DARK AGE MASTER RULES FAQ/ERRATA

Errata for 2017 Secondary Objective Deck

Assassination Secondary Objective Card's text should read as follows:

"Kill 1 **(and only 1)** enemy model this round with your models' actions."

Errata for 2017 Master Rules

Page 63: Scenario 3: Burying the Dead's first paragraph under Set-Up should read as follows:

"During battlefield Set-Up, a Blast (3) Template (or marker of the same shape and size) is placed at the center of the battlefield to represent the Open Grave. The Open Grave is an Objective Marker and a Terrain Feature with the **Does Not Block Line of Sight, Light Cover, Rough,** and **Sunken** keywords."

General FAQ

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. (After ensuring nothing official has changed in the online Errata)**

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: 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 Scavenge), these Counters should be represented by a 30mm base or token.**

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

A: **Yes for both.**

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. PW "−" attacks** are designed to deliver Weapon Abilities, but not PW 0 attacks.

Q: If a model that has declared some kind of Charge and is knocked Prone before the attack is made (On Hold, Reaction Strike, etc.), can the model still take its Charge attack if it has range to the target?

A: **Yes. The model was not Prone when it spent its AP and began a valid Charge Movement. While the model will not be able to move its full distance for the spent AP, it can still gain and use the free AP for the Charge attack if it can get into range with its newly halved MV.**

Q: Does a model that gains a Fire Counter in the middle of an action (from Malfunction, Reaction Strike, etc.) take the PW 4 hit at the end of that action?

A: **No. The clause that subjects a model to the PW 4 hit when spending an AP for anything other than trying to remove the Fire Counter comes from possessing a Fire Counter when the AP is spent. Further AP spent during the same activation would apply the Fire Counter rules, however.**

Q: In the rare case where something has a Fire Counter but cannot activate (also having a Dying Counter, for example), do they take any hits from the Fire?

A: **No.** The model did not spend any AP to perform actions other than removing the Fire Counter.

Q: Can a model has been Killed by a game effect without first being reduced to 0 HP (casting Penitence Blast, making a Shadewalk error, etc.) be affected by rules triggered by models reduced to 0 HP?

A: **No, the model has been utterly obliterated and instantly killed.**

Q: When a game effect reduces a model or attack's MAL but it does not have a MAL stat normally, does it gain one?

A: **Not unless the game effect specifically says it would. If it does not have a clause that talks about "Attacks without a MAL value", the game effect will not create a MAL stat for that attack/model. It is, after all, extremely difficult to make a club or simple sword to Malfunction… even in Samaria!**

Q: What happens when a model suffers a Malfunction from an attack with **Knockback(x)**, as they cannot be knocked **Directly Away** from itself?

A: The model rolls the die for the weapon ability as normal, but will be moved in a direction determined by a **Scatter Roll**, but using the 6" distance and movement rules explained in **Knockback(x)**.

Q: Can a model activate multiple forms of **Masochist(x)** in a single activation?

A: **No.** The model activates the ability and chooses **one** set of benefits, losing 1 HP at the end of their activation.