



BATTLEDRILL

ERRATA & VOL. 2 UPDATES

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ERRATA

Details on Models -> Abilities

Jet-jump is one of the iconic actions when we think about struggle in the Distant Edge, but as we were inventing more and more units without the ability to fly in favor of other specialties, the Earthbound ability was included much more than any other ability. This took a lot of place on the cards and seemed redundant, as the 'not-flying' characteristic was often intuitive. We decided to present Earthbound as an icon left to the SPD attribute. Add as the last paragraph in the Abilities section:

Earthbound – The icon indicates that the character has no access to a jetpack or any similar flying assistance device/power, and due to that, the model cannot use the Jet-jump action.



Game turn -> Maintenance Phase

As there are more and more abilities which take effect otherwise than during normal activation, especially in the Maintenance Phase, it may not always be clear what should be resolved first. Due to that, we added names and one additional step that can be referred to when it seems required.

Replace the Maintenance Phase section with the following:

Both **Players** resolve the following steps:

- Removal Step - end and remove all effects, templates and tokens with a duration of one turn,
- Recover Step - friendly models recover **Adrenaline Points** up to their **ADR** value, models that have a **Hexis** piece in their possession gain 1 additional point,
- Scenario Step - resolve all effects specified in the scenario

which take place in the **Maintenance Phase**,

- End Step - resolve any other effects that refer to the end of the **Maintenance Phase**.

Definitions

Some abilities trigger when a model advances and not when it was moved by another effect, so it is good to recognize the difference. Add the following paragraph to the end of the Definitions section:

Advancing vs Moving – while both result in changing the position of your model, an advance always refers to the movement the model makes intentionally, for example by using the Advance action, and by default it means that the distance traveled is equal to **SPD** or less. All other effects that can cause a model to move less intentionally are described as moving, for example the Bouncer Damage Effect. The difference might matter when triggering certain abilities.

Base Actions

Replace the second sentence of the Jet-Jump action description from the Base Actions section with the following:

A model (without Earthbound ability represented by the icon near the **SPD** attribute) can spend from 2 up to total unspent Adrenaline points **[AP]** to advance up to its current Speed **[SPD]** value multiplied by the number of **AP** spent.

Model Abilities

Go with the Flow

Clarification. Replace the description with the following:

While within 3", other friendly models gain +1 **SPD** during their next advance.

Living Bastion

Clarification. Replace the description with the following:

While within 1", other friendly models gain +1 **ARM**.

Towering

While this ability was intended to be one-sided to not require the opponent to know it while determining targets, it was usually intuitively played as a two-sided rule. Replace the description with the following:

This model can ignore other models when determining **LOS** and vice versa. (Other models can ignore intervening models when determining **LOS** to this model.)

Model Special Actions

Basic Imperative

Clarification. Replace the second sentence with the following:

Advance the target model up to its **SPD** value.

Call of the Abyss

Replace the second option with the following:

For one turn, while within 6", friendly models gain +1 to their **JNK**.

Hit and Run

Clarification. Replace with the following:

This model can perform an attack followed by a normal advance.

Intimidating Authority

Clarification. Replace the second sentence with the following:

Advance the target model up to its **SPD** directly towards this model.

Models

Loeb, the Renegade

Remove the Gravity Repulse special action.

Add the Forceshield special action:

Forceshield [2] - While within 2", friendly models gain +1 **ARM**.

Replace the Crystal Arm weapon with the following:



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Details on Models

Command

If the model has the Master type keyword, it also comes with a Command **[CMD]** value which describes how many Minions can be controlled by this model at a time. For more details, see section Master and Minions.



Ongoing Statuses

Exhausted – model suffering this ongoing status cannot advance by their own or friendly actions and abilities.

Blinded – model suffering this ongoing status cannot target models further away than 2".



exhausted



blinded

Damage Effects

Drag – Move the model hit directly towards base to base contact with this model.

Chase – Move the model hit 1" directly away from this model, then move this model 1" directly towards the model hit.

Restrainer – Model hit suffers the Exhausted status.

Flare – Model hit suffers the Blinded status.

Master and Minions

When a model has the Master type keyword, it can bring and control additional units on the **Battlefield**. The maximum model quantity that can be controlled at once is determined by the Command **[CMD]** value. Some Minion models are deployed along with their Master, while others come into play through abilities or special actions. If any ability/action would cause placing another Minion while the maximum number is already reached, the effect will not take place.

Minions activate during their Master activation in any order. As usual, the model must finish its activation before the next one can activate. During activation,

it can perform Advance and/or **Attack** action (any order). Minion models do not replenish or gain **AP** and do not provide **VP** when killed.

SCENARIOS

ORBITAL EXTRACTION

Scenario Setup

Place **Hexis** Cache markers (impassable) as marked on the map below, then follow normal setup rules.

