

Omitted

Hover Skill

Ignore Terrain Height when moving similar to Airborn.

Flak

Flak is lightweight armor plating that affords limited protection.
Flak will not protect a unit from the Devastate or Kill Shot Skills.

Clarifications

Shields and Plate are immune to **Caustic** Weapons and are unaffected.

Can Repair fix a Havok or vehicle that has been downed?

No. Vehicles Reduced to Armor: 0 are removed.

Grenades

(Single Use) have a ROF of 1, as they are Thrown Weapons.

Page 36 - "Models with a different Movement Value can **forfeit** their activation in order to form a unit with slower models."
Clarification

"Models with a different Movement Value can **delay** their activation in order to form a unit with lower initiative models."

Page 37 - "units of models must fire at the same target in order to benefit from the unit bonuses. If models opt to fire at different targets from members of their unit, then this will not break the unit."
Clarification

Models can fire at different targets without breaking their coherency, but they lose the bonus.

Page 38 - Firing lanes - the subject mentions that other units can provide cover if being shot through. What determines the cover amount? the units armor value or a different stat?
Clarification

The units armor value.

Omissions/Additions

Sons **Do Not** have the **Orbital Scan Orbital Support** Option. Sons available Orbital Options are;

Drop Units

Null Grid

Hard Armor Barrier

-Only units with the Airborne and Hover Skills may be dropped via Orbital Drop and Deviate 2D6.

Decimator Strike

Initiative is capped at 10 (X).

Units that tie for Activation roll off using Valor + 2D6.

Units without a Valor Stat (Drones) roll 2D6.

Vape Grenades

Vape Grenade deal 3 Damage if a save is failed, ignoring Plate and Shield and have the damage type Virch.

Example:

A Guardian moves 5 inches (Jet pack) towards their target and throws a grenade 12 inches as an **Agile** shooting action.
Place the AoE marker on the target and deviate.

Models hit roll saves vs damage value 3. Failed saves result in 3 Damage rather than 1.

Reference Card - ADU

The ADU E5 Shield was omitted from the Reference Card, and should read: Armor (A) 5(5).