Core Rulebook FAQ:

Q: Is a Malfunction (MAL) Value a Target Number?

A: No.

Q: May a squad voluntarily move Out of Coherency?

A: Yes.

Q: Is an Arc Attack considered a Template Weapon?

A: No.

Q: What happens when the Point of Impact for a Blast Weapon is found to be out of range?

A: The assault automatically misses, though an attack roll is still made for Malfunction. Place the template on the closest point to the Point of Impact still within the weapon's maximum range, then roll scatter to determine final placement.

Q: When targeting an elevated unit with a Spray/Stream, how do I place the template?

A: The Spray/Stream must be placed in Base-to-Base with the firing unit, but may be angled as the firing unit chooses. The Spray/Stream template is treated as being as tall as it is wide, hitting units accordingly.

Core Rules Revisions: 1.1 (1-27-13)

PG. 13, WHAT YOU NEED TO PLAY:

"Online Documents: We are constantly striving to bring you the best gaming experience we can offer, and to that end we monitor and adjust unit balance and rules every quarter to insure that each component of the game meets the highest standards. All material and rules needed for play, outside models and this book, are available for download at www.dark-age.com, including updated unit stats, Special Abilities, Weapon Abilities, and Faction Documents for ease of play."

PG. 14, SIZE:

Add: Huge+ = 80mm Base

PG. 14, ADD :

Stat Check

Sometimes an effect may call upon a unit to make a Stat Check (such as an AS Check or PS Check). A Stat Check is made by rolling 1d20, succeeding if the roll is equal to or under the tested stat, failing if the roll exceeds the tested stat. If a unit has multiple values it may choose from, the highest value is always used.

PG. 19, ACTIVATION PHASE

Add: "Sometimes an ability will call for a unit to make a Special Activation, a Special Activation is a unique activation which does not interfere with the unit's normal Activation for the turn. Usually, the ability granting the Special Activation will list what the unit is restricted to doing during this time."

PG. 20, MOVEMENT

Replace "Note: A unit cannot end their Movement with their base overlapping another unit's base." with:

"Note: If a unit would end its Movement with their base overlapping another unit's base, the unit must immediately spend further AP to move, or placed back so their base is no longer overlapping."

PG. 24, SQUAD COHERENCY:

Replace entirely with: "Although units in squads activate independently, they must follow certain coherency restrictions. If, once all members in a squad have Activated, a member of the squad is not within 2 inches of any other squad member, the squad is considered Out of Coherency."

PG. 25, LEADERS TAKE CHARGE

Replace entirely with: "A unit that acts as a squad's Leader may never suffer Lack of Support and ignores all Out of Coherency penalties. A member of a squad may use their leader's PS Stat for any checks they are required to take, as long as they are not suffering Out of Coherency. If a squad should contain multiple Leaders, the unit with the highest PS is treated as the Leader (owning player chooses in event of ties). Leaders who are also Individuals are still counted as Individuals for ability purposes."

PG. 25, DYING UNITS AND COHERENCY

Replace entirely with: "Units reduced to 0 HP gain a Dying Counter and are considered "Dying". A Dying unit is ignored for squad coherency. Should a Dying Unit be restored to positive HP later in the game then they once again count for squad coherency."

PG. 27, ARC ATTACKS

Replace "Note: When using an Arc weapon on a Charge, all attacks gain +1 AS, +1 PW" with "Note: Weapons with a range of Arc are treated as Reach Weapons for the purposes of Charging."

PG. 8, REACH

Replace entirely with:

REACH/(RE)(x)

(X) represents the additional distance a unit can use to make Close Assaults. When making a Close Assault, a unit with Reach may target a unit up to (X) inches away. A held "CA-Getting the Jump" action may be used when a unit moves within (x). Reach Attacks may only contribute or benefit from the bonuses of Gang-Up if they are in Base-to-Base with the enemy unit. A unit with Reach may, once per Activation, make a Charge Attack if it comes within (x) inches of an enemy unit. This unit may not gain further Charge Attacks against that target this Activation.

