COLLECTED FACTION SPECIFIC FAQ/ERRATAS

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: Haniel Ranger

The number of attack dice for the **Storm Pistol** assault group should have **[1]** listed instead of **[*]**.

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.

Q: Can a Centipede use the **Free Move Action** that it can receive from its **Program(x)** special ability to Charge?

A: **No.** This is a basic Move Action, and not specified that it can result in a Charge (as per noted on page 42).

Q: Saint Johann's **Volatile Enhancement(x)** grants a model an extra AP at any time during their activation. Must it be announced before they spend their last normal AP, or can this extra AP take place after their normal allotment of AP?

A: **Yes.** The use of **Volatile Enhancement(x)** can take place immediately after their last AP is spent, extending their activation for the additional AP before suffering the loss of HP from the ability.

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: Golab

Replace the listed **Berserk Counter** text with:

"***BERSERK COUNTER:*** *This model gains +1 AS, +1 PW, an additional power multiplier to melee attacks, and the Never Panic special ability. After any activation in which this model did not make a melee attack they gain an Exhaustion Counter.* A model may only have 1 **Berserk Counter** at any time.

EXHAUSTION COUNTER: *This model suffers -1 AP per Exhaustion Counter. If this model activates with 0 AP due to Exhaustion Counters, remove all Berserk and Exhaustion Counters and end their activation.*"