

This document contains the full errata for all Dark-Age Games publications through the date specified in the upper-right corner of each page. Changes appear organized by book in order of their publication. The "NEW" watermark designates a new errata to this document, since its last print. Items with the "1st Print Only" watermark identify errata applying only to the initial print runs of specific publications.

Genesis Errata

NEW

PG. 22; MOVEMENT PENALTIES – Add the following text:
Only apply the largest penalty per AP if moving through multiple terrain types.

Movement Penalties Steps

- 1) Spend 1 AP and Measure the distance the Unit is able to move.
- 2) Identify the largest Movement Penalty.
- 3) Apply largest penalty to this AP's MV.
- 4) Move the Unit.

Example: Frederick wants to move his Broodling over sand, through a river, and into heavy jungle to attack a Spearslave. There is 6cm of sand, 6cm of river, and 4cm of jungle between the Broodling and the Spearslave. The sand terrain remains Open, while the river is Rough, and the jungle declared Dangerous. Frederick spends 1AP and measures the distance the Unit is able to move (10cm).

The Broodling moves through sand and the river applying a -1 MV to his 10cm of MV for a total Movement of 9cm.

Frederick spends a second AP and measures the distance the Unit is able to move (10cm).

The Broodling moves through river and jungle too, applying a - 2 MV to its 10 cm of MV for a total Movement of 8cm.

NEW

PG. 22; SMALL LINEAR OBSTACLES – Change entire text to:

SMALL OBSTACLES (SO) – These include fences, low walls, hedges, barrels, and crates...anything that is as tall as a Unit when Prone, or less. These objects are not large enough to stop Movement but they do take time to cross. A SO costs -1 MV point to cross it or, if there is enough space for the Unit's base, to be climbed upon and clear the edge.

NOTE: SO -1MV is in addition to Movement Penalties.

NEW

PG. 23; PRONE – Add the following text:

Prone Units with a Size of Small or Tiny have a height of 1cm. Each Size category above Small adds 1cm to a Unit's height while Prone. (I.e. Medium = 2cm, Large = 3cm, Huge = 4cm).

NEW

PG. 23; PRONE UNITS (TEXT BOX) – Change entire text to:

- A Prone Unit's MV statistic is halved (rounding down with a minimum of 1), and may not Jump or Climb.
- RA against a Prone Unit suffers a -2 TN penalty.
- Ignore Prone Units for Targeting Priority situations.
- CA against a Prone Unit gains a +2 AS bonus.
- Prone Units making CA suffer a -2 AS penalty.
- A Prone Unit may not Charge.
- All attacks against Prone a Unit are in its Front Arc.

- Small or Tiny Size Prone Units are 1cm tall. Add 1cm per size above Small (i.e. Medium = 2cm, Large = 3cm, Huge = 4cm).
- While atop a SO Units may not willingly go Prone.
- Units inside Impassible terrain may never be Prone.

NEW

PG. 23; CLIMBING – Replace first paragraph with:

There may be terrain features on the Battlefield that Units may want to get on top of or climb over, such as buildings, tall trees, cliff faces, etc. You must agree on climbable Terrain before the game begins. The rate at which a Unit can climb is 1cm for every two full MV. When a Unit clears the edge of a climb, place them standing on top of the climbed object.

Add to end:

NOTE: Units may climb down terrain features as well, following all the rules for Climbing upward.

NEW

PG. 24; FALLING – Add the sentence:

Falls shorter than a Unit's height when Prone do not cause a Damage roll.

1st Print Only

PG. 25; LEADERS TAKE CHARGE – Change last sentence:

"Also any Unit that is in Coherency to the Leader is also immune to the -2 penalty for being 'Out of Coherency'."

Replace with

"Also any Unit that is in the Leader Sphere of Influence is also immune to the -2 penalty for being 'Out of Coherency'."

1st Print Only

PG. 25; LOSS OF LEADER – Remove entire paragraph.

This rule no longer exists.

NEW

PG. 26; POWER (PW) – Add the sentence:

The PW of an attack may not be reduced any lower than '0'. If an Attack has a PW of '0' it stops, i.e an attack roll may not be rolled.

NEW

PG. 27; ATTACKED FROM THE REAR – Change entire section to:

Rear Arc

As noted in 'Attack & Firing Arcs' a Unit has a 180° Front Arc. The reverse of this arc is the Unit's 'Rear' Arc. Attacks that originate from a Unit's Rear, with a Range of "CA" or "RE," gain +1 to the Assault's Target Number and gain +1 PW as well. To receive the Rear Arc attack bonus the attacking Unit's Base must be entirely in the target's Rear Arc.

1st Print Only

PG. 28; CLOSE ASSAULT CRITICAL HITS AND MISSES –

Add “not” after “this penalty is”

1st Print Only

PG. 30; BREAKING FREE FROM CLOSE ASSAULT – After 1st

sentence add:

“In game terms, this is when you use movement while in BtB contact with an enemy unit.”

1st Print Only

PG. 30; DODGE –

Change 12 to 15

1st Print Only

PG. 31; RANGED ASSAULT CRITICAL HITS AND MISSES –

Add to end:

“**NOTE:** You may not use a RA weapon when you are in BtB contact with an enemy model.”

1st Print Only

NEW **PG. 31; TARGETING PRIORITIES –** Change 2nd paragraph

to:

If the closest Enemy Unit has any negative TN modifiers to hit (such as Cover, panicked, CA, Prone, etc.), and there are other Enemy Units within the Threat Zone, then the attacker may choose the Unit with the least RA modifiers. If there are no Enemy Units within the Threat Zone, then the attacking Unit may target any Unit in its Line of Sight. You may ignore Dying Enemy Units within your Threat Zone.

