



**V 1.0**

## BASIC RULES

### How do LoF and ZoC Skill Requirements work?

LoF Requirements must be fulfilled when declaring Skills. ZoC Requirements must be fulfilled during the Resolution step.

### Do you have to say which Combat Group Irregular Orders belong to?

Yes.

### When do you apply negative MODs for Skills, Equipment, and Weapons, and who do the MODs apply to? For example when using CC Attack (-X).

The value of an Attribute, Burst, Damage, Ammunition, MOD, number of uses... will only apply when using that Skill, Weapon or Equipment. If the Skill, Weapon, or Equipment requires any targets, the MOD will only apply to those targets.

### Do State MODs all stack with each other? For example, if a Trooper is in IMM-B and Targeted State, do they apply a -6 MOD to all their Reset Rolls?

Yes.

### Do you need to specify all details of a Skill when declaring it? For example where the target is for a BS Attack, or where the template is being placed for White Noise?

Yes, with the exception of the target's position, which is chosen in the Resolution step, before measuring Ranges. If the order of declaration is important, the active player chooses who declares first.

### [Errata] Does 'reciprocal' Line of Fire (the first exception for drawing LoF) depend on the facing of the target, and does it require you to attack the target?

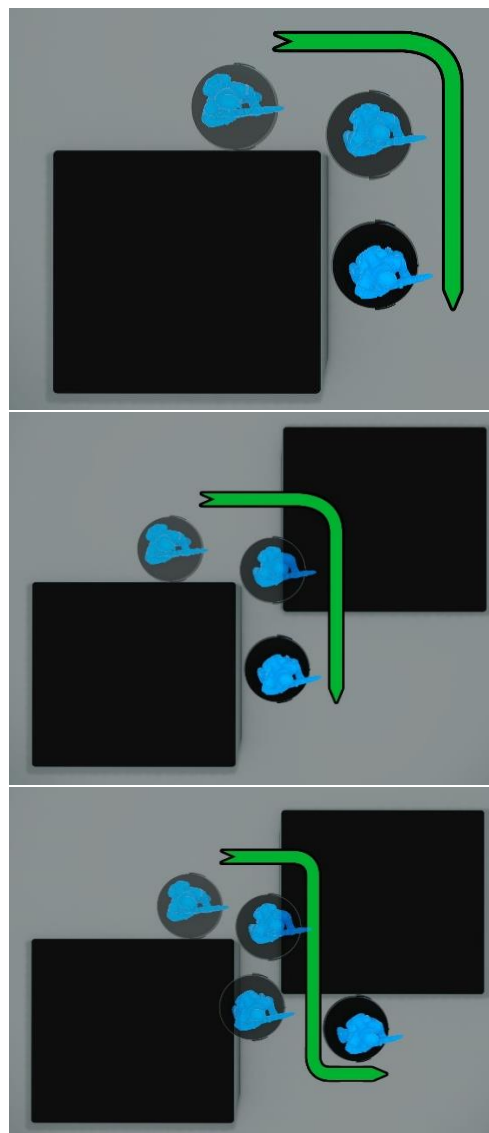
As long as Trooper A can draw LoF to Trooper B, Trooper B can draw LoF to Trooper A as well, as long as Trooper A is within Trooper B's Line of Fire arc.

## MOVEMENT MODULE

### While using Move or Climb, can you move 'through' a corner, in the same way that you can move through a space that's half the width of the Trooper's base?

No. If the space is wide enough for the Trooper's full base, you must use the full base.

Examples:



## COMBAT MODULE

### BALLISTIC SKILLS (BS)

**Do Skills that let you perform a 'BS Attack Roll' (for example Intuitive Attack and Speculative Attack), or have the BS Attack Label, count as a BS Attack for MODs? For example if the Trooper has 'BS Attack (+1 Damage)' or 'BS Attack (AP)'.**

Yes.

### QUANTRONIC COMBAT (HACKING)

**How do Hacking Area AROs work, and do they allow the Trooper to Dodge?**

Hacking Program AROs and Reset AROs are considered valid AROs for a Hacker if the Active Trooper is inside the Hacker's Hacking Area. Dodge AROs are not considered valid for Hacking Area AROs.

**[Errata] In the Hacking example (p61), the Knight of Justice and the Orc both declare an ARO but this appears to contradict the rules for AROs.**

Remember that non-LoF AROs can be declared anyway, and then in the ARO Check step you find out if the ARO was valid.

**[Errata] What does the full Repeater rule say?**

There can be no reaction against a Repeater that is being used by an enemy Hacker, only against the Hacker, if possible.

**When do you apply the Firewall MODs for enemy Repeaters?**

The Firewall MODs will only apply if using the enemy Repeater to use a Hacking Program against an enemy Hacker. If you are in the f you are in Zone of Control of an enemy Repeater, it is not mandatory to use the enemy Repeater.

