



# Q&A AND ERRATA

An unofficial companion to Rackham Entertainment's AT43

AT43 FAQ  
2012 V1  
Compiled and updated By Supercollider.

Initial errata compiled by Duncan\_Idaho

Almost everything except initial errata compiled by Overseer-Bilesuck

Additional work by mordaga, and Steve C.

This is not an exhaustive resource. You need to be familiar with the rules of AT-43.

Please “private message” me with any mistakes via the AT43 forum at:  
<http://at-43.understairs.nl/forum/index.php>

Based on the most excellent work of Rackham.

All copyrighted material and trademarks used based on verbal permission from the former Rackham. If a current copy-write holder wishes to revoke that permission, please contact me.

No claim or contest is made against any copyright material owned by Cyanide, Rackham, or anybody else.

All photos and text (not owned by Cyanide, Rackham or any body else) Copyright Tom Bodicoat 2012.

I would like to thank the entire world wide AT43 community, for inspiration and good conversation.

# TABLE OF CONTENTS

INTRODUCTION.....03

## I GENERAL RULES

A. Force Construction .....	05
B. Leadership Points (LP) and Combat Drills .....	07
C. Activation and Deployment .....	07
D. Movement .....	10
E. Overwatch .....	12
F. Shooting .....	14
G. Combat (Melee) .....	20
H. Morale .....	21
I. Control, Victory Points (VP) and Reinforcement Points (RP) .....	22

## II OPERATION DAMOCLES

*(including "Phase 0" IE; Initiation set, Cry Havoc, and downloadable missions)*

A: Campaign rules .....	23
B. Missions .....	24

## III OPERATION FROSTBITE

A: Campaign rules .....	25
B. Missions .....	25

## IV ARMIES

*(including Frostbite expansions)*

A. Therians .....	27
B. UNA .....	31
C. Red Blok .....	33
D. Karmans .....	34
E. COGS .....	37
F. ONI .....	38

V MISCELLANEOUS..... 39



# INTRODUCTION

AT43 FAQ 2012 v1 (01st February 2012)

This document (hopefully) contains the complete list of answers from Rackham, to rules questions from the players of the game AT43. As Rackham is no longer trading, this is the final update of this document (barring any typographical errors, or new information being presented).

Every answer (**always shown in red**) is an official answer from either an AT43 game designer, or an employee relaying a designer's answer.

The questions (shown in black) were posed to Rackham by members of the Rackham forum.

Where it is deemed worth while, further explanatory notes have been added in **blue**. These notes are by the author or members of the community, and are NOT official views. They are only there to help clarify some aspect of the answer given, or to direct readers to a newer answer. Newer answers always supersede older answers. As far as can be ascertained, all answers (within each section), are presented in chronological order.

Please note that in this version, the old "Duncan" Errata/FAQ has been integrated into the main body of the FAQ, to make searching for answers more intuitive. These have been added to the start of the relevant sections, as they almost invariably pre-date the other answers given.

## FORMATTING

---

The document has been formatted to give each question and answer a unique reference.

For example:

**Q.Op-FBc-01**

Means this is a **Q**uestion, for the **OP**eration **F**rost**B**ite **C**ampaign. It is question number **01**.

This is intended to make it easier for people to reference questions and answers to one another. If people would prefer the old simple number system, this document will be revised.



# GENERAL RULES

## A. FORCE CONSTRUCTION

**Q.FC-01** Do characters benefit from the faction rules when included in a company that is of one faction or another? (e.g. Sgt Borz in Fire toad in a MIND faction company benefit from the self repair ability?)

**A.FC-01** Yes, But abilities do not stack though.

**Q.FC-02** When building a company does each platoon have to be from the same faction or can you mix factions within a Company?

**A.FC-02** Same faction in a same company.

**Q.FC-03** When you split your force (i.e. 1500/500), how do you go about that, if you cannot exactly make the split?

Can you split them 1510/490 also? Or 1600/400? or 1400/600?

**A.FC-03** Both forces must be equal or under the indicated army points value:  
1499/499 is OK.  
1501/499 is wrong!

No longer applies, since this rule was changed in Operation Frostbite

**Q.FC-04** On page 122 in the new rule book, you get troopers with special weapons. 1 with standard and 2 with maximum at the bottom. It says cost to equip all the special weapons bearers in the unit 25AP. Is this just for missile launchers or all weapons

**A.FC-04** Just the missile launcher. The costs of other special weapons are already "included".

**Q.FC-05** Is it possible to equip a unit with different special weapons, e.g. storm golems 9 man unit 2 sonic guns 1 flamer but pay the extra 25 pts for the flamer, if not can you explain why?

**A.FC-05** Sorry but no. We like to keep things simple, fast and furious.

**Q.FC-06** So it is not possible to mix special weapons in a unit or does it only apply to paying the extra +25 and then mix.

Like having 12 Star Troopers:

- 1 Missile launcher and 1 machine gun or do i have to have 2 of one of them in the unit?

or does it apply only to the Therian where the basic number is 1 and the max number is three?

**A.FC-06** No sorry, all special weapons have to be the same.

**AT-43:** The Rule book p80

**Q.FC-07** I read in the Army Books that each infantry unit (more or less) may field some special weapon bearers.

For example the Steel troopers:

According to the book you can put 1 special weapon in a unit composed by 6 troopers, 0, 1 or 2 special fighter and 1 or none officer.

But, am I compelled to add one special weapon bearer? Or I can choose to field 6 standard (grenades, helmets, etc) steel troopers?

And the same when I field 9 steel troopers?

**A.FC-07** High Command will not deploy a unit without what they believe is the minimum efficient firepower:

Units built from the minimum number of fighters must include 1 special weapon bearer. (note that this is not true for Karman and Cog units, which both post-date this answer)

Units built from the maximum number of fighters must include 2 or 3 special weapon bearers depending on the unit.

This means the Therian storm golems must have either one or three special weapon bearers depending on the size of the unit.

**Q.FC-08** Using the steel troopers as an example (min 6, max 9) can we ever take 7 or 8 models with an officer, or is the option simply "this price gets you 6 models, this price gets you 9 models, if you attach an officer you can add up to 3 at X points each, assuming the officer allows up to 3 additional troopers?"

I'm assuming it works that way (unit can be 6, 9, or between 9 and 12 models).

**A.FC-08** You do not need to bring in an officer to add extra fighters.

The officers' numbers bonus is used to boost the unit beyond Max numbers. So you can have a 7 man steel trooper unit without an officer: Min numbers (6) + 1 extra fighter. All you do then is add the cost of the extra fighter to the Min numbers cost.

I will simply add that the officer is not attached to the unit but replaces one fighter: a Min number Steel trooper unit with a sergeant will still be 6 men strong, 5 standard steel trooper + 1 steel trooper Sgt.



**Q.FC-09** How do hero's fit into the platoon org (e.g. Tiamat)? Do they actually take up a slot or are they in addition to?

**A.FC-09** Heroes can either join units when possible. (Bad Dog in a firetoad unit, Borz in steel trooper unit.) Or they form a unit of their own. Tiamat takes up a AFV type 2 for instance.

**Q.FC-10** Once a squad is considered max size, and upgrading a fighter to a higher ranked officer with the extra fighter bonus for that squad, can you add additional Special Weapons fighters to the squad by paying their higher cost in AP or are standard fighters the only fighters allowed with the Officer's bonus?

**A.FC-10** The extra fighters are standard fighters.

**Q.FC-11** If I buy a Lieutenant for my RPG Soldaty Bunker Support Unit which already includes 3x RPG bearers and 2x Medics, what kind of extra fighters can the Lieutenant add?

Is it extra RPG bearers? Is it extra medics? Is it extra "normal" RPG Soldaty carrying SMGauss, even though the BSU doesn't have any "normal" Soldaty to begin with?

**A.FC-11** The extra fighters are standard fighters carrying standard SMGauss, even if, as you have noticed it, bunker units indeed doesn't have "normal" soldiers to begin with.

**Q.FC-12** Is it possible to deploy a Hero on foot alone before the start of the battle, forming an one-man unit as part of your platoon pattern? Or is this only possible during a battle as a result of a Hero's AFV or unit being destroyed?

**A.FC-12** You can deploy AFV commander on foot, but only if they are attached to an infantry unit when you create your company. They can't make "one man unit" (they are not crazy !)

**Q.FC-13** When can civil engineers be used? Are they specific for Frostbite or can they be used in every mission? Say for instance I was playing an Operation Damocles mission, as a Therian player can I take civil engineers in my army at no extra cost?

**A.FC-13** You can use the civil expert as you want, on Damocles or on any battlefield of your choice, freely. Since they don't fight, you can have them at no cost in AP.

**Q.FC-14** Do terrain elements, such as crystals, paid for by players before a game (as introduced in the operation frostbite book) have to be paid for from the players Assault AP allowance, or are they paid for from the players total AP (effectively from the players reinforcement AP allowance)?

**A.FC-14** Terrain elements are paid from the the players total AP, which indeed means the cost comes from the reinforcement AP allowance.

## B. LEADERSHIP POINTS (LP) AND COMBAT DRILLS

**Q.LP.CD-01** If a unit is completely in the open on a table with no real terrain around to afford cover, can you give it the combat drill of 'Take Cover!' ?

If yes, what if you 'Take Cover!' behind real terrain cover? Is it just the 3+ cover test, or do you get both a 3+ cover test for the combat drill and a 5+ cover test for the real terrain cover?

**A.LP.CD-01** You can give "Take cover!" to a unit that has no cover at all, but if the miniatures are not behind cover when they get shot at, you don't get any cover rolls.

If the unit is behind cover and has been issued orders to "Take cover!" then the 3+ rolls replaces the 5+ rolls. (You do not get both.)

**Q.LP.CD-02** Can an "extra activation" only be used after a delayed activation, or can it be used at any time?

For example: Joe and Bob are playing and Joe wins the Authority roll and chooses to go first. Can Joe spend 2 LP and use "extra activation" on his first turn, or would he have to spend 2 LP to delay his activation and then spend another 2 LP on his next turn for "extra activation"?

**A.LP.CD-02** You can only use extra activation after a delay.

**Q.LP.CD-03** Can you give a unit Combat Drills without paying the 1LP cost to activate the unit?

**A.LP.CD-03** Sorry but no. You need to contact your units before you give them orders. A unit needs to be activated to receive Combat drills.

**Q.LP.CD-04** Can a Hero ever be considered a "special weapons bearer", especially for purposes of the Split Fire drill? Or is the term "special weapon bearer" reserved for the special fighter(s) included in the standard unit?

**A.LP.CD-04** No, heroes are not considered as special weapon bearers.

## C. ACTIVATION AND DEPLOYMENT

**Q.Act-01** My unit has been engaged in close combat by the enemy (within a 2.5 cm radius). The enemy killed all soldiers he was in contact with during his activation. The soldiers left are now more than 2.5 cm away from the enemy. If my next step is activating this unit, is it engaged or not?

**A.Act-01** The unit is not engaged. Units activate in the state they are in at the beginning of THEIR activation. In the above example, since the soldiers are no longer engaged at the beginning of their activation, they can activate normally.

**Q.Act-02** Is it possible for a unit to do the following after its activation: fire, then make a combat move into close combat and start a close combat?

**A.Act-02** Yes, it is possible.

**Q.Act-03** The rules say that a player may be in a situation in which he has to reveal an unit card, but the unit depicted has already been eliminated this round.

Hypothetical situation in the game:

A leads White Stars, B leads Therians. The cards (from left to right) of A are Fire Toad and White Star elite-troopers. During round 1, B wins the authority test, activates his Golgoth and destroys the Toad. A reveals after this the card for the Fire Toad but can't activate the Toad since it has been destroyed.

What happens now? Does A simply reveal the next card with the troopers or is the card with the toad seen as activated and the enemy is now in line with his next activation?

**A.Act-03** There are two solutions to this:

- You have leadership points left over. You can use them to relocate the fire toad card and by the troopers are now in line to be activated.

- No leadership points left over or not willing to use them. You can't activate anything for now and the enemy activates his next unit.

**Q.Act-04** If I have duplicate units (two units of the same type), does it matter which card belongs to which unit or I am free to choose whenever I activate them?

**A.Act-04** ~~It is important that each card is marked to associate it with one particular unit since this is important for activation sequence. For example, if I have two Fire Toads, I must have a card for each of them and each card must be marked in a way so that they are identifiable with each individual model. No Longer Applies, changed in the errata here~~

This is no longer true, as Rackham errata'd the rules so that two identical units with two identical cards could be activated by either card.

**Q.Act-05** When deploying in a deployment zone (in the first round), you can only be fired upon by units in overwatch if you move?

**A.Act-05** Yes you got it right. Deployment zones are meant to give the defender a slight advantage, otherwise it would have been an access zone.

**Q.Act-06** Who deploys first in scenarios, and how is it done (assuming no special deployment rules)?

Is it supposed to occur on the first round when assault models move in from the table edge? What if the DZ's not on a table edge? Does that mean I cannot fire at models if I go first as they aren't on the table yet?

**A.Act-06** There is no deployment phase, generally your troops move on to the board in the first round, as and when they are activated. If you read the battle report in the advanced rulebook all should become clear.

**Q.Act-07** Many scenarios have Deployment Zones that are not on the table edge, but are clearly defined areas that do not touch an edge.

Am I correct to assume that models intended for these DZs simply appear when they activate in the first round?

**A.Act-07** They simply appear within the zone, deployment is not counted as movement and does not trigger overwatch.

**Q.Act-08** I was the attacker in this scenario. My opponent surrounded the deployment grate and I have blown a hole through some units. He put his unit into overwatch. When I deploy infantry, before they move we are engaged? The engagement messes up his overwatch. I can then move and blast without retribution?

**A.Act-08** Your opponent's fighters being within 2.5 cm of your fighters, both units are considered engaged before your unit moves. Your opponent's unit being engaged means its combat drills are canceled.

So yes, this messes up his overwatch. If you have enough room to disengage and put more than 2.5 cm between your unit and his, you can shoot at your opponent's unit.

**Q.Act-09** How are the actions of a unit declared and resolved?

- 1) All actions must be declared on the beginning of units activation, then all actions are resolved one after another.
- 2) First action is declared and resolved, then next is declared and resolved, and so on.

**A.Act-09** Answer number 2) is the right one.

**Q.Act-10** On the first turn Tymofiyeva is activated first and uses her Interference ability and puts the first card in on the end.

UNA player has Stark in his company and the first card was Stark because of his Promise ability. Is the UNA player screwed that turn revealing his cards one by one but not deploying anything until he finally comes up with Stark (his last card due to Interference)?

**A.Act-10** You are right, Colonel G. Stark must be deployed first. So, if Tymofiyeva use her interference ability, the first U.N.A. turn will be really, really painfull. The only choice left to the U.N player is to use L.P. to place the cards of his most important units after Stark. And even so, half of his company will wait the next turn to deploy... The White Stars must at least deploy Stark, because next turn tymofiyeva can use the same trick.

