

ONLY WAR™

LIVING ERRATA



VERSION 1.0

ONLY WAR LIVING ERRATA

"The burden of command lies in knowledge. Knowledge that your decisions made a difference, for good or for ill. Guard this knowledge with utmost care, lest you falter under its weight."

—Commander Falris Vesper

This is the Living Errata and FAQ for the **ONLY WAR** RPG line. The Errata is divided according to product. A special thanks to Blake Bennett for his assistance in reviewing this Errata. This Errata had its most recent update: June 5, 2013.

ONLY WAR CORE RULEBOOK

CHAPTER II: REGIMENT CREATION

Additional Equipment (page 68): The second paragraph should contain an additional sentence at the end that reads as follows: "If a Regiment adds a weapon with ammunition to its Standard Kit this way and Table 2-6: **Additional Standard Kit Items** does not list a number of clips of ammunition the regiment receives with the weapon, the regiment is assumed to have two clips of ammunition for that weapon as part of its Standard Kit."

Table 2-6: Additional Standard Kit Items (page 69): The Item or Upgrade entry that reads "Add one Favoured Basic Weapon" should read "Add one Favoured Basic Weapon to the list of the Regiment's Favoured Weapons."

Table 2-6: Additional Standard Kit Items (page 69): The Item or Upgrade entry that reads "Add one Favoured Heavy Weapon" should read "Add one Favoured Heavy Weapon to the list of the Regiment's Favoured Weapons."



CHAPTER III: CHARACTER CREATION

Ammunition and Specialist Equipment (page 33): Under **Choose Speciality** on page 75, the following sidebar should be included:

AMMUNITION AND SPECIALIST EQUIPMENT

Weapons included as part of the Specialist Equipment of a Specialisation come with 3 clips of ammunition unless another specific value is listed.

CHAPTER VI: ARMOURY

The Logistics Test (page 162): The following sentence should be added at the end of this paragraph: "When a character acquires a weapon that uses ammunition via a successful Logistics Test, he receives one clip of ammunition for that weapon, plus one additional clip of ammunition per Degree of Success he scored on the Test beyond the first. When a character acquires ammunition via a successful Logistics Test, he acquires 2 clips of ammunition for that weapon, plus one additional clip of ammunition per Degree of Success he scored on the Test beyond the first."

Scatter Quality (page 173): Instead of the current entry for this weapon Quality, text for the Scatter Quality should read as follows: "At Point Blank Range, this weapon gains +10 to hit and deals +3 Damage. At Short Range, this weapon gains +10 to hit. At any longer ranges, this weapon suffers -3 Damage."

Triplex Pattern Lasgun (page 176): The final sentence of this paragraph begins "When fired in burst mode..." This should instead read: "When fired in incineration mode..."

Hallucinogen Grenades (page 182): The second and third sentences should be removed from the description of this item. The blast radius and effect are determined in the weapon's profile in **Table 6-10: Grenades, Missiles, and Rounds** (also on page 182).

Photon Flash Grenades (page 183): The second sentence in this description reads: "Anyone within 15 metres of a photon flash grenade when it detonates must succeed on a **Ordinary (+10) Agility Test** or be blinded for a number of Rounds equal to his Degree of Failure." It should instead read: "Any character within the blast radius of a photon flash grenade when it detonates must succeed on an **Ordinary (+10) Agility Test** or be blinded for a number of Rounds equal to his Degree of Failure."

Weapon Customisation (page 190): The second sentence of the fourth paragraph in this section reads: “All customisations require a **Routine (+20 Trade (Armourer) Test)**.” This sentence should instead read “All customisations require a **Routine (+20 Trade (Armourer) Test)** that takes fifteen minutes (or longer, at the Game Master’s discretion) to complete.”

Manipulator Mechadendrite (page 207): The fourth and fifth sentences of the first paragraph reads: “The character can strike with it as his Reaction for the Round or use it to make a Standard Attack (so long as it is only used once per Round). The manipulator mechadendrite deals 1d10+2 I Damage.” This should instead read: “Once per Round, the character can utilise this mechadendrite as a weapon by spending a Half Action or a Reaction to make a Standard Attack Action with it. A manipulator mechadendrite counts as a weapon with the following profile: Melee; 1d10+2 I; Pen 0.”

