



FAQ AND ERRATA, VERSION 1.0

UPDATED 7/13/2010

This document contains frequently asked questions, clarifications, and errata for the *Horus Heresy* board game.

Page 40: Glossary of Terms

The definition of the term "DEFENDER" should read: "In battle, the side that did not initiate fighting. (Exception: In coexistence battle, the Traitor player is always the defender.)"

Errata

TRAITOR ORDER: FORCED MARCH

The effect text should read: "Activate the destination area." instead of "Activate each destination area."

TRAITOR ORDER: UNNATURAL VIGOR

The effect text should read:

"Remove a normal activation marker from 1 area in this region."

The strategic effect text should read:

"Remove 1 normal activation marker from 2 different areas in this region."

RULEBOOK

Page 3: Components

The components list in the rulebook and back of the box should have 58 activation markers (29 Imperial, 29 Traitor).

Page 24: Joining Battle

The section should read: "An origin area must be adjacent to the target area (i.e., they must share a border) and must contain at least one of the attacker's units or Heroes."

Page 36: Thunderhawk Bombardments

The text "Thunderhawk bombardment damage never affects Heroes" should be replaced with the following text:

"If the passive player does not have any remaining units engaged in the battle, the active player may assign damage from a Thunderhawk bombardment to his enemy's Heroes."

A clarification has been added to Thunderhawk damage:

"Note that damage from Thunderhawk bombardment is part of the special effect portion of the combat iteration. This damage is not part of "regular damage" and it ignores the damage-reduction effect of fortifications and cannot be reduced with shields."

FAQ

Q: When the Imperial player uses the special effect of the "Hunker Down" combat card to draw 2 additional combat cards, can he play those cards during that iteration?

A: No.

Q: If the Traitor player eliminates at least 1 opposing unit in battle with the "Surprise Attack" order, can he place an enemy's activation marker showing its rout side?

A: No, it has to be placed showing its normal activation side.

Q: The event "Thrown to Terra by his Mighty Hand" states that the Traitor player must place all units and Heroes on the Vengeful Spirit in a single area on Terra. Does that include all friendly and enemy units and Heroes on the Vengeful Spirit?

A: Yes.

Q: Rogal Dorn and an Imperial Fist Space Marine are defenders in a battle. The Imperial Fist Space Marine takes 3 wounds, then the battle ends and attackers survive. What happens?

A: The attackers cannot move into the target area because the Imperial Fist Space Marine was not eliminated during the battle, then the Marine is eliminated after the battle is resolved.

Q: Can the Traitor player use the "Drop Pods" or "Port Landing" order to place units and Heroes from an area on the Vengeful Spirit if it has one of his activation markers?

A: No.

Q: When the Traitor player executes the "Drop Pods" or "Port Landing" order, can he take units from two separate areas? For example, can he take 1 unit from the Vengeful Spirit and 2 units from his stockpile?

A: No. All of the units must come from one source (either the Vengeful Spirit OR the stockpile).

Q: If an effect routs your units, can you choose to eliminate them instead of placing a routed activation marker?

A: Yes.

Q: If an Imperial Army is eliminated during a battle, can the combat card "Armies Without Numbers" be used to place that unit in the area of battle?

A: Yes.

Q: Flying units attacking a fortified area cause the border between the target area and their origin area to be treated as breached for as long as those flying units remain embattled. Does that mean that a breach marker is placed?

A: No.

Q: If the attacker has units in the target area, it becomes an origin area automatically. Do those units automatically become engaged in the battle even if they have an activation or routed activation marker?

A: Yes.

Q: The Traitor player attacks with a Hero and a Chaos Titan. The Imperial player eliminated the Chaos Titan but the Hero still remains. Can the defending Imperial units retreat into the area from which he was attacked since all of attacking units in that area were eliminated but an enemy Hero still remains?

A: Yes.

Q: The Traitor player plays "Maleficent Plague", which allows him to eliminate a Nurgle unit and then draw 1 bombardment card for every opposing unit engaged in the battle. If the Imperial player pays the 5 shield cost to counter the special effect, is the Nurgle unit still eliminated?

A: No.

Q: If the Imperial and Traitor players have unsupported Heroes in the same area, do they resolve a coexistence battle during the change of initiative?

