COLLECTED FACTION SPECIFIC FAQ/ERRATAS

(Updated 7.7.2017, New Changes Highlighted in BLUE)

BROOD

PLEASE SEE THE NEW FACTION DOCUMENT AND UNIT CARD DOWNLOADS ON www.dark-age.com FOR THE NEW, IMPROVED, and OFFICIAL BROOD BETA RULES

BOUNTY HUNTERS

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

A: Yes, but technically you must still claim a primary Faction (Forsaken or Outcasts)

DRAGYRI

ERRATA: Call the Darkness

Replace the listed **Proximity Strike(x)** text with:

"When this attack is selected, place the Blast(x) Template anywhere completely in range of this attack. Make 1 separate attack roll against each enemy model under the template. **Only the initial attack roll may suffer Malfunction or gain the benefits of Aiming.**"

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: Light of the Lord

Replace the listed **Malfunction** text with:

"Caster loses 1 HP."

ERRATA: Diskmaster

Replace **Order (Coils)(Crack Shot)** with **Order (Coils/Coil Leader)(Crack Shot)**

ERRATA: Firestorm Leader

Add "Quick Draw" special ability to card.

ERRATA: Ajax Exo-Frame

The **N/A** found in the Squadlink section of the card serves the same purpose as leaving it blank and will be corrected in the online card documents.

Q: **Ajax Overdrive** is a Weapon Ability, but the **Ajax Exo-Frame**'s **Masochist** special ability does not specify which Assault Group gains this ability. Which Assault Group benefits from this?

A: Either. Both Assault Groups are viable choices for using the Weapon Ability.

Q: What happens when you choose the +4 RN from **Ajax Overdrive** to apply to the **Ajax Exo-Frame**'s Flamer Array?

A: Nothing. Adding any numerical RN to an attack that intrinsically has a RN SP is effectively useless. It will not remove the SP rules from the weapon, which explain specifically where the template is placed when firing.

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.