

HORIZON WARS ERRATA & FAQ



ERRATA

No author likes to admit there are mistakes in his or her work, but... well, there are a few. Most are relatively minor, but I have to admit the whole “cover” thing was a bit embarrassing. By way of apology, then, here are the full rules for cover that should have been in the original rulebook, plus some other points of correction and clarification.

All page references that follow refer to the page number in the *Horizon Wars* rulebook.

COVER

(should appear after “Line of Fire” on p27)

A target is in cover if it is obscured from the shooting

element by a piece of terrain with which it is in contact. If less than half of the target is obscured, the effective range is increased by +1. If half or more of the target is obscured, the effective range is increased by +3. A target that is not in contact with an obscuring piece of terrain is not in cover if any part of it is in the shooting element’s LOF.

A target occupying an intact building receives the +3 cover advantage.

A target that has performed the Dig In action (p67) adds +3 to the effective range in addition to any cover advantage.

Aircraft targets may only have cover if they are at altitude 0 (landed).

CHARGE SPECIAL RULES

[Replace “Mech/Vehicle elements cannot counter-charge” with:]

- Vehicle elements cannot counter-charge.

Mechs definitely can counter-charge.

CHQ ELEMENT TYPE TABLE

The entry for Mob Inf in the table on p58 is incorrect and should read:

Conventional Element Type	P	CHQ Element Type						
		Lt Inf	Mob Inf	Hvy Inf	AB Inf	SF	Lt Cav	Hvy Cav
Mob Inf	1	-	-	-	-	-	-	-

MECH UPGRADES

Agile Frame (p62)

[Replace “Reduce the F of any mech shooting at a mech with an agile frame by 1” with:] An element shooting at a mech with an agile frame treats its F as 1 less than usual when working out how many dice it rolls to perform a

Shoot or Move & Shoot action.

Stealth Suite (p62)

[Replace “opposing mechs” with:] opposing elements.

CONVENTIONAL FORCES UPGRADES

Antigrav

[To the list of Eligible Elements for this upgrade, add:] Lt Cav

EFFECTIVENESS (p75)

[Add after “An element that has at least 1 in all active stats is effective.”] Aircraft never count as effective elements.

EFFECT (p92)

[Add after “This describes what the BG must do in order to erode the opponent’s momentum.”] The effect is cumulative from turn to turn. So a BG that reduced its opponent’s momentum by -2 in turn 1 will retain that reduction and add it to whatever reduction it achieves in turn 2.

APPENDIX 3: ARMY ROSTER

Please note that the columns for Firepower (F) and Movement (M) have been switched around from their order in the Mustering section of the rulebook. Do make sure you get your stats the right way around if using the army roster in the book!

FAQ

Mistakes aside, there have been some parts of the *Horizon Wars* rules that have created uncertainty or confusion. The following are some of the most commonly asked questions or issues that have resulted in the most discussion.

ACTIONS & REACTIONS

Moving

Q. Can elements Deep Deploy directly into a building?

A. Yes.

Shooting

Q. Can an infantry element shoot the building it is occupying?

A. Yes. *The range is considered to be 0.*

Q. Can an element whose F has been reduced to 0 shoot using Guide Fire?

A. Yes, *but it still counts as being ineffective.*

Charges

Q. Can you perform a charge in the same activation in which you perform a Rapid move?

A. Yes.

Q. What sort of movement is a charge?

A. *A charge is an action in its own right. It does not count as a Move or Move & Shoot. It must be performed in a straight line and may be no longer than twice the element’s current M value.*

Q. Is the charge bonus based on the movement in that activation or the movement in the charge action?

A. *The charge action.*

Q. What happens when the two elements in a charge have a drawn result?

A. *Each takes half the dice value as damage, as normal. The active element is moved 1” as if it had lost.*

Q. Can a vehicle charge a building?

A. No.

Q. Can infantry charge a building?

A. *No, but they can charge another infantry element inside a building.*

Q. Can a mech or kaiju charge a building?

A. *Yes. Buildings are treated as P2 vehicles for the purposes of charging and have A8, so will be turned into ruins if they take a total of 8 or more damage. Mechs cannot target an infantry element occupying a building with a charge.*

Q. When resolving a charge inside a building and the loser isn’t destroyed, does the loser leave the building?

A. *Only infantry can occupy buildings, so a charge inside a building can only be resolved between two infantry elements. The loser is always destroyed.*

Reactions

Q. Can every enemy element with LOS to the active element react to it?

A. Yes.

Q. If an element has reacted to an enemy action earlier in the turn and then uses its remaining action token to activate, does this count as a first action (in which case the enemy can react to it) or a second (in which case they can't)?

