ONLY WAR BETA UPDATE

This document serves to keep the ONLY WAR Beta testers up-to-date with all the latest changes to the design of the ONLY WAR Core Rulebook. The most recent update to this document was on August 14, 2012. All of the new changes in subsequent weeks will be marked in red.

Thank you to everyone for your hard work and diligence on this project.

CHAPTER I: PLAYING THE GAME

Game Dice (page 6): Add the following to the end of the Game Dice section: *"Whenever fractions are generated, such as when dividing a result in half on a roll, the results should be rounded up."*

CHAPTER II: REGIMENT CREATION

Regiments in Only War (page 17): Add the following to the end of the Talents section: *"If an "or" option is presented, each individual character makes the choice separately."*

Catachan Jungle Fighters Regiment Rules (page 19): In the Standard Regimental Kit section, replace *"flak jacket"* with *"flak vest."*
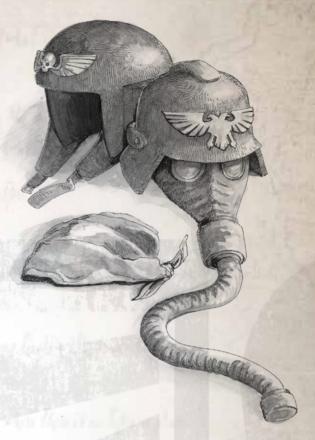
Death Korps of Krieg Regiment Rules (page 20): In the Standard Regimental Kit section, replace *"2 gas grenades"* with *"2 photon flash grenades."*

Mordian Iron Guard Regiment Rules (page 23): In the Standard Regimental Kit section, remove *"with smoke launchers, a searchlight and track guards"* from the Leman Russ battle tank.

Tallarn Desert Raiders Regiment Rules (page 24): In the Standard Regimental Kit section, replace *"flak jacket"* with *"flak vest."*

Death World (page 26): Add the following entry between **Skills** and **Hardened**: *"Fluency: While Death Worlders have learned to speak Low Gothic, they do not have time in their violent lives to learn how to read or write the universal language of the Imperium. Because of this, Death Worlders do not start with the Linguistics (Low Gothic) Skill at creation. However they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test."*

Fortress World (page 27): Add *"Linguistics (Low Gothic)"* to Fortress World **Starting Skills**.

Highborn (page 27): Add the following entry between Highborn **Skills** and **Hardened**: *"Fluency: While Highborn characters have learned to speak Low Gothic, they have no reason to learn to read and write the language of the lowly masses. Because of this, Highborn characters do not start with the Linguistics (Low Gothic) Skill at creation. However they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test."*

Hive World (page 27): Add *"Linguistics (Low Gothic)"* to Hive World **Starting Skills**.

Imperial World (page 28): Replace *"Linguistics (High Gothic)"* in Imperial World World **Starting Skills** with *"Linguistics (Low Gothic)."*

Penal Colony (page 28): Add *"Linguistics (Low Gothic)"* to Penal Colony **Starting Skills**.

Replace the last sentence of **Honour Amongst Thieves** with: *"Penal colonist characters may start with one of the following: Peer (Underworld) or Street Fighter."*

Penitent (page 28): Add *"Linguistics (Low Gothic)"* to Penitent **Starting Skills**.

Schola Progenium (page 27): Add *"Linguistics (Low Gothic)"* to Schola Progenium **Starting Skills**.

Fieldcraft (page 31): Replace the header *"Fieldcraft"* and the *"Fieldcraft"* entry in **Table 2-4** with *"Survivalist."*

Light Infantry (page 31): In the Standard Regimental Kit section, replace *"flak jacket"* with *"flak vest."*

Hardened Fighters (page 32): Replace the Standard **Regimental Kit** section with: *"The regiment may replace its standard melee weapon with either a Low-Tech Weapon of Common Availability or better, or it may apply the mono upgrade to its standard melee weapons."*

Favoured Weapons (page 33): Add the following section after the **Equipment from Doctrines** section: *"Favoured Weapons: Each regiment has weapons that its members prefer to wield, or simply have a natural aptitude for. Each regiment may choose one Basic weapon and one Heavy Weapon to be their Favoured Weapons, these weapons mat not have an Availability higher than Very Rare. Members of this Regiment gain a +10 bonus on all Logictics Tests to obtain those weapons and ammunition for them."*

Additional Equipment (page 33): Replace the last two sentences of the first paragraph of Additional Equipment with the following: *"This allocation is 30 points, with an additional 2 points added for each unused regiment creation point left over, and can be further increased by certain doctrines and other options. These points may be spent in a number of different ways, as described below."*

