



ERRATA

21 November 2022
V3.04

All Errata have been included in the latest digital version of the rulebook, which has the same revision number as this document. If your printed rulebook has an earlier revision number, apply any changes listed here.

Sections in blue are important or have changed since the 3.03 update.

Page 2 – SKIMMING UNIT

Replace the section with the following:

“This Unit moves over any terrain or Models during its Movement without causing a Collision. After they complete their Movement, Models in this Unit must not be touching any other Models but can be placed on top of terrain. Terrain over which this Model has been Placed is ignored when determining Line of Sight to or from this Model.”

Page 10 – LINE OF SIGHT (LOS)

Replace the first paragraph with the following:

“Line of Sight may be checked at any time. Line of Sight is always drawn from the centre of a Model to the centre of its Initial Target (including a base if it has one). The LOS to the Initial Target is always blocked by an intervening Model or piece of Terrain that has a Mass value equal to or greater than the Initial Target. Even if part of the Model can physically be seen over the top of such intervening Terrain or Models, it is still blocked. If the Line of Sight to the centre of an Initial Target is blocked but LOS can be drawn to another part of the Initial Target to the side of intervening Terrain or Models, then the Initial Target is still in LOS for the Attack. In such cases, the Initial Target is treated as Obscured for the duration of that Attack. *See Obscured (p.10).*”

Page 27 – MAINTENANCE

Add this sentence to that start of the section:

“Remove all remaining SRS tokens from the Play Area.”



ERRATA

02 September 2022
V3.03

All Errata have been included in the latest digital version of the rulebook, which has the same revision number as this document. If your printed rulebook has an earlier revision number, apply any changes listed here.

Page 1 – TRAITS

Replace the first paragraph with the following:

“These are important keywords that associate those Traits to this Unit. Examples include the Unit’s Faction, nomenclature, nation etc

POSITION TRAITS: These particular Traits identify how the Unit interacts with the Play Area. From simply floating on the water, to operating on the ground, in the air or submerged under the surface. For example, a rule that applies to a Submerged Unit will apply to all Units with the Submerged Unit Trait. The Position Traits are as follows:

SURFACE UNIT: Most of the Units in Dystopian Wars are waterborne ships. These Units cannot move over Terrain such as Land and will suffer a Collision if they come into contact with it.”

Page 1 – AERIAL UNIT

Replace the last sentence the following:

“Occasionally a Model that does not have the Aerial Unit Trait would temporarily find itself underneath a Model that has the Aerial Unit Trait. In these rare instances, you may temporarily remove the Aerial Model for ease of play, complete the other Model’s Movement and then, once it reaches its Final Position, Replace the Aerial Unit. *See Placing and Replacing (p.2)*.

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 10 – MEASURING

Replace the third sentence with the following:

“Measuring is always between the closest points of Models, Units, or Tokens.”

Page 2 – SHORT RANGE SQUADRONS (SRS) TOKENS

Remove this section and replace with the following:

“PLACING AND REPLACING: Occasionally Models or Tokens are Replaced or Placed in a new location in the Play Area as a result of a rule or other interaction. Placing or Replacing a Model is not considered Movement and does not necessarily cause it to be in its Final Position (*p.18 Final Position*). There must be room for the Model (and its base if it has one) in the location in the Play Area that the Model is Placed on. A Model cannot be Placed in Impassable Terrain, outside of the Play Area or within its Drift distance of the edge of the Play Area. A Model cannot be Placed with any part of it overlapping part of another Model. If possible, you must maintain Coherency for the Unit when Placing. When Replacing a Model, the facing and position of the centre of the new Model must be in the same facing and centre of the Model it has Replaced. You must reposition a Replaced Model the minimum distance to avoid touching another Model or Terrain Feature if the Model it Replaces was similarly not in contact with another Model or Terrain Feature.