**How does Controlled Jump work in ARO?**

A Controlled Jump ARO is considered valid against a Combat Jump Entire Order anywhere on the table, or against any Skill in the Hacker's Hacking Area.

As an ARO to a Combat Jump Entire Order, Controlled Jump is declared before the Combat Jump PH Roll is resolved, and will affect that PH Roll. Alternatively, the Hacker can wait until the PH Roll has been resolved, and declare a non-Controlled Jump ARO, if applicable.

## AMMUNITION AND WEAPONRY

**[Errata] Is the PH-6 Roll for PARA Ammunition a Saving Roll?**

Yes, the PH-6 Roll is a Saving Roll.

**Do Pistols with (+1B) or (+2B) apply the additional Burst in CC Mode?**

Yes, but only in the Active Turn.

**Do Smoke Grenades etc. cause Guts Rolls?**

No. Attacks with no Damage value that do not inflict States do not cause Guts Rolls.

## SKILLS AND EQUIPMENT

### COMMON SKILLS

**[Errata] How do Dodge MODs stack for Deployable Weapons, Templates from outside LoF and AROs to Troopers inside ZoC but outside LoF?**

The rules text in the Important box on p83 takes priority over the examples.

In the Dodge and Deployable Weapon example, the Zhanshi is suffering a single -3 MOD, not -6.

**When using Place Deployable and declaring where the Deployable will be placed, what happens if a Trooper moves into that space before the Conclusion of the Order?**

The Trooper that declared Place Deployable may place the Deployable in a different position (still following the Place Deployable rule), and if this is not possible, the Deployable will be lost.

## SPECIAL SKILLS

### **[Errata] Can Surprise Attack be used with Hidden Deployment State?**

Yes. Surprise Attack can be used if the Trooper started the Order in a Marker State, or in Hidden Deployment State.

### **How does Combat Jump onto a rooftop work?**

A Trooper declaring the Combat Jump Entire Order can land on a rooftop, but cannot claim Partial Cover during that Order.

### **Which bullets of the Impetuous Special Skill only apply to Impetuous activations?**

All bullets related to movement apply only during the Impetuous activation. The Partial Cover and Marker State bullets apply at all times.

### **During the Impetuous Phase, How should an Impetuous Trooper move when it has already reached the enemy's Deployment Zone?**

It can move normally inside the enemy Deployment Zone.

### **How does movement work during Impetuous activations if you cannot reach Silhouette contact with an enemy?**

Go towards the enemy Deployment Zone. The Trooper must end his movement as far as possible from the movement's starting point, and as close as possible to the enemy Deployment Zone.

### **How does Bioimmunity interact with Ammunition and Traits that reduce the Saving Roll Attribute, for example AP or E/M Ammunition, or ARM=0?**

AP Ammunition is tied to the Saving Roll Attribute listed in a weapon's profile. If Bioimmunity is used to make the Saving Roll against a different Attribute, that Attribute will not be halved.

In the same way, if Bioimmunity is used against a hit by E/M Ammunition to make the Saving Rolls against ARM, the ARM value will not be halved.

The ARM=0 Trait only applies if the Saving Roll is made against the ARM Attribute, and vice-versa for the BTS=0 Trait.

### **How does Immunity (Total) interact with Plasma Weapons, and with Sepsitor?**

Immunity (Total) cancels the special effects of any ammunition, considering them Normal Ammunition. Plasma weapons use Normal Ammunition, but their Saving Roll is ARM+BTS, so one ARM and one BTS Saving Roll will be made. Sepsitor should have the State: Sepsitorized Trait, and therefore does not work against targets with Immunity (Total).

### **How do Sixth Sense, Zero Visibility Zones and Multippectral Visor Level 1 interact?**

If the Trooper with Multippectral Visor Level 1 and Sixth Sense is the target of a BS Attack through a Zero Visibility Zone, they ignore the -6 MOD for drawing LoF through the Zero Visibility Zone.

### **Which Automatic Skills or Equipment have to be declared when in a Marker State?**

Automatic Skills and Equipment that alter how an Order activates a Trooper, or restrict AROs, must be declared when used in Marker State. For example using NCO to spend the Lieutenant Special Order, or using Stealth.

### **Are G: Jumper Trooper AROs limited to LoF or ZoC?**

No. The Active Proxy Token can be moved, and Inactive Proxies can use Dodge and Reset AROs, whenever AROs are generated.

### **How do Dogged and No Wound Incapacitation interact with Coup de Grâce, and with Troopers that have STR instead of Wounds?**

An Unconscious Trooper that has activated the Dogged or No Wound Incapacitation Special Skills cannot be the target of a Coup de Grâce, the standard CC Attack Rolls must be made.

