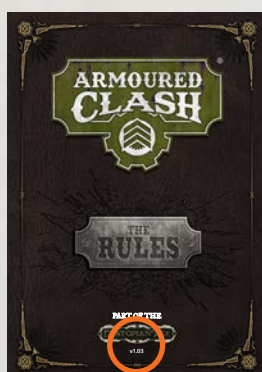




ARMOURED CLASH

RULEBOOK

ERRATA, v1.03



This section lists any errata that have been found in *Version 1.02 (and earlier)* of the Armoured Clash Rulebook. You can find your rulebook's version number at the bottom of its front cover.

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.

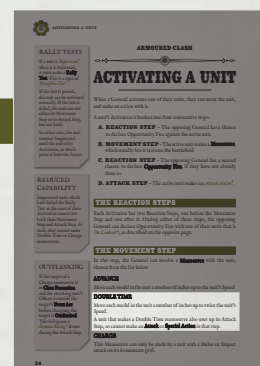


PAGE 24 - DOUBLE TIME

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.



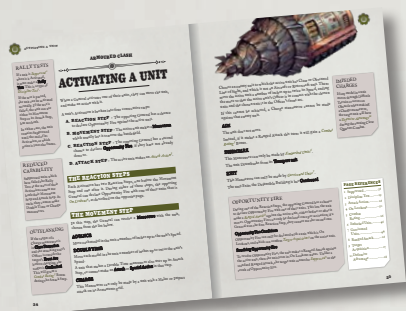


ARMOURED CLASH

RULEBOOK

ERRATA, v1.03

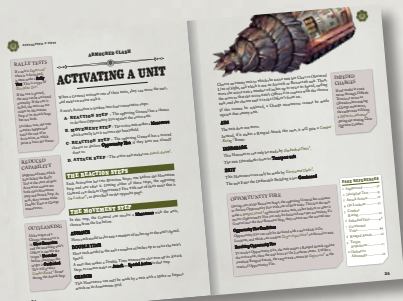
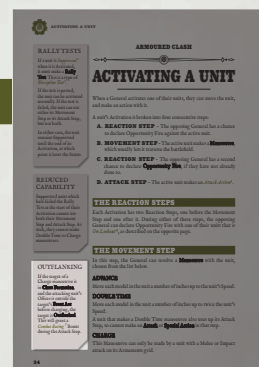
CONTINUED



PAGE 24 - OUTFLANKING

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

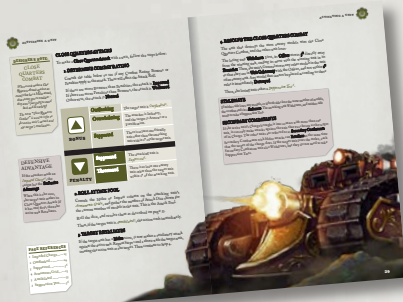
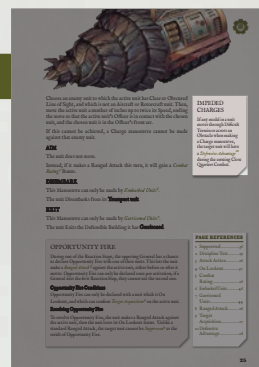
If the target of a Charge manoeuvre is in Close Formation, and the attacking unit's Officer is outside the target's Front Arc before charging, the target is **Outflanked**.



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



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**.





ARMOURED CLASH

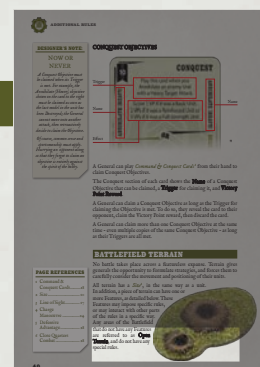
RULEBOOK

ERRATA, v1.03

CONTINUED

PAGE 40 - BATTLEFIELD TERRAIN

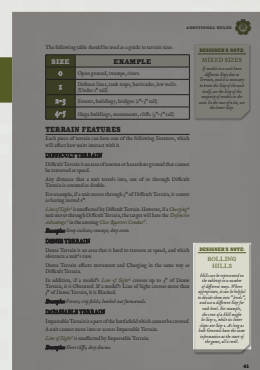
The Elevation section on page 40 (the “Elevation” header itself, and the two lines of text at the bottom of the page) should be removed entirely.



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.

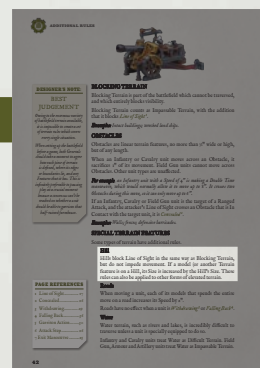


PAGE 42 - SPECIAL TERRAIN FEATURES

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.





ARMOURED CLASH

RULEBOOK

ERRATA, v1.03

CONTINUED



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.



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.