Page 4 – RE-ROLLING DICE

Replace the last sentence with the following:

“Some rules give you the ability to re-roll one or more dice. This usually means you get to roll one or more dice again. Some re-rolls are forced onto a Dice Pool, and these must always be applied first. Then any optional re-rolls may be applied if the Players choose, starting with the Player with the Initiative. However, no die can be re-rolled more than once, regardless of the reason. Like all modifiers to Action Dice, re-rolls happen before rolling Exploding Dice. As such any additional dice generated cannot be re-rolled.”

Page 4 – FORCES, BATTLEFLEETS AND UNITS

Replace the last sentence with the following:

In Dystopian Wars a Force consists of one or more Battlefleets. All Units included in a Force must be part of a specific Battlefleet. The composition of each Battlefleet available to your Force are detailed in your Faction’s Order of Battle (ORBAT)

A Battlefleet usually consists of a leading Unit, which will have the Flagship Trait, and a number of other Units. Most Players will find that the Faction Battlefleet allows them to include a wide range of Units in their Force, though specific Battlefleets may allow for greater numbers of particular Units or provide special rules. *See Building a Force (p.11)*

Page 8 – SQUADRON KILLER BONUS

Replace the last sentence with the following:

“Consequently, you immediately receive +1 Victory Point for each Unit of multiple Models 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 9 – WEAPONRY

Add after the third paragraph the following:

“In rare instances during the Shooting Step, an Initial Target may be in two Fire Arcs for an attacking Model. Declare which Fire Arc the Target will be considered to be in for each of the Models in the In Play Unit. *See Shooting Step (p.19)*.”

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 11 – BATTLEFLEETS:

Add the following after the second paragraph:

“Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:

- You cannot include more than one of any specific Unit.
- You cannot include more than one Unit with the Flagship trait.
- In addition to the Flagship, you cannot include more than one Unit with the Aerial Unit Position Trait.
- In addition to the Flagship, you cannot include more than one Unit with the Submerged Unit Position Trait.
- Any Units forming Attached Units must come from the same Battlefleet.”

Page 11 – UNIT UPGRADES

Replace the section with the following:

“Many Units have access to upgrades in their Faction ORBAT which enable players to add different weapon systems, generators, escorts, and a host of refinements. Refer to your Faction ORBAT for specific rules and points costs for upgrading Units.”

Page 12 – VICTORY & VALOUR CARDS

Add the following after the second paragraph:

“Certain Victory Conditions may require Crippling all the Models in a Unit to score the points. This is awarded when only Crippled Models remain in a Unit (of course some Models in the Unit may have already been destroyed). Victory Conditions are resolved immediately when they occur. So, in the same example, if an Attack cripples and then destroys a Unit, the points would be awarded the instant the Unit is crippled. If the Unit is later repaired or somehow returned to play, the Victory Condition and points are still scored, and any future Attacks on that Unit may potentially earn victory points from other cards or Victory Conditions. A player can play any number of cards for Victory once a specific objective has been achieved. The player is immediately awarded the Victory Points indicated on the cards. Though small in number, these Points accumulate as further victories are achieved. Though achieving the main objective for the Encounter will provide the lion’s share of the Victory Points in a game, it is possible that a player that seeks these minor victories above all other concerns might still win the Encounter.”

Page 12 – VICTORY & VALOUR CARDS

Replace the fourth paragraph with the following:

“At the other end of the card is its Valour Effect. The bonus provided by Valour is immediate and is achieved at the expense of the Victory Points that may otherwise have been obtained. A player may apply as many Valour Effects as they wish but each Player may only apply a single Valour Effect to each Action (a Unit’s Movement, a Shooting Attack, an Assault etc). Valour Effects often provide a bonus to an Attribute for an Activation or can even change the results of Action Dice during an attack. Some rules allow Units to make an Action as a Valour Effect. This means the Player plays a card from their hand to make the Valour Effect as normal, but the rule replaces the Valour Effect text on the card. Valour Effects can be cancelled as outlined below. See *Crossing the T* (p.19)

CANCEL VALOUR EFFECTS: Some special rules specifically enable a Player to Cancel Valour Effects. Unless stated otherwise, to Cancel a Valour Effect, you must discard a number of Victory & Valour cards from your hand with combined Initiative numbers that exceed the value of the Initiative number on the Valour card being cancelled. The cancelled card is then discarded, and its effect ignored. Note: You cannot Cancel Valour Effects without a rule that specifically allows you to do so.”

