

Amendments To The Necronomicon:

(Official Errata/Clarifications From Tom)

- [Walls **do** take splash damage.](#)
- [You do not need to roll to hit a Wall.](#)
- [Walls Do Not Trigger On Hit effects](#)
 - This is assumed to mean any on hit effect that is not just deal damage to the target.
- [Strength **does** apply to grazes.](#)
- [Token spending is not optional.](#)
- If you create a wall on top of adverse terrain, [it is still adverse terrain if the wall is later destroyed.](#)
- If you have a positive token and a mutate token and someone puts a corresponding negative token on you, [you may choose to discard the mutate token instead of the positive token.](#)
- [All Thrall units should have the Thrall trait.](#)
- Anything without a listed [min range should be range 1-x](#). Ex “range 4” is range 1-4.
- Pulling from a diagonal causes it [to move to either space in a cardinal direction.](#)
- Chirurgeon’s “polyglot” [can only target its own mutation tokens.](#)
- [Blood Grinder Scenario:](#)
 - If a unit dies upon activation and immediately respawns, it does not get to continue its turn.
 - A unit should not die and immediately respawn next to the enemy they were just fighting.
 - Deaths due to faction-spawned hazardous terrain does not result in a points gain.
- [Thorn Forest Scenario:](#)
 - Tyrants only have line of sight restricted to inside the forest if all of their spaces are inside the special forest spaces.
 - Lines do not need line of sight to units on the other side of the forest.
- [Tyrants are only affected by walking into hazardous terrain once](#) if they exit multiple hazardous spaces at the same time.
- [You do not require line of sight to victims of a splash effect.](#)
- [When you deal AoE damage while having a strength token, you apply only 1 strength token to one instance of damage.](#) (i.e., a splash with 1 strength affecting 3 units for 1 damage deals 2 damage to one unit, and 1 to all others.)
- [Across rounds, keep the alternating turn order.](#)

- 1v1v1 Example: Starting initiative order is A, B, C. If a round ends with player B, player C starts the next round.
- Regarding the Operator's LV4 Living Cannon, you do not need to reload twice in a row before using it, only reload at least twice before it can be fired again.
- The Operative's Double Tap only works when the target is brought to 1HP by the Operative
- The Chosen's Ivory Serpent upgrade does not make Serpent's Kiss' effect affect all units standing in adverse terrain, rather it gives the effect an alternate trigger
- If you cannot deploy all of your units in the starting deployment zone, "you can deploy units by moving them in off the map as if their first space of movement was onto the map as long as there is now free space"

Burnt Holes In The Necronomicon:

(Miscellaneous Spelling/Clerical Errors)

- Pg. 12: 6. "Amor is usually physical..." should instead read, "Armor is usually physical..." [#6 Under "Units"].
- Pg. 13: "A unt..." should instead read "A unit..." [Movement Section].
- Pg. 14: "Most units have only one or two ACT abilities" should instead read "Most units have only two or three ACT abilities."
- Pg. 18: Missing periods at the end of most sentences starting with the definition of the Splash special effect.
- Pg. 25: The blood on Penny Dreadful's leg, faceplate's lower left area, and lenses are red instead of magenta.
- Pg. 28: The second "this unit" should read "that unit" [Ammo Goblin Bone Shards Ability.]
- Pg. 30: "Devil Bullet: ... ignores armor and ward ..." should instead read "... ignores physical and magical armor"
- Pg. 41: Unclear whether Virulence's effect requires spending an additional plague token on a roll of 3+, and a further token on a roll of 5+, or if you always only spend 1 token.
- Pg. 47: "Bound Devil" and "Dark Priest" should instead read "BOUND DEVIL" and "DARK PRIEST" respectively.
- Pg. 58: Lycan's Bloodgorger Act ability should have "and pick the highest result" at the end.
- Unit Art Files: Some units are incorrectly named. *Inexhaustive* list below:
 - Inquisitor is incorrectly labeled as Exorcist
 - Egis Weapon is incorrectly labeled as Aegis Weapon

Translator's Notes of The Necronomicon:

(Obscure rule clashes not yet acknowledged by Tom, and suggested resolutions.

You may want to discuss these resolutions before playing! They are not official, after all.)

- Can you use body block to change the target of an ability with a specific requirement? For example, can Warlord's Glory Kill be body blocked to a unit that isn't at 1 hp or lower? If it does, does that obliterate the unit?
 - Yes, an ability with a requirement can have its target changed to a unit that doesn't meet the requirement with body block, and the ability then resolves as if the new target meets the requirement.
- Carnifex's Wild Slashes deals 1 fire damage to every unit adjacent to a space it moved through. Since it is also adjacent to a space it moved through, does it also take 1 fire damage? Also, if it moves immediately into an obstruction and doesn't move, does it still deal 1 fire damage to adjacent units?
 - No, it should be excluded as a target for this damage. A suggested alternate wording for the ability is this: "MOVE as far as possible in a straight line. In each space of this MOVE, adjacent units take 1 fire damage. A unit can only take damage once per use of this action."
 - Caveat: Whether the starting space of the MOVE, in particular, is included in the action (and therefore also using Wild Slashes where you cannot move) is up to the table's preference.
- Does Vizigheist's Horrendous Shriek deal 1 damage to doomed units even if you don't roll the 5+ effect?
 - Yes, it's awkwardly written, but other unit abilities, like Slime's Percolate, prove that some text written after the effect roll can apply irrespective of the result.
- Miracle has multiple problems. Where does a unit reappear when miracle procs? Does a unit that passes a miracle check remove the corpse it created when it died? Can it return if that corpse no longer exists? Does obliteration stop a unit making a miracle check? Does a unit that came back keep all its previous tokens?
 - The unit reappears in the space where it died, if this is not available, it returns in the nearest possible space, owner's choice. The corpse remains when a miracled unit returns. It can return even if there is no corpse. Obliteration does stop miracle. Units discard all tokens on death, and so lose them on miracle.
- If a unit that has Mutation tokens is told to discard all tokens of a certain type, what happens if it wants to substitute Mutation tokens?
 - Treat the request to discard all tokens of a certain type as a request to discard that number of tokens, then resolve normally. For example, if you are told to discard all Vitality tokens, and you have 3 Vitality and 2 Mutation, treat it as being told to discard 3 Vitality tokens. If you want to

substitute Mutations when possible, you would end up with 2 Vitality and 0 Mutation.

- Do spaces trigger on hit effects, such as splash (target), when they are targeted instead of a unit?
 - The section on “Targeting Abilities, Adjacency, Cover, and Line of Sight” on page 16 states “abilities can target any unit or space that is inside its range and line of sight.” This definition implies that you may target empty spaces for any ability that employs targeting. Whether or not this triggers on-hit effects is unclear, but RAI seems to be that it does not. As always, discuss with your table before playing.
- Can a unit benefit from cover if they are standing at the corner of the cover providing peice? If so how do you draw the line that determines the cover’s “Limits” (Diagonally or double orthogonally)
 - Standing at a corner does not provide cover, it only blocks line of sight.