

DARK HERESY

Special Thanks

James Savage with Maxx Myers

CORE RULEBOOK ERRATA

THIS SECTION INCLUDES OFFICIAL ERRATA AND CLARIFICATIONS FOR THE DARK HERESY CORE RULEBOOK. NEW ADDITIONS TO THIS VERSION OF THE ERRATA APPEAR IN RED.

The example on page 22 includes an error in the line “He rolls percentile dice (d100) and gets a 06.” It should instead read “...gets a 60.”

Table 1-7: Fate Points on page 28 should list the dice roll results as 1-4, 5-8, 9-10.

Scholar Advances on page 47 should include the Speak Language (High Gothic) +10 skill at a cost of 100 xp.

Outlaw Advances on page 84 should not include the Barter skill.

Renegade Advances on page 84 should include the Deadeye Shot talent at a cost of 100 xp.

Mech-Deacon on page 93 should include the Medicae +10 skill at a cost of 200 xp.

The **Psy Rating 2** talent on page 120 should grant a character a number of Minor Psychic Powers equal to one-half his Willpower Bonus (round up).

The **example on page 126** includes an error in its last parenthetical statement. It should read “...gaining a +30 bonus...” instead of “...gaining a +20 bonus...”

Table 5-3: Consequences of Availability on page 126 should list the following difficulties and modifiers: Easy +30, Routine +20, Ordinary +10, Challenging +0, Difficult -10, Hard -20, Very Hard -30.

Table 5-4: Availability by Population on page 126 should not list difficulties of “Very Easy.” All instances of “Very Easy” in that table should instead read “Automatic.”

The threshold for the **Telekinetic Shield** described on page 177 should be 17.

Full Auto Burst, described on page 190, should grant an

extra hit for every degree of success instead of every two degrees of success.

The **maximum situational modifiers in combat** should be +60/-60, instead of +30/-30 as described in the Combining Difficulties sidebar on page 197.

The **example on page 201** omits an important detail. In that example, the character Mordechai suffers critical damage that includes him being Stunned. Then, Mordechai makes an attack next round, which violates the definition of being Stunned. The example should have included a line about Mordechai spending a Fate Point to remove the stun effect.

The **map of the Calixis Sector** on pages 288-289 contains some errors, including duplicate planets. A corrected version of the map can be downloaded from <http://www.FantasyFlightGames.com>.

The **Unnatural Characteristic** trait described on page 333 should specify that when applied to Agility, it does not increase the creature’s movement. The creature’s movement is based on its unmodified Agility bonus.

Table 12-4: Major Mutations on page 335 should have the following corrections:

- The description for rolls 51-61, Clawed/Fanged, should include the Primitive special quality after the listed damage.
- The description for rolls 95-96, Winged, should include a speed of 1d10+5.
- The description for roll 00, Hellspawn, should say “...Frightening and Daemoniac traits...” instead of “...Frightening and Daemoniac Aura traits...”

The **Cult Magus** on page 337 should have a number of Minor Psychic Powers equal to one-and-a-half its Willpower Bonus (usually six).

The **Dreg** on page 338 should have an Intelligence of 16.

The **Gun Servitor** on page 340 should have the following stats for its twin autoguns: 90m; -/4/20; 1d10+4 I; Pen 0; Tearing; Clip 30; Reload Full.

The **Mutant** and **Mutant Abomination** on page 342 should both have Intelligence scores of 18.

The **Scum** on page 344 should have an Intelligence of 20.

The gear description for the **Tech Adept** on page 345 should list “Mechanicus Implants” in place of “25% chance of partial augmentation.”

The **Witch** on page 345 should have Psy Rating 3.

A **Brain Leaf Thrall**, described on page 346, should have the same Strength as the thrallled creature. Thus, the Strength entry of Brain Leaf Thrall's stat block can be treated as "+0."

The **Beast of Burden** on page 349 should have the Natural Weapon trait, and its bite or hoof damage should be 1d10+6 R or I.

Flying Creature and **Walking Creature** on page 349 should not include the word "Special" in their damage descriptions, and both should have the Natural Weapon trait.

The **Astral Spectre** on page 350 should have the Touch of Madness and Weaken Veil psychic powers instead of Enhance Phenomena and Inflict Delusions.

The **Charnel Daemon** on page 350 should have the following profile for its teeth and claws: 1d10+10 R, Pen 3, Tearing.

The **Bloodletter** on page 351 should have the following profile for its great axe: 2d10+5 R, Pen 4, Unwieldy.

The **Daemonette** on page 351 should have the following profile for its pincer claw: 1d10+5 R, Pen 3, Tearing.

The **Adult Psychneuein** on page 353 should have the psychic power Compel instead of Space Slip, and its feeding tube weapon should not include the Primitive special quality.

The **Plaguebearer** on page 354 should have the following profile for its sword: 1d10+3 R, Pen 2, Balanced, Toxic (1d10).

The **Ashleen Thug** on page 389 should have an Intelligence of 18.

The **Fanatic Voicer** on page 391 should have an Intelligence of 16.

The Starting Skills and Starting Talents for each Career Path should be rewritten as follows:

(note that the following re-writes of the Career starting Skills and Talents are simply to clarify the beginning choices for a character and do not represent any significant changes)

ADEPT (Page 24)

Starting Skills:

Speak Language (Low Gothic) (Int)

Literacy (Int)

Trade (Copyist) (Int) or Trade (Valet) (Int)

Common Lore (Imperium) (Int)

Scholastic Lore (Legend) (Int) or Common Lore (Tech) (Int)

Starting Talents:

Melee Weapon Training (Primitive) or Pistol Training (SP)

Light Sleeper or Resistance (Cold)

Sprint or Unremarkable

ARBITRATOR (Pages 24-25)

Starting Skills:

Speak Language (Low Gothic) (Int).

Literacy (Int).

Common Lore (Adeptus Arbitres) (Int).

Common Lore (Imperium) (Int).

Inquiry (Fel).

Starting Talents:

Basic Weapon Training (SP)

Melee Weapon Training (Primitive)

Quick Draw or Rapid Reload

ASSASSIN (Page 25)

Starting Skills:

Speak Language (Low Gothic) (Int)

Awareness (Per)

Dodge (Ag)

Starting Talents:

Ambidextrous or Unremarkable

Melee Weapon Training (Primitive)

Thrown Weapon Training or Pistol Training (Las)

Basic Weapon Training (SP)

Pistol Training (SP)

CLERIC (Page 25)

Starting Skills:

Speak Language (Low Gothic) (Int)

Common Lore (Imperial Creed) (Int)

Literacy (Int)

Performer (Singer) (Fel) or Trade (Copyist) (Int)

Trade (Cook) (Int) or Trade (Valet) (Fel)

Starting Talents:

Melee Weapon Training (Primitive)

Pistol Training (SP)

Basic Weapon Training (Primitive) or Thrown Weapon

Training (Primitive)

GUARDSMAN (Page 25)

Starting Skills:

Speak Language (Low Gothic) (Int)

Drive (Ground Vehicle) (Ag) or Swim (S)

Starting Talents:

Melee Weapon Training (Primitive)

Pistol Training (Primitive) or Pistol Training (Las)

Basic Weapon Training (Las)

Basic Weapon Training (Primitive) or Basic Weapon Training (SP)