A. *It counts as the element's first action. A reaction does not count as an action.*

DAMAGE

Q. Can you explain how damage is recorded?

A. *Damage is a running total on each element. You may repair the effect of hits on the active stats (M, F and A) by make recover tests in which you are trying to roll more than your total damage. Successful tests allow you to repair the effect on the stat, but the damage total never goes down.*

AIRCRAFT

Q. Can aircraft charge or be charged?

A. *Aircraft cannot charge. If an aircraft ends up in base contact with any other element, simply treat the range as 0", plus whatever altitude modifier applies. If two aircraft at the same altitude end up in base contact, they do not collide and each can proceed as normal.*

The only exception is if an aircraft is at Altitude 0: see page 41.

Q. Are aircraft allowed to enter play at any altitude?

A. *Yes. During deployment and when entering from reserve or after having disengaged, the commander may select any altitude from 1-5 for the aircraft. Aircraft may not, however, enter play at Altitude 0 (ground level) or at Altitude 6 (disengaged).*

Q. Can aircraft with the VTOL upgrade move at less than Mv without being subject to stall tests?

A. No.

TERRAIN

Q. Do you have to be in contact with a tree that is part of an area designated as "forest" in order to benefit



Unmanned Support Vehicles are perfectly suited to hazardous recon missions

from cover from the forest?

A. *Yes. However, note that the terrain type defined in the rules is “forest” not “woods”. This is deliberate and is intended to represent an area of wilderness or a nature reserve which permits the free movement of military forces. If you want to represent denser woods that are accessible to infantry but not to vehicles, I recommend defining them as buildings rather than as forests.*

MUSTERING

Q. When I pick a conventional CHQ, it reduces the cost of some other elements, but never elements of the same type as the CHQ. Is this intentional?

A. *Yes, it is. You already get a free conventional CHQ, with the Guide Fire and Chain of Command special rules, and Command Resources.*

Q. Is the CHQ element included when counting conventional elements for Command Resources?

A. *Yes.*

Q. Can I take the Extended Range upgrade more than once with different range bands?

A. *No.*

Q. Under “Tactical Upgrades” for Aircraft (p68), it says “An aircraft may have a maximum number of upgrades equal to its P.” Does this limit apply only to Tactical Upgrades or to all aircraft upgrades?

A. *It applies to all of them.*

Q. If I take, say a Hvy Cav or Lt Cav CHQ, I seem to be able to build armies that are much more potent than ones with, say, a Lt Inf CHQ. Is this right?

A. *Yes. HW battlegroups are not necessarily balanced or fair. This is intentional and is an opportunity for commanders to tailor their battlegroup to the level of challenge they want from their battle. If, however, you’d like a more competitive, balanced gaming experience, try the New Adventures from this book which expands on the momentum system in the main rulebook and adds intelligence as a handicap system.*

MISSIONS & SCENARIOS

Q. Are there any limits on where elements in Hidden Deployment can be placed on the battlefield?

A. *In the first turn, they must deploy in the commander’s deployment zone but, after that, no.*

Adventures

Q. I don’t understand how to apply the effects of the action and the Purpose in each turn.

A. *The basic principle is fairly simple: negative effects (the action) are permanent; positive effects only affect the turn after they happen. However, it does require a little thought in practice. Let’s look at an example:*

Josh has the mission “Advance to Disrupt”. In turn 1, Josh’s furthest-deployed element is 18” onto the battlefield, so his opponent, Emily, suffers a -2 reduction to her momentum in turn 2. In addition, Emily has performed two Recover actions, so Josh gets a bonus of +2 to his momentum in turn 2.

But at the end of turn 2, Josh has been pushed back and his furthest-deployed element is only 10” onto the battlefield; and Emily has performed another Recover action. In turn 3, Emily will still suffer the -2 modifier to her momentum that Josh won in turn 1, but won’t suffer any further reduction from turn 2. Josh, meanwhile, will get +1 to his momentum in turn 3 from Emily’s turn 2 Recover, but doesn’t get any benefit from the two Recover actions Emily performed in turn 1.

The reasoning behind this is that a force’s momentum is always finite. Every force will eventually run out of momentum and grind to a halt. Tactical success provides a temporary boost to that, but all paths run to zero in the end.

However, some issues with the Adventures option have been addressed in the New Adventures rules.