NOTE: You must target the closest visible Enemy Unit in your Threat Zone even if it is not currently in your Front Arc.

1st Print Only

PG. 31 RANGED ASSAULT CRITICAL HITS AND MISSES –

Add “not” after “this penalty is”

1st Print Only

PG 32; FIRING AT INDIVIDUALS – Replace Diagram

Example with:

Threat Zone Example:

Units within Threat Zone (20 cm)

A-Tempest-Cover(-4)

B-Tempest- In open (no modifiers)

C- Soul Searcher-In open (no modifiers)

{The Diagram is here}

Diagram: A Squad of Coils find itself with three possible targets, a Squad of Tempests, a Squad of Soul Searchers, and Luck'kit-kai. The Coils may choose to ignore Tempest A, even though she is the closest Unit in the Squad, as she is in greater cover than Tempest B. Should they choose to fire at the Soul Searchers then they must target Soul Searcher C as he is the closest and is in no cover. They may not target Luck'kit-kai, as there are other targets within the threat zone.

1st Print Only

PG. 33; TEXT BOX – Remove:

“and +2 PW from AIMING”

PG. 34; "INDIRECT ATTACKS" –

On the diagram the Ravages A & B are labeled wrong. A should be B, B should be A, in order for the explanation to be correct.

1st Print Only

PG. 35; SCATTERING BLAST ATTACKS – Replace:

“(rounding up)” with “(rounding down)”

And “(rounded up)” with “(rounded down)”

1st Print Only

PG. 35; DIAGRAM EXAMPLE – Change:

13cm to 6cm (13/2 round down)

1st Print Only

PG. 35 CRITICAL SUCCESS AND FAILURE –

Add “not” after “this penalty is”

1st Print Only

PG. 38; APPLY DAMAGE – change save to failure:

NOTE: Every Critical Armor Save failure against a Power Multiplier weapon adds 1 to the Damage Taken.

PG. 38; DYING UNITS – Change entire text to:

Dying Units

Units reduced to 0 HP or less have suffered a mortal wound and are ‘Dying’. Dying Units are immediately removed from play unless a scenario condition or another friendly Ability in the game keeps them in play (see relevant Abilities sections in the Forcelists); if the Unit is Dying and remains in play, mark the Unit with a Dying counter. Remove Dying Units from play when they next Activate. If at any point a Dying Unit has lost twice its original HP it is immediately removed from play. Units wounded to this extreme point are beyond any recovery. A Dying Unit that has its HP raised back to 1 is still considered Prone.

Units may move through a Dying Unit. You may not end your Movement with your Base overlapping the Dying Unit. Dying Units do not obscure LOS, nor provide Cover to other Units. They may be ignored if within your Threat Zone, and do not count as a Unit in CA. Dying Units do not gain bonus CA attacks for “Cowardice Will not Be Tolerated” and ignore them for purposes of “Breaking Free from CA.” Coherency checks ignore Dying Units. If a Dying Units regain HP later they must be inside Coherency when they Activate, or they suffer the -2 OOC until they rejoin their original Squad.

Dying Units keep and resolve all counters normally. Dying Units are considered Prone with one exception, they are even more vulnerable to CA any Unit making a CA against a Dying Unit gains +4 TN instead of the normal +2. Charge and Gang up Bonuses affect Dying Units. All attacks against a Dying Unit are in its Front Arc. At the end of a game, and for the purposes of Panic, Dying Units count as casualties. If a Dying Unit is revived prior to the Squad’s Activation and brings the Squad Size to above half, or more, of their original Squad Size (rounded down), remove the Panic counter.

Example: Late in a game, St. Mark is on 1 HP. He suffers a hit from a Soul Splitter’s crossbow and fails his AR Save. This

drops Mark to 0 HP and he is Dying, As this Force also has a Field Medic, her Abilities “Just a Flesh Wound” and “Hang In There Boys” keeps Mark in play. St. Mark is Dying and given a Dying counter. The player will remove Mark from play during his next Activation if he is still dying.

Example: A Dying St. Mark suffers two more Soul Splitter crossbows hits, and fails both AR Saves, one with a Critical Failure of a 20. This drops Mark to -3 HP and means he has now taken twice his original HP in Damage. Regardless of any other Unit's Abilities, Immediately remove St. Mark from play.

Example: Late in a game, St. Mark is on 1 HP. He suffers a hit from a Soul Splitter's crossbow and fails his AR Save. This drops Mark to 0 HP and he is Dying. Since there are no Abilities in play that will keep Mark in play, the player removes him from play immediately.

Example: A Soul Splitter hits a Firestorm who fails her 'Kaboom!' check, and her AR Save. She receives a Fire (12) counter, and is Dying. As this Forcelist also has a Field Medic, her abilities “Just a Flesh Wound” and “Hang In There Boys” keeps the Firestorm in play. Spearslaves Activate and end their Movement in BtB with the Firestorm. The Field Medic Activates, moves around the Spearslaves, and restores 1 HP on the Firestorm. The Firestorm is still Prone and is now in CA with the Spearslaves. The Firestorm will resolve the Fire (12) counter normally next Lingering Effects stage.

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PG. 39; MORALE TESTS – Replace:

“A Morale test is made by rolling under the Unit's PS statistic on 1 d20.”

with:

A Morale test is made by rolling equal to or under the Unit's PS statistic on 1 d20.

