



DARK HERESY SECOND EDITION

LIVING ERRATA AND FAQ

Welcome Acolytes to the DARK HERESY SECOND EDITION LIVING ERRATA AND FAQ dataslate! Within are the latest corrections to books within this product line, as well as rules clarifications and answers to commonly raised questions.

This is **Version L2**, dated **April 1 2016** (or 0025016.M03). New items added in each update are noted in **red**.

If you have any items you think should be added to the next update, please contact us using the Rules Questions page here: <http://www.fantasyflightgames.com/en/contact/rules/>

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Special thanks to Tim Cox for his assistance in this work.



ERRATA

The following are corrections to the rules, sorted by the book name and then by chapter where applicable.

DARK HERESY SECOND EDITION CORE RULEBOOK

CHAPTER I: PLAYING THE GAME

CHAPTER II: CHARACTER CREATION

Psyker Special Rules (page 90): Replace the title of the second Prerequisite with “A Beacon in the Warp.”

Untouchable Special Rules (page 91): Replace the title of the first Prerequisite with “A Void in the Warp.”

Table 2–5: Skill Aptitudes (Page 81): Replace the Aptitude 2 for the Common Lore skill with *General*.

CHAPTER III: SKILLS

Linguistics (page 106): Replace the second sentence with “Specialities determine the languages a specific character knows well, such as the Low Gothic of the masses, a feral world’s regional dialect, or even a xenos tongue.”

Special Uses for Survival sidebar (page 116): Replace the last sentence with “See page 252 for additional rules concerning riding living beasts.”

CHAPTER IV: TALENTS AND TRAITS

Coordinated Interrogation (page 124): Replace the Prerequisites entry with “Clues from the Crowds, Strength 40 or Willpower 40, Rank 1 (Known) in the Interrogation skill.”



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Enemy (page 126): Replace the last sentence in the last paragraph with “*In game terms, the penalty to Fellowship and Influence tests increases to -10 times X.*”

Halo of Command (page 127): Replace the last sentence with “*When targeting friendly NPCs through skills that have either the Social or Leadership Aptitudes (such as Charm, Command, and Intimidate), he may affect a number of targets up to 100 times his Fellowship Bonus rather than 10 times that number as normal.*”

Hatred (page 128): Replace the Specialisations entry with “*Chaos Space Marines, Daemons, Mutants, Psykers, Xenos (specific), others including groups from **The Powers of Askellon** sidebar on page 126.*”

Hip Shooting (page 128): Replace the last sentence with the following: “*Characters with the Two-Weapon Wielder talent can use this talent with Hip Shooting to make two single shots, if they are armed with a ranged weapon in each hand.*”

Peer (page 130): Replace the second to the last sentence in the last paragraph with “*In game terms, the bonus to Fellowship and Influence tests increases to +10 times X.*”

Two-Weapon Wielder (page 132): Replace the second sentence in the first paragraph with the following “*When armed with two one-handed weapons (either melee or ranged weapons), after making a Half Action attack (this can be a Standard Attack, a Swift Attack, or a Lightning Attack with a melee weapon, or it can be a single shot, semi-auto burst, or full auto burst with a ranged weapon), he can make a single additional Half Action attack following the same restrictions with the other weapon as a Free Action.*”

Blind (page 134): Remove the last sentence.

Daemonic (page 135): Replace the last sentence with the following: “*Daemonic creatures are also immune to disease and poison, gain the Undying trait, and gain benefits when using psychic powers as detailed in **Chapter VI: Psychic Powers.***”

Machine Trait (page 136): Replace the last sentence with “*This armour stacks with worn armour, but not with the Natural Armour trait, and provides resistance against damage from Fire (see page 243).*”

Assassin's Strike (page 123): Replace the second sentence with “*After making a melee attack, the character may make a Challenging (+0) Acrobatic test; if he succeeds, he may move up to his Half Move distance as a Free Action.*”

CHAPTER V: ARMOURY

Armour Craftsmanship (page 142): Replace the Poor entry with “*Badly fitted, designed, or damaged, Poor armour is difficult to wear. Its Maximum Agility (see page 167) is lowered by 10.*”

Exterminator (page 163): Replace the second sentence with the following: “*This device contains a small one-shot fuel canister that shoots out a sheet of fire.*”

Standard Ammunition Sidebar (page 166): Replace the second paragraph with the following:

“*The weapon characteristics listed in this chapter, such as damage and clip size, are for its standard ammunition. Standard ammunition for a weapon has an Availability one level more available than the weapon itself. A clip of 18 standard autopistol rounds, for example, has a Common (+10) Availability because the weapon has an Average (+0) Availability. A successful Requisition test for standard ammunition yields two clips, plus one extra clip per degree of success beyond the first. In the case of arrows and crossbow bolts, unless stated otherwise a successful test yields 12, with 6 more arrows/bolts for each additional degree of success beyond the first. Should it be important to know how much ammunition weighs, consider a weapon's full clip (or 6 arrows/bolts) to weigh 10% of the weight of the weapon itself.*”

Table 5-14: Clothing and Personal Gear (page 170): Replace the Weight entry for the chrono with “—”

Manacles (page 176): Add the following: “*A character bound with manacles suffers a -40 penalty to all Ballistic and Weapon Skill checks.*”

Table 5-21: Cybernetics (page 182): The entry for Internal Reservoir should be marked †, meaning it is normally available only for tech-adepts of the Adeptus Mechanicus.