Additional Equipment (page 33): Replace the last two sentences of the first paragraph of **Additional Equipment** with the following: *"This allocation is 26 points, with an additional 2 points added for each unused Regiment Creation point left over, and can be further increased by certain doctrines and other options. These points may be spent in a number of different ways, as described below."*

Survival Suit (page 34): In **Table 2–6: Additional Standard Kit Items**, replace the *"Add survival suit to standard kit"* Cost with *"8."*

Table 2–6: Additional Standard Kit Items (page 34): Add the following two rows to the end of the **Table 2–6**:

Add one Favoured Basic Weapon	10	May only be taken once.
Add one Favoured Heavy Weapon	15	May only be taken once.

CHAPTER III: CHARACTER CREATION

Heavy Gunner Starting Aptitudes, Talents, and Modifiers (page 40): Replace *"Weapon Training (Las, Launcher, Low-Tech, Heavy)"* with *"Weapon Training (Las or Solid Projectile, Low-Tech, Heavy, choose 1 excluding Exotic)."*

Replace the Heavy Gunner Specialist Equipment with *"Common Craftsmanship Missile Launcher with 5 Frag Missiles or Common Craftsmanship Heavy Stubber or Common Craftsmanship Regimental Favoured Heavy Weapon."*

Heavy Gunner Comrade Advances (page 41): Replace the Effect entry of Stabalise with *"The Heavy Gunner's Comrade helps brace the weapon for firing, keeping the recoil from throwing off the Heavy Gunner's aim. Any Semi-Auto Burst or Full-Auto Burst*

Actions used by the Heavy Gunner this turn are made with a +10 modifier instead of the modifier normally bestowed by the Action. This Order can only be issued to the Comrade if he is in Cohesion with the Player Character."*

Medic Starting Aptitudes, Talents, and Modifiers (page 42): Replace *"Weapon Training (Las, Low-Tech)"* Talent with *"Weapon Training (Las or Solid Projectile, Low-Tech)."*

Operator Starting Aptitudes, Talents, and Modifiers (page 44): Replace *"Weapon Training (Las, Low-Tech)"* Talent with *"Weapon Training (Las or Solid Projectile, Low-Tech)."*

Sergeant Starting Aptitudes, Talents, and Modifiers (page 46): Replace *"Weapon Training (Chain, Las, Low-Tech)"* Talent with *"Weapon Training (Chain, Las or Solid Projectile, Low-Tech)."*

Weapon Specialist Starting Aptitudes, Talents, and Modifiers (page 48): Replace *"or Common Craftsmanship Meltagun"* in Specialist Equipment with *"or Common Craftsmanship Regimental Favoured Basic Weapon."*

Hail of Fire (page 49): Replace the Effect section with the following: *"With just a look, the Weapon Specialist signals his Comrade to lay down a coordinated hail of fire. If the Weapon Specialist's Comrade is in Cohesion, all of the targets of the Weapon Specialist's attacks this Turn must take a **Challenging (+0) Pinning Test** or become Pinned."*

Commissar Starting Aptitudes, Talents, and Modifiers (page 50): Replace *"Strength"* Starting Aptitude with *"Fellowship."*

Replace *"Weapon Training (Bolt, Chain, Las)"* Talent with *"Weapon Training (Bolt, Chain, Las or Solid Projectile, Low-Tech)."*

Ministorum Priest Starting Aptitudes, Talents, and Modifiers (page 52): Replace *"Weapon Training (Chain, Flame, Las, Low-Tech)"* Talent with *"Weapon Training (Chain, Flame, Las or Solid Projectile, Low-Tech)."*

Ogryn Starting Aptitudes, Talents, and Modifiers (page 54): Add *"and −10 Agility"* to the end of Characteristic Bonus, and replace Wounds with *"25 + 1d5."*

Replace *"Weapon Training (Heavy, Ripper)"* Talent with *"Weapon Training (Heavy, Solid Projectile)."*

Sanctioned Psyker Starting Aptitudes, Talents, and Modifiers (page 58): Replace *"Weapon Training (Las, Low-Tech)"* Talent with *"Weapon Training (Las or Solid Projectile, Low-Tech)."*

Add the following to the end of Specialist Equipment: *"Best Craftsmanship Staff."*

Storm Trooper Starting Aptitudes, Talents, and Modifiers (page 60): Replace *"Weapon Skill"* Starting Aptitude with *"Finesse."*