IMPERIAL PSYKER (Page 26)

Starting Skills:

Speak Language (Low Gothic) (Int)

Psyniscience (Per)

Invocation (WP)

Trade (Merchant) (Fel) or Trade (Soothsayer) (Fel)

Literacy (Int)

Starting Talents:

Melee Weapon Training (Primitive)

Pistol Training (SP) or Pistol Training (Las)

Psy Rating 1

SCUM (Page 27)

Starting Skills:

Speak Language (Low Gothic) (Int)

Blather (Fel)

Charm (Fel) or Dodge (Ag)

Deceive (Fel)

Awareness (Per)

Common Lore (Imperium) (Int)

Starting Talents:

Ambidextrous or Unremarkable

Melee Weapon Training (Primitive)

Pistol Training (SP)

Basic Weapon Training (SP)

TECH-PRIEST (Page 27)

Starting Skills:

Speak Language (Low Gothic) (Int)

Tech-Use (Int)

Literacy (Int)

Secret Tongue (Tech) (Int)

Trade (Scrimshawer) (Ag) or Trade (Copyist) (Int)

Starting Talents:

Melee Weapon Training (Primitive)

Basic Weapon Training (Las)

Pistol Training (Las)

Electro Graft Use

The paragraph about Starting Experience on page 29 should be expanded to include: "This means that if you spend the full 400 starting xp, the character only needs to earn and spend a further 100 xp in order to reach the required 500 xp to advance to the second rank in their Career Path."

Under the Arbitrator Characteristic Advance Scheme sample on page 41, the second paragraph should begin: "Characteristic Advances must be purchased in order" instead of: "The costs for Characteristic Advances are cumulative."

ADEPT ADVANCES

Archivist Advances on page 45 should include the Common Lore (Imperium) skill at a cost of 100 xp, the Common Lore (Tech) skill at a cost of 100 xp, the Literacy skill at a cost of 100 xp, the Trade (Copyist) skill at a cost of 100 xp, and the Light Sleeper talent at a cost of 100 xp.

Scrivener Advances on page 45 should not include the Trade (Copyist) talent.

Scrivener Advances on page 45 should include the Ciphers (Acolyte) skill at a cost of 100 xp.

Scribe Advances on page 46 should not include the Common Lore (Tech) skill.

Scribe Advances on page 46 should include the Ciphers (Acolyte) +10 skill at a cost of 100 xp, and the Secret Tongue (Acolyte) skill at a cost of 100 xp.

Inditor Advances on page 46 should include the Secret Tongue (Acolyte) +10 skill at a cost of 100 xp.

Chirurgeon Advances on page 47 should include the Secret Tongue (Acolyte) +10 skill at a cost of 100 xp.

Scholar Advances on page 47 should include the Forbidden Lore (The Black Library) skill at a cost of 300 xp.

Lexographer Advances on page 48 should include the Ciphers (Acolyte) +20 skill at a cost of 100 xp, the Secret Tongue (Acolyte) +20 skill at a cost of 100 xp, and the Good Reputation (Administratum) talent at a cost of 200 xp.

Loremaster Advances on page 48 should include the Peer (Inquisition) talent at a cost of 300 xp.

Comptroller Advances on page 48 should include the Secret Tongue (Acolyte) +20 skill at a cost of 100 xp.

Logister Advances on page 49 should include the Peer (Inquisition) talent at a cost of 200 xp.

Sage Advances on page 49 should include the Forbidden Lore (The Black Library) +10 skill at a cost of 300 xp.

ARBITRATOR ADVANCES

Trooper Advances on page 51 should include the Common Lore (Adeptus Arbites) skill at a cost of 100 xp, the Common Lore (Imperium) skill at a cost of 100 xp, the Inquiry skill at a cost of 100 xp, the Literacy skill at a cost of 100 xp, and the Quick Draw talent at a cost of 100 xp.

Enforcer Advances on page 51 should include the Drive (Ground Vehicle) +10 skill at a cost of 100 xp.

Regulator Advances on page 52 should not include the Common Lore (Imperium) skill.

Regulator Advances on page 52 should include the Awareness +10 skill at a cost of 100 xp, the Drive (Ground Vehicle) +20 skill at a cost of 100 xp, and the Secret Tongue (Acolyte) skill at a cost of 200 xp.

Investigator Advances on page 52 should include the Secret Tongue (Acolyte) +10 skill at a cost of 200 xp.

Arbitrator Advances on page 53 should include the Awareness +20 skill at a cost of 100 xp, and the Common Lore (Underworld) +10 skill at a cost of 100 xp.

Intelligencer Advances on page 53 should include the Shadowing +10 skill at a cost of 100 xp, and the Talented (Inquiry) talent at a cost of 200 xp.

Magistrate Advances on page 54 should not include the Literacy skill.

Magistrate Advances on page 54 should include the Literacy +10 skill at a cost of 100 xp, and the Peer (Inquisition) talent at a cost of 200 xp.

Proctor Advances on page 55 should include the Evaluate +10 skill at a cost of 200 xp.

Marshal Advances on page 55 should include the Peer (Inquisition) talent at a cost of 200 xp.

ASSASSIN ADVANCES

Sell-Steel Advances on page 57 should include the Awareness skill at a cost of 100 xp, the Dodge skill at a cost of 100 xp, the Ambidextrous talent at a cost of 100 xp, the Melee Weapon Training (Primitive) talent at a cost of 100 xp, and the Unremarkable talent at a cost of 100 xp.

Nighthawk Advances on page 58 should include the Ciphers (Underworld) skill at a cost of 100 xp, and the Common Lore (Adeptus Arbites) skill at a cost of 100 xp.

Death Adept Advances on page 59 should not include the Ambidextrous talent.

Freeblade Advances on page 60 should not include the Unremarkable talent.

Assassin Palatine Advances on page 61 should not include the Deceive +10 skill.

Assassin Palatine Advances on page 61 should include the Deceive +20 skill at a cost of 200 xp.

CLERIC ADVANCES

Novice Advances on page 63 should include the Common Lore (Imperial Creed) skill at a cost of 100 xp, the Literacy skill at a cost of 100 xp, the Trade (Valet) skill at a cost of 100 xp, and the Melee Weapon Training (Primitive) talent at a cost of 100 xp.

Priest Advances on page 64 should include the Secret Tongue (Acolyte) skill at a cost of 100 xp.

Preacher Advances on page 64 should include the Performer (Storyteller) skill at a cost of 100 xp, and the Secret Tongue (Acolyte) +10 skill at a cost of 100 xp.

Bishop Advances on page 66 should include the Good Reputation (Ecclesiarchy) talent at a cost of 100 xp, and the Peer (Inquisition) talent at a cost of 200 xp.

Zealot Advances on pages 66-67 should include the Good Reputation (Ecclesiarchy) talent at a cost of 200 xp, and the Peer (Inquisition) talent at a cost of 100 xp.

GUARDSMAN ADVANCES

Conscript Advances on page 69 should include the Drive (Walker) skill at a cost of 200 xp, and the Melee Weapon Training (Primitive) talent at a cost of 100 xp.

Guard Advances on page 69 should include the Ciphers (Acolyte) skill at a cost of 100 xp, and the Drive (Walker) +10 skill at a cost of 200 xp.