Calculus Logi Upgrade (page 182): Replace the last sentence with the following: “*This implant grants the user a +10 bonus to Linguistics, Logic, and Scholastic Lore tests.*”

Luminen Capacitor (page 183): Replace the first paragraph with “*This implanted energy source charges internal capacitors, allowing the character to recharge devices or even unleash powerful energy blasts. With a successful Toughness test, the character recharges or powers machinery. This requires one minute of mental focus and meditation. The difficulty of the Toughness test varies depending on the nature of the powered system, and the GM can impose Fatigue upon the user based duration and amount of power used in the effort.*”

Medicae Mechadendrite (page 183): Replace the entry with the following: “*This model hosts a variety of medical and surgical tools ideal for combat first aid, and grants a +10 bonus to Medicae and Interrogation tests. The mechadendrite houses six injector pistons, each of which may be filled with one dose of a drug. In addition to providing first aid, the mechadendrite's flesh staplers may be used to staunch Blood Loss as a Half Action. Once per round, the character can utilise this mechadendrite as a weapon by spending a Half Action or a Reaction to make a Standard Attack action. It counts as a melee weapon with the Balanced quality that inflicts 1d5 Rending damage, Pen 0.*”



Glassteed (page 190): Replace the Traits entry with: “Natural Weapons (Dagger Teeth), Quadruped, Resistance (Poisons, Radiation), Size (6)”

Chimera tank (page 191): The heavy flamer weapon profiles should be replaced with the following:

HEAVY FLAMER			CLASS HEAVY		
RNG 30M	RoF S/--	DMG 1d10 + 5 (E)			
PEN 4	CLIP 20	RLD 2 FULL	WT 45 KG	AVL RA	
SPECIAL: FLAME, SPRAY					

CHAPTER VI: PSYCHIC POWERS

CHAPTER VII: COMBAT

Surprise (page 217): Replace the second bullet point with the following: “Carefully constructed ambushes (gained from successful Stealth tests to sneak up on the Acolytes, or other skills that were used to hide attackers from easy view).”

Fatigue Threshold (page 233): Replace this paragraph with the following “A character’s Fatigue threshold is equal to his Toughness bonus and Willpower bonus added together. If a character’s levels of Fatigue ever exceeds this threshold, the character passes out and is Unconscious for 10–TB minutes. At the end of that time, he awakens with his levels of Fatigue lowered by a number equal to his Toughness bonus. If this result would still exceed his Fatigue Threshold, he awakens instead with his levels of Fatigue equal to a value one less than his Fatigue Threshold. If a character’s Fatigue ever exceeds double the amount of his Fatigue threshold, the character dies.”

Sheer Surfaces (page 246): Replace the second sentence with the following “A sheer cliff with overhands and no handholds, an icy crevasse, the walls of buildings, or the massive flying buttresses of a hive city of such technical climbs, and attempting a climb like this requires a Hard (–20) Athletics test.”

Table 7–28: Vehicle Combat Actions (page 252): Replace the Description for the Tactical Manoeuvring entry with “Move Tactical Speed (Half Action) or twice (Full Action).”

Tactical Manoeuvring (page 253): Replace the last sentence with “The operator drives the vehicle either its Tactical Speed (as a Half Action) or twice its Tactical Speed (as a Full Action), following the standard movement and turning restrictions (see **Vehicle Combat Actions** on page 251).”

CHAPTER VIII: NARRATIVE TOOLS

Interactions and Groups Sidebar (page 280): Replace the last paragraph with the following: “The test affects a number of NPCs equal to ten times the Acolyte’s Fellowship bonus. Regardless of which Personality was used to modify the test difficulty, each NPC reacts according to his individual Personality.”

Deathwatch Space Marine Reinforcement Character (page 297): Remove “Heightened Senses” from the talents list.

Eversor Assassin (page 298): Replace the Skills entry with “Acrobatics (Ag) +10, Athletics (S) +30, Awareness (Per) +20, Dodge (Ag) +20, Operate (Ag) +20, Security (Int) +20, Stealth (Ag) +20, Tech-Use (Int) +20”

Grey Knights Space Marine Reinforcement Character (page 299): Remove “Heightened Senses” from the talents list.

CHAPTER IX: THE IMPERIUM AND THE INQUISITION

CHAPTER X: THE ASKELLON SECTOR

CHAPTER XI: THE GAME MASTER

CHAPTER XII: NPCs AND ADVERSARIES

Astropath (page 391): Replace the list of traits with the following: “Blind, Psyker (PR 3), Soul Bound, Unnatural Senses (50)”

Grox (page 401): Replace the NPC profile with the following:

GROX (TROOP)						36
H	7	WS	34	BS	—	S 5
AR	7	T	49	AC	37	INT 04
AL	7	PER	40	WP	21	FEL —
B	7	IFL	—			
LR	7					
LL	7					
HALF 8		FULL 16		CHARGE 24		RUN 48
						THREAT 20
HORNS AND CLAWS						CLASS MELEE
RNG —	RoF —	DMG 2d10 + 5 ^{SB} (I)				
PEN 0	CLIP —	RLD —	WT —	AVL —		
SPECIAL: TEARING						

Replace the Traits entry with the following: Bestial, Deadly Natural Weapons, Quadruped, Size (6), Unnatural Strength (1), Unnatural Toughness (3)

NPC Smelt Rat and Smelt Rat King (page 402): Replace the Armour Points in the Body location with “—”

Eldar Guardian, Dusk Viper Corsair (page 412): Replace the shuriken catapult weapon profile with the following:

SHURIKEN CATAPULT			CLASS BASIC		
RNG 80M	RoF S/3/10	DMG 1d10 + 4 (R)			
PEN 3	CLIP 120	RLD 1 FULL	WT 2.5 KG	AVL ER	
SPECIAL: RAZOR SHARP, RELIABLE					

Dire Avenger (page 414): Replace the Avenger shuriken catapult weapon profile with the following:

AVENGER SHURIKEN CATAPULT					CLASS BASIC
RNG 120M	RoF S/3/10	DMG 1d10 + 4 (R)			
PEN 3	CLIP 120	RLD 1 FULL	WT 3 KG	AVL NU	
SPECIAL: RAZOR SHARP, RELIABLE					

Eldar Warlock (page 414): Replace the shuriken pistol profile with the following:

SHURIKEN PISTOL					CLASS PISTOL
RNG 30M	RoF S/3/-	DMG 1d10 + 4 (R)			
PEN 3	CLIP 60	RLD 1 FULL	WT 2.5 KG	AVL VR	
SPECIAL: RAZOR SHARP, RELIABLE					

CHAPTER XIII: DARK PURSUITS

NPC The Daemonhost Suvfaerus (page 437): Replace the talents entry with “Devastating Assault, Thunder Charge, Warp Sense”