Medicae Mechadendrite (page 208): The seventh sentence of the first paragraph reads: “This blade can be used as an improvised weapon and on a hit it deals 1d5 Rending Damage.” This sentence should be removed. Additionally, there should be an addition at the end of the paragraph that reads: “Once per Round, the character can utilise this mechadendrite as a weapon by spending a Half Action or a Reaction to make a Standard Attack Action with it. A medicae mechadendrite counts as a weapon with the following profile: Melee; 1d5 R; Pen 0; Balanced.”

Utility Mechadendrite (page 209): The eighth and ninth sentences of the first paragraph read: “Finally, the mechadendrite contains a cutting blade. This counts as a knife with the Defensive Quality and a Mono upgrade.” These sentences should be removed. Additionally, there should be an addition at the end of the paragraph that reads: “Once per Round, the character can utilise this mechadendrite as a weapon by spending a Half Action or a Reaction to make a Standard Attack Action with it. A utility mechadendrite counts as a weapon with the following profile: Melee; 1d5 R; Pen 2; Defensive.”

CHAPTER VIII: COMBAT

Helpless Targets (page 253): The first sentence reads: “Weapon Skill tests made to hit a sleeping, unconscious, or otherwise helpless target automatically succeed.” It should read: “Weapon Skill tests made to hit a sleeping, unconscious, or otherwise helpless target automatically succeed with a number of Degrees of Success equal to the attacker’s Weapon Skill Bonus.”

Stun (page 248): The fifth sentence of this Action’s description begins: “If the attacker’s roll is equal or higher...” This should instead read “If the attacker’s roll is equal to or higher than this value...”

Multiple Hits against Vehicles (page 276): This page should contain the following sidebar:

MULTIPLE HITS AND VEHICLES

When a character strikes a vehicle with an attack that inflicts multiple hits (such as a Swift Attack Action or Full-Auto Attack Action), he spreads each hit after the first much as he would against any other target, in the manner described below.

Extra hits beyond the first can either be allocated to the original target or any other targets within range, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, roll on **Table 8–24: Vehicle Hit Locations** to determine the locations these additional attacks strike. Remember that the location the first hit strikes is made by reversing the dice result made to perform the test (see **Attacking Vehicles** on page 276 of the **ONLY WAR Core Rulebook**).

CHAPTER IX: THE GAME MASTER

Failing the Fear Test (page 305): The final sentence of this section reads “In addition, if a non-combat Fear Test is failed by 3 or more Degrees of Failure, the character also gains +1d5 Insanity Points.” It should instead read: “If a character fails a Fear Test by 3 or more Degrees of Failure, he also gains 1d5 Insanity Points.”

CHAPTER XI: ADVERSARIES AND NPCs

Khymera (page 358): The value of the Khymera’s Multiple Arms Trait should be 4.



HAMMER OF THE EMPEROR

CHAPTER I: HEROES OF THE IMPERIUM

Equipment of the 808th Armageddon Steel Legion Regiment (Sidebar) (page 11): The description of the toxic-resistant trenchcoat should end with the sentence: "The toxic-resistant trenchcoat uses the profile for the flak coat (see page 195 of the **ONLY WAR** Core Rulebook) with the above-listed modifications."

Regimental Rules (Attilan Rough Riders) (page 13): The Attilan Rough Riders Starting Talents option lists "Champion *or* Double Team" as an option. This should instead read "Double Team *or* Duelist." The Duelist Talent is found on page 98.

Fealty (Feudal World) (page 38): The Fealty ability for Feudal World characters ends with the sentence "Feudal world characters gain the Champion or Double Team Talent." This sentence should instead read "Feudal world characters gain the Double Team or Duelist Talent." The Duelist Talent is found on page 98.

Equipment of the 442nd Valhallan Ice Warriors Regiment (Sidebar) (page 34): The description of the thermal-insulated flak greatcoat and Helmet should end with the sentence: "The thermal-insulated flak greatcoat and helmet use the profiles for the flak coat and flak helmet (see page 195 of the **ONLY WAR** Core Rulebook) with the above-listed modifications."

Standard Regimental Kit (Vanguard Doctrine) (page 43): The Standard Regimental Kit for this Doctrine lists the "1 siege auspex per Squad." This particular entry on the list should instead read "1 siege auspex (a Best Craftsmanship auspex with a range of 100m that can penetrate walls up to 100cm thick with its scans) per Squad."

