

BLACK CRUSADE™

ERRATA / F.A.Q.



VERSION 1.0

BLACK CRUSADE ERRATA

This is the errata for the **BLACK CRUSADE** RPG line. It is divided according to product, and the most recent updates to this errata are in red.

Special Thanks to Tim Cox for his assistance in this work.

This errata had its most recent update: **April 6, 2012.**

BLACK CRUSADE CORE RULEBOOK

CHAPTER I: PLAYING THE GAME

Game Dice (page 34): Add the following sentence at the end of the "Game Dice" section: *"Whenever fractions are generated, such as when dividing a result in half on a roll, the results should be rounded up."*

CHAPTER II: CHARACTER CREATION

Stage 5: Spend Experience Points (page 47): Replace the first sentence in this section with *"Each Character in BLACK CRUSADE begins play with 500–1000 Experience Points (xp) (depending on if they are Disciples of Chaos or Chaos Space Marines) to spend during creation."*

Chaos Space Marine Starting Abilities (page 48): The Starting Equipment paragraph should be replaced with *"Legion Power Armour, Legion Bolter or Legion Bolt Pistol, Legion Combat Knife, four magazines for starting weapons."*

Generating Characteristics (page 52): The last paragraph of this section should be replaced with *"The only exception to this is Infamy. Instead of rolling 2d10 and adding 25 (for Humans) or 30 (for Chaos Space Marines), all characters generate Infamy by rolling 1d5 and adding 19. This can be the Characteristic players choose to re-roll. This is covered in more detail on page 304."*

Chosen: Starting Skills, Talents, and Gear (page 56): The Starting Talents subsection should be replaced with *"Lightning Reflexes, Rapid Reload, Disarm or Double Team, Sure Strike or Deadeye Shot."*

Sorcerer: Starting Skills, Talents, and Gear (page 60): The Starting Talents subsection should be replaced with *"Psy Rating (2), Up to 500 xp worth of Psychic Powers chosen from the Unaligned, Divination, Telepathy, or Telekinesis Disciplines (see Chapter VI: The Powers of the Warp), Meditation or Mimic."*
The Starting Gear subsection should be replaced with *"Legion Bolt Pistol, Force Staff or Force Sword, two Legion Bolt Pistol magazines."*

Apostate: Starting Skills, Talents, and Gear (page 62): The Starting Gear subsection should be replaced with *"Good-Craftsmanship Laspistol, Best-Craftsmanship Sword or Common Craftsmanship Power Blade, Guard Flak Armour or Mesh Combat Cloak, Chaos symbol pendant, unholy tomes, two laspistol clips."*

Heretek: Starting Skills, Talents, and Gear (page 65): The Starting Gear subsection should be replaced with *"Best-Craftsmanship Lascarbine, Common-Craftsmanship Power Axe or Good Craftsmanship Great Weapon (Greataxe), Light Carapace Armour, any two Good Craftsmanship cybernetics, Ligature Oils, combi-tool, dataslate, Optical Mechadendrite or Utility Mechadendrite or Ballistic Mechadendrite with Laspistol, Lumenin Capacitors or Maglev Coils or Ferric Lure Implants, two lascarbine magazines."*

Renegade: Starting Skills, Talents, and Gear (page 67): The Starting Talents subsection should be replaced with: *"Jaded, Quick Draw, Rapid Reload, Weapon Training (Chain, Flame, Las, Primary, SP), Weapon Training (Bolt) or Weapon Training (Shock), Catfall or Combat Sense, Sure Strike or Deadeye Shot or Marksman, Double Team or Disarm or Takedown, Ambidextrous or Hip Shooting."*
The Starting Gear subsection should also include two magazines for each of the selected ranged weapons.

Psyker: Starting Skills, Talents, and Gear (page 69): The Starting Gear subsection should also include two magazines for the selected ranged weapon.

Table 2–5: Advances by Alignment (page 76): Remove the Nurgle Talent "Unnatural Vigour." The Unaligned Advance "Slight of Hand" should read instead "Sleight of Hand."

Mark of Khorne (page 82): Under the Benefits subsection, replace the first sentence with *"The character gains the Resistance (Psychic Powers) Talent, the Brutal Charge Trait (4), and Unnatural Strength (+2) if he does not already have them."*

CHAPTER III: SKILLS

Table 3–2: Skill List (page 93): The Skill "Slight of Hand" should read instead "Sleight of Hand."

