

WAR ZONE DAMOCLES: KAUYON

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 58 – Hunter Contingent, Command Benefits, Coordinated Firepower

Change this rule to read:

'Whenever a unit from a Hunter Contingent selects a target in the shooting phase, any number of other units from the same Detachment who can still shoot can add their firepower to the attack. These units must shoot the same target, resolving their shots at the same time as those of the first unit. When 3 or more units combine their firepower in this way, the firing models add 1 to their Ballistic Skill. In addition, any markerlight counters expended by the first unit confer their benefits on all units shooting at the same target as part of the Coordinated Firepower attack. For example, if you expend one markerlight counter on the Pinpoint ability, all units taking part in the Coordinated Firepower attack would add 1 to their Ballistic Skill for shots directed at the target of that attack.'

Page 77 – Tidewall Shieldline, Special Rules, Mobile Defence Position

Change the second sentence to read:

'It cannot move if there are any enemy models on it or if any friendly models on it are locked in combat, and it may only carry friendly models if all members of their unit are on the Fortification.'

Page 78 – Tidewall Droneport, Special Rules, Mobile Defence Position

Change the second sentence to read:

'It cannot move if there are any enemy models on it or if any friendly models on it are locked in combat, and it may only carry friendly models if all members of their unit are on the Fortification.'

Page 79 – Tidewall Gunrig, Special Rules, Mobile Defence Position

Change the second sentence to read:

'It cannot move if there are any enemy models on it or if any friendly models on it are locked in combat, and it may only carry friendly models if all members of their unit are on the Fortification.'