



FACQ

MAP TERRAIN

Q. Do Section Doors that lead nowhere still count as Section Doors?

A. Yes.

STRATEGIC POINTS

Q. So a Strategic Point cannot be placed adjacent to a Section Door that leads nowhere?

A. That's correct.

Q. Does a model need to spend an Action to secure a Strategic Point and then another Action to use the Strategic Point?

A. No, when a Strategic Point is secured it is also automatically used.

Q. When distances are listed between two Strategic Points, do you count through blocking squares or around them?

A. Around them.

Q. Can you put a Strategic Point on the tracks of The Station tile, or on the train itself?

A. No.

SCENARIOS

Q. If a Scenario does not specify who has first turn, how is it decided?

A. Players roll 1d6 and the highest goes first.

LARGE MODELS

Q. Can a door be closed if a Large sized model is partway through it?

A. No.

Q. On Page 9 of the rulebook, in the diagram of the Large model 'pressing through', could the model have moved diagonally (putting "1,2", where "3,4" is and "3,4" where "5" is)?

A. Yes.

VECTORS

Q. When drawing a vector through a model, is the model's size compared to the attacker or target?

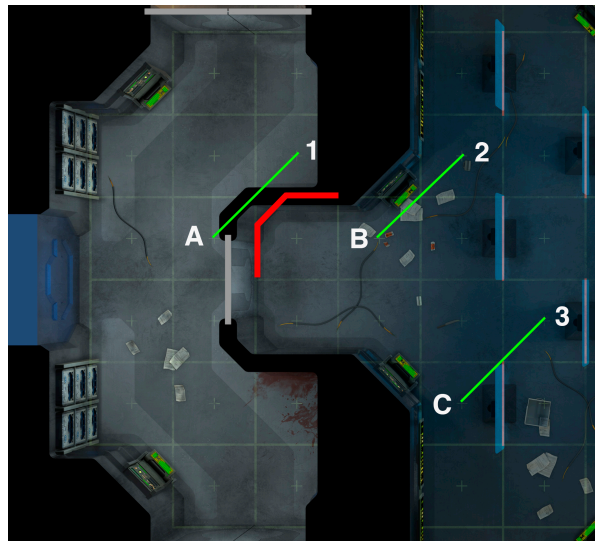
A. The model's size is compared to the target.

Q. What is a corner, in terms of drawing a vector?

A. The concept of a corner is a descriptive term only, the following core rule applies: If a vector is drawn through a blocking feature, that vector is blocked.

Q. When viewing Blocking Terrain with a perspective, where is it considered to be?

A. Any Blocking Terrain is considered to be directly in line with the base of the feature only. For example, in the image below, the base of the blocking feature is marked in red, meaning that a vector can be drawn between A & 1. A vector can also be drawn between B & 2 and C & 3. Although the vector between C & 3 passes close to a Covering Feature, as it does not pass through it there is no Defensive Modifier gained from it.



Q. If my opponent and I can't agree on whether a vector can be drawn or not, what should we do?

A. If it's a really tight call and you can't come to an agreement, then count the attacker as having vector and the target as having a +3 Defense Mod.

ATTACKS AND ABILITIES

Q. Some models have an Attack with an effect that is a Free Ability. When can I use this Free Ability?

A. The Free Ability is granted after damage is applied to the target, and must be used immediately. Any cost or condition for the Free Ability must be met for it to be used. As per the Core Rules, a model may only use a single Free Ability during an Activation.

Q. Some Abilities have an option like this: "[MOVE ABILITY/FOCUSED, COST: 1]", how does this work?

A. The model can either use the Ability as a Move Action, or they can use the Ability as a Focused Action, both options have the same Cost. The effect of the Focused Action is listed lower down in the Effect box.

Q. Can models target other models on their own side with their attacks?

A. No.

Q. Are models able to target themselves with 'friendly' abilities?

A. Only if specifically stated as being able to (for example, Morgan Vade can target himself with 'Combat Medic', but Kara Black is not able to target herself with 'Fire Order').

BLAST AND ZONE WEAPONS

Q. If a Blast/Zone AoE has an effect that causes model's in the AoE to take damage, is this damage applied to the original target of the AoE?

A. Unless specified otherwise, everyone in the Blast / Zone suffers the AoE effects, including the original target.

Q. Is there any restriction on attacking models where the attack would result in friendly models getting damaged (as a result of a Blast or a Beam, for example)?

A. No, there is not.

Q. Is there any restriction on sending a model to die in area damage?

A. No, there is not.

Q. Can a model under the effect of Inversion use Move Abilities.

A. Yes.

Q. Can a model under the effect of Inversion make Close Combat attacks?

A. Yes.

Q. Does being affected by Rad prevent a model from using Nanovore and Regeneration?

A. Yes.

Q. Can Rad be removed with a Status Check?

A. Yes.

Q. If a Vanguard is affected by Rad, can they be healed by Vade's Combat Medic Ability?

A. No

Q. If a model walks into a Singularity, do they take 1 Wound, have their Activation ended and then take a further 4 Wounds (for a total of 5 Wounds taken)?

