FAQs

Core Rules Questions

Q. Do game effects during the specified phase that are not controlled by any player take place before any command cards are played?
A. Yes

Q. Am I reading the force roster correctly in that the defence force must contain two command models at this point level? One for the target Commander and one in the required purple command battle group?

A: *Your compulsory choice is free.*

Q. On page 21 of the 1.1 rules, it says, "To determine whether a Squad can come out of reserve, roll 1D6 on the following table when indicated in the turn sequence ... If the required value is equalled or beaten, the Squad enters the in Readiness Stage."
On the very next page, in the Turn Sequence, it says: "Each player (in order of Initiative) may now roll 1D6 for each Battlegroup they have In Reserve, to determine if they can be utilized this turn."
So, which is it? If I have an Air battlegroup with 2 squads in it that are In Reserve, do I roll once for the whole battlegroup, or do I roll twice, once for each squad?
A. Players should roll once per squad (not battlegroup).

Q. If a Battlegroup has no active squads, either because they are all destroyed or because they are all still in reserve, can that Battlegroup be activated?
A. No

Q. Vehicles and Infantry bases within 1" of a destroyed structure can be destroyed, but if measured from the centre of the vehicle, certain vehicles can never be damaged in this way. Do you measure to the hull of a vehicle for this particular rule?
A. You measure from the edge of the building to the centre of the unit, if it is over 1", then the unit can't be destroyed by the collapsing building. This will result in some of the large units in the game being unable to be destroyed in this way.

Q. What Is the Command radius from a scout unit when the Commander is in a non-Command Vehicle?
A. If the Commander is in a non-Command vehicle and therefore the Command radius is halved, then you use that halved radius when measuring from the scout unit.

Q. One cannot pre-measure Sphere of Influence, because it is expressly prohibited in the rules on page 38, where it says (within the context of measuring a commander's SoI), "The target(s) of the Command Card must be within the Sphere of Influence for the card to take effect.
A. Correct

Q. Do Landed Aircraft block Line of Sight and contribute to the LZ is hot rule?
A. They do block line of sight, however they **do not** *contribute to 'The LZ is hot' rule, as they are not infantry or vehicles.*

Q. Does leaving a transport after a crash landing count as an embark/disembark move?
A. Yes. Units may move (but not shoot) if they leave a crashed transport, as long as they have not activated that turn. If the Infantry have activated that turn they are placed within the transport's landing area (or within 3" of a ground transport) and may do nothing further that turn.

Q. If the Forward Air Controllers Unit is in CQB, do the Fast Movers still get the -1 modifier? (Are they considered to be in LOS with the enemy while in CQB?)
A. Yes; while line of sight is not specifically used in CQB, the forward air controllers are certainly aware of the presence of the enemy in the sector! They count as having LOS to an enemy unit as if they were at the walls, with an enemy unit in sight.

Q. If a unit is lost to a "To The Deck" die roll, do the kill points go to the opponent?
A. Yes

Movement

Q. Do walkers get the movement bonus for traveling on their entire move on roads?
A. Yes they do.

Q. Can an infantry unit abandon a Structure (staying within 1" of it) pick up a dropped objective and then enter (go back into) the same Structure?
A. Yes. Although disembarking from a building counts as moving, they may re-embark as that does not count as moving.

Q. Where buildings are completely within a deployment zone, can infantry units direct deploy inside a building if they do not have a transport?
A. Yes

Q. Assume that the drop ship starts its activation landed. It takes off, flies to the LZ, lands, drops off its passengers, and then takes off again. Is there any 2" deduction here?
A. If a transport disembarks/embarks units and therefore has only moved half this turn, then you don't apply the 2" move penalty.

Q. If an aerial transport that is carrying a ground transport that contains infantry is shot down and the ground transport fails to survive the crash are the infantry dead outright or do they then test to escape?
A. If the aerial transport explodes in the air, everything is destroyed. If it crash lands then you roll on the destroyed ground transport, applying the results as stated in the table.

Q. If your ground troop transport explodes but the infantry is ok and you are within 1" of an entrance and need to "place" your infantry within 3" and the enemy is occupying the building you want to enter; are you allowed to place the infantry (from exploding ground troop transport) into the building?
A. You may disembark into the building from the wrecked transport if the infantry have not activated yet that turn. If the Infantry have activated that turn they are placed within the transport's landing area (or within 3" of a ground transport) and may do nothing further that turn.