Replace the Traits entry with “Baneful Presence (20), Daemonic (3), Dark-sight, Fear (2), From Beyond, Hover (1)[†], Size (5), Psyker (PR 4), Unnatural Strength (3)”

Replace the Claws weapon profile with the following:

CLAWS					CLASS MELEE
RNG —	RoF —	DMG 1d10 + 10 ^{2+SB} (R)			
PEN 2	CLIP —	RLD —	WT —	AVL —	
SPECIAL: CRIPPLING (3)					

NPC Zax Holthane (page 438): Replace the weapon profiles with the following:

BOLT PISTOL					CLASS PISTOL
RNG 30M	RoF S/2/-	DMG 1d10 + 5 (X)			
PEN 4	CLIP 8	RLD 1 FULL	WT 3.5 KG	AVL VR	
SPECIAL: TEARING					

AUTOPISTOL					CLASS PISTOL
RNG 30M	RoF S/-/6	DMG 1d10 + 3 (I)			
PEN 1	CLIP 18	RLD 1 FULL	WT 1.5 KG	AVL AV	
SPECIAL: —					

DARK HERESY GAME MASTER'S KIT

Using Inquisitorial Powers Sidebar (page 5): Replace the first sentence with the following: “The Acolytes might desire to take on covers to help raise their Subtlety.”

NPC Ferrue Fayne (page 23): Replace the Talents entry with “Bastion of Iron Will, Deceptive, Resistance (Disease, Psychic Powers), Strong Minded”

Fatigue (GM Screen): Replace this entry with the following “While a Characteristic bonus is less than Fatigue level, it counts as half value and tasks using it take twice as long. When his Fatigue level is higher than TB+WPB, he falls unconscious for 10-TB minutes and revives with Fatigue lessened by his TB. He dies if Fatigue reaches twice his TB+WPB. Each hour of complete rest removes 1 level of Fatigue; after 6 hours all Fatigue is removed.”

FORGOTTEN GODS

Casualties of the Shadow War sidebar (page 18): Replace the last sentence of the sidebar with the following “See page 44 for the Red Walk Lieutenant profile.”

NPC Frohm the Slayer (page 48): Replace the Shard Hand Cannon profile with the following:

SHARD HAND CANNON					CLASS PISTOL
RNG 20M	RoF S/-/-	DMG 1d10 + 8 (R)			
PEN 1	CLIP 4	RLD 2 FULL	WT 3 KG	AVL VR	
SPECIAL: TEARING					

The Black Reaver (page 50): Replace the Shard Cannon profile with the following:

SHARD CANNON					CLASS HEAVY
RNG 60M	RoF S/-/-	DMG 1d10 + 10 (R)			
PEN 1	CLIP 10	RLD 1 FULL	WT 60 KG	AVL ER	
SPECIAL: INACCURATE, RECHARGE, TEARING, UNRELIABLE					

NPC Inheritor Proselyte (page 54): Replace the Ritual Knife profile with the following:

RITUAL KNIFE					CLASS MELEE
RNG —	RoF —	DMG 1d10 + 4 ^{1+SB} (R)			
PEN 0	CLIP —	RLD —	WT 1 KG	AVL SC	
SPECIAL: TOXIC (0)					

NPC Morrinoe, Eldar Ranger (page 105): Replace the shuriken pistol profile with the following:

SHURIKEN PISTOL					CLASS PISTOL
RNG 30M	RoF S/3/-	DMG 1d10 + 4 (R)			
PEN 3	CLIP 60	RLD 1 FULL	WT 2.5 KG	AVL VR	
SPECIAL: RAZOR SHARP, RELIABLE					

NPC Confessor Graves (page 107): Replace the Ceremonial Crozius profile with the following:

CEREMONIAL CROZIUS					CLASS MELEE
RNG —	RoF —	DMG 1d10 + 4 ^{1+SB} (I)			
PEN 0	CLIP —	RLD —	WT 6 KG	AVL RA	
SPECIAL: BALANCED, CONCUSSIVE (2)					

ENEMIES WITHIN

Development and Writing Credits (page 2): Replace this entry with the following: *Max Brooke, Kendall Butner, Tim Cox, Robert Dempsey, Matt Eustace, Jordan Goldfarb, Lee Gunby, Andy Hoare, Mark Latham, and Joe Sleboda*

Table 2-1: Ranged Weapons (page 43): Replace the Availability for the Condemnor combi-weapon with Extremely Rare.

Replace the Cerebus Heavy Flamer profile with the following:

CEREBUS HEAVY FLAMER					CLASS HEAVY
RNG 40M	RoF S/-/-	DMG 1d10 + 5 (E)			
PEN 3	CLIP 6	RLD 2 FULL	WT 50 KG	AVL VR	
SPECIAL: FLAME, RELIABLE, SPRAY, VENGEFUL (9)					

Flail of Chastisement (page 45): Replace the second paragraph with the following: *“The flail breaks off long strands of barbed metal with each successful attack, tangling the target with painful hooks. A target who escapes from this weapon’s Snare quality is no longer affected by its Crippling quality.”*

Table 2-3: Melee Weapons (page 46): Replace the entry for the Flail of Chastisement with the following:

FLAIL OF CHASTISEMENT					CLASS MELEE
RNG —	RoF —	DMG 1d10 + 3 (R)			
PEN 2	CLIP —	RLD —	WT 3 KG	AVL VR	
SPECIAL: CRIPPLING (2), FLEXIBLE, PRIMITIVE (8), SNARE (0)					

Adamantium Chainguard (page 49): Replace the third sentence with the following: *“When an enemy successfully inflicts one or more hits with a melee weapon against a character wearing this armour, if the 1s digit of the attack roll is a 1, the weapon is destroyed unless it has the Power Field or Warp Weapon quality, or is otherwise immune to being destroyed (such as being granted by the Natural Weapons trait).”*

Adepta Sororitas Immolator (Page 50): Replace the vehicle’s characteristics block with the following:

IMMOLATOR			TRACKED
FRONT: 28	SIDE: 26	REAR: 18	
CRUISING SPEED: 70 KPH		TACTICAL SPEED: 15 M	
MANOEUVRABILITY: +0	SIZE: MASSIVE	AVL: NU	
CARRYING CAPACITY: 6	INTEGRITY: 30	THREAT: 30	
CREW: DRIVER, GUNNER (TURRET)			
VEHICLE TRAITS: ENCLOSED, REINFORCED ARMOUR, RUGGED, TRACKED			

Adepta Sororitas Rhino (page 50): Replace the vehicle’s characteristics block with the following:

ADEPTA SORORITAS RHINO			TRACKED
FRONT: 25	SIDE: 22	REAR: 16	
CRUISING SPEED: 70 KPH		TACTICAL SPEED: 15 M	
MANOEUVRABILITY: +0	SIZE: MASSIVE	AVL: ER	
CARRYING CAPACITY: 10	INTEGRITY: 30	THREAT: 20	
CREW: DRIVER			
VEHICLE TRAITS: ENCLOSED, REINFORCED ARMOUR, RUGGED, TRACKED			

Repressor Armoured Transport (page 51): Replace the vehicle’s characteristics block with the following:

REPRESSOR			TRACKED
FRONT: 28	SIDE: 26	REAR: 18	
CRUISING SPEED: 55 KPH		TACTICAL SPEED: 12 M	
MANOEUVRABILITY: -10	SIZE: MASSIVE	AVL: VR	
CARRYING CAPACITY: 10	INTEGRITY: 32	THREAT: 25	
CREW: DRIVER, GUNNER (TURRET)			
VEHICLE TRAITS: ENCLOSED, REINFORCED ARMOUR, RUGGED, TRACKED			

Foundation Stone of House Dane (page 54): Under “Using the Object,” replace the third sentence with the following: *“By the same token, cultists that believe they are either fighting for, or in defence of, the stone gain the Adamantium Faith talent and the Hatred talent for anyone—including rival cultists—attempting to take the stone (or what they think is the stone) away from them.”*

Tooth Taker (page 83): Replace the Heavy Hunting Dagger profile with the following:

HEAVY HUNTING DAGGER					CLASS MELEE
RNG —	RoF —	DMG 1d5 + 5 ^{1-SB} (R)			
PEN 1	CLIP —	RLD —	WT 2 KG	AVL AV	
SPECIAL: BALANCED, THROWN					

Bloodborn Auguras (page 88): Replace the Imbedded Boneweed Whip profile with the following:

IMBEDDED BONEWEED WHIP					CLASS MELEE
RNG 3M	RoF —	DMG 1d10 + 4 ^{SB} (R)			
PEN 1	CLIP —	RLD —	WT 2 KG	AVL SC	
SPECIAL: FLEXIBLE, RAZOR SHARP					

Servant/Starsworn (page 105): Replace the Jellyfish Tendril-Whip profile with the following:

JELLYFISH TENDRIL-WHIP					CLASS MELEE
RNG 3M	RoF —	DMG 1d10 + 4 ^{SB} (I)			
PEN 0	CLIP —	RLD —	WT 2 KG	AVL SC	
SPECIAL: CRIPPLING (1), FLEXIBLE, PRIMITIVE (6)					

Provostian Adjudicator (page 117): Replace the Poisoned Mono-Stiletto profile with the following:

POISONED MONO-STILETTO			CLASS MELEE		
RNG 5M	RoF —		DMG 1d5 + 4 ^{1+SB} (R)		
PEN 2	CLIP —	RLD —	WT 1 KG	AVL RA	
SPECIAL: TOXIC (2), THROWN					

Supernatural Clues (Page 140): Replace the term “Supernatural Clues” with “Unnatural Clues” in the title and other instances on the page.

ENEMIES WITHOUT

ENEMIES BEYOND

One on One (page 61): Replace the last paragraph with the following: “**Effect:** When facing an enemy in single melee combat (i.e., no allies or other enemies are engaged in the melee and neither combatant has been the target of a ranged attack within the last round), the character scores extra degrees of success on successful Weapon Skill tests equal to half of his Weapon Skill bonus (rounded down).”

Nexene Inmate (page 86): Replace the Shiv profile with the following:

SHIV			CLASS MELEE		
RNG —	RoF —		DMG 1d5 + 3 ^{SB} (R)		
PEN 1	CLIP —	RLD —	WT .5 KG	AVL CM	
SPECIAL: PRIMITIVE (6)					

Nexene Turnkey (page 87): Replace the Hand Cannon Revolver profile with the following:

HAND CANNON REVOLVER			CLASS PISTOL		
RNG 30M	RoF S/—		DMG 1d5 + 4 (I)		
PEN 2	CLIP 6	RLD 1 FULL	WT 3.5 KG	AVL SC	
SPECIAL: RELIABLE					



FREQUENTLY ASKED QUESTIONS

The following are questions and answers to aid in clarifying areas of the rules in DARK HERESY, sorted by the book name and then by chapter if applicable.

DARK HERESY CORE RULEBOOK

CHAPTER I: PLAYING THE GAME

Question: Can an ability that allows a result to be re-rolled ever be itself re-rolled (page 22)? What if this is the result of using two different abilities, such as a background special rule and a Fate point (page 293)?

Answer: No. A re-roll cannot be re-rolled, and the second result must always be accepted. Note that a player cannot spend multiple Fate points to re-roll the same test multiple times. He can though can spend a Fate point before rolling to gain a bonus on a test, and if needed spend another to re-roll that test (and even spend a third to gain an extra degree of success on that test, if desired).

Question: How are degrees of success calculated in an Opposed test (page 24) when both sides succeed on their test?

Answer: The winner of the test uses the degrees of success from his test result as the DoS for the test. However, in special situations as determined by the GM, the DoS could instead be the difference between the two succeeding tests. For example, if one character had 3 DoS and the other 5, then the latter would win the test with 2 DoS.

Question: What is and is not included in the definition of modifiers, which are limited to +/- 60 for any given test?

