COLLECTED FACTION SPECIFIC FAQ/ERRATAS

(Updated 12.22.2016, New Changes Highlighted in BLUE)

BROOD

ERRATA: Regeneration (for all Brood).

Replace the Regeneration text found on all Brood Stat Cards with:

REGENERATION: At the start of this model's activation, it **heals** 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 **Regeneration Counter**.

> **Regeneration Counter:** *This model is **prone**, and may not perform attacks. If this model would ever lose HP, it is killed.* **Remove this counter if this model is ever healed.**

ERRATA: Symbiotic Implantation.

Replace text with:

On a failed AR Save, instead of losing HP, the target gains a Symbiote Counter. When a model with a Symbiote Counter activates it must make a PS Check at -2. If this test is failed, the opposing player gains control of this model for this activation. That model may attack friendly models this activation. If squadlinking, this models activation is completed before any other models in that squadlink. A model with a Symbiote Counter may spend 1 AP and suffer an automatic PW: 4x2 hit to remove a Symbiote Counter. A model may only have 1 Symbiote Counter at any time.

Q: Do I have to select a Broodspawn when building a force?

A: **No**, Broodspawns are optional.

Q: If a model begins its activation in Goo, and then moves, does it suffer an additional PW: 2 hit?

A: No, a model may only suffer 1 PW: 2 hit from Goo per activation, triggered by either beginning their activation within it, or moving through it, but not both.

Q: I have given a model with Pud Control Assassination via the Broodspawn Guile rules. When and where do the Puds that come along with it deploy?

A: Deploy the Puds as normal, in a friendly deployment zone, at the start of the game.

BOUNTY HUNTERS

Q: Can I play a force consisting of only Bounty Hunters?

A: Yes

DRAGYRI

Q: Using **The Grand Arbiter Commands**, could a 500 point force take Soul Wardens from different elemental Castes?

A: **No,** the availability on the "Soul Warden" remains [1]500, no matter what Caste they are chosen from.

Q: Why does the Storm Elemental Stat Card show **Paralysis**? Is it supposed to have that instead of **Conduction**?

A: This is a mistake on the card file in the book (which has already been fixed for the online card document). The Storm Elemental does not have **Paralysis** at all, and DOES have **Conduction** on its attack.

FORSAKEN (2015)

ERRATA: Mark of the Beast

Replace text with:

"Select 1 **enemy model**. The caster's **melee attacks**, and the melee attacks of all models it squadlinks with, gain **Critical Strike(3)** against all models with the **enemy model's** name until the next Lingering Phase."

ERRATA: Firestorm Leader

Add "Quick Draw" special ability to card.

OUTCAST (2015)

ERRATA: Missing Entries

*Some printings of the Outcast 2015 book had 2 entries missing, the **Brute Anchor** and **Phadras & Maximo**. Both these entries still exist and are part of their respective factions (Unaligned Outcast for the Brute Anchor, Bounty Hunters for Phadras & Maximo).*

ERRATA: Stat Changes

The following models have had their stats adjusted. Please use their new cards (located in the Downloads section) marked "Errata, July 2016 V2"

> ***Lynette (Master Herder), Vox, Ideo, Moloki***

Q: Can I take all Unaligned Outcast and still align my force with a sub-faction just to gain the benefits of that sub-faction?

A: Yes.

Q: Can I spend multiple **Vengeance Counters** to gain multiple benefits on the same attack?

A: Yes.

Q: How big are **Scavenge Counters**?

A: Scavenge Counters should be represented by a 30mm base.

SKARRD

ERRATA: Regeneration (for all Skarrd).

Replace the Regeneration text found on any Skarrd Stat Cards with:

REGENERATION: At the start of this model's activation, it **heals** 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 **Regeneration Counter**.

> ***Regeneration Counter:*** *This model is **prone**, and may not perform attacks. If this model would ever lose HP, it is killed. **Remove this counter if this model is ever healed.***

ERRATA: Bone Wrack

Replace text with:

"Target loses 1 HP and gains a Wrack Counter. A model with a Wrack Counter has -1 MV. A model may only have 1 Wrack Counter at any time. A model removes its Wrack Counter at the end of its activation."

ERRATA: Anger's Enthusiasm

Replace text with:

"Until the start of the caster's next activation, all friendly models that begin their activation within 6 inches of the caster gain +2 PW to melee attacks until the end of their activation."

ERRATA: Blood Rush

Replace text with:

"Target living model gains 1 additional AP during its next activation. A model may only be targeted by Blood Rush once per round."

ERRATA: Pollution's Persistence

Replace text with:

"Target model gains a Pollutant Counter. While a model has a Pollutant Counter it may not remove Poison(x) Counters. A model removes 1 Pollutant Counter at the start of the Preparation Phase."

ERRATA: Energize

Replace text with:

"Target model gains 1 additional AP during its next activation. A model may only be targeted by Energize once per round."

ERRATA: Possess Machine

Replace text for Possession Counter with:

"While a model has a Possession Counter it suffers -1 to all MAL Values. If an attack has a MAL of "-" it is instead treated as having MAL: 20. If an attack from a model with a Possession Counter malfunctions, remove the Possession Counter and the caster chooses one of the following effects:

•The automatic hit from the attack gains an additional power multiplier

•Instead of malfunctioning as normal, select 1 model within range of the attack and make an attack roll against that model using the malfunctioning attack. This attack cannot malfunction and can target friendly models."

ERRATA: Machine's Lie

Replace text with:

"Until the end of the next Lingering Effects Phase all enemy models hit by this attack lower the MAL Value of all attacks by 2. If an attack had a MAL Value of "-" it becomes MAL: 19."

Q: Exactly how does **Friendly Animosity** work?

A: If the target fails its PS Check, you are effectively taking control of the model for this activation. It does not become an **enemy** to its allies, however, hence the stipulation that it may attack friendly models (without which it could not, via the Core Rules). It is still treated as a friendly model to that force for all purposes other than it can attack them.

Q: How big are **Blood Counters**?

A: Blood Counters should be represented by a 30mm base.