CHAPTER II: ADVANCED FIELD TRAINING

Multiple Comrades (Sidebar) (page 63): The second sentence of this sidebar reads "Further, he can only issue each Order relating to one of his Specialities or Advanced Specialities (past or present) to one Comrade each Turn." It should instead read "Further, he can only issue each Order relating to one of his Specialities or Advanced Specialities (past or present) to one Comrade each Turn. This limit does not apply to Sweeping Orders, which instead follow all of their own usual limitations (see **Sweeping Orders** on page 106)."

CHAPTER III: RULES OF WAR

Table 3-3: New Tier 3 Talents (page 95): The Benefit entry for the Ranged Weapon Expert Talent reads "Once per combat, Aim as a Free Action and roll twice for Damage with a chosen ranged weapon type." This entry should instead read "Once per combat, Aim as a Free Action with a chosen ranged weapon type."



FREQUENTLY ASKED QUESTIONS

"No, I don't want to ask the Commissar why we have to fight on this Emperor-forsaken rock. If you're so curious, why don't you go ask?"

—Corporal Robert Mier of the Cairnelen 313rd Raiders

Question: How does a character calculate his final Degrees of Success on an Opposed Test?

Answer: A character's final Degrees of Success are equal to the Degrees of Success he scored on the Test he made, regardless of how many Degrees of Success his opponent scored.

Question: How frequently can a character repeat a Logistics Test to acquire items?

Answer: Ultimately, this falls to the Game Master's discretion, based on the particulars of the warfront (and the patience of any quartermasters or members of the Departamento Munitorum with whom the character would have to interact). Typically, if a character fails the Logistics Test to acquire an item, it indicates that until the conditions change significantly, this item is unavailable via legitimate channels.

Question: How does a character determine all of the items contained in his Standard Kit?

Answer: A Player Character's Standard Kit is his Universal Standard Kit, Equipment from Doctrines, and any Additional Equipment his Regiment has added (as defined on page 68), plus the Specialist Equipment that his Speciality provides.

Question: Do both of the Ratling's weapon options from his Specialist Equipment (see page 92 of the **ONLY WAR** Core Rulebook) include an attached telescopic sight?

Answer: No, the targeter applies only to the second choice (the sniper rifle).

Question: Does the Stormtrooper receive a backpack power source with his hot-shot lasgun?

Answer: Yes. As described in the entry for this item on page 176, the 10 kg backpack power supply comes with the weapon. This power supply provides it with the Clip value found in **Table 6-9: Ranged Weapons**, on page 174.

Question: Can a weapon possess multiple instances of the same weapon Quality?

Answer: No. For instance, if a ranged weapon has the Reliable Quality and gains the Reliable Quality from being a Good Craftsmanship weapon, it only ever has a single instance of the Reliable Quality. Thus, if it loses this Quality for any reason, it does not retain its "second" instance of the Reliable Quality (as it never had it in the first place).

Question: Does a targeter (see page 189 of the **ONLY WAR** Core Rulebook) reduce each penalty or the final sum penalty by 10?

Answer: It applies only to the final sum penalty (if the final modifier is a penalty). Thus, if a character makes a Standard Attack Action (granting him a +10 bonus) after taking an Aim Action (another +10 bonus), but is firing at a Prone foe (a -10 penalty) hiding in a fog bank (another -20 penalty), his final penalty would be -10, which he reduces to +0 because of his targeter. If, however, he had made a Full Aim Action on the previous Turn, he would receive an additional +10 bonus before applying the targeter's effects. This would raise the final modifier to +0, and so the targeter would have no penalty to reduce.

Question: Can a Sanctioned Psyker use both Favoured of the Warp and Ultimate Sanction when he rolls on **Table 7-2: Psychic Phenomena**? In what order do these abilities resolve?

Answer: Yes, a psyker can use both of these abilities to re-roll a result on **Table 7-2: Psychic Phenomena**, and they resolve in the order that he chooses to activate them. Note that he can even spend a Fate Point to re-roll a result after using both of these abilities (although to re-roll the maximum number of times, he would have to use the Fate Point last, as the result of a re-roll from a Fate Point is always final).

