL **DENY** **OR** **BLOOD & STEEL**

A Unit of your choice recovers one Damage.

Play this card at the start of your turn.

COMMAND **12**

v1.00 Card No. 44 of 60 © Warlord Games 2024

6 **CONQUEST**

Play this card when you Destroy an enemy model with Opportunity Fire.

Score 1 Victory Point.

DEVIATION **DENY** **OR** **DEVIATION**

Play this card before rolling the dice for a Ranged Attack by one of your Artillery Units.

If the target makes a Suppression test, it suffers a -2 Discipline modifier.

COMMAND **6**

v1.00 Card No. 51 of 60 © Warlord Games 2024

3 **CONQUEST**

Play this card when you Destroy an enemy model with Opportunity Fire.

Score 1 Victory Point.

WEAK SPOT **DENY** **OR** **WEAK SPOT**

Play this card when declaring a Ranged Attack against an enemy Armour Unit within Short Range.

Add two dice to the pool.

COMMAND **3**

v1.00 Card No. 59 of 60 © Warlord Games 2024

CARD NO. 51**CARD NO. 59**