**Q.Act-11** When fighter comes in via a drop point, must the fighter's bases all be completely within 10 cm of the drop point when they deploy? - or only the closest base edge of all models in the unit be within 10 cm?

**A.Act-11** Only the closest base edge of all models in the unit need to be within 10 cm.

**Q.Act-12** This was from the errata discussion, thought I would get your guys thoughts on how it exactly translates to game mechanics: The only question I have is do you choose between special weapon type squads or general squads.

In other words, in my LP suffocation army I have 4 squads of Dragonov's. 2 with Snipers and 2 with AT Gauss. When I pull a card for a Dragonov Kommando unit with the Sniper Rifle on it am I able to choose between my 2 Sniper units or am I able to choose from any of my 4 Dragonov units that haven't activated yet?

Thats my only question. It would make sense to choose between your special weapon squads instead of a broad general amount of squads as they give us cards to differentiate between special weapons and it wouldn't require "marking" your squads still which is why I believe the errata came about.

**A.Act-12** You are right, It has to be the exact same card used for both units if you want to be able to choose.

**Q.Act-13** Some players believe that the same unit can be activated twice in a round. I do not believe this, but I honestly cannot argue against them as nowhere in the main rulebook does it EXPLICITLY state that a unit can only be activated once/round.

**A.Act-13** Let's be EXPLICIT :  
/God mode: on  
A UNIT CAN ONLY BE ACTIVATED ONCE PER ROUND  
/God mode: off

**Q.Act-14** Hi there I was asked an important question, and I couldn't find definitive answer neithe in the AT-43

rulebook, nor here on the forums:

When exactly the unit's state is changed to grounded?

The rulebook says:

AT-43 Rulebook, p. 57 wrote:

When a grounded unit is activated, the following rules apply:

- When half or fewer than half of the fighters in a unit are grounded, their companions give them a hand to get back up. The grounded miniatures are put back up and the unit may act as usual;

- When more than half of the fighters in the unit are grounded, the whole unit is considered grounded. The miniatures are put back up, but the unit cannot perform any action or be given any combat drill.

and

AT-43 Rulebook, p. 59 wrote:

An infantry unit engaged or grounded (see above) loses its combat drills and cannot be given new ones as long as it is engaged or grounded.

These are the only mentions of grounded as a state of a unit (as opposed to grounded as a state of a fighter) and both of them suggest unit state is changed to grounded before the beginning of its next activation. The most logical option seems to be the unit gets grounded immediately after an indirect fire weapon grounds some of its fighters. Is this correct? If so, how many fighters of the unit needs to be grounded for the whole unit to count as grounded?

I can see three options here:

- 1 or more fighters grounded = unit grounded (Jon Finn's opinion)

- more than half of the unit's fighters grounded = unit grounded (Aftermath's opinion)

- all of the unit's fighters grounded = unit grounded (noone believes it is so)

Also, if the above is true (ie, unit's state changes to grounded immediately after enough of its fighters beeing grounded), how it works with an overwatch fire?

In other words: If enough of the unit's fighters become grounded as a result of an overwatch fire, can the rest of the (not grounded) fighters continue to perform actions (move, shoot, fight) as they are not grounded, or is the whole unit grounded and none of its fighters can perform actions?

I have found a discussion suggesting the rest of the fighters can act normally, but it is nothing official...

Example #1:

Six Steel troopers were given "Overwatch!" and "Take cover!" combat drills in their activation. Later on, in opponent's unit activation, they were shot at by some indirect fire weapons. One of them died of explosion, and

three of the remaining five Steel Troopers were grounded. Does the unit state changes to grounded immediately and the unit loses its combat drills or is it only changed at the beginning of the unit's next activation (when they don't have any of the combat drills, because they last until the beginning of activation)?

Example #2:

Three Bane Goliaths perform combat movement, that triggers an overwatch fire from some indirect fire weapons. None of them gets killed, but two of them gets grounded. Can the third one still shoot, or is the whole unit considered grounded?

**A.Act-14** A unit becomes "grounded" when it is activated. The sentence "An infantry unit engaged or grounded (see above) loses its combat drills and cannot be given new ones as long as it is engaged or grounded" only means that the unit lose combat drills and cannot get any when it becomes grounded or engaged.

The "engaged" state is given as soon as an enemy fighter is closed enough at the end of his move, but the "grounded" state is given only at the activation of the unit. Until this activation, and even in the case of an overwatch fire using indirect weapons, the unit is ready to fight and is not considered grounded, even if more than half of its fighters are lying down. It can perform any action it would have been able to perform if no indirect fire weapons have been used against it.

Example #1:

*Six Steel troopers were given "Overwatch!" and "Take cover!" combat drills in their activation. Later on, in opponent's unit activation, they were shot at by some indirect fire weapons. One of them died of explosion, and three of the remaining five Steel Troopers were grounded. Does the unit state changes to grounded immediately and the unit loses its combat drills or is it only changed at the beginning of the unit's next activation (when they don't have any of the combat drills, because they last until the beginning of activation)?*

The steel trooper unit keeps its combat drill and may use "overwatch" against enemy targets. Remark : Some fighters are lying down: this will very probably change their line of sight.

Quote: Example #2:

*Three Bane Goliaths perform combat movement, that triggers an overwatch fire from some indirect fire weapons. None of them gets killed, but two of them gets grounded. Can the third one still shoot, or is the whole unit considered grounded?*

They can shoot all the three (but only on what they see now that some of them are lying down !) and even use combat drills, since the grounded state will take effect on the beginning of their next activation.

## D. MOVEMENT

**Q.Mov-01** Does the fact that fighters are "grounded" change the result needed to run over them?

**A.Mov-01** No the roll is the same: 5+ if the unit is Free and 3+ if the unit is engaged.

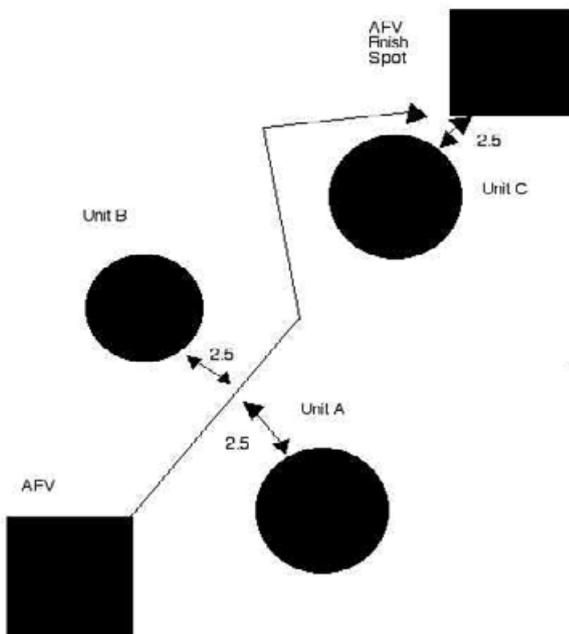
**Q.Mov-02** Can a unit shoot after it has moved half its combat move away from being engaged?

**A.Mov-02** The activation is a duration not a point on a time line. A unit's activation last from when the unit is activated up until its activation is over. The unit's status may change several time during its activation. So yes, An engaged unit can perform half a combat move to break the engagement and shoot.

**Q.Mov-03** When a Therian strider makes a rush movement to run over UNA infantry, does it have to move in a straight line from the start to the end? Or, can it go around obstacles and still run over the infantry as long as it uses the shortest route?

**A.Mov-03** A armored fighting vehicle can go around obstacle and still run over Infantry units as long as it uses the shortest route.

**Q.Mov-04**



Units A,B,and C are all infantry units with overwatch drill on them. The other player activates his AFV that then proceeds to move as shown by the arrow. It passes within 2.5 cm of Unit A+B on its way to combat.

We know that Unit C will definitely loose their overwatch as they are engaged. But do Units A+B also loose their overwatch, as the AFV moved within 2.5 cm of them, they should have been considered engaged and loose their

drills. Or are they not engaged as the AFV just went by them. So is it

A. All three units loose their overwatch  
B. Only C looses it as the AFV stopped there, and did not engage A+B

C. Something else I cannot think of

**A.Mov-04** The answer is simple : you check which units are engaged at the end of movement. So, even if your AFV has walked through enemy units, these units would not have been engaged, unless it stopped within the 2.5 cm limit. So the answer is B.

**Q.Mov-05** How is scenery handled with regard to movement? How does climbing, jumping etc. influence my moving distance? How far can a unit jump?

**A.Mov-05** Movement and scenery rules can be found p96 of the rulebook. These rules concern the elements sold with AT-43. Of course we know people also play with their own terrain:

Before starting the game you must agree with your opponent on what can be climbed over, what cannot and from how high you can drop.

Whenever you climb on top, over or drop from a terrain element you are allowed only half of your combat movement (measured horizontally) when you choose not to use the stairs, a ramp or a ladder. If half your movement is not enough you simply cannot do it.

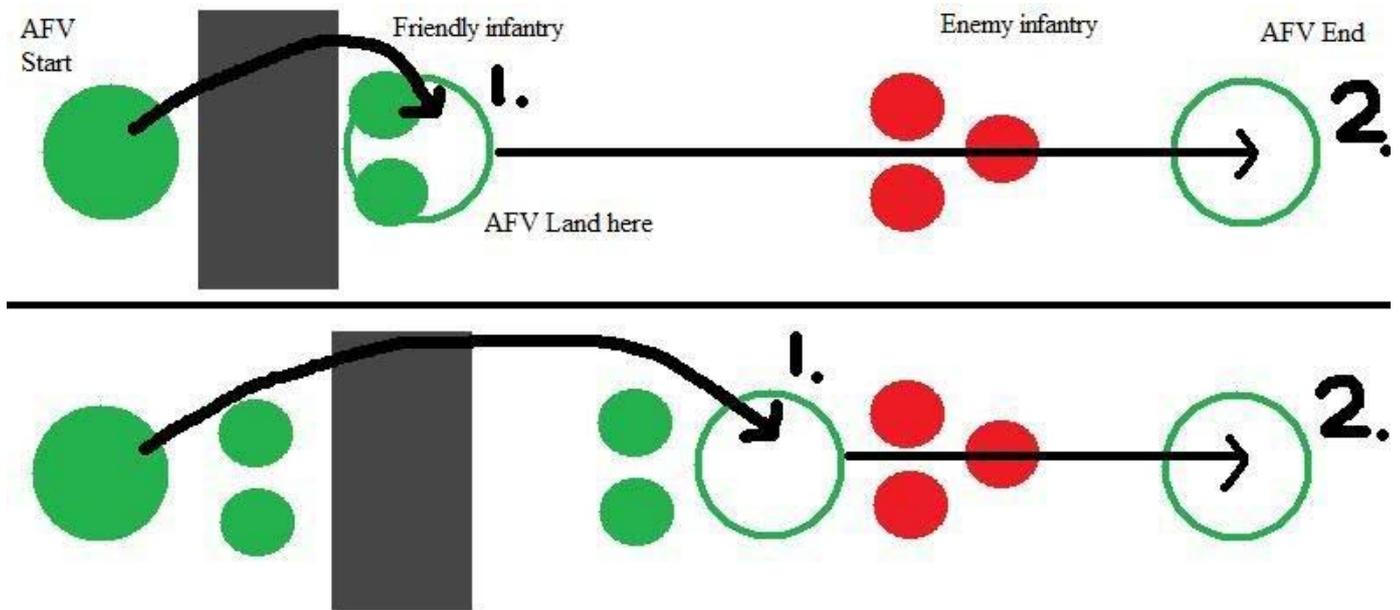
For the time being there are no rules concerning jumping over gaps, so it is not possible for the moment. (Anyway a fighter is full gear can hardly jump more than 2 meters) However there is no problem stepping over a gap less than 2.5 cm wide.

**Q.Mov-06** If an AFV ends its move on a soldier it must move to a point 2.5 cm from the AFV's base or be eliminated. (p59)

Can soldiers move through friendly soldiers to do this? Can they push friendly soldiers aside to make room for themselves?

**A.Mov-06** Yes he can move through friendly fighters. -No you are not allowed to move fighters that were not run over by the AFV. I will add that the fighters you move need to be placed in formation.

**Q.Mov-07** In the following image the Karman afv wishes to jump over the friendly green infantry models and the container and then trample the enemy red infantry. This is a top down image showing two cases.



The first case says that he can only jump over the container (grey) but he must land on his own troops and run them over on his way towards running over the enemy troops (red).

The second (lower) one shows that he CAN jump over all friendly green troops and the container and then run over just the enemy troops.

Which of these is correct? Either or both?

**A.Mov-07** Anything that have the rocket jump capacity can fly over figures and terrains... So you can avoid your own troop and run over enemies, like it is shown in your second image.

**Q.Mov-08** Karman vehicles can change altitude "before or after a movement". Is this altitude change part of the vehicle's movement, or is it separate from movement but counts as movement for the purposes of Overwatch?

Could a karman vehicle change altitude, shoot and then move?

**A.Mov-08** You are right we could have been a bit more explicit. The change of altitude is supposed to be part of the movement. "before or after a movement" would have been more appropriate if it read "immediately before or after a movement". So a vehicle with Variable altitude cannot change altitude, shoot and then move.

**Q.Mov-09** I have a question towards measuring for movement: (used in a game I watched) Red Blok declares a combat move, Then he measured in 2 or 3 different directions, is this legal? Can you measure out from your

model in any direction up to your move without actually moving there?

**A.Mov-09** Yes once the player has declared a type of movement he has to stick to it. He can take as many measures as he wants but if he declared a combat move and realizes he needs a rush then too bad.

However nothing prevents him from not moving the miniatures; but his movement option will still count as having been used.

**Q.Mov-10**

1.Rocket jump lets you ignore terrain when moving and "jump over" things. You can also climb over things like containers if you don't have rocket jump. Does Rocket jump allow you to jump onto and end your movement on a container or another element of terrain big enough for your base to stand on?

2.Can a karman trike, or a squad of wing troopers end on top of a container?

3. If you have the movement, can your infantry climb onto the container and end your move on it?

4. If a combat engineer then blows up the container, are the units on top of it destroyed?

**A.Mov-10**

1. Yes, you can.

2. Yes, they can (it would be a bit strange that this units, which are specifically designed to be very mobile, can't jump over container !).

3. Yes, they also can do that.

4. Yes, see p.97 of the rules (last sentence).

#### Q.Mov-11

1) How are casualties from running-over resolved?

2) Can Heroes be killed in this way if there are non-heroes left in the unit?

What happens if the AFV ONLY runs over a hero but none of his squad mates?

#### A.Mov-11

1) Roll one dice at a time, for each fighter hit.

2) In both cases, the hero is killed if the dice dedicated to him rolls a deadly number.

Q.Mov-12 The Heroic Pilot ability, as well as the Eject combat drill from Frostbite, allow a hero to leave his AFV when it is destroyed.