Replace *"Weapon Training (Las, Low-Tech)"* Talent with *"Weapon Training (Las or Solid Projectile, Low-Tech)."*

Replace *"Good Craftsmanship Carapace Armour"* in Specialist Equipment with *"Common Craftsmanship Storm Trooper Carapace Armour."*

TABLE 3-14: CHARACTERISTIC ADVANCES

Matching Aptitudes	Simple	Intermediate	Trained	Expert
Two	100 xp	250 xp	500 xp	750 xp
One	250 xp	500 xp	750 xp	1,000 xp
Zero	500 xp	750 xp	1,000 xp	2,500 xp

TABLE 3-16: SKILL ADVANCES

Matching Aptitudes	Known	Trained	Experienced	Veteran
Two	100 xp	200 xp	300 xp	400 xp
One	200 xp	400 xp	600 xp	800 xp
Zero	300 xp	600 xp	900 xp	1,200 xp

TABLE 3-18: TALENT ADVANCES

Matching Aptitudes	Tier One	Tier Two	Tier Three
Two	200 xp	300 xp	400 xp
One	300 xp	450 xp	600 xp
Zero	600 xp	900 xp	1,200 xp

Tech-Priest Enginseer Starting Aptitudes, Talents, and Modifiers (page 58): Replace *"Weapon Training (Las, Power)"* Talent with *"Weapon Training (Las or Solid Projectile, Power)."*

Table 3-14: Characteristic Advances (page 64): Replace **Table 3-14** with **Table 3-14** listed here.

Table 3-16: Skill Advances (page 64): Replace **Table 3-16** with **Table 3-16** listed here.

Table 3-18: Talent Advances (page 65): Replace Table **3-18** with **Table 3-18** listed here.

CHAPTER IV: SKILLS

Common Lore (page 73): In **Table 4–3: Skill List**, replace Common Lore Aptitude 2 with: *"General."*

Common Lore (page 78): Replace Common Lore Aptitudes entry with: *"Intelligence, General."*

Linguistics (page 82): Replace Linguistics Aptitudes entry with *"Intelligence, General."*

Logic (page 83): Replace Logic Aptitudes entry with *"Intelligence, Knowledge."*

First Aid (page 84): Replace the entry for **First Aid** with the following:

"A character trained in Medicae can use this Skill to perform first aid, treating minor injuries suffered in the field of operations by suturing lacerations, bandaging abrasions, and plugging punctures.

*To perform first aid, a character must make a **Challenging (+0) Medicae Test**, with a –10 penalty if his patient is Heavily Damaged or a –10 penalty for every point of Critical Damage that his patient is currently suffering from if he is Critically Damaged. If he succeeds, he removes an amount of Damage from his patient equal to his Intelligence Bonus plus one*

additional point of Damage per Degree of Success he scores on the Test (removing Critical Damage before normal Damage).

A given individual can only be treated with first aid once every 24 hours, and only so long as he is not also undergoing extended care."

Extended Care (page 84): Replace the entry for **Extended Care** with the following:

"A character trained in the Medicae Skill can also perform extended care, treating a number of patients equal to his Intelligence Bonus, plus one patient per assistant (trained or untrained) he has on hand. For each patient beyond this number, he suffers a –10 penalty on his Medicae Tests for extended care. For each assistant trained in the Medicae Skill assisting in the process, he gains a +10 bonus on these Tests.

*At the end of each 24-hour period of extended care, the primary healer must perform an **Ordinary (+10) Medicae Test**. If he succeeds, his patients remove twice the amount of Damage normally recovered by their natural rates of healing (removing Critical Damage first). On top of this, each patient removes one point of Damage per Degree of Success the healer scores on his Test, and one additional point of Damage per consecutive day of extended care they have received beyond the first.*

*If he fails, none of his patients improve beyond their natural rate of healing. Further, he must choose a number of patients under his care equal to his Degrees of Failure, starting with the most gravely injured (first from among those who are Critically Damaged, then those who are Heavily Damaged, and then finally those who are only Lightly Damaged). Each of these patients must make a **Challenging (+0) Toughness Test** or suffer one point of Damage per Degree of Failure, not reduced my Armour or Toughness. If this results in any Critical Damage, the patient dies."*

CHAPTER V: TALENTS

Sound Constitution (page 93): In **Table 5–1: Tier 1 Talents**, replace Sound Constitution Aptitude 2 with: *"General."*

