



Official Frequently Asked Questions

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Red FAQs are New, Blue FAQs have been reworded for clarity, or are updated rulings.

Before you get started, we recommend reviewing the Glossary in Master Set 3: Battle for the Underdark. Many questions have been removed because they are clearly answered in the Glossary.

My question is not answered below.

If you can't find the answer to your question in the FAQ, the Wizards of the Coast Customer Service Team will be happy to help you. You can contact Customer Service by sending an e-mail by using the E-mail Us Tab on their Help page, or by calling 1-800-324-6496 (US/Canada) or 425-204-8069 (All other countries).

In the overall story, which Valkyrie Generals are allies, which ones are enemies?

Originally, the good/bad lines were drawn as follows:

Good: Jandar & Aquilla

Neutral: Ullar, Vydar, & Einar.

Bad: Utgar

With the evolution of the conflict described in Thormun's Journal, Jandar's alliance consists of Jandar, Ullar, Einar, Vydar, & Aquilla who are all pitted against Utgar's terrifying forces. However, with the events that occurred in the River of Blood, anything could happen.

Getting Started

When building a battlefield, can you stack water tiles?

No. Water tiles (and like-sized tiles) are considered on the level below them, and we do not recommend stacking them.

What is an "empty" space?

An empty space is any space that does not have a figure, glyph, tree, or any other obstacle on it.

Order markers -Can you place all of your order markers on one card if you want?

Yes.

What do I do if I have more figures than spots in the starting zone?

Count out the number of spaces your Army will consist of (counting 2 spaces for each double-space figure). If your Army (including figures that do not start on the board) consists of more spaces than the scenario allows in your given starting zone, you must remove figures from your Army until the number of spaces your Army consists of matches, or is less than the number of starting zone spaces.

On some of the Marvel Heroscape Cards, there is an S symbol on the card. What does that S symbol mean?

Per page 7 of the Marvel: The Conflict Begins rulebook, The S stands for Super Strength. A figure with Super Strength is not affected by the Falling and Major Falling rules, and they will also ignore any special powers that give automatic shields to Destructible Objects.

Winning: When are the victory conditions checked?

Victory conditions are checked at the end of each turn after all end of turn abilities are completed unless otherwise stated in the scenario. This is important, as there are many powers where figures can change hands temporarily.

Glyphs

See below for a list of all glyphs

What does it mean if a Glyph must be placed "symbol" or "power" side up?

Power-side up means that you can see what that glyph is. Symbol-side up means that the glyph is flipped over and is only revealed when a figure steps on it. There are certain Glyphs (like the Glyph of Kelda) that can never be placed symbol-side up because of restrictions on the glyph. For example, a Squad figure can't step on the Glyph of Kelda. That is why it can never be placed symbol-side up

Do water/glyphs add height to the tile they are on?

No, they are considered on the same height as the hex below them.

Do flying/leaping figures have to stop when flying over Glyphs?

Flying & leaping figures (as well as figures that have other leap-like powers) can pass over glyphs without stopping.

If I step on the Glyph of Kelda with one of my squad figures, can one of my previously destroyed squad figures come back to life?

No, because only figures with one or more wound markers can step on this glyph. All squads have a life of 1, which means they would never have a wound marker placed on them. Thus, they cannot step on the glyph.

If I have a figure on the Glyph of Lodin, is adding one to the die roll optional?

Yes. The keyword in the Glyph of Lodin wording is "may". You may add one to any 20 sided die roll while standing on the Glyph of Lodin. If you think it helps you by not adding the one, you may choose not to.

Can the Glyph of Lodin help with a D20 roll on a Special Attack?

No. Special attacks can never be modified by Glyphs, other special powers, or height advantages.

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When a flying figure steps off of the glyph of Rannveig, they cannot fly and must walk, but after they take that first step, can they then start to fly since there is no figure on the glyph?

Yes. Flying figures may choose to walk, or fly, but they can also switch how they move mid-turn.

What is an Ancient Artifact Treasure Glyph?

Ancient Artifacts are powerful and rare Treasure Glyphs. Ancient Artifact Treasure Glyphs follow all rules for Treasure Glyphs with the following exception: An Army may control more than one Ancient Artifact Treasure Glyph, but an Army can never control more than one copy of each Ancient Artifact Treasure Glyph. If at any point an Army would control more than one copy, all extra copies must be dropped or destroyed.

Can Treasure Glyphs be dropped onto Molten Lava tiles?

No. Glyphs cannot be placed on Molten Lava tiles, so Treasure Glyphs cannot either.

If a figure with a Treasure Glyph is on a ladder rung when destroyed, where is it placed?

It is destroyed.

If a figure with a Treasure Glyph is destroyed while phantom walking through another figure, what happens to the Treasure Glyph?

As long as there is not already a glyph on the space the 2 figures occupied, the Treasure Glyph is placed on the space.

If a Double Sided figure is standing on 2 Treasure Glyphs, can they attempt to pick up both? Also, can you try to pick up a Treasure Glyph a second time if you set off the trap on the first attempt?

No, a figure can only attempt to pick up or activate a Treasure Glyph once during a turn.

A figure has a power that triggers after moving, and moves onto a Treasure Glyph. Which power activates first, the Glyph Trap attempt, or the card power?

It is the controlling Player's choice.

When you step onto a normal power-side up Glyph, you must stop. Are Treasure Glyphs covered under this rule?

No. You may pass directly over a Treasure Glyph without stopping.

If a double-spaced figure is on two Treasure Glyphs (either power side up, or symbol side up) can they attempt to pick up both?

No. Under no circumstances can you attempt to, or actually pick up, more than one Treasure Glyph per figure's turn. The same goes for rolling a 1-5 for the trap. You can't attempt the trap again. Attempting to grab a Treasure Glyph is a once-per-turn ability.

Rise of the Valkyrie Glyphs (Master Set 1)

Permanent Glyphs:

Astrid (Attack +1): For each figure you control, roll one extra attack die.

Brandar (Artifact): The rules for these two Glyphs vary, depending on the game scenario.

Dagmar (Initiative +8): When you roll for initiative, add 8 to your die roll.

Gerda (Defense +1): For each figure you control, roll one extra defense die.

Ivor (Range +4): For each figure you control with a Range number of 4 or more, add 4 to the Range number.

Valda (Move +2): For each figure you control, add 2 to the Move number. (Do not use this power when moving off the glyph).

Temporary Glyphs:

Kelda (Healer): Only figures with one or more Wound Markers may stop on this Glyph. When one of your figures stops here, remove all wound markers from its Army Card. This glyph cannot be placed symbol side up in any scenario you create.

Erland (Summoning): When one of your figures stops here, you may "summon" any other figure (yours or your opponent's) by moving it to a space adjacent to the figure on the Glyph. The summoned figure does not receive a leaving engagement roll if it was engaged. Note: If there is no empty adjacent space, you can't use the Summon power.

Mitonsoul (Curse): For each figure on the battlefield (yours and your opponents'), roll the 20-sided die. If you roll 1, the figure is destroyed. If you roll 2 through 20, the figure is safe.

Malliddon's Prophecy Glyphs (Collection 1)

Permanent Glyphs:

Jalgard (Defense +2): Included in the "IX Roman Legions" set. For each of your figures, roll two extra defense dice.

Lodin (Lucky 20-Sider): Included in the "Heroes of Bleakwoode" set. Any time you roll the 20-sided die while standing on the Glyph of Lodin, you may add one to your die roll.

Rannveig (Wind): Included in the "Snipers and Vipers" set. All Figures with the Flying special power lose this power and cannot fly while standing on the Glyph of Rannveig.

Temporary Glyph:

Sturla (revive): Included in the "Grut Orcs" set. One at a time, roll the 20-sided die for each figure destroyed in this battle (yours, your teammates' and your opponents') If you roll a 19 or a 20, place a figure in any starting zone of your choice. If you roll 1 through 18, the figure remains destroyed.

Swarm of the Marro Glyphs (Master Set 2)

Permanent Glyphs:

Brandar (Artifact): The rules for this Glyph vary, depending on the game scenario.

Crevcor (Common Attack +1): All common figures in your Army may add one extra attack die when attacking normally.

Proftaka (Pit Trap): Your figure is trapped. The trapped figure cannot move from this space. The figure can move off the Glyph of Proftaka only if a friendly figure occupies an adjacent space.