Scenario Goals

Starting from the second turn, **Players** gain 2 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) while within the Cargo Area of the Orbital Shuttle. A player gains additional 1 **VP** if it was the first **Hexis** piece disposed of this turn.

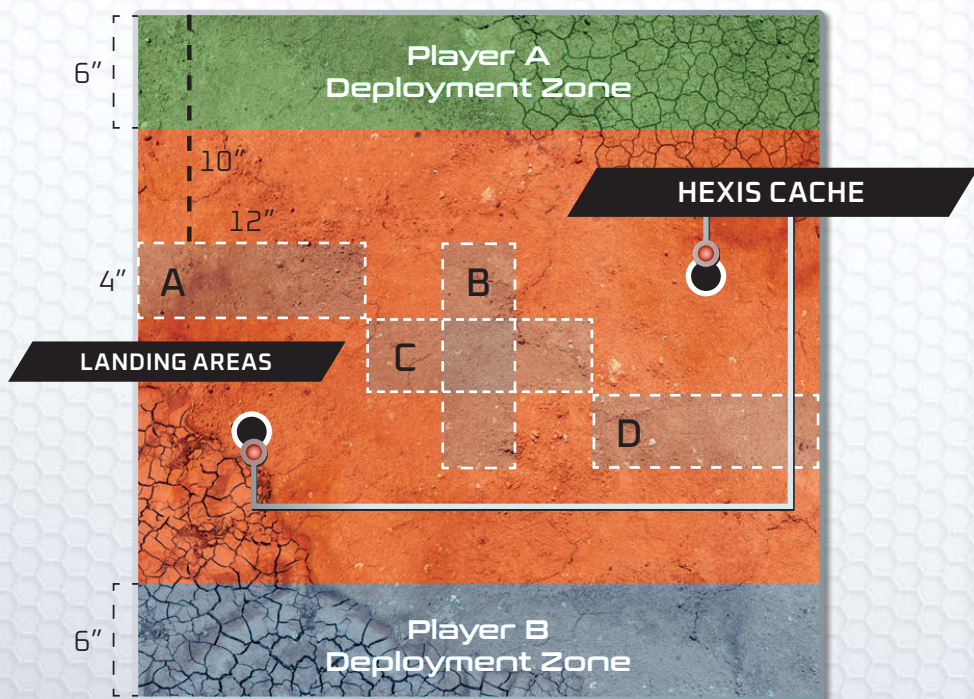
Maintenance Phase

After the scenario step during the **Maintenance Phase**, randomly determine a landing area (A/B/C/D) and place the Orbital Shuttle there. If any terrain piece prevents placing the Shuttle, remove such a piece from the **Battlefield**. If there is a model in the area where the Shuttle would be placed, the model suffers 10 **DMG** and is placed at the nearest location that allows the Shuttle placement.



Special Rules

Orbital Shuttle – is a providing cover[btb], blocking **LOS**, impassable terrain with the exception of the marked Cargo Area. Remove the Space Shuttle from the **Battlefield** if two **Hexis** pieces were disposed of at it or at the beginning of the **Maintenance Phase**.



HOSTILE TAKEOVER

Scenario Setup

Place the Mine (providing cover[**btb**], blocking **LOS**, impassable except for the Top Platform), two Secondary Entrances (impassable, blocking **LOS**, providing cover[**btb**]) and two **Hexis** Cache markers (impassable) as marked on the map below, then follow normal setup rules.

Scenario Goals

Attacking **Player**:

- Gains 3 **VP** for controlling the Top Platform during the **Maintenance Phase**;
- Gains 4 **VP** for destroying the Main Mine Gate;

Defending **Player**:

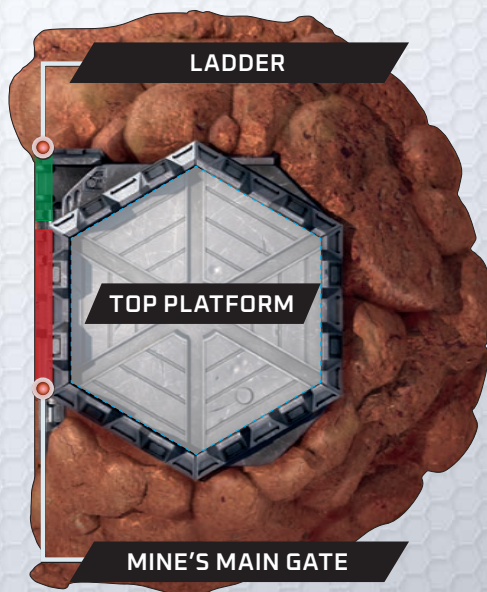
- Gains 3 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) while within the Top Platform.

Special Rules

Top Platform – Models completely within the Top Platform gain cover when targeted by attacks from outside the platform.