If the Trooper has STR instead of Wounds, losing a further point of their STR Attribute will have the same effect as losing a further point of their Wounds Attribute - they enter the Dead State.

**[Errata] Can you use Berserk if you start the Order in Engaged State?**

Yes. Berserk can be declared while in Engaged State.

**Can the target Dodge the Berserk Attack?**

No. Berserk does not produce Face to Face Rolls, so you will not avoid the Attack. A Successful Dodge Roll will only allow the Trooper to move and cancel the Engaged State.

**Can Berserk be used while in a Fireteam?**

Yes. Only the Troops with Berserk will perform the Skill, the rest will perform an Idle and the Team Leader will be the only one performing the CC Attack.

**How does the Lieutenant Special Skill interact with Isolated State? Can they still spend their Lieutenant Special Order, and can it still be used by a Trooper with NCO? Does this change during Loss of Lieutenant?**

The Special Lieutenant Order can be used if it has already been generated. During Loss of Lieutenant is not generated, because the Loss of Lieutenant check is before the Order Count step.

**A Trooper with Strategos and Lieutenant (+1 Order), can replace both Special Lieutenant Orders with two Regular Orders?**

Yes.

**[Errata] Do Seed-Embryos automatically hatch in the player's second Player Turn?**

No. Seed-Embryos only hatch as described in the Seed-Embryo skill box.

**If you pick, for example, a Seed Soldier with Forward Observer and Combi Rifle, does the Seed-Embryo Profile have them, or only the Developed Profile?**

Only the Developed Profile.

**Does Stealth work against Reactive Troopers outside Zone of Control?**

Yes. Stealth applies to Reactive Troopers who do not have Line of Fire to them, including Hackers who are outside their Zone of Control and do not have Line of Fire.

**If several Troopers are activated at once (for example a Coordinated Order or a Fireteam) and one of them uses Stealth while outside a reactive Trooper's ZoC or Hacking Area, can the Trooper that used Stealth be chosen as the target of AROs?**

Yes, but the ARO will only be considered valid if the Stealth user performs a Skill that allows AROs.

**How do Engineer, GizmoKits, and Unconscious State interact?**

If a Trooper with STR is in Unconscious State, successful use of a GizmoKit or the Engineer Special Skill on them will restore the Trooper to 1 STR and cancel their Unconscious State. But the Unconscious State would be the only State cancelled by the Engineer, to cancel other States must use another Order.

**COMMAND MODULE****When making Strategic Use of a Command Token to place a Trooper in Suppressive Fire State, how does this interact with Marker States, nearby enemy Mines etc?**

The Trooper has not declared an Order, and will not trigger enemy Deployable Weapons etc. However, any States, Fireteam membership etc. that would be cancelled by declaring a Suppressive Fire Entire Order will be cancelled.

**Can the Order provided by an Isolated Trooper be transformed into a Regular Order with a Command Token?**

No.

**If a Trooper uses an Airborne Deployment Skill to deploy onto the table via a Coordinated Order or an Impetuous activation, what happens to their own Order?**

In this situation they will lose their own Order.

## STATES

**Do Possessed TAGs count as enemies to Troopers in their original Army List, and as allies to the Possessing force?**

Yes, they do. The correct version of Possessed can be found in the Combat Module, on p66.

**How does the Possessed State interact with Pilots, Dismounting, and Escape Systems?**

When a TAG is in Possessed State, its Pilot cannot Mount or Dismount. If a TAG 's Escape System takes effect while the TAG is in Possessed State, the operator profile will not be in Possessed State.

**How does Isolated State interact with Hacking Programs that are not granted by a Hacking Device?**

While in Isolated State all the Trooper's Hacking Programs, Skills and pieces of Equipment with the Comms Attack or Comms Equipment Labels or Traits (Hacking Device, Repeater...) are disabled.

## ERRATA

### WILDPARROT

#### EFFECTS

- These weapons apply the Deployable and Perimeter rule, found in the Place Deployable Skill.
- Therefore, when players declare the Place Deployable Common Skill, they place the WildParrot totally inside the Zone of Control of the Trooper, instead of placing it in Silhouette contact.
- Deployed WildParrots work like E/M Mines and are placed with the Place Deployable or Intuitive Attack Common Skills, except that a WildParrot Token or Model is placed instead of a Camouflage Marker.

### WILDPARROT

Wildparrot	Traits:	Intuitive Attack, Disposable (†), Direct Template (Small Teardrop), Deployable, Perimeter, [*].		
Damage: 13	B:1			
Ammo: E/M	Saving Attribute: BTS			
WILDPARROT				
ARM	BTS	STR	S	
0	0	1	1	