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PG. 40; COWARDICE WILL NOT BE TOLERATED – Replace:

“of equal size or lower” with “of equal size or larger”

NEW
PG 41 & 42; FOCI AND PSYCHOGENICS – Change entire text to:

Casting

Statistics

Used to describe the mystical, mental, and/or biological abilities used in Dark Age such as Foci, Psychogenics, Bio-Gens, etc. This information appears in the appropriate Forcelist. Below is an example of a Focus Card:

<Focus Card Image>

Points (Pts)

Pts show the number of Points added to the total cost of the Unit who chooses the Casting. If listed by name in a Unit's statistics, the cost of the Casting is included in their PV total. Otherwise, add the Pts of the Casting to the Unit's PV. A Unit may only have one copy of a Casting.

Description

Here you will find a description of the Casting itself and any Special Effects it may have.

Assault (AS) / Target Number (TN)

Each Casting has either an AS or a TN statistic to show the difficulty of a particular Casting. Casting uses the Caster's PS; the TN may also have a number in parentheses, e.g. PS (2). Subtract this number from the Caster's PS stat for purposes of the test.

Rate of Fire (RF)

RF is the maximum number of uses in one Game Turn of this Casting. A “-” means there is no limit on the number of uses per Game Turn.

Power (PW)

Castings create a wide array of effects represented in the PW Statistic.

- A number in this field represents a physical effect, which will require an AR Save from the target Unit on a successful hit.

NOTE: Physical effects follow the Rules for RA Modifiers.

- A PS in this field represents a Psyche effect requiring a PS test from the target Unit to avoid its effects. This may also have a number in parentheses, e.g. PS (2). This number is subtracted from the target's TN for this save

NOTE: Psyche effects ignore the Rules for RA Modifiers.

- A “-“ in this field will follow the relevant Description and Notes to find out what effects the Casting has.

NOTE: “-“ effects are not affected by the Rules for RA Modifiers.

Malfunction (MAL)

Some Castings are particularly difficult to get right and may go wrong in some way. The MAL represents this possibility, and works in the same way as a weapon's MAL number (If the d20 roll is equal to or higher than this number then a MAL has occurred). There is also a MAL description to describe what happens when the Casting goes wrong. The word Normal here means that you follow the normal rules for a MAL weapon, i.e. Caster takes the hit.

Range (RN)

Range (RN) is the distance the Casting may be Cast.

- Self - The Casting either solely affects the Caster in some way or it is centered on the Caster.
- SP or ST means that the Casting uses a Stream or Spray template.
- A number represents the range, in cm measured from the Caster that the effect may reach.

NOTE: Having a RN in cm does not mean the Caster cannot target itself.

Using a Casting

To Use a Casting you must perform the following steps:

1. Check The RF

RF is the maximum number of uses in one Game Turn of this Casting. Factors such as casting time or the difficulty in handling the energy needed for the Casting make rapid use difficult. Once a Casting has been used as many times as its RF statistic, it may not be used again that Game Turn. Unless an Ability says otherwise, a Unit may not perform a Casting from Hold.

2. Spend AP

When performing a Casting, you must spend the AP before determining a 'Valid Target.' You must guess if your desired target will be 'Valid,' or not, before spending the AP. Subtract 1 AP from the Unit's remaining AP to attempt the Casting (All Castings require a Unit to spend 1 AP unless otherwise stated in the Notes). The AP's spent for the attempt are lost whether or not the Casting succeeds. Remember that there is no pre-measuring in Dark Age so if you declare a Casting and then measure the distance to be further than the effect's maximum RN, the AP for the attack is wasted.

3. Select a Valid Target

To perform a Casting, you must find a Valid Target within your Unit's Arc of Fire and Line Of Sight. The second stipulation for a Valid Target is that it must be within the RN of your Casting. You must guess if the target is within Range. After you guess, you must measure. Again, spend the AP for the regardless of whether it was truly in Range or not.

Measure Range (in 'cm') to Target

Measure from the Casting Unit's Base to the target point (Whether another Unit or a POI.) If the range is equal to or under the RN of the Casting, roll to check for success. If the measurement shows that the target point is out of range, the attempt has failed and the AP for the attempt is wasted.

NOTE: There is no pre-measuring in Dark Age and this affects Castings as well. If a Casting has a physical effect or "-", you must pick the Unit or POI first before any measuring.

Example: A Soul Warden would like to Cast 'Ice Wall'. The Player first places the Ice Wall template where he would like it to be and then measures the distance from the Soul Warden's Base to the closest point on the Ice Wall template. If this is further than the 30cm RN of Ice Wall, then the Casting attempt has failed and the AP is wasted.

4. Determine Casting TN

To make a Casting TN check, roll a d20. A roll of equal to or under the TN is a success; a roll higher than the TN is a failure.

NOTE: Only Castings that have a Physical Effect (A number in the PW field) follow the Rules for RA modifiers.

Example: A Soul Warden (PS 16) casts 'Glacial Dart' (PS(5)) at a Bane (DF 6) 35cm away, behind small rocks (Partial Cover). As 'Glacial Dart' is a Physical Effect it requires an AR Save and is affected by the rules for RA modifiers. The Soul Warden determines his casting TN: Soul Warden PS 16 - 'Glacial Dart' PS(5) = 11 + Bane (DF 6) = 17 - RN modifier (-3) = 14 - Partial Cover (-2) = 15. The final TN is 15. The Soul Warden rolls a 10 for a successful hit. The Bane now must make an AR Save against a PW 5.

Example: A Tribal Father (PS 18) casts 'Provoking Ridicule' (PS(5)) at a Bane (DF 6) 35cm away, behind small rocks (Partial Cover). As 'Provoking Ridicule' does not require an AR Save it ignores the rules for RA modifiers. The Tribal Father determines his Casting TN: Tribal Father PS 18 - 'Provoking Ridicule' PS(5) = 13 + Bane (DF 6) = 19. The Final TN is 19. The Tribal Father rolls a 10 for a successful hit. The Bane now must make an PS save against a PS(4).

