



# ERRATA/FAQ

UPDATED: 5/14/2015

## ERRATA

**Core Rulebook, Pg. 11, sub-section 'Forced Movement':**

### REPLACE

~~Forced movement is not always under your control. The ability causing the movement explains who is controlling the movement. If the ability says "you" force the model, then the owner of the source of the movement controls the movement. If the ability says the model is forced, then the model's owner controls the movement.~~

Forced movement is not always under your control, and is usually the result of an ability or effect on a model. When moving the affected model or models, the owner of the effect or ability causing the forced movement controls the movement, as dictated by the effect or ability.

**Core Rulebook, Pg. 13, sub-section "Special Actions":**

### REPLACE

~~When a model performs a Willpower Check it must roll a number of dice equal to the Rate listed under that action. Each result equal to or less than the model's Willpower stat is a success. All Willpower Checks describe their effect based on the number of successes.~~

In addition to Attacks and Special Abilities, models also have access to a number of generic Actions as well. All models have access to the following Actions, unless specifically stated otherwise:

## GENERAL FAQ

*Q: If a card and the rulebook differ, which takes priority?*

**A:** A model's Stat Card always takes priority over anything else.

*Q: When are Motivations declared?*

**A:** Motivations are declared after the board has been set up, but before deployment.

*Q: When selecting a list's Options, can I combine said Options to Rank up? For example, in a Skirmish game I have 2 Options, I select Rank 1 Specialist both times. Can I then include a single Rank 2 Specialist in my army?*

**A:** Yes.

*Q: Can a Leader's Inspire be triggered by the same model multiple times in an activation?*

**A:** No. A model may only benefit from a Leader's Inspire once during its activation.

*Q: Do models count as being "within" their own Aura (or similar effects)?*

**A:** Yes.

*Q: When I am engaged with a model, can I move around the engaged model's base?*

**A:** No. Once engaged, a model may not move unless forced or via Disengaging.

*Q: When making Will Attacks, can I split dice among different targets?*

**A:** No. Will Attacks follow all rules for Ranged Attacks and thus may only allocate dice to a single target unless a special ability states otherwise.

*Q: Can I Disengage during Movement and then, during my action, Sprint into contact with an enemy model?*

**A:** Yes.

*Q: Do all models acting in a Combined Attack count as "killing" the targeted model (in the case of effects triggering off of "killing" an enemy?)*

**A:** Yes. All models attacking the target count as killing it. Note that models performing an Assist action on a model involved in the attack do not, as they were not part of the attack.

*Q: I see "Cover" mentioned a few times in the rulebook. Just what is "Cover" defined as?*

**A:** Disregard all instances and mentions of "Cover" in the Core Rules.

*Q: If an effect states a model's base must be "within" to be affected, how much of the base must be "within"?*

**A:** If a special ability/attack lists "within" then it will affect any model who has any part of their base in range of the listed effect. If it specifies "completely within" then the entirety of that model's base must be in range of the listed effect.



# HADROSS ERRATA/FAQ

## ERRATA

### Ephrimaki, the Deepcaller Lord:

Correct base size is 40mm (Listed as 30mm on card).

### Ilva, the Syren of Kaldeth Straight:

Correct base size is 40mm (Listed as 30mm on card).

## FAQ

*Q: Can a model that is in contact with a Resonated model perform an Interact Action to remove Resonate from that model, or can only the Resonated model perform the Interact Action?*

*A: Both the Resonated model, as well as any model in contact with said model, may perform an Interact Action model to remove Resonate from that model.*

*Q: When I spend an Interact Action to remove Resonate, does it remove Resonate from 1 model, or all models in contact with Resonate?*

*A: 1 model.*

*Q: What abilities would allow a model affected by **Paralytic Presence** to move?*

*A: Once engaged with a model with Paralytic Presence the affected model may not move using Free Movement at any time. The only time it could move would be through the effects of Forced Movement, such as Knockback, for example.*