Q. Can any ground troop transport take an objective off the board without the infantry squad inside?
A. Yes, any ground troop transport (including Haven gates) can leave the board without the infantry when carrying objectives.

Q. If you move a dropship within 3" of the wall of a building which is higher than 6", could you disembark units onto the roof of this building providing that the Landing zone Template just touches the wall and the roof is within 3" (horizontally) of the dropship?
A. No, in order to disembark units onto a building roof, the dropship must be able to fully place the landing zone template on the roof of the building and then they land and deploy normally. This is the only way to disembark onto the roof of a building.

Q. If you disembark units onto the roof of a building does the disembarked unit have to fit completely on the roof, or could some parts hang over provided that the model sits firm?
A. a unit could hang over the edge of a building as long as it is able to deploy onto the building as per the question above. Remember that hanging over the edge of the building will present more of your unit to the enemy so you would be less likely to gain cover from any shots against you.

Q. Is disembarking from a transport a 'move'? And is merely embarking into a transport within 3" a 'move'?
A. Neither disembarking or embarking onto a transport is considered a move.

Q. Can I enter a building (there are doors on all sides as it's a residential block) and leave it in the same turn, which would allow me to enter one side and leave the other and subsequently leave the board with an objective?
A. To exit a structure you count as having moved, and used your entire movement. This means that while you may enter and exit a structure in the same turn, you may not move before entering the structure (i.e. you must start your turn within 1" of the structure.) You may do this when entering the structure from a transport, but again, the unit may not move before they entered, including moving while in a transport.

Q. Can ground units (vehicles, infantry and landed aircraft) move through or over other ground units or must they move around them like impassable terrain?
A. Ground units must move around other ground units when moving, they cannot move over or through them – this includes skimmers and hovercraft; they must go around and cannot 'skim' over models.

Q. Can aircraft, including Fast Movers, fly over 6" tall structures? Or must they fly around them?
A. They must fly around.

Q. You can pre-measure for movement distances, because it is "another" time, falling under the category of deciding "not to allow pre-measuring at ANY time", that is, some forms of pre-measuring are allowed, and it is not specifically prohibited in the Movement section of the rules. Is this correct?
A. Yes.

Q. Structures are impassable to vehicles and infantry, but both types can be deployed on the roof of a structure providing there is room for the transport's LZ. After that, can vehicles and infantry move on the rooftop? (to move from one wall to another or to change their facing?)
A. Yes (although if you are playing with aircon vents, ducts etc you would need to decide before the game whether you could move over them or whether you would have to move around them).

Q. A transport vehicle that moves entirely on exceptional ground gains +2 to its Mv value. A transport vehicle that moves onto the table does so at half its Mv value. Do either of these modifications affect the distance a transport vehicle or its units may move in the same turn? (ie. would the transport vehicle be able to move an additional 1", half the exceptional ground bonus, and still disembark units.)?
A. Yes – as this bonus is added to the MV value at the beginning of the move, add 2" to the MV value of the unit and then half it for entering the board.

Q. Take a Bear with Legionnaires. Its Mv value is 6". It moves onto the table with the Legionnaires embarked, so it moves at 3". It now disembarks the Legionnaires. Would its max Mv be 1 1/2" (half the 6" for moving on then another 1/2 Mv value for disembarking)?
*A. No; to embark/disembark units the transport may move up to half distance. Whether it is **able** to move full distance or not does not affect the rule – so long as it has only moved up to half, units may embark/disembark. It may therefore move 3" and still disembark its troops.*

Q. Does it matter where a dropship disembarks one of two squads (e.g., ground troop transports) that are sharing that dropship when determining how many disembarks that dropship was involved in? For example, if a Condor disembarks 2 Bears at the same point/time on the table, does that count as 1 disembark for the Condor, or 2, one for each Bear that disembarked?
A. Every time a dropship drops off or picks up any number of squads it counts as a single embark/disembark towards the limit.

Q. Can you put a flying stand (with an aircraft atop it) on top of a building, as long as the building is less than 6" high, to represent the aircraft (a Dropship) stopping in that location?
A. Yes

Q. Can you move a unit onto or over the base of a flying stand? This would include ground vehicles and troops and other aircraft moving at lower altitudes.
A. Yes

Q. Buildings 'A' and 'B' are 3" apart and therefore linked. I have a unit of infantry on the wall of building 'A' facing building 'B'. Can enemy infantry from building 'B' enter building 'A' using the linked building rule even though I have a unit on the wall facing them?
A. Since the buildings are linked, they count as touching, at which point while you may fire from those windows, you may not stop infantry entering through a linked building by lining the walls on that side; from a background point of view it is supposed that the short distance between the buildings is enough for units to whether/dodge through fire coming from those windows and get into the building.

