

WRATH & GLORY RULEBOOK ERRATA 08/09/2020

GENERAL CHANGES

Quality of life changes have been made throughout the Rulebook, including updating page number references and red numbers in examples to represent the Wrath Dice where necessary.

CHAPTER 2: CHARACTER

Page 29: The Outsider Species Ability has been replaced with a universal rule for interaction between two individuals of different Species.

Page 32: The doubled entry in the Aeldari Hair table has been corrected.

Page 36: We have clarified that all Traits have a minimum value of 1 except for Corruption.

CHAPTER 3: FACTIONS

Page 73-75: The fact that you may only reroll dice once using the Blood Angels, Dark Angels, Imperial Fists, Raven Guard, Salamanders, and White Scars Chapter Abilities has been clarified.



CHAPTER 4: ARCHETYPES

Page 103: We have added Slate Monitron to the Tempestus Scion's Wargear.

Page 104: We have clarified that the Rogue Trader's Archetype Ability applies specifically to Tests to acquire goods and services.

Page 114: The Warlock's Archetype Ability now awards one Runes of Battle psychic power of your choice.

Page 117: The Primaris Intercessor Archetype now receives the Ballistic Appeasement Autoreliquary.

The Toughness, Agility and Initiative of the Primaris Intercessor have been increased to 5.

The Ballistic Skill of the Primaris Intercessor Archetype has been increased to 6.

The XP Cost of the Primaris Intercessor Archetype has been updated to 300 to reflect these changes.

The Suggested Attributes and Skills have been adjusted to reflect the above changes.

CHAPTER 6: TALENTS

Page 130: We have clarified that the optional Corruption Text triggered by activating the Berzerker Talent is DN 1.

Page 131: We have corrected the Counter Attack Talent to read that you may Counter Attack a maximum number of times equal to your Rank per Round.

Page 133: We have clarified that Duty Until Death can be activated when you suffer more Wounds than your Total Wounds.

Page 134: We have clarified the DN of the Test required to activate Gallows Humour.

Page 137: We have clarified that you must sacrifice your Simple Action every Turn to keep the effects of Orthopraxy active.

Page 138: We have rebalanced Promethium Proficiency, limiting the amount of potential Wrath gained to 1 per Round.



CHAPTER 7: ADVANCEMENT

Page 155: Now states that you must reach Rank 3 before taking Archetype Ascension.

CHAPTER 9: COMBAT

Page 180: We have clarified that jumping onto Difficult Terrain requires an additional DN 3 Athletics (S) Test to maintain your balance and avoid falling Prone.

Page 184: We have clarified that you do not gain a benefit for being in Short Range when you use a Pistol whilst Engaged.

Page 187: We have clarified that Shot to Disarm deals no damage.

Page 189: We have clarified that when you Shift to target additional individuals with a Pinning Attack you must have enough Icons in your dice pool to exceed the highest Resolve Trait of all of your targets.

Page 191: We have corrected the erroneous d66 listings in the Combat Complications table.

Page 199: The Hindered Condition lasts until the end of the afflicted individuals next Turn by default.

Page 200: The Staggered Condition lasts until the end of your next Turn by default.

Page 202: We have clarified that you must make a Toughness Attribute Test on each of your Turns when you are exposed to Radiation. We have clarified that the GM may call for a Corruption Test whenever you are exposed to radiation.

CHAPTER 10: WARGEAR

Page 208: The Blast Weapon Trait has been changed to a more basic implementation. Each Blast weapon has a Blast Radius in metres and a recommended number of individuals hit, if they are in a Mob, or if you are using a theatre of the mind approach.

The effects of a Critical Hit are applied to all targets damaged by a Blast attack in which a Wrath Critical is rolled.

All Blast weapons and psychic powers have been updated to reflect this change.

Page 209: The Flamer weapon Trait has been completely reworked, shooting a stream of fire that ignores cover. You may Shift to arc the stream of burning chemicals a number of metres equal to your Ballistic Skill to hit additional targets.

Page 210: The Silent weapon Trait has been slightly improved to reduce Stealth Score by 2 instead of 3.

Page 210: The Spread weapon Trait has been changed to always award +3 bonus dice when you fire at a Mob.

Page 213: The range of a Power Klaw has been corrected to 1 metre.

Page 217: The Heavy Bolter weapon Traits have been corrected.

Page 220: The Ranger Long Rifle's Sniper weapon Trait has been increased to (4).

Page 232: The standard rules for Invulnerable have been rewritten to clarify that AP does not affect your Resilience if you are wearing Invulnerable armour.



Page 233: Aeldari Rune Armour is now Invulnerable.
Voidplate Harness now has Bulk (1).

Page 234: The Built-In Tech Optional Rule has been expanded to encompass all types of Powered Armour, Astartes Armour, Aeldari Armour, and Tempestus Carapace.

Page 239: Reading the Rule of Sororitas now restores Shock as part of a Regroup.

Sacred Machine Oil can now be used to ignore a single Complication in any scene.

Page 244: We have clarified that when you acquire a Mechaendrite you only receive a single type.

CHAPTER 11: PSYCHIC POWERS

Page 257: We have clarified that Universal Psychic Discipline does not count towards the 1 discipline you can pick.

Page 270: We have clarified that the Psychic Torch must be re-summoned if it goes out of range.

We have clarified that Phantom Grip can be used to make an Interaction attack using your Willpower.

Page 272: We have clarified what happens when you revert to your physical form whilst inside an object when you are using Phantom Form.

Page 274: We have clarified that Forewarning and Misfortune are Full-Round Actions.

Page 275: We have clarified that Psychometry and Scrier's Gaze are Full-Round Actions.

Page 278: We have clarified that the Test to activate Erasure equals the target's Willpower +2.

Page 279: We have clarified that an Opposed Willpower Test is required to activate and sustain Mind Probe.

Page 284: We have clarified that the Protect option of Protect / Jinx affects your target's Base Resilience.

CHAPTER 14: BESTIARY

Page 323: The Bestiary Format has been updated and corrected to reflect the Bestiary entries.

Page 334: We have corrected the damage of the Scum's Combat Knife to 4 +2 ED.

Page 351: We have corrected the Plaguebearer's Speed to 4.

Page 352: We have added a Range value to the Chaos Spawn's Dripping Poison attack.

Page 354: We have corrected the Stikkbomb's damage value.

Page 358: We have corrected the Gto's Defence to 3, taking into account its Size.

Page 359: We have corrected the Killa Kan's Size to Large.

