

Vortex: Core Rulebook

ERRATA

07/04/14

Page 20 – Transporting

Add the following line to the end of the first paragraph:

Riding and Transporting Combatants are considered Base-to-Base.

Page 21 – Double-Time

Add the following line to the Double-Time Action:

A Combatant may not take the Double-Time Action if it did not move its full Speed Trait in inches during its Movement, or it forgoes its Movement such as by disembarking from a transporting Combatant.

Page 21 – Double-Time – Charge Bonus

Add the following line to the end of the Charge Bonus section of the Double-Time Action:

All Charge Movement must be in as direct a line as possible toward the Charged Enemy Combatant, allowing for the circumvention of Terrain obstacles, Difficult Terrain, and Impassable Terrain.

Page 27 – Disengage

Add the following line to the end of the first paragraph of the Disengage rule:

If a Combatant is attempting to Disengage while in Base-to-Base contact with multiple Enemy Combatants, the Defending Player may choose which Combatant acts as the Defender for the Disengage Check.

Page 48 – Indirect

Change the fifth and sixth lines to read:

Blast and Spray Weapons fired Indirectly incur a -4 Ranged Weapon Attack Penalty. Indirect Weapons fired directly incur a -2 Ranged Weapon Attack Penalty

Page 50 – Seeking

Change the fifth line of the Seeking Feature to read:

Enemy Combatants with Heavy Cover or Total Cover who Evade cannot be targeted by a Seeking Weapon unless they are Spotted.

Page 56 – Drop Deployment

Change the sixth line of the Drop Deployment Ability to read:

If that Instant Check is successful, it remains as placed, continues its Turn with its Movement segment over, and may not take the Double-Time Action.

Page 62 – Closed Top Transport

Change the last two lines of the Closed Top Transport Ability to read:

If the transporting Combatant fails a Casualty Check and is removed from the Battlefield, each transported Combatant must make a Casualty Check (Resistance + Armor + d10) against the Resistance Trait of the transporting Combatant or be removed from the Battlefield as a Casualty. Transported Combatants removed in such a way are counted, for the purposes of Victory Points, as having been removed by the Combatant that caused the initial Casualty of the transporter. If the transported Casualty Check is successful, the transported Combatants are immediately Dropped, receive Suppression Markers, and are placed as close as possible to where the transporting Combatant was. This Ability supersedes the Defensive Top Transport Ability.

Page 62 – Pilot

Change the second line of the Pilot Ability to read:

A Pilot may begin the game already inside and operating a transporting Combatant and may be initially Fielded with the transporting Combatant even if the transporting Combatant uses a Deployment Ability.

Page 64 – Gunner

Add the following line to the end of the Gunner Ability to read:

A Gunner may begin the game already inside a transporting Combatant and may be initially Fielded with the transporting Combatant even if the transporting Combatant uses a Deployment Ability.

Page 68 – Riposte

Add the following line to the end of the Riposte Ability:

The Parried Melee Attack must be against an Enemy in Base-to-Base for the Riposte Ability to take effect.

Page 73 – Share

Change the fourth and fifth lines of the Share Ability to read:

Ally Combatants within this Area of Effect may use the shared Ability as if it were their own. If an Ally Combatant is unable to purchase the Ability on its own, due to requirement or Liability restrictions, it is not able to use the shared Ability.

Page 73 – Summon

Change the first line of the Summon Ability to read:

A Combatant with the Summon Ability that is not Base-to-Base with an Enemy Combatant may take a Miscellaneous Action to summon up to half its Resistance Trait in additional Combatants, for a total point Cost of up to half the summoning Combatant's point Cost.

Page 73 – Summon

Add the following line to the end of the first paragraph of the Summon Ability:

Summoned Combatants cannot be constructed to possess the Summon Ability.

Page 73 – Summon

Add the following line to the Maintenance rule of the Summon Ability:

A summoned Combatant may not activate before its summoning Combatant's Turn during any Round.

Page 79 – Dependent

Change the last line of the Dependent Liability to read:

If the focus is removed from the Battlefield for any reason, the Dependent Combatant receives a Break Marker and may continue the rest of the game as if it did not have the Dependent Liability.

Page 80 – Heedless

Add the following line to the end of the Heedless Liability:

If a Combatant with the Heedless Liability ties in melee with an Enemy which also has the Heedless Liability, the tie remains a Stalemate.

Page 125 – Augmentation of Battle

Change the first line to read:

The combatant feels power bleeding into its body as strange wrappings are placed around it.

Page 157 – Average Carnivore

Change the Ability of the Average Carnivore from "Vicious Assault" to "Vicious Assault".

Additional Melee Weapon Features

Continuous Damage

A Combatant that is hit from a Weapon with the Continuous Damage Feature passes its Casualty Check, it receives a Continuous Damage Marker if it does not already have one. Combatants with a Continuous Damage Marker must, at the end of the Compulsories, perform an Instant Check (AGI or RES 11+). If the Combatant passes the check, the Marker is removed and they may continue their turn as normal. If the Check fails, the Combatant must pass a Casualty Check (11+) or be removed from the Battlefield as a Casualty of the initial attack.

Daishō

Weapons with this Feature add a +2 to the Melee Attack when used by a Combatant that has the Extra Melee Attack Ability and has already performed at least one Melee Attack this Turn.

Ramming

A Combatant using a Weapon with the Ramming Feature may use its Speed Trait in place of its Combat Trait when performing a Melee Attack that includes the Charge Bonus.