Intimidate (page 101): The header should read *"Intimidate (Willpower)."*



CHAPTER IV: TALENTS AND TRAITS

Lightning Attack (page 127): Add the following sentence to the end of the Lightning Attack entry: “Weapons with the Unbalanced or Unwieldy Quality cannot be used to make Lightning Attacks.”

Sacrifice (page 131): Replace the sentence “It takes a Forbidden Lore (Warp) Skill Test...” with “It takes a **Difficult (-10) Forbidden Lore (Warp) Test...**”

Swift Attack (page 132): Replace the section beginning with “The character’s speed with weapons is legendary...” and ending with “...Melee weapons with the Unwieldy Special Quality cannot be used to make Lightning Attacks.” with the following: “The character can attack with furious speed, landing several attacks when others would only make one. A Heretic with this Talent may make the Swift Attack Combat Action (see page 239).”

Weapon Training (page 134): Remove the Specialisations “Heavy” and “Throwing” and include “Flame” after “Chain.”

Skills (page 136): In the Lesser subsection, replace the sentence: “Lesser: The Minion may choose 4 Skills at Rank 1 (Trained).” with “Lesser: The Minion may choose 4 Skills at Rank 1 (Known).”

Traits: Lesser (page 137): Under Lesser Minion Traits, the Unnatural Senses Trait should read “Unnatural Senses (1-3).” Under Normal Minions, this should read “Unnatural Senses (1-5)” and on Greater Minions “Unnatural Senses (1-10).” Under Greater Minion Traits, the Demonic Trait should read “Demonic (1-4).” Under Lesser Minion Traits, the Brutal Charge Trait should read “Brutal Charge (1-2).” Under Normal Minions, this should read “Brutal Charge (1-4).” Under Greater Minions, this should read “Brutal Charge (1-6).”

Natural Armour (page 142): Remove the sentence “This trait does not stack with armour.”

Touched By the Fates (X) (page 143): Add the following sentence to the end of this section: “See page 363 for more information on NPCs and Fate Points.”

CHAPTER V: ARMOURY

Power Scythe (page 165): Both Humans and Chaos Space Marines can use this weapon. Remove “Human and Legion” from the weapon’s title and the sentence “The Legion variant is a Legion weapon and follows all the rules for the use of Legion weapons” from its description.

Recoil Baffling (page 170): Replace the sentence “The wielder suffers no penalty to hit when moving and firing the weapon on full auto” with “The weapon only Jams on a roll of 96-00, rather than the normal 94-00 for firing a Full Auto Burst (see page 236).”

Power Armour (Legion and Human) (page 175): Replace the subsection about Strength benefits beginning with “Power armour adds +20 to the wearer’s Strength...” with “Power armour adds +20 to the wearer’s Strength Characteristic and increases his size by one step (for example a human who is Average Size would become Hulking). Note that Chaos Space Marines possess the Black Carapace, meaning that while they still count their Size as one step higher, their enemies gain no bonus to him them.”

Cameleoline Cloak (page 179): Replace the sentence “+20 bonus to Concealment Tests” with “+20 bonus to Stealth Tests.”

Table 5–16: Tools (page 186): The Table should include the entry “Eclipse Pulsator” with Weight of 3 kg and Availability of Very Rare.

CHAPTER VI: PSYCHIC POWERS

Psychic Strength (page 207): In the Push subsection, replace the sentence beginning with “However, regardless of the test’s result” and ending with “as described on Table 6–1: Psychic Strength.” with “However, regardless of the test’s result, the psyker will automatically generate a significant disturbance in the Warp and must roll on Table 6–2: Psychic Phenomena and modify the result depending on the psyker’s nature as described in Table 6–1: Psychic Strength.”

Sacrifice (page 208): Replace the following sentence “A psyker with the Ritual Slaughterer Talent may...” with “A psyker with the Sacrifice Talent may...”