Example: A Soul Warden (PS 16) casts 'Ice Patch' (PS). He picks a POI 25cm away. As 'Ice Patch' is an "-" Effect it ignores the rules for RA modifiers. Soul Warden determines his Casting TN: Soul Warden PS 16 - 'Ice Patch' (PS) = 16. The Final TN is 16. Soul Warden rolls a 14 for a successful attempt. The BL (6) template is now centered on the POI and the effects of KP (15) is resolved (if any Units are under the template).

Aiming a Casting

A Casting Unit may spend 2 AP, instead of 1, to make an Aimed Casting attempt. The Aimed attempt gains a +2 bonus to the TN. For a Casting that does not affect a target point (such as those targeting on the Casting Unit) the 'Aiming' represents a moment or two of extra concentration. Units may attempt more than one Aimed Casting per Game Turn as long as the Casting Unit has the AP's left and the Casting has a high enough RF.

NOTE: Aiming affects all weapons in the Attack Group used in the Casting.

5. Roll D20

After you determine your TN including any modifiers, roll a d20. If the roll is higher than the TN, then the Casting fails to hit. If the roll is equal to or lower than the TN, you are successful in hitting your target. If the target is a Unit, it may then have to make a PS or an AR Save to avoid the Castings Effects.

Casting Critical Hits and Failures

When making a RA, a roll of a 1 is a Critical Hit. Critical Hits automatically succeed and negate all Saves. Likewise, all additional Abilities of the Casting also succeed. A roll of a 20, conversely, is a Critical Failure. Critical Failures automatically miss. Furthermore, they cost the Unit 1 additional AP (This penalty is not carried over to the next Game Turn if the critical failure was the Unit's last AP). The Casting may also Malfunction (MAL) if applicable.

NOTE: If a Player wishes, they may choose to convert their Critical Hit to a normal success forcing the target to make a Save (all Abilities still automatically succeed).

6. Check for MAL

Whether or not the Casting roll fails, there is a chance for a MAL. If the d20 roll is equal to or over the MAL stat of a Casting then it has Malfunctioned. Check the MAL listing in the Casting listing for the effect.

NOTE: In some situations, it is possible for a Casting to both MAL and still hit its target.

7. Target Unit Rolls AR or PS Save

The target Unit may save against some Castings with a PS Save. Other Castings simulate Physical Effects requiring an AR Save in place of a PS Save. For either type of Save, take the target Unit's relevant statistic and subtract either the PS (x) number (for PS Saves) or the PW stat (For AR Saves) to get the TN. The d20 roll to Save must be equal to or under this number to avoid the effects of the Casting.

8. Apply Damage or Effects of Casting

If the target Unit fails an AR Save against a Casting that simulates a Physical Effect, the target Unit loses 1 HP (Unless the Casting or Focus has an Ability that says otherwise, e.g. Extreme Damage (ED). For all other Castings, refer to the relevant entries in the Forcelist.

NOTE: A Unit may only be under the affects of one friendly and one enemy Casting at any time.

1st Print Only

PG. 63; ICE ARBITER – Add to Availability:
“One Arbiter per 1000 points”

1st Print Only

PG. 69; BLIZZARD – Remove from Availability:
“Ice Caste Only”

NEW
PG. 80; SHARDSLAVE – Attack Group 2 Notes, Replace:
“Kaboom (8)” with “Kaboom (12)”

NEW
PG. 82 & 130; HATRED – Replace:
“Should a Unit make either a Ranged or Close Assault against a Unit it has Hatred for then the Attacking Unit receives +1 AS.”
With
“Should a Unit make either a Ranged or Close Assault against a Unit it has Hatred for then the Attacking Unit receives +1 to Assault TN's.”

NEW
PG. 83; CAUSE FEAR – Change entire text to:
CAUSE FEAR

Fear affects all enemy Units within a 10cm radius centered on the Unit with Cause Fear. Units that Activate within the 10cm radius of a Fear-Causing Unit, or Units that move into the Fear radius must immediately make a Fear Test. A Squad makes the test the instant a member of the Squad moves into the Fear radius. The player must roll equal to or under the Unit's PS on a d20 or the target Unit suffers from Fear. Cause Fear does not work if the Unit with the ability is Panicked.

NEW
PG. 84 & 133; BLAST – Change entire text to:
BLAST (BL)

A Blast (X) label in its RN or Notes specifies a Blast weapon. Each is given an accompanying number, e.g. BL (5). The number specifies the radius in centimeters (cm) that the Blast affects from the target Point of Impact. All Units whose Bases are at least partially within the Blast radius suffer the effects of the attack.

NEW
PG. 84 & 133; KABOOM! – Change entire text to:
KABOOM!

These weapons are extremely unstable. Kaboom! is followed by a number, which indicates the number needed for the ability to take effect. When a Kaboom! Unit is hit by a CA or RA weapon the player controlling the Unit must roll 1d20. On a roll of the Kaboom! number or higher the weapon explodes into a 6cm Blast (BL). Any unit under the template is treated as if the weapon that exploded has made a successful Ranged Assault on them. A Kaboom! Unit that rolls a MAL is considered to have hit themselves with the weapon and thus must check for Kaboom!

NOTE: A Kaboom! Roll is necessary with each successful hit on the Unit, irrelevant of damage caused.

PG. 85; REACH – Change entire text to:
REACH (RE)

Reach weapons represent large axes, long poles, whips or any weapon capable of a limited reach. This allows a Reach (RE) weapon to make Close Assault (CA) and short Ranged Assault (RA) attacks. All Reach attacks that originate from the target Unit's Rear gain +1 to the Assault and +1 to the PW.