Thorian (Thorian): All opponents' figures must be adjacent to your figures to attack your figures with a normal attack.

Ulaniva (Unique Attack +1): All Unique figures in your Army may add one extra attack die when attacking normally.

Wannok (Wound): At the end of every round, roll the 20-sided die. If you roll a 1, the figure on the Glyph receives one wound. If you roll a 2 or higher, you may choose an opponent who must give one wound to any figure he or she controls on the battlefield.

Temporary Glyphs:

Nilrend (Negation): When one of your figures stops here, you may choose any opponent's Unique figure. Roll the 20-sided die. If you roll a 1-4, nothing happens. If you roll a 5-20, place the Gold Negation Marker on the chosen figure's Army Card. All of that figure's special powers are negated for the rest of the game.

Oreld (Intercept Order): When one of your figures stops here, roll the 20-sided die. If you roll a 1-9, nothing happens. If you roll a 10-20, you may remove one random Order marker from an opponent's Army Card.

Marvel: The Conflict Begins Glyphs (Marvel Master Set)

Mysterious Item: The rules for this Glyph vary depending on the game scenario.

Object of Power: The rules for this Glyph vary depending on the game scenario.

Battle for the Underdark Treasure Glyphs (Master Set 3)

Permanent Treasure Glyphs:

Brandar's Chest (Artifact): The rules for this Treasure Glyph vary, depending on the game scenario.

Heroic Rune (Attack +1): This figure adds 1 additional attack die when making a normal attack.

Talisman of Defense (Defense +1): This figure adds 1 additional defense die when defending.

Temporary Treasure Glyphs:

Potion of Healing (Heal 3 wounds): This figure may drink this potion after revealing an order marker on its Army Card. Remove up to 3 wound markers from that figure's Army Card.

Champions of the Forgotten Realms Treasure Glyphs (Collection D1)

Permanent Treasure Glyphs:

Holy Symbol of Pelor (Attack +2 VS. Undead): Included in the "Heroes of Faerun" set. This figure adds 2 additional attack dice when attacking an Undead figure with a normal attack.

Temporary Treasure Glyphs:

Elixir of Speed (Move +4): Included in the "Fury of the Primordials" set. This figure may drink this elixir before moving. This figure adds 4 to its Move value this turn.

Ring of Protection (Defense +3): Included in the "Warriors of the Ghostlight Fen" set. This figure may use this ring after an opponent has rolled attack dice for a normal or special attack against it, and before rolling defense dice. When rolling defense dice against that attack, this figure adds 3 additional dice.

Whetstone of Venom (Poison): Included in the "Glaun Bog Raiders" set. This figure may use this whetstone before rolling attack dice for a normal attack against an adjacent figure. If that attack inflicts at least 1 wound, you may add 2 additional wound markers to the defending figure's Army Card.

Warriors of Eberron Treasure Glyphs (Collection D2)

Permanent Treasure Glyphs:

Brooch of Shielding (Disengage) Included in the "Heroes of Khorvaire" set. This figure is never attacked when leaving an engagement.

Temporary Treasure Glyphs:

Belt of Giant Strength (Attack +2): Included in the "Ogre and Goblins" set. This figure may use this belt before rolling attack dice for a normal attack against an adjacent figure. This figure adds 2 additional dice when attacking with a normal attack this turn.

Bracers of Teleportation (Teleportation): Included in the "Golem and The Wyrmlings" set. This figure may use these bracers before moving. Instead of moving normally, you may place this figure on any same-level space(s) within 10 spaces of its current location. If this figure is engaged when it starts to teleport, it will not take any leaving engagement attacks.

Cloak of Invisibility (Invisibility): Included in the "Veterans of the Last War" set. This figure may use this cloak at any point during its turn. This figure has no visible Hit Zones until the end of the current round, or until it attacks with a normal or special attack, whichever comes first. This figure will never take any leaving engagement attacks while invisible.

Moltenclaw's Invasion Treasure Glyphs (Collection D3)

Permanent Treasure Glyphs:

Giant Hunter Stone (+1 VS large or huge) Included in the "Bugbears and Orcs" set. This figure rolls an additional die when attacking or defending against large or huge figures.

Oceanstrider Amulet (Waterwalking) Included in the "Icewind Scourge" set. This figure does not have to stop its movement when entering water spaces.

Temporary Treasure Glyphs:

Revenant's Tome- Ancient Artifact (Unnatural Revival)

Included in the "Heroes of Fallcrest" set. This figure may use this tome after revealing an order marker on its Army Card. Before taking that turn with this figure, Place one previously destroyed Unique figure from your Army onto any empty space(s) within 5 clear sight spaces of this figure. Immediately make a normal attack with the placed figure, then immediately destroy the placed figure. While the placed figure is on the board consider all of its special powers to be negated. The placed figure is considered to have a life of 1, and is not affected by any special powers on any Army Card or Glyph while on the board.

Scarab of Invulnerability (Ignore Wounds): Included in the "Valkrill's Legion" set. This figure may use this scarab whenever it receives one or more wounds. Roll the 20-sided die. If you roll a 1-15, ignore one of the wounds just received. If you roll a 16 or higher, ignore all wounds just received.

Online Exclusive Treasure Glyphs (Online Exclusive)

Temporary Treasure Glyphs:

Glyph of Bolt of the Witherwood (Ancient Artifact): Included in the "Road to the Underdark" scenario on www.heroscapers.com. After moving and before attacking with this figure, you may choose any opponent's figure within 5 clear sight spaces. Roll the 20-sided die. If you roll a 1-15, nothing happens. If you roll a 16 or higher, the chosen figure is destroyed. You may attempt to use this power only once per game.

Movement

Does each individual member of the squad move and attack before the next one, or do they all move, then all attack in turn?

First you may move any or all Squad figures shown on your chosen Army Card (up to the figure limit on that Army Card), if you want to. Then after all desired movement, you may attack with those figures.

Can I shift an opponent's figure a little bit to make room on an adjacent space for mine?

You cannot move or touch your opponent's figures. A figure can't move through or onto a space that it can't fit completely onto. So if Grimnak's tail is blocking your figure from standing on a space, you can't move there.

Can I adjust a figure after it attacks in order to make gaining line of sight difficult for my opponent?

You can adjust any figure you control on your turn, even after attacking.

Can I adjust any figure I control on my turn even if I'm not taking a turn with that figure?

Yes, you can adjust any figure you control on your turn.

Can a figure walk or move over a ruin to get to the space on the other side?

Yes, but normal movement rules still apply. The ruin (from the Rise of the Valkyrie Master Set) is 6 levels high, so it would take a move of at least 7 to get onto the other side, and the figure's height would have to be higher than 6 in order to move over it.

When does a figure actually receive a leaving engagement attack?

The leaving engagement attack occurs as soon as you declare that the figure is moving onto a space that is no longer adjacent. Remember, adjacency is checked only on spaces, not the area in between spaces. Once you do that, your opponent can take a leaving engagement attack. The figure is considered to be still on the adjacent space when it receives or doesn't receive the leaving engagement attack.

When do you check for adjacency when a figure is moving up or down levels of terrain or over a battlement.

You only check for adjacency on each SPACE as you move. A space is any hex shaped space as well as any ladder rung.

Can a figure standing on a ledge and not adjacent to any other figure fall off the ledge, fall past another figure and take a leaving engagement attack from that figure?

No. You check for adjacency on each space as you move, when that figure was on the top of the cliff it was not engaged, and when it landed it was not engaged, thus no leaving engagement attacks occurred. Remember, the only things considered spaces are actual hexes a figure can stand on, and ladder rungs. You never check for adjacency as you climb a battlement, as you climb up terrain, or as you fall.

Movement (Double-Space Figures)

When can you flip a double-space figure?

You can flip a double-space figure any point before, during, or at the end of that figure's movement.

If I'm flipping a double-space figure, do I have to be able to have enough room on both sides to slide or spin around?

No. Sliding from one space to another never matters on any movement; it's actually fitting on each space as you go. As long as it can fit once you have flipped around, you can flip the figure.

While moving a double-space figure to the next space of its movement, can I flip it so it can fit?