Armsman Advances on page 70 should include the Drive (Walker) +20 skill at a cost of 200 xp, and the Secret Tongue (Acolyte) skill at a cost of 100 xp.

Sergeant Advances on page 70 should include the Common Lore (Imperial Guard) +10 skill at a cost of 100 xp, the Sure Strike talent at a cost of 200 xp, and the Resistance (Fear) talent at a cost of 100 xp.

Veteran Advances on page 71 should include the Ciphers (Acolyte) +10 skill at a cost of 100 xp, the Ciphers (War Cant) +20 skill at a cost of 100 xp, the Secret Tongue (Acolyte) +10 skill at a cost of 100 xp, the Arms Master talent at a cost of 100 xp, the Blind Fighting talent at a cost of 100 xp, and the Step Aside talent at a cost of 100 xp.

Assault Veteran Advances on page 71 should include the Counter Attack talent at a cost of 200 xp, the Double Team talent at a cost of 100 xp, and the Precise Blow talent at a cost of 100 xp.

Lieutenant Advances on page 71 should include the Common Lore (War) +10 skill at a cost of 200 xp.

Captain Advances on page 72 should include the Common Lore (Imperial Guard) +20 skill at a cost of 100 xp, and the Peer (Military) talent at a cost of 100 xp.

Marksman Advances on page 72 should include the Marksman talent at a cost of 200 xp.

Storm Trooper Advances on page 73 should include the Battle Rage talent at a cost of 100 xp, and the Deflect Shot talent at a cost of 200 xp.

Commander Advances on page 73 should include the Common Lore (War) +20 skill at a cost of 200 xp, the Interrogation +20 skill at a cost of 100 xp, the Good Reputation (Imperial Guard) talent at a cost of 100 xp, and the Peer (Inquisition) talent at a cost of 200 xp.

Sniper Advances on page 73 should include the Concealment +20 skill at a cost of 200 xp.

IMPERIAL PSYKER ADVANCES

Sanctionite Advances on page 75 should include the Invocation skill at a cost of 100 xp, the Literacy skill at a cost of 100 xp, the Psyniscience skill at a cost of 100 xp, the Trade (Merchant) talent at a cost of 100 xp, the Melee Weapon Training (Primitive) talent at a cost of 100 xp, and the Psi Rating 1 talent at a cost of 100 xp.

Neonate Advances on page 75 should include the Ciphers (Acolyte) skill at a cost of 100 xp.

Aspirant Advances on page 76 should not include the Ciphers (Acolyte) skill.

Scholar Medicae Advances on page 77 should not include the Deceive skill, or the Melee Weapon Training (Shock) talent.

Lieutenant Savant Advances on page 78 should not include the Ciphers (War Cant) skill, or the Logic skill.

Lieutenant Savant Advances on page 78 should include the Ciphers (War Cant) +10 skill at a cost of 100 xp.

Savant Adjunct Advances on page 79 should not include the Literacy +10 skill.

Scholar Empyrean Advances on page 80 should include the Forbidden Lore (The Black Library) skill at a cost of 300 xp, and the Forbidden Lore (Warp) +20 skill at a cost of 100 xp.

SCUM ADVANCES

Dreg Advances on page 83 should include the Awareness skill at a cost of 100 xp, the Blather skill at a cost of 100 xp, the Common Lore (Imperium) skill at a cost of 100 xp, the Deceive skill at a cost of 100 xp, the Basic Weapon Training (SP) talent at a cost of 100 xp, the Melee Weapon Training (Primitive) talent at a cost of 100 xp, and the Pistol Training (SP) talent at a cost of 100 xp.

Outcast Advances on page 83 should include the Ciphers (Underworld) skill at a cost of 100 xp.

Outlaw Advances on page 84 should not include the Blather skill.

Outlaw Advances on page 84 should include the Secret Tongue (Acolyte) skill at a cost of 100 xp.

Renegade Advances on page 84 should include the Ciphers (Underworld) +10 skill at a cost of 100 xp.

Rogue Advances on page 84 should include the Ciphers (Underworld) +20 skill at a cost of 100 xp, and the Secret Tongue (Acolyte) +10 skill at a cost of 100 xp.

Cutter Advances on page 85 should include the Command skill at a cost of 100 xp, and the Contortionist skill at a cost of 100 xp.

Subjack Advances on page 85 should include the Command +10 skill at a cost of 100 xp, the Contortionist +10 skill at a cost of 100 xp, and the Interrogation +10 skill at a cost of 100 xp.

Gang Lord Advances on page 86 should not include the Contortionist skill.

Gang Lord Advances on page 86 should include the Command +20 skill at a cost of 100 xp, the Contortionist +20 skill at a cost of 100 xp, the Interrogation +20 skill at a cost of 100 xp, the Air of Authority talent at a cost of 100 xp, the Good Reputation (Underworld) talent at a cost of 100 xp, and the Peer (Inquisition) talent at a cost of 300 xp.

Charlatan Advances on page 87 should not include the Interrogation +10 skill.

Charlatan Advances on page 87 should include the Peer (Inquisition) talent at a cost of 200 xp.

TECH-PRIEST ADVANCES

Technographer Advances on page 89 should include the Forbidden Lore (Adeptus Mechanicus) skill at a cost of 100 xp, the Literacy skill at a cost of 100 xp, the Secret Tongue (Tech) skill at a cost of 100 xp, the Tech-Use skill at a cost of 100 xp, the Basic Weapon Training (Las) talent at a cost of 100 xp, the Electro Graft Use talent at a cost of 100 xp, the Melee Weapon Training (Primitive) talent at a cost of 100 xp, and the Pistol Training (Las) talent at a cost of 100 xp.

Mech-Wright Advances on page 90 should include the Ciphers (Acolyte) skill at a cost of 100 xp, and the Trade (Armourer) skill at a cost of 100 xp.

Electro-Priest Advances on page 90 should not include the Ciphers (Acolyte) skill.

Electro-Priest Advances on page 90 should include the Forbidden Lore (Adeptus Mechanicus) +10 skill at a cost of 100 xp, and the Logis Implant talent at a cost of 200 xp.

Engineer Advances on page 91 should include the Security +10 skill at a cost of 100 xp, and the Trade (Armourer) +10 skill at a cost of 100 xp.

Tech-Priest Advances on page 91 should include the Common Lore (Tech) +20 skill at a cost of 100 xp, the Forbidden Lore (Adeptus Mechanicus) +20 skill at a cost of 100 xp, and the Trade (Armourer) +20 skill at a cost of 100 xp.

The Skill Mastery paragraph on page 96 should read: "Sometimes you will have the opportunity to acquire Skill Mastery with a skill you already have, which represents additional training and experience to build upon normal skills. Skill Mastery is represented on the Career Rank Advance Schemes as the base skill with a +10 or +20 bonus. The base skill must be acquired first, then the +10 version, then the +20. As it is possible to buy advances from previous ranks, if you miss a base skill which is offered at Skill Mastery level on a later rank, you can still acquire the base skill from the lower rank's advances in order to then take the Skill Mastery."

The Example after Skill Mastery on page 96 should read: "Mordechai acquires the Interrogation skill at the Regulator rank. When he reaches the Arbitrator rank he can acquire Interrogation +10, granting him a +10 bonus to any tests made with that skill. If Mordechai then advanced to the Intelligencer rank, he would have Interrogation +20 available, which would increase his bonus when using the skill to +20. If Mordechai did not acquire Interrogation as a Regulator, but decided he wanted it when he reached Arbitrator rank, he could still purchase Interrogation from the Regulator advances and the +10 version from Arbitrator."