Page 13 – RESERVES

Replace the first three sentences in the first paragraph with the following:

“When deploying their Force, a player may choose to keep back up to half the number of Units in their Force as Reserves. Some Units must be placed in Reserve. These are always in addition to the limitations detailed here. Unless otherwise noted, Units containing Models with a Speed of zero may not be placed in Reserve.”

Page 13 – RESERVES

Replace the third paragraph with the following:

“The Encounter describes the deployment zones, usually shaded in red and on the opposite sides of the Play Area from each other. Submerged Units are always the last Units to be deployed.”

Page 14 – VICTORY POINTS

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

“In addition to these Encounter-specific methods, players can 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 14 – VICTORY POINTS

Replace the second paragraph with the following:

“From the third Round onwards, if one player no longer has any Models in the Play Area by the Check for Victory Step in the End Phase, their opponent scores an additional 5 Victory Points, and the game immediately ends.”

Page 15 – DRAW VICTORY & VALOUR CARDS:

Replace the table with the following:

FORCE POINT LIMIT	HAND SIZE
749 or less	4
750 to 1499	5
1500 to 1999	6
Every Additional 1000	+1

Page 16 – LAUNCH SRS TOKENS:

Replace the second sentence with the following:

“Any number of the available Tokens may be placed in Base Contact of a friendly or enemy Model within 40” of the Model with the SRS Capacity rule.”

Page 18 – DISENGAGING

Replace the section with the following:

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

Page 16 – SHOOTING STEP

Insert at the end of the section the following:

“CROSSING THE T: Any Surface Unit or Skimming Unit may make the following Action as a Valour Effect in their Activation. In Attacks where the Lead weapon has the Broadside Quality and is in the Fore or Aft Arc of the Initial Target, the Attacking Unit may Support with weapons that have the Gunnery Quality. In such an Attack, ignore all the Qualities stated for the Gunnery and Broadside weapons. The Dice Pool instead has the Sustained Quality. See *Valour Effects* (P.12)”

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. Regardless of the source, when a Critical Damage Marker is applied to a Model that already has that specific Marker, the duplicated result is cancelled, and a Catastrophic Explosion is applied instead.”

Page 21 – MASS 1 MODELS

Replace the paragraph with the following:

“A Model with a Mass of 1 is immediately destroyed should an Attack against it cause a number of Hits equal to or greater than its Citadel Attribute.”

Page 21 – CATASTROPHIC EXPLOSION

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

“Should the number of Hits of an Attack be enough to double (or more) the value of its Citadel, in addition to Critical Damage caused by the Attack, affected Model suffers a Catastrophic Explosion. A Model suffering a Catastrophic Explosion receives two points of Damage and a Level of Disorder. It is possible for a Model to suffer from multiple Catastrophic Explosions as the Attack may also generate duplicate Critical Damage Markers.”

Page 21 – LASTING EFFECTS

Remove the last paragraph

Page 21 – SHREDDED DEFENCES

Replace the second sentence with the following:

“While a Model has this Marker, it has a Defence Attribute (ADV and SDV) of zero. The Defence Attribute cannot be changed from zero while it has the Shredded Defences Critical Damage Marker.”

Page 21 – STURGINIUM FLARE

Replace the first and second sentences with the following:

“This Model suffers a Point of Damage and moves a number of inches equal to their Mass directly forward. Any Tokens in base contact with this Model are remain in base contact. This unexpected movement may move the Model outside of declared weapon’s Fire Arcs and cause them to automatically miss.”

