

# STAR<sup>★</sup>BREACH

FAQ AND ERRATA

MARCH 2020



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# FREQUENTLY ASKED QUESTIONS

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**Q. X Rule says “...select any friendly soldier...” and Y Rule uses similar terminology “...target enemy soldier...”. Does this term “soldier” exclude alphas and specialists from these rules?**

**A.** Probably not. As mentioned throughout the rule-set, “soldier” is term that is used regularly to mean both soldiers and specialists, including alphas (which are listed under the “soldiers” section of each warband list). The title “soldier” is just a general term that is typically used to describe members of a warband. If a rule is specifically only applicable to soldier type models (or only to alphas or only to specialists), then it will be clearly written.

**Q. If my soldier is hit by a Cover Fire Order or AoE weapon where the target point was behind them and their partial cover, does my soldier still gain a cover bonus?**

**A.** Yes. But only if:

- a.) the ranged attack is coming from a direction where they would be benefiting from this cover normally, and
- b.) the weapon does not have a special effect where cover modifiers are negated.

**Q. Can my psychic’s abilities or winning a round of close combat cause an enemy soldier to fall from “high ground” and take damage?**

**A.** Absolutely. As long as they don’t have a flying aid, which ignores terrain rules when moving, then yes: they take damage.

**Q. Can my soldier move and shoot through friendly soldier positions?**

**A.** Yes, friendly soldiers may move and shoot through another’s positions freely, and yes they can shoot through a friendly soldier’s position.

**But remember:** soldiers may not move through enemy soldier positions (or come within 1” of an enemy soldier model without making an Assault), and when shooting at an enemy soldier who is behind another soldier - friend or foe - the soldier gains partial cover.

**Q. Can my soldier fight in close combat with a weapon that is not marked “melee”?**

**A.** Yes. Weapons marked “melee” only denote that they cannot be used for ranged attacks. Weapons that have a range may still be used to fight in close combat. In fact, many weapons with a range also give initiative bonuses for using the weapon in close combat.

**Q. Can my soldier use both his primary weapon and secondary weapon simultaneously in close combat? Also, what if my soldier happens to have no weapon at all (due to a “Dismantle” psychic ability)—can they fight in close combat?**

**A.** Firstly, no. As mentioned under the Close Combat section of the rules, a soldier chooses only one weapon to use in close combat: either their primary weapon or their secondary weapon.

Secondly, if the soldier has no weapon at all, the soldier can still fight in close combat, but is assumed to be doing so with their bare hands and thus gains no initiative modifiers or damage bonuses that are typically afforded with weapons in hand. This is similar to a soldier who may only possess an AoE weapon and must fight in close combat with no modifiers or damage bonuses.

**Q. My soldier lost the first round of close combat, and my opponent then desired to fight another round of close combat. In this new round of close combat, his soldier lost and my soldier won. Both soldiers are still alive. If I want to now continue the fight into another (third) round of close combat, what do we do with initiative modifiers?**

**A.** Each round of close combat is treated like a new, independent round of combat, but with the previous round’s loser applying a -2 initiative modifier. This modifier does not stack, and it is only applied subsequent to the round in which a soldier lost.

**Example:** If a soldier had lost the first round of close combat, then they must apply a -2 initiative modifier in the second round. But if this same soldier wins the second round of close combat, then this modifier no longer applies in a third round of combat, and the soldier’s initiative is returned to normal (all the while, the opposing soldier must now apply the -2 initiative modifier).