Basic Skills on page 96 should include the addition: "The Characteristic gets halved before any situational modifiers get applied to the test. An Easy test against an untrained Basic Skill would be (Characteristic/2)+30, and not (Characteristic +30)/2."

The description of the Security skill on page 106 should have the first sentence changed to: "You can use the Security skill to bypass locks and other security systems. Using this skill without proper tools is extremely difficult." There should also be an additional sentence that reads: "Any attempt to bypass a lock or other security system without using a mutlikey or other set of appropriate tools suffers from a -20 penalty."

Air of Authority on page 113 should include the following addition: "This talent has no effect on hostile targets, and only affects NPCs."

Corpus Conversion on page 114 should read: "You can siphon the health of your physical body to fuel your powers. The Psyker may suffer the loss of one permanent point of Toughness in order to gain a bonus 1d10 on his next Power roll. A Psyker may sacrifice up to his Willpower Bonus in Toughness points in this manner in a single round, gaining an additional 1d10 to the Power Roll for each point of Toughness sacrificed."

Dual Shot on page 114-115 should have the addition: “As you are firing both guns as a single attack, you may take an Aim Action before firing to get a +10 or +20 bonus to the BS Test. A red-dot laser sight mounted on any one of the weapons will provide its +10 bonus. You do not suffer from the normal -20 BS penalty for wielding two weapons. If you hit, the target’s armour gets applied as normal to both hits individually, but Toughness only counts once against the combined damage rolls of both hits. A single successful Dodge Test from the target will avoid both shots.”

Dual Strike on page 115 should include the addition: “As you are swinging both weapons as a single attack, you may take an Aim Action before attacking to get a +10 or +20 bonus to the WS Test. You do not suffer from the normal -20 WS penalty for wielding two weapons. If you hit, the target’s armour gets applied as normal to both hits individually, but Toughness only counts once against the combined damage rolls of both hits. A single successful Dodge or Parry Test from the target will avoid both blows.”

Frenzy on page 116 should read: “You incite yourself into a frothing rage. You must spend one Round psyching yourself up (howling, beating yourself, or injecting psychosis-inducing drugs). The next round, you lose control and go berserk, gaining a +10 bonus to Weapon Skill, Strength, Toughness, and Willpower, but suffer a -20 penalty to Ballistic Skill and Intelligence. You must attack the nearest enemy in melee combat if possible. If you are not engaged with the nearest enemy, you must move towards that enemy and engage them if possible. You will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but you will take any actions that have a reasonable opportunity to engage in melee with the nearest enemy. While Frenzied, you are immune to fear, **pinning**, stunning effects, and the effects of fatigue, and you may not parry, retreat, or flee. You must use the All-Out Attack Manoeuvre in melee combat if possible. You remain Frenzied for the duration of the combat. Some creatures, particularly certain types of daemons, do not need to spend a Round inciting the Frenzy—they are either permanently Frenzied or can Frenzy at will. Unless you have a Talent that allows you to do so, you may not use Psychic Powers while Frenzying.

Under Gunslinger on page 116: “...reduce the penalty for fighting with two weapons by -10” should read “... reduce the penalty for fighting with two weapons by 10.”

The Heightened Senses talent on page 117 should include the addition: “Note that Heightened Senses (Sight) does not add its bonus to Ballistic Skill tests.”

Iron Discipline on page 117 should include the addition: “Iron Discipline can affect a number of targets equal to your Willpower Bonus, who must be under your command. PCs can benefit from Iron Discipline if the character with this Talent is the official group leader.”

Lightning Attack on page 117 should include the additions: “If you have the Two-Weapon Wielder talent and are wielding two melee weapons, you get the advantage of Lightning Attack with only one of the weapons, and a single attack with the other. If you have the Two-Weapon Wielder talent and are wielding a melee weapon in one hand and a pistol in the other, you get the advantage of Lightning Attack with the melee weapon and a single attack with the pistol.

Logis Implant on page 117, Luminen Blast on page 117-118, Luminen Charge on page 118, and Luminen Shock on page 118 all state that the character gains one level of Fatigue when the talent is used. What these talents should say is that the character must pass a Toughness test when the talent is used or gain a level of Fatigue.

Luminen Blast (pages 117-118) and Luminen Charge (page 118) are both Standard Attacks, and thus take a Half Action to perform.

Quick Draw on page 121 should have the final sentence expanded to: “You can Ready as a Free Action when you are armed with a Pistol or Basic class ranged weapon, or a melee weapon that can be wielded in one hand.”

Swift Attack on page 122 should include the addition “If you have the Two-Weapon Wielder talent and are wielding two melee weapons, you get the advantage of Swift Attack with only one of the weapons, and a single attack with the other. If you have the Two-Weapon Wielder talent and are wielding a melee weapon in one hand and a pistol in the other, you get the advantage of Swift Attack with the melee weapon and a single attack with the pistol.”

The entry for Class on page 127 should include an addition under the Pistols section: “Pistols with the Scatter quality fired in melee are considered to be firing at Point-Blank range. However, they do not gain the +30 BS bonus for being at Point-Blank range.”

The entry for Range on page 127 should read “All weapons are given an effective range on the weapons tables. Short range is below half of this number, long range is above double, extreme range is above three times and maximum is above four times. Below 3 metres is point blank range. The lasgun for example, has a given range of 100. Short range is 3-50 (from point blank to half the given range), medium is 50-200 (from short to double the given range), long is 200-300 (from two to three times the given range) and extreme is 300-400 (from three to four times the given range).” Appendix II includes a table that summarises weapon range brackets.

The entry for Good in the Weapon Craftmanship box on page 128 should include the addition “If a weapon normally has the Unreliable quality, a good craftsmanship version of that weapon does not become Reliable; the two qualities cancel each other out and the weapon ends up having neither.”

The description of the Accurate quality on page 128 should include the addition “When firing a single shot from a single Basic Weapon with the Accurate quality benefiting from the Aim action, the attack gains an extra d10 of damage for every two degrees of success to a maximum of two extra d10.”

The description of the Flame quality on page 128 should include the addition: “Normally when a weapon is fired without the appropriate talent or a heavy weapon is fired without bracing, the wielder suffers a -20 or -30 BS penalty respectively. As Flame weapons do not use BS, instead of a -20/-30 to the attack roll, anyone in the area of effect of the flames gains a +20/+30 bonus to their Agility Test to avoid damage.”

The Primitive quality on page 129 should include the addition: “Non-primitive armour gets its APs doubled before being reduced for penetration. For example, Guard Flak Armour (AP 4) hit with a Great Weapon (Primitive quality and Pen 2) would provide 6 points of armour: $(4 \times 2) - 2$.”

The entry for Tearing on page 129 should read: “Tearing weapons are vicious devices, often using multitudes of fast-moving jagged teeth or fragmented or explosive ammunition to rip into flesh and bone. These weapons roll one extra die for damage, and the lowest result is discarded.”

On Table 5-7: Ranged Weapons on page 130, all Bolt Weapons should have the Tearing quality.