Answer: Modifiers (those bonuses/penalties that are limited to +/- 60 on a given test) are limited, and include everything (including skill training) beyond a character's base characteristic value. Remember, though, to sum all bonuses and penalties first, and then determine if the final modifier is higher than +60 or lower than -60. So a bonus of +70 can still be useful, if there is penalty of -60 (as you end up with a final modifier of +10).

CHAPTER II: CHARACTER CREATION

Question: Would unarmed attacks, natural weapons that could result from mutations, or unpowered high-tech weapons (like a switched off chainsword) benefit from the Feral World *The Old Ways* bonus (page 32)? What about ranged weapons?

Answer: A ranged weapon that is Low-Tech would benefit from it, as would an unpowered weapon, but otherwise no.

Question: What happens when an Acolyte gains the same skill multiple times during character creation, such as the Penal Colony homeworld and the Outcast background both granting the Common Lore (Underworld) skill?

Answer: The Acolyte gains that skill, and an additional rank in it for each additional time the same skill is gained during character creation. In this case, the Acolyte would have Common Lore (Underworld) at the Trained (+10) rank.

Question: The Adeptus Arbites background bonus of *The Face of the Law* (page 48) has two effects. Can these be used separately, or can the second part only be used if the re-roll is done?

Answer: They can be used separately. The Arbitrator does not need to do the re-roll to be able to substitute his Willpower bonus for his degree of success on the test.

Question: Can a Tech-Priest character ever gain the psyker elite advance (page 90)?

Answer: Yes. Keep in mind there is no "Tech-Priest" class, but instead the Adeptus Mechanicus background (page 52). This allows characters to be all manner of types from that organisation, from labourers who stoke the power plants to tech-outlaws existing in chem-wastes outside of the forges, as well as actual Tech-Priest too of course. All of these might be psykers, perhaps unknowingly or keeping it a secret from their fellow Machine Cultists.

Question: Can an Untouchable (page 91) ignore Corruption, as this is a taint to the soul?

Answer: No. Corruption indeed taints the soul, but it also taints the flesh as well.

Question: If an Untouchable (page 91) has a talent or skill that allows him to use another characteristic instead of Fellowship (or the GM calls for another characteristic to be used in a test instead of Fellowship), is that characteristic halved just as his Fellowship would be normally?

Answer: Yes, unless the GM determines otherwise based on the situation and nature of the test.

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Concerning the Desperado's Move and Shoot role bonus (page 66):

Question: Would the Two-Weapon Wielder talent allow a Desperado to take a shot from both pistols?

Answer: No, just one weapon. He could, however, use the Hip Shooting talent and the Two-Weapon Wielder talent together to achieve this.

Question: If a Desperado used the Assassin Strike talent (page 123), could he use his *Move and Shoot* bonus to make a pistol shot as part of the Free Action movement?

Answer: No. The movement that occurs during the use of the Assassin's Strike talent is part of an Attack action, and *Move and Shoot* can only be done in after performing a Move action.

Question: Could a Desperado use this ability with a pistol weapon that has no single shot RoF value, and could only be fired in semi-automatic or full auto burst?

Answer: Yes. He can still only score a single hit however, no matter how many degrees of success he scores.

Question: Does the Standard Attack made as part of *Move and Shoot* count as an action with the Attack subtype?

Answer: Yes. Even though it is made as a Free Action, it does indeed count as having the Attack subtype.

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Question: When an Acolyte is gaining aptitudes as part of character creation, and is faced with the option of selecting one he already has as opposed to one he does not, can he deliberately pick the duplicate one in order to select a Characteristic-based Aptitude instead (page 79)?

Answer: Yes.

Question: Could the Inquisitor talents Jack of All Trades and Master of All Trades (page 89) allow a character who does not have the Psyker trait to gain the Psyniscience skill, as that is not a Specialist skill?

Answer: Yes, they can allow an Inquisitor who is not a psyker to gain 2 ranks in the skill. This could represent his extensive experience in hunting witches or dealing with xenos psykers, rather than actual psychic abilities.

CHAPTER III: SKILLS

Question: In general, can Alternate Characteristics (page 96) be used for Skills' Special Uses, or can only the original Characteristic be used to invoke those special uses? For example, could Intelligence (alternate characteristic for Awareness) allow for the Awareness special use Lip Reading?

Answer: It really depends on the situation and the special use, as some of them just would not be sensible. Overall though, the GM should allow the player to make a case for using that alternate characteristic with that special use, and allow it unless there are strong reasons otherwise.



Question: Is the Dodge Special Use of Dive for Cover (page 104) made instead of a Dodge attempt?

Answer: Yes. The Acolyte leaps to a safer location instead of attempting to evade the attack from where he stands.

Question: If a character has no Linguistics skills (page 106), how does he read or write at all? Wouldn't everyone have the Linguistics (Low Gothic) skill, for example, in order to communicate?

Answer: It is assumed all humans in DARK HERESY are functionally literate and able to communicate verbally with other humans at a basic level (unless stated otherwise). This allows for normal conversation and comprehension, such as would be done during the vast majority of an Acolyte's life. Linguistics as a skill represents levels of expertise in that language, even if it is the common tongue found across the Imperium of Low Gothic. Possessing Linguistics (Low Gothic) would indicate the ability to do more than simply talk normally, such as being able to comprehend a lengthy diatribe found in an underhive or communicate with the survivors of a long-lost colony.

Question: How does the Linguistics skill (page 106) and the Trade (Linguist) talent on page 118 differ? They both seem to cover the same ability and subject matter.

Answer: The Linguistics skill represents careful study of one specific language or writing of his choosing, which is represented in the Specialisation applied. As a note, this is beyond the functional literacy that essentially every member of the Imperium possesses, so that Guardsmen of the Astra Militarum can obey basic orders, for example. The skill also represents greater mastery of the subject matter, such as following complex literary allusions or crafting a witty rejoinder filled with flowery metaphors. Any hiver can scribble a simple label on an container or vox a warning across his hab that all comprehend, even without any ranks in Linguistics.