Yes. While moving, if a figure cannot fit on a space, feel free to flip it to see if it can fit facing the other direction. If it can fit once flipped, you may move onto that space, and continue moving (if applicable). If it cannot fit on the space facing either direction, you cannot move onto that space.

After flipping, do I have to continue with the same leading side?

No. After flipping, you can decide which end will be the leading side now.

When a double-space figure moves from a water space on one level, up to a water space on the next level, can it continue moving since the 2 water spaces it now "occupies" are not on the same level?

No. Technically, the double-space figure is on 2 water spaces so it must stop. But since it is on different levels and it cannot stop on different levels, it cannot move up to that 2nd level water space. It must find another way around.

Attacks

Do you need Line of Sight when attacking an adjacent/engaged figure?

No, once you are engaged with a figure, you do not need line of sight.

Can I use a special power on a ranged figure when I'm engaged with a different figure?

When you are engaged with another figure, Special powers (NOT Special Attacks) can still affect figures you are not engaged with. If you are going to use a normal/Special Attack, it must affect the figure you are engaged with.

Can a figure target itself with a ranged attack?

No, a figure cannot target itself unless otherwise stated on the Army Card.

If a single space figure is not facing another figure that he is attacking, does he have line of sight?

Facing does not matter when determining Line of Sight for the single spaced figures. The best way to tell if your Attacker has a clear Line of Sight is to get behind its head and look at the targeted figure. If you can see any part of the targeted figure's Hit Zone from its head, you have a clear Line of Sight. The facing of the attacker's head does not matter.

With double-space figures, facing does matter, as certain areas of the body may block Line of Sight. Remember that you can flip your figure anytime during a double-space figures move, so keep Line of Sight in mind when you are moving.

How do you know if figures are adjacent when one figure is on a ledge?

If the base of the character on the ledge is equal to or higher than the height of the figure on the lower level they are NOT adjacent. Count only the sides of the hexes and not the top flat level when determining adjacency.

Can I roll less attack/defense dice if I want?

No. You have to roll the number listed on your Army card, plus any enhancements.

I have range to one side of a double-space figure, but Line of Sight is obstructed because of a cliff or other obstacle. However, I have Line of Sight to another part of the figure's hit zone. Can I still attack the figure?

Yes. The instructions state you need to be able to "see" any part of the targeted figure's hit zone. So if you have range to 1 of the figure's 2 hexes, and you have LOS to ANY part of that figure's Hit Zone, you can attack.

Special Attacks

Can I use a Special Attack and a normal attack in the same turn?

No. A Special Attack is used instead of a normal attack for each figure unless otherwise stated on the Army Card.

Can you add dice to your defense roll against a special attack for height advantage?

Yes! You absolutely can roll extra dice for height advantage, glyphs, and auras when rolling defense against either a normal or special attack.

An engaged figure must attack the figure it's engaged with, but can that figure use a special attack in close combat?

Yes.

Terrain Questions Lava

Can figures that have "water" abilities on their cards (Slither, Water Suits, Water Weakness, etc) consider Lava the same as Water as stated in the Volcarren Wasteland instructions?

The note in the Volcarren Wasteland instructions is in reference to height/ movement questions for molten lava tiles. Any card that lists a special ability that uses water would still need a water tile to complete that ability. For example, the Venoc Vipers cannot slither across molten lava. The Microcorp Agents do not get added defense, nor would they be able to use their water suits in the lava.

If a double-space figure crosses over a river of molten lava, does it get injured since it doesn't have to stop?

Yes, you roll for molten lava damage once, when the leading hex crosses the river. If you happen to survive you may continue moving. The trailing hex does not roll for molten lava damage.

Destructible Objects

See Errata Section Below.

Which Special Powers and Attacks can target the door, Breakable Wall Section (from the Marvel Master Set) or other Destructible Objects?

Per the Fortress instructions: The Door may be attacked by a normal attack, a special attack, or by special powers that only cause wounds. The Door cannot be targeted or attacked by special powers that may "destroy" it in one attack.

Remember, that *the Door is not a figure*, but it can be targeted and attacked much the same way a figure is targeted and attacked, with some exceptions.

- **The Door does not have a size.** Special Powers/Special Attacks that target or enhance the attacking figure if the defending "figure" is a certain size will not work. **Examples:** Deadyeye Dan's Ullar Enhanced Rifle Special Attack, Jotun's Throw, and Sir Denrick's Giant Killer, & Gladiatron's Cyberclaw
- **The Door cannot be destroyed.** Special Powers/Special attacks that even mention "destroy" as one of the effects cannot be used against the Door. **Examples:** Deadeye Dan's Sharpshooter, & Grimnak's Chomp.
- **The Door is not a figure.** Special Powers that are not necessarily an attack cannot affect the door. **Examples:** Morsbane's Rod of Negation, Ne-Gok-Sa's Mind Shackle, & Agent Carr's Ghost Walk. Also, the door is not affected by Raelin's Defensive Aura.

If I target the closed door with an explosion attack (that also affects adjacent figures), will it affect figures that are adjacent to it, even if they are on the other side?

Yes.

Road/Fortress Wall Walks

Can flying or leaping characters receive the road/wall walk +3 bonus?

Yes, but only if they choose to walk. In order to get the road bonus, flyers must walk and count any height changes like a normal walking figure.

If a double-space figure has only the leading hex on the road at the start of its turn, but stays on the road the rest of its turn, can it get the +3 road bonus?

No, your entire move (including both starting hexes for double-space figures) must be on the road. The trailing hex started its move on a terrain tile that was not road.

If a continuous path starts on a wall walk tile (sitting on a Fortress Wall) and ends on a road tile (sitting on terrain such as grass or rock), does a figure get the +3 movement bonus if they start on the wall walk, and end on the road, but their entire movement was on both types of tiles?

Yes, the only difference between wall walk tiles and road tiles are what's underneath them. You can move between both types of tiles and keep the +3 movement bonus as long as your entire movement was on those types of tiles.

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Ladder

Only small or medium single-space figures can use a ladder. If a larger figure has a high enough movement, can that figure count the levels behind the ladder to bypass the ladder?

Yes but normal movement rules still apply. The figure's height would have to be higher than the top terrain level behind the ladder in order to move over it. Also, a figure would only be able to bypass the ladder if it is unoccupied. Note, small and medium single-space figures must use the ladder if it is there.

Snow

If a figure is climbing the sides of Heavy Snow, do the sides count as 1 or 2 spaces?

The sides of Heavy Snow only count as 1 space. The tops however, count as 2 spaces.

Frequently Used Special Powers

20-Sided Die Powers

Some powers (in relation to rolling the 20-sided die) say "20 or higher" some just say "20". If I roll higher than a 20 (because of other powers/glyphs) on the powers that list 20 as a max, what happens?

For any 20-sided die roll (except for initiative), any number above 20 counts the same as a 20. Initiative is different however, if you are on the glyph of lodin and roll a 20 (20+lodin=21) and your opponent rolls a 20 as well, you win the initiative roll.

Attack or Defense Increasing Powers

Example: Wait then Fire, Unleashed Fury, Indomitable, or Stinger Drain.

Can a power that increases a base stat stack each time you use it? Unless otherwise stated in the power, no these powers are only in effect for that turn.

Bonding

Examples: Orc Champion Bonding, Human Gladiator Bonding, Ullar Warlord Bonding.

How does bonding work (Ullar Warlord Bonding for this example)? Can I take a turn with all the Warlords that follow Ullar I control first?

No, you can take a free (move & attack) turn with any *one* Warlord that follows Ullar before taking a turn with the figure with Ullar Warlord Bonding.

If I have an order marker on an Army Card with bonding, but every figure on the Army Card has been destroyed, can I still use the bonding power?

No. If the every figure on the Army Card is destroyed, you cannot take that turn, and the bonding power would never activate.

Deadly Shot or Deadly Strike

How does Deadly Shot/Deadly Strike work? Are the skulls doubled before, or after shields are counted?

Deadly Strike & Deadly Shot double the skulls before the shields are counted. For example, a Minion of Utgar who is on height rolls 3 attack dice. Of those 3 dice, 2 skulls and one blank are rolled. The Figure below him rolls 3 dice, but only one shield. Your skulls are doubled to 4 hits. When you subtract the 1 shield, the defender takes 3 total hits.

Double Attack

How does Double Attack work? Does the figure with double attack have to attack the same opponent?

