



# Heroscape: Age of Annihilation All Time Format FAQ and Errata v1 Last Updated 7/23/2024

Changes since the last update are highlighted in **magenta**. This document is formatted by update type:

- Points Updates (changes to Army Card point values)
- Rules Errata (changes to the rules)
- Rules Clarifications (expanding on the current rules to better explain them)
- Card Errata (changes to card text)
- Card Clarifications (clarifications of card text with examples)
- Frequently Asked Questions (common points of rules confusion, asked and answered)

## **Points Updates**

The following Army Cards have been adjusted to ensure better competitive game balance:

### **Major Q9**

Increased from 180 to 250 points.

### **Nilfheim**

Increased from 185 to 240 points.

### **Raelin the Kyrie Warrior**

*Rise of the Valkyrie*

Increased from 80 to 125 points.

### **Marro Warriors**

Increased from 50 to 105 points.

### **Grimnak**

Increased from 120 to 160 points.

### **Sir Gilbert**

Increased from 105 to 160 points.

### **Me-Burq-Sa**

Increased from 50 to 70 points.

### **4th Massachusetts Line**

Increased from 70 to 100 points.

### **10th Regiment of Foot**

Increased from 75 to 95 points.

### **Deathreavers**

Increased from 40 to 60 points.

## **Rules Errata**

The following rules have been updated for clarity and ease-of-use:

### **Activating Figures**

When a player takes a turn with a Common Squad, they may activate a number of figures equal to those pictured on that squad's Army Card.

- A figure is considered activated once it is chosen to be moved during its turn (even if it moves 0 spaces) **or** chosen to be an attacker during its turn.
- When a player attacks with figures from a Common Squad during their turn, they may attack with a number of figures equal to the number of figures depicted on that Squad's Army Card. Figures activated by moving this turn do not have to attack, but the total number of activated figures cannot exceed the number pictured on the Squad's Army Card (unless they have a Special Power that allows them to activate more).
- For example: There are three Arrow Gruts pictured on the Arrow Grut Army Card. A player who controls six Arrow Grut figures moves two Gruts during *Action 2: Move figures represented by your Army Card (optional)*. They are still able to attack with up to three Arrow Gruts during *Action 3: Attack with Figures on the Army Card (optional)*. One of these attacks can come from a Grut that has not moved, thus activating it; the other two must come from the two previously-activated Gruts.

## Adjusting Figures

Players can adjust any figure they control at any point during its activation, including flipping a double space figure. Players cannot move or touch an opponent's figures unless that figure is affected by a game effect that player controls. For example, when a player uses the **Grapple Grab 8** ability on their Sgt. Drake Alexander to place an opponent's figure adjacent to Drake, the player using **Grapple Grab 8** picks up and places their opponent's figure, adjusting it to their liking. After the ability has been resolved, the figure can no longer be moved or touched. To cite another example, a player using the **Create Water** ability of Ewashia, Master of the Tides to place a water tile underneath an opponent's figure can pick up and replace that figure, adjusting it to their liking.

## Destroyed Figures

After a figure is destroyed, the text on its Army Card no longer applies to that figure **unless**:

- That text references destroyed figures. For example, Misaerx the Kyrie Warrior's **Life Drain Spirit** says that after Misaerx is destroyed, her figure is placed on the Army Card of a Unique Warrior Hero that follows Revna, imbuing that hero with Misaerx's **Life Drain** special power. Because this specifically stipulates that it occurs after the destruction of Misaerx, it continues to function after Misaerx is destroyed.
- The text is part of an attack or effect that has yet to fully resolve. For example, if Deathwalker 9000 uses his **Explosion** Special Attack to target an adjacent figure and is destroyed by his own attack, other affected figures must still roll defense dice.
- The game effect has a specific duration. For example, Dorim the Bulkhead Brawler's **Charge!!!** ability is in effect after it's triggered and until the next time his controlling player reveals an order marker, even if Dorim is destroyed in the interim.

By contrast, Admiral EJ-1M's **Admiral's Orders** ability does not reference destroyed figures and does not have a specified duration, so it ceases to function if Admiral EJ-1M is destroyed.

## Laur Walls

Laur Walls have a height of 10.

## Multiple Modifiers

When a figure is affected by game effects consisting of more than one modifier, combine the total changes from all modifiers, then adjust the game effect accordingly, to a minimum of zero. For example, Bok-Bur-Na is attacking a non-adjacent Knave of the Silver Scimitar (base Defense Value of 2) that is within 4 clear sight spaces of Raelin the Kyrie Warrior. The Knave is also within 4 clear sight spaces of its designated Captain, triggering its **The Captain's Way** ability. The Knave will roll 1 fewer defense die due to Bok-Bur-Na's **Intimidate ability**, 1 fewer due to Raelin's **Terrifying Aura**, and one additional defense die due to **The Captain's Way**. These effects combine and the Knave will roll 1 fewer defense die against Bok-Bur-Na's attack.