Trade (Linguist) is more concerning the study and analysis of language itself rather than learning to read and write one specific tongue. With this skill, an Acolyte can detect similarities with one language to others, trace a dead language back to its original source, or deconstruct a language into root origins. Rather than gaining master of a specific language, this skill allows the Acolyte to possibly gain insight into totally unfamiliar languages or even create brand new ones which the warband could use as verbal or written shorthand to confound its enemies.

CHAPTER IV: TALENTS

Question: Does each arm & leg count as separate locations for purposes to using the Armour-Monger talent (page 123)?

Answer: Yes.

Question: Can the Assassin Strike talent's movement (page 123) be used after using the Counter Attack talent (page 125)?

Answer: Yes.

Question: Does the Combat Master talent (page 124) negate the bonus multiple opponent's with the Double Team talent (page 126) would gain?

Answer: No. The opponents would gain the +10 bonus from Double Team, but not any bonuses from Ganging Up.

Question: Is the penalty when using the Counter Attack talent (page 125) -20, or only -10 as the user gains a +10 bonus as it is made with a Standard Attack?

Answer: It is a -20 penalty; this replaces the normal Standard Attack bonus.

Question: If a character has the Counter Attack talent (page 125) and is using the Defensive Stance combat action, does he gain a penalty to his WS on the attack due to Defensive Stance?

Answer: No. He only suffers the -20 WS penalty as per the Combat Attack rules.

Question: If more than two characters have Double Team (page 126) and are attacking a single foe, would each get a +10 WS bonus from this talent for each character (so four attackers who all have Double Team would each get a +40 bonus, for example)?

Answer: Yes.

Question: Is the Ferric Summons talent (page 127) affected by gravity? Similarly, what about the Telekinetic Control psychic power (page 211)?

Answer: Yes. The GM may have to adjudicate here, depending on the local gravity and the exact item in question, but in general the movements should be expanded for lesser gravity and lowered for higher gravity. As a rule of thumb, half the movements for 2 gees or more and double them for .5 gee or less.

Question: If a character using the Frenzy talent (page 127) is armed with a melee weapon that has a range, such as a whip, does he have to move as close as possible towards his target enemy or can he stop at the range of his melee weapon before attacking?

Answer: The former. He's too frenzied to halt early!

Question: Is the Hammer Blow talent (page 128) valid for unarmed combat?

Answer: Yes.

Question: If a PC has Hammer Blow and Devastating Assault (page 125), can both the attacks from Devastating Assault benefit from Hammer Blow?

Answer: Yes.

Question: If a character with the Hard Target talent (page 128) makes a Run action, do the penalties for attempting to hit him with a ranged attack stack?

Answer: Yes. Anyone attempting to hit him with a ranged attack would suffer a -40 penalty on the Ballistic Skill test. The +20 bonus to Weapon Skill tests to hit the Running character still applies as well.

Question: How would Inescapable Attack (page 128) work when used with a weapon with the Spray quality?

Answer: There is no attack test (such as a Ballistic Skill test) when using such a weapon, so this talent would not have any impact on the attack or attempts to avoid it.

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Concerning the talents Luminen Blast and Luminen Shock (page 129):

Question: Do these “weapons” used as part of these talents need to be drawn before firing them, and do they require an open hand in order to perform the attack?

Answer: They do not need to be drawn but they do require an open hand (and so could not be used if both hands were holding other items).

Question: Can these talents be combined with Two Weapon Wielder, or the *Move and Shoot* ability?

Answer: No.

Question: Can these talents Jam?

Answer: Yes.

Question: How does Maglev Transcendence (page 129) work in higher or lower gravity?

Answer: In lower or zero gravity, the user can hover twice as long and move twice as far. In higher gravity, his hovering time and maximum movement is halved.

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Question: How does the Nowhere to Hide talent (page 130) work when a character uses it when performing multiple hits against cover, such as from a full auto burst?

Answer: If the character scores multiple hits, work them out one at a time against the cover. It's very possible the first couple of hits destroy the cover; if so then the remainders can be applied to a target who was behind the cover. Of course it's possible not all hits strike the cover, depending on the situation (such as if the cover only applied to the target's body and legs).

Question: When using the Sprint talent (page 131), does the user gain Fatigue from either use, or just the latter?

Answer: Only after Running double distance (second use).

Question: What happens if a character who is using Thunder Charge (page 132) fails one of the Opposed Strength tests against the enemies he is attempting to charge through?

Answer: His movement stops immediately, but he can resolve the Charge action against the foe that refused to budge.

Question: If a character who has the True Grit talent (page 132) is struck by an attack that ignores Toughness bonus, does the talent still mitigate any Critical damage he might suffer from the attack?

Answer: Yes. This also holds true if the character had the Unnatural Toughness trait and was struck by a weapon with the Felling quality, or was a Daemon and was struck by a weapon with the Demonbane quality (see page 40 of ENEMIES BEYOND), and so on. The character suffers damage as normal, and might not be able to lessen it from his Toughness bonus, but can still lessen Critical damage using the True Grit talent.

Question: Can a character with natural weapons (such as from a mutation) use them in conjunction with the Unarmed Specialist talent (page 132)?

Answer: Yes. Any natural weapons the character possesses count as Deadly Natural Weapons, and when using them he can re-roll the damage they inflict.

Question: When a character uses the Warp Lock talent (page 133), does this negate the effects of the psychic power as well as allowing the user to ignore the result from rolling on **Table 6-2: Psychic Phenomena**?

Answer: No. As a side note, though, this talent can also be used whenever the character would have to roll on this table, such as a result from outside effects or powers.



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Concerning the Whirlwind of Death talent (page 133):

Question: Does using this talent count as the character performing a Standard Attack or should it be considered its own special type of attack action?

Answer: It is a Standard Attack, once against the first target and then with additional Standard Attacks against other foes.

Question: Can a character combine this talent with the Aim action (page 218)?

Answer: Yes. The Aim bonus would only apply to the first Standard Attack however.

Question: Can this talent be combined with Devastating Assault talent (page 125)?

Answer: No. The latter is done in conjunction with the All Out Attack action.

Question: Can this talent be combined with the Two-Weapon Wielder talent (page 132)?

