A WAR TRANSFORMED
CLARIFICATIONS, FAQ AND ERRATA

CLARIFICATIONS

Man-Sized/Medium Creatures
These two terms are used interchangeably and should be understood to mean the same thing.

Mine Ruse
The 4 MS Low hits caused by the mine ruse happen to any unit within 10" of the centre of the template, but not under the template itself.

Battle Shock Tests
As with any test against a unit's Zeal characteristic, Battle Shock Tests are taken on a D10.

Units with Higher Morale
Units which end their close combat resolution with higher morale generate D3 dice for manifestation in line with the text on page 53.

FAQ

What Size Bases Do Creatures Use?
There is no defined size of base for creatures, players are free to use any figures from their collection to represent their manifestations but should remember the golden rule and choose something appropriate!
As a rule of thumb, something like the below can be used:
- Tiny creature = 20/25mm
- Medium/Man-sized creature = 25/50mm
- Large creature = 50/75mm

Are Upgrade Points Part Of Selection Points?
No. When players build a force they should consider SP and UP to be two entirely separate resources. If a force is made up of 10 selection points, then players should spend all of these as SP before upgrading any units they wish with UP.

What Profile Does A Lewis Gun Use?
Players can model their forces however they choose, but the profile for the automatic rifle is intended to represent the Lewis Gun.

How Many Rituals Can A Witch Perform In A Round?
A witch may perform as many rituals as their commanding player desires in a round, but can only attempt the same ritual once per round.

Can an infantry section contain multiple NCOs?
No.

In What Order Does A With Perform Rituals And Attempt Manifestations?
A player can choose for their witch to use their skills in whichever order they choose, however a ritual comes with the potential of generating additional manifestation dice, whilst a Manifestation attempt comes with the risk of rendering your witch incapable of doing much else in that round! Therefore it will usually be best to attempt rituals before trying for a manifestation.

Do Weapons Teams Benefit From Cover?
Yes. All units with the keyword infantry benefit from cover unless some other special rule forbids it.

Can A Unit Contain Multiple Unit Upgrades?
Yes. With the exception of upgrades which state that only one may be purchase a unit can have multiple upgrades, including special weapons and items. This means that an infantry section could potentially contain an NCO and two bomber teams (for example)

Which Player Rolls Devastating Tests?
The player who is making the shooting attack rolls the devastating test, with a target number of 1. Certain special rules adjust the dice used to take a devastating test, but the target remains the same.

When Are Combat Stress Markers Generated As A Result Of Multiple Activations Applied?
Any combat stress generated on a unique unit which makes multiple activations in a phase are applied after those actions have been completed. Modifications to pace and martial skill etc are in play after the unit has moved, shot etc.

ERRATA

- Page 31 – command tokens are not generated after the Close Combat Subphase, they are generated at the start of the round before any other actions are taken.
- Page 60 - References to a difficult shot table should be ignored, all Standard issue weapons must roll a 1 to hit a Difficult Shot.
- Page 70 – the flame template table is described as a scatter table, but there is no scatter involved with a projected fire weapon as it simply projects from the model's base. The description above the table describes its use and what it represents.
- Page 72 – the page reference for vehicles interacting with wire and thicket should read (see page 102) not (see page 71)
- Page 95 – The wording of the Infiltrators ruse should read "but not within 12 inches".
- Page 95 – The wording of the vanguard ruse should read "but not within 16 inches".
- Page 155 – The Blood Manipulation ability of the Armanist is partly cut off, the missing text should read (1 Command Token).
- Page 178 – The Baumkreiger's saving throw characteristic should be 4 and it should receive the insensible keyword.
- Page 218 – Replace the profile of the Automatic Rifle with the following:

| Automatic Rifle (Bipod) Not in Cover | Small Arms, Quickfire | Rapid Fire \| (4) \| 15" |
| Automatic Rifle (Bipod) In Cover | Small Arms | Machine Gun \| (4) \| 25" |