Page 22– MAGAZINE EXPLOSION

Replace the first sentence with the following:

“This Model and all other Models within 4” suffer a Point of Damage.”

Page 22– REACTOR LEAK

Replace the section with the following:

“This Model receives a Reactor Leak Critical Damage Marker and a Disorder Condition. While a Model has this Marker, it receives -2 to its Citadel and speed Attributes.”

Page 22 – GENERATOR SHUTDOWN

Replace the final sentence and reference with the following:

“If the Model does not have a Generator, it receives a Level of Disorder. See your Faction’s ORBAT for details on Generators.”

Page 23– DEFENCES:

Replace the sixth paragraph with the following:

“DEFENCE ACTION DICE POOL: When using Defences, each Model in the same Unit within 4” of the Initial Target (and with at least 1 in the relevant Defence), adds +1 die to the Defence Action Dice Pool. This does not prevent those same Models from being able to use Defences themselves during the same Activation. The Initial Target may discard one or more friendly Short Range Squadron (SRS) Tokens in base contact with it to receive +3 dice to its Defence Action Dice Pool for each Token discarded. See *SRS Actions* (p.31)

Page 23– LAUNCHING AN ASSAULT:

Replace the section with the following:

“Any Unit that begins the Assault Step of its Activation with one of its Models within 4” of an enemy Model may launch an Assault against it. The selected enemy Model is the Initial Target of the Assault. The Model making the Assault is known as the Assaulting Model. A Model may only launch a single Assault during its Activation, if a Model launches an Assault, it may not Support an Assault in that Activation.

All Models in an Assault must have matching Position Traits unless with the following exceptions: Submerged Units can also Assault Surface Units. Skimming Units can Assault Surface Units and Ground Units. Aerial Units can Assault all Units except Submerged Units.”

Page 24– INTO THE FRAY:

Replace the second and third sentences with the following:

“The Assaulting Model may discard one or more friendly Short Range Squadron (SRS) Tokens in base contact with it to receive +1 dice to its Action Dice Pool for each Token discarded.

In addition, instead of launching their own Assaults, any Model within 4” of the Initial Target of the Assault and in the same Unit as the Assaulting Model may support the Assault with +2”

Page 24– DEFENDING THE CITADEL

Replace the second paragraph with the following:

“The Initial Target adds a number of Action Dice to their Defence Action Dice Pool equal to the Model’s Citadel value and the higher of its Submerged Defence or Aerial Defence values. If the Assaulting Model is an Aerial Unit or a Submerged Unit then that corresponding Defence value must be used even if it is not the higher value.

The Initial Target may discard one or more friendly SRS Tokens in base contact with itself to receive +3 dice to its Defence Action Dice Pool for each Token discarded. Each Escort Token provides +1 Action Dice to an Escorted Model’s Defence Action Dice Pool when it is Defending from an Assault. See *Escort Tokens* (p.32), *Short Range Squadrons* (p.30)

After rolling all of the dice in the Defence Action Dice Pool, each Counter counts as one Counter and each Heavy Counter counts as two Counters. “

Page 24– ASSAULT RESULT TABLE

Replace the table with the following:

RESULT	ASSAULT OUTCOME
3+ Counters	Counter Assault: The Assaulting Model suffers a Point of Damage and a Disorder Condition.
Draw or 1 to 2 Counters	Driven Back: Both Models suffer a Disorder Condition
1 to 3 Hits	Havoc: The Target receives a Point of Damage and a Disorder Condition.
4 to 5 Hits	Brutal: The Target receives a Critical Damage roll, a Point of Damage and a Disorder Condition.
6 to 7 Hits	Catastrophic: The Target receives a Critical Damage roll and a Catastrophic Explosion.
8+ Hits	Carnage: The Target receives a Critical Damage roll and two Catastrophic Explosions.