On the other hand, p.53 of the rulebook ("Immobilized AFVs") further specifies that a pilot (hero or non-hero) may eject from an operational AFV under the following two conditions:

1) The AFV is "part of a unit"; and

2) The AFV is immobilized.

Under which conditions is a hero allowed to eject from his AFV? Can they eject from a fully operational AFV (for instance, in order to control an objective)?

A.Mov-12 Lets see : pilots can eject if their AFV is destroyed or immobilised. A hero can eject through the use of the "Eject" combat drill if his AFV is destroyed.

So, a hero can eject when... his AFV is immobilized or destroyed, of course. Not any time.

## E. OVERWATCH

From Collin- A quick explanation:

Yes, a unit that has just rushed is allowed to shoot in overwatch. In fact, when a unit shoots in overwatch it does it out of its turn. Shooting in overwatch should be considered a "quick re-activation".

I'd like to remind that a rush move is not a 100m dash, your troops just up the pace. They're not exhausted after having moved. They cannot shoot because it is just impossible to aim when you are running or even jogging.

Q.Ow-01 Two Overwatch questions:

a. Can a unit be given "Overwatch!" after Rush movement?

b. Can a unit - during one round - shoot from "Overwatch!" (given to it in previous round) and shoot again during its activation?

A.Ow-01 So the answers are:

a. Yes, a unit that has rushed is allowed to shoot in "Overwatch!" in the same round, it is just not allowed to shoot during its activation.

b. YES , you can do that.

Q.Ow-02 Can units in overwatch shoot at units who appear on the battlefield either through predetermined deployment zone or drop points, because in effect they are "appearing" on the battlefield without moving onto it (similar to Atis' teleportation routine)?

A.Ow-02 You cannot shoot Atis in overwatch when she first appears in a deployment zone. Fighters in deployment zones are considered having already been there. However, you can shoot her in overwatch as she comes in through an access zone (she cannot teleport since she wasn't on the battlefield) or a drop point (she wasn't on the battlefield and cannot move anyway).

Q.Ow-03

a. Can a unit throw grenades during overwatch firing?

b. Since throwing a grenade is a replacement of shooting, can you throw grenades then give that unit overwatch?

A.Ow-03

a. Yes

b. No, throwing grenades is considered shooting. The fighters just swap weapon.

Q.Ow-04 Does overwatch allow you to shoot at any unit after an opponent has moved a unit or can you only shoot at the unit currently moving and not at the others nearby?

A.Ow-04 About overwatch: A unit in overwatch can only shoot the unit that has just moved. The unit in overwatch will shoot at the enemy right after its movement. Besides, the fact that a unit has just moved does not mean its activation is over, it still has the right to fire if it has not done it yet or attack in close combat if it is engaged.



**Q.OW-05** Does every unit move during its activation, even if the soldiers do not actually move around, or is Overwatch only possible after actual movement (i.e. physically moving models around)?

**A.OW-05** If none of the enemy miniatures are moved then you can't use Overwatch to fire at them. However, it takes only one miniature to be moved and you're allowed to shoot. So even if your opponent is only rearranging his unit, you get to target the unit with overwatch fire.

**Q.OW-06** Does a unit getting up from being grounded trigger overwatch?

**A.OW-06** No.

**Q.OW-07** So, if I move my King Mammoth and fire up the Curtain of flames does an opposing unit on Overwatch get to fire on it before the Curtain of flames goes into effect?

**A.OW-07** Overwatch happens before the Curtain of flames.

**Q.OW-08** Does a unit arriving on the battlefield via Creation, AI Beacon (or something similar in the future), count as movement for Overwatch? Does a Golgoth arriving on the battlefield via Fusion (regular or Urash) count as movement for Overwatch?

**A.OW-08** The answers to all of your questions are : no.

## F. SHOOTING

**Q.Shot-01** I understand that if a hit is scored against an AFV's part that has been destroyed, then the damage is applied to frame.

Now, what if a single impact which deals 2 damage points (such as a Missile) hits a part that has only 1 SP? Does the second damage point penetrate the frame or does it hit another equivalent part?

For example: if a Fire Toad suffers a single missile hit to one of its weapons, the weapon is destroyed but is the second damage point applied to its frame or to the second weapon?

**A.Shot-01** The extra damage goes to the frame. For the weapons, if it destroys one weapon and the extra damage goes to the frame. The different weapons should be considered as different parts.

**Q.Shot-02**

a. Is there any other equipment besides Triple Lens Helmets that would allow the stealth unit to be targeted as normal?

b. Can you TAG a stealth unit?

c. Is a stealth unit affected by Zone of Fire as normal?

**A.Shot-02**

a. Yes: Red Blok's infra red goggles

b. Yes: As long as you are within range when you tag the fighter, anyone will be able to use indirect fire weapons against

c. Yes

**Q.Shot-03** When firing artillery at grim golems, how does their "Stealth" affect the shooting? Where is the "Stealth" range measured from?

**A.Shot-03** The leader who spots the unit for the artillery needs to be within range to be able to see them. Proceed as usual after that.

**Q.Shot-04** Does an AFV provide cover to a unit behind it?

**A.Shot-04** No, an AFV does not provide cover to a unit behind it.

**Q.Shot-05** if my opponent moves a laser targeted unit out of LOS of the unit that tagged it, does it essentially become un-targeted?

**A.Shot-05** No, the unit remains tagged until the end of the round.

**Q.Shot-06** How the salvos of multiple flamers resolved?

**A.Shot-06** First template is placed over a chosen fighter,

fighters in AoE are affected, damage tests are taken and casualties are removed, then next template is placed and process is repeated.

**Q.Shot-07** How are the casualties from indirect fire weapons removed?

According to the rules, any model in the visible unit can be chosen as a target, template is placed, then area of effect is determined by shooting test (including possible deviation). Next, fighters under the template receive impact(s). Damage tests are taken. According to the rules again, models closest to enemy leader should be taken off as casualties.

**A.Shot-07** Models closest to enemy leader and in the area of effect are eliminated.

**Q.Shot-08** A sniper can only use his ability to pick targets if he does not move during his activation, but otherwise can fire as normal. Is this correct?

**A.Shot-08** Yep. You've got it right.

**Q.Shot-09** Does a combat strider/AFV get a cover save from a low wall?

**A.Shot-09** There is only one way to determine if a unit gets a cover roll:

You kneel down at table level and have a look. You will determine for yourself if the terrain element physically provides enough cover to allow a cover roll.

If it is not obvious enough, The unit gets a cover roll only if was given orders to "Take cover!".

Of course this choice of rule can be discussed. We believe that fair players will always come to a gentleman's agreement.

We want AT-43 to be a fun and instinctive game, not just a set of mathematical rules.

**Q.Shot-10**

a. If I have 8 guys with rifles, can I shoot them one at a time at 8 different targets?

b. Can I throw 1 grenade at a time (at different targets) if I want to throw them individually?

**A.Shot-10**

a. Everyone shoots at the same time. You can only choose a different target with a special weapon. If the unit has two weapons per fighter as a standard, they can all shoot one weapon at one target and use the other on another target.

b. The same goes for grenades, except that you cannot use any other range weapon if you use grenades.

**Q.Shot-11** If 1/2 or more of the unit is in cover, do they all get cover rolls?

How about the other way around: unit of 9 - 4 are in zone of cover - 5 are in the open - in this case then do none of them get cover rolls? Or do the 4 figs actually in zone of cover still get cover if enough impacts are scored on the unit to potentially effect them?

**A.Shot-11** It's all or nothing, so in the second example they do not get cover saves.

**Q.Shot-12** If laser guidance can "tag" elements of the scenery so that indirect fire can hit it, then where on the scenery is the impact point?  
Can the impact point be taken anywhere on the container?

**A.Shot-12** The template is placed over the center of the obstacle/scenery. Of course some home made scenery might not have a "center" per say. Players then have to agree on one.

**Q.Shot-13** One of my opponent's infantry units is completely hidden from ALL my units except one soldier, which is in the open. I laser designate this soldier, so now I can shoot at the unit with my indirect fire weapons (Lancelots in this case).

The question is: where I can place the area template?

**A.Shot-13** The answer is "When indirect fire weapons are used, the template is placed on one of the miniatures that the Designator could see when he tagged the unit."

Is now:

New Ruling states you can place the template on any member of the unit, not just those were visible at the time of tagging.

**Q.Shot-14** Can target designators mark a unit in Stealth (i.e. Grim Golems at long enough range to be considered hidden)?

**A.Shot-14** Yes you can. However there is a catch: only weapons within range zero or one will be able to shoot at them.

**Q.Shot-15** This question is pertaining to LOS rules for 2d terrain only. In rules it is stated, that if only one of the outer lines of the firing zone is not obstructed the LOS still exists, but if both are obstructed there is no LOS. How does one handle a situation where I can see an enemy unit through a gap (for example between two containers) so the outer lines are obstructed but my leader could see their leader?

**A.Shot-15** Your unit would have LOS. Use the miniatures perspective to see who can hit whom.

Line of sight is determined by tracing imaginary lines connecting the edges of the fighter's base to those of the targeted element.

-If at least one line can be traced without encountering any obstacle, the target is visible.

-If ALL the lines encounter an obstacle, the target is not

visible and cannot be targeted. So there are not only 2 lines, there are an infinite number inside the zone of fire.

**Q.Shot-16** Say you have TacArms or Toads with two weapons and you have placed them in overwatch:

Is it possible to fire one weapon and reserve the other weapon for a second overwatch response or must both weapons fire at the same time?

If the split fire drill were given how, if at all, would this affect the outcome?

**A.Shot-16** A unit in "Overwatch!" will fire all its weapons at once. Unless the unit was given "Split fire!".

However you need to remember that "Split fire!" is only for units with special weapon bearers. This means your TacArm unit won't be able to "Split Fire!" and will have to fire all its laser guns in one salvo when they fire in "Overwatch!"

**Q.Shot-17** The Red Blok book more than once mentions that indirect fire needs no line of sight (esp. in the description of the Sierp). The main rulebook states that for indirect fire one of your models in the unit still has to have a line of sight to the target.

Can you clarify this for me?

**A.Shot-17** This means that you can eliminate models you cannot see as long as you can see at least one of the targeted unit's members.

This is different from Direct fire rules where you can only eliminate visible fighters.

**Q.Shot-18** Does a unit located inside a building or bunker receive a cover save from indirect fire?

**A.Shot-18** Being inside a house does not provide any real protection from bomb shells . Because of the shrapnel and debris flying around and the roofs falling down, a house will not protect your fighters from artillery fire.

However the mission may use the following rule for a fortified building: Improved cover: A unit in a bunker gets "3 +" cover tests. This cover test also applies to artillery strikes and indirect fire weapons, except "Projection" weapons.

**Q.Shot-19**

a. AFVs can split fire any of its weapons at different targets and can shoot, move and shoot again without paying leadership points?

b. Type 3 infantry with 1 weapon in each hand can fire at different targets without paying leadership points, but can not shoot, move and shoot since they cannot use "Split Fire" combat drills since they do not have a special weapon in the unit?

c. Regular infantry can fire its small arms and special

weapons at different targets without paying leadership points, but if they wish to shoot, move and shoot, they must pay 1 LP to "Split Fire"?

d. A unit that has chosen "Split Fire" can not choose to fire its special weapons, then go on "Overwatch" with its normal weapons since the "Overwatch" combat drills requires the unit not shooting?

#### A.Shot-19

a. Yes. Only Infantry may use the Split Fire drill. p59 Split Fire never affects the choice of target, only the time when the salvo is shot.

b. No.

b1) Any unit may always shoot separate salvos at different targets, without needing to use Split Fire. (p61)

b2) Any units with more than one ranged weapon per fighter may fire before and after movement without needing Split Fire. (p58)

This is allowed whether the unit has "doubled" weapons or not, whether they're Infantry or not.

b3) Any unit with "doubled" weapons is given an exemption from the rule that all shots from the same type of weapon must be grouped into one big salvo. (p61)

This is probably to make it fairer for these units... otherwise a jam TacArm unit could fire two salvos (two different weapons) but a steel TacArm unit would have to fire one salvo.

c. Yes. They need to Split Fire to shoot their special weapons at a different time.

d. Yes. Shooting any ranged weapon during its activation prevents a unit from using the Overwatch drill. (p59)

However, a unit that does not shoot during its activation may use both Overwatch and Split Fire to have two salvos of Overwatch if the unit includes Special Weapon Bearers. (p59)

For example, a unit of TacArms (of any type) could never use Split Fire to have two salvos of Overwatch: the unit does not have any Special Weapons Bearers.

Q.Shot-20 Can a unit shoot after it has moved half its combat move away from being engaged?

A.Shot-20 The activation is a duration not a point on a time line. A unit's activation lasts from when the unit is activated up until its activation is over. The unit's status may change several time during itsactivation. So yes, An engaged unit can perform half a combat move to break the engagement and shoot.

Q.Shot-21 If you have a unit of 3 Spetznaz Kolossus and they all fire one of their flamers, can each of them fire at a different target or do they all have to fire at the same target?

For example, lets say that the unit of three Kolossus are within range of two units of Storm Golems and a unit of Bane Goliaths. Could each of the Kolossus in the unit fire at the three separate units or would all three Kolossus have to fire at the same unit?

A.Shot-21 Your Spetznatz Kolossus can fire with each flamer on a different target.

If some stupid capitalistic officer - may the revolution crush them all and free the poor soldiers they enslave - move six different units in a 25 centimeters radius of your Kolossus, you can engulf the six units in the roaring fire of the revolution! In your example, you can fire on the three therians units.

Q.Shot-22 If my 3 Dragonov Snipers target one unit, must they all designate the same target if using Sniper mode?

For example:

All three at the medic?

Or can they choose: one at medic, one at Sgt, one at missile launcher?

IF they can choose, how do you prioritize the order in which this is resolved?

A.Shot-22 Top part of answer from Caern, bottom part from Collin:

Since it says "The player chooses the target of each impact among the visible fighters of the targetted unit," we get the following step process...

Going through the normal steps in the main rulebook, we have:

- Picking a target (pg 61). These are Direct Fire weapons so the target must be a unit.

- Determining the Zone of Fire (pg 63)

- Shooting test (pg 64). Here we make our shooting rolls. Successes, as per page 65, are Impacts.

- Damage tests and removal of the losses. In normal shooting, the Impacts are not attributed to any particular fighter. They are applied to the entire unit, and then you roll Damage Tests and start removing the closest enemies.

Since Sniper allows you to choose individual fighters in the unit, not just the unit as a whole. That is an important note. You assign your Impacts on a per-fighter basis (within the unit) as per the sniper rules, not just to the unit as a whole.

So your Question Part 1 results that the damage tests will go against whatever individuals the impacts were put on. The impacts are against individuals, not the unit, so individuals are tested and may be killed if the impacts are successes. We are not told in what order to resolve each impact.

Since they are part of a single salvo and are technically simultaneous, I would suggest using different coloured dice for each target or some other method that

accomplishes the same effect and rolling all at once.

