



# Game Errata

Many thanks to everyone who has contributed to this list of players' errata for Beyond the Gates of Antares. I have covered errors that affect the game play, including incorrect values in the army lists, and some of the more obvious errors or inconsistencies in the text. Warlord will be updating this errata where necessary, either to correct mistakes in the original printing or to add explanation or details where experience suggests it is needed.

Please note that I have not covered typos or minor graphical mistakes that do not otherwise affect the rules, or minor inconsistencies in terminology except where these might be potentially misleading. So, for example, I know that Combat Drones are occasionally referred to just as Drones in the army lists – those kind of relatively trivial mistakes will be corrected in future printing but don't impact on the rules. Similarly I realise I explain that there is no such thing as a D3 only to be proved wrong when the Warlord team discovered one and put it in the starter set!

There are some things that are better dealt with in FAQs and I have prepared a separate document for those. Note that there is a little crossover as some FAQs have inspired a clarification in the errata.

Rick Priestley

## Page Correction

- |    |   |     |  |
|----|---|-----|--|
| 20 | <b>Sprint.</b> Third paragraph first sentence. Change to read, 'Any unit that has the <b>large</b> special rule cannot make a sprint unless they also have the <b>fast</b> or <b>rapid</b> sprint special rules.' I.e. add 'or <b>rapid sprint</b> ' to make it clear that units with the rapid sprint special rule are also an exception as covered in the Special Rules for Units section.  | 25  | <b>LOS and Light Support or Heavy Weapons.</b> Add at end of first paragraph. 'In the case of a weapon drone, the drone must be able to draw LOS to the target from its weapon as well as centre-to-centre in the usual way.'  |
| 24 | <b>Unit on Unit Shooting.</b> Final paragraph first sentence – add 'and humungous beasts' after Vehicles so it reads 'Vehicles and Humungous Beasts armed with two or more weapon systems...'. I.e. make it clear that a Humungous Beast that has more than one weapon system can shoot each system separately in the same way as a vehicle.  | 27  | <b>Models with Multiple Weapons.</b> First paragraph. Delete final sentence and replace with: 'Models always shoot with one weapon or 'twinning' weapon as noted below, apart from vehicles and humungous beasts that have multiple weapon systems, in which case they can shoot with each weapon system.' I.e. make it clear that vehicles and humungous beasts with multiple weapon systems are allowed to shoot each weapon.  |
| 25 | <b>LOS and Large Models.</b> Second paragraph and caption to diagram. Delete references to 'units' and change to 'models' where necessary so that it reads: 'When drawing LOS to or from large models any other regular sized models within the shooter's LOS can be ignored. This means LOS can be drawn over the top of, or through, regular sized models as if they were not there.' I.e. make it clear that LOS can be drawn over models regardless of whether they are a separate unit or part of the shooter's or target's unit and not just over separate units. | 48  | <b>Firefight.</b> First paragraph. Add at end of 2nd sentence 'and range measured.' So it reads '... when the unit is nominated as a target and the range measured.' I.e. make it clear that the reaction is declared once the range has been measured.<br><b>Dash to Cover.</b> First paragraph. Add at end of 2nd sentence 'and range measured.' So it reads '... when the unit is nominated as a target and the range measured.' I.e. make it clear that the reaction is declared once the range has been measured. |
|    |   | 51  | <b>Dense Terrain.</b> First sentence. Change page reference from page 26 to page 25.   |
|    |   | 52  | <b>Spiker Scrub.</b> Special Rule. Add to end of second sentence, 'unless the hit causes damage'. I.e. make it clear that we apply the standard rule for pins where such targets suffer damage.  |
|    |   | 58  | <b>Hills and Other Terrain.</b> Second paragraph. Delete 'upon hills' from sentence, to make it clear that the reference is to the placement of terrain in general.  |
|    |   | 60  | <b>Leaving Buildings.</b> Last paragraph, Last sentence. Change to 'See Assaults and Buildings page 62.' I.e. insert page reference.   |
|    |   | 76  | <b>Fractal Cannon.</b> Stat box. Special entry should be Fractal Lock and not Plasma Fade. Plasma Fade description should be Fractal Lock description (see standard Fractal Lock description for Frag Borer).  |
|    |   | 82  | <b>X-Howitzer.</b> Stat line. Special. Should be OH and not OHx2.  |
|    |   | 86  | <b>Ghar Distrupter Dischargers.</b> Stat box. Disruptor description. The final sentence refers to page 87. Change this to page 79.   |
|    |   | 135 | <b>Second paragraph left column.</b> First sentence 'to move through dense...' should be 'to move through difficult...'. I.e. it is difficult terrain and not dense terrain (and therefore affecting movement and not LOS).  |
|    |   | 136 | <b>Rapid Sprint.</b> Add to final sentence of second paragraph. 'Note that even a large model that is normally unable to sprint can sprint (4M) if it has the rapid sprint rule.' I.e. make it clear that the rule overrides the normal restriction for large models.  |



