

CLARIFICATIONS 1.1



Page 35, (Command Units):

The word 'mounted' (first sentence of paragraph 2, 'Command Units') is meant to imply that Commanders may be placed in Vehicle and Aircraft Units (not infantry bases), as in the paragraph above.

Page 37, (AA Weapons):

AA Weapons can only reaction fire if they would normally be allowed to fire this turn. It does state this in the Transports section (p.g 46 - "Embarking/ Disembarking Units may not shoot in the same turn as doing so").

Page 117, RX-1000 'Sunspear' MF Value:

This was changed to 0" as a result of balancing, but was not changed in the fluff. MF value is correct.

Page 132, In the 'Gates' subsection, paragraph 2:

The rules state: " While the mechanics of picking and dropping off troops are unchanged.."

- This means that Shaltari aerial Gates still need to be able to land to Materialise/ Dematerialise troops. This works in the usual way.

Page 135, 'Choosing Gates in the Army Lists' section, point 1

Gates which also have a Mass value (i.e. the Haven Terragates) DO contribute to your army's total Mass Value.

Why the PHR don't currently have a Support Choice:

The Army Lists were written with the future in mind. The PHR will get a Support choice in due course. They do not require one to be effective, as AA Support can be included in your Standard choices as the PHR are more flexible this way.

Why the PHR Tarnnis isn't a Support Choice:

The Tarnnis can be deadly in certain scenarios (e.g. Demolition). Given the number of free Support slots the PHR currently have, you'd be able to swamp an army with them and dominate these scenarios.

Why the Scourge don't currently have an Exotic Choice:

The Army Lists were written with the future in mind. The Scourge will get an Exotic choice in due course. In the meantime, upgraded Warriors and Razorworms effectively represent the Scourge equivalent of special forces.

The latest errata, clarifications and FAQ's will always be available on our website: www.hawkwargames.com

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