

# WILSUNG

Steampunk Skirmish Game

## Errata VI 2014

*As well as correcting some misprints or errors we found in the Rulebook, presented here are also balancing changes to certain characters or rules.*

### Core Rules:

Page 4:

#### **Measuring Distances**

*Replace:*

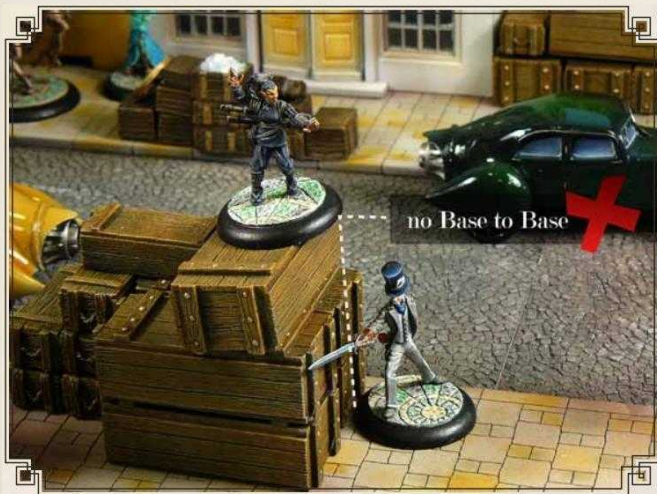
Pre-measuring is not allowed: You have to declare the Action before measuring any distances.

*With:*

Pre-measuring is allowed: you can check all distances prior to declaring any Action.

Page 5:

*Replace the last picture with this one:*



Page 7:

#### **Start of the game:**

*Add after the first paragraph:*

All the players pick the agreed number of heroes from their club. Only after these are revealed all the players spend their Heroes' combined Funds to buy Henchmen from their club.

Page 12:

#### **Cards:**

*Add the following sentence at the end:*

If you choose to use Jokers, treat them as a card of any suit (decide which suit as the card is played) with a value of 0.

Page 13:

#### **Action:**

*Replace:*

First declare the chosen Action, then allocate any dice

if allowed to, then measure ranges.

*with:*

If a model is allowed to target more than one model in one action, declare all the targets and their sequence before making any dice rolls.

Page 16:

#### **How to shoot a target?**

*As now you are allowed to measure any distance before you make any action, swap the following around:*

1. Choose a Target in LoS
2. Check the distance between the models

Page 25:

#### **Spell Cost.**

*Replace:*

2 – Court Card or Ace

*with:*

2 – two cards or a Court Card or Ace in Hero's suit

Page 25:

#### **How to cast a Magic Projectile or Magic Attack spell:**

*Similarly, as now you are allowed to measure any distance before you make any action, move:*

3. Check the distance between models
- before:*

1. Choose a Target in LoS

Page 26:

#### **How to cast a Magic Aura[x] or Magic Buff[x] spell:**

*Similarly, as now you are allowed to measure any distance before you make any action, move:*

3. Check the distance between models
- before:*

1. Choose a Target in LoS

Page 25:

#### **Spell Cost.**

*Replace:*

2 – Court Card or Ace

*with:*

2 – two cards or a Court Card or Ace in Hero's suit



## Special Rules:

Page 30:

### **Immunity:**

*Replace:*

Whenever this model is targeted by an attack from which it has Immunity the attack automatically misses.

*with:*

Whenever this model is targeted by an attack it has Immunity against the attack automatically misses.

Page 30:

### **Night Vision:**

*Replace:*

Smoke Markers

*with:*

Templates

Page 30 and 70:

### **Golem.**

*Replace:*

The whole text

*with:*

„During their activation a Golem model must always remain within 12” of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12” from any Scientist it must make Move Actions until it is within 12” of the closest Scientist. If there are no Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.”

Page 30 and 64:

### **Infiltrator:**

*Replace:*

At the start of the second game turn

*with:*

At the start of the first game turn

## Character Creation Rules:

Page 37:

### **Techniques of Sunnir Masters:**

*Replace:*

All Orcs have Magic Protection [1]

*with:*

This model has Magic Protection [+1R]

Page 41:

### **Racial Ability.**

*Replace:*

-Natural Engineer [A]:Once per game, place a Golem model in BtB with this model.

*with:*

-Natural Engineer [A]:Once per game, place a Golem Servant model in BtB with this model.

Page 41:

### **Golem profile**

*Replace:*

Golem

*with:*

Golem Servant

Page 42:

### **Blackmarket map of Lyonesse's Tunnels:**

*Replace:*

Model gain Infiltration

*with:*

This model may deploy using the Infiltrator rule (see page 30).

Page 42:

### **Swift:**

*Replace:*

Halflings may always use their R instead of F when Defending in Melee

*with:*

This model may use R instead of F when Defending in Melee

Page 43:

### **Dwarf's pistol profile:**

*Replace:*

S	6"	12"	24"	Notes	
Pistol	4	+1	0	-2	Quick

*with:*

S	8"	16"	24"	Notes	
Pistol	4	+1	-1	-2	Quick

Page 43:

### **Night Vision:**

*Replace:*

Smoke Markers

*with:*

Templates

## Ash and Oak Club:

Page 49:

### **Golf bag.**

*Add:*

Melee Weapon.

