

CLARIFICATIONS FOR REVISED 1.1 EDITION



CHANGES FROM PREVIOUS CLARIFICATIONS HIGHLIGHTED BLUE

Page 38 - Command Cards with no Commander present:

Although it's true that a player may always play with a CV of 1 and may therefore draw and hold up to 1 Command Card, it's also true that 'Sphere of Influence' cards may only be played within the Command Radius of the highest ranking Commander on the table. If there are no Commanders left on the table, then these cards can't be played! As such, it's safest to have a few subordinates in the chain of command.

Page 40 - Indirect Fire Weapons shooting directly:

IF weapons can fire and do not suffer the +2 Ac modifier if they have line of sight themselves (since they are not indirectly firing their weapon in these cases). Obviously this isn't strictly accurate fluff-wise with the UCM Kodiak (since it calls in an orbital strike -it's always indirect as it were). However, the Kodiak has advanced optical scanners, so the rule works for it as well.

Page 96 - Scourge 'one way' Dropship fluff:

The background text referring to Scourge dropships as 'one way vehicles' only applies to drops from orbit, and has no bearing on the actual battlefield or game rules. Once atmospheric, Scourge dropships can carry, pick up and transfer troops just as any other race can.

Why the PHR don't have a Support Choice in the core rulebook:

Our recent releases for the PHR (The Ares and Erebus Strike Walkers) are support choices, filling this gap.

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 have an Exotic Choice in the core rulebook:

Our recent release for the Scourge (The Destroyers) are an Exotic choice, filling this gap.

Pages 86, 104, 124 and 146 - Fleet Battlegroups and Skirmish sized games:

The stats in the rulebook are correct here. Generally, you can't take Fleet Battlegroups (and thus Fast Movers) in a Skirmish sized game. However, a squad allowance is provided for Fleet Battlegroups in skirmishes as future scenarios and/ or famous commanders may allow the use of Fleet Battlegroups in skirmishes (and thus a squad cap would be needed).

Shaltari Commanders and CV values

- A player may only hold a Hand Size up to their maximum CV present on the table. Shaltari Commanders count as NOT being on the table when Dematerialised (as they're in orbit onboard the mothership and not in a great position to give orders!). However, the Commander does NOT count as leaving the table if Dematerialising and Materialising in the same turn (they're only absent for a moment, and as such command is not interrupted).

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

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