Iron Discipline (page 94): In **Table 5–2: Tier 2 Talents**, replace the Iron Discipline Benefits with *"Comrades resist Pinning and Fear."*

Into the Jaws of Hell (page 94): In **Table 5–2: Tier 3 Talents**, replace the Into the Jaws of Hell Benefits with *"Comrades ignore Pinning and Fear."*

Combat Sense (97): Replace Combat Sense Prerequisite entry with *"Perception 30."*

Frenzy (page 99): Add the following to the end of **Frenzy**: *"Note that Characteristic penalties are different from Characteristic Damage (see page 188), and cannot reduce a Characteristic below 1."*

Sound Constitution (page 105): Replace Sound Constitution Aptitude entry with *"Toughness, General."*

CHAPTER VI: ARMOURY

Flame (page 121): Add the following paragraph to the end of the Flame Quality: *"If the target of the Flame attack is a Vehicle, the pilot of the vehicle must make the appropriate Operate Skill Test with a bonus equal to the Vehicle Armour value on the facing hit by the Flame Attack. If the pilot fails, the Vehicle immediately catches fire (see the On Fire! sidebar on page 214.)"*

Razor Sharp Quality (page 123): Add in the following Weapon Quality after the Proven (X) Quality: *"Razor Sharp: Certain weapons or ammunition have the ability to slice right through armour if they hit just right. If the wielder scores three or more Degrees of Success when rolling to hit with this weapon, double this weapon's Pen when resolving the hit."*

Spray (page 124): Add the following to the end of the Spray Quality: *"Due to their inaccurate nature, Spray Weapons cannot be used to make Called Shot Actions."*

Triplex Pattern Lasgun (page 125): In **Table 6–9: Ranged Weapons**. replace the Triplex Patter Lasgun Rate of Fire with *"S/3/–,"* and its Clip with *"30."*

Man Portable Lascannon (page 125): In **Table 6–9: Ranged Weapons**, replace the Man Portable Lascannon Availability with *"Very Rare."*

Shotgun (Pump-Action) (page 125): In **Table 6–9: Ranged Weapons**, replace the Shotgun (Pump-Action) Damage with *"1d10+3 I,"* and its Clip with *"12."*

Ripper Gun (page 125): In **Table 6–9: Ranged Weapons**, replace the Ripper Gun Class with *"Heavy"* and its weight with *"35kg."*

Vanquisher Battle Cannon (page 125): In **Table 6–9: Ranged Weapons**, replace the Vanquisher Battle Cannon Damage with *"3d10+10 X."*

Earthshaker Cannon (page 125): In **Table 6–9: Ranged Weapons**, replace the Earthshaker Cannon Special with *"Blast (10+1d10), Concussive (5), Indirect."*

Inferno Pistol (page 125): In **Table 6–9: Ranged Weapons**, replace the Inferno Pistol Availability with *"Near Unique."*

Meltagun (page 125): In **Table 6–9: Ranged Weapons**, replace the Meltagun Availability with *"Very Rare."*

Multi-melta (page 125): In **Table 6–9: Ranged Weapons**, replace the Multi-melta Availability with *"Extremely Rare."*

Plasma Cannon (page 125): In **Table 6–9: Ranged Weapons,** replace the Plasma Cannon Availability with *"Extremely Rare."*

Laspistol (page 126): Add the following to the end of the Laspistol entry: *"Laspistols benefit from the the lasgun variable setting rule."*

Las Carbine (page 126): Add the following to the end of the Las Carbine entry: *"Las carbines benefit from the the lasgun variable setting rule."*

M36 Lasgun (page 126): Add the following to the end of the entry for the M36 Lasgun: *"Lasgun Variable Setting: The M36 Lasgun has a variable setting option, allowing it to fire higher-powered bursts. It may be changed to overcharge mode, dealing +1 Damage, but using two shots worth of ammunition per shot fired. Further, the lasgun may be changed to overload mode, dealing +2 Damage and gaining +2 Penetration. In this case, the lasgun uses four shots of ammunition per shot fired, loses Reliable, and gains Unreliable."*

Long Las (page 126): Add the following to the end of the Long Las entry: *"The long las benefits from the the lasgun variable setting rule."*

Bullpup (page 126): Add the following to the end of the Bullpup entry: *"Bullpup lasguns benefit from the the lasgun variable setting rule."*

