



08 December 2021

Rulebook Errata

All Errata have been included in the latest digital version of the rulebook. The latest digital version of the rulebook has the same revision number as this document. If your printed rulebook has an earlier revision number, apply any changes listed here. **Sections in red are important or have changed since the last update.**

Page 3 - LINE OF SIGHT

Replace the last sentence of the first paragraph to the following:

“For the purposes of determining line of sight, a Model can see through other Models in its Unit but not through any other Model or Terrain that is larger than the Size of either the Attacker or the Initial Target.”

Page 3 - LINE OF SIGHT

Replace the last sentence before the illustration with the following:

“Any Model or piece of Terrain that lies within this corridor should be considered providing an Obscured effect.”

Page 14 - WALK IT OFF

Replace the wording for this way of spending Fortune with the following:

“A Unit can spend a point of Fortune during their Activation to immediately remove any Conditions applied to it that they wish.”

Page 25 - OBSCURED

Replace the wording of this Shoot Action modifier with the following:

“The attackers suffer -1 to their Aim Attribute for each Model or terrain feature directly between the attacking Unit and the Initial Target.”

Pg 34 - OBSCURED

Replace the first sentence with the following:

“For each piece of terrain or Model that partially blocks the Line of Sight of a Shoot Action, the Unit making the Action receives a -1 Aim penalty.”

Page 40 - SPECIAL

Replace the wording of this Quality with the following:

“This weapon may only be used once by each Model in the Unit per Activation. They cannot be focused, used in Reactions or used outside of their Activation.”

Frequently Asked Questions

Contained in this document are all the frequently asked questions that have been asked by The Dark Council community group. **Sections in red are important or have changed since the last update.**

Q - How do I know if the Unit Cards I am using are the latest version?

A - The current Unit cards version is 3.04c.

Stonewall Jackson 3.04d replaces Largess with Command.

Madre Monica Perez 3.04d corrects Golden Pistol.

Mahpia Napa 3.04d is Size 3, loses Large Base (XL).

Q - What would the sequence in a typical Combat Action look like?

A - Something like this:

1. Declare Initial Target.
2. Spend Fortune and Action Points as needed.
3. Initial Target makes Reaction if desired.
4. Attacker rolls dice.
5. Make any re-rolls.
6. Determine hits.
7. Initial Target takes Grit Checks.
8. Perform re-rolls.
9. Determine Wounds.
10. Repeat 6-8 for Units of multiple Models.
11. Apply Disordered if using Mettle.
12. Tainted check for Unit if necessary.
13. Remove/Replace models.
14. Apply Weapon Quality Conditions.

Q - If I am wounded by a weapon with the Disorder Quality, do I apply it straight away?

A - No, the Unit uses the Mettle rule before applying any Conditions from an attack.

Q - Can I remove any Conditions I want with Walk it Off or does it have to be all of them?

A - You can remove as many Conditions as you like and retain some if you wish. Hunkered might be a good one to keep at certain times!



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Q – A weapon with the Stun Quality gains the Lethal Quality if the target already has the Stunned Condition. But the Stunned Condition says that a Unit receives Disordered Condition if it receives the Stunned Condition again. Which is correct?

A – Weapons with the Stun Quality against Units with the Stunned Condition lose that Quality and instead have the Lethal Quality. They cannot give Stunned to an already Stunned Unit, so cannot make a Unit Disordered. There are other ways that a Unit can gain the Stunned Condition, such as the Gambler special rule. In those instances, if a Unit is Stunned and receives the Stunned Condition again, it becomes Disordered.

Q – I’ve seen reference to a ‘negative’ Condition. What is that?

A – All Conditions in the rules are considered negative Conditions.

Q – How many times can a Unit use The Quick and the Dead in the same Round?

A – The Quick and the Dead is a Reaction and so can be used in the same way as any other Reaction. A successful use of The Quick and the Dead makes a Unit Hunkered. If you fail to use The Quick and the Dead, it does not apply the Hunkered Condition. If a Unit is Hunkered, it cannot make further Reactions. If you remove Hunkered from a Unit through a special rule, it may continue to make Reactions, including further attempts at The Quick and the Dead.

Q – Can I use Give ‘Em Hell or Mettle against a Ram Action?

A – No, a Ram Action is a type of Special Action and does not have an Initial Target. This means that it cannot trigger any rule that requires a Unit to be a target or require a Combat Action.

Q – Does a Unit have to hit another Model when making a Ram Action or can I just use it to get extra movement?

A – You must move into base contact with at least one Model during a Ram Action.

Q – If I can’t draw Line of Sight to a specific Model or Unit do I ignore it for choosing an Initial Target?

A – Yes, if you cannot see a Model or Unit it cannot be selected as an Initial Target. This also applies for interactions with rules such as Target Priority. In that situation you would ignore closer Units if you cannot draw Line of Sight to them.

Q – Does Terrain that is the same size as your target block line of sight.

A – No, only terrain that is LARGER than the size of the Attacker or the Target. Remember that all Terrain in the Line of Sight between the Model making the attack and the Initial Target provides an Obscured penalty to Aim.

Q – How far does the second portal scatter in Portal Manipulation?

A – The second portal scatters D5”.

Q – Can you attack Portal Markers as the rules as you can choose a friendly Portal Marker as a target?

A – Portal Markers are not Models and do not have Grit Attributes. They cannot be destroyed by Combat Actions. You can attack Portal Markers with certain Special Actions.

Q – Can a Model stand on a Marker, like a Portal or Booby Trap?

A – Yes, it is a Marker and not a Model. Any Model with any part of their Base touching a Portal Marker or Booby Trap Marker counts as being in Base Contact with it.

Q – Does a Marker provide an Obscuring penalty?

A – No, it is neither a Model nor Terrain.

Q – If a weapon has the Attuned and Special Qualities, can I focus it?

A – Yes, you can focus a weapon with the Attuned Quality even if it also has the Special Quality.

Q – Do I need the Gene Link rule to pass an Attribute change to another Unit with the Gene Link Rule?

A – No, a Unit must have the Leech Ability rule. Whenever a Unit with the Gene Link rule is within 20” of a Unit that increases an Attribute using the Leech Ability rule, it may immediately receive that same Attribute value. This new Attribute replaces the same Attribute on this Unit for the remainder of the game.

Q – Some of the Glory cards refer to Large, XL and XXL Based Unit. What are they?

A – Large Based Units are Units that have Size 4 or 5 Bases. They have special rules that identify them as XL Based or XXL Based.