No, not unless otherwise stated in the power. Once that figure attacks one opponent, you can choose any figure within range and attack again. The second figure can be the same figure you attacked the first time, or a different one.

Explosion Special Attacks

Examples: Grenade Special Attack, Explosion Special Attack, Shotgun Blast Special Attack.

When a figure uses an explosion attack into a crowded area, who gets hit first?

Unless otherwise stated in the power, the target always rolls defense first. Then the attacker determines the order in which the other figures roll defense dice.

If a figure with an explosion attack targets a double-space figure, who is considered adjacent?

Normally it's anyone adjacent to the hex the character is on, however with double-space figures any character that is adjacent to either space/hex it occupies is hit.

Flying

Do flying characters take leaving engagement attacks as soon as they start to move?

Yes unless otherwise stated on the card. If they choose not to fly, they can move like a normal walking character and not take leaving engagement attacks until they actually leave the engagement. As soon as an engaged figure declares that they are flying, they will take any leaving engagement attacks.

Can flying figures fly over trees, or spaces that trees occupy?

Yes. Even though normal figures cannot pass "through any spaces that are occupied by trees", flying figures can in fact fly over them.

Frenzy/Berserker Charge

How does Frenzy/Berserker Charge work? Can I keep rolling for the power if I get it on my first try?

Yes. You can keep rolling for these powers after each turn/move (depending on the wording of the power) until you roll less than a number noted on the power, or choose not to roll any more.

Leap Like Special Powers

Examples: Stealth Leap, Grapple Arm, and Swing Line 4

In Stealth Leap it says "A Monk may not leap more than 12 levels up or down in a single leap." Does a single leap mean one of the 3 moves that Stealth Leap contains or the total of the leap?

It refers to the total up and down movement of the Stealth Leap move. You can leap no more than 12 levels in both directions, but it's in reference to the starting level. So even if a monk leaps up 11, and down 20 all in one leap (because the 20 is really just 9 spaces lower than the starting level), he won't take any falling damage. Remember it's all relative to the starting level where the monk was at the beginning of the leap. Also, a monk can leap over a 100 level deep crevice because he isn't leaping down all that way, he's leaping over it. As long as his ending spot is no more than 12 levels in either direction. This answer also works for other powers that are worded like Stealth Leap (see the examples above).

Locked Movement Special Powers

Examples: Gain High Ground, Stealth Leap, Swing Line 4, Grapple Arm, Gladiatron Movement Bonding, and Disappearing Ninja

Are the movement values listed in the special power section of the cards (Like Shaolin Monk's Stealth Leap) affected by enhancements (road, glyphs, etc)?

No, they are not affected by enhancements; they are static move values that cannot increase. **Note:** Movement ENHANCING powers like the Kozuke Samurai are not covered by this FAQ.

Mindshackle/Soul Devour/Mind Exchange

Can a figure with Mindshackle or Soul Devour use either of those powers on an opponent's Unique figure if you already have that same Unique figure (or a figure of the same name) in your Army? If successful, that would allow you to have 2 of the same Unique figure in your Army.

No. You can never under any circumstances have 2 of the same Unique figures in your Army.

Spirits

Examples: Warrior's Attack Spirit, Warrior's Swift Spirit

For the Spirit special power, it just says "place this figure on any Unique Army Card". Can I place that figures that I don't control?

You may place that figure on any Unique Army Card that is in play. It can be a friendly Army Card, or an opponent's Army Card.

Do you have to place a spirit-based figure on a different Army Card if you don't want to?

All spirits are optional powers unless they say, "you must".

Dungeon Adventures

Dungeon Adventures are a new type of campaign introduced in the Battle for the Underdark Master Set. The following notes may not apply to all adventures, but should be considered overall rules unless otherwise noted.

Per Game Powers: Any power that can be used once per game, or has an effect that lasts “for the duration of the game” will no longer be in effect in the next room of the Dungeon Adventure. For Example: Atлга can attempt to use his Bolt of the Witherwood Special Attack in every room of the Dungeon Adventure.

Mind Shackle, Soul Devour, Stab in the Back: Powers that allow you to take control of your opponent’s figures will not stay in effect through multiple rooms of the Dungeon Adventure.

- If the DM Player takes control of an Adventuring Player’s figure and they are forced to destroy that figure to move onto the next room, the figure will be able to use Second Wind and continue on with the Adventuring Player if they are able to complete the room and continue onward.
- If the Adventuring Party takes control of an opponent’s figure, they lose control of that figure as they move onto the next room. They don’t need to defeat the figure, it just does not move on with them.

Card/Rules Errata

Ancient Sanctum Room 3 Placement

“Battle for the Underdark”

Errata: On the setup for Room 3, place the Feral Troll directly behind Pelloth

Atлга the Kyrie Warrior

“Blackmoon’s Siege”

ERRATA: Atлга’s wings are not a Hit Zone.

Blastatrons

“Thora’s Vengeance”

HOMING DEVICE: When attacking a non-adjacent figure, add 1 attack die for every Soulborg you control who follows Vydar that is adjacent to the defending figure.

Castle Door Rules

“Fortress of the Archkyrie”

ERRATA: You may only open/close the door during your teammate’s turns, or your own turn. You can now no longer open or close the door during an opponent’s turn, so before you finish yours or your teammate’s turn, make sure the door is in the position that you want it!

Chardris

“Defenders of Kinsland”

FIRE STRIKE SPECIAL ATTACK: Range 6. Attack 2 + Special. When Chardris attacks with Fire Strike Special Attack, add 1 to Chardris’ attack dice for every additional Elf Wizard you control within 3 clear sight spaces of Chardris, up to a maximum of +3 dice.

ERRATA: Chardris’ Fireball is not a Hit Zone.

Deathreavers

“Thora’s Vengeance”

SCATTER: After a Deathreaver you control rolls defense dice against a normal attack from an opponent’s figure, you may move any 2 Deathreavers you control up to 4 spaces each.

Death Chasers of Thesk

“Moltenclaw’s Invasion”

ERRATA: The flowing cloak on the one Death Chaser is a hit zone. The bandana on the other Death Chaser is still non-hit zone.

Death Knights of Valkrill

“Moltenclaw’s Invasion”

ERRATA: The Death Knights’ cloaks are hit zones.

Deathwalker 9000

“Rise of the Valkyrie”

RANGE ENHANCEMENT: Any Soulborg Guards you control with a Range number of 4 or more that are adjacent to Deathwalker 9000 add 2 spaces to their Range.

Fire Elemental

“Champions of the Forgotten Realms”

ERRATA: The Target Point for a Fire Elemental should be just below the top flame on its head, where the indentations for its eyes are.

Ice Troll Berserker

“Moltenclaw’s Invasion”

ERRATA: The Ice Troll’s coverings is a hit zone.

Johnny ‘Shotgun’ Sullivan

“Jandar’s Oath”

ERRATA: Johnny’s jacket is a hit zone. The brim of his hat is still a non-hit zone.

Master of the Hunt

“Moltenclaw’s Invasion”

ERRATA: The Master of the Hunt’s flowing pants of awesomeness is a hit zone.

Mimring

“Rise of the Valkyrie”

ERRATA: Mimring can use his horns as a secondary Target Point.

Marro Hive

“Swarm of the Marro”

What was: If the Marro Hive is destroyed, it becomes a terrain obstacle and is not removed from the battlefield.

Is now: If the Marro Hive was placed on the battlefield by a player as part of his Army, when it is destroyed remove the hive and the 6-hex swamp water tile base. If the Marro Hive was placed on the battlefield as directed by a scenario, when it is destroyed remove the Hive and leave the 6-hex swamp water tile base on the battlefield.

Othkurik

“Battle for the Underdark”

ERRATA: Othkurik can use his neck spikes as a secondary Target Point.

Parmenio

"Zanafor's Discovery"

SACRED BAND DEFY DEATH 15: When an adjacent Sacred Band figure you control receives one or more wounds, roll the 20-sided die before removing that figure. If you roll a 15 or higher, ignore any wounds.

Protectors of Ullar

"Blackmoon's Siege"

ERRATA: The Protectors' wings are not a Hit Zone.