The Compact upgrade on page 141 should include the addition: “Anyone attempting to find a concealed weapon with the Compact upgrade suffers a -20 penalty to any related Skill Test (e.g. Awareness, Search).”

The Exterminator upgrade on page 141 should include the addition: “You may attach an Exterminator to any weapon that rolls a d10 or more for damage. You cannot attach an Exterminator to a weapon with the Flexible quality, or to pistols. A Balanced weapon that has an Exterminator attached is no longer considered Balanced.”

The Extra Grip upgrade on page 141 should include the addition: “You may choose to hold the weapon with two hands, in which case it will have normal range.”

The Mono upgrade on page 142 should read “Upgrades: Any primitive close combat weapon.”

The Mono upgrade on page 142 should include the addition “The Mono upgrade can be applied to a power weapon, but it has no effect when the power field is active. If the power field is ever lost or deactivated, the Mono upgrade’s bonuses will then apply.” There should be an additional special note that reads: “The Mono upgrade may be applied to any melee weapon, but when applied to close-combat weapons that do not use an edge (e.g., hammers, mauls, etc.) it is defined differently. GMs are encouraged to come up with interesting definitions for non-edged weapons. For example, a hammer with the Mono upgrade is defined as having a pneumo-shock enhancement. The in-game effects remain the same.”

The Overcharge Pack on page 142 should be listed as Ammo, not a Weapon Upgrade.

Man-Stopper Bullets on page 143 should read: “A weapon using man-stopper rounds increases its Penetration to 3.” The hunting rifle should be added to the list of weapons that man-stopper bullets may be used with.

The AP (Armour Points) section at the top of page 144 should include the addition: “Any armour that offers 7 or more APs inflicts a -30 penalty on the wearer’s Concealment and Silent Move tests.”

Primitive Armour on page 144 should include the addition: “Primitive Armour’s APs are halved before being reduced for the weapon’s Penetration. For example, a suit of Feudal Plate (Primitive, AP 5) hit with a Chainsword (Pen 2) would provide 1 point of armour: $(5/2 \text{ [rounded up] }) - 2$.”

The Flak Cloak on page 145 should cover the following locations: Head, Arms, Legs, Body.

The Mesh Combat Cloak on page 145 should cover the following locations: Head, Arms, Legs, Body.

Power Armour on page 145 should include the addition “You must be wearing the body, both arms, and both legs of power armour to benefit from the Strength bonus; the helmet is not required.” In addition, Light Power Armour increases the wearer’s Strength by +10 instead of +20, and does not increase his Size.

The Cameleoline Cloak on page 146 states: “If the wearer remains stationary, he counts as being at Extreme Range...” but instead it should read: “If the wearer remains stationary, he counts as being one Range Bracket farther away...”

Recoil Gloves on page 146 should be Rare, not Common.

The description of the Explosive Collar on page 147 should include the addition: “An explosive collar takes Two Full Actions to fit, and can only be fitted to a passive or restrained target.”

Synskin on page 147 should be listed with other armours instead of clothing. As it counts as armour, its +2 Armour Points do not stack with other armour. If worn under other armour, the wearer does not benefit from the bonus to Concealment and Silent Move tests, but is still rendered invisible to infra-red goggles and Dark Sight unless he is wearing power armour.

On Table 5-14: Drugs and Consumables on page 148, Obscura has a price of 285. The price should be 28.

Implant Systems on page 154 should include the addition “Mechadendrites are cybernetic limbs that are usually mounted on the back or shoulder. The maximum number of Mechadendrites a character can have mounted on their body is equal to their Toughness Bonus.”

The Ballistic Mechadendrite on page 154 states: “As a reaction the Tech-Priest may use this mechadendrite as if it were his off hand, but suffers no penalties to hit.” Instead it should read: “The Tech-Priest may use this mechadendrite as his Reaction for the round or as a Half Action Attack on his own turn, but it can only be fired once per round. The Tech-Priest uses his full Ballistic Skill for the attack.”

The Mind Impulse Unit on page 156 should replace “Weapon Skill Tests” with “Ballistic Skill Tests.”

The first paragraph in the Using Psychic Powers section starting on page 161 should include the addition: “Making a Focus Power Action is the psychic equivalent of a Standard Attack Action, and counts as such for purposes of determining what else a psyker can do in a round. Therefore, a psyker who uses a Half Action power cannot make another Half Action Standard Attack on the same round. A Psyker may manifest only one ability per Round with the exception of the Resist Possession power. A Psyker is required to roll at least one die to manifest an ability.”

Distort Vision on page 166 should have its description changed to: “With this power your physical form distorts and you almost fade from view. Your precise location becomes extremely difficult to discern, and until the start of your next turn all attacks against you suffer a –30 penalty to hit. Characters with the Blind Fighting Talent only suffer a –10 penalty. A successful Challenging (+0) Psyniscience Test removes this penalty for the attacker. Sensory equipment based on standard optical sensors are fooled by this power; ones that read thermal patterns, use motion sensors, or rely on some other form of detection are not. Creatures and sensors that do not rely on sight are not affected by this power.”

The description of Sense Presence on page 167 should have the following addition inserted between the second and third sentences: “You are aware of the direction of each life-form, but not their exact distance or location. You can distinguish between different sizes (eg. miniscule, puny... enormous, massive) but you cannot determine exact species or race.”

Touch of Madness on page 168 should have the first sentence of its description replaced with: “You reach into the mind of a target within range and force the target to experience images of utter insanity.”

The description of Unnatural Aim on page 168 should read: “...any ranged attacks you make count as being made at point blank range (+30 to hit).” changed to “...any ranged attacks you make get a +30 bonus.”

Weapon Jinx on page 168 should have the first three sentences of its description replaced with: “You reach into a nearby weapon with your mind to disrupt its function. Any one weapon within range that is not in the primitive weapon category instantly jams.”

Seal Wounds on page 170 should have a threshold of 20.

Constrict on page 170 should read: “With a word, thought, or gesture, you can command the flesh of your target to sharply constrict. The target’s windpipe closes, choking them and cutting off their breath. They begin to suffocate (See Suffocation on page 210). Each Round, the target must spend a Free Action to test Willpower. On a success, the target may act normally (however, the target is still subject to the suffocating effect). On a failure, the target must spend a Full Action to test Toughness. On a success, he regains control over his body and clears his windpipe. On a failure, he continues to suffocate. The target is considered to be engaged in strenuous physical activity.”

Holocaust on page 175 should include the addition: “Wounds caused by Holocaust may not be healed by any Psychic Powers.”

Psychic Blade on page 177 should include the addition: “When rolling a 95-00 while attacking with a Psychic Blade, a stray thought causes the psyker to attack and automatically strike the nearest being within melee range. If there are several targets, the psyker strikes the one that is most significant to his emotional state. If there is no one in range, he automatically strikes himself.”

Compel on page 178 should have the bonus that is granted to resist commands that would result in a suicidal act increased to +30. The power’s description should also include the addition: “This power can only compel the target to perform physical actions. It cannot, for example, be used to force someone to tell the truth or use a psychic power on your behalf.”

Dominate on page 178 should grant a +20 bonus to the willpower test to resist commands that would result in a suicidal act. The power’s description should also include the addition: “This power can only be used to force the target to perform physical actions. It cannot, for example, be used to force someone to tell the truth or use a psychic power on your behalf.”