REACH CLOSE ASSAULT – Resolve as a normal CA except RE weapons make “Breaking from CA” harder. In order to Break from CA without being attacked by a Unit with a Reach weapon, the Breaking Unit must make 2 successful checks (either Distract or Dodge). If either fail, the Breaking Unit is attacked as normal. Only one free attack generates even if both attempts fail.

REACH RANGED ASSAULT – A weapon with Reach will have RE followed by a number in parentheses in the RN field of the weapons statistics e.g., “RE (10).” The number in parentheses is RA range, in cm. Reach Ranged Assaults resolve as a normal RA, see below, and they also may use the “Fire from Hold” action. RE weapons may RA when in BtB contact with an enemy Unit. They may also make Ranged Assaults over Units of equal or lesser Size with no penalty and they ignore the “Target Priorities” and “Firing into CA” rules.

NOTE: If an Ability like Pin or KP are on a RE weapon from Ranged Assault, if the Unit “Breaks the Pin” or stands from the KP they are not considered in BtB contact

1st Print Only

PG 86.& 87; FOCI – Change TN # on Foci as follows:

Artic Blast PS	Chilling Aura PS (4)	Freezing Strike PS (6)	Freezing Breath PS (4)	Freezing Mist PS (3)	Ice Storm PS (5)
Glacial Spike PS (6)	Glacial Dart PS (5)	Ice Patch PS	Ice Wall PS	Obscuring Fog PS (7)	*Remove Targeted from Notes

1st Print Only

PG. 86; FREEZING MIST – Replace Description with:
Description: Kelta'rik creates a ball of cold mist around the Target. All enemy Units, whose bases are fully or partially inside the Freezing Mist receive -1 to all AS stats. All units in

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effect receive a partial cover bonus (-2) Effects are not cumulative due to overlap.

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Pg. 107; ST. MARK – Add to Availability:
“1 Saint per 1000 points”

1st Print Only

Pg. 108; REAVER – Change:
“Poison (4)” to “Poison (5)”
Attack Group 2: RN “CA” to RN “20” and RF “2”

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Pg. 109; SHADE – Change:
“Poison (6)” to “Poison (5)”

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Pg.111; DEDLOCK – Change:
Attack Group 1 & 2: RF “2”

NEW
Pg. 113; NATHANIEL – Change:
“Matched Pair” to “Matching Set”

NEW
Pg. 113; ORCHID – Change:
“Matched Pair” to “Matching Set”

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Pg. 115; WARWIND – Change:
Attack Group 2: RF “2”

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Pg. 117; WEAPONSMITH – Change:
Attack Group 2 & 3: RF “2”

NEW
Pg. 125; FIRESTORM LEADER & FIRESTORM – Change:
Attack Group 2 Notes: “Kaboom (5)” to “Kaboom (15)”

1st Print Only

Pg. 130; OVER EXERTION – Add to the end:
“A unit that has lost all AP due to the effects of exertion, ends the berserk state, collapses, and cannot activate for 1 turn.”

1st Print Only

Pg. 131; JUST A FLESH WOUND – Add to the end:
“A unit may only be affected by this ability once per game.”

NEW
Pg. 131; JUST A FLESH WOUND – Add to the following:
“This ability prevents friendly Units from being Removed from Play immediately upon Dying. Instead, friendly Dying Units receive a Dying counter and remain on the Battlefield until they next activate, or take twice their original HP in Damage.”

NEW
Pg. 131; MATCHED PAIR – Change entire text to:

MATCHING SET

Matched sets of Units must be fielded together in a Force. They are required to maintain a 10cm coherency with each other or suffer from the usual Out of Coherency penalties. Should one of the Units be removed from the Battle, the other member(s) of the Matching Set will be subject to the Berserk rule. The Unit(s) will automatically enter the Berserk state at no AP expenditure. (See the ‘Berserk’ Ability for more details).

NOTE: Matching Sets will have the other(s) of their set written after the Matching Set ability E.g. ‘Matching Set – Nathaniel’.

NEW
Pg. 132; TANDEM FIGHTING – Change entire text to:

TANDEM FIGHTING

Units with this Ability will also be linked by ‘Matching Set’ to the Unit(s) they can fight in Tandem with. This special style of combat relies on fighting in unison in order to capitalize on each other’s attacks to bring down opponents. Alternate using AP between the Units linked. Every Unit must spend an AP before any other Unit may spend a 2nd AP, and so on, until all AP are spent.

NEW
Pg. 133; FIRE – Change entire text to:

FIRE

The Fire Ability will have a number in parentheses following it in the weapons statistics e.g. Fire (10). If a Unit is hit with a Fire attack the player first works out the attack as normal then if the Target Unit is still in play it is ‘On Fire.’ and receives an On Fire counter.

When the unit activates, a unit that is ‘On Fire’ may then attempt to extinguish the flames. The Unit first spends 1 AP to make the attempt; this AP is lost regardless of success or failure. The player then rolls 1 d20. The TN to put out the Fire is the number in parentheses from the weapon that caused the fire. You may repeat this attempt for as many AP’s as the Unit has. If the roll to extinguish the fire fails the unit takes an automatic PW 7 hit. If the roll to extinguish the fire is successful, remove the On Fire counter. Fire is not a cumulative effect. A Unit not attempting to extinguish the flames takes an automatic PW 7 hit.

Example: A Firestorm hits a squad of three Golab’s. After working out the attacks, all Golab’s take 1 damage, and receive an On Fire counter. The Golab squad activates. Golab #1 spends 1 AP to extinguish the flames, and rolls a 14, he spends another AP, and rolls a 15, he spends his last AP and rolls a 13, he then resolves a PW 7 hit, rolls a 14 and is dying. Golab #2 activates and spends 1AP to extinguish the flames, and rolls a 12, he removes the On Fire counter and finishes his activation. Golab #3 activates and chooses not to attempt to extinguish the flames. He resolves a PW 7 hit, rolls a 10, saves; and retains the On Fire counter.