Roman Legionnaires

"Malliddon's Prophecy"

SHIELD WALL: When defending with a Roman Legionnaire, add 1 defense die for each adjacent Roman Legionnaire you control up to a maximum of +2 dice, for the Shield Wall power.

Sentinels of Jandar

"Jandar's Oath"

ERRATA: The Sentinels of Jandar's official height is 6.

Siege

"Moltenclaw's Invasion"

ERRATA: Siege's cloak is a hit zone.

Sir Dupuis

"Defenders of Kinsland"

ERRATA: Sir Dupuis' shield is not a Hit Zone.

Taelord

"Malliddon's Prophecy"

STEALTH FLYING: When counting spaces for Taelord's movement, ignore elevations. Taelord may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Taelord starts to fly, if he is engaged he will not take any leaving engagement attacks.

Templar Cavalry

"Fields of Valor"

ERRATA: The symbol on the Templar Cavalry card should be Jandar, not Einar.

Figure Questions

If a question on a figure's special power is not answered here, check the Common Special Powers & Errata sections above as well as the glossary in the Battle for the Underdark rulebook.

4th Massachusetts Line

"Utgar's Rage"

If my non-Valiant figures are destroyed, and only Valiant figures are left on the battlefield, can the 4th Massachusetts Line use their Valiant Army Defense Bonus?
Yes.

Agent Skahen

"Exclusive Figure"

Where can I get Agent Skahen?

Agent Skahen was an exclusive figure available at Gencon 2008. She is currently not available at retailers, but we are looking into different avenues to make Agent Skahen and any other exclusive figures available.

Cover Fire activates after inflicting a wound on an opponent's figure. How does that interact with powers like the Deathreaver's Scatter, or on powers that allow figures to ignore wounds?

Scatter activates after rolling defense dice, Cover Fire activates after inflicting the wound (after attack/defense dice are counted). Scatter activates first, then Cover Fire. If a special power allows the wound(s) Skahen inflicted to be ignored, Cover Fire would not activate.

Air Elemental

"Champions of the Forgotten Realms"

Can Flying figures fly over an Air Elemental and ignore Swirling Vortex?

Yes. They are flying over the spaces, and are therefore immune from the affects until they step onto a space.

Airborne Elite

"Rise of the Valkyrie"

If I decide not to throw a grenade with one Airborne Elite, Can I throw 2 Grenades with one of the other ones? No, you can only throw one grenade with each Airborne Elite.

Can you use The Drop to drop the Airborne Elite into an area below an overhang?

No.

Can the Airborne Elite use The Drop more than once per game?

No.

When you use the Grenade Special Attack power, does each Airborne Elite have to lob a grenade if they have an enemy in sight?

No. They don't have to. But if one uses his grenades, they all have to use them, or lose them. You can't split it up across turns.

Alastair Macdirk

"Jandar's Oath"

Can you place the 6th wound marker on Alastair & take your last turn according to Overextend Attack?

No, as soon as you placed the 6th wound marker on Alastair he would die and be removed from the game.

Arkmer

"Defenders of Kinsland"

Does Arkmer get +2 defense dice if Kyntela Gwyn is adjacent to him (+1 for Staff of Lerkintin and +1 for Kyntella's Strength of the Oak Aura 1)?

Yes!

Atlaga the Kyrie Warrior

"Blackmoon's Siege"

See Errata Section Above.

Blastatrons

"Thora's Vengeance"

See Errata Section Above.

Brandis Skyhunter

"Champions of the Forgotten Realms"

If I'm taking temporary control of Brandis and use Archer's Glory, do I get to take the additional turn as well?

The player in control of Brandis when Archer's Glory is triggered takes that additional turn.

Brave Arrow

"Blackmoon's Siege"

With Concealment, if Brave Arrow is 5 spaces away from the attacking figure, does that mean he can add 5 to the roll?

No. In the example, if Brave Arrow is being attacked at a range of 5, the minimum number of spaces between the 2 figures is more than likely 4. Do not count either space the figures are on.

Brunak

"Orm's Return"

Can Brunak place a figure that he carried onto a high spot adjacent to himself once he stops moving?

Yes, as long as the figure would still be considered adjacent to Brunak.

Once I kill a figure using Brunak's Blood Hungry Special Attack, can I move and attack again with Brunak?

No, you can only attack again. If you are not adjacent to any other figures, your turn ends.

Charos

"Orm's Return"

Does Charos' Counterstrike work against Samurai?

Yes it works against everyone. No one is safe from Charos.

Chardris

"Defenders of Kinsland"

See Errata Section Above.

Cyprien Esenwein

"Fields of Valor"

Can Cyprien use his Chilling Touch special power even if he doesn't move?

A figure can move 0 spaces, so yes. He can stay where he is and use Chilling Touch.

Deathchasers of Thesk

"Moltenclaw's Invasion"

See Errata Section Above.

Deathreavers

"Thora's Vengeance"

See Errata Section Above.

Deathwalker 8000

"Orm's Return"

If any figure has a special power that allows it to ignore the wound(s) inflicted by Deathwalker 8000's Rapid Fire Special Attack, can he keep attacking? No, if the figure ignores the wound it is the same as blocking it with a shield. The wound was never received, so Deathwalker 8000's Special Attack would stop there.

If Deathwalker 8000 kills a squad member with his Rapid Fire Special Attack, can he continue to attack?

Yes. He inflicted a wound to destroy that squad member, so he may continue to attack.

Deathwalker 9000

"Rise of the Valkyrie"

See Errata Section Above.

Deathknights of Valkrill

"Moltenclaw's Invasion"

See Errata Section Above.

Doctor Doom

"Marvel: The Conflict Begins"

Can your own Doom figure use Mind Exchange 17 to take a turn with your own Unique Hero that you control?

Yes.

Dzu-Teh

"Thaelenk Tundra"

Can a Dzu-Teh Glacier Traverse across several Glacier Mountains in one turn if they are all connected? No, the wording of the power states "any unoccupied space adjacent to that Glacier Mountain". You can only Glacier Traverse across one mountain per move.

If a Dzu-Teh is engaged to an opponent's figure, and uses Glacier Traverse to leave the engagement, is it subject to a leaving engagement attack?

Yes, the Dzu-Teh would still take a leaving engagement attack from the figure it was engaged with.

Elite Onyx Vipers

"Exclusive Figure"

Where can I get the Elite Onyx Vipers?

The Elite Onyx Vipers were available in an exclusive Master Set in 2005. They were re-released in Collection 10: Valkrill's Gambit.

Feral Troll

"Battle For the Underdark"

Is Regenerate a mandatory ability?

Yes.

Fen Hydra

"Champions of the Forgotten Realms"

If a Fen Hydra attacks and takes wounds during that attack, will those wounds impact any further attacks this turn?

Yes. The Fen Hydra would immediately lose any extra "Hydra Heads" attacks because of any wounds received.

Finn the Viking Champion

"Rise of the Valkyrie"

Can Finn's Attack Aura affect a figure you control that has a range greater than 1 if that figure is attacking an adjacent figure? No, because the figure has a range greater than 1.

Fire Elemental

"Champions of the Forgotten Realms"

See Errata Section Above.

If a Fire Elemental is on a water space but has other bonuses (glyphs, height, etc) can it roll defense for those bonuses?

No. When on a water space, a Fire Elemental cannot roll any Defense Dice.

Gladiatrons

"Zanafor's Discovery"

Are the Gladiatrons also stuck in the engagement because of their own Cyberclaw?

No. Cyberclaw only affects figures that are engaged with a Gladiatron. Once an eligible opponent's figure enters a space adjacent to a Gladiatron, they cannot move. That includes movements around the Gladiatron while still staying engaged. However, the Gladiatrons can leave the engagement if they choose to. Note: If 2 engaged figures both have Cyberclaw, they would lock each other down.

Does Cyberclaw also affect a character with Ghost Walk or Disengage?

Yes. As soon as they pass onto a space adjacent to a Gladiatron, they are locked into the engagement. No special power on an Army card or glyph can get them out of the engagement.

Granite Guardians
"Valkrill's Gambit"

When using Gain High Ground, does the space have to be higher?

No.

Greater Ice Elemental
"Champions of the Forgotten Realms"

Does the Greater Ice Elemental have to stop on water spaces?

No. He turns the water to ice as soon as he steps on it.

Does the Greater Ice Elemental take falling damage when falling into water?