Additional Melee Weapon Flaw

Non-Lethal

If a Combatant is removed from the Battlefield from a Casualty caused by a Weapon with the Non-Lethal Flaw, the Combatant treats all rolls of 2-10 as Lucky on the Situation Chart in the Post-Game. Melee Attacks with Non-Lethal Weapons cannot add a Charge Bonus even when the Attaching Combatant is Charging.

Additional Ranged Weapon Features

Anti-Aerial

A Combatant using a Ranged Weapon with the Anti-Aerial Feature adds a +2 Bonus to Ranged Attack Checks when targeting Enemy Combatants with the High Speed Flight or Perfect Flight Ability that are above the Battlefield Surface. Anti-Aerial Weapons targeting Enemy Combatants on the Battlefield Surface incur a -2 Ranged Attack Check Penalty. Anti-Aerial Weapons are not combatable with the Guided Feature.

Points: Ranged Weapons that target a Point, such as Ranged Weapons with the Blast Feature, must declare a Point physically on an Enemy Combatant above the Battlefield Surface to receive the +2 Ranged Attack Bonus. All other declared Points suffer the -2 Ranged Attack Check Penalty.

Continuous Damage

A Combatant that is hit from a Weapon with the Continuous Damage Feature passes its Casualty Check, it receives a Continuous Damage Marker if it does not already have one. Combatants with a Continuous Damage Marker must, at the end of the Compulsories, perform an Instant Check (AGI or RES 11+). If the Combatant passes the check, the Marker is removed and they may continue their turn as normal. If the Check fails, the Combatant must pass a Casualty Check (11+) or be removed from the Battlefield as a Casualty of the initial attack.

Additional Ranged Weapon Flaw

Non-Lethal

If a Combatant is removed from the Battlefield from a Casualty caused by a Weapon with the Non-Lethal Flaw, the Combatant treats all rolls of 2-10 as Lucky on the Situation Chart in the Post-Game. Weapons with the Non-Lethal Flaw do not cause Casualty Generated Suppression.

Additional In-Game Ability: Movement

Tunneler

Cost: 3 tier

A Combatant with this Ability may move above or below ground, below the Battlefield Surface. A Combatant the Battlefield Surface that is not in Melee may use a Miscellaneous Action to perform an Instant Check (Speed 11+). If the Check is unsuccessful, the Combatant remains on the Battlefield Surface and its Turn ends. On a Successful Check, the Combatant may move to below ground. The Combatant may chose to start their Deployment above or below ground unless the Scenario indicates a special Deployment.

Below Ground: While below ground the physical miniature is removed from the Battlefield and a Marker is used to notate its location. The Combatant moves at half Speed while below ground and may take no Actions other than the Double-Time Action or the Miscellaneous Action to attempt a return to the Battlefield Surface. Combatants below ground do not have Line of Sight to or from any other Combatant, even those also below ground. Combatants below ground may ignore all obstacles, even other Combatants, while moving below the surface. Attacks and other effects that do not require Line of Sight, such as Blast Weapons, do not affect Combatants below the surface. Combatants below the ground can travel beneath Area Terrain without suffering any penalties except for Hazardous Area Terrain which cannot be traversed even below ground. While below ground the Combatant is not considered Fielded and does not count towards the Player's total of Fielded Combatants when determining the Breaking point of Allies in Scenarios using the depletion Breaking rule. Combatants below ground at the end of the game are considered to have Withdrawn. A Combatant below the ground must return to the surface below it may exit the Battlefield.

Returning to the Surface: A Combatant below the surface may return to the Battlefield Surface by taking a Miscellaneous Action and performing an Instant Check (Speed 11+) so long as the Battlefield Surface above their location is free from obstacles, is at least 2" away from any Enemy Combatants, and is at least 4" away from any Enemy Deployment Edge.

Carrying: Any Combatant that is Riding a Combatant that is below the surface must adhere to the same penalties as its transporting Combatant. Riders may not Disembark or be Dropped while below the surface.

Additional In-Game Ability: Transport

Portable

Cost: 1 Tier

A Combatant with the Portable Ability is treated as one Size Class smaller for the purposes of being carried. A Combatant carrying only Combatants with the Portable Ability may move at full Speed without requiring a Strength Check. A Combatant with the Portable Ability does not receive a Suppression Marker when dropped. A Combatant with the Portable Ability may begin the game already inside a transporting Combatant and may be initially Fielded with the transporting Combatant even if the transporting Combatant uses a Deployment Ability.

Additional In-Game Ability: Defense

Fierce

Cost: 2 Tier

A Combatant with this Ability that fails a Casualty Check is not removed from the Battlefield and may continue as normal until the end of the Round. At the end of the Round, they are immediately removed.

Additional Liabilities

Avoidable

Cost: -1 Tier

A Combatant with this Liability always fails its Defensive Disengage Checks and receives a Suppression Marker upon the fail. If the Enemy Combatant performing the Disengage Action has the Avoidance, Avoidance Expert, or Avoidance Master Abilities, they may choose the Flee option without receiving a Suppression Marker.

Directional

Cost: -1 Tier

A Combatant with this Liability may only move in the direction of its Facing. Changing this Combatant's Facing cost 1" on Movement per Facing change. For example, if a Combatant wishes to turn 90° to the right, move 2" forward, turn 135° to the left, then move 1" forward, the entire Movement would cost 5". Moving must always be in a straight path, but may compose of multiple Facing changes.

Impeded

Cost: -1 Tier

A Combatant with the Impeded Liability cannot Double-Time over Spans and Ledges and cannot use the Pull Up or Squeeze Movement rules. A Combatant with this Liability suffers a -4 Penalty to all Melee Adjustment Checks.