*Q: Does **Ooroth of Sysor Deep's Dominating Presence** stack with itself (in the case of choosing his Training)?*

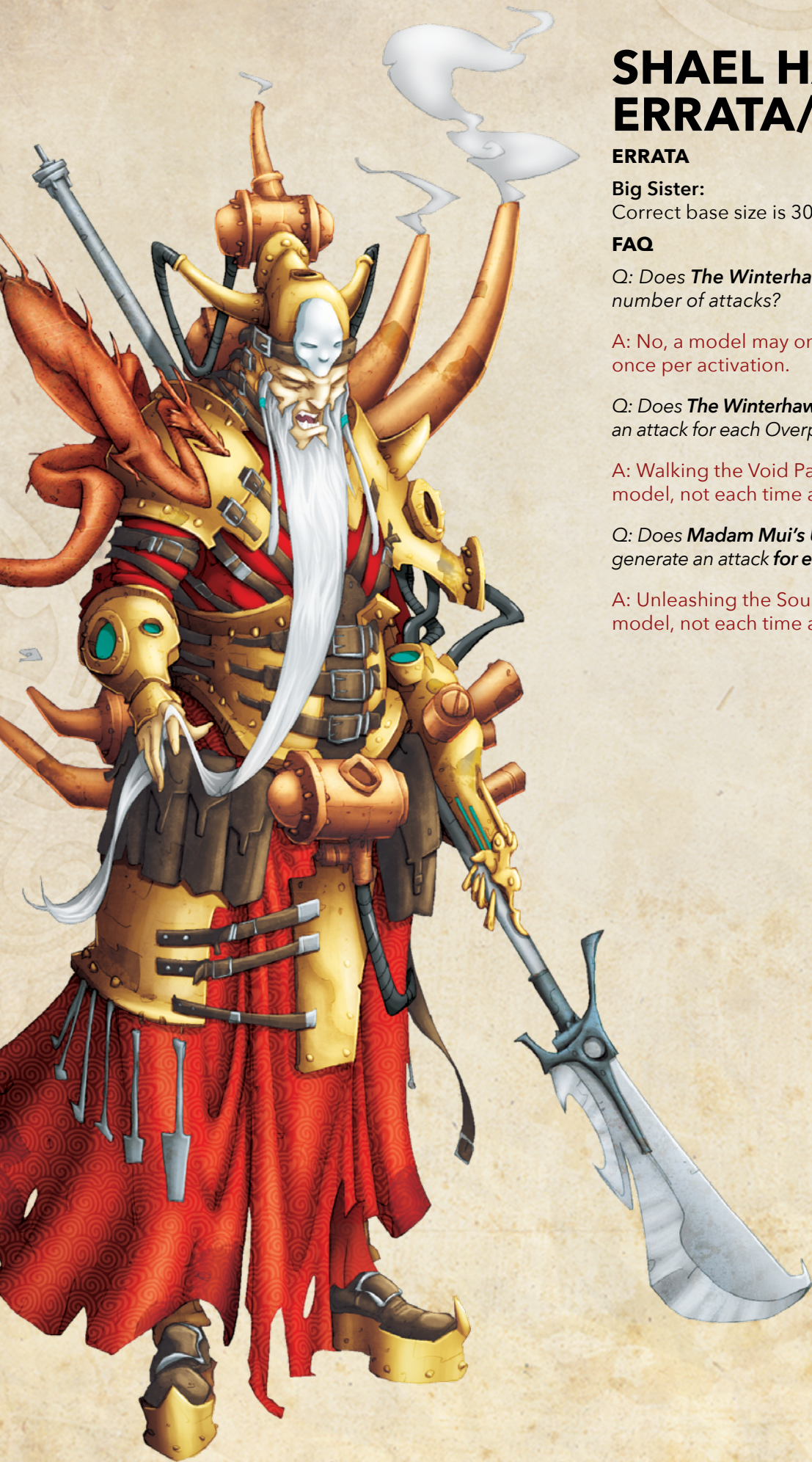
*A: No.*

*Q: Follow-Up Question then: Why does the effect state "To a minimum of [1]?"*

*A: Other abilities might cause negatives to a model's Willpower Value. In such cases these abilities would stack with other, similar effects, such as Dominating Presence.*







# SHAEL HAN

## ERRATA/FAQ

### ERRATA

#### Big Sister:

Correct base size is 30mm (Listed as 40mm on card).