Additionally, some game effects specify a dice limit, like Retarius' **Net Trip 14**, which limits the

defender to a single defense die. These limits are applied after all other modifiers.

## **Rules Clarifications**

These rules remain the same but have been clarified as follows:

### **Movement:**

#### **Before and After Moving**

Powers that refer to “before moving” or “after moving” refer to moving as part of a figure’s activation during a turn. These abilities do not apply to movement granted from other effects. For example, if a Frostclaw Paladin is moved by the glyph of Quillivon, it may not use the Run Special Power during that movement.

#### **Moving “Normally”**

Moving normally refers to movement during that figure’s activation during its turn without the use of a special power.

#### **Fitting Onto a Space**

When attempting to fit a figure onto a space, there are some exceptions to the normal state of play:

- Normally figures must check to see if they fit on each space as they move. Flying figures are an exception to this rule, in that they only check to see if they fit at the end of their move. Another exception occurs when moving through other figures, whether they are friendly figures or the moving figure has **Phantom Walk**. In these cases, fitting is not checked.
- At the end of its move, a double space figure can be placed onto two spaces even if its base does not lie entirely flat, provided those spaces are on the same level and the game element preventing it from lying flat is a glyph or terrain tile placed on top of one of those spaces. For example, a water tile placed by Ewashia, Master of the Tides’ **Create Water** ability does not add height but can prevent a double-space figure from lying perfectly flat. In this case, the figure can still be placed.
- Opposing miniatures can prevent a figure from being placed on a space if the sculpt protrudes onto that space, even if that space is otherwise empty. For example, if Xenithrax’s tail overlaps a space such that a figure cannot be placed fully and flatly on that space, the figure cannot be placed.

### **Flying**

Many figures have the **Flying** special power. This power is complex, and so an abbreviated version is shown on their Army Cards for reference. The full rules for **Flying** are presented below:

A figure with the **Flying** special power may choose to fly at any point during its movement. When the figure chooses to fly it will immediately take any leaving engagement attacks. While the figure is flying it ignores all elevations and is not considered to occupy any space that it

passes over. This means that:

- It is not adjacent to (or engaged with) any figures.
- It is not adjacent to (or engaged with) any figures.
- It may pass over any figures, even ones that would normally disallow other figures from entering their space.
- It ignores all terrain effects, such as water. It may pass over any space occupied by terrain, such as a tree or bush.
- It ignores effects of all glyphs it passes over. That includes not having to stop in a space with a power glyph.
- It is not affected by any special powers that require adjacency or clear sight or line of sight. For example, a flying figure is not affected by Cyberclaw or Engagement Strike. Figures with the Flying special power can ascend overhangs, but not pass through the bottom of them.

When a flying figure ends its movement it must land on its current space. When doing so it enters that space and may trigger effects that occur when a figure enters a space, such as Engagement Strike. It is also affected by the terrain it lands on, if that terrain has an effect on figures that enter its space. The figure is then considered to be on that space until it next starts to fly, and it may continue its movement.

## Stealth Flying

A figure with stealth flying has all of the same benefits as a figure with flying, except that it does not take any leaving engagement attacks when it starts to fly.

## Attacks:

### Attacking “Normally”

Attacking normally refers to a normal attack performed during that figure’s activation during its turn.

## Leaving Engagement Attacks

Leaving engagement attacks obey the following rules:

- Despite its name, a leaving engagement attack is not an attack. It cannot be modified by any game effect **except** an effect that specifically modifies leaving engagement attacks. Game effects triggered by attacks are triggered by normal and special attacks but **not** leaving engagement attacks.
- A leaving engagement attack occurs as soon as a player declares that their figure is attempting to move onto a space that is no longer adjacent to an opponent’s figure and their opponent declares a leaving engagement attack. After the leaving engagement attack is performed, if the figure is not destroyed and can still move onto the space it wished to move onto, it continues its movement as normal. If it is destroyed, any game effect triggered by that destruction will occur on its original space, not the space it was attempting to move into.

## Special Attacks

Special attacks obey the following rules:

- Special attacks cannot be modified by any game effect except for their own text.