Triplex Pattern Lasgun (page 126): Replace the entry for the Triplex Pattern with the following: *"A highly refined variant of the standard lasgun, the triplex offers alternative firing modes that make the weapon more versatile on the battlefield. When fired in standard mode, the weapon uses the Rate of Fire, Range, and Damage listed. When fired in precision mode, the Rate of Fire is changed to S/–/–, the Range is changed to 150m, and the weapon gains the Accurate Quality. When fired in incineration mode, the Rate of Fire is changed to S/–/–, the Range is changed to 50m, and the weapon gains Proven (5) and Felling (4)."*

Vanquisher Battle Cannon (page 128): Add the following sentence to the end of the Vanquisher Battle Cannon profile: *"The vanquisher battle cannon can gain the extra damage granted by the Accurate Quality as if it were a Basic Weapon."*

Earthshaker Cannon (page 128): Add the following to the end of the Earthshaker Cannon entry: *"Earthshaker cannons are far larger than the indirect weapons carried by*

infantry, and fire over a much longer distance. When determining the location hit by the earthshaker cannon's indirect fire, roll 2d10 instead of the normal 1d10. Additionally, when determining the location hit by a miss made by the earthshaker cannon, roll 5d10 instead of the normal 2d10.

Inferno Cannon (page 129): Add the following to the end of the Inferno Cannon first paragraph: *"Due to the Inferno Cannon's power, other vehicles do not add their Armour value when making the Operate Test to avoid catching on fire from the Flame Quality."*

Blind (page 130): Remove the last sentence of Blind which reads: *"In calm conditions, the cloud of smoke is roughly 3m wide and 2m tall and lasts 3 Rounds. In high winds, this may be reduced."*

Table 6–10: Grenade, Missiles, and Rounds (page 130): Replace Blind Grenade special with: *"Smoke (3)."*
   Replace the Smoke Grenade special with: *"Smoke (6)."*
   Replace the Blind Round Special with: *"Smoke (6)."*
   Replace the Smoke Round Special with: *"Smoke (9)."*

Krak (page 131): Add the following sentence to the end of the Krak entry: *"Krak explosives trigger Righteous Fury against vehicles on a roll of a 9 or a 10."*

Stun (page 131): Remove the last sentence of Stun which reads: *"Anyone caught in a stun grenade's blast must pass a **Challenging (+0) Toughness Test** or become Stunned for 1d5 Rounds. Photo-visors and sealed armour provide a +20 bonus to this Test."*

Force Staff (page 132): In **Table 6–12: Melee Weapons**, replace the Force Staff Availability with "Extremely Rare."

Hunting Lance (page 132): In **Table 6–12: Melee Weapons**, replace the Hunting Lance Damage with *"2d10+3 X,"* its Pen with *"7,"* and give it *"Concussive (3)."*

Hunting Lance (page 133): Replace the last sentence of Hunting Lance with the following: *"This a one-handed, single-use melee weapon."*

Exterminator (page 134): Replace the Exterminator Upgrades with: *"Any non-Low-Tech weapon."*

Silencer (page 135): In the Upgrades entry for Silencer, replace *"Stub Revolver"* with *"Autopistol."*

Quick-Release (page 136): Remove the final sentence of Quick Release which reads: *"However, any time the character suffers a Jam result, the weapon's magazine also ejects and must be reloaded."*

Survival Suit (page 142): In **Table 6–20: Clothing and Worn Gear**, replace the Survival Suit Availability with "Average."

Chameleoline Cloak (page 142): Replace the second sentence of the Chameleoline Cloak entry with the following: *"A character wearing a chameleoline cloak gains a +20 bonus to Stealth Tests."*

Field Suture (page 144): In **Table 6–23: Tools**, add the following row between Diagnostor and Glow-globe/Lamp Pack:

Field Suture	Average

Field Suture (page 145): Add the following entry between Diagnostor and Glow-globe/Lamp Pack: *"Field Suture: Common implements found on battlefields across the Imperium, field sutures are used to quickly sew shut wounds to prevent blood loss. They can vary in form, from a simple needle and thread to archaic devices which staple shut the injury. Field sutures provide +30 to Medicae Tests to staunch Blood Loss."*

Grav Chute (page 145): Change the last paragraph of the Grav Chute to: *"If the character passes a **Challenging (+0) Agility Test** or **Routine (+20) Operate (Aeronautica) Test**, the grav chute allows for a safe, guided fall from any height, otherwise the character counts as having fallen two metres for every Degree of Failure (see **Falling** on page 267 in **Chapter VIII: Combat**)."*

