



# ERRATA AND CLARIFICATIONS

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SEASON 2 – LAST UPDATED 21 APRIL 2016

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

## RULEBOOK

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**Change to Rule pg37 'Come On Mate!'** Replace the first sentence with: "During its activation, a model may spend [2] MP to target an other friendly model within [8"].

## CHARACTER CARDS

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Please refer to the updated cards at [steamforged.com/resources](http://steamforged.com/resources) for the most up-to-date cards.

### ALCHEMIST/ENGINEER COMPOUND

**Change to Rush Keeper:** Replace the phrase 'goal-token' with 'goal-post'.

### BREWER MASH

**Change to Long Bomb:** Replace the phrase 'ball-token' with 'ball-marker'.

**Change to Volley Threat:** Replace 'goal-token' with 'goal-post'.

### BUTCHER TENDERISER

**Change to Rush Keeper:** Replace the phrase 'ball-token' with 'ball-marker'.

### ENGINEER PIN VICE

**Change to Deletion:** Replace the first sentence with: "Target friendly [Mechanica] model gains [+1] DMG to Character Plays that cause damage and Playbook damage results. The target model may also use **Bonus Time!** once during its activation without spending MP."

### FISHERMAN CAPTAIN CORSAIR

**Change to Rough Seas:** Replace the phrase 'ball-token' with 'ball-marker'.

### MORTICIAN CAPTAIN SCALPEL

**Change to Tormented Agony:** Replace the rule with "Target enemy model with at least [1] Influence loses [1] Influence. Choose an enemy model within [10"] of this model that has not yet activated this turn, that model is allocated [1] Influence."

### UNION AVARISSE

**Change to Detach:** Add the following sentence: "This Character Trait may not be used if the named friendly model has suffered the **taken-out** condition during this game."

### UNION RAGE

**Change to Maverick:** Replace the rule with: "This model cannot be affected by other friendly models' Plays or Character Traits."

### UNION CAPTAIN VETERAN RAGE

**Change to Heroic Play – Bloody Coin:** Replace the rule with "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."