### FAQ

Q: Does *The Winterhawk's Inspire* generate an infinite number of attacks?

A: No, a model may only benefit from an Inspire effect once per activation.

Q: Does *The Winterhawk's Walking the Void Path* generate an attack for each Overpower result, or just 1 total?

A: Walking the Void Path can only trigger once per model, not each time an Overpower result is generated.

Q: Does *Madam Mui's Unleashing the Soul Storm Insight* generate an attack **for each** Overpower result, or just 1 total?

A: Unleashing the Soul Storm can only trigger once per model, not each time an Overpower result is generated.



# TEKNES ERRATA/FAQ

## FAQ

Q: Can both of the **C.A.G.E.'s** Reactions be triggered by the same attack?

A: Yes.

Q: Can the **Zaalak's** Unleashed Reaction trigger multiple times off the same attack?

A: Yes. It will trigger each time an Overpower result is generated.

Q: Does the Zaalak's Abomination special ability stack if I have multiple Zaalaks within 6" of the same Leader?

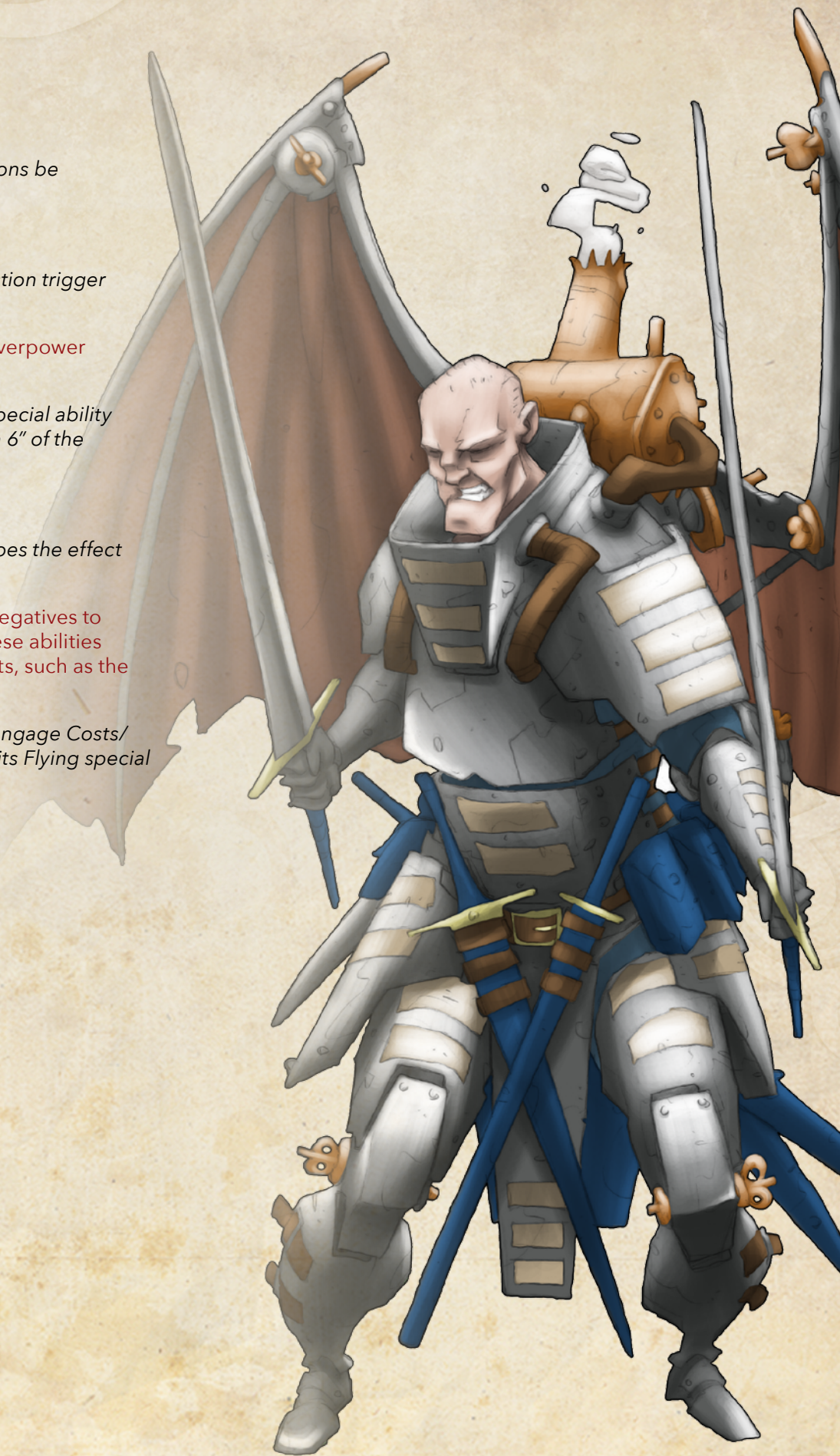
A: No, these effects do not stack.

