DARK AGE MASTER RULES FAQ/ERRATA

(Updated 2.5.2018; New Changes Highlighted in BLUE)

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 29: Add the following term definition to the list of terms defined:

> "**Comes/Moves Within Range:** Wherever game rules refer to or are triggered by an enemy model coming or moving into range, this refers to an enemy model moving or being moved **within** the range in question, whether or not they began outside the range or not."

Page 39: Change the first sentence of the **Ranged Attacks** paragraph to the following:

> "When an enemy model activates, performs actions, or has any amount of movement pass within range of an On Hold model's Ranged Attacks, the On Hold model may immediately perform that Ranged Attack Action targeting the active model, exactly as it would during its own activation."

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: If an assault group's weapon ability says that it **automatically hits,** do you still roll for any listed (or modified) Malfunction possibilities?

A: **Yes**, like with a weapon with **Crush**, you might automatically pass the TN number to hit, but you still need to roll to make sure it does not Malfunction (if it is capable of doing so). This roll is not a normal attack roll and cannot result in a Critical Hit or Critical Failure; it is merely to determine if the potential auto-hit Malfunctions.

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: Is **Charging** a specific action to be taken, as opposed to what happens when a model moves into contact with an enemy through any other means?

A: **Yes**, as defined on page 29. **No** other types of movement actions are considered Charges unless they contain a notation about being able to do so or references to bonuses when Charging (**Hit and Run** and **Vault**, for example).

Q: Can a model **Charge** when climbing between levels or when jumping?

A: **No** and **Yes**, respectively. As per page 37, Climbing between levels on terrain that has the Climbable terrain keyword is an action in and of itself, but jumping is merely a modifier activated by spending 1 additional AP when taking a move action – which could be announced as a Charge.

Q: Can a model Charging with a **RN Arc** melee attack target models it has already attacked with an Arc attack gained from a previous Charge in the same activation? Similarly, what about multiple attack dice split between different targets when Charging? Could they be targeted by more attack dice gained by Charging other model(s) in range of both targets?

A: **No.** All targets of an attack gained from a Charge are considered to have been targeted by the Charge in that activation, whether by choice (assigning multiple attack dice) or automatically (Arc attacks).

Q: Can a model **Charge** an enemy it is already engaged with?

A: **No.**

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: Do the chosen Objective Markers for the **Salt and Ruin** or **Burn it Down** secondary objective cards stay considered enemy models **after** the objectives have been fulfilled?

A: **No.** Unless there are other objectives in play that are keeping that state necessary.

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: What happens when a model with a **Dying** or **Regeneration Counter** has that counter removed without being healed at least to 1 HP?

A: The model is immediately removed from play as a casualty. Any model with 0 HP and no game effect that allows it to remain in play is killed and removed from play.

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 with **Enhance** or **My Pretty Toys** (or similar special abilities that affect specific models in a force) choose to affect applicable miniatures in the force that have not yet deployed?

A: **Yes.** It would be too limiting of a factor to force these model-adjusting units to deploy after their potential targets.

Q: When a model with **Frenzied** fails a PS Check and is forced to move directly toward the nearest model with a different name, are these movements considered **Charge** actions?

A: **No.** The rule states that you only have to **move directly toward**; it does not specify that this would result in a **Charge**.

Q: When a model with **Frenzied** fails a PS Check and is forced to move directly toward the nearest model with a different name, but is unable to do so because of terrain complications in between them (a wide gap, impassible terrain, etc.), do they go toward the next viable model instead?

A: **No.** The model moves by the shortest moveable route they can to get as close as they can.

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.

Q: When do the effects from activating a model's **Masochist(x)** special ability end?

A: At the end of that model's activation.

Q: If an enemy model gives a target a **Panic Counter** for any reason, does the -2 PS from possessing a Panic Counter count as an enemy effect for the purposes of being ignored by the **Non-Living** special ability?

A: **No.** The "enemy effect" was what added the Panic Counter, not the counter itself.