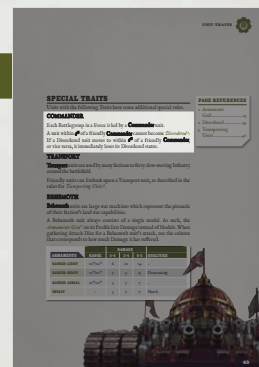


PAGE 49 - COMMANDER

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.



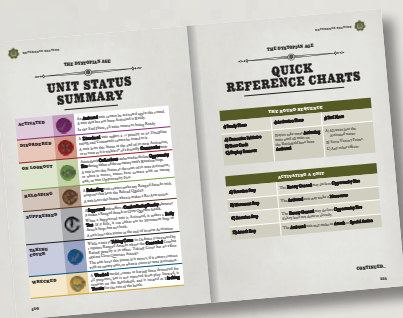


ARMOURED CLASH

RULEBOOK

ERRATA, v1.03

CONTINUED

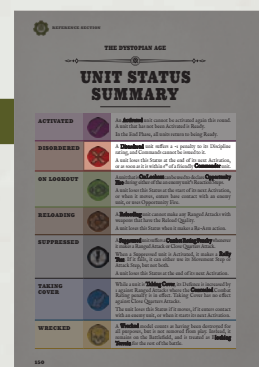


PAGE 150 - DISORDERED

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.





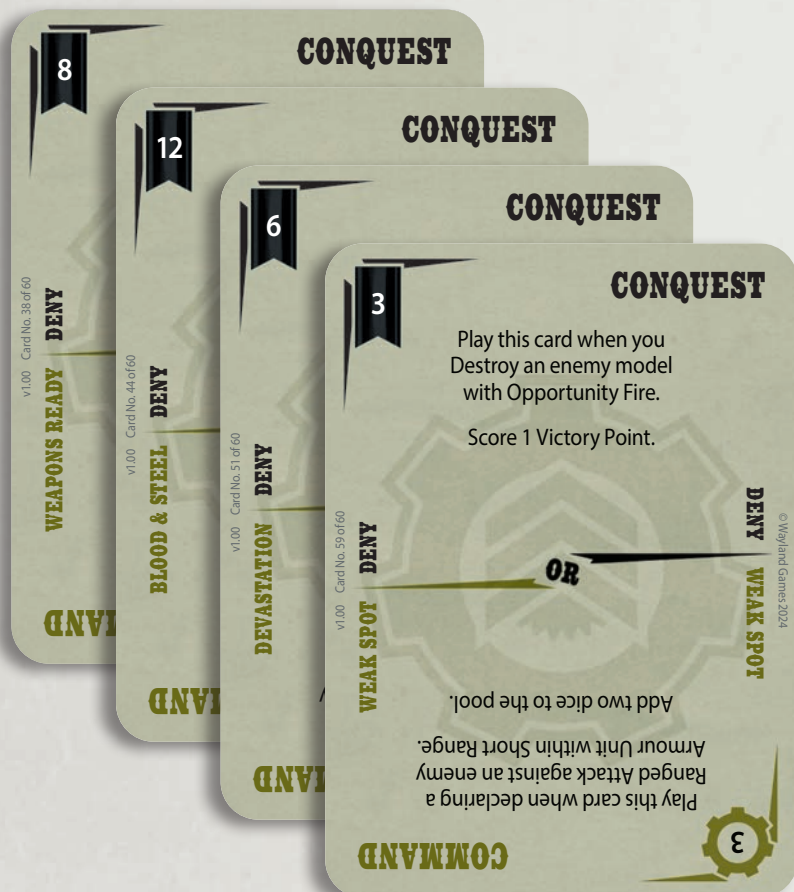
ARMOURED CLASH

COMMAND & CONQUEST CARDS

ERRATA, v1.03



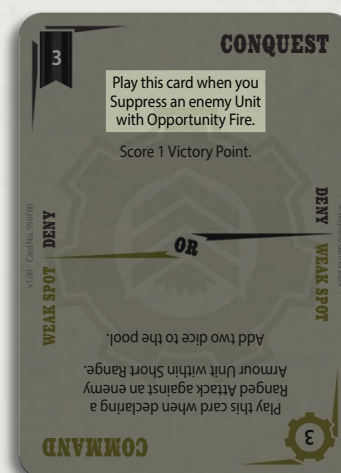
Each card in the Command & Conquest deck has a number, as shown (*to the left*). Any errata for the cards will refer to their specific card numbers, to make it easier to identify them.



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.



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

DENY

WEAPONS READY

Play this card at the start of your turn.

Remove a Reload token from one of your Units.

COMMAND

8

v1.00 Card No. 38 of 60

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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

DENY

BLOOD & STEEL

Play this card at the start of your turn.

A Unit of your choice recovers one Damage.

COMMAND

12

v1.00 Card No. 44 of 60

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6

CONQUEST

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

Score 1 Victory Point.

DEVASTATION

DENY

OR

DENY

DEVASTATION

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

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3

CONQUEST

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

Score 1 Victory Point.

WEAK SPOT

DENY

OR

DENY

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

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CARD NO. 51

CARD NO. 59