Q: Follow-Up Question then: Why does the effect state "To a minimum of [0]"?

A: Future effects might also cause negatives to Leadership Values. In such cases these abilities would stack with other, similar effects, such as the Zaalak's.

Q: Does **Lineman Boris** still pay Disengage Costs/ Penalties for models it flies over (via its Flying special ability)?

A: No.







# NASIER ERRATA/FAQ

## FAQ

*Q: If a model targeted by the **Pelegarth's Knockback** is in contact with a friendly, thus preventing movement, will that model still suffer the attack resulting from Knockback, or must the model physically move for it to trigger?*

*A: The model would suffer the attack. The model suffering Knockback tried to move and came in contact with another model, thus triggering the secondary effect of Knockback.*

*Q: If a **Pelegarth Howl** Inspires **Elsis Tagil**, can that create an infinite loop of attacks with her?*

*A: No, a model may only benefit from an Inspire effect once per activation.*

*Q: If an enemy disengages with multiple models that have the **Pelegarth Howl's Training** ability, do I get to move 1 model per model the enemy disengaged with?*

*A: No. Only 1 model will move, regardless of how many models the enemy was engaged with.*

*Q: The **Blind Hakar's Vengeance Strike** states if it Hits a model, that model is killed. What about models that have effects that prevent damage, such as **Shael Han's Hong Yao**?*

*A: Vengeance Strike's effect kills the model outright. While technically 1 damage could still be generated via the Hit result (depending on the target's Resilience) it is often moot as the actual effect of the attack is what is killing the model.*

*Q: Does The **Blind Hakar's Vengeance Strike** still kill a model if the Hit is prevented?*

*A: No. If the Hit is negated, ignored, re-rolled or another similar effect the model is not killed.*



# GORITSI ERRATA/FAQ

## FAQ

Q: Does **Hestra Nostrollo's** Looming Dread stack with itself (in the case of choosing her Training)?

A: No.

Q: Follow-Up Question then: Why does the effect state "To a minimum of [1]?"

A: Other abilities might cause negatives to a model's Mobility Value. In such cases these abilities would stack with other, similar effects, such as Looming Dread.

Q: If a **Skorza** benefiting from the **Skorza Alpha's** Inspire kills a model, but ends its activation engaged, can it still Sprint?

A: Yes. Note it may also disengage during this move due to the Stalker special ability.

Q: Do models with the Leap special ability still pay Disengage Costs/Penalties for models they move over?

A: No.