**Q. When playing a scenario with an objective that can be picked-up, can my soldier run to the objective, touch it and pick-it up, and then keep running?**

**A.** *No. They need to end their Advance or Run order at the objective, at which point the objective is assumed to be immediately in the possession of the soldier. While they cannot keep moving during this order, the objective is now ready to move with the soldier when given the next opportunity to do so.*

**Q. Do mechs get to make two ranged attacks when executing a Focus Fire special action?**

**A.** *Yup. Per their rules: "When executing any ranged attack order or action, mechs may either fire their primary weapon twice or fire both their primary weapon and secondary weapon simultaneously. In addition, they may choose to fire at two different targets when executing these ranged attacks."*

**Q. If we're playing a game with three or more players, how do we properly tally victory points?**

**A.** *When calculating UC for victory points at the end of a game, every player equally receives the full UC cost of every eliminated, opposing soldier. So, for example, if players A, B, and C are playing a three-player match, then both players A and B will gain full victory points from player C's eliminated soldiers and specialists. B and C will both fully gain from A's eliminated soldiers and specialists. C and A will both gain fully from B's eliminated soldiers and specialists.*



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# E R R A T A

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## **ALL FORMATS (These are new and very small rule edits and changes for clarification and balance.)**

Except for when referring to Close Combat (which is fought in “rounds”), the few random instances of the word “round” scattered within the rulebook should be interpreted as “turn” and refers to one (of typically six) game turns. Similarly, any instances of the word “match” are equal in meaning to the term “game”.

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Under the “Run Order” explanation, the second sentence should be replaced with the following two sentences: *“This order may also be used as an Assault Order against one targeted enemy soldier within the running soldier’s movement range. Furthermore, the running soldier must have either a direct line-of-sight to the target, or at least one friendly warband member must have line-of-sight to the target.”*

This slight change effectively allows soldiers to now execute an Assault Order (as well as an Assault Special Action) from full cover and out-of-sight, so long as the targeted enemy can be seen from the position of at least one other friendly soldier. In light of this change, the fifth sentence should also be replaced with the following expanded sentence: *“This responsive Fire Order is worked out before the running soldier is brought into close combat, always from the exact distance where the running soldier either started in full view or came into full view, unobscured by any cover.”*

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Under the “Area of Effect (AoE)” weapons special rule, add the following two sentences to the end of the paragraph: *“Also, AoE weapons may never be used in close combat. When fighting in close combat while equipped with an AoE weapon, a soldier may either fight with their other equipped weapon (i.e. secondary weapon), or must choose to fight with no weapon in particular and thus forfeit any initiative modifier or damage bonus when rolling for and resolving close combat.”*

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The Alpha Skill “Ruthless Nature 1” should include the text *“or AoE Weapons”* after the phrase “are hit by Cover Fire”.

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Terrors of Abaddon’s warband special rule “Ethereal Presence” text should be replaced with following expanded text: *“Instead of adding their initiative value to a dodge roll, all Terrors of Abaddon soldiers and specialists add their current movement value. However, they do not ever gain initiative modifiers for partial cover or being Down. Furthermore, when hit by a ranged attack or in close combat, the difference in dice rolls is irrelevant, and only the weapon’s damage modifier value and an additional +1 point of damage (or simply the special rule damage without a +1) is applied against the armor and health value of the Terrors of Abaddon soldier or specialist. If the weapon has no damage modifier, then only the +1 point of damage is applied.”*

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The Coven Empire’s warband special rule “Death Before Dishonor” text should be replaced with the following clarifying text: *“Coven soldiers and specialists never apply the -2 initiative modifier for losing a round of close combat. Also, if a Coven soldier or specialist kills an enemy in close combat, the victorious soldier will gain +1 to their base initiative value for the rest of the game (once per soldier).”*

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The Path’s warband special rule “Peacetime/War-time Selector” text should be replaced with the following expanded text: *“When building a warband for The Path, the player may choose to run either a “peacetime” list or a “wartime” list. If the player builds a peacetime list, they may only choose soldiers and specialists who are either untagged or tagged with (Peace), and the warband alpha’s base initiative value is raised to 17. If the player builds a wartime list, they may only choose soldiers and specialists who are either untagged or tagged (War), and the warband alpha’s base armor is raised to A4.”*

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U'Rak Warlords' warband special rule "Armed to the Teeth" text should be replaced with the following text: *"All U'Rak Warlord soldiers and specialists with a base initiative value of 3 or higher, when executing any ranged attack, may execute one additional ranged attack immediately after resolving their initial attack. This special additional ranged attack is worked out like a normal Fire order, may be aimed at the same target or a new target, and may be executed with any weapon currently equipped."*