## Attacks Against Multiple Figures

Some special attacks can affect multiple figures simultaneously with a single roll of the attack dice. These attacks obey the following rules:

- If the attack targets a single figure but affects adjacent figures, the attacker still needs line of sight to all affected figures. For example, Killian Van III targets an enemy figure in line of sight with his **Blunderbuss Special Attack**. There is another enemy figure adjacent to the target behind a wall and not in line of sight, so that figure is not affected by the attack. Some attacks, like Deathwalker 9000's **Explosion Special Attack**, specify that clear sight is required only to the target figure. In these cases even figures not in clear sight are affected.
- If an engaged figure uses a Special Attack that affects multiple figures, it must target a figure it is engaged with. Figures it is not engaged with may still be affected. For example, if Killian Vane III uses **Blunderbuss Special Attack** while engaged, he must target a figure he is engaged with. All figures adjacent to the target are also affected, (except for Killian, because his card says he cannot be affected) even if they are not engaged with Killian.
- When an attack affects multiple figures simultaneously, the attacking player chooses the order in which figures roll defense dice.

## Targeting:

### Clear Sight vs. Line of Sight

To have clear sight to a figure, you must be able to see any part of that figure from the measuring figure's target point. To have line of sight to a figure, you must be able to see the hit zone of the figure from the measuring figure's target point.

## Timing:

### Simultaneous Effects

When two or more game effects occur simultaneously and those effects are controlled by **different** players, each player must roll a D20. The player who rolls the highest number resolves all of the effects in the order of their choice.

When two or more game effects occur simultaneously and at least one of those effects is not controlled by **either** player, each player must roll a D20. The player who rolls the highest number resolves all of the effects in the order of their choice.

When two or more game effects occur simultaneously and each of those effects are controlled by the **same** player, that player decides the order in which they occur.

## **Victory Conditions**

Unless otherwise specified by the victory condition, victory conditions are checked at the end of the round, after all other end of the round effects have been resolved.

## **Errata**

Errata is listed alphabetically. The product referenced by the errata is listed in italics. When the text of a card ability is listed, the listed text replaces the original text.

### **Atlaga the Kyrie Warrior**

*Blackmoon's Siege*

Atlaga'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.

### **Brandis Skyhunter**

ARCHER'S GLORY: After taking a turn with Brandis Skyhunter, if he destroyed an opponent's non-adjacent Unique Hero, you may take another turn with Brandis.

### **Chardris**

*Defenders of Kinsland*

Chardris' Fireball is not a Hit Zone.

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.

### **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*

The flowing cloak on the cloaked Death Chaser is a hit zone. The bandana on the other Death Chaser is not a hit zone.

### **Death Knights of Valkrill**

*Moltenclaw's Invasion*

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*

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

**Ice Troll Berserker**

*Moltenclaw's Invasion*

The Ice Troll's coverings are a hit zone.

**Johnny "Shotgun" Sullivan**

*Jandar's Oath*

Johnny's jacket is a hit zone. The brim of his hat is not a hit zone.

**Master of the Hunt**

*Moltenclaw's Invasion*

The Master of the Hunt's skirt is a hit zone.

**Mimring**

*Rise of the Valkyrie*

Mimring can use his horns as a secondary Target Point.

**Marro Hive**

*Swarm of the Marro*

If the Marro Hive was placed on the battlefield by a player as part of their Army, when it is destroyed remove the hive and its 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*

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.

**Pelloth**

*Battle for the Underdark*

LOLTH'S WRATH: Before attacking with Pelloth, you may choose a Drow figure you control that is within 5 clear sight spaces of Pelloth and roll 3 attack dice. One at a time for each skull rolled,

you may inflict 1 wound on any small or medium figure that is within 2 clear sight spaces of the chosen Drow figure. You may inflict more than 1 wound on a single figure using Lolth's Wrath. After using Lolth's Wrath, destroy the chosen Drow figure.

### **Protectors of Ullar**

*Blackmoon's Siege*

The Protectors' wings are not a Hit Zone.

### **Roman Legionnaires**

*Mallidon'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*

The Sentinels of Jandar's height is 6.

### **Siege**

*Moltenclaw's Invasion*

Siege's cloak is a hit zone.

### **Sir Dupuis**

*Defenders of Kinsland*

Sir Dupuis' shield is not a Hit Zone.

### **Swog Rider**

*Utgard's Rage*

ORC ARCHER ENHANCEMENT: All friendly Orc Archers add 1 to their Attack and Defense values for each adjacent Swog Rider you control.

### **Taelord**

*Mallidon'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*

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

## **Card Clarifications**

The following cards are the subject of frequently asked questions:

### **4th Massachusetts Line**

*Utgar's Rage*

**Q: 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?**

A: Yes.

