

WRATH & GLORY RULEBOOK ERRATA 24/07/2020

GENERAL CHANGES

The majority of issues fixed were minor typos or layout errors. Several additional rounds of proofing and layout have clarified the text throughout and achieved many general quality of life changes.

Added the List of Keywords.

CHAPTER 2 : CHARACTER

Corrected the error on the Skills XP Cost table. Skill Rating 3 Total XP Cost corrected from 23 to 12.

Clarified that the XP cost for a Species is included in an Archetype's cost.

Clarified the Species Abilities of Adeptus Astartes and Primaris Astartes.

Ability name changed from Angel of Death to Defender of Humanity to avoid confusion with the Angel of Death Talent.

Primaris Marines now have the correct number of Talents.

Changed the Human Height table to give a more realistic range.

Corrected the duplication in the Eye Colour table.

Corrected the duplication in the Hair Colour table.

Clarified that an attack roll needs to generate Icons equal to or exceeding the target's Defence to hit.

Max Wounds now equal your Tier \times 2, plus your Toughness. This is a slight increase to the Maximum Wounds of each character, helping to balance the powerful weapons and make higher-Tier characters feel more powerful.

ADVANCED CHARACTER CREATION

Overhauled to reflect changes to Archetype Costs (see Chapter 4).

Characters made using Advanced Character Creation receive bonus XP equal to the Tier of the game \times 10.

Characters made using Advanced Character Creation may also purchase Archetype Abilities, provided the GM agrees. An Archetype Ability costs XP equal to the Archetype's Tier \times 10.

CHAPTER 3: FACTIONS

Corrected descriptions of Ork and Aeldari Background tables.

Corrected Inquisition Archetype Tiers.

Inquisitorial Acolyte is Tier 1.

Inquisitorial Sage is Tier 1.

Inquisitor is Tier 3.



CHAPTER 4: ARCHETYPES

Revised the costs of all Tier 2, 3, and 4 Archetypes to be more consistent.

Tier 1 Archetype Abilities cost 0 XP, or 10 XP if bought as part of Advanced Character Creation.

Tier 2 Archetype Abilities cost 10 XP, or 20 XP if bought as part of Advanced Character Creation.

Tier 3 Archetype Abilities cost 20 XP, or 30 XP if bought as part of Advanced Character Creation.

Tier 4 Archetype Abilities cost 30 XP, or 40 XP if bought as part of Advanced Character Creation.

Corrected all XP cost errors and typos.

What follows is a list of all XP cost changes and the XP you gain if you have already made your character:

SISTER OF BATTLE

Old XP Cost: 94

New XP Cost: 64

If you are playing a Sister of Battle, you gain: 30 XP

SANCTIONED PSYKER

Old XP Cost: 72

New XP Cost: 32

If you are playing a Sanctioned Psyker, you gain: 40 XP

SKITARIUS

Old XP Cost: 58

New XP Cost: 28

If you are playing a Sktarius, you gain: 30 XP

DEATH CULT ASSASSIN

Old XP Cost: 46

New XP Cost: 36

If you are playing a Death Cult Assassin, you gain: 10 XP

Additionally, a clarification has been added to the Death Cult Assassin's Archetype Ability that stipulates it can only be used to roll Determination against Mortal Wounds from attacks, representing the Assassin dodging out of the way.

TEMPESTUS SCION

Old XP Cost: 72

New XP Cost: 52

If you are playing a Tempestus Scion, you gain: 20 XP

ROGUE TRADER

Old XP Cost: 66

New XP Cost: 36

If you are playing a Rogue Trader, you gain: 30 XP

SPACE MARINE SCOUT

Old XP Cost: 180

New XP Cost: 170

If you are playing a Space Marine Scout, you gain: 10 XP

RANGER

Old XP Cost: 54

New XP Cost: 34

If you are playing a Ranger, you gain: 20 XP

ORK KOMMANDO

Old XP Cost: 74

New XP Cost: 54

If you are playing an Ork Kommando, you gain: 20 XP

TECH-PRIEST

Old XP Cost: 84

New XP Cost: 44

If you are playing a Tech-Priest, you gain: 40 XP

CRUSADER

Old XP Cost: 74

New XP Cost: 54

If you are playing a Crusader, you gain: 20 XP

IMPERIAL COMMISSAR

Old XP Cost: 106

New XP Cost: 76

If you are playing an Imperial Commissar, you gain: 30 XP

DESPERADO

Old XP Cost: 62

New XP Cost: 52

If you are playing a Desperado, you gain: 10 XP

TACTICAL SPACE MARINE

Old XP Cost: 210

New XP Cost: 277

The Archetype Attributes and Skills have been increased to better represent one of the Emperor's Angels of Death.

The Archetype Attributes have been increased from:

Strength 4, Toughness 4, Agility 4, Initiative 4, Willpower 3, Intellect 3.

To:

Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 3.

The Archetype Skills have been increased from: Athletics 3, Awareness 3, Ballistic Skill 3, Stealth 3, Weapon Skill 3.

To:

Athletics 3, Awareness 3, Ballistic Skill 5, Leadership 1, Scholar 1, Stealth 3, Survival 1, Weapon Skill 4.

If you are playing a Tactical Space Marine, talk to your GM about potentially rebuilding your character. You may like to keep your character as is, rebuild their statistics from scratch, or simply increase their existing Attributes and Skills to match the baseline and continue playing, possibly after sacrificing some XP.