- 162 C3 Interceptor Squads.** Options. Upgrade Commander to Leader 2 – should read Upgrade Leader to Leader 2. I.e. the unit is led by a leader not a commander.
- 163 Concord C3D1 Light Support Drone.** Options. Final bullet point right hand column should read – Give Weapon Drone Self-Repair special rule @10pts per model. I.e. add 'per model' to make it clear that in a unit of more than one Weapon Drone the cost is for each model.  
**Concord C3D2 medium Support Drone.** Options. Final bullet point right hand column should read: 'Give Weapon Drone Self-Repair special rule @10pts'
- C3 Support Team entry.** Stat line. The description '2 x Strike Trooper Crew' should read '2 x Strike Trooper Crew: plasma pistol, HL armour'. I.e. add ': plasma pistol, HL armour.'
- 164 Concord D3T7 Transporter Drone.** Option. Spotter Drone @10pts should read – Include Spotter Drone @10pts
- 165 Concord C3M50 Heavy Support Drone.** Option. Give Combat Drone Self-Repair rule... should read Give Heavy Support Drone Self-Repair rule... I.e. the correct term for the C3M50 is Heavy Support Drone.
- 170 Ghar Command Crawler.** Special. Add to end of sentence beginning 'You can only include other Support...' the following, 'or a High Commander of any kind.' So it reads, '... it also includes a Command Crawler or a High Commander of any kind'. I.e. although there is no other High Commander in the list we wish to state that any High Commander (such as Fartok) acts as a qualifier for Support and Strategic units.  
**Ghar Attack Scutters.** Options. Plasma Dump 5pts per model, Plasma Amplifier 10pts per model – add 'per model' to make it clear this is the case.
- 171 Ghar Bomber Squad.** Options. Plasma Dump 5pts per model, Plasma Amplifier 10pts per model – add 'per model' to make it clear this is the case.  
**Ghar Bomber Squad.** Stat line – Ghar Scutters. Special should include 'Crawler'.  
**Ghar Bomber Squad.** Options. The points value for the Scutter is 26pts and not 47pts.  
**Ghar Bombardment Crawler.** Plasma Dump 5pts per model, Plasma Amplifier 10pts per model – add 'per model' to make it clear this is the case.  
**Ghar Bombardment Crawler.** The Scutter stat line is wrong. Res should be 4 (10), Init should be 7, Co should be 7 as for the Bomber Squad entry.
- 172 AI Command Squad.** Options. Bullet point 'Add up to 2 AI Troopers...' add 'each' at the end i.e. so it reads '20pts each' to make it clear this is the case.
- 174 AI Infiltration Squads.** Options. Bullet point beginning 'Add up to 3 AI Infiltrator Troopers...' Add 'each' to the points cost so its reads '@ 18pts each' to make it clear this is the case.
- 177 AI Bastion Heavy Combat Skimmer.** Options. Bullet point 'Include Spotter Drone' should say 'Include additional Spotter Drone'. I.e. add 'additional' because it has one already.
- 178 AI Medic Team.** Options. 'Give unit Spotter Drone' – the points value should be @10pts and not 20pts.
- 180 Senatex Support Team with X-launcher.** Weapon Options. The upgrade to Plasma Cannon should be +35pts and not +15pts.
- 181 Isorian Nhamak SC Light Support Drone.** Options. The Self-Repair and Phaseshift Shield options should both say 'Give Support Drone...' and not 'Give Drone' or 'Give Combat Drone'.  
**Isorian Andhak SC2 Medium Support Drone.** Option. Self Repair and Phaseshift Shield should both say 'Give Support Drone'.