Pg. 134; POISON – Change entire text to:

POISON

The Poison Ability is followed by a number in parentheses, this is the strength of that particular Poison e.g. Poison (6). If a Unit is hit by a Poison weapon it receives a Poison counter. During

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the lingering effects stage Units must make a Poison test (see below) for each Poison counter they have.

POISON TESTS

A Poison test is a d20 roll. The base TN for Poison tests is 20. This is then modified by the strength of the Poison. A 20 always fails. A failed Poison Test results in the loss of 1 HP and the Unit keeps the counter. If the test is passed then the Unit loses the counter. Wounds caused by failed Poison tests class as *Cauterized*. NOTE: Poison does not affect Nonliving Units.

Example: A Soul Searcher is hit twice by a Squad of Shades and receives two Poison (5) counters. During the next lingering effects stage he must make 2 Poison Tests. The TN for these Tests is 20 (base number) – 5 (Poison strength) = 15. He rolls for both Tests and gets a 9 and a 17. The Searcher therefore loses 1 HP and keeps 1 Poison counter.

1st Print Only

PG. 134; NUMB – Add to the end.

“A friendly unit may only be affected by this ability once per game.”

NEW

PG. 134; NUMB – Add the following:

“This ability prevents friendly Units from being Removed from Play immediately upon Dying. Instead, friendly Dying Units receive a Dying counter and remain on the Battlefield until they next activate, or take twice their original HP in Damage.”

NEW

PG. 134; SPRAY AND PRAY – Replace:

“Due to the extreme recoil of this effect any Unit using Spray and Pray has a -4 penalty to its AS for the Spray and Pray weapon in addition to any normal modifiers to each RA attempt.”

With:

“Due to the extreme recoil of this effect any Unit using Spray and Pray has a -4 penalty to its TN for the Spray and Pray weapon in addition to any normal modifiers to each RA attempt.”

NEW

PG. 143; FREEZING BREATH (card) – Replace:

“Points: 15” with “Points: 10”

Exodus Errata

NEW

PG. 32; FATHER CURWEN – Change:

Size: “Medium” to “Large”

NEW

PG. 37; TOXIC MISTRESS – Change:

Attack Group 2 Notes: “Kaboom (8)” to “Kaboom (12)”

NEW

PG. 55; BLINDING RAGE – Change:

“MAL: 20” to “MAL: -”

and

“Malfunction: 20, caster loses 1 AP” to “Malfunction: N/A”

NEW

PG. 57; ASSASSINATION – Add the sentence:

Deploying a Unit in BtB with an enemy Unit does not result in a Charge.

NEW

PG. 57; CAUSE FEAR – Change entire text to:

CAUSE FEAR

Fear affects all enemy Units within a 10cm radius centered on the Unit with Cause Fear. Units that Activate within the 10cm radius of a Fear-Causing Unit, or Units that move into the Fear radius must immediately make a Fear Test. A Squad makes the test the instant a member of the Squad moves into the Fear radius. The player must roll equal to or under the Unit's PS on a d20 or the target Unit suffers from Fear. Cause Fear does not work if the Unit with the ability is Panicked.

1st Print Only

PG. 59; TAKE CHARGE – Change:

“Coils” to “Bolas”

NEW

PG. 60 & 104; BLAST (BL) – Change entire text to:

PG. 84 & 133; BLAST (BL) – Change entire text to:

BLAST (BL)

A Blast (X) label in its RN or Notes specifies a Blast weapon. Each is given an accompanying number, e.g. BL (5). The number specifies the radius in centimeters (cm) that the Blast affects from the target Point of Impact. All Units whose Bases are at least partially within the Blast radius suffer the effects of the attack.

NEW

PG. 60 & 104; KABOOM! – Change entire text to:

KABOOM!

These weapons are extremely unstable. Kaboom! is followed by a number, which indicates the number needed for the ability to take effect. When a Kaboom! Unit is hit by a CA or RA weapon the player controlling the Unit must roll 1d20. On a roll of the Kaboom! number or higher the weapon explodes into a 6cm Blast (BL). Any unit under the template is treated as if the weapon that exploded has made a successful Ranged Assault on them. A Kaboom! Unit that rolls a MAL is considered to have hit themselves with the weapon and thus must check for Kaboom!

NOTE: A Kaboom! Roll is necessary with each successful hit on the Unit, irrelevant of damage caused.

PG. 61; REACH (RE) – Change entire text to:

REACH (RE)

Reach weapons represent large axes, long poles, whips or any weapon capable of a limited reach. This allows a Reach (RE)

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weapon to make Close Assault (CA) and short Ranged Assault (RA) attacks. All Reach attacks that originate from the target Unit's Rear gain +1 to the Assault and +1 to the PW.

REACH CLOSE ASSAULT – Resolve as a normal CA except RE weapons make “Breaking from CA” harder. In order to Break from CA without being attacked by a Unit with a Reach weapon, the Breaking Unit must make 2 successful checks (either Distract or Dodge). If either fail, the Breaking Unit is attacked as normal. Only one free attack generates even if both attempts fail.

REACH RANGED ASSAULT – A weapon with Reach will have RE followed by a number in parentheses in the RN field of the weapons statistics e.g., “RE (10).” The number in parentheses is RA range, in cm. Reach Ranged Assaults resolve as a normal RA, see below, and they also may use the “Fire from Hold” action. RE weapons may RA when in BtB contact with an enemy Unit. They may also make Ranged Assaults over Units of equal or lesser Size with no penalty and they ignore the “Target Priorities” and “Firing into CA” rules.