WARLOCK

Old XP Cost: 116

New XP Cost: 56

If you are playing a Warlock, you gain: 60 XP

ORK NOB

Old XP Cost: 96

New XP Cost: 56

If you are playing an Ork Nob, you gain: 40 XP

INQUISITOR

Old XP Cost: 150

New XP Cost: 110

If you are playing an Inquisitor, you gain: 40 XP

PRIMARIS INTERCESSOR

Old XP Cost: 258

New XP Cost: 228

If you are playing a Primaris Intercessor, you gain: 30 XP

CHAPTER 6: TALENTS

Clarified the explanation of +Rank and +Double Rank.

Clarified the use of the Counter Attack Talent. The Talent uses your Reflexive Action, but you may Counter Attack a number of times equal to your Rank.

Clarified the Dual Wield Talent — yes, you can use a sword and a pistol at the same time!

Updated the Legacy of Sorrows Talent to work with the Dying rules.

Updated the Mastered Paths Talent to work with the Aeldari Paths rules.

Clarified that Simultaneous Strike uses an attack Action.

CHAPTER 7: ADVANCEMENT

Clarified that your Rank always remains the same, even after you Ascend at character creation. This may seem counterintuitive to some, but as many Talents and Abilities use +Rank or +Double Rank, these characters would be far more powerful than everyone else at the table.

Clarified that you may only purchase a single Ascension package each time you Ascend, regardless of the amount of Tiers you are ascending.

Fixed the Psychic Revelations Ascension Package, removing the unnecessary requisite requirement.

Changed Archetype Ascension to work with the Attributes and Skills of the new Archetype instead of the Suggested Attributes and Skills.



CHAPTER 9: COMBAT

Updated the Quick Reference Guide to be more accurate and useful.

Removed the unnecessary rule for Hiding.

Clarified Pinning Attacks throughout the Chapter for consistent and clear ruling.

Overhauled the Blast rules to make them more sensible, consistent, and clear.

Changed Spray Shot versus Mobs so that it hits additional targets equal to your weapon's Salvo Rating, ensuring it is useful.

Clarified that Shot to Disarm forces the target to drop their weapon if they fail the Strength Test, and that the shot causes no damage.

Fixed the Called Shot table so that every +1 to the DN Penalty equals +1 ED.

Overhauled Multi-Attack to work against targets with different Defence Traits.

Increased the Shoot Through Cover Resilience bonuses to more appropriate values.

Interaction Attack Effects now last until the start of your next Turn instead of the end of the Round, ensuring you always get a full Round of benefits.

Fixed the Shockingly Resilient Optional Rule to deal Rank +1 Shock damage instead of 1 Shock damage.

Added the Knockout Blow option to the Optional Rules in You Will Not Be Missed. This allows you to have characters fall unconscious.

Fixed spending Wrath to recover Shock in all parts of the book. You now recover Shock equal to your Rank + your Tier.

Clarified that the On Fire Condition causes Mortal Wounds and, if you fail a DN 3 Willpower Test, you are also Hindered.

Fixed Interaction Attacks versus Mobs to use the values of the Mob's statistics to generate a DN, rather than an Opposed Test.

CHAPTER 10: WARGEAR

Overhauled the Weapons tables to show the correct values and ensure that the Keywords on all Wargear are correct.

Fixed the Assault weapon Trait to clarify these weapons can be used whilst Sprinting.

Replaced the rules for weapons with the Blast Trait and Flame Keyword with the new Flamer Trait. Apologies from the Wrath & Glory team for anyone that may have inadvertently exploded using the old rules.

Clarified that a non-Psyker using a Force Weapon reduces the weapon's Damage by 2.

Updated the Silent Trait to reduce your Stealth Score by only -3.

Removed the arbitrary cap on the number of Grenades and Missiles that can be carried, and updated how many Grenades you acquire when making an Influence Test.

Updated the Built In Tech Optional Rule for accuracy.

Added Mag Boots.

AP & INVULNERABLE

Clarified that Invulnerable makes your Resilience (Toughness + Armour Rating) immune to Armour Piercing (AR).

Added the Optional Rule: Advanced Armour, which changes how AP, AR, and Invulnerability work. If you use the Optional Rule: AP can only affect AR, and not the Resilience generated by Toughness.

Invulnerable Armour is not affected by AP.

CHAPTER 11: PSYCHIC POWERS

Removed Psyniscience from the Psychic Powers tables as it is a Universal Psyker Ability.

Updated the number of bonus dice to Stealth (A) Tests awarded by the Chameleon Psychic Power to +5.

Clarified that Warp Speed can be used to make an additional attack every Turn it is active.

Corrected the Phantom Form Potency options.

Updated the Shape Flesh option that hardens your outer skin, awarding a +4 bonus to Resilience instead of a +2 bonus to Defence.

Corrected the Wall of Flame Multi-target field.

Corrected the Assail Duration to Instant.

Corrected the Crush Duration to Sustained.

Corrected the Fog the Mind Potency options.

Clarified and updated the rules for Corruption. You now gain a number of Corruption Points equal to the difference between the number of Icons you rolled and the DN of the Corruption Test, meaning that more malign influences can cause you to suffer more than one point of Corruption.

Clarified that the Voice of the Aurelian Mutation affects all Psykers in range, excluding yourself.

CHAPTER 14: BESTIARY

All incorrect fields in the Bestiary were corrected, then recalculated with the new formula for Total Wounds.

All Bestiary entries now show what armour they are wearing, and the AR of that armour.

Corrected the Elites entry to clarify they can only use Determination if the GM spends 1 Ruin, unless an ability of the Threat details otherwise.



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