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Nomadic Raiders' warband special rule "Black Market Goods" text should be replaced with the following text: *"When building their warband, all Nomadic Raider soldiers and specialists with a base initiative value of 4 or better may each take their weapons and relics (but not grenades) from either the "Legion of Mankind", "Coven Empire" or "L'Orani Empire" lists, FREE of listed costs. Also, all soldiers with an initiative value of 3 or less, may take any relics from those same lists, but they must pay the listed cost. Except for the weapons listed in the Nomadic Raiders Weaponry, no two soldiers or specialists may ever be equipped with the same weapons and/or relics."*

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The Inquisition's warband special rule "Divine Shielding" text should be replaced with the following text: *"Once per Phase, when making a dodge roll—and after the opposing attack roll is made—The Inquisition player may choose to roll 3D6 instead of 2D6 and use the sum of the two highest dice towards their total dodge roll."*

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Hunters' warband special rule "Prize Fighters", the very last sentence should be replaced with the following sentence: *"During the Special Actions Phase, Hunter Alphas may always take one special action, regardless of the orders previously executed in the Order Dice Phase."*

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"Plasmid Glove (M)" weapon for the Machine Cult: The special notes section of this weapon should replace the word "all" with the words "any two".

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"Eggs" weapon for The Hive: The special notes text of this weapon should be replaced with the following text: *"Instead of executing a ranged attack during a Fire order or Focus Fire action, the Brood Mother may choose to lay a single egg. Place the egg anywhere 6" from the base of the Brood Mother. At the beginning of the following turn, the controlling player rolls a D6. On a roll of 1-3, the egg is sterile and immediately removed from play. On a 4-6, the egg hatches into a single Drone Y soldier with a Needle Gun. The soldier is immediately ready for orders, and a corresponding order dice is added to the dice bag. Before hatching, eggs may be destroyed by enemy soldiers by executing any ranged attack or assault on the egg. This will automatically kill and remove the egg from play, no dice rolling necessary."*

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L'Orani Empire's "Starfire Repeater (m)" weapon should have a damage modifier of "+3"

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**FREE PDF ONLY (These are a few special rules and warband anthology stats that need revision in the free PDF only. )**

**Pages 5 and 15-** As they are currently written, the descriptions for "Line-of-Sight", "Full Cover", and "Partial Cover" are all slightly different between the FREE PDF and the Deluxe formats. Neither set of descriptions is different enough to deem contradictory, but the FREE PDF descriptions are a bit more definitive.

However, there is a singular contradiction under the "Partial Cover" description. The FREE PDF states that only enemy soldiers obscuring line-of-sight create partial cover, while the Deluxe formats include both enemy soldiers and friendly soldiers as partial cover when obscuring line-of-sight.

The Deluxe format's ruling is correct: *while soldier models may move freely through friendly model positions, making ranged attacks through a friendly model's position grants the targeted model a partial cover bonus.*

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**Page 17-** Under the School of Disorder psychic abilities list, the psychic ability "Decay" should replace the text "subtract 4 health value" with the text "subtract 3 health value".

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**Page 18-** Under the School of Time psychic abilities list, the position of the psychic abilities “Stride” and “Crumble” should be swapped so that “Stride” is the first spell and power level 9, and “Crumble” is the second spell and power level 10.

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**Page 19-** Under the Plasmids psychic abilities list, the psychic ability “Freeze” should replace the text “set their movement value to 1 and initiative value to 2 for the remainder of this phase” with the text “set their movement and initiative values to 1 for the remainder of the turn”.

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**Page 38-** Legion of Mankind’s Chaplain specialist should be able to take either a “Power Saber or Power Gauntlet” as his primary weapon, and not just a “Power Gauntlet”.

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**Page 43-** Terror of Abaddon’s weapon “Sword of Horror” should have a damage modifier of “+4”.

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**Page 48-** Coven Empire’s Coven Stealth Suite (m) specialist should have a base cost of “17uc”.

