



CORE RULES ERRATA 2016

(V1.2, Updated 2.18.2016)

Please note any changes since previous version will appear in blue.

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~~14. Availability: This number indicates the maximum number of models of that Model Name allowed in a Force per instance of that point level. Some models have additional special restrictions regarding how many may be included in a Force, which is noted on that model's Stat Card by a [!] under its availability. See that model's Stat Card for specific restrictions. Models with a [C] are characters. Only one of each character can be included in a Force regardless of game size.~~

Replace with:

14. Availability: This indicates the maximum number of a particular model that can be included in a force, and is dependent on the points level you are playing. The first number indicates the maximum number of a particular model that can be included when playing a game size **up to** the next number.

Example 1: Model A lists an availability of [4][1000], you may include up to 4 of that model in games of up to 1000 points.

If playing a game with a points level at least double of that listed on a models availability, you may include another full allotment of that model in your force.

Example 2: Model B lists an availability of [2][500], you may include up to 2 of that model in games of up to 500 points. If playing 1000 points, you could include up to 4 of that model.

Example 3: Model B lists an availability of [2][500]. If playing a game at a points level of 750, you could only include [2] of that model, as you have not reached at least double the standard Availability of that model.

Note that most Availabilities will be based off of 500 points. So usually you will be allowed to take the listed allotment of that model at 500 points and 750, and twice that amount in games of 1000 points.

If playing extreme large games (1500+) points, increase allotment based on the above, compared to the model's original Availability

Example 4: Model A lists an availability of [2][500]. If playing a game at a points level of 1500, you could only include [6] of that model.

Models with an Availability of [C] are **Characters**. Only 1 of each Character may ever be included in a force, regardless of game size. Note that some Characters have multiple versions; in this case, these models are still the same Character for Availability.

Example: Saint Mary: True Believer and Saint Mary: Herald of Vengeance are the same **Character**, meaning that a force could only include 1 of these versions, never both.

CHOOSE SCENARIO

Players should then agree to a scenario (see the Scenarios section). Scenarios determine Deployment Zones and other set-up rules.

Add:

Note that additional Scenarios, complete with new Victory Conditions, are available in the **March to Immortality Document**.

~~HOLDING AN ACTION~~

~~Unengaged models may spend their last 2 AP to go On Hold. A model On Hold is waiting to react to specific enemy actions, such as dodging ranged attacks or waiting until an enemy is close enough to attack. A model is On Hold until it chooses to use its held action or until it next activates. While On Hold, a model can take the following special actions:—~~

~~**Get the Jump:** When an enemy model spends AP to move while in range of an On Hold model's attacks, the On Hold model may immediately make an attack with any one Assault Group. If this triggers off of a model charging the On Hold model, then both players roll a d20 and add the models' DF to the roll. The lowest roll makes the first attack. This held action can be used to make a ranged attack against a model that has moved into base contact.—~~

~~**Evade:** When a model is targeted by a ranged attack or affected by a template attack, it may make a PS Check. If that check succeeds, the model may move up to its MV value or go prone before the attack resolves, using its new location to determine range and cover. If the model moves out from under a template, the model is automatically missed, but if it was the target of the template attack its original location is still used to determine placement of the template and an attack roll is still made to check for malfunction. If the target of a non-template attack moves out of line of sight or range from the attack, the attack may choose a new target for the attack.—~~

Replace with:

HOLDING AN ACTION

Unengaged models may spend their last 2 AP to go On Hold. A model On Hold is waiting to react to specific enemy actions, such as dodging ranged attacks or waiting until an enemy is close enough to attack. A model is On Hold until it chooses to use its held action or until it next activates. While On Hold, a model can take the following special actions:

Get the Jump

Ranged Attacks: When an enemy model Moves while within range of an On Hold model's Ranged Attacks, the On Hold model may immediately perform an Attack Action (Ranged), exactly as it would during its activation. This may be done at any point during that model's move, effectively interrupting it with an attack before, during, or after its resolution.

Melee Attacks: When an enemy engages an On Hold model, the On Hold model may attempt to attack that enemy before the enemy resolves its Charge Attack. To do so, both players should roll a d20 and add their model's DF Value. If the On Hold model rolled lower, it may perform an Attack Action (Melee), exactly as it would during its activation. If the charging model rolled lower, the On Hold model may still perform an Attack Action, but it will be resolved only after the Charge Attack from the enemy model (assuming the On Hold model survives!)

