

ONLY WAR BETA UPDATE

This document serves to keep the **ONLY WAR** Beta testers up-to-date with all the latest changes to the design of the **ONLY WAR** Core Rulebook. The most recent update to this document was on July 3, 2012. All of the new changes in subsequent weeks will be marked in **red**.

Thank you to everyone for your hard work and diligence on this project.

CHAPTER II: REGIMENT CREATION

Penal Colony (page 28): Replace the last sentence of **Honour Amongst Thieves** with: *"Penal colonist characters may start with one of the following: Peer (Underworld) or Street Fighter."*

Hardened Fighters (page 32): Replace the **Standard Regimental Kit** section with: *"The regiment may replace its standard melee weapon with either a Low-Tech Weapon of Common Availability or better, or it may apply the mono upgrade to its standard melee weapons."*

Favoured Weapons (page 33): Add the following section after the **Equipment from Doctrines** section: *"Favoured Weapons: Each regiment has weapons that its members prefer to wield, or simply have a natural aptitude for. Each regiment may choose one Basic weapon and one Heavy Weapon to be their Favoured Weapons, these weapons may not have an Availability higher than Very Rare. Members of this Regiment gain a +10 bonus on all Logistics Tests to obtain those weapons and ammunition for them."*

Table 2-6: Additional Standard Kit Items (page 34): Add the following two rows to the end of the **Table 2-6**:

Add one Favoured Basic Weapon	10	May only be taken once.
Add one Favoured Heavy Weapon	15	May only be taken once.

CHAPTER III: CHARACTER CREATION

Heavy Gunner Starting Aptitudes, Talents, and Modifiers (page 40): Add the following to the end of Specialist Equipment: *"or Common Craftsmanship Regimental Favoured Heavy Weapon."*



Weapon Specialist Starting Aptitudes, Talents, and Modifiers (page 48): Replace *"or Common Craftsmanship Meltagun"* in Specialist Equipment with *"or Common Craftsmanship Regimental Favoured Basic Weapon."*

Ogryn Starting Aptitudes, Talents, and Modifiers (page 54): Add *"and -10 Agility"* to the end of Characteristic Bonus, and replace Wounds with *"25 + 1d5."*

CHAPTER V: TALENTS

Iron Discipline (page 94): In **Table 5-2: Tier 2 Talents**, replace the Iron Discipline Benefits with *"Comrades resist Pinning and Fear."*

Into the Jaws of Hell (page 94): In **Table 5-2: Tier 3 Talents**, replace the Into the Jaws of Hell Benefits with *"Comrades ignore Pinning and Fear."*

CHAPTER VI: ARMOURY

Razor Sharp Quality (page 123): Add in the following Weapon Quality after the Proven (X) Quality: *"Razor Sharp: Certain weapons or ammunition have the ability to slice right through armour if they hit just right. If the wielder scores three or more Degrees of Success when rolling to hit with this weapon, double this weapon's Pen when resolving the hit."*

Man Portable Lascannon (page 125): In **Table 6-9: Ranged Weapons**, replace the Man Portable Lascannon Availability with *"Very Rare."*

Shotgun (Pump-Action) (page 125): In **Table 6-9: Ranged Weapons**, replace the Shotgun (Pump-Action) Damage with *"1d10+3 I,"* and its Clip with *"12."*

Ripper Gun (page 125): In Table 6–9: Ranged Weapons, replace the Ripper Gun Class with “Heavy” and its weight with “35kg.”

Vanquisher Battle Cannon (page 125): In Table 6–9: Ranged Weapons, replace the Vanquisher Battle Cannon Damage with “3d10+10 X.”

Meltagun (page 125): In Table 6–9: Ranged Weapons, replace the Meltagun Availability with “Very Rare.”

Multi-melta (page 125): In Table 6–9: Ranged Weapons, replace the Multi-melta Availability with “Extremely Rare.”

Plasma Cannon (page 125): In Table 6–9: Ranged Weapons, replace the Plasma Cannon Availability with “Extremely Rare.”

Vanquisher Battle Cannon (page 128): Add the following sentence to the end of the Vanquisher Battle Cannon profile: “The vanquisher battle cannon can gain the extra damage granted by the Accurate Quality as if it were a Basic Weapon.”

Exterminator (page 134): Replace the Exterminator Upgrades with: “Any non-Low-Tech weapon.”

Quick-Release (page 136): Remove the final sentence of Quick Release which reads: “However, any time the character suffers a Jam result, the weapon’s magazine also ejects and must be reloaded.”

Baleful Eye (page 148): Add the following to the end of the Baleful Eye profile: “It also has no clip size, however a Jam result causes the weapon to stop functioning, and the character to lose sight in the eye, for a number of Rounds equal to the Degrees of Failure on the attack roll.”

Baneblade (page 158): Add the following after the profile for the Turret-mounted Baneblade Cannon: “with Co-Axial mounted M34 Auto-cannon (300m; S/3 /–; 3d10+8 I; Pen 6; Clip 20; 2 Full; Ogryn-Proof, Reliable).”

CHAPTER VIII: COMBAT

Delay (page 177): Replace the Delay “Type” entry with “Full Action,” and replace Delay description with “Instead of acting immediately, the character waits for an opportunity. When a character chooses Delay, his Turn immediately ends. Any time before the start of his next Turn, the character can perform a Half Action of his choice—even though it is not currently his Turn. If this Half Action is not used before the start of the character’s next Turn, it is lost. If two or more characters both attempt to perform a Half Action gained from Delay at the same time, they must make an **Opposed Agility Test** to see who acts first.”



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