# ERRATA AND FAQ

## CORRECTIONS AND ADDITIONS
Updated 7 June 2015. This document supersedes any and all previous Q&A.

### MORALE (P. 9):
Replace the two bullet points in the text with the following:

- If the modified Experience die total is **3 or higher**, the team has **passed** the morale test and thereafter will operate normally.
- If the modified Experience die total is **2 or less,** reduce the team's Motivation rating **by -1 point for each die roll point less than 3**. This effect lasts until the end of the squad's current activation.

### TEAM ATTRIBUTES
Add the following text at the end of each indicated Attribute entry:

#### Stoic (p. 21):
*Stoic* vehicle crews never count marked Crew boxes as *Pinned* results for purposes of vehicle morale tests (*see 15.2 Vehicle Morale, p. 24*).

#### Tough (p. 22):
*Tough* vehicle crew boxes are only marked off on a d6 roll of 6 (*see 17.3 Vehicle Damage effects/Crew, p. 29*).

### ARMOR
Replace the word *Advanced* in 19.1 and 19.3 (p. 32) with the word *Active*.

### OTHER SYSTEMS
Replace the *Autonomous* entry (*p.34*) with the following:

*Autonomous* vehicles are fully automated and have no biological crew components. Vehicles equipped with *Autonomous* systems never receive *Pin Check* markers due to Crew damage results, and are never required to take morale tests.

### UNIT CONSTRUCTION
### TEAM ATTRIBUTES (P. 51)

- The *Autonomous* entry should read *Automated.*
- Replace the *Detached* and *Medic* entries with the following:

| ATTRIBUTE | MINIMUM TL | CP COST | NOTES |
|---|---|---|---|
| Detached 2/3 | 2 | 75/150 | |
| Medic 6/5/4 | 1/2/3 | 50/100/150 | |

### VEHICLE SECONDARY WEAPON CHARACTERISTICS
- Add the following to the end of the 3rd paragraph of section C5 Weapons (p. 57):

Some secondary weapons may use fewer HP than stated above; see Table C5E2 for specific exceptions.

- Add the following to the Notes section of table C5E2 (p. 59):

6. Non-missile/mortar secondary weapons that will be given a Spray fire/x=4 or lower entry and will have an AT divisor of 8 or ∞ use a number of HP equal to its damage die type minus four, to a minimum of 2HP used for any such weapon.

*Note: this change is necessary to keep HP usage for weapons that are primarily used in anti-personnel roles in line with the changes to the Strike Legion Tactical vehicle construction rules.*

### VEHICLE CREW ATTRIBUTES (P. 62)
Replace the *Detached* entry with the following:

| ATTRIBUTE | CP COST | NOTES |
|---|---|---|
| Detached 2/3 | 150/225 | 1 |

## DATA CARD CORRECTIONS

- The Gold *SAW Team* should have a *Detached/2* entry.
- The Black *Medic Team* should have a *Medic/5* entry.
- All *Horus Medium Tank* cards should have a *Detached/2* entry.

*Corrected Data Cards are provided at the end of this document.*

# CLARIFICATIONS

### Post-CC Actions (6.3, p. 11)
A *Cowering* team in base-to-base contact with an enemy that doesn't Rally (i.e., pass a Morale test by rolling a total of 3 or higher after all modifiers, as per the first bullet point of 5.1) is eliminated. The mention of the number of actions implies that, even if a team would normally have one or more actions available to it due to the Morale die result, it is still eliminated if its Morale die result is not 3 or higher. A team would be eliminated if it *Cowers* while *Cowering* as per the 3rd bullet point of 5.1 (p. 10).

### Armored Assault (7.0, p. 12)
The announcement of the use of *Armored Assault* by a squad does count as an activation, but not the use of the component teams' actions, for purposes of determining the next unit activation. Note that this does allow the opposing player a unit activation immediately after the first player's announced use of *Armored Assault*.

When using the *Combined Operations* Leader Action (*10.2, p. 14*) to initiate an *Armored Assault* action, both the infantry and vehicle units are activated simultaneously; there is no intervening enemy unit activation.

*Armored Assault*, like most other actions, expends a single action for the involved teams and vehicles. Subsequent actions for both the infantry teams and vehicles that conducted an *Armored Assault* action may be any action normally permitted to that team or vehicle (including another *Armored Assault* action).

### Vehicle Mobility: Turning and Backwards Movement (16.0, p. 25):
A vehicle is assessed the 1" movement penalty for turning if its facing changes more than 60° to either side of the model's center line during any *Move-based* action. This penalty is deducted from the vehicle's movement allowance prior to turning the model on the tabletop.

Vehicles may not turn (as clarified above) while moving backwards.

### Vehicle Attributes
A reminder that vehicles may possess one or more Attributes, each of which affects a vehicle's performance as described in each Attribute entry. See *14.0 Team Attributes* (pp. 20-22) for vehicle crew Attributes. Entries that do not specifically address vehicle crews may be assumed to read 'vehicle' and/or 'vehicle platoon' in place of 'team' and/or 'squad'.

### *Detached (vehicle clarification)*
A vehicle with the *Detached/x* attribute uses its doubled value (*as per 15.3, Vehicle Cohesion, p. 24*) as the base number for determining the extended Cohesion range granted by this attribute.

*Example: a vehicle with an d6 Experience die must normally be within 12" of another vehicle of the same platoon to be* In Cohesion*, and must be within 24" of another vehicle of the platoon to be* In Cohesion *if the vehicle possesses the* Detached/2 *attribute.*

## SAW Team — PV: 116

| | | |
|---|---|---|
| **d8** | | **4** → |
| **4** | | **8** |

| | | | |
|---|---|---|---|
| | d8 | Sp/2 | Rng: 20/50 | AT: /8 |
| SAW | d10 | Sp/d4 | Rng: 30/75 | AT: /6 |

3

### ATTRIBUTES

Detached/2
Fearless/2
Smoke Grenades

## Medic Team — PV: 68

| | | |
|---|---|---|
| **d6** | | **4** → |
| **3** | | **8** |

| | | | |
|---|---|---|---|
| | d8 | Sp/2 | Rng: 30/75 | AT: /7 |

2

### ATTRIBUTES

Medic/5
Sharpshooter
Stoic

## Horus Medium Tank — Size: 3  PV: 192

**5/4/3**  d6  3  4T

### WEAPONS DATA
○○ d10 (T)  HI  HV  Rng: 30/75  AT/2
○ d6 (T)  Sp/d4  Rng: 10/25  AT/7
○

**SYSTEMS**
Shields/3
Smoke Mortar (D=4)
Vulcan II

**ATTRIBUTES**
Detached/2
Optics/2

3  3

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Smoke Mortar (D=4)
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Smoke Mortar (D=4)
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Optics/2

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3  3

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Smoke Mortar (D=4)
Vulcan II

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Optics/2

3  3

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Shields/3
Smoke Mortar (D=4)
Vulcan II

**ATTRIBUTES**
Detached/2
Optics/2

3  3