Herald of Oblivion Errata

This text replaces the Apply Damage section of the rules.

Apply Damage

If the Save is failed then **Damage** is applied.

The number of wounds caused is based upon the **Damage (D)** value of the weapon being used. For a **Ranged Weapon** that value is always fixed but for a **Close Combat Weapon**, that value is a modifier based on a character's **Strength (S)** score and multiplied by the weapon's Damage Multiplier.

*Example: The Ork fires his Slugga and hits you. The **Damage** value of the Slugga is 2 so your character loses 2 **Wounds**. Your Space Marine retaliates with his Power Fist and, after a successful to hit roll, you do damage to the Ork equal to your **Strength** as the Power Fist's Damage Multiplier is x1. As the Power Fist adds one to your **Strength** value, you cause a massive 5 **Wounds** to the Ork.*

If you had attacked the Ork with your Combat Knife instead, you would have only caused 2 **Wounds** as the Combat Knife has a Damage Multiplier of x0.5 and you would have applied that to your base **Strength** of 4.

Always round up to the nearest whole number when working out the **Wounds** inflicted by a **Close Combat Weapon**.

Wounds are subtracted until either you or your opponent have 0 or less **Wounds**. Once both sides have made their attacks, and if they are still alive, the next round of **Combat** commences, with whoever holds the Initiative attacking first.

Terminator Armour Save

The Terminator Armour grants you a **Save** of 3.