As for Question Part 2 - it says you choose, and I haven't seen anything in the rules that would prevent you from choosing to place 2 impacts or more on a single target. Remember that the normal distribution of damage occurs specifically when the target is a Unit. In this case the target is an Fighter - and individual (within a unit).

From Collin:

Caern got it right. All the sniper guns shoot in the same salvo. You count how many impacts you get and then distribute them to your chosen targets. This means you can deal several impacts to the same target.

**Q.Shot-23** If someone hits and wounds a firetoad (or any afv) with a rocket that does 2 damage, and they roll a hit to propulsion, what happens to the second damage point?

a. The extra damage is transferred to the frame, since each leg/booster/engine is a separate box and location on the card, and only has a single structure point.

b. The extra damage is attributed to the other leg and the entire propulsion system is destroyed, since propulsion is still only one location, even though it is split into two different spots on the card.

**A.Shot-23** The right answer is B. The propulsion is one location : the box are separate to be sure that everybody understand were are the box (propulsion, frame or weapon). On some AFV (lots of therian gogloths, for example), two or three boxes side by side for propulsion would have overlaped on the frame.

**Q.Shot-24** We know that you can target and destroy terrain when the scenario allows for destructible terrain. But in scenarios where you do not allow for terrain destruction can you still target it? For example, I want to shoot at a container and we are not playing with destructible terrain. There is a unit of stealthed grim golems in the line of fire from my unit to the container. Can I target and fire at the container and hit the grim golems in the line of fire with the first x impacts?

**A.Shot-24** No, you can't shoot on a non-destructible terrain. No officer would ever order to shoot on something that his men can't destroy. By the way, it looks like an abusive interpretation of the rules, isn't it

**Q.Shot-25** When we score double hits, we double the dice number for each. This is where I think we may be doing it wrong; I'm thinking a re-roll in case the model isn't killed is a more accurate way to do it.

**A.Shot-25** You double the dices rolled. There is not a re-roll.

**Q.Shot-26** So about the Re-roll stat line of weapons... the way we've been playing it, the number in the re-roll stat-line is the number of re-rolls, per figure, of failed shooting

tests you can make.

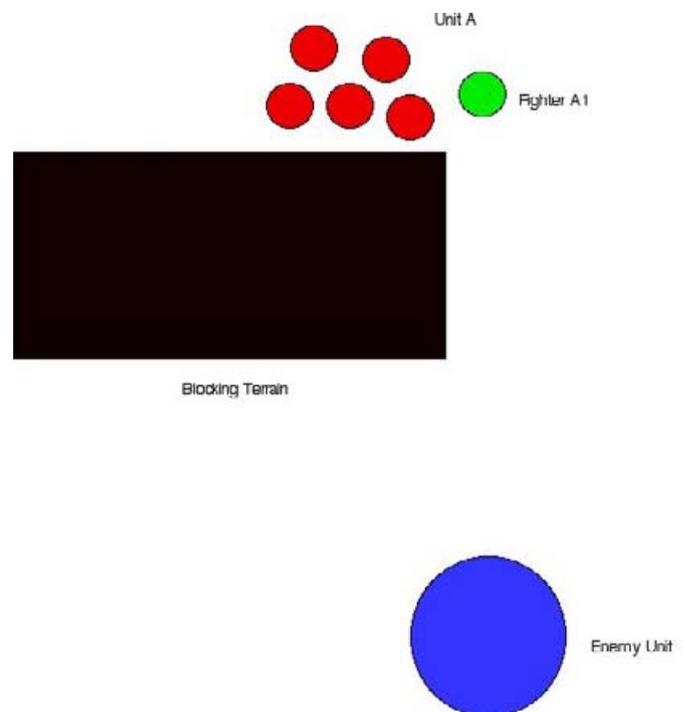
So for example, a Unit of 4 Yetis with Jungle rifles could re-roll 4 of the failed shooting tests, even though they are rolling 16 dice (and lets say eight miss). I have been informed that I have been doing it wrong, however. What is the correct way to handle re-rolls?

**A.Shot-26** You can re-roll all your misses a number of time equal to the weapons re-roll value.

Lets say your 16 shots fail (Doh!) and you are using re-roll 1 weapons, it means you are allowed to re-roll all those dice once!

Lets say you have 4 guys using Rate of fire 4 and re-roll 2 weapons, meaning 16 shots and two re-rolls: You roll all 16 dice. You score 4 and fail 12 out of the 16 shots, you pick up the 12 misses and re-roll. You get a further 4 hits and 8 misses. You get to re-roll again! You pick up the 8 misses and re-roll! adding 4 for hits! This gives you a final total of 12 hits and 4 misses.

**Q.Shot-27** In the Diagram below, unit A is getting shot at by the enemy unit (which could be an AFV or an infantry unit, but for the question doesn't matter). The only figure they can see is the green one (fighter A1). The unit has 10 shots and gets 8 hits, the target unit get s their cover save because of the blocking terrain and save two. So our green friend gets hit with 6 impacts, the enemy was lucky and they all penetrated. The question is, what exactly happens if there are medics in his unit to save him.



**A.Shot-27** The fighter suffers all impact! (why stop at one!) and then the Medic saves him.

**Q.Shot-28** Flamers have a 25cm range. Do I:  
(1) Declare I am shooting at a specific unit, place the template over a fighter, and then measure to see if it is within range (25cm)?

(2) Declare I am shooting at a specific unit, measure the range to a fighter in the unit, and then place the template over said fighter?

**A.Shot-28** The Answer for projection weapons is number 2 is the correct one, since there is no roll required. Just as you said, indicate which unit you are shooting at. Check if at least one of the fighters is within 25 cm. Center the template over him. Determine who is hit. Roll for damage. If the unit is too far, just pick another target unit. The Answer for indirect fire in general is number 1. If the unit is too far, the roll is an automatic failure. Bye bye grenade!

#### Q.Shot-29

1. What happens when a unit using the sniper ability fires into a bunker with its special cover rule? The bunker rules seem to indicate that only projection weapons (sniper weapons are not projection weapons) can ignore the bunkers cover rules. Does the bunker cover save apply versus sniper fire?

2. Another point is can models with the sniper ability select specific models within the bunker when they cannot realistically draw line of sight to models beyond the bunkers embrasure (firing slit). Can line of sight only be drawn to and from the embrasure in bunkers for line of sight purposes?

#### A.Shot-29

1. No, a bunker doesn't protect against sniper. If a sniper shoots somebody within a bunker, nothing special happens : most probably, the target of the sniper shot will die."This covers also applies to artillery strikes and indirect fire weapons, except "Projection" weapons". Where have you read that sniper weapons are mentioned in this sentence ? Projection weapons are just a kind of indirect fire weapons.

2. No one, even a sniper, can shoot someone he can't see. But don't forget that infantry never blocks line of sight . And no, you can't use the embrasure in the bunker to look for line of sight. You must use the soldiers.

Q.Shot-30 I would like clarification if at all possible.

*snakespittle wrote:*

*If the AFV has one undamaged and one destroyed weapon, there is nothing that says that you can't choose the damaged weapon part. And if you do, the excess damage goes over to the frame.*

I believe this is a misinterpretation of the rules:

*RULES pg.51-52 wrote:*

*The weapons: The number of weapons varies from one armored fighting vehicle to the next. Each weapon is considered to be an independent part.*

*Each part is given a certain number of Structure points (SP) to represent its durability. When a damage test against an armored fighting vehicle is successful, the part that is hit must be determined. A die is rolled and its result*

*is read on the Location table below...*

*When the location indicates a part of the machine that has already been destroyed the damage is then transferred to the frame.*

So,

- 1) Roll on table
- 2) Roll indicates 'Weapon' location, a weapon part is hit
- 3) There is greater than or equal to 1 weapon part available to be damaged (part in location 'weapon' has not been destroyed)
- 4) Choose which weapon part (existing) to damage
- 5) Apply damage

So, is the answer I gave correct? Or is it possible for a player to pick a weapon system that has already been destroyed and thus transfer all of the damage to the frame while leaving the undestroyed weapon totally undamaged?

**A.Shot-30** When you shoot on a weapon, you chose which weapon, if there is more than one, is hit. You can chose a destroyed weapon ; in this case, the damages all go to the frame.

Q.Shot-31 Ok so you can only score impacts on a hero after the entire squad it's in is dead, or with a specific targeting ability like "sniper". So what happens with templates.

1.) For example if a template lands on a unit and it deviates, the ONLY model under the template ends up being the hero, what happens? Does the hero take the impact since it's the only model under the template?

2.) Templates are placed on a specific model chosen by the attacker, so even if the template is placed on a hero, the hero takes no impacts until after the squad is killed off first forcing the hero to be hit by a different salvo?

3.) Do flamer templates count as choosing a specific model like the sniper ability since the attacker chooses exactly where it lands?

**A.Shot-31** To shoot a hero, you must target this hero : it means, you must have some abilities which give you the possibility to say something like "hmmm... I can choose who I want to kill... Who am I going to choose... Templates, by definition, can't choose anything.

Everybody who is under is hit. So, if there is only a hero under the template and there is some other member of the unit who can take the shot, the poor guy offers, generously, his life to save the hero. Wonderful, isn't it? Heros are making heros. Of course, if a hero is the last member of his unit, nobody can the shot for him and he is hit.

Q.Shot-32 As you know, Guerilla Technique gives the unit that Lucius is attached to the Stealth Ability when behind cover and given the "take cover" combat drill.

Sniper ability states that cover is ignored.

Since Lucius' Guerilla technique is totally dependant on cover, I submit that the unit is susceptible to fire from sniper capable equipment. i.e. Sniper rifles or Medium Nucleus Cannon. So my question is....

Does Sniper ability override Lucius' Guerilla Technique?

**A.Shot-32** The sniper ability doesn't overrides the guerrilla tactic of guru Lucius. The sniper ability ignores the cover, it doesn't negate it ; the cover still exists, but have no effect. So, you check if a cover is possible, even if, in fact, it isn't because of the sniper. If the cover is possible, the karman fighters have the benefit of their "stealth" ability, but have no cover.

**Q.Shot-33** Suppose there is a unit of afv's where one of them is in the open and the other one is behind cover. Since half the unit has cover, if I shoot at the unit, then the whole unit has cover.

Shooting: 1/Picking a Target: When using direct fire; The Rules, p. 61 wrote: Armored fighting vehicles are particularly large targets. When a unit shoots at a unit of armored fighting vehicles, it is possible to target a single armored fighting vehicle instead of the whole unit.

I am allowed to target an individual afv in a unit according to the rules above. If I only fire at the afv that is in the open (and not the whole unit) does he have cover?

**A.Shot-33** When you check the cover, you check for the whole unit, not for a single fighter, even in the case of an AFV unit being shot with only one member being targeted. The cover and even more the "take cover" combat drill are used to simulate how fighters are moving on a modern battlefield. They advance as fast as they can when there is nothing to hide them. Otherwise, they take advantage of any terrain to gain some protection or avoid being spotted by the enemy.

The rules simulates two states :

1) If there is no cover, the fighters are spotted in the middle of their progression, in plain sight, with nothing to hide. They were somehow running (a soldier is always running when he moves), but doesn't get the time to reach another cover. The shooting unit has a good opportunity and takes it, well done. Too bad for the targeted unit...

2) if there is some cover, the fighters are trying to protect themselves and even if some of them are not behind a cover, the exposed fighters will move behind this cover at the first sign of enemy fire.

Even if our plastic mini's are obviously not moving, the fighters they figures are, all the time. We try to make you, players, feel it. That's the goal of this rule.

**Q.Shot-34** When one model of an Multiple AFV unit can be seen and you designate that unit, are all models of that unit a valid target to locked shot or indirect fire weapons.

**A.Shot-34** You mark a whole unit, not an individual fighter, so every single member of the unit is a valid target for both indirect and locked shot.

For example, lets take a 3-Nakovalny unit led by Kozny. One of the Nakovalny (not Kozny) is marked. You can shoot at one of the Nakovalny, event one you can't see; You can shoot at Kozny; You can shoot at the whole unit.

**Q.Shot-35** Following situation:

Unit A: Therian Grim Golems with Camouflage ability.

Unit B: UNA Wing Troopers

Unit A moves into CC with Unit B.

Now Unit C activates (TacArms) and wants to shoot into the mееle.

Question:

Is it possible to shoot into the mееle and hit the Therian, despite them having camouflage?

**A.Shot-35** Unit B, shooting on the wing trooper unit, can hit some stealthed grim golems.

**Q.Shot-36** Suppose the following situation:

1 COG unit with 6 standard troops and 2 heroes. The unit is targeted by indirect fire. It is hit and the AOE is radius 8 cm.

The AOE template is used and it is determined that the 2 heroes and 4 standard troops are in the AOE. Obviously the 4 troops suffer an impact- where they are possibly killed and definitely grounded. Now the heroes benefiting from the heroic sacrifice ability have 2 of the standard troops taking impacts for them.

Do the 4 non-hero fighters in the blast radius suffer 6 impacts, or do they suffer 4 and the non-hero fighters outside the blast suffer 2?

Follow-up Question: "In the event that fighters outside the blast suffer impacts because of heroes in the blast radius, are those fighters grounded by the indirect fire even if they survive, despite being outside the blast radius?"

The reason for the question is due to the fact that in a direct fire situation if the hero is the only visible fighter all the troops hiding behind cover will sacrifice themselves to take multiple impacts.

**A.Shot-36** In the case you have mentioned, the heroes don't take anything, as usual. But in exchange non-hero fighters take the impacts of the heroes. These non-hero fighters takes impacts even if they aren't in the blast radius, with a maximum of one per non-hero fighter, since the area of effect is smaller than 10 centimeters. Of course, survivors are grounded.

## I. COMBAT

---

**Q.Com-01** Rush move says that you cannot shoot when moving. Is that literally only for shooting or is that for close combat actions, too?

**A.Com-01** No, this applies only to shooting. After a rush move you still can attack in close combat.

**Q.Com-02** A Hekat charges 2 Fire Toads. Each Toad is a unit on its own. The Hekat is within combat range of both.

Can the Hekat split its 2 attacks between both units or in this situation do you have to concentrate on one unit?

Can you begin by attacking 1 unit, destroy it, and then use your remaining attacks on the other unit?

**A.Com-02** Close Combat is a very intense phase, the fighters are focused on one single enemy unit and they roll all their dice at the same time.

**Q.Com-03** How are hits allocated when you fire into a melee and which player gets to pick the targets?

**A.Com-03** All the units that are engaged are considered like a large "unit", the impacts are then distributed as usual, one per miniature, starting with the closest (to the leader of the firing unit). This gives you the number of damage rolls for each of the units engaged.

**Q.Com-04** In melee, the attacker picks the casualties as long as they are within the 2.5 cm?

**A.Com-04** You are correct, the attacker chooses the losses within 2.5 cm of his miniatures.

**Q.Com-05** When a strider runs over infantry, does he choose the casualties?

**A.Com-05** ~~The player who plays the "running over" strider chooses the eliminated fighters among the fighters that were were in the way.~~

This is no longer true, Please see the newer question and answer in the movement section.

