



# ERRATA

JANUARY 2016

## IRON KINGDOMS FULL METAL FANTASY ROLEPLAYING GAME: CORE RULES

### P. 146. STORMBLADE ABILITIES

Replace Gunfighter with Close Shot.

### P. 159. ABILITIES

Add the following ability:

#### CLOSE SHOT

*Prerequisite:* None

*The character does not suffer a -4 penalty on ranged attack rolls with a storm glaive while engaged.*

### P. 166. RETURN FIRE

Remove the prerequisite for Return Fire.

### P. 176. CRAFT (INTELLECT)

In the roll results table, replace the header "Common Item" with "Value of Goods."

### P. 192 SEDUCTION

In the Seduction target numbers table, replace all instances of "the intimidating character" with "the seducing character."

### P. 193. STREETWISE

Remove the fifth row of the Streetwise target numbers table.

### P. 214. MOUNT ATTACKS

Replace the second paragraph with the following:

*Attacks made by a mount are melee attacks and are resolved using the rider's PRW + Riding skill. If the attack hits, use the mount's STR as*

*the POW of the attack and add any modifiers granted by abilities or spells. A mount's attack and damage rolls cannot be boosted.*

### P. 237. BLESSINGS OF WAR

Replace the word "gains" in the first sentence with "gain."

Replace the word "attacking" in the second sentence with "attacked."

### P. 245. TELEKINESIS

Telekinesis is not an upkeep spell.

### P. 249. COAL

Replace the coal price entry with the following:

*Coal, 20-pound bag: 3 gc*

*Coal, 50-pound bag: 5 gc*

*Coal, delivery of 1,000 pounds: 60 gc*

*Coal, delivery of 2,000 pounds: 100 gc*

### P. 264. RIFLE GRENADES CALLOUT

Replace the last sentence of the callout with the following:

*A character firing a rifle grenade suffers -1 on his attack roll.*

### PP. 266–267. PISTOL, MAGELOCK

Replace the text of the special rules section with the following:

*Magelocks are capable of firing light metal-cased ammunition in times of need, but Gun Mages seldom deign to do so. It is impossible to empower non-rune shot ammunition with spells, no matter what sort of firearm fires it.*

*It costs 5 gc for blasting powder, a rune-scribed bullet, and the metal casing for each round of rune shot ammunition. Due to the high cost of ammunition, most gun mages pour their own rune shots (see "Craft Rune Shot," p. 160).*

When a Gun Mage fires a rune shot from a magelock pistol, the magelock is considered to be a magical weapon.

### P. 268. RIFLE, MAGELOCK

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*This weapon requires two hands. When a Gun Mage fires a rune shot from a magelock rifle, the magelock is considered to be a magical weapon.*

### P. 283. CLOCKWORK CAPACITOR

In the second paragraph of the fabrication rules, replace "arcane turbine" with "clockwork capacitor."

### P. 297. ALTERNATIVE METHODS OF DELIVERY CALLOUT

Replace the fourth sentence of the callout with the following:

*When fired from a military rifle, a rifle grenade has a range of 60 feet (10<sup>+</sup>), no extreme range, and the same AOE and effects as the standard grenade type. A character firing a rifle grenade suffers -1 on his attack roll.*

### P. 301. FORAGER LIGHT LABORJACK CHASSIS

Remove the top row of the Forager's damage grid.

### P. 333. COMBAT ENCOUNTER BUILDING

In the first cell of the first column of the table, replace the number 12 with 21.

In the second cell of the second column, replace the number 26 with 36.

## IRON KINGDOMS FULL METAL FANTASY ROLEPLAYING GAME: KINGS, NATIONS, AND GODS

### P. 94. VOLTAIC HALBERD

A voltaic halberd has an attack modifier of -1 (two-handed).

Replace the first line of the voltaic halberd's special rules with the following:

*This weapon can only be used two-handed and has Reach.*

In the last sentence of the special rules, replace "storm glaive" with "voltaic halberd."

### P. 177. ASSAULT KOMMANDO CAREER

In the starting assets section, replace "assault shield" with "combat shield."

### P. 357. EXEMPLAR CAREER

Add "Divine Might (p. 361)" to the Exemplar Abilities.