A: Yes.

Q: Can the Traitor player execute orders placed on the strategic map during setup on his first turn?

A: Yes.

Q: What happens to units that have a routed marker and are later engaged in a coexistence battle?

A: The units fight normally.

Q: If you bombard an area next to a fortification and get a breached result, do you place a breach marker even if you didn't actually target the fortification?

A: Yes.

Q: When the Chaos units are moved with the "Vicissitudes of Chaos" event, does the area they are moved to become activated?

A: No.

Q: If I play the "Assault" order (units from adjacent origin areas converge on one target area to attack) and there are enemy units in one of the origin areas, can the friendly units in that area engage in the attack or does the presence of enemy units somehow inhibit the ability to attack?

A: Friendly units can engage in the attack. Enemy units in origin areas have no effect on friendly units.

Q: There are two adjacent areas target and origin areas and the Traitor player executes an attack order:

- Area 1 contains both Traitor and Imperial units. The area is also fortified.
- Area 2 contains only Traitor units.

The Traitor player attacks area 1 from area 2. Traitor units in area 1 become automatically engaged. Do the Imperials receive any fortification bonus?

A: No.

Q: Can a player use the "Boarding Action" or "Port Landing" order to move units into the Catacombs even if the area contains enemy units?

A: Yes.

Q: If the current player uses a card that causes his opponent's initiative marker to move forward and it lands on a special phase icon, is the special phase icon resolved after the marker is advanced?

A: No, special phase icons are only resolved when the current player's initiative marker is moved onto it.

Q: Can the Thunderhawk flying movement be used from activated areas?

A: No.

Q: Can the attacker or defender retreat from a coexistence battle?

A: No.

Q: If a Thunderhawk moves as a result of a special effect such as the "Titans Stride the Earth" event, can the Thunderhawk pick up and drop off units during the move using its flying transport ability? Can the Thunderhawk transport units when it retreats?

A: No. Thunderhawks can only use their flying transport ability during a movement order.

Q: Can Thunderhawks transport Heroes? If so, how many transportation slots do they take up?

A: No. Thunderhawks cannot transport Heroes.

Q: Does a player have to wait for an initiative change to execute an order placed on the strategic map from the "Command Decision" event?

A: Yes.

Q: Can you use the special effect from the "Strategic Withdrawal" combat card on units that have been activated or routed?

A: Yes.

Q: Can Jaghatai Khan use his special ability if his area has already been activated?

A: No.

Q: When a player resolves an orbital bombardment through an effect like Magnus the Red's special ability or "The Sky Fortress Rises" event, do all of the normal rules for an orbital bombardment still apply?

A: Yes.

Q: When a player's Hero is eliminated, do all of his units in the Hero's area check to see if they rout or only the units that were engaged in the battle?

A: All of the units in the Hero's area (even if they are not engaged in the battle).

Q: Can an unsupported Hero execute move and attack orders?

A: Yes.

Q: Can Heroes move through enemy areas even if they are unsupported?

A: No.

Q: Can Heroes move from areas that contain one of their activation markers?

A: No.

Q: When the passive player has the opportunity to discard shields from his hand in order to cancel a special effect, can he use any number of combat cards or is he limited to the current iteration number?

A: Any number of cards.

Q: If more than one Hero is engaged in a battle, when do their special abilities resolve?

A: The order in which each Hero resolves his special ability (if able) is listed below:

1. JOINING BATTLE:

Attacker and defender are identified, target area is identified, one or more origin areas are identified.

- Resolve Jaghatai Khan's special ability.
- Resolve Fabricator General's special ability.

2. ENGAGING UNITS

Participating units are identified.

- Resolve Fulgrim's special ability.
- Resolve Mortarion's special ability.
- Resolve Rogal Dorn's special ability.
- Resolve Magnus the Red's special ability.
- Resolve Angron's special ability.

3. PREPARING TO FIGHT

Players draw combat cards and Hero combat cards. Iteration marker is placed.

- Resolve The Emperor's special ability.
- Resolve Horus' special ability.

4. COMBAT ITERATIONS:

Resolve Sanguinius's special ability when the Imperial player totals regular damage.