Psy Focus (page 146): Add the following after Pict Recorder and before Screamer: *"**Psy Focus:** Psykers often use devices to help them focus their powers. A psy-focus could be a sacred bone, carved wytch stave, blessed icon, or chain of crystals. When a Psyker with a psy-focus makes a Focus Power Test (see **Chapter VII: Psychic Powers**) he gains a +10 bonus."*

Autosanguine (page 147): In **Table 6–24: Cybernetics**, add the following row between Augur Array and Baleful Eye:

Autosanguine	Very Rare

Autosanguine (page 148): Add the following between **Augur Array** and **Baleful Eye**: *"**Autosanguine:** This ancient and blessed technology of the Mechanicus flows through the character's blood. These miniscule machines repair minor injuries and speed healing. When applying healing, the character is always considered Lightly Damaged, and heals at an increased rate, removing 2 points of Damage per day."*

Baleful Eye (page 148): Add the following to the end of the Baleful Eye profile: *"It also has no clip size, however a Jam result causes the weapon to stop functioning, and the character to lose sight in the eye, for a number of Rounds equal to the Degrees of Failure on the attack roll."*

Open-Topped (page 153): Add the following before the last sentence of the Open-Topped Trait: *"Additionally, passengers mounted in Open-Topped vehicles are struck by any Blast or Spray attacks which they would be in range of."*

Ramshackle (page 154): Replace the last sentence of the Ramshackle Vehicle Trait with the following: *"Damaged vehicles with the Ramshackle Vehicle Trait are always treated as Lightly Damaged unless they have taken Critical Damage."*

Leman Russ Battle Tank (page 155): Replace the Leman Russ Structural Integrity entry with *"55,"* and its Armour entry with: *"Front 40, Side 32, Rear 20."*

Replace the Leman Russ Size entry with "Massive."

Leman Russ Demolisher (page 156): Replace the Leman Russ Demolisher Structural Integrity entry with *"60,"* and its Armour entry with: *"Front 40, Side 35, Rear 22."*

Replace the Leman Russ Demolisher Size entry with "Massive."

Leman Russ Vanquisher (page 156): Replace the Leman Russ Vanquisher Structural Integrity entry with *"55,"* and its Armour entry with: *"Front 40, Side 32, Rear 20."*

Replace the Leman Russ Vanquisher Size entry with "Massive."

Chimera Armoured Transport (page 156): Replace the Chimera Armoured Transport Structural Integrity entry with *"35,"* and its Armour entry with: *"Front 30, Side 22, Rear 16."*

Replace the Chimera Armoured Transport Size entry with "Massive."

Basilisk (page 157): Replace the Basilisk Structural Integrity entry with *"40,"* and its Armour entry with: *"Front 30, Side 18, Rear 16."*

Replace the Basilisk Size entry with "Massive."

Replace the last two sentences of the Basilisk Special Rules with the following: "By spending a Full Action, the crew of Basilisk can remove (or add) the Indirect Quality to the Earthshaker Cannon mounted on their vehicle. All the usual requirements for Standard Attack Actions apply, such as Line of Sight, when firing the earthshaker cannon without this Quality."

Hellhound Flame Tank (page 157): Replace the Hellhound Flame Tank Structural Integrity entry with *"30,"* and its Armour entry with: *"Front 30, Side 28, Rear 18."*

Replace the Hellhound Size entry with "Massive."

Sentinel Scout Walker (page 158): Replace the Sentinel Scout Walker Structural Integrity entry with *"20,"* and its Armour entry with: *"Front 25, Side 15, Rear 15."*

Replace the Sentinel Scout Walker Size entry with "Enormous."

Baneblade (page 158): Replace the Baneblade Armour entry with: *"Front 45, Side 38, Rear 30."*

Replace the Baneblade Size entry with "Monumental."

Baneblade (page 158): Add the following after the profile for the Turret-mounted Baneblade Cannon: *"with Co-Axial mounted M34 Auto-cannon (300m; S/3/–; 3d10+8 I; Pen 6; Clip 20; 2 Full; Ogryn-Proof, Reliable)."*

CHAPTER VII: PSYCHIC POWERS

Psychic Strength (page 161): In the Push subsection, replace the sentence beginning with *"However, regardless of the test's result"* and ending with *"as described on **Table 7–1: Psychic Strength**."* with *"However, regardless of the test's result, the psyker will automatically generate a significant disturbance in the Warp and must roll on **Table 7–2: Psychic Phenomena** and modify the result depending on the psyker's nature as described in **Table 7–1: Psychic Strength**."*