- 182 Isorian Support Team with X-Howitzer.** The Phase Trooper Crew should have phase armour and not HL armour.  
**Tograh MV2 Transporter Drone.** Options. Final bullet point. Phaseshift Shield – should read 'Give Transporter Drone...' not 'Give Combat Drone'. I.e. the name is incorrect.
- 185 Gang Fighters.** The Gang Leader stat line is wrong. Co should be 9, Special should be Leader (i.e. not Commander or Follow).  
**Matriarch.** Entry for 'Weapon Drones with plasma carbine' – this should read 'Gun Drones with plasma carbine'. I.e. they are GUN drones not WEAPON drones. The same correction needs to be made for the Options – change Weapon Drones to Gun Drones.  
**Rock Father.** The points value for the Rock Father is 144 not 122.  
**Rock Father.** Stat line. Init value should read 8 not 6.  
**Rock Father.** Options. Points costs of additional Gangers should be 23pts each not 21pts each.  
**Work Gangs with Heavy Tractor Mauls.** Options. Points costs of additional Gangers should be 17pts each not 10pts each.
- 186 Work Gangs with Mass Compactors.** Options. Points costs of additional Gangers should be 17pts each not 10pts each.
- 187 Boromite Rock Rider Overseer Squad.** The Overseer Squad is referred to variously as a Command Squad. It is a type of Command Squad, but the correct description is Overseer Squad and its leader is correctly an Overseer.  
**Boromite Rock Rider Squad.** Special should read: 'You can only include more than 1 Rock Rider Squad in your force if you also include a Rock Rider Overseer Squad'. I.e. add 'more than 1' to the rule.
- 188 Matronite Brood Mother.** Weapon Options. Sentence beginning 'Any one of these' – change to read: 'One of these can be replaced with one of the following... i.e. delete 'any'. Add additional sentence. 'I.e. the Brood Mother can carry one heavy weapon and three mag light supports.' I.e. make it clear that only one mag light support can be replaced in this way.
- 190 Freeborn Command Squad.** The points value for the squad should be 111 not 122. The Points value for the individual Bodyguards should be 21pts and not 26pts – this is in the Options and Special Option sections.  
**Freeborn Command Squad.** Special Options. Should be: 'Give unit hyper-light armour instead of reflex armour/cloaks @ 1 pt per model' – not free as printed. Similarly 'Give unit phase armour instead of reflex armour /cloaks @1pt per model - and not free as printed.
- 191 Vardanari Squad.** The points value for the squad should be 126 not 132.  
**Vardanari Squad.** Options. The points value for up to 2 Guard Troopers should be 19pts each not 20pts each.
- Feral Squad (Mhagris).** Options. The option to upgrade the Leader to a leader 3 should be 20pts and not 10pts.
- 193 Freeborn Support Team.** Options. 'Give unit impact cloaks' should be 1pt per model not 2pts.
- 194 Freeborn Heavy Support Team.** Options. 'Give unit impact cloaks' should be 1pt per model not 2pts.  
**Freeborn Specialist Heavy Support Team.** Options. 'Give unit impact cloaks' should be 1pt per model not 2pts.
- 196 Light General Purpose Drone.** Options. Bullet points Subverter Matrix and Self-Repair rule – change 'drone' to 'GP Drone' – i.e. 'Give GP drone...'
- 256 Quick Reference Sheet.** Orders. 1.Fire. The reference (may use Aimed Shot) should be (may use Aimed Fire) i.e. it's 'Aimed Fire' and not 'Aimed Shot'.