Page 24

Add the following after the Assault Result table:

“REPAIR STEP

Repairs are made at the end of each Unit’s Activation. Players may attempt to repair any Critical Damage or Disorder Conditions that their Models are suffering from by making a Repair Test. To perform a Repair Test, for each Model that has a Critical Damage Marker or a Level of Disorder, roll a number of Action Dice equal to its Mass Attribute. For every Counter or Heavy Counter rolled the player may either remove a Critical Damage Marker or reduce its Disorder Level by 1. In this way, the Unit’s controlling player can prioritise the Repair of specific Critical Damage or Disorder on each Model.”

Page 26 – INTERCEPTION

Replace this section with the following:

“As the attacking SRS Tokens prepare to make their Attack Run, the Attack Run Target may use its Aerial Defences to drive off or destroy its attackers. Create an Interception Dice Pool using the ADV of the Attack Run Target and all the usual bonuses to Defence Action Dice Pools like this, such as having friendly Models within 4” of the Attack Run Target, an Escorted Unit etc.

Any SRS Tokens that are defending the Attack Run Target and are in base contact may each contribute 3 dice to the Interception Dice Pool.

This is a type of Defence roll. Roll the dice and for every three Counters remove an attacking SRS Token from base contact with the Attack Run Target. All remaining SRS Tokens in base contact that are friendly to the Attack Run Target are then removed.”

Page 26 – ATTACK RUN

Replace this section with the following:

“Each attacking SRS Token in the stack making the Attack Run adds 3 Dice to the Action Dice Pool. The Attack has the Piercing Quality. Roll the dice and resolve any Hits as normal against the Attack Run Target’s Hull and Citadel. Discard all SRS Tokens in the Attack Run once complete.

WEIGHT OF FIRE: If the number of SRS Tokens in the Attack Run is double or greater than the Mass of the Attack Run Target, blank results in the Action Dice Pool may be re-rolled.

TORPEDO ATTACK: All the SRS Tokens making an Attack Run may choose to make it a special kind of Attack Run called a Torpedo Attack. This is resolved exactly like a normal Attack Run except the Attack has the Piercing, Torpedo and Submerged Qualities. The Attack Run Target counts as being more than 5” away from the SRS Tokens for the purposes of the Torpedo Quality. Attack Run Targets may use its SDV against the Torpedo Attack.”

Page 27 – REPAIR

Replace the section with the following:

“Jury-Rigged Repair: Players may attempt a Jury-Rigged Repair in Initiative Order. This allows Critical Damage Markers or Levels of Disorder to be removed from Models in each Unit. Each Player may roll an Action die for each Marker or level of Disorder on which they wish to attempt a Jury-Rigged Repair. On a result of a blank, the Model takes a point of damage, and the Marker or Level remains unchanged. On a result of an Exploding Hit, the Marker or Level is removed, and the Model does not suffer any damage. On any other die result, the Marker or Level is removed, and the Model suffers a point of damage. A Jury Rigged Repair may only be attempted on each Marker or Level once per Round. If the damage causes the Model to be crippled or destroyed, the result is considered to have been caused by the closest enemy Model for the purposes of Victory Conditions.”

Page 27 – CHECK FOR VICTORY

Replace the third sentence with the following:

“From the third Round onwards, if one player no longer has any Models in the Play Area by this Step in the End Phase, their opponent scores an additional 5 Victory Points, and the game immediately ends.”

Page 28 – DISORDER CONDITIONS

Remove the final paragraph headed *Navigation Lock*.

Page 29 – COLLISIONS

Replace the third paragraph with the following:

“A Unit can usually only collide or be collided with by another Unit that shares the same Position Trait. Aerial Units, Submerged Units and Models without matching Position Traits should pass through each other unimpeded but still may not end the Movement Step in contact with another Model. See Position Traits (p.1), Final Position (p.18)”

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 29 – RAMMING

Replace the second paragraph with the following:

“A Unit can only Ram or be Rammed by another Unit that shares the same Position Trait unless it has a special rule giving it that ability.”