Melee Attacks [Reach]: If the On Hold model has a Reach attack, it may attempt to perform this attack on an enemy that comes within 2" of it. If the enemy model intends charging the On Hold model, resolve it exactly as above, with the enemy model moving into contact and performing its charge attack before resolving the On Hold model's attack if it should roll lower on the d20.

If the enemy model is merely moving within 2" of the On Hold model but does not intent to charge it, then the On Hold model may immediately perform an Attack Action (Melee) on the enemy model as it passes by.

Evade: When a model is targeted by a ranged attack or affected by a template attack, it may make a PS Check. If that check succeeds, the model may move up to its MV value or go prone before the attack resolves, using its new location to determine range and cover. If the model moves out from under a template, the model is automatically missed, but if it was the target of the template attack its original location is still used to determine placement of the template and an attack roll is still made to check for malfunction. If the target of a non-template attack moves out of line of sight or range from the attack, the attack may choose a new target for the attack.

Other Actions: Note that sometimes a model will have a special ability that allows it to perform other actions while On Hold. These will be listed and explained on that model's Stat Card. If no trigger time is listed on this action, it may be performed at any point during an enemy model's activation, effectively interrupting its current action.

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~~**Critical Hit:** A result of 1 on an attack roll is a critical hit. Critical hits automatically remove 1 HP with no AR Save. In addition, any rolls from weapon abilities from the attack automatically succeed.~~

Replace With:

Critical Hit: A result of 1 on an attack roll is a critical hit. A model suffering a critical hit automatically fails its AR Save (no roll is made). In addition, the target automatically suffers all effects from all weapon abilities from the attack (effects that would normally require a roll automatically succeed).

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~~**Distance Penalties:** Ranged attacks become less accurate the farther away their target. Every full 4 inches between the attacker and their target confers a cumulative -1 AS penalty to the attacker.~~

~~Example: Saint Mark is shooting at a target 10 inches away. He suffers -2 AS to the attack due to range (-1 once the range hits 4.1, -2 once the range hits 8.1, but because there is not another full 4 inches after that he suffers no additional penalties).~~

Remove Entirely: *Distance Penalties have been removed from Core Rules.*

~~**Firing Into Melee:** An attacking model suffers a cumulative -2 penalty to its AS for every friendly model engaged with the target of its ranged attack.~~

Replace With:

Firing into Melee: An enemy is treated as having **Heavy Cover** if it is engaged with a model friendly to the attacker when being targeted by ranged attacks.

Panic

Models with a Panic Counter suffer -2 AS, -2 PS, and +2 DF. During its activation a model with a Panic Counter may spend 1 AP to make a PS Check, removing the Panic Counter on a success. Alternatively a friendly model within 8 inches may spend 1 AP during its activation to make a PS Check, removing the Panic Counter on a success. Once a model loses a Panic Counter it gains a Resolve Counter. Models with a Resolve Counter cannot gain Panic Counters. A model may only have one Panic Counter and one Resolve Counter at any time:

Replace With:

Models with a Panic Counter suffer -2 AS, -2 PS, and +2 DF. During its activation a model with a Panic Counter may spend 1 AP to make a PS Check, removing the Panic Counter on a success. A model may only have 1 Panic Counter at any time.



DARK AGE FAQ

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General Rules

Q: With many of the newer faction books, some special abilities have been modified and/or changed. Which version of these abilities should be used?

A: In the case of abilities with the same name having different effect, please refer to the wording on that particular model's Stat Card.

Q: When targeting a point on the battlefield with a Blast Template, does the attacker have to have Line of Sight to the point?

A: No.

Q: Does a model's Name interact at all with its Squadlink Keywords?

A: No, these are two different elements on a model's Stat Card and do not interact in any way.

Q: When I declare a Squadlink, must I also declare the order in which the model's will activate?

A: No, activation order may be chosen on a per-case bases once one model has fully finished its activation. The exception to this is if an opponent forced a specific model to activate first via winning Initiative.

Q: Does the terrain keyword Rough subtract 2 from my MV Stat, meaning my MV: 3 model can only move 1"?

A: No, models may spend multiple AP to move. Rough only subtracts 2" from the total distance they may move. Meaning if a AP: 3 MV: 3 model spends all AP to move while within Rough terrain it could move a total of 7".

Q: If an effect causes a Counter to be placed on the battlefield, what size is the Counter?

A: For all Counters where size has gameplay importance (such as Blood or Scavenge), these Counters should be represented by a 30mm base.

Q: Can a Blast Attack deviate farther than its maximum range, or out of Line of Sight of the attacker?

A: Yes.

Q: Can a Blast Attack effect multiple Levels of a terrain feature?