**Q.Com-06** Atis and her grim golems made it into melee with my command unit. There were only four of the Golems left at this point. They did a total of seven wounds. There were only four of steel troopers in melee range to be destroyed. I had two medics that were out of the melee range but part of the unit. We played it that the medics could heal the troopers. Our question is: do the wounds stack or are the extra wounds lost?

**A.Com-06** Extra wounds are lost if there is no one to distribute them to. In close combat, targets need to be in contact (2.5 cm) When shooting, targets need to be visible in direct fire mode or within the area of effect in indirect fire mode.

**Q.Com-07** If a fighter with multiple melee weapons (Tiamat or a Hekat for instance), is in contact with 2 separate units, how are its attacks distributed?

**A.Com-07** Each fighter attacks one and only one target in the whole combat. If he has the choice between two or more units, he chooses one and attacks this one, not the other. The example in the combat section explains this.

## C. MORAL

**Q.Mor-01** A unit drops to three members. Their next activation they MUST take a morale test first (before spending LP). They fail the test and will be disorganized. Now you can opt to spend 2LP to rally the unit before you activate them. Both of these things occur 'before' the activation?

**A.Mor-01** Yes

**Q.Mor-02** A unit drops to three members. They fail their Morale check and you don't have LP to rally them this turn. They are disorganized and do nothing this activation.

Next turn - just before they activate (and again before you can spend any LP) they MUST take a Morale check.

They fail the Morale test again and go from a Disorganized Unit to a Routing Unit.

They are immediately lost to Rout before you have a chance to rally them (well, technically you couldn't, you can only rally a Disorganized Unit)?

**A.Mor-02** Yes

**QMor-03** AFVs that take a test outside of activation do not necessarily have to take a Morale test at activation (which could be catastrophic really) unless they are all immobilized (the only listed requirement for a test at activation for AFVs)?

**A.Mor-03** Yes

**Q.Mor-04** Trooper unit falls to 3 or less minis, takes a morale test on its next activation. What about subsequent turns, does a unit take a morale test each round if its number of fighters is of 3 or less?

Example 1:

Turn 1: Steel Troopers 6 man strong. Comes under fire, loses 3 troopers.

Turn 2: Spend 2LP to become valiant, no morale test needed.

Turn 3: Comes under fire again, loses 1 trooper.

Turn 4: Am I disorganized/require a morale test again? Can I spend 2LP to become valiant, no morale test needed.

Example 2:

Turn 1: Steel Troopers 6 man strong. Comes under fire, loses 3 troopers.

Turn 2: Unit remains disorganized, takes and passes morale test. No one dies.

Turn 3: Do I take another morale test here if I am disorganized?

**A.Mor-04** Once your unit has fallen under its critical level, you have to take a morale test or spend 2 LP each round. In fact before each activation you have to check if the unit needs a morale test.

Units that are about to disorganize or rout need constant attention and motivation. Spending 2 LP once or managing one morale test is not enough!

**Q.Mor-05** A unit of Steel Troopers has been reduced to 3 members strong. They take their Morale check and fail and are now disorganized. Before their next activation hen the Steel Troopers player can spend 2LP to rally them, they take an additional casualty dropping them to 2 members.

Does the additional casualty while they are disorganized automatically demote them to Routed and they leave the battlefield? Or does the Disorganized status remain unchanged until the next activation and the player gets the choice as normal of rallying them with 2 LP?

**A.Mor-05** Morale tests are only taken upon the unit's activation.

The only exception for the moment concerns Strider units that happen to lose a fighter.

**Q.Mor-06** Is Col. Stark automatically valiant on foot?

**A.Mor-06** Col. Stark on foot automatically and freely rally his unit so, indeed, he is always valiant.

## H. CONTROL, VICTORY POINTS (VP) & REINFORCEMENT POINTS (RP)

**Q.Points-01** I've killed an officer of the enemy and earned VP for it. Now the officer comes back because of a routine. If I kill him a second time, do I earn additional VP?

**A.Points-01** Yes, You do get additional VP, since the officer that was created by the routine may be the same model, but he is considered as a new officer entering the battlefield.

**Q.Points-02** Can Grounded Units during the control phase count as holding objectives?

**A.Points-02** Yes.

**Q.Points-03** Can Grounded Units during the control phase count as gaining RP?

**A.Points-03** Yes.

**Q.Points-04** Can Grounded Units during the control phase count as gaining VP?

**A.Points-04** And Yes! Grounded but not dead yet!

**Q.Points-05** Immobilized unit consisting of one combat strider: The vehicle was immobilized as a result of enemy fire. There are no overseers/mechanics/etc. available to effect repairs (or the player chooses not to/is unable to).

Can the player opt to have the pilot bail out, destroying the vehicle?

If so, who receives the VPs for the destroyed combat strider?

**A.Points-05** You score points for vehicles/units destroyed no matter how they were destroyed. (morale test, artillery strike, battlefield hazards, friendly fire...)

**Q.Points-06** Red Blok Supra army:  
As a result of enemy fire, a unit in a Supra army suffers casualties that force a morale test. The unit fails the morale test and becomes Disorganized. Supra rules state a Disorganized unit is immediately destroyed.

Are the VPs for the destroyed unit awarded to the player whose fire resulted in the morale test?

**A.Points-06** You score points for vehicles/units destroyed no matter how they were destroyed. (morale test, artillery strike, battlefield hazards, friendly fire...)

**Q.Points-07** UNA M.IND and Red Blok Frontline:

The disadvantage for these armies states the army is defeated when all of its combat striders are destroyed. For purposes of calculating VPs in ongoing campaigns

(Operation Damocles) and perhaps official tournaments, does the winning player receive VPs for the entire destroyed M.IND or Frontline army, or just the units he/she destroyed during the course of play?

**A.Points-07** The M.Ind/Frontline player is considered as forfeiting. The scenario should say how many points you earn then.

**Q.Points-08** Can a unit control more than one objective? Say my unit Alpha is between two "secondary objectives" will I get the RP for both or do I only control one or the other?

**A.Points-08** The rules say that as long as a fighter is within 10 cm of an objective, he counts towards the control check. So, yes, you might end up being in control of several objectives with the same fighters.

# OPERATION DAMOCLES



## CAMPAIGN RULES

**Q.Op-Dc-01** Which miniatures in the Damocles-box are the leaders and why can't I find their cards?

**A.Op-Dc-01** With UNA the two guys with their mouths wide open are the leaders, one of them wears a cap and the other has night vision goggles. With the therians the two guys with the cylinders on their back are the leaders. There are no cards for them in the box, for now they are handled like any other soldier in the box with regard to their abilities.

**Q.Op-Dc-02** I can't find the stats for the nano-generators in the OD-booklet, where do I find them?

**A.Op-Dc-02** Actually that was forgotten in the book. You can find the stats in Mission: Fire. The needed stats are: 10/2. Also the advanced rulebook has the stats included.

**Q.Op-Dc-03** Does either the UNSS Battleaxe or Propaganda cards count as activating a unit for the purpose of Magnetic Disturbances?

**A.Op-Dc-03** During magnetic disturbances, the UNSS Battleaxe and Propaganda cannot be summoned. They are not considered as units.

### Q.Op-Dc-04

a. UNSS Battleaxe - It's a locked shot weapon: can it target an infantry unit? If so, can it target any fighter in that unit?

b. Hyperlink Antenna - When and where is it placed if the commander enters battle via an access zone, rather than a deployment zone?

c. Hyperlink Antenna - Is it placed depending on where the commander ends his activation or where he starts it (i.e. the table edge)?

d. Hyperlink Antenna - Can it even be used if there is no deployment zone or if the commander is in reserve?

e. Hyperlink Antenna - Additionally, is it always paid for from the assault portion of the company? (The commander's always in the assault force, so it makes sense the hyperlink has to be too.)

f. Propaganda - Can this card be used to activate a unit which has arrived on-table via a drop point in the current round?

g. Propaganda - Can a unit arrive via drop and then be activated with Propaganda that round?

h. Terrain - when the rule refers to something with an army/faction symbol does that refer to the mission map

or the actual physical element of terrain? That is, do the container models count as having an army / faction symbol?

#### A.Op-Dc-04

a. UNSS Battleaxe - The answer is in the question. It is a locked shot weapon, so it can only target AFVs or Terrain elements with Structure points.

b & c. Hyperlink Antenna - When coming in through an access area, the antenna is placed 15 cm from where the Commander arrives (his movement is considered as having begun outside the battlefield)

d. Hyperlink Antenna - The antenna is placed when the Commander arrives in the battlefield. As long as the Commander is in reserve, the Hyperlink antenna is not placed on the battlefield.

e. The hyper link antenna is always paid with the assault portion of the company, since the Commander is always part of the assault force. (Reminder The Commander is the highest ranking officer in the assault force. He is replaced when an even higher ranking officer moves from reinforcement to reserve.)

f & g. Propaganda - Yes, this card can be used to activate a unit which has arrived on the battlefield via a drop point in the current round.

h. Terrain - When the rule refers to something with an army/faction symbol it refers to the actual physical terrain element. (This means container models and any homemade terrain element showing a faction symbol.)

Q.Op-Dc-05 Do smoke grenades (CH 14) have to be 'fired' like ordinary grenades?

Specifically,

1) Can a unit with smoke grenades perform a rush movement and still use their smoke grenades?

2) Do they have to choose between firing their weapons and using smoke grenades (as per ordinary grenades)

3) Or are units with smoke grenades considered to have them 'always active' thus allowing any reserve unit to drop in a 10 cm radius, without the grenade-equipped unit having to fire/drop anything?

A.Op-Dc-05 Smoke grenades are always active ; you can fire or use the overwatch attitude and still drop any unit in the 10cm radius around your unit.

The smoke grenades have only one drawback. You can't have normal grenades... What a pity. I always miss the poetry of the explosion of a good old defense grenade, when I choose smoke grenades.

Q.Op-Dc-06 What are the actual number values of penetration & damage of nanoperturbations? They are not listed as on page 38 of Operation Damocles?

A.Op-Dc-06 8/1.

## MISSIONS

---

Q.Op-Dm-01 Which rules are supposed to be used with scenarios published on the web?

Should we use all the advanced rules (those from pdf)? Should we use just some of them? Or should we use Initiation Set rules maybe?

A.Op-Dm-01 The missions on the net were designed with the OD rules.

What you can also do is use the Rulebook rules without the morale rules if you want to play with the routines and drills.

Q.Op-Dm-02 On the scenario map for the Alice in Wonderland mission (Cry Havoc 13), where is the start point for the four man steel trooper unit on the map?

A.Op-Dm-02 U.N. Unit 2's position is at the doorway facing the Wraith and on the right of the TacArm unit, at the bottom of the map.

# OPERATION FROSTBITE



## CAMPAIGN RULES

### E.Op-FBc-01 Shield Formation Clarification

AFV using the shield formation don't lose their weapons and don't stop being able to shoot at something passing by. They are still AFV. So, they still have to pass moral check, they can be targeted by hand-to-hand attack and so on. The only yes I've got for you is : Yes, being a terrain element, an AFV in shield formation doesn't get cover from another terrain element, like a container.

Q.Op-FBc-01 If a company containing Saint Anuman successfully hijacks a vehicle due to Nova Jammer, and that vehicle survives the battle, is the vehicle added to the karman company for future battles?

A.Op-FBc -01 No

Q.Op-FBc02 You gave us the SP of the bunker but not the armor can you please clarify??

A.Op-FBc-02 this will be the subject of an errata. Until we published it, here are the data you need :

Armor : 17

Structure points

Frame : 4

Roof : 2

Q.Op-FBc-03 If, at the end of a battle, a unit is in a situation in which it would have to check for morale (regardless of whether it has the 'Nerves of Steel' ability or not), that unit is eliminated as a casualty and has to be rebuilt with MPs. Now, given that MedTec Teams have to make a morale check every turn, does this mean that a company which includes MedTechs lose them after every battle, even if the unit didn't suffer any casualties? In other words, are MedTech teams for a single battle only?

A.Op-FBc-03 You are perfectly right : MedTech are one-use mercenary. Even this way, they are so costless...

Q04. - Q08. Are related to "Reorganization". From the Frostbite book:

Re-organization (Variable): The player alters the composition of a unit. He can add or remove fighters, change special weapons, officers and specialists. The cost in MP is equal to the AP value added or removed by the extra fighters and the change of weapons or officers. The unit and platoon composition rules detailed in the Army Books must be respected. The cost of the unit and the value of the company are recalculated.

Important: Adding a fighter costs MP but removing one adds the fighter's value to the MP pool, since the cost is negative!

QOp-FBc-04 Can a unit be reduced to nothing using this? I assume not, as if you could it would let you change an entire company.

A.Op-FBc-04 Yes you can. Then, using reinforcement, you can change the very nature of the unit. The only thing you can't change is the nature of the company. If you choose to make a Libra company, it must remain a Libra company.

Q.Op-FBc-05 Can a normal unit be reduced to being a support unit? I don't see why not.

A.Op-FBc-05 Yes it can.

Q.Op-FBc-06 Can Heroes be removed or added?

A.Op-FBc-06 Yes they can.

Q.Op-FBc-07 Can a hero be removed then added to another unit, in same company, in different company at same location, or at different location?

A.Op-FBc-07 Yes he can.

Q.Op-FBc-08 If a hero can be moved in this way, does he take any medals with him and does his old unit also keep the medals? I'd say the old unit loses medals as otherwise the medals could be spread via this trick!

A.Op-FBc-08 Medals are given to units. A hero moving to a new unit doesn't take with him the medals won by his previous unit but take benefit from medals won by his new unit.

## MISSIONS

---

Q.Op-FBm-01 Where is the "central deployment area" for the Mount Serenity scenario in Operation Frostbite?

A.Op-FBm-01 The central area is constituted with the two interior tiles containing Yoke and Zebra.

Q.Op-FBm-02 Two sectors, two sets of questions:

K-101 Spaceport.

Reinforcement AFV are not deployed as normal, but are left in the hangars until the pilots (which you get for free, and cannot shoot or anything) get to them. Now, what if one of those AFVs is piloted by a hero? Do you get the hero on foot for free? Is he/she allowed to shoot (he's a hero)? Can you use him/her as a commander?

Avalanche Pass.

The one who controls this sector gets either a bunker or five walls for free to deploy in any mission he/she plays. Is it necessary to trace a supply line from the base to the sector in which the battle will take place, in order to deploy those walls or bunker (as it would for purchased walls and bunker)? And, can you use the bunker/walls on any battlefield?

A.Op-FBm-02

K-101 Spaceport.

You have paid the hero when you have made your company, aren't you? You have understand that the hero is free... In RP, not in AP, isn't it? I have a real doubt reading your message. And by the way, the hero can't shoot, even if he is a hero, but he can be the commander.

