

— HYPERSTEEL NIGHTMARE ERRATA —

FLYER MOVEMENT

P. 44 – Flyers may not move onto the board from the enemy board edge.

BOOM

P. 54 and 62 – Explosion rules are on page 78 not 74.

ON FIRE

P. 54 and 62 – If a vehicle that is on fire is destroyed and leaves a wreck token, it should instead leave a flaming wreck token.

RAMMING

P. 59 – Replace the final paragraph with:

The Unit may also get a modifier to the number of dice rolled depending on if it is of a smaller or larger Size than the target.

P. 60 – If a ram assault is modified to have zero dice, end the assault order. You cannot perform a ram order if you would have zero or fewer dice when making the assault.

CAVALRY

P. 99 – Remove the special rule “Unarmoured” and change the Hull Points value to 2.

INFERNO

P. 111 – Change the text of the Inferno rule to:

Flammable terrain within 2” of the target is set on fire. Additionally, if an attack with this weapon scores at least one hit of any kind, roll an additional D6. On a 6, the target gains the “On Fire” critical damage token in addition to any other damage.

FLYER (FAST MOVER) AND FLYER (VTOL)

P. 128 – Change the paragraph about destroyed fast movers to:

When a Fast Mover is destroyed, it does not leave a wreck and instead always leaves a flaming wreck 12” in front of where it was.

P. 129 – Change the paragraph about destroyed vtols to:

When a VTOL is destroyed, it does not leave a wreck and instead always leaves a flaming wreck.

These changes remove mentions of destroyed vehicles causing panic to other vehicles. This was left in from an earlier draft.

COMPACT LIST

P. 156 – The Arcus Heavy Tank has the resilient modification. Remove the resilient line from the weapons.

Q&A

Q: Does an attack with a Guided weapon on an enemy in contact with a friendly unit still have to attack the friendly unit with any misses?

A: Yes, and the misses also gain the benefit of Guided.

Q: If a Fast Mover does a Ram attack, does it then resolve the Boom! critical as effectively a second attack on the target and any other units in range of the blast?

A: Yes.

Q: Can a Transforming unit be a Fast Mover or VTOL in one of its forms?

A: Yes.

Q: Can a Fast Mover or VTOL be chosen for the Ambush support?

A: No.

Q: At what point can Early Warning Radar units do their reaction attack? When the enemy enters the battlefield, just before it does an attack or at any point the Early Warning Radar player chooses?

A: The attack is made at the point the enemy unit enters the battlefield.

Q: Can Barricades be placed at the edge of the battlefield, blocking units using Encirclement from entering the battlefield there?

A: Yes.

Q: Can a unit with a Panic marker make a Shoot attack at an empty terrain feature if there are no enemies visible just to clear the Panic?

A: No.

Q: Can a unit in an unrevealed Ambush blind with Early Warning Radar react to fire on an enemy Flyer entering the battlefield?

A: Yes, units in Ambush can be revealed at any time.

Q: Can a Combat Air Patrol support be used on an enemy Combat Air Patrol support unit entering the battlefield in response to a Flyer entering?

A: Yes.

Q: Does Concealing Terrain do anything when shooting at/with Fast Movers or VTOLs?

A: Flyers cannot benefit from Concealing Terrain, but targets of attacks from Flyers gain benefit from Area Concealing terrain.

Q: When a unit is given a Shoot order, does it need to declare if Sponsons are fired together with another mount? This will impact the decision to use Countermeasures or not.

A: When firing Sponsons and Co-Axial weapons as part of another Shoot order, you must declare which weapons are being fired at the selecting weapons stage.

Q: Can you take upgrades like Incendiary Ammunition and Targeting Protocols multiple times?

A: Yes, each instance of the upgrade adds the rule to a different weapon.

Q: Are Sponson weapons one weapon or two for the purposes of a weapon destroyed critical damage result?

A: One weapon.

With thanks to the Murphy's Heros gaming club and the Hypersteel Nightmare discord server for compiling this document.