Yes. He turns the water to ice as soon as he lands on it.

Grimnak
"Rise of the Valkyrie"

Do you have to Chomp each turn?

No, it is an optional ability.

Can Grimnak chomp before he moves?

No, Grimnak can only chomp after moving (if he chooses to) and before he decides to attack.

Gurei-Oni
"Aquila's Alliance"

Does Gurei-Oni need line of sight to use Evil Eye Defense?

No.

Heirloom
"Warriors of Eberon"

If Heirloom moves a Treasure Glyph, is it still trapped?

Yes. The Treasure Glyph trap can still trigger as long as the trap is not completely dependent on the location (for example, the water currents in the River of Blood). If the trap is completely dependent on the location then a 1-5 on the trap roll will still cause the Glyph to be unrevealed, but will no longer trigger a trap.

Ice Troll Berserker
"Moltenclaw's Invasion"
See Errata Section Above.

Johnny 'Shotgun' Sullivan
"Jandar's Oath"
See Errata Section Above.

Jotun
"Raknar's Vision"

Are figures that are thrown subject to Falling damage?

No, throwing damage includes falling damage. You do not have to roll for falling damage separately.

Do Slippery Ice or Heavy Snow tiles limit the distance you can throw a figure?

No. Just count each space as one space.

What does "the height of Jotun" mean?

The "height of Jotun" is the level Jotun is on, plus his height of 10. For example, if Jotun were standing on the first level, he would need to toss someone up above level 11 (or on the top of level 11) in order to negate any throwing damage.

Jotun can only throw "non-flying" figures. If the wind glyph is in play and activated, or if Morsbane has negated the figure's special powers, and figure cannot fly, are they considered "non-flying" figures and can Jotun throw them?

Yes on both counts.

Kaemon Awa
"Dawn of Darkness"

Quick Release Special Attack says, "When Kaemon Awa attacks with his Quick Release Special Attack, he may attack one additional time". Does that mean that I can now attack normally if I wanted to?

No. That 2nd attack is another attack with Quick release Special Attack.

Kee-Mo-Shi
"Dawn of Darkness"

Does Kee-Mo-Shi's have to use Toxic Skin even if she doesn't attack?

Yes, Kee-Mo-Shi always rolls for Toxic Skin. Just like previous powers that state "before moving" or "after moving and before attacking" it isn't contingent on actually doing those functions (you can choose not to move, just like you can choose not to attack), it is only a note of when that special power would take effect during that figures turn.

Kelda
"Mallidonn's Prophecy"

Can Kelda heal herself?

No, Kelda cannot heal herself.

Can Kelda use her healing touch on an opponent's wounded Hero figure in an attempt to roll a 1 and inflict damage?

Yes.

Kozuke Samurai
"Thora's Vengeance"

When using Charging Assault, can the Samurai's movement be enhanced by anything like roads, or auras to increase the amount of spaces it can move? Yes. This ability is enhancing the base movement of the card, which may also be enhanced by things like Glyphs, Auras, or special terrain.

Major Q9
"Raknar's Vision"

Can Major Q9's shoulder pads block his own line of sight?

Yes. When checking to see if you have a clear line of sight with Q9, you may want to look behind the targeted figure's Hit Zone to see if you can see Q9's head, or the side of his face. He cannot fire directly behind himself.

Major Q10
"Swarm of the Marro"

Can Major Q10 use both of his Special Attacks in the same turn?

No. He can either attack normally, or use one of his Special Attacks.

Major X17
"Zanafor's Discovery"

Is Major X17 also stuck in the engagement because of his own Cyberclaw?

No. Cyberclaw only affects figures that are engaged with X17. Once an eligible opponent's figure enters a space adjacent to X17, they cannot move. That includes movements around X17 while still staying engaged. However, X17 can leave the engagement if he chooses to. Note: If 2 engaged figures both have Cyberclaw, they would lock each other down.

Does Cyberclaw also affect a character with Ghost Walk or Disengage?

Yes. As soon as they pass onto a space adjacent to Major X17, they are locked into the engagement. No special power on an Army card or glyph can get them out of the engagement.

Marcu Esenwein
"Fields of Valor"

If each player is playing with a Marcu Esenwein in their Army, and you have to use Eternal Hatred (because of your roll), who takes control of Marcu? You cannot choose an opponent that already has a Marcu Esenwein in their Army because you can only have 1 of each Unique figure in an Army. If all players have a Marcu in their Army, Eternal Hatred would be negated and would not come into play. Remember that even if one of the Marcu Esenweins were to die, that figure would still be in that player's Army.

Marrden Hounds
"Jandar's Oath"

If I have 2 Marrden Hounds next to 1 figure, how many wounds can that figure receive in one turn?

That figure can only receive 1 wound depending on the D20 roll. Marro Plague can only affect a figure once per turn, no matter how many Hounds are adjacent to it.

Marrden Nagrubs
"Swarm of the Marro"

Can a Hivelord choose to destroy an adjacent Nagrub before moving if he was taking a turn from his own Army card, and not activated by Hivelord Life Bonding?

No.

While using Hivelord Life Bonding, can a Hivelord destroy an adjacent Marrden Nagrub even if it has no wounds to heal?

Yes.

Marro Dividers
"Blackmoon's Siege"

Can you roll for Cell Divide if none of your Dividers have been destroyed?

Yes

Marro Drones
"Utgar's Rage"

If I only have 6 Marro Drones on the Board and I roll a 17-20, can I move with 6 of them, attack, and move with 3 again to meet the 9 requirement?

No, you can only move & attack with as many Marro Drones as you have on the board. You cannot move & attack multiple times in one turn with any Marro Drones.

Marro Hive
"Swarm of the Marro"
See Errata Section Above.

When using the Marro Hive's Hive Mind special power, can I use the Marro Drone's Hive Swarm power to activate Drones that are out of range of the Hive? All figures taking a turn instead of the Hive must be within 12 clear sight spaces of the Hive.

Marro Warriors
"Rise of the Valkyrie"

Do you need at least one Marro in the water to Water Clone? No, they just have a better chance to Water Clone if they are in the water. You may still clone if all of the Marro Warriors are on terrain tiles.

Can cloned Marro Warriors clone or attack on the turn they are cloned?

No, the newly cloned Marro Warriors must wait until their next turn to be called on to do anything.

In order to Water Clone must all in-play Marro Warriors commit to the action? Or, for instance, may one Marro Warrior attempt to "Water Clone" while another attacks?

They must all, as a unit, choose to either attack or water clone. You can't split it up.

Master of the Hunt
"Moltenclaw's Invasion"
See Errata Section Above.

Master Win Chiu Woo
"Exclusive Figure"

Where can I get Master Win Chiu Woo?

Master Win Chiu Woo was an exclusive figure available at Gencon 2007. He is currently not available at retailers, but we are looking into different avenues to make Master Win Chiu Woo and any other exclusive figures available.

Microcorp Agents
"Jandar's Oath"

Can the Microcorp Agents use Stealth Armor 15 to try to stop leaving engagement attacks and falling damage?

Yes, any time a Microcorp Agent receives one or more wounds, you can attempt to use Stealth Armor 15.

Can the Microcorp Agents use Stealth Armor 15 to help against Grimnak's Chomp, or things like Massive Curse that "Destroy" the figure?

No. Stealth Armor 15 only works when the figure is receiving a wound, not when they are "destroyed" or "removed from the game".

Mika Connour
"Warriors of Eberon"

Can I place a shadow tile on a water tile?

No. Mika can only place a tile on a "land" tile which does not include any tiles that are the same size as shadow tiles (water, shadow, molten lava, ice, etc).

If I place a shadow tile over a hex that has a terrain specific power (like a lava field tile), will it still have that power?

No. That tile is now a shadow space.

Mimring

"Rise of the Valkyrie"

See Errata Section Above.**Is Mimring's tail a hit zone?**

Yes.

Is any figure within all eight spaced lines from Mimring attacked at the same time, or any figure within one eight spaced line.All figures within one eight spaced straight line are hit, as long as you have line of sight. You must decide which direction he will fire. See page 15 of the 2nd edition Rise of the Valkyrie rules for an illustration of this attack.**Mimring uses his Fire Line Special Attack into a crowd. Who gets hit first?**

Mimring causes an exception to the "attacker decides" rule. The breath moves from the figure out -so closest to furthest is the order of hit.