Question: How does the Felling Weapon Quality (page 169 of the **ONLY WAR** Core Rulebook) interact with the True Grit Talent (page 152 of the **ONLY WAR** Core Rulebook)?

Answer: As stated on page 169, the Felling Quality's "reduction occurs for calculating Damage only and does not persist." This includes the calculation of Critical Damage (which the True Grit Talent reduces). Thus, an attack with the Felling Quality decreases the target's Unnatural Toughness for the purposes of the Critical Damage reduction the True Grit Talent applies.



Question: Does a character add his Strength Bonus to Damage with me Chadendrites (such as the manipulator me Chadendrite, medicae me Chadendrite, and utility me Chadendrites found on pages 207–209 of the **ONLY WAR** Core Rulebook) he uses to make Melee Attacks?

Answer: Yes. Me Chadendrites that can be used as melee weapons are treated as such in all respects.

Question: How does a character gain the appropriate Weapon Training to use the above me Chadendrites as melee weapons?

Answer: Via the purchase of the Me Chadendrite Use (Weapon) Talent (see page 148 of the **ONLY WAR** Core Rulebook). If he does not possess this Talent, he suffers the penalty for untrained weapon use when using his me Chadendrites as melee weapons, even if he is trained in their use as tools via the Me Chadendrite Use (Utility) Talent.

Question: Can the Tech-Priest Enginseer's Servitor Comrade participate in Orders other than the ones that expressly call for a Servitor?

Answer: Yes. The Tech-Priest Enginseer's Servitor is considered a Comrade. However, not all Comrades are considered Servitors, as these are a special subtype of Comrade. Any Comrade can participate in any Order except for those Orders that call for a particular subtype of Comrade (such as the Tech-Priest's Servitor or the Ministorum Priest's Curate).

Question: If a regiment is created with two or more options that replace its Main Weapon, which one applies as its Main Weapon?

Answer: Those involved in creating the regiment (presumably, the players and the Game Master) choose which one becomes the regiment's Main Weapon.

Question: If a character takes an Advanced Speciality (or switches to another Speciality) (see page 52 of **HAMMER OF THE EMPEROR**), does he have to return any Cybernetics that were part of his previous set of Specialist Equipment?

Answer: Although the character's Specialist Equipment changes when he takes an Advanced Speciality (or switches to another Speciality), typically, he would not be required to return any Cybernetic Replacements or Implant Systems he received from his previous Speciality or Advanced Speciality's Specialist Equipment due to issues of logistical impracticality. However, if his cybernetics become damaged or are destroyed, he might find it more difficult to replace them, as they are no longer part of his Specialist Equipment.

Question: If a character switches to a different Speciality (rather than to an Advanced Speciality), does he gain the Starting Skills and Starting Talents associated with that Speciality when he does so?

Answer: No. As discussed in Gaining Advanced Specialities (see page 52 of **HAMMER OF THE EMPEROR**), a character switching to another Speciality for which he is eligible "replaces all of his previous Speciality's Aptitudes and Specialist Equipment" and "retains any Advances that he received for entering his old Speciality" (which includes those Talents, Traits, and other Advances he received from entering any past Advanced Specialities), but does not gain the Starting Skills or Starting Talents of his new Speciality.

Question: Some prebuilt Regiments have Standard Regimental Kits that differ from the guidelines for creating a Standard Regimental Guardsman Kit on page 68 in the **Only War** Core Rulebook (such as the Kasrkin, on page 20 of **HAMMER OF THE EMPEROR**). Are these Standard Regimental Kits correct as listed?

Answer: Yes. Certain intentional modifications were made to the equipment lists to reflect the nature of these regiments.



**FANTASY
FLIGHT
GAMES**

Fantasy Flight Games
1975 West County
Road B2
Roseville, MN 55113
USA

© Games Workshop Limited 2013. Games Workshop, Warhammer 40,000, Warhammer 40,000 Role Play, the foregoing marks' respective logos, Only War, and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Only War game setting are either ®, ™, and/or © Games Workshop Ltd 2000–2013, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logo are registered trademarks of Fantasy Flight Publishing, Inc. All rights reserved to their respective owners. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

Product Code: IGP03

For more information about the Only War line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at
www.FantasyFlightGames.com