CHAPTER VII: COMBAT

Charge (page 235): Replace the action’s description with: “The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker’s Charge Move (see Table 9–31: Structured Time Movement). The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. Once the attacker reaches his target, he may make a single Standard Attack at a +20 bonus (the +10 for Standard Attack is included). If the Charging character is unarmed, he can attempt to Grapple his opponent instead of inflicting Damage. See Grappling, page 237.”

Table 7–1: Combat Actions (page 236): The Action “Guarded Attack” should read “Guarded Action” and be a Half Action, not a Full Action. Its subtypes should read: “Concentration, Melee, Ranged.” The Action “Aim” should have “...or target a specific body location” removed from its the description.

Zealous Hatred (page 242): In the Example under Zealous Hatred for Heretics and NPCs, the laspistol should do 1d10+2 points of Damage, not 2d10+2. The sentence “Helgath rolls 1d10 and gets...” should read “Azar rolls 1d10 and gets...”

Table 7–16: Impact Critical Effects – Body (page 252): After “make an Ordinary (+10) Toughness Test” add “or suffer 1d5 levels of Fatigue.”

Full Auto Burst (page 236): This Combat Action should include the following sentence at the end of the description: *"A dice result of 94-00 indicates the weapon has Jammed (see Weapon Jams, page 246)."*

CHAPTER IX: CORRUPTION AND INFAMY

Chaos Organ (page 293): The Daemonette Claw that Slaanesh characters can gain has Pen 2.

Nurgling Infestation (page 301): The Reward should include the following sentence: *"Each Nurgling makes a Melee Attack at WS 30 at an enemy within 3 metres, dealing 1d10+1 R, Pen 0 Damage with the Toxic (1) Quality, then dissipates back into the Warp in a cloud of foul smelling mist."*

Mark of Khorne (page 302): This should be amended to state that the character gains the Brutal Charge (4) Trait.

Ecstatic Duplication (page 303): Replace the Reward's full description with the following: *"The character is granted a most bizarre reward—one that truly befits Tzeentch's inscrutable ways. Upon his death, the character's body dissolves and melts, running in greater shimmering rivulets until its mass reforms into two Pink Horrors, the lesser daemons of Tzeentch."*

If the character dies, he is immediately replaced by two Pink Horrors (see page 354), which the player may control for the remainder of the Encounter. Don't forget that these two lesser daemons each become two Blue Horrors should they be slain. The character may still burn Infamy to survive, in which case he returns at the beginning of the next game session after congealing out of the remains of the daemons he became."

Acquisition Test (page 306): Replace the first sentence with *"To obtain an item or service, the Heretic makes an Infamy Test. The difficulty of the Test is modified by three factors, and all modifiers (positive and negative) should be included before the Test is made. The three factors are as follows:"*

Remove the sentence *"The rarity modifiers are based on the current location."*

CHAPTER XI: ADVERSARIES

Melee (page 349): Under the Melee section of Using a Horde, replace the first sentence with *"When fighting against a Horde, a Heretic inflicts one hit for every two Degrees of Success on his Weapon Skill Test."*

Bloodletter (page 352): Replace the Hellblade profile with *"(1d10+15 R; Pen 10; Balanced, Power Field, weapon deals +2 Damage for each foe it kills)."*

Brazen Myrmidon: Replace the Hellblade profile with *"(1d10+15 R; Pen 10; Balanced, Power Field, weapon deals +2 Damage for each foe it kills)."*

The Brazen Myrmidon Characteristics line should also indicate a 7 for his Unnatural Strength (+3) Trait.

Space Marine (page 367): Replace profile for the Astartes Combat Knife with *"(1d10+10 R; Pen 0)."*

Lord of Change (page 358): The NPC characteristics block title should instead read *"Lord of Change (Master)."*

STARTING CHARACTER CREATION SHEET

The Skills Interrogation and Survival should be added to the Skill list on the first page.

The *"Rank"* entry at the top of the page should read *"Tier"* instead.