A. Yes. Don't walk into a Singularity.

Q. A Singularity reduces Mobility to 1, but does not affect the distance covered by Abilities with a defined movement value, such as Lurch or Prowl, is that correct?

A. Yes.

Q. After Crush is removed, are affected models still Prone until able to use a Move Action to remove Prone?

A. Yes.

PRONE MODELS

Q. Do Prone models block vector for movement, the Reach trait or ranged attacks?

A. Normal sized models that are Prone do not block vector. Large sized models that are Prone do block vector.

Q. If adjacent to a Prone Target and making a ranged attack against it, is it still classified as a close combat attack?

A. Yes. The Prone Target would get +3 Defense Mod and the attacker would get a +1d6 Attack Mod

REFLEX TRIGGERS

Q. When an enemy model attempts to move into or out of vector does that qualify for the Samaritan Reflex Trigger ("When an enemy model moves in vector...")?

A. Yes.

Q. Does closing a door also count?

A. No.

HEALING

Q. Can a model be healed past their original quota of wounds?

A. No.

VANGUARD

Q. "At the beginning of the game, the Vanguard player begins with a number of tactics counters equal to the highest Tactics Limit in their force plus 1d6." Are bonuses, such as Hurley's +2, applied to this?

A. No. The initial pool of tactics counters are worked out before the first Active Mode, and thus before the first possible Vanguard force management phase.

Q. Does the Auto-Doc's Cellular Recovery remove the Bleeding effect?

A. Yes.

BARKER ZOSA

Q. Does Heavy Weapons Guy allow Barker a +1d6 Attack Mod at the cost of 1 Tactic, without using a Focused Action?

A. Yes.

Q. Can I move before spending 1 Tactic on the Suppression Ability and then make an Attack?

A. No. You must perform an Action, and spend 1 Tactic, to use the Suppression Ability. Then use your second Action to Attack.

HURLEY - BASTION MOBILE CIC

Q. When does Hurley's Activate Drone action happen, is it immediately?

A. Yes, it interrupts Hurley's Activation.

SAMARITAN GRENADEIER

Q. With Grenade Select, do I only get one Gravnade per game, or do I get one of each effect (Inversion, Singularity and Crush)?

A. Grenade Select gives you only one use of Gravnade per game.

SAMARITAN REAVER

Q. Can I use Rock 'N' Roll to target models outside of normal weapon range?

A. No.

Q. Can I use the Free Ability of the Reaver Support Weapon in conjunction with Rock 'N' Roll to potentially target four models in a single attack?

A. Yes.

Q. Are the targets for Rock 'N' Roll selected before the Attack is made? If vector is lost to one of the targets (due to a Lurching Revenant, for example) is the Attack lost?

A. Yes the targets are selected before the Attack is made. These Attacks are considered simultaneous, so make all Attacks from Rock 'N' Roll before resolving any Reflex Actions and/or Weapon Effects.

SAMARITAN LANCER

Q. Is the damage from the Azriel Fusion Lance effect also applied to the original target?

A. No, just the other models in vector and beyond the target.

STRAIN

Q. Is this the correct order for the Strain Force Management Phase: Declare Exogenesis effects; Move Nano; Mutate Infected models / Spawn new models / Evolve Exo-Forms; Nano-Spore Infection?

A. Yes.

Q. Do Strain models need a vector to be able to add the +1 Attack Mod for the Horde trait?

A. Yes.

STALKER

Q. Does the attack component of the Reflex Trigger have to be targeted against the model that triggered the reflex?

A. No. As long as the Stalker is moved adjacent to the model that triggered its reflex, it can attack a different, eligible model.

SCENARIOS

Q. Where should models be placed if they don't all fit inside the designated Deployment Zone(s)?

A. If you are playing a non-Campaign Scenario and all squares in the Faction-designated Deployment Zone(s) already contain a model and there are still Faction models to be placed, place these additional models in squares adjacent to any one of the Faction-designated Deployment Zones.

Q. Should the Teleportation Control be 3x3 in the Scenario maps?

A. Yes, the Teleporter takes up a 3x3 space. In any Scenario with the Teleporter (5: Halfway Home, 7: Three Trigger Monte & 9: Into the Void), the top left corner of the Teleporter is in the correct position. Adjust the space it takes up on the Scenario map accordingly.

Q: If there is no Draw condition for a Scenario (e.g. the "Stalemate" Special Condition in Scenario 5 of the Outbreak Campaign), does one side automatically win if they wipe out the other side?

A. Yes.

Q. In Scenario 8 of the Outbreak Campaign (Critical Mass), it states that the "Strain players wins if all six infected Civilian counters are within 2 squares of one another". What does that actually mean?

A. It means that the Civilians are going to have to be bunched together in a **3x2** block.