Page 29 – RAMMING

Replace the sixth paragraph with the following:

“Finally, once the Ram is complete, the Moving Model player rolls an Action die. On a Hit or Heavy Hit result the Moving Model involved suffers a Point of Damage from the Ram. On an Exploding Hit, it suffers two Points of Damage and a Disorder Condition. Unless they have a weapon with the Ramming Quality, Mass 1 Models that Ram a Model with a Mass of 2 or greater are destroyed on any result except a blank.”

Page 30 – SHORT RANGE SQUADRONS

Replace all references to *Units with Models* and remove the second paragraph

Page 30 – SRS TOKEN (SPECIAL):

Replace the section with the following:

“OTHER TOKEN TYPES: Some Models have rules that allow them to deploy certain kinds of Tokens that replicate some behaviours of SRS Tokens, such as being able to carry out Attack Runs. These are not SRS Tokens, and any rules relating to these different Tokens will be detailed in your Faction ORBAT. It is important to remember that these are not a special kind of SRS Token. They may share certain behaviours with SRS Tokens but only those aspects specifically detailed in their individual rules. Anything that applies to SRS Tokens does not apply to these other kinds of Tokens unless stated in their rules.”

Page 30 – CAPACITY:

Replace the last sentence with the following:

“This has no effect on SRS Tokens already launched.”

Page 30 – LAUNCHING SRS TOKENS:

Replace the first sentence with the following:

“Any number of the available Tokens may be stacked in base contact with a friendly or enemy Model within 40” of the Model with SRS Capacity.”

Page 31 – SRS ACTIONS

Replace the section with the following:

“Depending on the Model the SRS Tokens are in contact with, they will perform a number of actions such as making an Attack Run or Interception in the End Phase.

On an Attack, SRS Tokens are assumed to be a mix of fighters, raiding craft and bombers (carrying torpedoes to deal with Submerged Models). Each attacking SRS Token in the stack making the Attack Run adds 3 Dice to the Action Dice Pool. The Attack has the Piercing Quality. See *SRS Resolution* (p.26)

TORPEDO ATTACK: All the SRS Tokens making an Attack Run may choose to make it a special kind of Attack Run called a Torpedo Attack. This is resolved exactly like a normal Attack Run except the Attack has the Piercing, Torpedo and Submerged Qualities. The Attack Run Target counts as being more than 5” away from the SRS Tokens for the purposes of the Torpedo Quality. Attack Run Targets may use its SDV against the Torpedo Attack.

WEIGHT OF FIRE: If the number of SRS Tokens in the Attack Run is double or greater than the Mass of the Attack Run Target, blank results in the Action Dice Pool may be re-rolled.

At other times during an Encounter when SRS Tokens are in base contact with Models in a Friendly Unit the SRS Tokens represent fighters and support craft on defensive duty. The Player may discard at any time one of these friendly SRS Tokens to receive one of the following benefits to the Model they are in base contact with:

- Add +3 Die to a Defence Action Dice Pool
- Add +1 Die to an Assault Action Dice Pool.”

Page 31 – LONG RANGE SORTIE:

Remove this section.

Page 31 – REMOVING SRS TOKENS:

Ignore references to *Long Range Sorties*.

Page 32 – ESCORTS

Replace all the sections on this page after the first paragraph with the following:

“Certain Units in your Faction Order of Battle (ORBAT) may purchase a number of Escort Tokens and these tokens may take many shapes and sizes. Factions may even have access to special kinds of Escort Tokens with rules outlined in their ORBAT. The Unit with one or more Escort Tokens is called an Escorted Unit. Each time an Escorted Unit moves, you may place the Escort Tokens as desired within 3” of any Models in the Escorted Unit. This placement is for ease of reference rather than any formal coherency as they are Tokens and not Models. As such Escort Tokens do not block line of sight and cannot be collided with or Rammed. Escort Tokens may not be transferred from the Unit they are purchased for.