Minor Manifestations (page 163): Add the following sidebar: *"**Minor Manifestations:** The psychic powers presented in this chapter represent some of the more powerful abilities that psykers in the Imperial Guard can summon on the battlefield. However, as psykers are trained in the bellies of the Black Ships, they learn to use the power of the Warp in many more subtle ways. In **Only War**, these small uses of psychic power are represented as Minor Manifestations, and are divided up by the different disciplines.*

Characters with the Psyker Aptitude may purchase Minor Manifestations from any psychic discipline in which they already know a psychic power, and each individual Minor Manifestation costs 50 Experience Points. What an individual Minor Manifestation does is up to the Game Master and the player making the purchase, however these powers must be simple, small manifestations of power, and may not have any major in-game effects (such as causing significant Damage or removing a status effect). These powers should instead provide smaller situational modifiers, the effects of which are determined by the Game Master. Examples of appropriate Minor Manifestations are listed at the beginning of each discipline.

*To use a Minor Manifestation, the psyker must spend a Half Action and make an **Easy (+30) Willpower Test**. This Test has no chance to trigger a roll of the Psychic Phenomenon Table."*

Biomancy (page 166): Add the following to the end of the Biomancy entry: *"**Example Biomancy Minor Manifestations:** Slightly alter the psyker's physical appearance for a short time. Sense the pulse rate of another character nearby."*

Divination (page 167): Add the following to the end of the Divination entry: *"**Example Divination Minor Manifestations:** Gain a vague feeling about future events. Cause a small event of fortune or misfortune to befall a nearby character (finding a lho-stick on the ground, tripping on a root)."*

Pyromancy (page 168): Add the following to the end of the Pyromancy entry: *"Example Pyromancy Minor Manifestations: Create a small flame in the palm of the psyker's hand. Cause all of the candles in a room to simultaneously go out."*

Telekinesis (page 169): Add the following to the end of the Telekinesis entry: *"Example Telekinesis Minor Manifestations: Cause a small object to float or move across a room. Tapping a squad-mate on the shoulder from across the room."*

Telepathy (page 171): Add the following to the end of the Telepathy entry: *"Example Telepathy Minor Manifestations: Gain fleeting glimpses into a nearby character's thoughts. Cause a nearby character to hear whispering voices."*

Psychic Shriek (page 171): Replace the Psychic Shriek Range entry with *"10 metres x Psy Rating."*

CHAPTER VIII: COMBAT

Combat Overview (page 173): Replace the last sentence of Step 1: Surprise with the following: *"During the first Round of combat, a Surprised character loses his Turn and cannot use Reactions because he has been caught unawares by his enemies."*

Delay (page 177): Replace the Delay "Type" entry with *"Full Action,"* and replace Delay description with *"Instead of acting immediately, the character waits for an opportunity. When a character chooses Delay, his Turn immediately ends. Any time before the start of his next Turn, the character can perform a Half Action of his choice—even though it is not currently his Turn. If this Half Action is not used before the start of the character's next Turn, it is lost. If two or more characters both attempt to perform a Half Action gained from Delay at the same time, they must make an **Opposed Agility Test** to see who acts first."*

Heavily Damaged (page 199): Replace the **Heavily Damaged** entry with the following: *"A character is Heavily Damaged whenever he has taken more Damage than twice his Toughness Bonus. A Heavily Damaged character does not removed Damage unless he devotes himself to complete rest (such as when receiving extended care, as per the Medicae Skill). If he does so, the character removes 1 point of Damage at the end of each 24-hour period. Once a Heavily Damaged character's Damage is equal to or less than his Toughness Bonus, he becomes Lightly Damaged."*

Critically Damaged (page 199): Replace the **Critically Damaged** entry with the following: *"A character is Critically Damaged whenever he has taken Damage in excess of his Wounds. A Critically Damaged character does not removed Damage unless he devotes himself to complete rest (such as when receiving extended care, as per the Medicae Skill). If he does so, the character makes a **Challenging (+0) Toughness Test** at the end of each 24-hour period. If he succeeds, he removes 1 point of Critical Damage. Once all Critical Damage has been removed, a character becomes Heavily Damaged instead."*

CHAPTER IX: THE GAME MASTER

Medallion Crimson (page 217): Replace the Medallion Crimson Squad Bonus Entry with the following: *"When the wearer of this medal takes Damage for the first time in a combat encounter, reduce that Damage by 1 (to a minimum of 0)."*

CHAPTER X: ADVERSARIES AND NPCS

Bloodletter (page 234): Add *"Warp Weapons"* to the end of the Bloodletter Traits entry.