### P. 361. NEW ABILITIES

Add the following ability:

#### DIVINE MIGHT

*Prerequisite:* STR 6

*The character can wield two relic blades at a time.*

## NO QUARTER PRESENTS: IRON KINGDOMS URBAN ADVENTURE

### P. 4. GUTTERSNIPE

Remove the Sling skill.

### P. 69. BONE SHAKER

Replace the text of the spell with the following:

*When this spell destroys a living or undead character, the spellcaster can have the destroyed character immediately make a full advance followed by a normal melee attack. The destroyed character is then removed from the table. The destroyed character cannot be targeted by free strikes during this movement.*

## MONSTERNOMICON

### P. 16. CEPHALYX DRUDGE

A cephalyx drudge has 12 vitality points.

### P. 97. PISTOL WRAITH SPELLSLINGER

Remove the second sentence in the Notes section.

## IRON KINGDOMS UNLEASHED ROLEPLAYING GAME: CORE RULES

### P. 104. GATORMAN RACE

Add Skilled to the list of archetypes.

### P. 120. BONE GRINDER CAREER

Replace the starting spell Arcane Bonds with Spirit Lash.

### P. 121. BRIGAND CAREER

Add Great Weapon 4 to Brigand Military Skills.

### P. 156. BEAST HANDLER ABILITY

Replace the ability text with the following:

*This character can reroll failed Animal Handling skill rolls. Each failed roll can be rerolled only once as a result of Beast Handler.*

### P. 165. RETURN FIRE ABILITY

Remove the prerequisite for Return Fire.

### P. 240. SHAMAN: DEVOURER WORM SPELLS

Battle Rage is a COST 2 spell.

**P. 241. WARLOCK: CIRCLE SPELLS**

Aggravator is a COST 3 spell.

**P. 241. WARLOCK: FARROW SPELLS**

Warpath is a COST 2 spell.

Add Feast of Worms to the COST 4 spells.

**P. 241. WARLOCK: SWAMP SPELLS**

Battle Rage is a COST 2 Spell.

Warpath is a COST 2 spell.

Add Dark Guidance to the COST 4 spells.

**P. 241. WARLOCK: TROLLKIN SPELLS**

Warpath is a COST 2 spell.

Add Stone Strength to the COST 2 spells.

Add Force Hammer to the COST 4 spells.

**P. 242. SPELL DESCRIPTIONS**

Add the following spells:

**DARK GUIDANCE**    4    SELF CTRL    -    NO    NO

*While in the spellcaster's control range, friendly characters gain an additional die on their melee attack rolls this turn.*

**FORCE HAMMER**    4    10    -    12    NO    YES

*Instead of suffering a normal damage roll, a non-incorporeal character Force Hammer hits is slammed d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 12 damage roll. Collateral damage from this slam is POW 12.*

**P. 245. DOMINATE UNDEAD**

Dominate Undead is an offensive spell. It is not an upkeep spell.

**P. 247. HARVEST**

Harvest is an upkeep spell. It is not an offensive spell.

**P. 248. INFLUENCE**

Influence is an offensive spell.

**P. 274. WEAPON TRAINING**

Add the following:

*A warbeast does not suffer attack modifier penalties with the weapons included in its warbeast profile that it has been trained to use. A warbeast trained to use other weapons has a MAT equal to its PRW.*

**P. 288. BULL SNAPPER**

Replace the page reference with p. 396.

**P. 288. SWAMP HORROR**

Elasticity is a RNG 6 spell.

**P. 332. DUSKWOLF**

Add the following to the special rules:

*A character with Trained Rider (duskwolf) can perform charge attacks while mounted on a duskwolf. This is not considered a Cavalry Charge, and a duskwolf cannot make impact attacks.*

**P. 333. SKIROVIK MOUNTAIN GOAT**

Add the following to the special rules:

*A character with Trained Rider (Skirovik mountain goat) can perform charge attacks while mounted on a Skirovik mountain goat. This is not considered a Cavalry Charge, and a Skirovik mountain goat cannot make impact attacks.*

**P. 333. ULK**

Add the following to the special rules:

*A character with Trained Rider (ulk) can perform charge attacks while mounted on an ulk. This is not considered a Cavalry Charge, and an ulk cannot make impact attacks.*

**P. 432. WARPWOLF, FERAL**

Replace the warpwolf's right claw stats with the stats for its left claw.

