



ERRATA AND CLARIFICATIONS

SEASON 1 – LAST UPDATED 18 FEBRUARY 2016

All additions made to this document since the previous version are marked in **red**.

GENERAL POINTS

'Ball-token' should be replaced with 'ball-marker' throughout the rulebook and all cards.

'Goal-token' should be replaced with 'goal-post' throughout the rulebook and all cards.

RULEBOOK

Change to Rule – p37 Under 'Charging' add to the fourth paragraph the following sentence: *"A model may not change direction during a Charge."*

Clarification – p37 Under Repositioning, replace the fourth paragraph with: *"Push and Dodge movement receives no penalties or bonuses from terrain or ground unless otherwise noted."*

Clarification – p40 Under Passing the ball, add the following text: *"A Pass is a Kick which targets either a player or a target-spot on the Pitch."*

Clarification – p40 Under Scoring a Goal!, replace the final sentence in the second paragraph with: *"During an activation, if a friendly model scores a goal, immediately end the activation."*

Change to Rule – p47 Under 'Parting Blows' Replace the fifth paragraph with the following: *"Parting Blows do not generate MP, regardless of the Playbook result. Parting Blows may not generate a Push or a Dodge, or trigger a Character Play."*



Change to Rule – p58 Under Gliding, replace wording with: *“An active model may spend [1] MP to move across rough-ground without penalty for the remainder of the turn.”*

Change to Rule – p63 Under ‘Types of Terrain, Obstructions’ – replace the second paragraph with the following: *“A model in, or within [1”] of the edge of, an obstruction benefits from Cover.”*

Change to Rule – p63 Under ‘Types of Terrain, Barriers’ – add the following paragraph: *“A model within [1”] of the edge of a barrier benefits from Cover.”*

Change to Rule – p65 Under ‘Season One Guild Plots’ change ‘Don’t Touch the Hair!’ to the following: *Requirement: When an Attack or Charge is declared against a friendly model. Reward: Immediately after the active model resolves their Attack action, if able, the target model may then make a [2”] Dodge.*

Correction – p86 Tapper ‘Old Jakes’ is a Heroic Play not a ‘Legendary Play’.

Correction – p93 Flint is “Charmed [Male].”

CHARACTER CARDS

Please refer to the updated cards at steamforged.com/resources for the most up-to-date cards.

PLAYS AND CHARACTER TRAITS

Change to Character Play – Blind:

Blind is now RNG 8” COST 1 AOE – and SUSTAIN YES.

Target enemy model suffers [-2] TAC, [-2/-2”] KICK and [-2/-2] MOV. This Character Play may only be used once per turn.

Change to Character Play – Chain Grab: Chain Grab is now RNG 4.

Target enemy model suffers a [4”] Push directly towards this model.

Change to Heroic Play – Bloody Coin:

When making an Attack against an enemy model that is engaged by one or more other friendly Guild models, this model gains [+1] TAC and [+1] DMG to Playbook damage results.