A: Yes.

Q: Can I Disengage a model for 2 AP, and then use a 3rd to charge that same model?

A: Yes, the only stipulation for Disengage is you cannot engage enemies during the Disengage action.

Q: Some effects, mainly Secondary Objectives, state they trigger when "you" kill a model. Does this trigger when a model is killed via an effect that I caused, such as Fire or Bleed?

A: Yes. It would not trigger, however, in such events as the enemy dying from a Malfunction or similar effect.

Q: Are effects with the same name cumulative? For example, if I have two models with Inspiring, do they grant a combined +2 AS and +2 PW?

A: No. Unless specifically noted otherwise, effects with the same name are not cumulative.

Q: If I am hit with a PW: 0 attack, do I have to make an AR Save?

A: No. An attack whose PW has been reduced to 0 may never affect enemy models, including Weapon Abilities.

Specific Special/Weapon Abilities

Q: Can a model with Commander form a Squadlink out of models with different keywords? For Example can a model with Commander squadlink models with the keywords "Coil" and "Firestorm"?

A: No. Per the rules for squadlink all models must share at least 1 squadlink keyword between them.

Q: If a model uses **Guard**, but is out of range of the original attack. How is this resolved?

A: The original target should be used to calculate all modifiers for the attack. Once those are established, resolve the attack (using those modifiers) against the model with **Guard**.

Q: A model is in Cover and uses **Guard**, does it benefit from Cover?

A: All modifiers for **Guard** are based on the original target, and only the original target.

Q: My opponent and I both have models with **Infiltrate**, how should we resolve deploying them?

A: The initial deployment will resolve via the Simultaneous Actions rule- both players will roll a d20, with the lower roll determining who will deploy first. Once that is done, both players should alternate deploying models with **Infiltrate** (going by different Model names) just as during standard deployment.

Q: Am I considered engaged with models with a **Dying Counter**?

A: No.

Q: If I deploy a model with **Assassination**, **Ambush**, or **Gliding Deployment** (or similar effects) in contact with an enemy, do I count as charging?

A: No.

Q: Does **Reaction Strike** trigger if the model with **Reaction Strike** moves within range of the attack, or only if enemies do?

A: **Reaction Strike** will trigger anytime an enemy comes within range, regardless of what caused that to happen, be it the enemy moving or the model with **Reaction Strike**.

Q: Is **Reaction Strike** limited by Rate of Fire?

A: **Reaction Strike** may only trigger once per round, but is also limited by the attack's Rate of Fire.

Q: Can **Sidestep** be used against the automatic hits from Crush?

A: No.

Q: Can a model with **Sidestep** attempt to do so against their own Malfunctions?

A: No.

Q: How does **Extreme Damage** interact with effects like Medic and Regeneration (or similar effects that keep a model "alive" when it reaches 0 HP) in regards to 1 HP models?

A: A model with 1 HP that is hit by an attack with **Extreme Damage**, or similar effects that would cause extra damage (such as Critical AR Failure), would be killed outright. Basically if a model would ever suffer more damage than its HP Stat, effects that would keep it alive when it reaches 0 HP will not prevent the model from being killed.

Q: Follow-up question. Would that mean that a model at 1 HP with **Unstoppable** would also have to make 2 checks?

A: Yes.

Q: Per many effects that cause **Dying Counters** the model does not activate. Does this mean it is immune to the Fire, and similar “on activation”, weapon abilities?

ERRATA: If a model has a Fire Counter (or other effects that would trigger “on activation”) and is, for whatever reason, prevented from activating, resolve those effects during the Lingerin Effects Phase. In the specific case of Fire, the model will suffer a number of PW: 4 equal to its AP Stat, as if it had spent all AP on actions other than extinguishing the Fire (can’t do much but burn when you’re KO’d).

Q: Does **Pierce** continue to generate additional attacks, since the new attack also has the **Pierce** weapon ability?

A: No, only 1 additional attack can be generated via **Pierce**.

Q: Is **Proximity Strike(x)** a Blast Attack?

A: No, the Blast Template is only used to determine eligible targets. All attacks with **Proximity Strike(x)** are separate, non-template attacks, resolved just as if the model were making separate melee/ranged attacks against all the affected enemy models.

Q: Does **Immune (Critical Hits)** mean I suffer no damage from Critical Hits at all?

A: No, the attack is merely treated as a normal Hit, meaning an AR Save must still be performed.

Q: If I force a model to take the hit from an attack via **Human Shield** or similar effect, may it use **Sidestep**?

A: No.