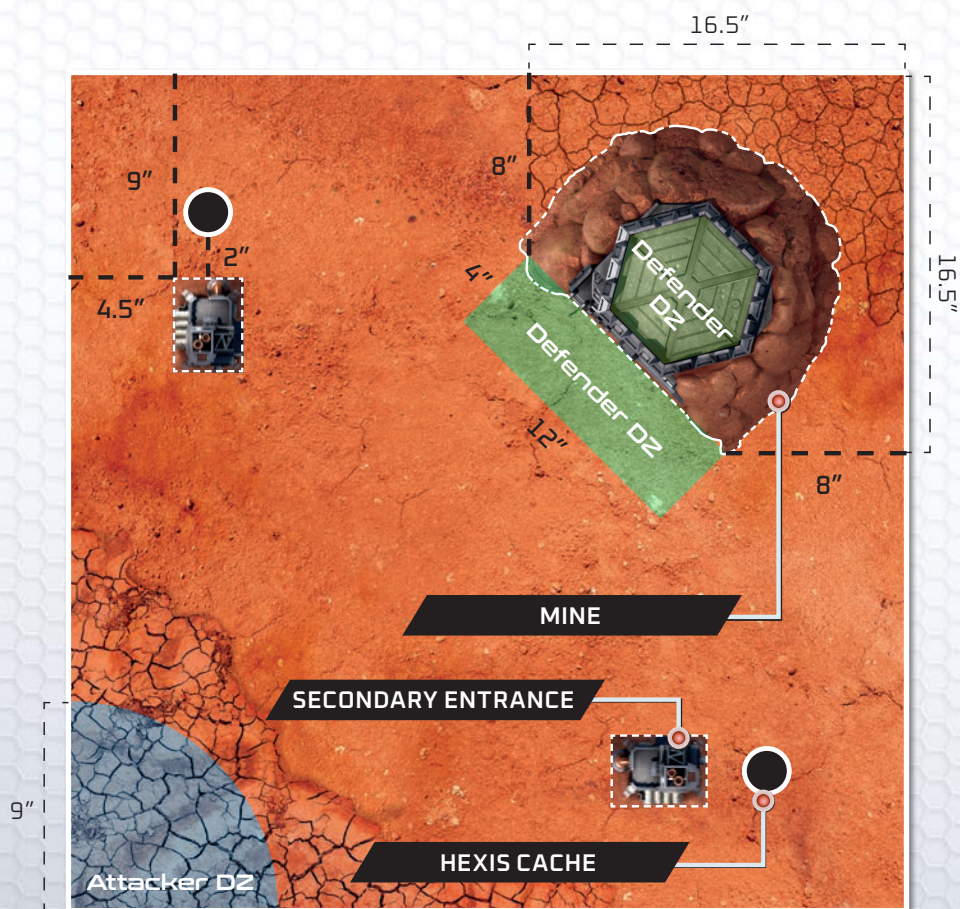
Mine's Main Gate – can be targeted by attacks. It has **JNK 0**, **ARM 6**, **LF 20**. Immune to Damage Effects.

Ride in the Dark [1] – while **btb** with a Secondary Entrance, you can spend 1 **AP** to be placed in **btb** with another Secondary Entrance. The model must be able to move to perform this action. From the third turn of the game, models within the Top Platform can use this action and also the Top Platform can be chosen as a destination.



Use the Ladder [1] – While on the platform, place the model btb with the Ladder. While btb with the Ladder, place the model on the Top Platform. The model must be able to move to use this action and it cannot be used when there is no space to place the model.

Plant Explosives [1] – a model must spend a **Hexis** piece in addition to perform this action. When used while btb with the Main Mine Gate, the Gate loses 9 **LF**. Otherwise place **AOE 3"** completely within 3". Models entering or ending its activation within the **AOE** are dealt 9 **DMG**. **AOE** lasts for one turn.



BRACE FOR IMPACT

Scenario Setup

Place three Wreck pieces (providing cover[btb], blocking **LOS**, impassable, **Hexis** Cache) as marked on the map below, then follow normal setup rules.

Scenario Goals

Players gain 3 **VP** for finding the Survivor and 7 **VP** for escorting the Survivor to their own **Deployment Zone** (completely within).

Players gain 2 **VP** for disposing of a **Hexis** piece (using Rid the Rock! action) completely within their Deployment zone.

Special Rules

Survivor – it is a 40mm neutral model with the following stats: **SPD** 4, **JNK** 2. If this model would be hit by an attack, move it directly toward a random **Battlefield** edge. This model cannot suffer **damage** or **damage** effects.

Search the Wreck [2] – while btb with the Wreck piece and there is no Survivor on the **Battlefield**, make a single die roll.

On a success, you find the Survivor. Place the Survivor model btb with the searching model. If the roll wasn't successful, the model can perform Grab the Rock! action without spending **AP**. If the Wreck piece is the last one that wasn't already searched, the roll is automatically successful. **This action can be used starting from the second turn and a Wreck piece can be affected only once per game.**

Escort (Survivor) [1] – move the target model of an indicated type in base to base contact up to its **SPD**.