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**Page 55-** The “Claws and Teeth” weapon’s special rule should say “+2 Initiative in Close Combat”

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**Page 58-** The Resistance’s Veteran Rebel should have a base cost of “14uc”.

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**PAID FORMATS ONLY (These are special rules and warband anthology stats that need revision only in the Deluxe PDF, Hardcover, and Softcover Books. While the common file for these formats was released in December 2019, it was not until recently that these discrepancies were noted and reported by faithful readers and players of the game. It is now clear that all of these discrepancies derived from a singular failed text update during the final stages of book design and layout proofing. Thankfully, as you will find, none of the missing revisions were game-breaking, and over 90% of them are warband specific. We appreciate your forgiveness, understanding, and kind support.)**

**Page 13-** Under the rules for Ambush, this section should read like the FREE PDF rules, replacing the three sentences that begin with the phrase “When the soldier triggers the Ambush...” with the following three sentences of text: “When the soldier triggers the Ambush, movement is immediately interrupted, the enemy model halts where they are, and a Fire, Cover Fire, or Run Order (with the intent to Assault into close combat) is executed. An order die is pulled from the bag—if executed during the order dice phase—and the order chosen is resolved according to its normal rules. If the enemy model has not been stopped due to the ambush (from either a Cover Fire Order or close combat), then the soldier is free to finish moving.”

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**Page 16-** Under the Close Combat rules, this section should read like the FREE PDF rules, replacing the sentence that begins with the phrase “The winner of this round...” with the following two sentences of text: “The winner of this round, if both soldiers are still alive, may then make a choice from the three options above. If a third round of close combat is chosen and completed, and both soldiers are still alive, the winner of this combat round must choose either option 1 or 2 from the list above and the soldiers disengage.”

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**Page 24-** Under the Plasmids section, the Bulls-eye psychic ability should replace the text “they do not add any initiative modifiers of any kind to their dodge rolls” with the text “this soldier must apply a -2 initiative modifier to his dodge rolls.”

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**Page 25-** Under the Psychic Block & Psychic Counter section, point 2, the first instance of the word “of” should actually be the word “or” and thus read: “2) The friendly psychic is either within 6” of the soldier(s) targeted by the ability (including the psychic themselves), or the friendly psychic is within 6” of the opposing psychic who just successfully cast the ability. No line-of-sight required.”

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**Page 27-** Under the Stealth 1 Alpha skill, the initiative modifier of “+2” should be replaced with the value “+1”.

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**Page 71, 98, 112, 114, 117-** Within the special rules of all instances of the weapon “Plasma Shotgun”, there should be included the following text: “+1 in close combat.”

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**Page 71, 90, 98, 109, 117** -Within the special rules for all instances of the weapon “Ion Cannon (m)”, replace the text “movement value of 1 and initiative value of 1” with “movement value of 2 and initiative value of 2”.

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**Page 73-** Terror Legion’s Doomsayer specialist should not be a psychic and thus possesses no psychic abilities. Also their profile is slightly wrong in a few different ways. The Doomsayer profile should look like the one in the FREE PDF, and thus like this:

**Doomsayer M4 | I4 | H10 | A3**

*Cost: 16uc*

Primary Weapon: Disease Expeller OR Rocket Launcher

Secondary Weapon: Corrupted Blade

Grenades: 1 Pestilence Grenade

Relics: May take any single relic at cost

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**Page 73-** Terror Legion’s Terror Mech specialist should have a base cost of “20uc”.

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*Continued on next page.*

**Page 74-** Terror Legion's first three listed melee weapons' stats are slightly wrong. Their stats should look like the ones in the FREE PDF, and thus their profiles should look like this:

Corrupted Gauntlet	FREE	Melee	na	+3	+1 initiative in CC
Corrupted Claws	1	Melee	na	+2	+2 Initiative in CC
Corrupted Blade	1	Melee	na	+6	-

Also, the stats for "Searing Probe (m)" weapon should be adjusted as well, and the profile should look like this:

Seering Probe (m)	2	Melee	na	+6	+2 Initiative in CC
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**Page 76-** Terrors of Abaddon's Champion of Horror should have a base movement value of "5" and its secondary weapon should be "*Fire Breath*".