Mohican River Tribe

"Blackmoon's Siege"

With Concealment, if a Mohican is 5 spaces away from the attacking figure, does that mean he can add 5 to the roll?

No. In the example, if the Mohican is being attacked at a range of 5, the minimum number of spaces between the 2 figures is more than likely 4. Do not count either space the figures are on.

Morsbane

"Zanafor's Discovery"

When can I use Morsbane's Rod of Negation?

At the end of any turn taken by Morsbane; after he has moved and attacked.

If Morsbane negates a Unique Squad figure, is it just that figure's powers that are negated, or all figures on the Army Card?

All figures on that Army Card.

What happens when another Morsbane negates Morsbane's powers? Is the new negation marker just added to Morsbane's stock?

No. The Negation Marker from the other Morsbane would automatically negate the opposing Morsbane's Rod of Negation special power. Any remaining Negation Markers still on the negated Morsbane would be rendered useless.

If I destroy a figure using the Rod of Negation, does that use one of my Negation markers?

No. If you read on Morsbane's card it says if you roll a 16-19, place a negation marker on the card, but if you roll a 20, destroy the figure. You would not waste a negation marker if you are lucky enough to roll a 20.

If you don't have any Negation Markers left, can you still attempt the Rod of Negation only for the effect of the 20?

No.

Nakita Agents

"Thora's Vengeance"

If a figure with Double Attack (or a squad) is targeting the Nakita Agents, or any figures near at least one Nakita Agent, and you do not roll 13+ for Smoke Powder. Can you re-roll for Smoke Powder on the figure's second attack (or the next squad member's attack)? Yes! The wording for Smoke Powder states that if it is successful, the figures do not have any hit zones for the duration of the targeting figures turn which would include the second attack. However, if the first roll for Smoke Powder is unsuccessful, once the figure is re-targeted with the second attack of the double attack you would be able to roll for smoke powder again! Note: When a squad takes a turn, they move together, and then they attack together. That attacking figure/s/squad's turn isn't over until all figures from that squad have attacked.**Nerak The Glacian Swog Rider**

"Exclusive Figure"

Where can I get Nerak The Glacian Swog Rider?

Nerak was an exclusive figure available at Gencon 2005 & an in-store event. Nerak was re-released in Collection 10: Valkrill's Gambit.

Nilfheim

"Raknar's Vision"

Can Nilfheim's right wing block adjacency between the figure that is on the hex directly behind him, and a figure that is standing on the other side of the wing?

No. The wing will not block adjacency.

Ninjas of the Northern Wind

"Thora's Vengeance"

Does a Ninja using Disappearing Ninja have to move in order to disappear?

In order to disappear, the Ninja must end its disappearing move not adjacent to any enemy figures, but remember, the move for Disappearing Ninja is up to the amount listed, so the Ninja could move 0 spaces as long as it is not already adjacent to an enemy figure and still disappear. If they cannot move (because of a power like Cyberclaw), and are engaged they cannot use Disappearing Ninja.

Ogre Pulverizer

"Moltenclaw's Invasion"

If an Ogre Pulverizer is attacking a figure with counterstrike or any other ability that makes excess shields count as unblockable hits, are the excess shields doubled?

No. The excess shields would only count as 1 hit each.

Omicron Repulsors

"Blackmoon's Siege"

If a Soulborg Squad figure attacks an Omnicron Repulsor and EMP Response triggers, can the rest of the attacking squad still attack?

No. The attacking figure's turn is over, including any Squad figures that have not yet attacked.

Othkurik

"Battle for the Underdark"

See Errata Section Above.

Parmenio

"Zanafor's Discovery"

See Errata Section Above.

Can Sacred Band Defy Death 15 help against Grimmak's Chomp, or things like Massive Curse that "Destroy" the figure? No. Sacred Band Defy Death 15 only works when the adjacent Sacred Band figure is receiving a wound, not when they are "destroyed" or "removed from the game".

Can Sacred Band Defy Death 15 help to stop leaving engagement attacks and falling damage?

Yes, but only if the Sacred Band figure is adjacent to Parmenio when they would receive that damage. If the Sacred Band figure is adjacent to Parmenio and an opponent's figure, and they move away from both, the opponent's figure would then be able to hit them with a leaving engagement attack, and Parmenio WOULD be able to use Sacred Band Defy Death 15 because the figure is considered to be on the last adjacent space to the figure that is using the leaving engagement attack when/if it receives any wounds from that attack. (Look under Movement above for more detail on Leaving Engagement Attacks.)

Pelloth

"Battle for the Underdark"

Can Pelloth target himself with Lolth's Wrath Special Attack?

No

Who is the target of Lolth's Wrath Special Attack? Can Pelloth use Lolth's Wrath while engaged?

There is no targeting involved because the Drow is "chosen" not "targeted". While Pelloth is engaged, he can only use Lolth's Wrath to affect figures he's engaged with. Once Pelloth is no longer engaged, he can apply additional skulls to other figures.

Protectors of Ullar

"Blackmoon's Siege"

See Errata Section Above.**Rechets of Bogdan**

"Fields of Valor"

Does Lethal Sting allow a Ninja/Isamu to use Vanish or Disappear? No. When the Rechet rolls a skull on every die, the "attack phase" is over, and the figure is IMMEDIATELY destroyed. Much like other D20 destroy powers, things like Disappearing Ninja, and Stealth Armor 15 do not help against it. It's an instant removal from the board.

Roman Archers

"Malliddon's Prophecy"

Do all 3 Archers need to have range and Line of Sight to the target in order to use Arrow Volley?

Yes.

If you only have 2 Archers left, can you still use Arrow Volley and just roll 4 dice instead of 6?

No, once you are down to 2 Archers, you lose the ability to use Arrow Volley.

Roman Legionnaires

"Malliddon's Prophecy"

See Errata Section Above.**Sacred Band**

"Zanafor's Discovery"

If my non-disciplined figures are destroyed and I'm left with only disciplined figures on the board. Do I get the Disciplined Army Defense Bonus?

Yes.

Saylind

"Jandar's Oath"

When Saylind uses her Spear of Summoning to move a figure with a special power like Carry that says "Before moving", can that power on the moved card take effect?

No, the note of "Before moving" on powers like Carry refers to the normal movement of the figure.

Can Saylind use her Spear of Summoning to summon herself?

No. Saylind, and her Spear of Summoning would need to stay on the board in order to determine adjacency with the newly summoned figure. Saylind cannot summon herself.

Sgt. Drake Alexander

"Rise of the Valkyrie"

Thorian Speed: Can Sgt. Drake Alexander be hit by any ranged attacks?

Sgt. Drake Alexander can be hit by any ranged special attacks only. He cannot be hit by normal attacks unless they are from an engaged opponent because of Thorian Speed.

Can Sgt. Drake Alexander travel down 25 levels with his Grapple Gun without taking falling damage?

No. He would fall like any other figure.

Can Sgt. Drake Alexander Grapple onto a Fortress Wall Walk that is exactly 25 levels higher, has a battlement on it? This battlement would cause him to go up 27 levels, but down 2 to get to the level 25 Fortress Wall Walk.

No, because his total upward movement was more than his Grapple Gun's 25 level limit.

Can Sgt. Drake Alexander Grapple over a ruin and onto the hex on the other side?

Yes he can, as long as the addition height of the ruin (6 levels) does not exceed his Grapple Gun's total height limit of 25 levels. Note, if he does Grapple over the ruin, he will take falling damage on the other side (fall of 6 levels).

Sentinels of Jandar

"Jandar's Oath"

See Errata Section Above.**Shaolin Monks**

"Jandar's Oath"

Can the Monks use Stealth Leap to leap over molten lava without taking molten lava damage?

Yes.

Can a Shaolin Monk Stealth Leap over a 15 level Evergreen tree?

No, you ignore elevations up to 12 levels because the Monk cannot jump higher than that. The Evergreen tree is more than 12 levels high, so you could not leap over it.

Silver Surfer

"Marvel: The Conflict Begins"

If I get to remove an order marker on an Army Card because of Cosmic Force Blast Special Attack, do I get to see what the order marker was once I remove it? No. It stays hidden from view until the point in the round when it would have come into play. It is then revealed, and the player that owns that order marker would obviously lose that turn.