The Chaos Space Marine Organs should instead read the following:

Preomnor should read *"You gain +10 to Toughness Tests against the effects of Poison."*

Multi-lung should read *"You gain the Amphibious Trait."*

Oolitic Kidney and Neuroglottis should read *"This implant contributes to the Resistance (Poison) Trait."*

Mucranoid should read *"This implant contributes to the Resistance (Heat, Cold) Trait."*

BLACK CRUSADE GM KIT

Commodity Stalls (page 11): The sentence *"Each Heretic can make an Infamy Test to obtain an item while in this area (which counts as an Outpost) if he so desires."* should be replaced with *"Each Heretic can make an Infamy Test to obtain an item while in this area if he so desires."*

Sacrificing Infamy (page 29): The last sentence *"Infamy Sacrifices are also necessary to attain and improve upon Superior Minions of Chaos (below)"* should be ignored.

HAND OF CORRUPTION

Rewards (page 44): This paragraph *"Characters who successfully complete this scenario earn Experience points for their service. This Experience is above and beyond what players might normally earn according to In addition to the rewards included here, Game Masters may choose to grant additional awards for excellent roleplaying as indicated on page 266 of the BLACK CRUSADE Core Rulebook."* should instead read:

"Characters who successfully complete this scenario earn Experience points for their service. This Experience is above and beyond what players might normally earn according to regular game play. In addition to the rewards included here, Game Masters may choose to grant additional awards for excellent roleplaying as indicated on page 266 of the BLACK CRUSADE Core Rulebook."

FREQUENTLY ASKED QUESTIONS

Question: Some Archetypes allow characters to chose weapons that do not match their starting Weapon Training Talents, or vice versa. Is this correct?

Answer: Yes, as some weapons are potent enough that starting with them requires a character to expend additional resources. All Heretics do start with enough starting Experience to purchase the appropriate Weapon Training Talent.

Question: There are several references to Legacy Weapons in the Core Rulebook, such as on page 290 under the Reward of Khorne Flesh-Fused Weapon, but no actual rules for them. What do they do?

Answer: These were included in the Core Rulebook in error, and should be ignored in this book.

Question: Is the rarity reduction on the Talent “Ancient Warrior” for “Legion” items intended to apply to Legion armour as well?

Answer: Yes it does apply.

Question: Is there an upper limit to the number of times the Mechanicus Assimilation replacement upgrade can be taken?

Answer: No, but the GM is encouraged to step in should a Heretic take this to the exclusion of other cybernetics or in situations it is not called for.

Question: There are several Adversaries in the Core Rulebook that do not seem to have correct Movement rates based on their Agility, Size, or other factors. Are these correct?

Answer: Yes, some pre-constructed NPCs can indeed have Movements, Characteristics, or other items that do not conform to the normal Character Creation rules.

Question: The Character background “Wealth” allows for an additional acquisition roll at +20 during character creation. However, there are no acquisition “rolls” made at creation; the acquisition is automatic. Is this intended to be an extra creation acquisition at +20, or is it supposed to be an actual roll?

Answer: It is not a roll, it is an additional acquisition.

Question: If the Good Craftsmanship laspistol is fired on Overload mode (see page 153), does it now count as Unreliable or does the second Reliable Trait from Good Craftsmanship (see page 147) cancel this out?

Answer: No, the Reliable Quality doesn't stack.

Question: Can a player's starting Infamy be modified though the “Perfection” Motivation?

Answer: No.

Question: Terminator Armour gives the wearer a -20 to Agility when worn. It is entirely possible that this might bring a character to 0 or less Agility. This, according to page 256, renders the character Paralysed and unable to act though. Is this correct?

Answer: The dropping Agility to zero and being Paralysed is only from Characteristic Damage, not temporary penalties. Although it could drop one's Speed to zero (although this should be partially offset by one being Hulking) it does not paralyse them. Remember, Tests can apply all sorts of penalties or benefits, and this is just one more penalty to apply to any Agility Test. If the Test was normally Easy (+30), you'd still be making it at a +10.

Question: Can both Chaos Space Marine and Human Heretics use all Force Weapons? There do not seem to be any ones specifically designed for use with Legion power armour.

Answer: They can both use all of them.

Question: Does the Toxic Trait (page 143) also apply if the creature is is dealt Damage from a Ranged Attack?

Answer: Yes, but only if the attacker makes the Attack at Point Blank Range.

Question: What is the penalty for failing the modified Infamy Test to make an Acquisition Test?

Answer: There is no actual penalty except for loss of access to the item the player desired, and the time it takes to change his circumstances to try it again (such as improving his Infamy, or traveling to a new world).