**Page 76-** Terrors of Abaddon's Champion of Chaos should have "*Fire Brands*" listed as its secondary weapon.

**Page 77-** The "Blade of Vanity" weapon has slightly wrong stats. Its profile should look like the one in the FREE PDF, and thus like this:

Blade of Vanity	FREE	12	3	+2	+1 Initiative for ranged attacks; Compact
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**Page 78-** The Hive's Taskmaster alpha soldier should have an armor value of "4".

**Page 83 and 117-** The "Pulse Carbine" weapon should have a damage modifier of "+2".

**Page 91-** The U'rak Warlords' relics lists is missing two relics, their costs, and their descriptions. They are as follows:

Accuracy Lock	2	When Executing a Fire or Advance Order, ranged attack made by this soldier prohibit the target from adding Initiative modifiers to their dodge roll for being behind cover and/or Down.			
War Paint	FREE	The soldier may gain +1 Initiative and +1 Movement values at the expense of -2 Armor value for the entirety of the battle.			

**Page 95-** The Resistance's weaponry list is missing the weapon profile for "Claws and Teeth". It is:

Claws and Teeth (Loyal Animal Only)	FREE	Melee	na	+3	+2 Initiative in CC
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**Page 95-** The "Token of the Resistance" should be a UC cost of "3".

**Page 97-** The Inquisition's Engine of Redemption specialist mech should have a base initiative value of "4".

**Page 102 and 112-** The "Razor Net" weapon should have a damage modifier of "+1" and the special notes description should add "*unwieldy*".

**Page 103-** The first six weapons listed on page 103 are erroneous duplicates from the previous page and should be ignored.



**Page 104-** The Path's Knight of the Path Alpha should have listed under their Relics section "*May take any 2 relics at cost*" and under their Alpha Skills section "*Psychic Prowess 1 and 2, and may take one additional skill for 3uc*".

**Page 105-** The "Training Rod" weapon should have a damage modifier of "+3".

**Page 105 and 107-** The "Blaster Pistol" weapon should have a damage modifier of "+2".

**Page 105 and 107-** The "Dual Blaster Pistols" weapon should have a damage modifier of "+2".

**Page 106-** The Dark Path's Red Guard Specialist should have "*Secondary Weapon: Blaster Pistol*" listed under their profile.

**Page 112-** The Intergalactic Marshal's weaponry list is missing two grenades, and all of its mech weapon profiles. They are as follows:

Frag Grenade	2	12	2	+6	Grenade, but target does not add positive Initiative modifiers to their dodge roll for cover.
Plasma Grenade	3	12	2	+5	Grenade, but target does not add positive initiative modifiers to their dodge roll of any kind.
Chain Blade (m)	FREE	Melee	na	+5	+2 Initiative in CC
Crushing Claw (m)	FREE	Melee	na	+7	+1 Initiative in CC
Ion Cannon (m)	FREE	36	1	+3	In addition to applying damage, if a target is hit by the Ion Cannon, it drops to a Movement value of 2 and Initiative value of 2 until the end of the turn.
Heavy Chain Gun (m)	FREE	24	2	+4	Unweildy
Flame Cannon (m)	2	18	2	+5	AoE, but target does not add positive Initiative modifiers to their dodge roll for cover; Unweildy
Plasma Cannon (m)	3	24	1	+5	AoE, but target does not ass positive Initiative modifiers to their dodge roll of any kind.

**Page 115-** The Terror Cult's relics list is missing a single relic, its cost and description. It is as follows:

Tainted Opiate Pack	1	Once per game, when executing a Down Order, the soldier regains 2 Health value up to initial maximum.			
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**Page 119-** The Hive Cult's weaponry list is missing a single mech weapon profile. It is as follows:

Acid Spitter (m)	2	24	2	na	AoE, but target does not add positive initiative modifiers to their dodge roll of any kind; if this weapon hits, for each hit, disregard total damage and target's armor and immediately subtract 4 health from the target; Unwielyd
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