Q. Can a transport with a unit embarked do the following; move, then shoot, then disembark its embarked unit?
A. You may move and then shoot with the transport, then disembark units. This is because disembarking does not count as moving. Infantry in this situation that are close enough to a building may also embark into that building (again, as this does not count as moving).

However, it is important to know that units that disembark in this way may not fire, as the squad as already fired – this is especially important to note for units that may usually embark/disembark and fire (i.e. totems, units in Krakens). This is because you must fire all units in the squad at the same time, including their transport, and since the transport has already fired, they may not.

Q. Can a transport with a unit embarked do the following; shoot a structure, then move, then disembark the Unit, then the previously embarked unit enter the structure (either by moving or by a direct disembark)?
A. Yes, you may, as per the rules above.

Q. Can an aircraft/fast mover with the transition rule direct deploy?
A. No, unless specifically stated in a special rule or scenario, units that are Aircraft or Fast Movers with Transition may not direct deploy. This also applies to any Walkers that have any transition options in their stat lines (e.g Annihilators and Apollos). They may not Direct Deploy.

Shooting

Q. Can you use a friendly unit as a target for indirect fire/blast weapons?
A. No. You are also not allowed to place a template anywhere where it would hit a friendly unit or building containing a friendly unit. Blast templates may however scatter onto friendly units/buildings containing friendly units. – resolve the damage as usual.

Q. If Indirect Fire is coming from spotting from a scout, does it suffer the +2Ac if the target skimmer has moved over 6"?
A. You still suffer the +2 AC penalty if applicable as per the 'Skimmer' Rule.

Q. Can I fire directly with Indirect Fire weapons? If I do I get +2Ac as I am not firing via a scout unit?

A. You may fire directly, and do not suffer the +2Ac to the shot.

Q. In the case of an infantry base (like Scourge Destroyers) that have a special weapon rule of "L-1", Is it correct that each base may choose to shoot its Plasma Charger once per game, per the "L-X" rule (L-1, in this case), but get three Shots in the Turn that the base chooses to shoot if the base is at full health, two shots if the base has lost one DP, and only one shot if the base has lost two DPs?
A. That is correct

Q. A friendly unit spots for an IF weapon. To the unit's view, the target is hull down. Does the IF shot suffer the Hull Down penalty? What about the skimmer bonus
A. No, IF shots are never subject to Hull Down. However, as above, they still receive the penalty to hit for a target's skimmer bonus (subject to the usual rules for skimmer bonus).

Q. When does reaction fire happen if an aircraft shoots then moves?
A. Players choose when to Reaction fire, the ability to Reaction fire is triggered when the aircraft <u>activates</u>, so players would work out the results of the reaction fire before the aircraft would shoot, move etc.

It is important to remember that the player that is reacting (i.e. firing at the aircraft) may take these shots at any point during the aircraft's activation, and so while they may shoot as soon as

the aircraft activates, they can defer it to any other legitimate point (i.e that they would be able to fire due to line of sight, range etc) in the aircraft's activation if they choose.

Q. A Fast Mover enters the board edge within Range of an AA gun that chooses to reaction fire at it, and the Fast Mover is also within Range of shooting its target as soon as it crosses the table edge. Who shoots first, or do they shoot simultaneously?
A. The reaction fire happens first, then if the Fast Mover survives, it may fire.

Q. Do AA weapons ignore Evasion Countermeasures?
A. No

Q. If a template with the Frag-X rule touches a building (after scattering), do you need to make a Frag-X roll?
A. Yes

Q. If unit with a weapon range of CC attacks a skimmer, is 2+ Ac modifier is applied like other weapons?
A. Yes, the skimmer rule still applies.

Q. Is it correct that you can't pre-measure shooting range when moving, but can pre-measure range when shooting to determine if the selected target is in range.
A. Yes

Q. If you have more than one saving throw, e.g. Onboard shields and White Nanomachines, can you make both saving rolls?
A. You may only ever take one save, no matter how many passive saves the model may have – if for any reason a unit has two or more passive saves, players pick the lowest (best) and use that – e.g. if a unit had a 3+ and 5+ passive save, the 3+ save is taken.