Siege

"Moltenclaw's Invasion"

See Errata Section Above.**Sir Dupuis**

"Defenders of Kinsland"

See Errata Section Above.**Sir Hawthorne**

"Exclusive Figure"

Where can I get Sir Hawthorne?

Sir Hawthorne was an exclusive figure available at Gencon 2006. Sir Hawthorne was re-released in Collection 10: Valkrill's Gambit.

If each player is playing with a Sir Hawthorne in their Army, and you have to use Stab in the Back (because of your roll), who takes control of Sir Hawthorne?

You cannot choose an opponent that already has a Sir Hawthorne in their Army because you can only have 1 of each Unique figure in an Army. If all players have a Sir Hawthorne in their Army, Stab in the Back would be negated and would not come into play. Remember that even if one of the Sir Hawthornes were to die, that figure would still be in that player's Army.

Sonlen

"Swarm of the Marro"

Can Sonlen use Dragon Healing and Dragon Swoop in the same turn?

Yes

Spider Man

"Marvel: The Conflict Begins"

If I use Web Special Attack on a figure that has 0 defense dice, do they get any extra damage because they should be rolling -1 defense dice?

A figure cannot roll less than 0 defense dice.

Spartacus

"Thora's Vengeance"

Can the X Order marker be placed on Spartacus in order to activate Gladiator Inspiration?

Yes. The X Order marker is a valid Order marker.

If an Order marker is removed from a Gladiator or from Spartacus during a round, does that negate Gladiator Inspiration?

No. Gladiator Inspiration is checked at the beginning of the Round. Whatever happens to the Order markers during the round does not matter. Gladiator Inspiration (once activated) lasts the rest of the round.

Sujoah

"Aquilla's Alliance"

If any figure has a special power that allows it to ignore the wound(s) inflicted by Sujoah's Poison Sting Special Attack, can Sujoah keep rolling the D20 for Poison Sting Special Attack?

No. Even though it doesn't explicitly state it, the reason he continues to roll for poison damage is because the wound is still being inflicted. If the wound were ignored, you would stop rolling for Poison Sting Special Attack. **Special Case:** For a power like Crixus & Migol's One Shield Defense, if you inflicted at least 1 wound on the initial attack roll, even though that's the MOST you could hit them with, inflicting the wound, will still trigger the poison roll. If you roll a 10-19, you can't inflict the wound, so you can't re-roll, but if you roll a 20, the defending figure would STILL be destroyed!

If a power that "ignores wounds just received" (like Acolarh's Leaf of the Home Tree Aura) triggers on the poison roll, does it allow the defending figure to ignore ALL wounds from the attack?

No. Only the wound(s) that were just inflicted when the power was triggered.

Swog Rider

"Utgar's Rage"

If I have multiple Swog Riders around an Orc Archer, does that Archer receive multiple enhancements from the Orc Archer Enhancement special power?

Yes. Orc Archer enhancement would stack for each Swog Rider you have adjacent to an Orc Archer.

Taelord

"Malliddon's Prophecy"

See Errata Section Above.**Tagawa Samurai**

"Zanafor's Discovery"

If a Tagawa Samurai destroys a figure with a Counter Strike roll, can I add an Experience Marker for Bloodlust?

Yes.

Tandros Kreel

"Battle For the Underdark"

If the chosen figure in Cleave is no longer adjacent after the wound on the attacking figure is placed, does Cleave still affect them?

Yes.

How does Tandros' Combat Challenge work in regards to attacks (Special Attacks and special powers that give multiple normal attacks) that would hit multiple figures?

If it's an AOE special attack, and you are engaged to Tandros, you have to hit him with the attack. After that, the attack may expand out to other figures because it is an extension of that first roll against Tandros. If it's a special power that is giving you multiple normal attacks, you must attack Tandros if you are engaged to him. If the power lists or is implied that you can only attack a figure once (Shaolin Assault), you can only hit Tandros once, even if there are multiple targets.

Templar Cavalry

"Fields of Valor"

See Errata Section Above.

Can you use Galloping Charge and Righteous Smite in the same attack?

Yes. You could even roll 7 attack dice if you managed to gain height advantage over that poor defenseless Utgar figure.

Thanos

“Marvel: The Conflict Begins”

If I have an order marker on an Army Card, but every figure on the Army Card has been destroyed, can I still roll for Rejected By Death? No. If the every figure on the Army Card is destroyed, you cannot take that turn, and Rejected By Death would never activate.

If I have an order marker on a destroyed Thanos, but he is brought back onto the board by Rejected By Death before I would have used that Turn Order marker, can I take that turn with him when the time comes?

Yes. The turn order markers are not removed from the cards once a figure is destroyed.

The Axegrinders of Burning Forge

“Blackmoon’s Siege”

If you don’t have a Dwarf Hero in your Army, can the Axegrinders still get to add 2 to their move number?

Yes.

Tor-Kul-Na

“Swarm of the Marro”

Can Tor-Kul-Na start to use Trample Stomp even before he has moved 1 space? Let’s say for example, he starts adjacent to Drake, can he roll for Trample Stomp without even moving?

A figure can move 0 spaces, and the Army Card states “at any point while moving”. So yes, he can stay where he is and use Trample Stomp as long as he could move onto the space that Drake occupied if the wound from Trample Stomp destroys Drake.

With Trample Stomp, does moving onto the space the destroyed figure occupied count as using 1 movement, or is it a free move completely separate from his base move of 6?

It counts as 1 movement because he’s physically moving 1 space. For example, If Tor-Kul-Na moves 4 spaces, rolls for Trample Stomp, destroys the figure and moves onto its space, he can still move 1 more space as he has a base movement of 6 and has only moved 5 spaces so far.

Torin

“Champions of the Forgotten Realms”

If Deathwalker 7000 is adjacent to Torin and is attacked by a ranged normal attack, do all shields rolled after the first count as unblockable wounds on the attacking figure?

Yes.

What happens if a Deepwurm Drow is adjacent to Torin and rolls successfully for Hide in Darkness on a ranged attack?

Nothing. The attack at that point is over. The hits were blocked with no excess.

Tul-Bak-Ra

“Blackmoon’s Siege”

If Tul-Bak-Ra is attacked by a power like Poison Sting Special Attack and receives a wound (and is not destroyed) while the attack is continuing, can he summon reinforcements before the 20-sided die is rolled for Poison/Venom damage?

Yes. In this instance, Tul-Bak-Ra would get to Teleport Reinforcements as each wound (or group of wounds for the initial attack) are inflicted and he is not destroyed.

If Tul-Bak-Ra is attacked with an AOE attack like Deathwalker 9000’s Explosion Special Attack, or any Special Attack that notes which figures are affected before the attack roll happens, and he Teleports Reinforcements, will the teleported figure be affected by the attack as well?

No. Because in Explosion Special Attack (and some other Special Attacks), the targets are chosen/noted before the attack roll.

Venom

“Marvel: The Conflict Begins”

If I use Web Special Attack on a figure that has 0 defense dice, do they get any extra damage because they should be rolling –1 defense dice?

A figure cannot roll less than 0 defense dice.

Wolves of Badru

“Defenders of Kinsland”

Do the Wolves of Badru need Line of Sight to Pounce?

Yes.

Does a Wolf of Badru need to move before it pounces?

No. The note of “moved but has not attacked” is noting the point in its turn that it can pounce. It has to be past the movement phase of its turn, and that Wolf cannot have attacked normally because each Wolf can either use its normal attack or Special Attack.

If one of the Wolves of Badru attempts to Pounce and fails to destroy the defending figure, the attacking Wolf is destroyed. For figures like Cyprion Esenwein, Zombies of Morindan, and Tagawa Samurai, does the defending figure get “credit” for destroying the figure? They each have powers that trigger when destroying an opponent’s figure.

No. The defending figure does not get credit for the kill when a Wolf of Badru fails in its Pounce Special Attack.

Wyvern

“Champions of Forgotten Realms”

If the Wyvern Talon Grabs a figure it is adjacent to at the start of his move, will it take any leaving engagement attacks?

Yes.

Can a Wyvern Talon Grab and move a figure that is on a space where it would land?

No. The Wyvern needs to land first, then the grabbed figure is moved.