Answer: Yes. The attack made using the weapon in each hand can only be done with a Standard Attack however—the user cannot use Lightning Attacks or full auto bursts here.

CHAPTER V: ARMOURY

Question: Are there any restrictions in the combat actions possible when using a pistol weapon to attack in melee combat (page 144)?

Answer: No. The user can fire in any mode (single shot, semi-auto, or full auto burst), and even fire at other targets outside of his own combat.

Question: If a weapon has the Concussive quality (page 145) and the user's attack gains the Concussive quality, do the values from the quality add together?

Answer: Yes. For example, if a character had the Hammer Blow talent (giving his attacks the Concussive [2] quality, and he uses this with a Warhammer (which has the Concussive [1] quality), then his attack would resolve with the Concussive (3) quality. Unless stated otherwise, this carries over to other stacking weapon qualities as well.

Question: If a weapon has the Razor Sharp quality (page 148), does this quality apply to all hits made with it (such as multiple hits from a full auto burst or the Swift Attack talent)?

Answer: Yes. Each hit could gain double penetration, if the original attack scored three or more degrees of success.

Question: When a target fails his Agility test from being fired upon by a weapon with the Spray quality (page 149), can he still perform a Dodge action to possibly escape the attack?

Answer: Yes, assuming he has a Reaction left.

Question: When firing a weapon with the Spray quality (page 149) such that it hits multiple targets, should the user roll for damage once and apply this to each target, or roll for damage individually for each one?

Answer: Roll damage once and apply to each target.

Question: Is the additional damage from a weapon with the Toxic weapon quality (page 150) only inflicted once, or does it happen for multiple rounds? Also, is this additional damage reduced by the target's Toughness bonus or armour?

Answer: It is inflicted just the one time, unless the weapon has specific rules saying otherwise. It is reduced by the target's Toughness bonus, but not by armour.

Question: Can a user fire both weapons of a combi-weapon (page 151) at the same time using a single attack action?

Answer: No, only one of the weapons in the device can be used per attack action.

Question: If a character acquires a weapon with modifications already installed (page 162), how is the Availability for the combined item determined?

Answer: The weapon is acquired as normal, then each individual modification would require a separate Requisition test. As always, these should be adjusted based on the location and nature from where the attempt is being made. Alternatively, the GM could determine that the modified weapon could be acquired in a single test. Here, it would have a new Availability equal to at least the hardest Availability level of the modifications and weapon, though the GM should make a final determination on it (especially if the Acolyte then tries to trade it in). Depending on the number and complexity of modifications, it is possible the modified weapon's Availability is now Unique, for example.

Question: Could an Auxiliary Grenade Launcher (page 162), Exterminator (page 163), or Melee Attachment (page 163) weapon modifications be used without being attached to a weapon, or removed from a weapon and used separately?

Answer: Yes, though depending on the item the GM should impose various penalties on its use. Firing a hand-held exterminator cartridge should be a precarious and painful affair, for example, as it is not designed to shield from the extreme heat of the flames or be easily aimed at a target.

Question: Is the Max Ag (page 167) value for an armour set an absolute maximum for the wearer's Agility, or can this be altered through modifiers? For example, a character with an Agility characteristic of 50 and three ranks in the Dodge skill (+20 bonus) is wearing Light Power Armour has a Max Ag of 40 imposed from the armour. Would this mean he tries to Dodge an attack, the highest he can treat his Agility value is 40 and his ranks in Dodge do not help him?

Answer: The Maximum Agility value is only against the base characteristic, setting an upper limit when the character wants to use that characteristic for a test. Modifiers are then applied as normal based on skills, GM decisions, and other factors as normal. So in the example, the character's base Agility would be 40, but then he could use his bonus from the Dodge skill.

Question: If a character uses Spook (page 174) and has the Adeptus Astra Telepathic background, can he adjust the resulting roll on **Table 6-2: Psychic Phenomena** as per *The Constant Threat* background bonus?

Answer: Yes. This is also the case when using the Favoured by the Warp talent (page 127).

Question: When using a Null Rod (page 177) in combat, does it use the same penetration and weapon quality as a truncheon? Also, which Weapon Training talent would be necessary, Power or Low-Tech?

Answer: It uses the same profile as a truncheon in combat, and would require Weapon Training (Power).

Question: Do bionic hearts, respiratory systems, or senses (page 181) count as bionic limb replacement and so grant a +2 Toughness bonus to the body or head?

Answer: No, as they do not entirely replace that location/limb.

Question: Does a mechadendrite's craftsmanship affect attacks made with it? E.g., does a medicae mechadendrite of Best craftsmanship get a +10 to attack and +1 damage?

Answer: Yes.

Question: Can a heavy weapon be mounted with a Mind Impulse Unit (MIU) or MIU Weapon Interface (page 184)?

Answer: Yes, though the user would have to perform the Brace Heavy Weapon action as normal. Depending on the size or shape, it could however impart penalties to the user's Agility and the warband's Subtlety at the GM's discretion.

Question: Could such weapon mounted with a MIU or MIU Weapon Interface be fired as part of a Two-Weapon Wielder attack, or be used with the Called Shot or Suppressing Fire actions?

Answer: Yes.

Question: Do the vehicles on pages 190 & 191 which have the Skimmer, Tracked Vehicle, or Wheeled Vehicle traits already have the modifications that these traits impose to their Manoeuvrability included in their profile?

Answer: No, they are not, as it is possible for a vehicle to gain or lose traits, such as the Hectin gaining the Skimmer trait.

Question: If a character has the scribe-tines cybernetic replacement (page 185), can he still perform normal actions with that hand?

Answer: Yes, though this cybernetic is not designed for combat or industrial activities and actions beyond simply carrying or holding a small item might require an Agility or other test at the GM's discretion. Holding a stablight, for example, would count as normal. Wielding a power sword in combat in that hand, however, might impart a -10 WS penalty.

CHAPTER VI: PSYCHIC POWERS

Question: Can a psyker use psychic powers while in close combat?

Answer: Yes.

Question: Can a psychic bolt (page 198) be done using the Called Shot or Aim actions?

