

# HORIZON WARS

# ZERO DARK

## ERRATA & FAQ 1.0

What am I like? Yes, sure enough, despite three years of playtesting, writing and re-writing (indeed, probably because of those things) there were some minor errors in the rules for *Zero Dark*. But, hey, at least I remembered the cover rules, this time, eh?

## MOVEMENT

### CAUTIOUS MOVE

Q. Can a cautious move test cancel a Control deck flip that generates a complication if the card isn't a Joker?

A. No. If you make a cautious move, you must still use the first success to attempt to cancel the Control deck flip but, if there are no eligible bogeys to activate, the complication cannot be canceled. Strictly speaking, it should have been said that the cautious move cancels the primary action rather than the flip itself. If there is no primary action because the card flip generates a complication, then there's nothing to cancel. Consequently, if there are no bogeys on the table at the time of the control deck flip, the flip will always generate a complication and the first cautious move success is wasted.

The only way to cancel a complication of this sort would be to replace the card with one which wouldn't generate a complication by, for example, using a Spook's deck.

Q. Can you make a cautious move without moving to have a target of 0+modifiers?

A. No, you must move at least 1".

Q. Can I move forward 1" then backwards 1"?

A. \*sigh\*... Yes, if you must... In all seriousness it's not entirely in the spirit of the game, but may be taken to represent a character in a good position who can coordinate the team's actions.

### ADVANCED MOVEMENT – JUMP

Q. Can you give an example of the test(s) required to jump from one rooftop across to another rooftop that is lower down?

A. The test to jump across is done first, followed by any consequences arising from a jump down. So:

Mathilde (M5, AV1) wants to jump from one rooftop to another. The rooftops are 3" apart, horizontally, with the target Rooftop B 2" lower than the starting Rooftop A.

The drop to Rooftop B is more than Mathilde's cylinder height but less than twice her cylinder, so she makes a M-AV(13) test and rolls 1, 5, 10 and 11 (success). To jump across, she takes an M-AV(v) test. She rolls (5 - 1 =) 4 dice against a target of (3 x 2 =) 6 and rolls 2, 5, 7 and 10 for three successes, so she has covered the distance and lands on the edge of the rooftop of Building B.

If she had failed her test to jump down, she would have

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finished her action still on the edge of Rooftop A. If she had passed her test to jump down, but failed her test to jump across, she would have fallen from Rooftop A.

## SHOOTING

### LINE OF SIGHT

Q. Do bogeys block line of sight from other bogeys to a character?

A. Technically, yes. However, because a character has to be in contact with cover to count as *obscured* and LOS only requires a line to be drawn from one cylinder to another, two bogeys would have to be perfectly aligned for one to count as blocking line of sight for another. A bogey, however, will provide *obscured*(1) or (2) to another bogey being shot at by a character.

### CQB

Q. In CQB, say a bogey and a character each score 2 hits. Do both of them apply damage to each other?

A. Yes.

## BONUS ACTIONS

Q. Some actions (such as CQB) are described as “bonus actions” that aren’t in the list of bonus actions on page 18. Are these bonus actions or just extra actions?

A. The list on page 18 covers bonus actions you may choose to perform. Other bonus actions, such as CQB or becoming *prone* when becoming OOA, are mandatory. However, they are still bonus actions in the sense that they are part of the current action and occur immediately at the time they are generated.

## DAMAGE

### STRESS

Q. When a character makes a cautious move as a result of failing a stress test, when do they stop?

A. As soon as they achieve any level of *obscured* from the

character or bogey that caused the stress test.

## ELECTRONIC WARFARE

### FIREWALL

Q. Can you clarify how FW acts as a modifier?

A. For an active character, FW is a modifier to the A of the EWOp. A friendly target’s FW is a positive modifier, whilst an enemy target’s FW is a negative modifier. If an EWOp with A4 buffs a friendly target with FW1, the player rolls (4 + 1 =) 5 dice. If the same EWOp hacks a target with FW3, the player rolls (4 – 3 =) 1 dice.

For an active EWOp bogey, a target’s FW replaces its AV, with a character’s FW increasing the effective range by an amount equal to its value and providing a cFW(r) test.

This was not well explained in the rules. See errata, below.

### DUEL

Q. Does an EWOp need to be *engaged* with a target for Duel’s CQB action?

A. No.

## THE TEAM

### UPGRADES

#### Specialisms - Spook

Q. Do I have to take the full amount of cards for the Spook’s hand?

A. No. You may take a hand up to the Spook’s A. You may always choose to take fewer cards.

#### Gadgets

Q. Are there rules for shooting at sentries?

A. For the purposes only of attacking them (shooting, hacking and CQB), sentries count as synthetic characters with Cyl1, AVO, FWO and a target of 5 to hit them in CQB. They count as *dead* if they become OOA. They do not

count as characters for any other purposes.

## SYNTHETIC

### Robot

Q. Should the Assassin program (p50) line 10 be 'Engaged with Target?' (as defined on the previous line) rather than 'Engaged with objective?'. Also the Assassin program doesn't include the robot attacking a target- is that correct?

A. This is intentional. If the Assassin robot is *engaged* with an enemy, it will automatically perform a CQB bonus action as part of the normal rules. If it is *engaged* with an objective, it needs to perform the necessary interact action.

## THE RED FORCE

Q. If a bogey has a ♠ primary action and moves towards a character who is not OOA but, by doing so, their movement causes them to move through a character who is OOA, does the bogey become engaged with the OOA character?

A. No. The active bogey ignores the OOA character. The ♠ action means it is focused on the target that presents the greatest threat and will not stop to deal with apparently incapacitated enemies.

## OPERATIONS

Q. Do upgrades earned through spend XP in an operation contribute to running down the clock?

A. No. Only the upgrades allowed at the start of an operation contribute to running down the clock. However, if you are starting a new operation in a campaign (several linked operations with the same heroes) you will need to take all upgrades into account. It is completely fine to relinquish upgrades earned at the start of a new operation (it represents heroes handing equipment back into the armoury or similar).

# ERRATA

**Page 21**- After "Out of Action... is also out of action (OOA)" insert:

An OOA character immediately gains the *prone* state as a bonus action.

**Page 27** – After "If an enemy target's FW is equal to or greater than the EWOp's A, the action automatically fails", insert:

EWOps bogeys use a target's FW instead of its AV when making attacks. So the target's FW will increase the range and provide a cFW(r) test against hits. EWOp bogeys also ignore all levels of *obscured* and any requirement for LOS when making attacks.

**Page 27** – "Hacking is an A(v) test where v is the range to the target modified by the target's *obscured* state ~~and any firewall the target enjoys.~~"

**Page 46** – "What's the Difference? ... they interact differently with other equipment such as the heatlight visor ~~and thermo-optic cloak.~~"