

HORDES MKII

Field Test Rule Update 2

December 4th, 2009

PAGES 40-41—REPLACE THE SECTION ON WARBEAST SHAKE EFFECTS WITH THE FOLLOWING:

Shake Effects

During your Control Phase after resolving threshold checks and frenzies, a warbeast that is knocked down can be forced to stand up.

During your Control Phase after resolving threshold checks and frenzies, a warbeast that is stationary can be forced to cause the stationary status to expire.

PAGE 41—REPLACE THE THRESHOLD & FRENZY SECTION WITH THE FOLLOWING:

Threshold & Frenzy

Tapping into the primal energies of vicious warbeasts is not without risks. The fury generated by pushing a warbeast can potentially send it into a blind rage, causing it to frenzy. During your Control Phase, after your warlocks have leached fury from their warbeasts and spent fury to upkeep their spells, each of your warbeasts with 1 or more fury points remaining on it must make a successful threshold check or frenzy. To make a threshold check, roll 2d6 and add 1 to the roll for each fury point on the warbeast. If the roll exceeds the warbeast's current Threshold (THR) stat, it fails and frenzies.

***Example:** During his Control Phase Rob makes a threshold check for his Titan Gladiator, which has 3 fury points on it. Rob rolls 2d6 and adds 3 to the roll for the Titan Gladiator's fury points. He then compares the result to the Titan Gladiator's THR of 9. The Titan Gladiator passes the threshold check and nothing happens if Rob rolls 6 or less (the Gladiator's THR of 9 - 3 fury points = 6). If Rob rolls 7 or more, the Titan Gladiator frenzies because the result exceeds its THR.*

A frenzied warbeast immediately activates and attempts to attack another model. If there are models in melee range, it will attack one of them, enemy models first. If there are no models in the warbeast's melee range but there are models engaging it, the warbeast will advance toward and attack the closest. Otherwise, the frenzied warbeast will charge and attack the nearest model in line of sight. If the frenzied warbeast cannot charge, it will advance toward the selected model instead. If there are no models in the frenzied warbeast's line of sight, it will advance toward and attack the nearest model. When there is a choice of models, select one of

them at random. A frenzied warbeast that is knocked down will forfeit its movement to stand up and attack if possible. Otherwise it will forfeit its action and advance toward the nearest model.

A frenzied warbeast never makes special attacks. It makes one attack with its melee weapon with the highest POW. The attack and damage rolls for this attack are boosted.

At the end of the warbeast's frenzy activation, you can remove any number of fury points from it.

The warbeast remains frenzied for one round. While frenzied, the warbeast cannot be forced or have damage transferred to it.

Because a frenzied warbeast activates in the Control Phase, it cannot activate again during the Activation Phase that turn.

PAGE 42—REPLACE THE FURY MANIPULATION SECTION WITH THE FOLLOWING:

Fury Manipulation

This model has a Fury (FURY) stat. During your Control Phase, this model replenishes its fury points by leaching fury from the warbeasts in its battlegroup. This model begins the game with a number of fury points equal to its FURY. Unless otherwise stated, this model can spend fury points only during its activation.

During his controller's Maintenance Phase, a warlock loses all fury points in excess of his FURY stat.

Leaching

Warlocks can use the fury points generated by their warbeasts, but they do not receive it automatically. A warlock can leach fury points from warbeasts in his battlegroup in his control area during his controller's Control Phase. Fury points leached from a warbeast are removed from it and placed on the warlock.

A warlock can also leach fury points from his own life force during his controller's Control Phase. For each fury point he leaches from himself, a warlock suffers 1 damage point. This damage cannot be transferred.



A warlock can leach any number of fury points, but he cannot exceed his FURY in fury points as a result of leaching. Leaching is performed at the start of the Control Phase before threshold checks are made or fury is spent to upkeep spells.

For example, Hoarluk Doomshaper has FURY 7. If he begins his controller's turn with 2 fury points, he can leach up to 5 additional fury points from warbeasts in his battlegroup that are in his control area, but he cannot leach more than 5 because the additional points would exceed his FURY.

Reaving

Warlocks are able to capture the life essence of their warbeasts as they are destroyed. When a warbeast in the warlock's battlegroup is destroyed while in his control area, that warlock can reave the fury points on the warbeast. Before removing the destroyed model from the table, remove its fury points and place them on the warlock. A warlock cannot reave fury points from a warbeast that was destroyed by a friendly attack or as a result of transferred damage.

Some abilities enable a warlock that does not control a warbeast to reave its fury points. However, the fury points of a destroyed warbeast can only ever be reaved by a single warlock.

A warlock cannot exceed his FURY in fury points as a result of reaving. Excess fury points gained from reaving are lost.

Discarding Fury

During his activation, a warlock can remove any number of fury points from himself. A warlock can discard fury even if he runs.

PAGE 43—REPLACE THE SECTION ON WARLOCK SHAKE EFFECTS WITH THE FOLLOWING:

Fury: Shake Effect

During your Control Phase after resolving threshold checks and frenzies, if this model is knocked down it can spend 1 fury point to stand up.

During your Control Phase after resolving threshold checks and frenzies, if this model is stationary it can spend 1 fury point to cause the stationary status to expire.