Q. When taking Passive saves against focus attacks, do you save against all the hits individually and then combine them or do you combine the hits and save against the combined attack?
A. You combine the hits and then roll your passive save against the combined attack(s).

Q. If I have a unit with multiple weapons, do I need to allocate all attacks from all weapons and resolve them all, or may I resolve them one at a time?
A. You must allocate all your weapons for the entire squad at the same time.

Q. When rolling to hit, does a 6 always succeed?
A. Yes, unless otherwise specifically stated in a special rule.

Q. Can infantry reaction fire against fast movers?
A. Yes.

Q. Shooting at an aircraft in flight then you shoot at it at the 6" right? Do you need to measure to the point along the middle stem 6" above the table or 2" if it flies low?
A. No, you always measure horizontally.

Q. How is LOS measured to dropships/Aircraft?
A. LoS to dropships is drawn to a point 6" above the base, in line with the flight pole, if you can see that point, you can see the Aircraft.

Q. When I fire a barrage weapon directly at a building (i.e not clip it with the blast or shooting a unit on top of the building itself) and roll a 1 to hit, do I still hit as per the barrage rule, or do I miss?

A. *While the Barrage Rule states that a 1 does not miss as it would with other blast weapons, in this case a 1 does miss the building. This is because when firing directly at a building the weapon loses its template and instead gains the demolisher value listed in the barrage rules (similar to a blast weapon losing its template when firing at buildings in the same way).*

Infantry/CQB

Q. If an infantry unit moves into – a building where an opponent's infantry are already there and haven't activated – can the person in the building activate them next turn and shoot at me in the building before entering CQB? If so are there any modifiers in place (Cover etc.)?

A. *Units **inside** buildings may not shoot at all as they do not have line of sight to anything. They may however go to the windows and fire, or exit the building, as long as it is before they are locked in combat.*

You may not fire while inside a building (i.e. infantry may not fire at other infantry in the same building – that is dealt with as a part of the running fire-fight that is CQB).

Q. If a squad is killed in CQB, and there's another squad in the building, does the objective get automatically passed to the other squad, or does the enemy pick it up? When does this happen?

A. *If the squad is killed it passes to another friendly squad. If there is no other friendly unit in the building, it passes to the enemy, as long as they are legally allowed to carry objectives. This happens at the end of the CQB, after fortitude tests. NB: Remember that infantry who have been in CQB count as having activated, and therefore may not do anything else that turn (including transferring objectives to other units).*

Q. Can a unit in CQB pass the objective?

A. *No, once a unit is allocated to CQB may not pass objective or have objectives passed to them. Only unengaged units may pass objectives.*

Q. When do you declare who is the occupier and aggressor in buildings?

A. *When a unit(s) enters the building with no enemy units in, or ends its activation with no enemy units in a building, that unit(s) becomes the occupier, even if the original unit is no longer in the structure. If you enter a building which contains enemy Infantry, your Infantry become the aggressors. If your Infantry end their turn with no Occupying infantry in the building, they become the Occupiers.*

Q. When do you chose who is involved in CQBs involving multiple battlegroups?

A. *When whichever side is the occupier activates a battlegroup with an infantry unit in that CQB, all those units involved in CQB are activated.*

Q. When do you activate squads (and their transports) which are in a building in which CQB is taking place, but are not involved in the CQB?

A. *If a squad is not involved in CQB but is in a building where it is taking place, they activate when their battlegroup actives, which may be at a different time to the battlegroup(s) involved in the CQB.*

Q. Do you roll search rolls for every occupying squad in different battlegroups who are in a building in which CQB is taking place?

A. Roll for all squads taking part in the CQB at the same time – each eligible squad may roll.

Scenarios: Objectives, VPs etc.

Q. Do commanders count in to the total point value of a unit? How does this work for focal points and critical locations?
*A. A Commander's points value is the points of the unit they are mounted in added to their own points cost. The total points cost is used for all purposes in game. For focal points and critical locations all the total points of the commander and the vehicle they are mounted in are counted, even if they are in an aircraft; commanders in aircraft **do** add their points value to both critical locations and focal points.*

Q. How are critical locations scored? Can you contest them?
A. Critical Locations are scored in the same way as focal points – anything that can contribute to scoring a focal point contributed to critical locations. You cannot contest critical locations, they are either held by one player or the other, if held at all. If a Critical Location is in a building, measure 3" to the edge of the building – further, if the building is destroyed, the critical location is removed from the board.

