

## ERRATA AND UPDATES

VERSION 1 – 24<sup>TH</sup> AUGUST 2010

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Thank you to everyone who contributed to this errata and updates sheet. Its purpose is to correct any mistakes, but also to provide clarification to points or questions which have been raised by players of the game. If you find anything, which is not listed here, please email [errata@factionwars.co.uk](mailto:errata@factionwars.co.uk) or post on the FW forum at <http://factionwars.50.forumer.com>

Any errors or clarifications are listed here in the order in which they would appear in the book i.e. sorted by page number.

### **JUMP PACK, PAGE 27**

The final paragraph on page 27 states, "*To move a character with a jump pack, the player should place a marker on the gaming table to indicate where the jump will finish.*"

**Correction:** Append the wording, "The maximum distance that a character equipped with a jump pack may move is 16 inches."

### **RESOLVE REACTIVE FIRE, PAGE 27**

The rules for Reactive Fire do not explain what happens with Flamers.

**Correction:** Append the wording, "It is not possible to use either a Flamer or Heavy Flamer for Snap Fire or Reactive Fire."

### **FIRING A FLAMER, PAGE 31**

The wording in the final sentence is unclear: "*A Flamer will hit everything under the tape measure between the shooter's base and the maximum range, including any friendly models.*"

**Correction:** Append the wording, "For each model which is a viable target i.e. underneath the tape measure, roll to hit in the normal way."

### **CORPORATION SAMPLE SQUAD, PAGE 83**

The character, Executive Edouard Benedikt, is listed as having Heavy Kinetic Armour. As per the Corporation Specific Rules listed at the top of page 79, Executives may not wear any armour.

**Correction:** Executive Edouard Benedikt wears no armour.

### **JUMP PACK, PAGE 155**

The range of a jump pack is listed as “—”.

**Correction:** The correct range of a jump pack is 16 inches.

### **EXOSUIT ARMOUR, PAGE 165**

The second paragraph on page 165 states that, “ *An Exosuit may allow the wearer to move and shoot in the same turn, irrespective of what the individual weapon listing says. For example, a Heavy Chain Gun mounted on an Exosuit can move and fire.*”

A Heavy Chain Gun is classed as a Crewed Weapon, so as per the rule in the third paragraph, an Exosuit may not move and shoot a Crewed Weapon. The example in paragraph 2 is therefore incorrect.

**Correction:** Where it says “ *Heavy Chain Gun*”, delete the word “Heavy” so that it only reads “Chain Gun”. The example will then be consistent with the rule.