Answer: No.

Question: Can the Endurance power (page 200) be used to heal Critical damage, or only recover wounds?

Answer: Yes, it can reduce the total amount of damage a character is currently suffering, and possibly take the amount of damage below the character's wounds number. It won't actually heal any effects from previous Critical damage (like say an arm that has been blown off), but as it lowers damage it will help mitigate future Critical damage table results. Normally Critical damage is much harder to recover from, but that is based on normal healing methods (and not psychic powers).

Question: If a psyker has the Foreboding power (page 204) as well as the Step Aside talent, could the character use the power twice a round?

Answer: Yes.

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Concerning the psychic power Scrier's Gaze (page 204):

Question: With 1 degree of success, how far away could the key action or enemy foe be located and still be within the bounds of the power?

Answer: It should be nearby, such as within the same hab block or starship deck (roughly several hundred metres).

Question: With 2 degrees of success, what defines a wide area?

Answer: Tens of kilometres in range roughly, enough to envision an area normally only viewable in its entirety from a high altitude.

Question: Would using this power be detectable by others?

Answer: Yes. An enemy could determine a psyker is scrying for information through the Psyniscience skill for example; the wider the range of the scrying attempt, the more enemies who could detect the psyker's action. Other nominal allies such as witch hunters could also detect this, with possibly detrimental results.

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Question: Does the psychic power Fire Shield (page 206) give multiple retaliatory attacks when struck or just one? For example, if the psyker using that power is attacked with a full auto weapon and is hit four times, would his shield send back four attacks or just one for them all? And can the attacker evade the damage, since it happens during his own turn?

Answer: The power only inflicts damage on the attacker once, no matter how many hits strike the psyker in that attack. As it occurs during the attacker's turn, it cannot be evaded through a Reaction.

Question: Does the Gate of Infinity power (page 209) require a Focus Power test for each of the three steps in manifestation?

Answer: Yes, one per round.

Question: If a character is under outside control via the Dominate power (page 212), can that character still perform actions as normal in his turn?

Answer: No. The task he is commanded to perform take up his actions for the turn.

CHAPTER VII: COMBAT

Question: If a character makes two Aim Half Actions (page 218) in a row, would his next attack gain a +20 bonus?

Answer: No, as the second Aim action negates the effects of the first (the Aim bonus only applies if the next action is an attack). So two Aim Half Actions only results in a +10 bonus. In the same manner, two back to back Aim Full Actions would only result in a +20 bonus on the following attack.

Question: If a character makes an Aim action and then uses the Two-Weapon Wielder talent to fire twice, would both hits gain the benefit of the Aim action?

Answer: No, only the first test would gain the +10 bonus. Only an attack immediately preceded by the Aim action can ever gain the benefit of the Aim action.

Question: If a pistol weapon is used in melee combat, can the defender make an Evasion reaction using Parry (page 220)?

Answer: Yes, a pistol can be Parried in melee combat. It's not the defender deflecting the shot so much as he is knocking the weapon away so the shot misses him, though. As an additional note concerning Parrying attacks, any melee weapon can be used with the Parry skill, not just swords. As a weapon with the Balanced quality, swords gain a bonus to making a Parry skill test, but you could try to Parry with an axe, a staff, or even the butt of an autogun for example.

Question: Does the condition set for the Overwatch action (page 223) have to be a movement?

Answer: It does not need to be a movement and can indeed be things such as an enemy firing. Note that it is triggered each time the condition is met, so if the condition is an enemy moving into the kill zone, the character will perform his set Overwatch response each time an enemy enters the zone. Depending on the condition, the GM might call for the Overwatching character to succeed on an Awareness test to detect this, such as when an enemy carefully sneaking across the kill zone in heavy fog or darkness.

Question: What happens to any ammo in the current clip when a weapon is reloaded (page 223)?

Answer: Unless the character properly stows away the bullets, old clip, or fuel tank, that ammo is lost along with the stray bullets or discarded clip/tank.

Question: When a characteristic is fatigued (page 233), does this also halve the associated characteristic bonus?

Answer: Yes, the bonus is also reduced for any purpose it is used. This means fatigued Agility reduces Movement rates, fatigued Strength reduces inflicted damage from most melee weapons, fatigued Toughness reduced damage mitigation, and so on.

Question: What kind of movement (page 245) penalties or benefits should be applied to a character who wishes to stay on the ground but also carefully move forward, such as when advancing slowly under heavy fire?

Answer: Apply the Crawler trait and Prone condition to the character while he is moving in this manner.

Question: Can the damage roll as a result of Fire (page 243) result in Righteous Fury?

Answer: Yes. This also applies to Toxic, Force, and other damage unless stated otherwise.

CHAPTER VIII: NARRATIVE TOOLS

CHAPTER IX: THE IMPERIUM AND THE INQUISITION

CHAPTER X: THE ASKELLON SECTOR

CHAPTER XI: THE GAME MASTER

CHAPTER XII: NPCs AND ADVERSARIES

CHAPTER XIII: DARK PURSUITS

FORGOTTEN GODS

ENEMIES WITHIN

Question: If a character with the Witch Finder talent (page 58) purchased the Inquisitor talent Master of All Trades, could he then advance his ranks in Psyniscience even though the Witch Finder talent says he cannot spend experience to gain additional ranks in the skill?

Answer: Yes, as he is not spending experience to gain ranks—the additional rank comes from another talent.

Question: Does the entry for the Comdemnor Combi-Bolter in **Table 2-1: Ranged Weapons** (page 43) represent the crossbow or the bolter?

Answer: The profile there represents the crossbow side of things (it's a very good crossbow, hence the lack of Primitive (X)). The bolter uses the regular characteristics for a bolter weapon from the DARK HERESY Core Rulebook page 152.

ENEMIES WITHOUT

Question: Could Field Vivisection (page 62) be used on humans?

Answer: Technically no; it is more aimed at characters who study aliens. If the GM allowed a player to create a justification for the Forbidden Lore (Humans) skill, then it could be purchased. It would also make for an interesting skill for an alien NPC to take against humans!

ENEMIES BEYOND