Question: If a player has a modifier to a Base Characteristic, does he include that modifier to all Tests using that Characteristic?

Answer: Yes. A modifier to Intelligence, for example, would aid when making a Security Test (which is Intelligence based).

Question: If a Heretic gains a Talent from a cybernetic does that talent count as an advance for the purpose of checking alignment? For example, if a Heretic has five Slaanesh advances but obtains Skeletal Petrification, will the newly acquired Iron Jaw and Bulging Biceps talents count against aligning with Slaanesh?

Answer: No, those don't count. Generally, you can assume that only ones you purchase will count, not ones that come with augmentations like this.

Question: There is an Example right after the Push entry on page 207 that states the character in question's Focus Power Tests succeed against a difficulty modified by his Psy Rating (6) times 5. Where does the factor come in?

Answer: That Example references the Focus Power Test on page 208.

Question: The Reward of Khorne “Collar of Khorne” on page 301 references the Talent “Blood God's Contempt” which requires at least an hour to perform the ritual of contempt. Does the player gifted with the Collar of Khorne also need to perform this ritual, or does the reward work without it?

Answer: No ritual is needed for the Collar to work.

Question: How are Fear Tests (for both Enemies and Heretics) treated in Combat? Do you simply roll for each source once per encounter, or do you roll for the highest source every round until it goes away?

Answer: You only make one roll each round against the most Fear-causing source (see page 277, bottom right paragraph).

Question: How does Swift Attack work with Lightning Claws? If Swift Attack gives another Attack from scoring an additional two Degrees of Success, does the Damage from Lightning Claws increase as well?

Answer: Yes. For example, using Swift Attack with a single Lightning Claw and rolling 4 Degrees of Success would mean 3 Attacks altogether with each one dealing 1d10+10 +SB E Damage.

Question: How is Two-Weapon Fighting with the Multiple Arms Trait handled? Does every extra pair of limbs allow an additional Standard Attack, or an entirely new Attack roll that can be combined with Lightning Attack, etc.? Does the Tail Mutation's additional attack work the same way?

Answer: The Latter (it is a new Attack roll), and yes, the Tail Mutation also adds an additional Attack roll.

Question: Does a successful use of the "Serpent's Tongue" Apostate special ability stack with existing levels of the Peer Talent? For example, if the player has Peer (Heretics) can he use Serpent's Tongue to increase it to Peer 2 (or Peer 3 with 55 Fellowship)?

Answer: Yes, it does stack in that manner.

Question: If the psychic power Gift of Chaos (which can make a target gain a Gift of the Gods mutation) or some other Psychic Power or effect is used on a fellow Heretic, can the Heretic then use Infamy to adjust the roll for his new Gift should he gain one?

Answer: Yes, he can (should he survive the original casting!).

Question: Does the Delay Action allow a character to use a second Attack Action if they have already attacked in that turn? And when an Attack is made as a delayed Action, does this allow the targeted character make a Dodge or Parry roll?

Answer: No. Delay takes a Half Action and only allows a delayed Half Action later before his next Turn, so if the player made an Attack (for a Half Action), then made a Delay Action (taking another Half Action), he would be unable to make another Attack until his next Turn unless he could make it as a Free Action. And yes, the target can Dodge and Parry as normal.

Question: Does Infamy growth require fame? For example, a Tzeentch Heretic who works to undermine an Imperial world would not be well known, but his deeds nonetheless might be mighty. Can he still gain in Infamy?

Answer: Yes indeed! Those who should know of such things would know of his exploits, and surely the Ruinous Powers are watching him carefully. Infamy is much more than just how well the Imperium knows of its foes.

Question: Does Climbing a simple slope require an Athletics Test?

Answer: Normally no. A **Challenging (+0) Athletics Test** would only be necessary when in a hurry, under fire, or similarly stressed.

Question: What is the Corruption and Infamy for a new Minion?

Answer: Minions, as they are mere followers, have zero Infamy and Corruption.

Question: When creating a Heretek, can the player select the Armour Monger Talent even though he cannot start with Trade (Armourer), or the Weapon-Tech Talent even though he cannot start with Tech Use +10?

Answer: Yes, but he must buy the appropriate prerequisites when spending his initial Experience Points.



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