The Closer Than Flesh box on page 179 ends with “...resulting in the loss of a further d10 Insanity or Corruption points.” This should be changed to “...resulting in the Psyker suffering a further d10 Insanity or Corruption points.”

The Projection power on page 180 should include the addition: “A Projected Psyker may use any other Telepathy Discipline powers he possesses.”

The Degrees of Success and Failure section on page 184 should have the second paragraph changed to: “Measuring degrees of success and failure is

straightforward. Compare the result of your test with your score. A result equal to or up to 9 lower than the score is a basic success. A result of 10 lower than the score gives one extra degree of success, and every further full 10 below the score is another degree of success (20 below is two degrees of success, 30 below is three degrees etc...). Conversely, for each full 10 points by which you fail, you gain one degree of failure. Your GM will let you know if degrees of success or failure are important for a particular test.”

In the Using Fate Points section on page 185, the first listed use of Fate Points, “Re-roll any one failed Test,” should be changed to: “Re-roll any one Test.”

In the Using Fate Points section on page 185, the fourth use of Fate Points is: “Instantly recover 1d5 wounds.” This should include the addition: “Note: this only heals Wounds, not Critical Damage.”

The Using Fate Points section on page 185 should include the addition: “A fate point can be used at any time; either on the character’s own turn or in reaction to the action of another character, and doing so is a Free Action.”

The Actions section starting on page 190 should include a special note concerning combining semi-auto and full-auto fire with the Scatter quality, which reads “When firing a semi- or full-auto burst at point blank range with a weapon that has the Scatter quality, the extra hits for rate of fire and scatter are worked out separately and both applied. For example, Horatius Kane fires his combat shotgun at Heretic X. Kane is at point-blank range and fires a semi-automatic burst. Kane rolls 01 with his modified Ballistic Skill of 70 (30 BS, +30 for point-blank range, +10 for firing semi-auto) and hits by an amazing six degrees of success. He gets one hit at 70, one hit for semi-automatic at 50, and a third hit for semi-auto at 30 (he does not get a fourth hit at 10, because the combat shotgun’s rate of fire is 3). He would get additional hits for scatter at 50, 30 and 10, for a total of 6 hits on Heretic X, most likely shredding the cultist to bits in the Emperor’s name.”

Suppressing Fire on page 191 should include the addition: “Note that Suppressing Fire is a separate Full Action from Full Auto Burst, and does not benefit from the normal +20 modifier for Full Auto.”

The Fleeing box on page 192 should have the line “...each opponent gets a free attack action against you...” changed to: “...each opponent gets a free Half Action melee attack against you...”

The Reload action on page 193 should include the extension: “For weapons that have a reload time of Full or longer, the reload action can be spread over two or more rounds. For example, if Garvel starts his turn by firing the last shot from his Laspistol, using a Half Action, he can use his second Half Action of the round to start reloading his Laspistol. As the Laspistol has a reload time of Full, his first Half Action of the next round is used to complete the Reload Action, and he can then fire a shot from his pistol as his second Half Action that round.”

The Unarmed Combat section on page 197 should have the line “In addition, a successful hit also causes one level of Fatigue” changed to: “In addition, a successful hit that causes damage equal to or greater than the target’s Toughness Bonus also causes one level of Fatigue.”

Extreme Range on page 198 should have “...at a distance of three times the range of a character’s weapon...” changed to: “...at a distance of more than three times the range of a character’s weapon...”

Point Blank on page 199 should include the addition: “For weapons with a short range of less than 3 metres, point blank range is 1 metre less than the weapon’s short range.”

The Becoming Stunned section on page 200 should include the addition: “Anyone who was in melee combat with the stunned character is no longer considered to be engaged in melee combat with the stunned character. While the stunned character can make no actions, he is not considered to be helpless or unaware.”

The Throwing rules on page 215 should include the addition: “These rules do not apply to aerodynamic throwing weapons and grenades. Such weapons have a range given on the weapons tables and have range brackets like other weapons.”

The Gaining Mental Disorders section on page 234 states that “A new disorder...is automatically gained each time the character has enough Insanity Points to increase his degree of madness by one stage...” It should say instead: “A new disorder...is automatically gained when the character reaches the Disturbed degree of madness, and each time the character has enough Insanity Points to increase his degree of madness by one more stage...”

Appendix I: Combat Talents

In order to effectively wield a weapon you must have the relevant Weapon Training talent. If you do not have the relevant talent, you suffer a –20 penalty to the attack roll.

If wielding a weapon in your off hand, you suffer a –20 penalty to the attack roll.

An attack with a melee weapon is a Half Action. An attack with a ranged weapon is a Half Action for a single shot, and a Full Action for a semi-auto or full-auto burst.

In melee combat, the only ranged weapons you can use are pistols. Pistols used in melee still use Ballistic Skill, still count as ranged weapons, and cannot benefit from any talents that are specifically associated with melee weapons or melee attacks.

A pistol wielded in melee does not get the +30 bonus for point-blank range. Point-blank, while stated as closer than 3 metres, does not apply to enemies with whom you are engaged in melee. Pistols with the Scatter quality fired in melee count as being at Point-blank range, but do not receive the +30 bonus to BS.

If you have the Two Weapon Wielder talent you can hold two weapons, one in each hand, and can make a single attack with each. This is a Full Action, and both attack rolls suffer a –20 penalty (your off-hand weapon does not suffer the normal –20 off-hand penalty on top of this).

If you do not have the Two Weapon Wielder talent and you wield two weapons at the same time, you can use a Full Action to make a single attack with each weapon. However, you suffer a –20 to the attack roll with the weapon in your dominant hand and –40 with the weapon in your off hand.

If you have the Ambidextrous talent and Two Weapon Wielder, the penalty for each attack is only –10.

If you have the Ambidextrous talent but not Two Weapon Wielder, you suffer –10 to the attack roll with your dominant hand and –30 with your off hand.

Two Weapon Wielder can be taken either as a Melee or Ballistic talent. You must have both talents if you wish to wield a melee weapon in one hand and a ranged weapon in the other. If you attempt to wield a melee and ranged weapon but do not have both talents, you count as not having the Two Weapon Wielder talent at all.

If wielding two ranged weapons, they can be fired at different targets, but the targets must be within 10 metres of each other.

The Independent Targeting talent allows two ranged weapons to be wielded and aimed at targets farther apart than 10 metres.

The Swift Attack talent allows you to make two melee attacks with the same weapon as a Full Action.

If you have Swift Attack and Two Weapon Wielder (Melee), you get the second attack with only one of your melee weapons, so you will get two attacks with one weapon and a single attack with the other. This is a Full Action.

If you have Swift Attack and Two Weapon Wielder (Ballistic and Melee), and are armed with a pistol and a melee weapon, you can, as a Full Action, make a single attack with the pistol and two attacks with the melee weapon.

The Lightning Attack talent allows you to make three melee attacks with the same weapon as a Full Action.

If you have Lightning Attack and Two Weapon Wielder (Melee), you get the second and third attacks only with one melee weapon, so you will get three attacks with one weapon and a single attack with the other.

If you have Lightning Attack and Two Weapon Wielder (Ballistic and Melee), and are armed with a pistol and a melee weapon, you can, as a Full Action, make a single attack with the pistol and three attacks with the melee weapon.