Avalanche Pass.

You must have a line of supply. The advantage is only for missions that you play in the Avalanche Pass, not in any sector.

Q.Op-FBm-03 Is the K-101 extra airdrop for free (as it is the Tarmac spaceport in the Emerald Mountains front), or do you still have to pay for it (ie, it only increases the maximum number of airdrops [normally 1 for UNA, 0 for the rest] by 1)?

A.Op-FBm-03 The K-101 airdrop is free!

Q.Op-FBm-04 Just to be sure, in missions where terrain is destroyable by normal means (firing, melee, etc) can you also destroy medtech containers and the associated high walls, or are they ALWAYS indestructible?

A.Op-FBm-04 MedTech container and high walls are made of topnotch materials. They are always indestructibles.

Q.Op-FBm-05 When one of your companies is the Defending Company and you merge it with a company that is entering the battle from an access zone, are you:

- A) Defender Only
- B) Attacker Only
- C) Your Choice
- D) Little of A, little of B

And are there any other oddities about merging when it comes to Frostbite? (Objective, Assault Forces, etc. as they are Def/Att based.)

A.Op-FBm-05 In the case you mention (and ONLY in this case), I'm a defender, since I have some troops on the battlefield and I've taken control of the sector on a previous turn. So, I play defender, using access zone and deployment zone that a defender must use.

Q.Op-FBm-06 On Page 109 (Escort) it is written that Karls unit may fire several times. How often?

A.Op-FBm-07 Each time Karl's unit has a line of sight on a moving enemy units, at the end of the enemy movement, Karl and his guys can shoot. The overwatch state is not lost after this shoot, that the only difference with "regular" overwatch.

Q.Op-FBm-07 In Operation Frostbite Concord Square battles, what happens to the losers?

A.Op-FBm-07 The loser goes back to his HQ.

Q08 - Q10 All refer to The Mine

Q.Op-FBm-08 Can fighters stand on the inspection points?

A.Op-FBm-08 Yes they can. In fact, if they don't, this mission is almost impossible to win by the defender.

Q.Op-FBm-09 If yes, do the fighter's bases block LOS to the inspection points?

A.Op-FBm-09 Yes, bases block line of sight.

Q.Op-FBm-10 If a defender in Phase 1 becomes attacker in Phase 2, is he considered to have inspected all the inspection points while he occupied the sector?

A.Op-FBm-10 No, the defender can't inspect the inspection points. Only the attackers can.

# ARMIES

## A. THERIANS

**Q.TH-01** The Bane Goliath card shows a penetration of 15 for the Nucleus Gun, the downloadable card shows a 14. Is the card delivered with the mini wrong?

**A.TH-01** Right. The penetration of the Nucleus Gun is 14. It does not profit from the Sniper rule. The Nucleus Cannon of the Wraith Golgoth has a penetration of 15 and profits from the Sniper rule.

**Q.TH-02** Since Tiamat is considered a Type 2 Strider, does she have to respect platoon composition? This means, if a platoon limits you to one Type 2 AFV, this slot is filled by Tiamat and if one wants to deploy a Wraith, she has to pick a second platoon?

**A.TH-02** Yes, characters have to respect platoon composition. So yes, Tiamat fills the Type 2 AFV slot.

**Q.TH-03** The cost for assault golem officers seems to be missing from rank 2 to 5. Could you give them please?

**A.TH-03** Here they are:

Assault golem officers:

Overseer alpha: + 10 A.P.

Overseer delta: + 15 A.P.

Overseer omicron: + 25 A.P.

Overseer sigma: + 50 A.P.

Overseer omega: + 65 A.P.

**Q.TH-04** Can the Therians bring back an officer using the Transfer Routine and just replace a standard fighter, rather than using the Reconstruction routine? (I realize only the commander would be able to do this for a unit that had lost its officer.) When the officer is brought back do his abilities kick in the instant he is back with the unit?

**A.TH-04** Yes you can and effects are immediate!

**Q.TH-05**

a. The cypher special ability which gives all overseers access to all the routines, does it also let them break the only on their personal unit unless they are the commander rule?

b. If Atis is in an army with a higher overseer, and she dies, can the higher overseer (since they are the commander) reconstruct her? I would say yes, but just need clarification.

c. If the Baal golgoth is part of a web striders army, does the army ability stack with the Baal's nanoresource generator ability? In other words would a 2LP routine cost 0, or would it cost 1?

d. Are Bane Goliaths considered battle-suits for the purpose of being able to shoot one salvo, move, and shoot a second without spending LP on the split fire routine?

**A.TH-05**

a. It does not let them break the "only personal unit" rule, but some routines do not affect the unit: Creation for instance.

b. Yes! The nightmare, but at least one member of her original unit must be alive for her to return.

c. Yes the Baal may stack its nanoresource generator ability with the Web striders' army advantage.

d. There seems to be a slight confusion here. "Split fire!" is only to separate standard weapon fire from special weapon fire. But any fighter with two standard weapons can shoot one weapon, move and shoot with the second.

**Q.TH-06** 2 questions about the Therian routine Reconstruction:

a. If a Golem unit's Overseer is destroyed, can the army commander reconstruct it, or it is limited so reconstruct a simple Golem? Can I reconstruct a unit's relay?

b. Where is exactly positioned the reconstructed model? May it, for example, be positioned in order to engage a nearby unit?

**A.TH-06**

a. Yes

b. Wherever you want, as long as cohesion rules are respected.

**Q.TH-07** So if I want to run an infantry routine I have to have an overseer in a infantry unit (in other words I can't just have one overseer in the wraith)?

Also if overseers work like officers I assume if you have multiple overseers then one is the commanding overseer. So does the infantry overseer also need to be the commanding overseer?

**A.TH-07** A Non-Commanding Overseer can only call routines on his unit.

The Commander overseer can call routines on any unit the same kind as his.

So if your Commander is riding in a Wraith, he will only be able to routines on his Armored fighting vehicle units.

If your Commander is on foot, he will only be able to call routines on his Infantry units.



**Q.TH-08** Hello, since Tiamat is equipped with 4 light grim scythes, can she lift and move around low walls, just like the Hekat? In the Therian AB it says that this kind of weapon allows this action....

**A.TH-08** Tiamat would never lower herself to such lowly tasks!  
She doesn't have the "Hoist" ability.

**Q.TH-09** If I take a Therian Warrior list can I take Atis as the free overseer upgrade?

**A.TH-09** Atis can replace a standard fighter for free in a Warrior company.

**Q.TH-10** Let's say a Wraith Golgoth Alpha has been hit a few times and is immobile. Now he wants to use the routine to repair one of the actuators or whatnot to be able to move again. Can he move during the same activation already?

**A.TH-10** Yes a strider may be "Repaired" and move in the same activation.

**Q.TH-11** If I have a unit of Storm Golems with an Overseer, does it do me any good to also give that Unit a Relay, or will the relay be eliminated at the same time as the Overseer since it is the unit leader?

**A.TH-11** A unit including an overseer cannot have a relay.

**Q.TH-12** About Atis, I know her teleportain routine replaces her movement for the turn, but would a unit on overwatch be able to shoot at her (with the obvious downside of hitting some of their own guys in the HTH) after the teleport?

**A.TH-12** The answer is YES! Atis' teleportation is a form of movement, so you are allowed to shoot her unit it overwatch after she teleported.

**Q.TH-13** I noticed in the Therian book that "Reconstruction is gone is this an oversight or is it gone? Could a person choose to use a "Rule book list"?

**A.TH-13** The army book supersedes the rulebook. The "reconstruction" routine is still available. There seems to have been a slight layout problem as the routine slipped out of the insert. However you'll find it in the Therian arsenal/overseer routine/Infantry/p.61 of the Army Book: Therians

**Q.TH-14**

a. Wraith golgoth alpha an overseer, but not the CC, may spend 4 points to create a type1 strider, who in turn becomes a new unit and may no longer be given routines from the wraith?

b. Wraith golgoth alpha is the company commander, may make a type1 strider, and fuse it with another to make a type2 in the same turn. (because he essentially commands all AFV)

Also could a Hekat alpha, create a hekat, and fuse into a wraith on the same turn?

Is Fusion, only usable on your own unit if your not the company commander, I think is what it essentially breaks down to.

**A.TH-14** With the current ruling on the creation routine, no the Wraith could not do this.

But there is trick to the second one (b), the Type 1 striders need to be part of the same unit. So you won't be able to fuse Hekat that you spawn.

Yes, you can only use fusion on your own unit, but the new strider won't be an overseer though.

**Q.TH-15** Description of overseer infantry routines (Therians army book) states that "When a routine affects a movement or a test it can be declared before or after the movement or test". Description of AFV overseer routines declares that "When a routine affects a movement or a test it is declared at the time of the movement or the test". The latter definition is repeated in summary section.

So which one of following scenarios is correct?

a. Shooting test passed but damage test failed - overseer executes hyper nanonucleus - damage test can be re-rolled now.

b. Shooting test passed - overseer executes hyper nanonucleus - damage test is about to take place with the possibility to re-roll.

**A.TH-15** You can call the use of a routine when ever you need it. So the correct answer is a.

**Q.TH-16** Can reconstruction be use to regenerate a guy from a unit that has been completely destroyed (of course done this time by the commander overseer)?

**A.TH-16** No, sorry.

**Q.TH-17** The rule for the Warriors disadvantage reads that they must engage enemy models if the mode of movement they choose allows them to. Basically if I make a combat move, I must engage any enemy model within 18cm.

Can a unit of Warriors choose NOT to move if there is an enemy within 18cm and therefore not engage?

**A.TH-17** When a unit is activated, it has to choose between combat or rush movement even it doesn't intend to move.

This means the warriors must engage any enemy unit

within 18 cm when in combat move and 24 cm when in rush move.

**Q.TH-18** I know this was in an earlier post but i don't believe it was answered fully. When a Baal stacks it's advanced nanoresource administrator ability with the Web Striders's advantage which is applied first? I.E. Performing the Dash routine would it cost

1LP (Baal ANA down to 1LP and Web Striders to minimum of 1LP)

or 0LP (Web Striders to 1LP, Baal ANA down to 0LP).

**A.TH-18** The Web strider can cut the cost of a routine to a minimum of 1 LP. But the Baal can in fact cut it down to 0 LP. As both abilities stack, you would spending the amazing amount of 0 LP for a DashRoutine!

**Q.TH-19** Can grounded Therian overseers execute routines?

**A.TH-19** Yes, grounded overseers can execute routines. (However, they won't be able to use Dash or Hyper nanonucleus on their own unit, and Atis won't be able to teleport.)

**Q.TH-20** Another question about Atis. So her teleportation replaces her movement this is clear. But is it possible that she can use her routine to teleport in the back of an enemy unit ignoring that she normally could not walk through the unit?

**A.TH-20** You can teleport her anywhere you want as long as she is in contact with a unit she could see before she teleported. This means you can place her in front, behind, or ,even more vicious, INSIDE the enemy unit! (As long as there is enough room for her base that is. However, you need to remember that her grim golems will have to respect unit coherence after they teleport otherwise you will lose them to the EMI grid's back log...)

**Q.TH-21** Can Therians use routines whilst engaged, if so at what point of the activation can they use them? Played last night and can you confirm if the following is correct:

Faction Cyphers Atis teleported into combat, then placed her unit of grim golems as per rules for unit placement, unit is now engaged.

She then created a hekat in base contact with her, then proceeded with the combat. Was this correct we could not find statement saying you cannot use routines in combat?

**A.TH-21** Perfectly legal (as long as Atis is the company commander in a Cypher army). You can call routines whenever you want, except after a combat (since it's your last action of the activation).

**Q.TH-22** If a grounded model is swapped out with the Transfer routine, is the new model still grounded?

**A.TH-22** System that are created or re-created allways appears on the battlefield ready to fight. So, yes, you can

use transfer on a grounded golem to create a new one, who will not be grounded.

**Q.TH-23** I had a question about how it would work with the Matrix Jammer and Asti's Teleport routine. In a game I played I tried to teleport into a unit with the Matix Jammer.

My base argument was that since Atis executed the routine outside of the Jammer it should work. While my opponent saw my argument he also pointed out that she would be materializing in the Jammer zone which I also could see.

After bouncing around a couple of ideas we decided that I could teleport to the outside of the Matrix Jammer range which in this case still put me into melee with him because of his formation.

Did we do this right?

**A.TH-32** Your adversary was right : the routine affect Atis-Astarte when she is materiliazing, so she can't teleport in the area of effect of the matrix jammer. And because she cannot teleport herself unless she can engage an ennemy, she cannot teleport at all, to that unit.

Technically no longer valid, as the Matrix Jammer from the Cry Havoc version of the Operation Damocles campaign was removed with the release of the Damocles campaign book.

**Q.TH-24** Also now I see there may be a ruling that allows 2 created hekates to be fused by Urash (the hero).

**A.TH-24** Urash as it's own fusion routine, which allow him to use fusion on AFV not belonging to the the same unit.

**Q.TH-25** Can an Overseer use the Hyper Nanonucleus Routine to re-roll failed damage tests caused by attacks while engaged in close combat?

**A.TH-25** Yes, hyper nanonucleus routine is adapted to close combat. Oh yeah !

**Q.TH-26** Since Urash and Nimit-Urash's routines require him to target other units, Is Urash and Nimit-Urash required to be the Company Commander in order to use his special Routines, or do the Hero's routines over ride the requirement of targeting one's own unit as regular Overseers are currently limited?

**A.TH-26** No, Urash must follow the general rules when using its routines. But since he is a sigma overseer, it's not such a disadvantage, since he will more then likely be the CC.

**Q.TH-27** Can Babylon Zero use the "Zero Fire" routine on Overwatch or only during the unit's activation?

**A.TH-27** Yes she can. Zero fire is a routine, not a sniper shot, and use the usual rules for routines.

**Q.TH-28** The storm arachn unit can maintain cohesion and come into contact with more than one unit. If group sacrifice is declared: Can group sacrifice target more than

one unit?

**A.TH-28** The ability .group sacrifice can only target one unit. In the case you mentioned, you'll have to choose between the AFV unit and the infantry unit. You can't hit both with the ability group sacrifice.

**Q.TH-29** If Nina Zero brings a unit of two Red Blok Sierps and then the Company Commander uses the fusion routine on them, what are your choices for the new afv?

A. Since the original unit was Red Blok, the new unit will be Red Blok as well. (Kossack, Hetman, etc)

B. Since you are playing Therians, the new unit will be Thierian. (Wraith Golgoth, Incubus, etc).

C. You can choose to fuse them into either a Red block unit or a Thierian unit.

**A.TH-29** Nina zero can only use fusion on Thierian Golgoths and can only create a Thierian Golgoth through this routine. The construction scheme of the collectivist combat striders are not suitable for total nanoconstruction.

Nina Zero can repair a collectivist strider, but not create it.