Q. How do bunkers work for focal point and critical location missions? Where do you measure to?
A. Measure to the centre of the bunker model for focal point and critical location missions.

Q. Can I land units/dropships on top of a bunker? What about all around a bunker to stop the enemy getting in?
A. You may land units on and around a bunker, and if you have the units to do can choose to surround a bunker – in the same way that if you had enough units you could theoretically surround a building to stop enemies getting inside. Players should remember however that aircraft do not trigger the 'LZ is hot' rule – only vehicles and infantry.

Q. Can aircraft (non-transports) Direct Deploy in missions where Direct Deploy is available?
A. No, all aircraft units (transports or otherwise) begin the game in readiness and enter the table on the first turn (P44, Section 7).

Q. Do Infantry units aboard a monorail take Fortitude tests if they lose a CQB?
A. Fortitude tests are not taken while on the train at any point, unless otherwise stated in the scenario.

Q. When using the Monorail, are Command Cards played before, during or after the Monorail moves in the Cleanup phase?
A. The train moves first, then command cards are played.

Q. The Defensive force does not allow aerial units, however longbows MUST take a Raven-A each. Thus, they cannot be included in a Defensive force. Is that correct?
A. For the purposes of the defensive roster, longbows can be taken without their transports.

Q. Does a player who is searching for a Piece of Intel remove the marker for that Piece of Intel from the game if he rolls a 2-5, or does he leave the marker there and the other player then has a chance to get a legal Unit to search for that Piece of Intel, too?
A. If a players rolls a 2-5 when searching for Intel, the Intel marker remains and their opponent may roll if they are in the building, later in the game.

Fast Movers

Q. Can a fast mover with transition fly on, transition, and then shoot with an ac of +2 (If that is in its rules – i.e. the Hellhog)?
A. Yes it may.

Q. Can a fast mover fly on, transition, and then pivot?
A. No it may not, because you may not turn or move after you have already moved when transitioning; you move either before or after transition, but not both.

Q. Can a fast mover shoot, transition, and then fly off?
A. Yes, it may shoot, transition, then move off the board.

Q. Can a fast mover pivot, shoot and then fly off?
A. No, as this would be moving (pivoting), shooting, then moving again – against standard rules for moving and shooting as well as those for transitioning units.

Command Cards

Q. When playing command cards, who goes first? Is there an order in which you choose which cards are played and when?
A. i) During the Initiation Phase, Command cards should be played in initiative order, alternating players. This is the same throughout each sub phase of this part of the turn (as follows):
1) After rolling for initiative, whichever player wins, has the choice to play a card first or second.
2) When both players have finished playing cards, they discard cards simultaneously.
3) They then draw cards simultaneously.
4) During the Clean Up Stage, the player has initiative plays the first card (if they choose to play any). Complete all the actions associated with this card, including playing any espionage etc. cards. The opponent may then play a card. Once resolved, the first player can then play another card – continue until neither player has any further cards to play.

In multi-player games this still holds true – play one card each (if you choose to) in initiative order.

Note that players may not hold off playing cards – i.e. not play a card until after the other player has resolved several of theirs. Once a player chooses not to play any more cards during the Clean Up stage, that is the cut off for playing cards in the Clean Up phase and they may not decide later in the stage to play further cards. This stops players 'gaming' their card plays in response to opposing command card use in a phase that is designed to be pro-active rather than tactically reactive.

Once finished, players reach the 'End of the Clean Up stage'. Any cards that are played at this point follow the same structure as above – the player with initiative plays first, then the opponent etc., with the same 'cut off' point if a player chooses not to play further cards.

ii) Command cards played during the turn (i.e. during battlegroup activation) are played as instructed on the cards themselves; usually on the activation of a battlegroup, firing a weapon, the activation of another battlegroup etc. Importantly, here the order is reversed. They player who is not activating the unit plays a card first, then the activating player

For example: Player 1 chooses a unit to activate. The opponent (player 2) may now play a card. If they choose not to, Player 1 can play a card, followed by Player 2, and so on. When activating units there is no 'cut off' on playing cards during a unit's activation, as many cards are played during or after a unit's activation.

iii) During the Round Up Phase, card plays return to the order at the start of the turn i.e. the player with initiative plays first, then the opponent, and then alternatively until neither player has any further cards they want to play.