**P. 433. LUNAR WARP**

In the second column of the table, replace -1 STR with -1 SPD.

**P. 447. COMBAT ENCOUNTER BUILDING**

In the first column of the table, replace the number 12 with 21.

**P. 458. APPENDIX A: CREATURE TEMPLATES**

Add the following template:

**RESILIENT**

**Description:** *Whether because of their regenerative capability, magical endowment, or sheer orneriness, some creatures are just harder to kill than others.*

**Stat Modifiers:** +6 vitality points or +2 vitality points to the Physique, Agility, and Intellect life spiral aspects

**Ability Modifiers:** *A creature with this template gains the Tough ability.*

**Tough** – *When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.*

**Skill Modifiers:** None.

**EP Modifier:** +3

**Notes:** None.

## IRON KINGDOMS UNLEASHED ROLEPLAYING GAME ADVENTURE KIT

**LONGCHOPS' CHARACTER SHEET**

Longchops' PRW is 4.

**ZOCHA'S CHARACTER SHEET**

The P+S of Zocha's Sacral Blade is 10.

**RULEBOOK, P. 8. BLOOD RITES**

Replace the second instance of "Veteran" with "Epic."

## NO QUARTER ISSUE #48

### P. 64. PRIEST OF CYRISS CAREER

Replace the starting Military Skills with the following:

*Starting Military Skills: Hand Weapon 1 or Great Weapon 1*

Add the following to the bottom half of the table.

*Military Skills: Hand Weapon 2, Great Weapon 2*

## FREQUENTLY ASKED QUESTIONS

**Q: Can a character wear more than one suit of armor at a time?**

A: No.

**Q: Are mounts considered separate characters for the purposes of spells like Fortify and Boundless Charge?**

A: No.

**Q: Does a character with Weapon Specialization ignore penalties for things like a target in melee or attacking a non-prone target while prone?**

A: No. Weapon Specialization only allows a character to ignore penalties that are native to the weapon.

**Q: What happens when an incapacitated character is damaged by an attack?**

A: The incapacitated character immediately suffers an additional roll on the Injury Table.

**Q: Can magelock weapons be made into mechanika?**

A: No.

**Q: Do effects modifying a character's PHY also modify his ARM for the purpose of Flesh of Steel?**

A: Only permanent changes to a character's PHY modify his ARM for the purpose of Flesh of Steel.

**Q: Can a Stormsmith spend a feat point to boost Stormsmithing rolls for lightning strikes? Does a Stormsmith benefit from Genius when making Stormsmithing rolls for lightning strikes?**

A: Yes to both.

**Q: What base size are characters in bastion and Man-O-War armor?**

A: Characters in bastion and Man-O-War armor are medium-based characters while wearing armor.

**Q: Can Protectorate weapons described as being magical in a Menite character's hands be turned into mechanika?**

A: No. However, a Protectorate warcaster can bond with a magical weapon as if it had the Bond runeplate.

**Q: If a Man-O-War's STR is reduced from the damage table, can it still wield a weapon with a STR requirement it no longer meets?**

A: No. The character must meet any prerequisites of a weapon to wield it.

**Q: Can warcaster armor have additional runes inscribed on its rune plates?**

A: No.

**Q: Does a character suffer both the -4 firing while engaged penalty and the -4 firing into melee penalty if he fires while engaged?**

A: No. A character suffers the firing into melee penalty only when he shoots into a melee he is not a participant in.

**Q: If a character spends a feat point to perform Heroic Dodge, at what point is the damage halved? Is halved damage rounded up or down?**

A: A character performing a Heroic Dodge halves the amount of damage exceeding his ARM, rounding up.

**Q: How many attacks can a character firing a chain gun make when aided by an assistant? How much ammunition does this expend?**

A: He can make d3 + 3 attacks for six rounds of ammunition.

**Q: Does a warlock's starting beast begin the game fully trained?**

A: Yes. The starting warbeast begins the game fully trained and equipped with any weapons listed in its warbeast profile.

**Q: Does a warlock need to force a warbeast to run or perform a charge?**

A: No. A warbeast can run or charge normally.

**Q: Are the guns mounted on a troll blitzer considered part of the blitzer for the purpose of boosting attack and damage rolls?**

A: Yes. A blitzer can be forced to boost attack and damage rolls with its slugger.

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