**Q.TH-30**

a) The entry for the Kraken Golgoth designates it as being a Type 1 AFV, but it is shown as being a two star unit. Which one is correct?

b) The Kraken is shown as being a Vehicle, but it got no Shooting Angles and the image displays it as being legged.

Is it actually a Combat Strider?

**A.TH-30**

A- It is a type 2

B- It is a combat strider.

## B. UNA

Errata for the UNA From Jean-Baptiste LULLIEN:

**E.UNA-01** A death dealer unit's sergeant is 10 AP and not 15 ; laser designator cost 15 AP and not 10. The PDF document and the Cry Havoc have these costs wrong and should be replaced with the above values.

**E.UNA-02** Stark cost 85 AP on foot, as indicated in the Army Book : U.N.A. He has the "heroic pilot" ability. The PDF document and the Cry Havoc have these values wrong and should be replaced with the above values.

**Q.UNA-01** Is the weapon stat on the card of the TacArm a misprint? It shows only one gun while the mini carries two guns. If we follow the example of the Fire Toad card there should be two times the same gun. So will the final card in February have two weapons on it or will there be a special rule for the TacArm?

**A.UNA-01** The important thing is the miniature. If the miniature has several weapons, then you can shoot them all:

So the TacArm shoots twice just like the fire toad.

The "miniature" part no longer applies. As per the Wendigo ruling, the army book listing is what counts.

**Q.UNA-02** The card of the Lancelot Fire Toad shows a frequency of attack of 3/0, but the UNA Army Book shows 1/0. Is the card delivered with the mini wrong?

**A.UNA-02** Right. The frequency of attack is 1/0. Also accuracy is 4, not 5.

**Q.UNA-03** The Star Trooper Card for the Flamer seems to be missing a number for the area of effect?

**A.UNA-03** Yes, that's a printing error. Instead of the - it should read 4.

**Q.UNA-04** Can I field Borz's Bad dog with a unit of Fire Toad Iron Rain?

**A.UNA-04** No, Borz can only be fielded with genuine Fire toads and not with their variants.

**Q.UNA-05** This comes up in a debate in the other sections of the forum and I completely disagree with what others are saying. So, I like to have an official answer.

Let's take for example the following Company:

1st Platoon

Squad 1: Steel Troopers of 6 with grenades

Squad 2: Steel Troopers of 6 with grenades

Squad 3: Steel Troopers of 6 with grenades

This is an incomplete platoon for 600 points. I cannot start a new platoon without filling out the rest of the platoon structure (with Striders, etc.).

I know I can give Squad 2 a Captain (Rank 4) and Squad 3 a Lieutenant (Rank 3). Can I give Squad 1 a Colonel (Rank 5)?

It doesn't make sense if a single platoon cannot be a company. Some people feel that you can field a Colonel. I don't. Your answer please.

**A.UNA-05** A company can be composed of one or several platoons. So yes, you can have a rank 5 officer in a single platoon company.



#### Q.UNA-06

a. Can each Tacarm figure laser target a different enemy unit?

Example: A unit of three Tacarms laser targets three different units.

b. Does the Tacarm figure give up shooting to laser target a unit?

c. Can a Tacarm laser target a unit if it is engaged?

#### A.UNA-06

a. Yes, each TacArm can target a different enemy unit.

b. The laser designator is not a weapon, so the unit may shoot and tag in the same round.

c. Yes, a TacArm can use his laser designator when engaged.

Q.UNA-07 Just got the U.N.A. book and some TacArms and the Shock Troopers have the option to purchase GPacks for the Squads.

This are listed as giving the troops the option to jump over stuff. Should they also increase the speed of the troops to 18cm - the same as Wing Troopers with G-Packs?

A.UNA-07 The movement value of TacArms and Shock troopers remains the same when equipped with Gpacks. The G-pack itself does not give extra movement.

The flush explanation is that the wing troopers are naturally fast troopers that were selected and specifically trained to use a G-pack.

Q.UNA-08 Does Captain H. Newton's "Repair" ability stack with the M.Ind "Repair" ability? That is, can Capt. Newton repair two SP of damage per turn?

A.UNA-08 No, sorry.

Q.UNA-09 The UNA army book says I can add Sgt. Borz to any type 2 unit, and the Wing Troopers have G-packs listed as standard equipment.

Does Sgt. Borz get a G-pack if I:

a. Field him with the Wing Troopers from the beginning of the battle?  
and/or

b. After Bad Dog has been destroyed, move him to the wing troopers and add him?

A.UNA-09 No and no.

Q.UNA-10 If I take a UNA Centcon list can I take Borz as the free officer upgrade?

A.UNA-10 Borz and Bad Dog can replace a standard fighter for free in a CentCom company.

Q.UNA-11 I know you get Borz for free in a Centcom list,

but I always thought of that as the "on foot" version. Getting a whole fire toad for free just seems wrong to me (though I guess pooping a whole Hekat is about as "wrong"). When you buy a unit of Fire Toads in a Centcom list, you have to buy the fire toad but get the upgrade points for free (or at least that's the way we've played it).

So:

a. Do you get the whole Fire Toad Sgt for free in a Centcom list (Fire Toad + 15 point upgrade)?

b. If you only get the 15 point upgrade for free, then do you get Sgt. Borz whole Fire Toad for free in a Centcom list?

A.UNA-11 It is only the Sergeant upgrade that is free. You will always need to pay the cost of a standard unit, before you replace him with a sergeant.

In fact, the best way to do it is to pay for a unit without any officer and replace one of the standard fighters with a sergeant. So in the case of a Fire Toad unit, it is only the +15 A.P. Sergeant upgrade that you don't pay.

As for Bad Dog, you pay for your standard Fire Toad unit (so, 1, 2 or 3 Striders) and simply replace one of the standard Fire Toads with Bad Dog.

Q.UNA-12 Can a TacArms laser tag/designate an enemy if it moves from hidden cover to hidden cover? In other words, can it designate a target that it can only see during the actual movement?

A.UNA-12 No you can't. In AT-43, you play one action after the other. Since you can move only once, you can't stop half way, do what ever you want and resume your movement.

Q.UNA-13 Can Bad Dog laser designate thru other fire toads/fighters in his unit?...

A.UNA-13 Yes, Bad Dog can use its targeting system to designate ennemy units throught any fighters of his unit (Fire Toad or foot soldiers). The perversity of ploutocratic weaponry is unlimited.

Q.UNA-14 Morningstar advantage is that officers get either the 'Repair' or the 'First Aid' abilities. Does this rule apply to regular heroes (Borz, Newton and Stark, and the upcoming Epstone) as well?

A.UNA-14 Yes, but abilities will not stack (Newton could not have double repair, but could have repair/medic)

Q.UNA-15 Judging from the shooting angles diagrams an the descriptive texts, the UNA Camel and the Red Blok Soundouk are very similar in appearance. Yet the Camel is size 3 and the Soundouk size 4. Is this correct or should they be the same size?

A.UNA-15 Both are size 4.

## C. RED BLOK

Errata for the Red Blok Army from Jean-Baptiste LULLIEN:

**E.RB-01.** The English Red Blok book is RIGHT: a unit without any cost for additional soldier can't use the ARC advantage.

If you read something different (on the french AT-43 forum or in the french Army book : Red Blok, for example), please disregard them.

(please note that as of Frostbite, all Kollosus units now have a cost for an additional fighter)

**Q.RB-01** Are Rockets a free upgrade for the Spetsnaz Kommandoes?

**A.RB-01** Yes, they are free for them.

**Q.RB-02** Do you have to buy Kozni as part of a squad or can you have the strider in a platoon by itself?

**A.RB-02** Hero armored fighting vehicles can be part of their own unit.

**Q.RB-03** While playing the Red Blok Frontline faction:

1) If all of your AFV's are destroyed and you have none in reserve, but you have one AFV in reinforcement that you have not brought in; do you lose the game?

... or can you still play until your infantry get enough RP's to bring him in?

... or can you just not bring him in with reinforcements and basically negate the disadvantage?

...or if you have enough RP's to bring him in; do you have to do it in the control phase before the round is over?

2) If all of your AFV's are destroyed and you have some in reserve, do you lose the game?

Can you keep them in reserve and continue playing and basically negate the disadvantage?

**A.RB-03** Frontline lose the game when all its AFVs are destroyed : when all frontline's AFVs have been deployed on the battlefield and when they all been destroyed, the game is lost.

Of course, this means that if you don't deploy your AFVs, you will negate the disadvantage of the faction... But since the advantage of Frontline is for AFV, what kind of strange-minded general will keep them out of the battlefield ? Just to avoid the disadvantage of the faction ? In this case, why is he playing Frontline ?

**Q.RB-014** How can Dragomira be damaged:

a) 2 damage points within 1 salvo - damage test- from

weapons dealing 1 damage? OR

b) 2 damage points from weapons dealing 2 damage?

**A.RB-04** Dragomira is shot down if she takes 2 damages on any damage test. A 2-damages weapon will do the work, but two hits from a 1-damage weapon will work as well - if both hits generate a damage, of course!

For example, if two laser guns hit Dragomira O-3, and if both hits penetrate her kolossus armor, she will be shot down. If only one penetrate, nothing happens.

If an antirevolutionary decadent karman ape hero shot at her twice, for example once with a sniper gun and then with a MG, he will only kill her if has two damage on one salvo coming from one of the two weapons.

Lets imagine that the sniper gun makes one damage and then the MG makes another one. Finally, it has no effect. Just a flesh wound.

**Q.RB-05** Does the "same hero even in different units" implies that you can have the same hero multiple times in the same unit?

**A.RB-05** No

**Q.RB-06** It is possible for a unit of Dragomirov Kolossus to have multiple Lieutenant Dragomira O-3 (level 3 officer) added to it, as long as you have the physical figures on hand and you have the cost for each Dragomira O-3 (+165) added?

**A.RB-06** No.

**Q.RB-07** Judging from the shooting angles diagrams and the descriptive texts, the UNA Camel and the Red Blok Soundunk are very similar in appearance. Yet the Camel is size 3 and the Soundunk size 4.

Is this correct or should they be the same size?

**A.RB-07** Both are size 4.

## D. KARMANS

### Q.KA-01 Karman Nova and combat drills / routines

The Nova Karman general can spend an equal amount of LP to cancel out any use of LP by his opponents. The question we have is whether a combat drill / routine is usable only once per squad per round or an unlimited number of times.

To put it another way, if A karman player cancels out a combat drill / routine of an opposing unit, can the opponent spend more LP to do it again, or must he wait until next round to try again for that unit.

I can see it in two ways. I humbly ask the Karman Sages how this should go.

a. You can perform a combat drill/routine once per unit, per round. Therefore if you try to "take cover" and a Nova Karman cancels your drill out, you may not attempt to do it again.

Example: Red Block spends 1 Lp to have his unit Take Cover. Karman player spends 1 Lp to cancel the Red block units Take Cover drill. the Red Block unit can not take cover this round.

b. You can perform a combat drill/routine as many times as you want to for each unit. Therefore if you try to "take cover" and a Nova Karman cancels it out, you just keep trying to do it until either you or the Karman player run out of LP.

Example: Red Block spends 1 Lp to have his unit Take Cover. Karman player spends 1 Lp to cancel the Red block units Take Cover drill. The Red Block spends another 1 Lp to have the same squad try and "Take Cover" again. The Karman player again spends 1 LP to cancel the combat drill. The Red block spends a third Lp to try and have them take cover, and the Karman player again spends 1 LP to cancel it out. This happens until either the Red Block player or the Karman player run out of LP.

**A.KA-01 Your wisdom is only half true; but it is also half false.**

**The therian routines can only be used once per turn and per overseer (not per unit ! ) ; combat drills can be used as often as you wish. Therefore, your conclusion about hypothesis B is right : Nova will be really painful for Therians, a reasonable threat for the Red Blok and a minor problem for the White Stars.**

Q.KA-02 Two additional questions of the Karman Nova ability have been discussed.

A) Can a Karman Nova commander counter a routine that costs 0LP through the use of a Baal Golgoth?

B) Can a Karman Nova commander counter Tiamat's

body-hack routine? If so what happens to Tiamat?

A third question occurred to me

C) With nanoresource reductions due to either the Web-strider faction or the Baal Golgoth, does the Karman commander pay the full cost to stop a routine or the reduced cost?

### A.KA-02

**A) A nova commander can counter routine that costs LP. A cost of 0LP is not a cost : it's a free use. Whith a baal golgoth, an overseer can use routine so fast and so easily that even Nova is powerless. So no, they Nova cannot counter the 0 LP routine.**

**B) Yes he can. In this case, Tiamat remains desincorporate (and out of the game/battle).**

**C) The Nova commander pays the same number of LP that has been paid by the therian commander.**

Q.KA-03 Two questions have come up about the Nova Jammer.

1. When an enemy AFV is hit with my Nova jammer, and I take control, does the pilot die? or does he experience the inevitable Karmic Awakening and fight for the forces of good(Karmans)?

2. When I take control of an enemy AFV, can my mechanics fix it?

### A.KA-03

**1. Jammers are a humane weapon they are none lethal. Anuman just turns the target into a "Radio Controlled" AFC. He simply locks the doors with the pilot inside and overrides the controls. It just doesn't work with "Heroic Pilots" cause they tend to smash the controls, pull the wires out or do anything they can to prevent the enemy from taking over THEIR toys.**

**2. Yes the mechanic can repair the hijacked vehicle.**

Q.KA-04 Wendigos have two zz rifles listed in their profile (One on each arm), but they are only allowed to fire one of them in an activation. So, since each wendigo has two of the same weapon am I allowed to shoot some of my wendigos with zzrifles on the left arm and the rest with the ones on the right in two salvos. This would mean that in a squad of 4 wendigos, I could fire a salvo of 2 wendigos using right arm and a separate salvo of two firing with the right arm. Can I split fire like this or must they all use the same zzrifle? This is when firing normally and not when doing a maser strike.

**A.KA-04 Wendigos can't shoot with both ZZ-rifle, no matter if it is on the same target or on two different. They a special two-in-one weapon, this is enough to make them happy.**

Q.KA-05 1. For LOS disputes and determining cover, what size should a Karman AFV at high altitude/with pin

be considered?

2. What happens to a Karman AFV at high altitude/with pin when it is immobilized?

A.KA-05

1. The same as usual. Being higher doesn't mean being bigger.

2. Nothing. It stays where it is, at the same altitude.

Q.KA-06 When Saint Anuman hijacks a vehicle, do you get VP for it? Conversely, does the opponent get VP's for destroying the hijacked vehicles?

A.KA-06 - When Saint Anuman hijacks a vehicle, do you get VP for it?

It's not destroyed so no.

- Conversely, does the opponent get VP's for destroying the hijacked vehicles?

Yes he does, since the bloody thing is not his anymore.

Q.KA-07 What happens to a AFV that Saint Anuman controls when he dies?

A.KA-07 Nothing changes it stays in control of the Karman faction. "Here buddy take the remote!"