Blood Slaughterer (page 234): Replace the Blood Slaughterer Structural Integrity entry with *"40,"* and its Armour entry with: *"Front 32, Side 26, Rear 20."*

Defiler (page 235): Replace the Defiler Structural Integrity entry with *"50,"* and its Armour entry with: *"Front 30, Side 28, Rear 18."*

Soul Grinder (page 235): Replace the Soul Grinder Structural Integrity entry with *"50,"* and its Armour entry with: *"Front 35, Side 32, Rear 22."*

Clawed Fiend (page 236): Replace Clawed Fiend *"Brutal Charge"* Trait with *"Brutal Charge (3)."*

Helion Skyboard (page 238): Replace the Helion Skyboard Structural Integrity entry with *"10,"* and its Armour entry with: *"Front 12, Side 12, Rear 10."*

Reaver Jetbike (page 238): Replace the Reaver Jetbike Structural Integrity entry with *"15,"* and its Armour entry with: *"Front 16, Side 16, Rear 12."*

Venom (page 239): Replace the Venom Structural Integrity entry with *"25,"* and its Armour entry with: *"Front 22, Side 22, Rear 18."*

Raider (page 239): Replace the Raider Structural Integrity entry with *"35,"* and its Armour entry with: *"Front 24, Side 24, Rear 20."*

Ork Boy (page 240): Replace **Ork Boy** Ballistic Skill with *"26."*

Replace Ork Boy *"Brutal Charge"* Trait with *"Brutal Charge (1)."*

Replace **Slugga Boy** Choppa Damage with *"1d10+6 R."*

Replace **Shoota Boy** Shoota Rate of Fire with *"–/3/10."*

Ork Nob (page 240): Replace Ork Nob *"Brutal Charge"* Trait with *"Brutal Charge (3)."*

Replace Ork Nob Choppa Damage with *"1d10+11 R."*

Stormboy (page 240): Replace Ork Boy Total TB with *"6,"* and replace *"Unnatural Toughness (4)"* Trait with *"Unnatural Toughness (2)."*

Replace Stormboy *"Brutal Charge"* Trait with *"Brutal Charge (2)."*

Runtherd (page 241): Replace Runtherd *"Brutal Charge"* Trait with *"Brutal Charge (2)."*

Replace Runtherd Choppa Damage with *"1d10+6 R."*

Squig (page 241): Replace Squig Movement with *"3/6/9/12."*

Mad Dok (pahe 242): Replace Mad Dok *"Brutal Charge"* Trait with *"Brutal Charge (3)."*

Ork Warbike (page 242): Replace the Ork Warbike Structural Integrity entry with *"15,"* and its Armour entry with: *"Front 18, Side 18, Rear 14."*

Ork Warbuggy (page 244): Replace the Ork Warbuggy Structural Integrity entry with *"25,"* and its Armour entry with: *"Front 22, Side 20, Rear 18."*

Ork Trukk (page 244): Replace the Ork Trukk Structural Integrity entry with *"35,"* and its Armour entry with: *"Front 24, Side 22, Rear 20."*

Ork Battle Wagon (page 244): Replace the Ork Battle Wagon Structural Integrity entry with *"60,"* and its Armour entry with: *"Front 36, Side 28, Rear 24."*

Imperial Guardsman (page 245): Replace *"Speak Language (Low Gothic)"* Skill with *"Linguistics (Low Gothic)."*

Servitor (page 245): Replace *"Servo-arm (Melee; 1d5+5; Pen 0)"* with *"Servo-fist (Melee; 1d5+6 I; Pen 0)."*

Ogryn (page 245): Replace *"Ripper Gin (melee) (Melee; 1d10+7 I; Pen 0; Ogryn-Proof, Unbalanced)"* with *"(Ripper Gun (melee) (Melee; 1d10+9 I; Pen 1; Ogryn-Proof, Primitive [8])."*

Ratling (page 245-246): Add *"Linguistics (Low Gothic)"* to Ratling Skills.

In Ratling Weapons, replace Long Las Damage with *"1d10+5 E."*

Storm Trooper (page 246): Replace *"Speak Language (Low Gothic)"* Skill with *"Linguistics (Low Gothic)."*

Commissar (page 246): Add *"Linguistics (High Gothic, Low Gothic)"* to Commissar Skills.

Replace *"Cold Hearted"* Talent with *"Chem-Geld."*

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