While this seems very involved, the number of cards and actions of players mean that in real terms the above will be very quick – this just provides players with the correct structure and order to play cards in.

Q. When the Quick Thinking card activates a unit, does that activation include the unit's transport?
A. Yes.

Q. When the Quick Thinking card activates a unit, can the card be played on the transport so the squad can be activated?
A. Quick thinking can only be played on a squad, however for the purposes of the card, the transport counts as a squad, so yes, and in the case of a heavy dropship/transport then both squads on board can activate.

Q. Using the Quick Thinking card as above, is it enough that the transport is within sphere of influence or must both squad and transport be within sphere of influence?
A. Only the transport needs to be within Sphere of Influence.

Q. Can a Command Card that is to be used "during" a stage or phase be played after a card is played that is used "at the end" of a stage or phase?
A. No.

Q. What happens when I have no commander on the field, or it is dead? Can I still play cards? Do I have a sphere of influence?
A. When you have no commander on the table (for any reason), you count as having CV1. Players may therefore draw and hold up to 1 Command Card, however they count as Sphere of influence 0", and may not play Sphere of influence cards. They may only play 'Global' area command cards that do not require a sphere of influence (e.g. Scout Gate Drone may not be played – while it is 'Global', it must be played within your sphere of influence, meaning it may not be played).

Q. How does discarding command cards for the commander not being on the table work for the Shaltari and dematerialisation?
*A. A player may only hold a Hand Size up to their maximum CV present on the table. Shaltari Commanders count as **NOT** being on the table when Dematerialised. However, the Commander does NOT count as leaving the table if Dematerialising and Materialising in the same turn (they're only absent for a moment, and as such command is not interrupted).*

Q. How do command cards interact with Critical Locations?
A. Critical Locations count as Focal points for the purposes of using command cards. If a card targets or interacts with 'Focal Points' it may also be used on Critical Locations.

UCM

Q. May smoke launchers be used when disembarking? And embarking?
A. Yes and yes. The bonus will also still apply if the smoke launchers are used, the unit embarks,

and then moves and disembarks in the same turn, however they confer no bonus to a unit if it is inside a transport (the transport itself does not benefit from any smart smoke that is on the unit embarked in it).

Q. The Longbow's smart smoke rule says it may target friendly units. If I land an aircraft (e.g. my Phoenix), can I target it with smart smoke in the same way I would with any other vehicle?
A. No, Aircraft may not be targeted with smart smoke, even if landed.

Q. A Ferrum Drone Base leaves the board (for any reason, including with an objective). What happens to the drones that are already deployed on the table?
A. The drones are destroyed the moment the Ferrum leaves the table.

Q. A Ferrum Drone Base has deployed drones. It then embarks into a transport (most usually an Albatross). What happens to the drones?
A. The drones are destroyed when the Ferrum Embarks.

Q. The Ferrum drone base can be modelled with the landing ramp extended or closed. Where do you measure to/take line of site from in both cases?
A. The Ferrum is a versatile model for Hobbyists and gamers alike, however to stop confusion or modelling for advantage players should ignore the extended ramp in game. This means all measurements are taken from the centre of the model as if the ramp were closed, and line of sight is used to the main hull of the drone base – having the ramp stick out from behind the building does not count for seeing/shooting the model.

Q. When replacement Starsprite Drones are deployed from a Ferrum, they do not need to move into coherency with drones already on the table. Are they still considered to be the part of the same squad? Can any drones that are in coherency with each other combine their shots using the focus fire rule?
A. Yes they are considered the same squad and can combine their shots if in coherency with each other.

Q. Can the Praetorians disembark from a ground transport onto the roof of a structure and gain entrance using breaching charges?
A. Yes, although obviously the roof will need to be large enough for a transport to land and disembark a ground transport.

Q. A Bear ground troop transport is being transported by a Condor drop ship. A squad of infantry is in the ground troop transport. Can the drop ship disembark the ground troop transport, the ground troop transport disembark the infantry and the infantry enter a building (assuming all the distances are met of course) all in one activation?
A. The infantry also leave the condor and then leave the bear so they could not then enter a building as that would be a third disembark/embark move. However, this is where the 2 for 1 combo applies, if the bear is within 1 inch of a building the infantry can exit the bear and enter the building as 1 move and therefore don't do more than 2 disembark/embark moves that turn.