NOTE: If an Ability like Pin or KP are on a RE weapon from Ranged Assault, if the Unit “Breaks the Pin” or stands from the KP they are not considered in BtB contact

PG. 78; SAINT MARY – Change:
Attack Group 2: “AS 10” to “AS ‘-‘ “

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PG. 97; FIRESTORM LEADER & FIRESTORM – Change:
Attack Group 2 Notes: “Kaboom (5)” to “Kaboom (15)”

PG. 102; DEFIANCE – Change entire text to:
A Unit with this ability adds +4 to the PS stat for all tests against the Unit when testing against Casting Psyche Effects, and is immune to the effects of the Command special ability.

PG. 102; HATRED – Replace:
“Should a Unit make either a Ranged or Close Assault against a Unit it has Hatred for then the Attacking Unit receives +1 AS.”
With:

“Should a Unit make either a Ranged or Close Assault against a Unit it has Hatred for then the Attacking Unit receives +1 to Assault TN’s.”

PG. 104; JUST A FLESH WOUND – Add to the following:
“This ability prevents friendly Units from being Removed from Play immediately upon Dying. Instead, friendly Dying Units receive a Dying counter and remain on the Battlefield until they next activate, or take twice their original HP in Damage.”

PG. 104; FIRE – Change last sentence of the Example to:
He resolves a PW 7 hit, rolls a 10, saves; and retains the On Fire counter.

PG. 105; NUMB – Add the following:
“This ability prevents friendly Units from being Removed from Play immediately upon Dying. Instead, friendly Dying Units receive a Dying counter and remain on the Battlefield until they next activate, or take twice their original HP in Damage.”

PG. 105; INSERT NEW ABILITY AFTER SMOKE CLOUD:
SPRAY AND PRAY

A weapon with ‘Spray and Pray’ is capable of unleashing an incredible amount of ammunition in a very short time. A Unit must announce it is using Spray and Pray immediately upon being Activated. For this Activation the Unit doubles the amount of Ranged Assaults that can be made per AP. Due to the extreme recoil of this effect any Unit using Spray and Pray has a -4 penalty to its TN for the Spray and Pray weapon in addition to any normal modifiers to each RA attempt. Spray and Pray may only be used once per Game due to the extreme amount of ammo exhausted in this maneuver. A Unit may not Aim when using Spray and Pray.

PG. 112; BLINDING RAGE (card) – Change:
“MAL: 20” to “MAL: -“
and
“Malfunction: Caster loses 1 AP” to “Malfunction: N/A”

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PG. 36; HANIEL – Change:
Attack Group 2: “MAL’-“ to “MAL 19”

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PS 15
HP 2
PV 80

PG. 40 & 41; NATHANIAL & ORCHID – Change Statlines to:
AP 4
DF 2
AR 16
MV 4

1st Print Only

PG. 40 & 41; NATHANIAL & ORCHID – Change:
“Matched Pair” to “Matching Set”

PG. 58; BACKSTAB – Change entire text to:

A Unit with this Ability gains +2 AS +2PW to Attacks that originate from a Unit's Rear arc with a range of CA or RE, instead of the normal +1 AS and +1 PW.

NEW

Pg. 58; JUST A FLESH WOUND – Add to the following:

"This ability prevents friendly Units from being Removed from Play immediately upon Dying. Instead, friendly Dying Units receive a Dying counter and remain on the Battlefield until they next activate, or take twice their original HP in Damage."

NEW

Pg. 59; MATCHED PAIR – Change entire text to:

MATCHING SET

Matched sets of Units must be fielded together in a Force. They are required to maintain a 10cm coherency with each other or suffer from the usual Out of Coherency penalties. Should one of the Units be removed from the Battle, the other member(s) of the Matching Set will be subject to the Berserk rule. The Unit(s) will automatically enter the Berserk state at no AP expenditure. (See the 'Berserk' Ability for more details).

NOTE: Matching Sets will have the other(s) of their set written after the Matching Set ability E.g. 'Matching Set – Nathaniel'.

NEW

Pg. 59; TANDEM FIGHTING – Change entire text to:

TANDEM FIGHTING

Units with this Ability will also be linked by 'Matching Set' to the Unit(s) they can fight in Tandem with. This special style of combat relies on fighting in unison in order to capitalize on each other's attacks to bring down opponents. Alternate using AP between the Units linked. Every Unit must spend an AP before any other Unit may spend a 2nd AP, and so on, until all AP are spent.

Pg. 60; THIS WILL MAKE IT ALL BETTER – Add to end:

"A friendly unit may only be affected by this Ability once per game."

NEW

Pg. 62 & 99; BLAST (BL) – Change entire text to:

BLAST (BL)

A Blast (X) label in its RN or Notes specifies a Blast weapon. Each is given an accompanying number, e.g. BL (5). The number specifies the radius in centimeters (cm) that the Blast affects from the target Point of Impact. All Units whose Bases are at least partially within the Blast radius suffer the effects of the attack.

NEW

Pg. 63; NUMB – Add the following:

"This ability prevents friendly Units from being Removed from Play immediately upon Dying. Instead, friendly Dying Units receive a Dying counter and remain on the Battlefield until they next activate, or take twice their original HP in Damage."

NEW

Pg. 133; FIRE – Change entire text to:

FIRE

The Fire Ability will have a number in parentheses following it in the weapons statistics e.g. Fire (10). If a Unit is hit with a Fire attack the player first works out the attack as normal then if the Target Unit is still in play it is 'On Fire.' and receives a On Fire counter.