When using the Dual Shot talent, you can wield two pistols and fire them both at the same time at the same target. You make a single attack roll, and if it is successful you hit with both shots. The target's armour will subtract damage from both shots individually. However, after the effect of armour has been calculated, the target will only subtract his toughness bonus once from the combined damage of both shots. Doing this is a Full Action.

When using the Dual Strike talent, you can wield two melee weapons and attack the same target with both at the same. You make a single attack roll, and if it is successful you hit with both attacks. The target's armour will subtract damage from both strikes individually. However, after the effect of armour has been calculated, the target will only subtract his toughness bonus once from the combined damage of both strikes. Doing this is a full action.

If you have the Gunslinger and Two Weapon Wielder (Ballistic) talents, the penalty for wielding two pistols is only -10 to your attack rolls, instead of -20.

If you have the Gunslinger, Ambidextrous and Two Weapon Wielder (Ballistic) talents, you do not suffer any penalties when wielding two pistols.

You cannot move and attack at the same time. You may make a Half Move and a single Half Action attack on your turn, but you can either attack then move or move then attack. If you make a Full Move, you cannot make any attack actions.

If you have the Hip Shooting talent you can make a single attack with a pistol while also making a Full Move action.

If you have the Hip Shooting and Two Weapon Wielder talents and are armed with two pistols, you may make single attacks with each weapon while also making a Full Move action.

If you make the Charge action, you make a single melee attack at the end of the charge. You cannot gain the benefit of any talents that allow extra attacks when making a charge.

THE INQUISITOR'S HANDBOOK ERRATA

THIS SECTION INCLUDES OFFICIAL ERRATA AND CLARIFICATIONS FOR THE FIRST PRINTING OF THE INQUISITOR'S HANDBOOK. THE FORTHCOMING SECOND PRINTING OF THE BOOK WILL INCORPORATE THESE CHANGES. NEW ADDITIONS TO THIS VERSION OF THE ERRATA APPEAR IN RED.

In **Table 1-3: Shards of Memory** on page 14, "The Throne of Blood" should occur on a d100 roll of 62-71.

The **example on page 21** (third paragraph) should read "...She applies the modifiers as shown in the Volg entry, swapping the usual hive world trait Wary for the Born Survivor, and Grim traits, which are added to her character along with the remaining traits listed in the hive world entry (Accustomed to Crowds, Caves of Steel and Hivebound)..."

Characters from the **Imperial World of Sinophia**, described on pages 24-25, should lose the Superior Origins trait instead of the Liturgical Familiarity trait.

The **Empty Men of Sinophia Magna** background package on page 28 should not list a home world requirement.

The description of the **A Shadow Over Thy Soul** background package on page 36 includes a typo in the first sentence of the second paragraph. It should read "A psyker who has had such a blight is left unusually resistant to Chaos taint..."

The **Living Nightmare** background package on page 35 should impose 1d10 Insanity Points on a starting character.

The **Adepta Sororitas** starting gear should list feudal plate as an option instead of "feral plate."

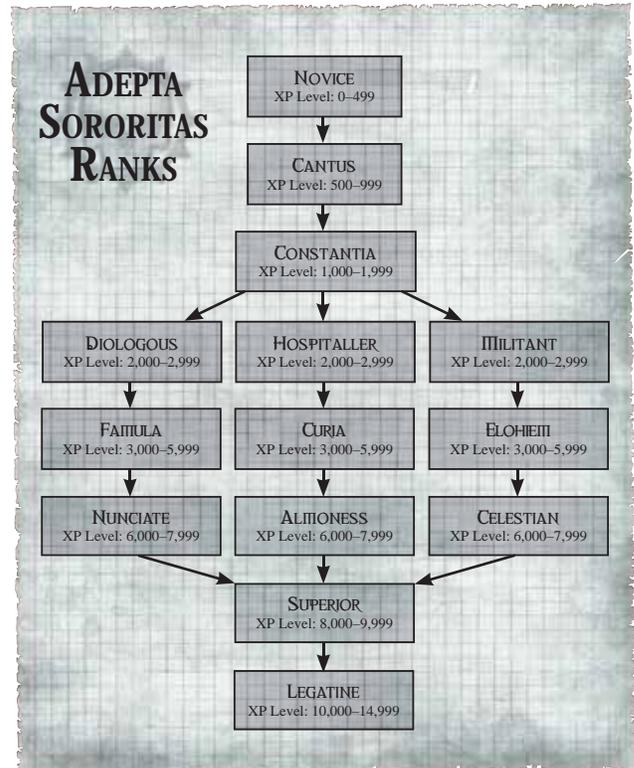
The **Cantus rank** on page 44 should list the Charm skill only once, and the Common Lore (Ecclesirachy) advance should instead be Common Lore (Ecclesirachy) +10 with a prerequisite of Common Lore (Ecclesirachy).

The **Nunciata rank** on page 46 should list Secret Tongue (Administratum) +10 with a prerequisite of Secret Tongue (Administratum) instead of Secret Tongue (Administratum) +20.

The **Eloheim rank's** Intimidate +10 advance on page 48 should list a prerequisite of Intimidate.

Suffer Not the Unclean on page 50 should not be labeled as a talent.

The chart of **Adepta Sororitas Ranks** on page 42 is incorrect. It should be as shown here:



The **Machinator Array (Talent)** description on page 70 should say the following in its last sentence: "Thanks to your additional augmetics any Ballistic Mechadendrite you possess may mount a single pistol weapon or one-handed melee weapon rather than the usual compact laser design (you must have the appropriate Talent to use it)."

Under becoming a **Metallican Gunslinger** on page 73, the words "as well as benefits" should be removed from the last sentence of the first paragraph.

The **Duty Unto Death Talent** on page 79 should list a prerequisite of Pure Faith. In addition, the second sentence of the talent's description should read: "You may spend a Fate Point to ignore the effects of injury (including critical hits that do not kill outright), Fatigue and Stunning during an encounter."

The table of Advances for the **Cult of the Red Redemption** elite advance package on page 88 should include Secret Tongue (the Redemption) for a cost of 100 xp and no prerequisite.

The last sentence on page 89 which describes the effect of the **Cult of the Red Redemption** elite advance package should read: “Additionally, from this point on, you can spend xp on the cult based Advances shown in the table on page 88.”

In the Feral and Feudal Consumables and Services table on page 106, the correct cost for **Styger Milk** is 75 and the correct cost for a **Guide** is 15 per standard week.

The **Cadence Promethium ‘Destroyer’ Destruction Device** hand flamer on page 111 should have the word ‘Destruction’ replaced with ‘Incineration.’

In Table 4-1 Hive World Ranged Weapons on page 121, the correct damage rating for the **Armageddon** is 1d10+4. The correct damage rating for the **Mariette** is 2d5+3. The correct Penetration rating for the **Hecuter** is 0 instead of 2.

In Table 4-2 Hive World Melee Weapons on page 124, the **Emperor’s Whisper** does not have the Primitive quality. The **Sigilite** also does not have the Primitive quality.

In the Hive Consumables, Drugs and Services table on page 131, the correct cost of **Night Dust** is 25 per dose.

The description for the **D’laku Crusade Pattern Hellgun** on page 133 now includes the following information: “The D’laku hellgun has an availability of Scarce in the Lathe system and Very Rare on other Forge Worlds.”