Q.KA-08 If you have Cornelius in a squad of wendigos and he is killed in melee, can the Libra medic in the squad bring him back at the end of thier activation?

The book says they may bring back a soldier from thier squad. When you add a hero they are now part of the squad. The book also says that infantry are either soldiers or support weapons. It then goes on to mention types of soldiers like officers, specialists, heroes, etc.

A.KA-08 Yes, a Libra medic can bring back a hero. Heroes are, obviously, part of the unit they lead !

Q.KA-09 If I'm playing Nova and my opponent has to spend LP to activate a unit I'm assuming it's valid to use Nova's ability to prevent that unit from activating. Is my opponent allowed to attempt to spend LP to activate the unit again or is it like Therian routines and there is only one attempt allowed?

A.KA-09 Yes, your opponent may pay again and again until one of you chose to stop paying (or have 0 LP).

Q.KA-10 When playing the Nova faction I'm: Wondering if propaganda is treated like a combat drill and it's a battle to see who wants to spend more LP? or If it is treated like a therian routine and once it's cancelled it's done?

A.KA-10 Propaganda is treated like combat drill : it's a battle of LP.

Q.KA-11 Nova Jammer says that when Saint Anuman is

in the list and any karman vehicle with jammers destroys an enemy vehicle, that the afv is put back to the state it was in before the killing salvo and the Karmans now control it.

We had this come up in game where I shot and killed an enemy sierp who was on overwatch. We did not put the card for him in our activation until the next round, but weren't sure what to do about the drills (overwatch). We concluded that when I took him over, he was still on overwatch and in the same state he was in before the killing salvo. Did we do this right, or should he have lost all combat drills and such immediately? We discussed it in the rules section but could not agree one way or the other.

A.KA-11 You are perfectly right. Until its next activation, the Sierp keeps its overwatch.

Q.KA-12. This one has the question and answers all in the answer part, big amount of questions. Question is about Bullet time.

A.KA-12 The Karmic bullet time only allow you to move. But it is somehow a "supernatural" move, which do not count as a movement. You opponent were thinking your units were there and there and there... And he was wrong, a 5cm-miscalculation...

So :

*Does this let you go into Close Combat if you can reach?*

Yes. But your troops are just in close combat, they don't fight.

*What if you have already been activated this round?*

You move 5 cm, even if you already have moved all what you can.

*Does this let you disengage from Close Combat?*

Yes it can, if your troops can move far enough.

*Do you move an unmodified 5cm or less or is the distance affected by being in contact? (2.5 cm mov)*

You move 5 cm, nothing can modify that.

*Does this let you move grounded guys 5 cm out of the line of fire, but they are still grounded? Does this count as getting up for grounded guys, letting them activate normally on their next activation?*

Grounded fighters move their 5 cm but stay grounded.

*Does this trigger overwatch or is it something you do out of the normal sequence of time?*

No it don't trigger overwarch. Just imagine that your opponent makes a slight miscalculation. All the karman units are five centimeters away from the position he thinks they were.

*Do your squads with "take cover" and other drills still have "take cover" after the 5cm move, or does it go away like a normal move, triggering overwatch before you do the combat drills?*

You keep all your combat drills. These 5 cm are not

considered as an activation or a move.

*Does this let you move immobilized vehicles w no propulsion sp remaining?*

Yes, you can move vehicles even if their propulsion is destroyed. They were not where everybody was thinking they were.

*Does this count as one of your activations or do you play this card and activate a unit card right after it?*

Using this card count as one of your activations, but this doesn't activate the units that are moving as an effect of "karmic bullet time". You can eventually activate a unit after this card takes effects, using the rules of double activation (see p. 57 of the rule book).

*Can I move a sniper 5cm and still benefit from "sniper"?*

Yes you can.

*Can I set new combat drills for each squad after moving the 5cm?*

No, you can't.

**Q.KA-13** Libra disadvantage is that each unit MUST have an officer. Support units don't have any officers. So, can libra have support units ? (the libra disadvantage may be understood as "each this a unit may have an officer, Libra faction MUST take one")

**A.KA-13** No, Libra can't use support unit, because of its disadvantage, as you have noticed it.

**Q.KA-14** There is some confusion about Guru Lucius and we'd like some help.

First, the rules say, "Guru Lucius can be the officer of any type 1 or 2 unit." Does this mean that he can be the officer of a type 1 or 2 afv unit if he is in Diamond, or can he only join a unit when he is on foot?

Second, his Guerrilla technique says, "Lucius' unit gains the "Stealth" ability when it is behind cover and given the "take cover" combat drill. Any shot targeting this unit from beyond range 1 is an automatic failure. This ability also works against locked shots." Does Guru Lucius in Diamond and in an Arceo pattern benefit from this technique if given a take cover drill? Some say no and that if it were meant to be that way you would have said that Guru Lucius AND DIAMOND gain the stealth ability.

Others point out the last line in bold about locked shot and say that it obviously applies to Diamond as well because Diamond is his unit and locked shots can only target afvs and terrain right now. They wonder why would this last line have been included if Diamond did not also have it. So Does Guru Lucius' unit when he is in Diamond also benefit from Guerrilla technique?

**A.KA-14** You are right, we have a little translation problem with Lucius. We will make an errata as soon as possible... Guru Lucius, of course, can't lead an AFV unit. He can only lead type 1 or 2 infantry units.

EDIT !

I have previously answered that Lucius can lead support unit, but this was completely false, since karman doesn't have any support units that admit officer or heroes.

END EDIT !

When Lucius is piloting Diamonds, he can use his guerrilla technique and make Diamonds become invisible, even for missile launcher if he can get the "take cover" combat drill (which mean he belongs to an Arceo company).

**Q.KA-15** Can a Karman unit directly behind a King Mammoth using the Curtain of Flames ability see and shoot an enemy unit directly in front of the Mammoth? In other words, does the Curtain of Flames block LOS both ways?

**A.KA-15** No, the Curtain of Flames doesn't block LOS both way. Only units that are in front of the Curtain of Flame are affected. Units that are protected by the curtain are not affected and can shoot normally through the curtain.

**Q.KA-16** Is the King Mammoth allowed to go into Overwatch after using the Curtain of Flames ability during its activation? Please detail how the answer was arrived. (Thanks!)

**A.KA-16** As you have probably read, the "curtain of flames" ability replaces the flamers shots. This means that the flamers are indeed shooting (and, accordingly, can't use overwatch) but that they don't kill anything - even if they are pouring gallons of hot plasma. So, no, you can't use overwatch.

**Q.KA-17** In Operation Frostbite the support units for Wendigos and Yetis are all listed as type 1 units. Is this correct or was it a mis-print and the Wendigo/Yeti support units are actually type 2.

**A.KA-17** You are right, it's our mistake. Wendigo and Yeti (no matter what kind of support unit they are part of) are type 2 units.

**Q.KA-18** Should the generic Karman (vanilla) platoon pattern say Infantry where it says Soldier, thus allowing support units like the rest of the factions (aside from Libra)?

If they are unable to take support units, then that is two full platoon patterns that are unable to take support units (the other being Libra). Do the Karmans really need to continue being restricted this badly?

**A.KA-18** There isn't any mistake: the generic Karman platoon pattern doesn't use support units. If a Sage wants to use some, he will need to support a Karman faction.

## E. COGS

**Q.COG-01** Special ability homing missile or sniper (shooting unit declares, which part of a AFV is hit before resolving damage tests) vs. special ability deflector shield (I, as target, may declare the location of damage to my AFVs, no roll applied).

Is this even contradictory or am I over reading some important information like: 'hits location' and 'after damage resolved'?

**A.COG-01** For the moment, there isn't any contradicting rules in the Cog Army book. In your example, the Deflector Shield "wins" because Deflector shields affect the damages ; homing missile only concerns impacts.

So, the homing missile says "everything in the frame", but after the damage test is done, Deflector shield says "well, I prefer one in the right weapon and one other in the propulsion".

**Q.COG-02** Is the Rocket Launcher on the Hunters and several heroes just one weapon or is it two (left and right)? Do you fire once or twice with a 3/1?



**A.COG-02** It's only one weapon. So you have a 3/1 shot, not two

**Q.COG-03**

1- The T-reg disadvantage states that activation sequence is played randomly. How exactly does this happen? Also, how does this interact with moving the first card in the activation sequence? If the entire sequence is randomized, can I look at the order and alter it with re-ordering the first card through LP? Or do I still have to randomize AFTER moving a card using LP? ...Basically I'd like all the details on exactly how this happens in gameplay.

2- The T-Reg deflector shield allows the ability for me to choose the location of impacts on my AFV's; Cog FAQ states that this overrides even sniper abilities. However, how does this function within a unit of AFV's, particularly if he's targetting a particular AFV? Can I redirect all shots to anywhere I want within the unit, or do I have to choose locations on the target AFV that was shot at?

**A.COG-03**

1 - You take your cards and shuffles it or use any system to randomize your activation sequence. Then you can, of course, look at it. you can use LP to change the first card or to skip your turn, as usual.

2 - The defelctor shield can only change the location on the AFV which is shot at. You can't change the target of the shot.

**Q.COG-04** Does G27 need to be on the field of battle to be able to be use his special ability" and "If he does not need to be on the field of battle can he be in reserve or reinforcement or both?" (What "field of battle" refers to: Is the actual fighter is on the table)

**A.COG-04** So, yes, unless it is clearly explained in (like for Electronic warfare specialist), you can use the ability of any fighters if, at least, his unit and himself are on the battlefield or, at least, are kept in your reserve.

**Q.COG-05** If this rules from here [\[dead link removed\]](#) valid and official? If yes, why it didn't appear in official errata pdf file?

*The text for all A.I. Beacon entries should be as follows:*

*A.I. beacon: A fighter equipped with an A.I. beacon gains the "Reinforcement" ability. As long as the fighter is in contact with an objective, the player may pay 4 LP to bring into play a Type 1 Combat Strider that is not already a part of his company. The card for the Combat Strider is added to the activation sequence and is immediately revealed. The Strider may immediately be activated and enter the battlefield if a valid access or drop zone is available to the Cogs. The player must have the Strider figure.*

**A.COG-05** You are right ! The errata for the A.I. beacon is missing. I'm making the errata right now. Thank you!

## F. ONI

### Q.ONI-01

1. Autoshotgun strength:

Is it Strength 4 as on the cards or Strength 5 as in the ONI Book?

2. Officer Bonus:

Is the description in the ONI book right that only the Medium Destroyer benefits from the officer bonus, or are the cards for the AFV valid, where all Officers have there bonus?

3. Repair abilities:

Does the line in the Oni repair ability "friendly vehicle" include itself. In other words can a oni vehicle unit of one repair itself?

### A.ONI-01

1. An autoshotgun has a strenght of 5.

2. Every AFV unit can use the officer bonus, not only the Medium Destroyer.

3. ONI armored vehicules can repair themself : thank you, ONI R&D !

Q.ONI-02 When you use the Maser effect shot for the ONI HBT do you use the same stats as the direct fire shot?

The Accuracy and Pen values are so much higher than any other Indirect fire weapon that it seems disproportionate.

A.ONI-02 We hope that you enjoy fighting with our mercenary forces. And yes, our heavy maser cannon has the same effect when you use it as an indirect fire weapon than when you use it as a direct fire weapon. Well, war isn't the right place for "proportional" use of power, don't you think ?

Q.ONI-03 Can Daimyo J Priest join a Medtec unit?

Medtec are infantry and he ignores "Officer: None" when joining Virus Zombies.

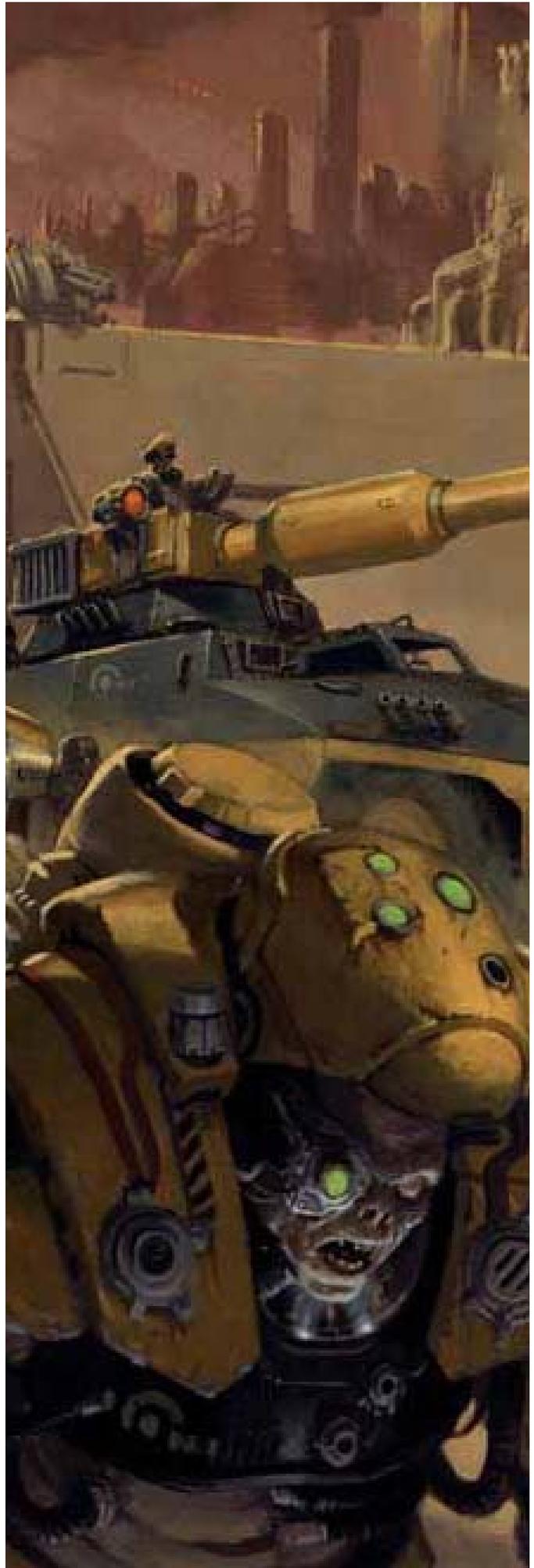
A.ONI-03 No.

J. Priest can join any infantry unit supporting officers in its ranks.

Virus zombies are an exception.

Q.ONI-04 Can the Z-demolitionist be used to kill heroes if there are non-hero fighters left in the unit?

A.ONI-04 Yes.



# MISCELLANEOUS

**Q.Misc-01** Please explain how the army lists in page 100 and 101 of the main rulebook is made. Are they INVALID?

**A.Misc-01** This battle was played just a few days before the end of the game's development. So there are some inconsistencies.

Instead of trying to rearrange the battle report in a hurry and make further mistakes, we chose to leave it the way it was.

The battle report is there to show how the game is played. Hopefully it does that right.

**Q.Misc-02** Please provide us bunker size. Container size is 3, bunker?

**A.Misc-02** Bunker are size 3