Scourge

Q. When do you measure to see if the Overseer is in range? How does this affect activations?
A. The Overseer rule states that it affects "any squad within 9" of it "when it activates". Squads in a battlegroup active one at a time, meaning that as long as they start their activation within 9" of the Overseer, they may benefit from the rule.

Squads in the same battlegroup as the Overseer work in a similar way, activating one at a time. This means that a player could activate the Overseer, move it into range of another squad in the same battle group, then activate that squad, which would benefit from the ion cradle's rules.

Q. Can you explain the combined fire rule for Scourge warriors, especially in conjunction with the Overseer?
A. The combined fire rule can only ever be used to create one E11 hit per shooting base. This means that if used with the Overseer to double their shots, each base of warriors would fire 10 shots. As long as 3 or more of these hit, the base would create one E11 shot, which would then be reduced to E10 due to the Overseer's rules. It does not matter how many hits more than 3 each base achieves, they may only ever change that to one high energy hit per base.

Q. Say 3 units of Scourge warriors are undamaged, they gets 5 shots when they shoot their plasma rifles. If all 15 warriors (units) are shooting at the same target, do I roll for each stand separately, or do I roll for the whole squad at one time in one big group of 15 dice, meaning a possible 5 E11 shots?
A. You roll 5 dice at a time (or ten if used with the Overseer) – However, as above, you may only ever get one E11 hit from each base of Scourge warriors.

Q. How does the -1E on the Overseer's Iron Cradle affect Scourge warriors?
A. If firing normally, they are affected as stated in the overseer rule. If using the Combined fire rule with the extra shot from the overseer; first double the shots from each base (10), if three or more hits are made combine those successes into 1 E11 shot; -1 from that shot's E value (making it E10).

Q. The Razorworm Pod special rules on the Corruptor say that all Razorworms in the building form a single squad. When are you supposed to activate them if they originally came from different battlegroups?
A. All Razorworms in this situation join the first squad in the building, and activate with that squad's battlegroup. If there are two or more separate, non-corruptor created squads of Razorworms in the building, the Scourge player chooses which squad the new base of Razorworms joins.

Q. Can Razorworms (and similar infantry) search for an objective, even though they are unable to hold it?
A. Yes they may. Unless a rule states the unit may not search of objectives, they may do so even if they cannot hold it. If there is a friendly unit in the building that is NOT in CQB when the razorworms find the object, it is passed to them. Otherwise the objective is placed in the building, and counted as if there were a found objective in a building with no troops in it. It is picked up by ANY unit that enters that building, friend or foe (as they have moved onto an objective in their movement phase).

Q. Does the Desolator's Ion Storm (wide) hit units that are not in LoS and do skimmers still get their movement bonus of +2 to Ac?
A. The Ion Storm Generator (Wide) hits all targets in range regardless of line of sight, the only

exception is infantry that are not manning the walls (although there is a chance they get hit by the falling masonry). Skimmers do get their bonus so the Ion Storm generator receives a +2 modifier to hit them if they have moved 6 inches or over.

Q. Do Scourge dropships get the skimmer bonus when landed?
A. No, as they do not have the skimmer rule.

Q. When using a Command Card that makes it harder to be hit, does the Scourge ion storm cannon's Ac get modified?
A. Yes, but remember that if the chance to hit is taken above 6+ (i.e. more than a 6 to hit), it is reduced to 6+ - 6s always hit.

Shaltari

Q. When using the Totem Warspire as an offensive unit, where do you check LOS from?
A. Line of site is measured from the centre of a model – in height, width and depth. In this case, in the void in the centre of the model.

Q. If friendly infantry are inside a building at the walls/windows and it is shielded by a Totem Warspire, do the infantry gain the passive save? Do they gain a passive save from falling masonry? What about enemy infantry in this situation?
*A. The Totem gives the building a passive save; however, it does not specifically target the infantry themselves. If infantry (friendly or enemy) are at the walls, they gain the passive save from the totem shield if directly shot at. They **do not** gain this save against falling masonry – the shield is outside the building, not covering the infantry themselves! They also **do not** gain the save in CBQ, for the same reason.*

Q. Do Shaltari dropships get the skimmer bonus when landed?
A. No, as they do not have the skimmer rule.

Q. Can Eden, Gaia and Spirit gates land, then simply "drop" the objective it was carrying, and then take flight again?
A. Yes. However they may not 'hand off' an objective to another vehicle or infantry unit. Any Objective dropped in this way counts as unclaimed until a friendly (or enemy) unit picks it up in the usual way. A Haven could also choose to drop/hand off the objective, as detailed below.