Units with one or more Escort Tokens in play receive the following benefits:

- One of the Escorted Unit’s Attack Action Dice Pools against an Initial Target within Point Blank Range receives +1 Die for each Escort Token with the Escorted Unit.
- The Escorted Units Defence Action Dice Pools are increased by +1 for each Escort Token with it.
- One Model in the Escorted Unit’s Assault Action Dice Pool is increased by +1 for each Escort Token with it.

REMOVING ESCORT TOKENS: Each time an Escorted Unit suffers a Catastrophic Explosion, remove one Escort Token, in addition to any other damage suffered. Furthermore, each time an SRS Attack Run against the Escorted Unit receives the Weight of Fire bonus, remove one Escort Token. If the Escorted Unit is destroyed, all its remaining Escort Tokens are removed.

ATTACHED UNITS

Certain Units may have a rule that allows them to become Joining Units to another specific Unit (known as the Partner Unit). This is established during Building a Force. These two Units can form an Attached Unit in their Activation Phase. *See Building a Force (p.11)*

When the Joining Unit starts its Activation in Coherency with the Partner Unit, both may Activate simultaneously as an Attached Unit. The Partner Unit cannot have already Activated during the Round if it is to form an Attached Unit for the Activation Phase. Attached Units have the following additional rules:

- Joining Units must attach to the Partner Unit established during Building a Force. Both Units usually have the same Position Traits, although Submerged Units can be Joining Units to Surface Units. They are an Attached Unit during deployment but once deployed remain distinct and separate until their Activation. They are an Attached Unit during deployment but once deployed remain distinct and separate until their Activation.
- Joining Units and Partner Unit's Defence Action Dice Pools are increased by +1 while they are within Coherency of each other, regardless of whether they are an Attached Unit at the time.
- All Models in the Attached Unit are treated as being part of one Unit, for the duration of their joint Activation Phase. When making an Attack, if the Partner Unit and Joining Unit have differing Special Rules that apply to the attack, you always use the Special Rules of the Unit containing the Lead Weapon.
- Each Model in an Attached Unit retains its own rules, Traits, weapons and attributes etc. Only for the purposes carrying out steps of the Activation Phase are they treated as a single entity. Models in Attached Units must try to retain Coherency with each other during their Activation exactly as if they were part of the same Unit.
- If at the end of the shared Activation the Models from the two Units are not in Coherency with each other, they are no longer considered to be in Attached Units until they regain Coherency. At the start of a Round where the Joining Unit is in Coherency with the Partner Unit, they may form an Attached Unit once more.
- Outside of their own Activation Phase, the two Units are not considered an Attached Unit, regardless of whether they are in Coherency. Victory Points scoring always treats these as two separate Units."

Page 33 – CORVETTES

Ignore this section.

Page 33 – THE PLAY AREA

Replace the second paragraph with the following:

The Play Area is divided into four distinct categories to reflect this: Open Water, Treacherous Water, Obstacles and Land. As each player's collection of terrain will vary, discuss before the Encounter what Mass and type each terrain feature will be classified as. Mass 1 Terrain is likely about the size of small ship such as a destroyer or frigate while Mass 3 might be as long as a battleship or as high as a colossus. The important thing is that both players agree.

Any given 24" x 24" area should contain enough terrain to at least add up to Mass 7 if combined. However, you should try not to put terrain in deployment zones unless indicated by the Encounter. Everything else in the Play Area is assumed to be Open Water unless agreed otherwise."

Page 33 – TREACHEROUS WATER

Replace the second sentence with the following:

"Models with the Submerged Unit or Surface Unit Position Traits have their Movement costs double when moving through Treacherous Water."

Page 34 – LAND

Replace the first paragraph with the following:

"These areas are usually at least Mass 5 and are Impassable for all Models with the Submerged Unit or Surface Unit Position Traits.

Common Examples of Land include large islands, shores and beachheads."

Page 34 – OBSTACLES

Replace the last sentence with the following:

"Common Examples of Obstacles include small islands wreckage, sandbars and icebergs.

