

WARHAMMER 40,000 FORBIDDEN STARS

Version 1.0 March 15, 2016

ERRATA

This section describes official changes to rules text and cards for *Forbidden Stars*. Changed text is presented in *italics*.

- Rules Reference, p. 6, "Deploy Order" should contain the following bullet point: "*A factory is not required when a player purchases a unit or structure as a result of a card or faction ability effect.*"
- Rule Reference, p. 11, "Retreats," the second bullet point should read: "**Attacker:** An attacker must observe the following special rules while resolving retreats:
 - » If *any* units *moved* into the contested area via an Advance Order, they must move to an area that at least one unit moved from to start the combat.
 - » If *all* units were placed in the contested area by any effect other than an Advance Order, the units cannot retreat and are destroyed."
- Chaos order upgrade card, "Dread Ritual" should read: "After you resolve this order, you may purchase 1 unit of command level 2 or less *and place it on a friendly area in the active system*. Reduce that unit's materiel cost by 1 for each Cultist in that system."
- Eldar event card, "Warp Gate" should read: "Instead of revealing an order during the Operations Phase, you may discard this card to take any of your units from 1 area and place them on any *friendly or uncontrolled area*."

RULES FAQ

This section contains frequently asked questions about the rules.

ADVANCE ORDER

- **Q: Can I move more units than an area's unit capacity into that area?**
A: Yes. But you must destroy units to meet the area's unit capacity at the end of the Advance Order.
- **Q: Can I trace a path of movement through multiple systems to go around Warp Storms?**
A: No. Movement can only take place in the unit's starting system and the system being activated by the Advance Order.
- **Q: Can I move units through an area that I gained control of during the same Advance Order?**
A: No. A legal path of movement is determined for all movement before any units move.

ASSETS

- **Q: Are reinforcement tokens limited to three in combat?**
A: No. Players can only have three of each asset token in their play area. This does not count any asset tokens that are not in a player's play area, such as reinforcement tokens in combat.
- **Q: Can I spend multiple forge tokens on a single figure?**
A: You can spend one forge token to lower the command requirement of that figure by one, and then spend a second to meet the forge token requirement of that figure. You cannot spend multiple forge tokens to lower the command requirement of a single figure by more than one.

BASTIONS

- **Q: Can a bastion be routed through card effects?**
A: No. Bastions cannot be routed.
- **Q: Does a bastion count as a unit when spending reinforcement tokens?**
A: No. Bastions do not count as units for this purpose.
- **Q: Can bastions be captured through combat?**
A: Yes. If the attacker wins through morale, the bastion is not destroyed and is captured.

DEPLOY ORDER

- **Q: Can I voluntarily destroy structures or units to build them elsewhere or replace them with other structures or units?**
A: No.
- **Q: Can I deploy units to an area already at its unit capacity?**
A: Yes. But you will have to destroy units to meet the unit capacity of that area at the end of the Deploy Order.
- **Q: Do I need a factory to purchase units through card effects?**
A: No. You only need a factory to purchase units when resolving the standard effect of a Deploy Order.

EVENT CARDS

- **Q: Can I use scheme events during other players' combat?**
A: No. You can only use abilities within your own combats unless otherwise stated.
- **Q: How do scheme events that are used instead of revealing an order work?**
A: To use one of these cards, it must be your turn to reveal an order and you must have an order available to reveal.
- **Q: If I draw multiple event cards, do I need to reveal them all?**
A: No. You are only required to reveal the event you resolve.

ORBITAL STRIKES

- **Q: Can I orbital strike an uncontrolled world?**
A: No. You can only orbital strike an enemy world.
- **Q: Can I orbital strike a world that only contains enemy structures?**
A: Yes. No damage is assigned but you can still trigger Order Upgrade abilities such as "Drop Pods."
- **Q: Can I orbital strike a world that is diagonal to my ships?**
A: No. You can only orbital strike worlds that are orthogonally adjacent and in the same system as the ships performing the orbital strike.

RETREATING

- **Q: Where do I retreat if I was the attacker but none of my units were moved to the world through an Advance Order?**
A: If none of your units were moved to the contested area through an advance order, then they cannot retreat. If they are forced to retreat, they are destroyed instead.

ROUTED UNITS

- **Q: What happens when I enter a contested area and all defending units are routed?**
A: Combat still occurs, but players skip directly to the Resolution step of combat with the attacker automatically winning. The defending units are forced to retreat, and are destroyed if they cannot.
- **Q: When a card effect has me rout a unit, can I choose an already routed unit?**
A: No. You must choose a unit that is not routed.

STRATEGIZE ORDER

- **Q: Do I have to show other players the upgrades that I purchase before putting them into my combat deck?**
A: Yes. All players should be aware of which upgrades are purchased and which upgrades are removed from your combat deck.

CARD FAQ

This section contains frequently asked questions about specific cards.

COMBAT CARDS

ARMOURED ADVANCE

- **Q: Does damage from both "assess damage" steps stack?**
A: No. Each is a separate instance of damage and must be resolved separately.

MARK OF TZEENTCH

- **Q: Can I replace a routed Cultist with a Space Marine?**
A: Yes. Since the Space Marine is a new unit, it is placed unrouted.

EVENT CARDS

THROUGH THE WARP

- **Q: If I use this card, but do not move through a Warp Storm, do I still gain the [symbol] at the start of combat?**
A: Yes. The card provides two separate effects. You are not required to move through a Warp Storm to gain the [symbol].

ORDER CARDS

CRUSADE

- **Q: Do I have to use the reinforcement I gain immediately?**
A: No. You may either use it in the combat that was just started, or keep it in your play area. If you already have three reinforcement tokens in your play area, you cannot gain a reinforcement token through use of this card.

DREAD RITUAL

- **Q: Can I use a forge token to reduce my Titan's command level to 2 and purchase it for free with Dread Ritual?**
A: No. Spending a forge token while purchasing only reduces the command requirement of a unit, it does not actually lower the unit's command level.

ORK ROKS

- **Q: Can I use the Ork Roks in conjunction with friendly ships to form a movement path across multiple void areas?**
A: Yes.

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