Campaigns Of The Age Of Darkness:
The Siege of Cthonia

VERSION 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and newly updated entries will be highlighted in ‖blue, while entirely new additions will be highlighted in ▎magenta.

Errata

Page 153 Core Mission
Secondary Objectives: First Strike
This Secondary Objective should be ignored and is not used in the Core Missions.

Page 211 Sons of Horus Warlord Trait: Cast in Gold
Replace the rules text for this Warlord Trait with the following:

'When a Warlord with this Trait is engaged in a Challenge with an enemy model that has a Weapon Skill that is equal to or greater than the Weapon Skill of the Warlord with this Trait, then the Warlord with this Trait gains +1 Strength and +1 Attacks for the duration of that Challenge (if both models in the Challenge have this Trait, then both models gain the bonus regardless of the Weapon Skill of either model). Furthermore, if the Warlord with this Trait causes an enemy model with a Weapon Skill equal to or greater than the Weapon Skill of the Warlord with this Trait to be removed as a casualty during a Challenge, the controlling player of the Warlord with this Trait gains 1 Victory Point in addition to any gained from any other rule or mission objective. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.'

Page 217 - Locus Strike
Change the first two sentences of this Advanced Reaction to:

'This Advanced Reaction may be made whenever any enemy unit makes a Shooting Attack targeting a unit that includes a model eligible to make this Reaction. Once the Active player has resolved all To Hit rolls, Armour Penetration rolls, Invulnerable Saves and any Damage Mitigation rolls are made, but before effects of any lost Hull Points or Vehicle Damage Chart rolls as a result of the Shooting Attacks made by all weapons in the Active player's unit that made the Shooting Attack are applied, the Reactive player may make a Shooting Attack with the model eligible to make this Reaction (but not with other models in their unit), targeting the unit that triggered this Reaction and following all the usual rules for Shooting Attacks.'