The **Extra Armour** item in Table 5-2: Frontier Gear and Tools on page 154 is an optional upgrade for the **Beetle Tent** and not a separate item.

The **Cypra Mundi “Irontalon” Pistol** on page 161 should also have the Primitive quality listed in Table 5-6: Void Ranged Weapons. The Irontalon’s description now includes the following additional detail: “The Irontalon’s specialised fragmenting ammunition is itself classed as Rare and valued at 30 thrones per clip on the black market (and may only be used with this pistol). Normal auto-rounds may be used if desired but if this is the case the Tearing and Primitive qualities do not apply to the damage.”

The **Shotcannon** on page 161 has been renamed the **Naval Shotcannon** and now bears the following description: “Shotcannons can lay waste to hordes of attackers in the confined spaces of a shipboard action and a close-range hit from one can literally explode a man into a spray of shredded clothing and flesh. These huge weapons generate a fearsome recoil when fired and must be securely mounted or fired from a braced position to be effectively used (–30 to hit otherwise).”

The **Boarding Armour** detailed on page 165 provides 5 Armour Points to the head and body. Also, the armour is equipped with a built-in Void Suit instead of a respirator. The correct price for Boarding Armour is 1,225, and it has an availability of Rare.

The **Magboots** shown in Table 5-8: Void Gear on page 165 should have an availability of Average.

The **Mars Pattern Mark III Sunfury Assault Plasma Gun** featured on page 174 has a class of Basic (Plasma).

The **table on page 176** should have the following changes: The name of the table should be Table 6-1: War Zone Ranged Weapons, the **Hellpistol** should have a rate of fire of S/2/–, the **Multi-laser, Autocannon** and **Missile Launcher** should each have an availability of Scarce, the **Multi-laser’s** weight should be marked with a † symbol, the **Mark III Sunfury** should have a Penetration rating of 6, the **Frag Missile** should have a Damage of 2d10 X, and the **Krak Missile** should have a Damage rating of 3d10+10 X.

The **table on page 178** should be named Table 6-2: War Zone Explosives.

The **table on page 179** should have the following changes: The name of the table should be Table 6-3: War Zone Weapon Upgrades, and the **Hellgun Capacitor** should be added with a cost of 50/full clip and an availability of Rare.

The **table on page 180** should be named Table 6-4: War Zone Melee Weapons.

The **table on page 181** should be named Table 6-5: War Zone Protective Gear.

The **table on page 182** should be named Table 6-6: War Zone Infantry Gear.

The **table on page 183** should be named Table 6-7: War Zone Battlefield Rations.

The **table on page 184** should be named Table 6-8: War Zone Drugs & Medical Gear.

The final sentence of the description for **Halo** on page 184 should be replaced to read: “A dose of Halo adds +10 on all tests to resist Fear and Pinning, but reduces Perception by –10, effects lasts for 1d10 hours.”

The **Eviscerator** described on page 188 and in the Collected Melee Weapons table on page 250 should have a damage of 1d10+10 R and the Tearing quality.

The **table on page 191** should be named Table 7-4: Holy Ordos Gear, Tools and Ammunition.

The **Elohiem Advance Table on page 48** should not have Pure Faith listed as a prerequisite for Silent Move, instead there should be no prerequisite.

The **Templar Calix Advance Table on page 81** has Meditation +10 listed as a Skill Option. This line should say that Meditation (no +10) is a Talent and has no prerequisite.

The **Black Priest of Maccabeus Advance Table on page 55** has Forbidden Lore (Cults) listed twice, once for 100 XP and once for 200 XP. The 200 XP option should be for Forbidden Lore (Cults) +10 and have Forbidden Lore (Cults) as a prerequisite.

The **Moritat Reaper Advance Table on page 75** lists Meditation as a Skill. It should be listed as a Talent.

The first paragraph of the description of the **Vibe Spear on page 94** should include the addition: "Successfully removing the spear requires a Challenging (+0) Medicae Test, with failure inflicting a further 1d5 Damage which does not get reduced by Armour or Toughness.

The second paragraph of the description for the **Steam Drill on page 98** should be changed to: "Steam drills require a Strength Bonus of 4 or more to be used effectively as a weapon. Weaker characters suffer a -10 WS penalty for each point of Strength Bonus below 4. Such is the bulk of a Steam Drill that it imposes a -10 to Agility while carried."

The second paragraph of the description for the **Melta Cutter on page 113** should have its last sentence changed to: "Melta cutters require a Strength Bonus of 4 or more to be used effectively as a weapon. Weaker characters suffer a -10 WS penalty for each point of Strength Bonus below 4."

The **Drive Nailer in Table 4-1 on page 120** should have a penetration value of 4.

The description of the **Forgery Kit on page 126** should include the addition: "A Good Quality kit gives a +20 bonus, while a Best Quality kit provides a +30."

In the second paragraph of the description for a **Breacher on page 135**, the line "a Strength bonus of at least 5 is required to wield a breacher as a combat weapon," should be followed by the line: "Weaker characters suffer a -10 WS penalty for each point of Strength Bonus below 5."

The second last sentence in the description of the **Amulet of Warding on page 137** should be extended to: "...one hour without burnout occurring; the amulet requires two hours to recharge once it has been used."

The **Adeptus Arbites Cyber-Mastiff on page 143** should have the Double Team Talent.

The **Lathe Blade (Weapon Upgrade) description on page 147** should include the addition: "This upgrade cannot be combined with the Mono upgrade."

The description of the **Beetle Tent on page 152** should include the addition: "The Extra Armour upgrade for a beetle tent increases its AP value to 12."

Bulkhead Cutters on pages 163 and 254 should have its Penetration value increased to 6.

The **Mars Pattern Mark IV Command Laspistol on page 177 and 251** should have its range increased to 70 and should have the Accurate quality.

The **Disposable Grenade Launcher on page 174** should have its entry replaced in full with the following:

DISPOSABLE LAUNCHER

Class: Basic (Launcher)

This weapon is popular with PDF forces as it is simple to use and requires no loading or reloading. These weapons normally come pre-loaded with a single frag or krak missile. Some disposable launchers come loaded with rocket-propelled frag or krak grenades instead—these versions are half the normal cost.

The **Disposable ML on pages 177 and 251** should be renamed to "Disposable Launcher."

The description of the **Plasma Cannon on page 174** should have the line "...fired in maximal mode, which exhausts the fuel...", changed to "...fired in maximal mode, which consumes 6 shots worth of fuel..."

The description of the **Targeter on page 179** should have the last two lines removed and replaced with "A targeter grants a +10 bonus on all Ballistic Skill Tests made with the weapon."

The description of Tripods and Bipods on page 179 should include the addition: “Bracing with a tripod requires a Full Action. Bracing with a bipod requires a Half Action.”

The description of the Weapon/Gear Storage on page 183 should include the addition: “The harness can hold a maximum of 15 kg worth of small items.”

The description of the Toxin Wand on page 184 should have the line which ends “...by making a Perception Test.” changed to: “...by making a Challenging (+0) Perception Test or a Routine (+20) Medicae Test.”

The entry for the **Mars Pattern Mark III Sunfury Assault Plasma Gun on page 251** should have a range of 80m.

The **Flick Bow on page 252** should have a price of 30 Thrones.

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