Q. Can a Haven gate "pick up" or "hand off" an objective simply by moving over it?
A. Yes, a haven is a vehicle and may do both. This is an exception to the 'gates and objectives' rule.

Q. Can a Haven gate reveal a Possible Objective simply by moving over it?
A. Yes

Q. Can Infantry hand over an Objective to a Haven without dematerializing through it. (Like any other faction can do from the building)?
A. Yes, as it is the relevant ground troop transport for the Shaltari.

Q. The Shaltari Scout Gate Drone card allows them to materialize a dematerialized squad. Does the squad have to be dematerialized at the start of its activation?
A. Yes, as the card states that you must play it when a dematerialised friendly squad begins to complete its actions.

PHR

Q. Do Mercury drones count towards claiming focal points, even if there are no other PHR units close to the point? Do they count for contesting the point as well? How do they work with critical locations?
A. Yes to both – Mercury Drones count both for contesting focal points and claiming focal points and critical locations on their own, even if no other PHR units are close enough.

Q. Does the Erebos EM Disruption Field Generator work while embarked in a transport? Does it work after disembarking?
A. The Erebos must be deployed on the table for the EM Disruption Field Generator to work. As soon as it is deployed on the table, the Disruption Field starts working, so it will be active as soon as the Erebos disembark.

Q. Does the Call for extraction card work with the Medusa? Do I get a Triton-X back? How about Valkyries?
A. The card does work; however, the lost transport is replaced with the player's choice of either a Juno A1/2 or unarmed Triton A1 only – NOT a Triton-X. Valkyries may embark in the replacement transport as if it were their original transport, however a Medusa may not embark in either of these transports. While this means that the card is not useful for extracting the Medusa, the units can be used in other ways in game, and joins her squad for all intents and purposes.

Q. Is any squadron of Type 1/2 walkers allowed to contain a mix of units or can only a single squadron contain a mix of walkers?
A. Any squadron can contain a mix of walkers.

Resistance

Q. Can a Kraken hovercraft (or any hovercraft, for that matter) have an objective handed off to it? Or does the Transport, in this case a Battle Bus, need to hold onto the objective and embark on the Kraken?
A. The Kraken can have an objective handed off to it as it is not an Aircraft.

Q. When units disembark from a hovercraft, how is this measured? Is it from the centre of the hovercraft? From any hull point? The ramps?
A. Measure from the centre of the hovercraft.

Q. When rolling the CQB-value for Berserkers, do you roll a dice for each base or each squad?
A. You roll once per squad.

Q. Can Berserkers find an objective the first turn they search in a 30DP+ building?
A. Yes, although they suffer a +1 modifier to their roll a 6 will always succeed so in the case of a

30+ building, they would need a 6+ the first time they rolled, a 6+ the second time they roll (instead of a 5+) etc.

Q. If you have a drill and it scatters off the board what happens?
A. Place the Drill touching the edge of the table – it scatters to the edge of the table and stops there.

Q. Can Forward Air Controllers in a Battlebus use their ability?
A. Yes, Line of sight is drawn from the Battlebus in the same way that you would if it were firing a weapon.

Q. When using the Drill as a table edge, how does it work? Where do I measure to, and does it count as an embark move? Where do they return to the battlefield (if possible)?
A. The Drill counts as a table edge, and distances are measure in the same way as for other units/the table edge – the centre of the drill model itself counts as the edge. Using the drill as a table edge does not count as embarking. When returning to the battlefield units that have departed via the drill must re-enter from the drill if possible. If they are unable to do so they move onto the table from the player's table edge as usual.

Q. Say 3 units of Occupation Veterans are undamaged, they get 5 shots when they shoot their plasma rifles. If all 15 Vets (units) are shooting at the same target, do I roll for each stand separately, or do I roll for the whole squad at one time in one big group of 15 dice, meaning a possible 5 E11 shots?
A. You roll 5 dice at a time –you may only ever get one E11 hit from each base of Veterans.

Correct as of 1ˢᵗ January 2017, Hawk Wargames