MINEFIELDS: These are explosive devices placed to defend key objectives such as harbour mouths, landing zones, offshore platforms, or vulnerable flanks. A Minefield is represented by a 2" circular Minefield Marker. The First Model that moves within 2" of a Minefield Marker suffers an Attack with the Magnetic Quality and an Attack Dice Pool equal to ten times their Mass. Remove the Minefield Marker after resolving the Attack. Minefields cannot be triggered or affect Aerial Units or Ground Units unless specific variants are able to be deployed through a special rule (such as Aerial Mine Layer or Landmine Layer) in which case they can only affect Units with the related Position Trait."

Page 35 – GENERATORS

Ignore this page

Page 36 – WEAPON QUALITIES

Rename as Dice Pool Qualities and replace references to Attacks with Actions and replace references to Weapon with Quality.

Page 36 – WEAPON QUALITIES: ARC

Replace the second sentence with the following:

"Should the Initial Target suffer Critical Damage from an Action with this Quality, it also gains a Disorder Condition in addition to any others that may be applied by the Action."

Page 36 – WEAPON QUALITIES: BROADSIDE

Insert between Bomb and Devastating the following:

"BROADSIDE: Actions with this Quality may be used multiple times in the same Activation – once in each Fire Arc specified. Furthermore, a weapon with this Quality must be the Lead weapon when Crossing the T. *See Crossing the T (p.19)*"

Page 36 – WEAPON QUALITIES: BLAST

Replace the section with the following:

"This Action uses the Blast Template. The centre point of the template must be placed over any part of the Initial Target. Resolve the Action 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: FUSILLADE

Replace the section with the following:

"Actions may re-roll Counter and Heavy Counter results provided the lead weapon in the Action is at Point Blank Range. This Quality has no effect on Aerial Units or Submerged Units unless this Action Dice Pool also has the relevant Aerial or Submerged Quality."

Page 37 – WEAPON QUALITIES: LIMITED

Replace the section with the following:

“As the name implies, these Actions may only be used in a finite or limited fashion. Each time after a Model uses a weapon or takes an Action with this Quality, roll an Action Die. On a result of a blank it may not use this weapon or Action for the remainder of the Encounter.”

Page 37 – WEAPON QUALITIES: MAGNETIC

Replace the second sentence with the following:

“Models cannot be considered Obscured from Actions with the Magnetic Quality. After any other effects or Critical Damage Markers have been applied from the Action, if at least one Point of Damage has been caused by the Action with this Quality, inflict a Navigation Lock Critical Damage Marker if the target does not already have one. Models with the Non-Magnetic Special Rule are unaffected by this Quality.”

Page 37 – WEAPON QUALITIES: PIERCING

Replace the section with the following:

“The Initial Target suffers a Critical Damage roll if it receives one or more Points of Damage in an Action with this Quality. This is in addition to any Critical Damage rolls caused by the Action. Against Mass 1 Targets, this Quality also lowers their Citadel by -3 for the Action.

Page 37 – WEAPON QUALITIES: SUBMERGED

Replace the first sentence with the following:

“Actions with this Quality cannot usually be used against Aerial Units or Ground Units.”

Page 37 – WEAPON QUALITIES: SUSTAINED

Replace the second sentence with the following:

“A roll made with this Quality can re-roll any one result type (such as Heavy Counters or Hits) from its Action Dice Pool. You may declare after the initial roll has been made. You cannot re-roll dice generated by Exploding Hits. If the Quality specifies a Trait (such as Aerial Units) then this weapon only gains the Sustained Quality against Initial Targets with that Trait.”

Page 37 – WEAPON QUALITIES: TORPEDO

Remove the last sentence.

Page 37 – WEAPON QUALITIES: TORRENT

Replace the section with the following:

“This Action 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 with the centreline touching any point in the relevant Fire Arc of the Attacking Model so that the centreline touches any part of the Initial Target. Resolve the Action 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. Supporting weapons with this Quality add to the Dice Pool but use the template from the Lead weapon.”

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.”