When the unit activates, a unit that is 'On Fire' may then attempt to extinguish the flames. The Unit first spends 1 AP to make the attempt; this AP is lost regardless of success or failure. The player then rolls 1 d20. The TN to put out the Fire is the number in parentheses from the weapon that caused the fire. You may repeat this attempt for as many AP's as the Unit has. If the roll to extinguish the fire fails the unit takes an automatic PW 7 hit. If the roll to extinguish the fire is successful, remove the On Fire counter. Fire is not a cumulative effect. A Unit not attempting to extinguish the flames takes an automatic PW 7 hit.

Example: A Firestorm hits a squad of three Golab's. After working out the attacks, all Golab's take 1 damage, and receive an On Fire counter. The Golab squad activates. Golab #1 spends 1 AP to extinguish the flames, and rolls a 14, he spends another AP, and rolls a 15, he spends his last AP and rolls a 13, he then resolves a PW 7 hit, rolls a 14 and is dying. Golab #2 activates and spends 1AP to extinguish the flames, and rolls a 12, he removes the On Fire counter and finishes his activation. Golab #3 activates and chooses not to attempt to extinguish the flames. He resolves a PW 7 hit, rolls a 10, saves; and retains the On Fire counter.

NEW

Pg. 62; KABOOM! – Change entire text to:

KABOOM!

These weapons are extremely unstable. Kaboom! is followed by a number, which indicates the number needed for the ability to take effect. When a Kaboom! Unit is hit by a CA or RA weapon the player controlling the Unit must roll 1d20. On a roll of the Kaboom! number or higher the weapon explodes into a 6cm Blast (BL). Any unit under the template is treated as if the weapon that exploded has made a successful Ranged Assault on them. A Kaboom! Unit that rolls a MAL is considered to have hit themselves with the weapon and thus must check for Kaboom!

NOTE: A Kaboom! Roll is necessary with each successful hit on the Unit, irrelevant of damage caused.

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Pg 74; SPAWN OF THE MERE – Add following text:

BROOD MERE

"The Brood do not know Fear, they only know Hunger"
-St. John

All of the Brood are created in the Blackmire Spawning Pool. The Brood Mere has mastered the art of replication, hence all Brood understand that death is the next natural step in evolution.

Game Effect: All Brood Units are immune to the effects of Panic, Fear, and Lack of Support.

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Pg 78; SCION – Change:
Attack Group 1: “AS 8” to “AS 7”

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Pg 83; GAZELLE – Change:
“PS 16” to “PS 15”

1st Print Only

Pg. 88; HOWLER – Change Attack Group 2:
“RF –” to “RF 1”

1st Print Only

Pg. 89; PLIGHT – Change:
Attack Group 2 Notes: “None” to “Acid, Cauterize”

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Pg. 90; RATCHET – Combine Attack Groups:

Add to Attack Group 1:
Weapon-Chitin Short Sword

AS 6
RF ‘-’
PW 4
RN CA
MAL ‘-’

Notes: Paralyzing Poison

Remove Attack Group 2 entirely.

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Pg. 91; BROODLINGS – Change:
Attack Group 1: “AS 5” to “AS 3”

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Pg. 92; BROOD HOUND – Change:
Size: “Medium” to “Large”

1st Print Only

Pg. 94; LEECH – Change Statline to:

AS 8
RF 1
PW 6x2
RN 30
MA ‘-’

1st Print Only

Pg. 95; PUD CONTROL – Change:
“Pts: 10” to “Pts: 40”

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Pg. 95; VENOM SPRAY – Change:

“AS 7” to “AS ‘-’”

“MAL 18” to “MAL 19”

“RN 30” to “RN SP”

“Notes: BL(6), Blind, Indirect, Slots(2)” to “Notes: Paralyzing Poison, Slots (1)”

NEW

Pg. 96; CAUSE FEAR – Change entire text to:

CAUSE FEAR

Fear affects all enemy Units within a 10cm radius centered on the Unit with Cause Fear. Units that Activate within the 10cm radius of a Fear-Causing Unit, or Units that move into the Fear radius must immediately make a Fear Test. A Squad makes the test the instant a member of the Squad moves into the Fear radius. The player must roll equal to or under the Unit's PS on a d20 or the target Unit suffers from Fear. Cause Fear does not work if the Unit with the ability is Panicked.

NEW

Pg. 97; REGENERATION – Change entire text to:

The Regeneration ability allows Units to rapidly heal fatal wounds. During every Lingering Effect phase, a Unit with Regeneration will automatically attempt to heal if it has a Wound counter(s). The numbers in parentheses after Regeneration indicates how many D20 are used for the test. Each roll equal to or less than 10 recovers 1 HP. Units with this ability are not Removed from Play immediately upon Dying. Instead, Dying Units with Regenerate receive a Dying counter and remain on the Battlefield until: they next activate, take twice their original HP in Damage, or if the Unit is unable to Regenerate to at least 1 HP during the Lingering Effects. If that is not possible (i.e., the Unit has Regeneration (1), and is at -2 HP), the Unit is immediately removed as a casualty during Lingering Effects.

NOTE: Cauterized wounds cannot be regenerated. A Dying Unit that successfully Regenerates is still considered Prone. A Unit may not regenerate above its starting HP.

Example: *Helexa has Regeneration (2). During Lingering Effects, if she has two Wound counters. She rolls two D20's for her Regeneration roll and gets a 3 and a 12. She removes 1 Wound counter. If Helexa had not removed 1 Wound counter, she would be immediately removed as a casualty.*

Note: A Unit may not regenerate above its starting HP

Essence Errata

NEW

Pg. 54; AIMING – Replace first sentence with:
“A Unit may spend 2 AP to make a RA (or Casting) instead of 1, to Aim at a target Unit.”