Page 50:

### **Balloon:**

*Replace:*

At the start of the second game turn



*with:*

At the start of the first game turn

Page 59:

**Arcantric Monocle:**

*Replace*

smoke

*with:*

Templates

Page 59:

**Girardoni Windbüchse:**

*Remove:*

+ 1G

Page 64:

**Infiltrator:**

*Replace:*

At the start of the second game turn

*with:*

At the start of the first game turn

### **The Inventors:**

Page 70:

**Golem.**

*Replace:*

The whole text

*with:*

„During their activation a Golem model must always remain within 12” of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12” from any Scientist it must make Move Actions until it is within 12” of the closest Scientist. If there are no Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.”

Page 77:

**Thorvald Nielsgaard's profile:**

*Replace:*

Funds 1

*with:*

Funds 2

Page 79:

**Thomas Rockheart Jr's profile:**

*Replace:*

Funds 1

*with:*

Funds 2

Page 79:

**Heavy Smoker:**

*Replace:*

[A]

*with:*

[A] Quick

Page 79:

**Night Vision:**

*Replace:*

Smoke Markers

*with:*

Templates

Page 83:

**Alice Tinkerly's profile:**

*Replace:*

Funds 4

*with:*

Funds 3

Page 83:

**Alice Tinkerly's profile:**

*Replace:*

Strength 4

*with:*

Strength 6(4)

Page 83:

*Remove:*

Mechanic's Apparel: Armour. Armour [1]

Page 84:

**Snorri Rottstein.**

*Add a spell:*

Name	<b>Galvanic Blast</b>
Type	Magic Attack
Cost	1
Range	6”
Effect	Blast – this spell affects all enemy models in range. Test once for Magic Ability and compare it to Reflex test of all enemy models in range. Models hit are Toppled.

Page 84:

*Add a Golem Servant profile:*

Name **Golem Servant**

A	2
M	4
F	3
S	4
G	2
R	4
W	4
Cost	N/A
Golem, Armour	[5]



Page 89:

**Clockwork Servant.**

*Replace the whole Attunement rule with:*

Choose one role for each Clockwork Servant before deployment for the duration of the game: (the roles are defined by the actual model you're using)

**Oiler:** Action Quick: Friendly Golem in BtB gains +1M and +1F until end of turn.

**Tinker:** As long as this model is on the table, replace any friendly Golems with Wreck marker when they are reduced to 0 Wounds.

Action Quick: Friendly Golem in BtB recovers 1W. Action Quick, friendly Hero within 6" discards a card in his or her suit: Replace a Wreck Marker in BtB with the same type of Golem it was before at 1W remaining.

**Booster:** Whenever a friendly Hero discard a card during their Activation or a spell is cast within 12", this model stores 1 charge. Friendly Golems within 6" may use a charge prior to making a dice roll to gain: This model may re-roll any number of the dice it rolled this test.

**Triad of Lotus Dragon:**

Page 94:

**Techniques of Sunnir Masters:**

*Replace:*

Each Orc member of Triad has Magic Protection [+1R].

*with:*

Every Orc Hero of this faction has the Techniques of Sunnir Masters.

Page 101:

**Acidic Fumes:**

*Replace the whole text with:*

Models passing through or starting their Activations in Mist Templates within 12" of Mr Cheng suffer 1 Acid damage unmodified by armour. Models cannot Mistwalk through these markers.

Page 101:

**Dark Energy:**

*Replace:*

When he has 21+ W, he gains cumulative +3 to F, S and R

*with:*

When he has 21+ W, he gains +5 to F, S and R instead.

Page 101:

**Power of Blood:**

*Replace:*

At the beginning of Cheng's Activation, you may discard up to three cards of Spades. If you do so, Cheng's Magic Ability rises by that many points till

the end of this Activation. For example, if you discard two cards, Cheng's Magic Ability rises by 2.

*with:*

At the beginning of this model's Activation, you may have this model lose 2 Wounds to gain 1 magic Ability until end of turn. You may use this ability up to three times each turn.

Page 105:

**Phoenix's profile:**

*Replace:*

Guns 3

*with:*

Guns 2

Page 107:

**Ata Kijao's profile**

*Replace:*

Wounds 8

*with:*

Wounds 6

Page 107:

**Shuriken**

*Replace:*

	S	8"	Notes
Shuriken	3	+1	Quick, Fastshot[2], Gruesome Damage

*with:*

	S	8"	Notes
Shuriken	3	0	Quick, Fastshot[2], Gruesome Damage

Page 109:

**Repeater Crossbow;**

*Replace:*

	S	12"	24"	48"	Notes
Repeater Crossbow	3	+1	0	-2	Armour Piercing [2], Fastshot [2]

*with:*

	S	8"	16"	24"	Notes
Crossbow Pistol	4	+1	-1	-2	Armour Piercing [1], Fastshot [2]