PG. 29, TARGETING PRIORITIES- THREAT ZONE

Replace entirely with:

"A unit's Threat Zone is an area that extends 10 inches from its base in all directions. A unit making a Ranged Assault must target the closest visible enemy unit in its Threat Zone, unless that enemy unit has any negative Target Number modifiers (Cover, is Prone, etc), in which case it may be ignored for Threat Zone purposes. If all units within a Threat Zone have a negative Target Number modifier then the unit with the lowest negative must be chosen as the target. If all units have the same modifier, the closest unit must be the target."

PG. 30, COVER MODIFIERS

Replace entirely with:

"Players must agree upon the level of Cover a piece of terrain

gives before the game begins. Units may ignore terrain features they are in base-to-base with for the purposes of granting Cover."

PG. 30, PARTIAL COVER
Replace entirely with:

"This is if a unit is less than 50% obscured by terrain features. Partial Cover results in a -2 Target Number penalty to the unit making the Ranged Assault."

PG. 30, COVER
Replace entirely with:

"This is if 50% or more of a unit is obscured from the firing unit. Full Cover results in a -4 Target Number penalty to the unit making the Ranged Assault."

PG. 30, ADD FIRING THROUGH UNITS
"A unit targeted by a ranged assault that crosses over a unit of the same size category than the firing unit has Partial Cover. A unit targeted by a ranged assault that crosses over a unit one size category or larger than the firing unit has Full Cover."

PG. 30, FIRING THROUGH GAPS.
Remove entirely.

PG. 30, FIRING OVER UNITS.
Remove entirely.

PG. 31, FIRING INTO A CLOSE ASSAULT
Replace entirely with:

"A unit suffers a -2 Target Number penalty for every friendly unit in Base-to-Base with the target."

PG. 32, INDIRECT ATTACKS
Remove entirely.

PG. 32, AREA OF EFFECT (AOE) WEAPONS
Replace entirely with:

"Template Weapons

Some weapons are more powerful than normal and may impact a large area. These weapons are known as Template Weapons and use the following rules:"

PG. 33, SPRAY(SP)/STEAM(ST) ATTACKS
Replace entirely with:

"Spray Attacks are short, direction attacks that are cone shaped. Stream Attacks are longer, almost rectangular shaped directional attacks. When making a Spray or Stream Attack, choose a target, following all normal rules for Targeting Priority, and lay down the Spray/Stream Template with the short end touching the firing unit's base and centered through the target unit's base. The firing unit now rolls to hit each unit fully or partially under the template, following all the rules for standard Ranged Assaults with the exception that Spray/Stream Weapons ignore Cover, Range Modifiers, and Close Assault penalties. Only the assault roll against the target may Malfunction, or gain the benefits of Aiming.

PG. 35, APPLY DAMAGE
Replace entirely with:

"All attacks not saved by an AR Check cause 1 Wound Counter to be placed on the unit."

PG. 36, DYING UNITS
Replace entirely with:

"When a unit gains Wound Counters equal to it HP Stat it gains a Dying Counter, and is considered Dying. Units with a Dying Counter are Prone, and may be ignored for Target Priority. Units attacking a unit with a Dying Counter receive a +2 to their Close Assault Target Numbers. Remove Dying units from play when they next Activate, or if a unit ever has Wound Counters equal to double its HP Stat. Units may move through Dying units, as well as end their Activation with their base overlapping them. If a Dying unit should be restored to positive HP while a unit's base is overlapping its own, move the Dying unit so it is Base-to-Base with that unit. Dying units still on the battlefield at the end of the game are treated as casualties.

PG. 38, CASTING
Replace entirely with:

"Some units have the ability to call upon powerful effects, such as Psychogenics, Foci, or Rituals. Using these effects fall under two categories:

ASSAULT SPELLS
These spells and effects are noted by having an AS Value, and function in all ways like an Assault Roll (such as Range Penalties, Aiming benefits, and Target Priority).

TN SPELLS
These spells and effects are noted by having a TN Value. In order to cast a TN Spell the unit must roll equal to or under the TN listed on the spell, succeeding or failing accordingly. Each Spell will list its effects should it be successfully cast, as well as any special rules (such as for Malfunction) it may possess. A unit casting a TN Spell may spend 1 additional AP at the time of casting to gain a +2 bonus to their Target Number.