**Agent Skahen**

*Exclusive Figure*

**Q: 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?**

A: **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*

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

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

**Airborne Elite**

*Rise of the Valkyrie*

**Q: If I decide not to throw a grenade with one Airborne Elite, can I throw 2 grenades with one of the other ones?**

A: No, you can only throw one grenade with each Airborne Elite.

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

No.

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

No.

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

A: 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*

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

A: 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*

**Q: 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)?**

A: Yes.

**Brandis Skyhunter**

*Champions of the Forgotten Realms*

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

A: No. Control has returned to your opponent so you cannot take an additional turn.

### **Brave Arrow**

*Blackmoon's Siege*

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

A: No. For 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*

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

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

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

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

### **Charos**

*Orm's Return*

**Q: Does Charos' Counterstrike work against Samurai?**

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

### **Crixus**

*Thora's Vengeance*

**Q: How does the Master of the Hunt's Mortal Strike work with One Shield Defense?**

A: Wounds are inflicted during step 5 of making an attack, "Resolve the Attack." Mortal Strike occurs **after** the attack, so if the Master of the Hunt inflicts a wound during his attack, the Master will roll 1 attack die and place a wound on Crixus if a skull is rolled.

### **Cyprien Esenwein**

*Fields of Valor*

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

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

### **Deathwalker 8000**

*Orm's Return*

**Q: If an opposing figure has a special power that allows it to ignore the wound(s) inflicted by Deathwalker 8000's Rapid Fire Special Attack, can my Deathwalker 8000 keep attacking?**

A: No, if the opposing 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.

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

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

### **Dzu-Teh**

*Thaelenk Tundra*

**Q: Can a Dzu-Teh Glacier Traverse across several Glacier Mountains in one turn if they are all connected?**

A: 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.

**Q: 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?**

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

### **Feral Troll**

*Battle For the Underdark*

**Q: Is Regenerate a mandatory ability?**

A: No.

### **Fen Hydra**

*Champions of the Forgotten Realms*

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

A: 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*

**Q: 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?**

A: No, because the figure has a range greater than 1.

### **Fire Elemental**

*Champions of the Forgotten Realms*

See Errata section above.

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

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

### **Gladiatrons**

*Zanafor's Discovery*

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

A: 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.*

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

A: 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*

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

A: No.

### **Greater Ice Elemental**

*Champions of the Forgotten Realms*

**Q: 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.

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

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

### **Grimnak**

*Rise of the Valkyrie*

**Q: Do you have to use Chomp each turn?**

A: No, it is an optional ability.

**Q: Can Grimnak use Chomp before he moves?**

A: No, Grimnak can only use **Chomp** after moving (if he chooses to) and before he decides to attack.

### **Gurei-Oni**

*Aquilla's Alliance*

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

A: No.

### **Jotun**

*Raknar's Vision*

**Q: Are figures that are thrown subject to Falling damage?**

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

**Q: 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.

**Q: 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 that figure cannot fly, are they considered "non-flying" figures and can Jotun throw them?**

A: Yes on both counts.

### **Kaemon Awa**

*Dawn of Darkness*

**Q: 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?**

A: No. That second attack must be another attack with **Quick Release** Special Attack.

### **Kee-Mo-Shi**

*Dawn of Darkness*

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

A: 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 figure's turn.

**Kelda**

*Malliddon's Prophecy*

**Q: Can Kelda heal herself?**

A: No, Kelda cannot heal herself.

**Q: 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*

**Q: 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?**

A: 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*

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

A: 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*

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

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

**Major X17**

*Zanafor's Discovery*

**Q: Is Major X17 also stuck in the engagement because of his own Improved Cyberclaw?**

A: No. Improved 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 Improved Cyberclaw, they would lock each other down.*

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

A: 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.

**Marrden Hounds**

*Jandar's Oath*

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

A: 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*

**Q: 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?**

A: No.

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

A: Yes.

### **Marro Dividers**

*Blackmoon's Siege*

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

A: Yes

### **Marro Drones**

*Utgars Rage*

**Q: 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?**

A: 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.

**Q: 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?**

A: No. 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*

**Q: Do you need at least one Marro in the water to Water Clone?**

A: 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.

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

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

**Q: 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?**

A: They must all, as a unit, choose to either attack or use **Water Clone**. You can't split it up.

### **Microcorp Agents**

*Jandar's Oath*

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

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

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

A: 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 Eberron*

**Q: Can I place a shadow tile on a water tile?**

A: 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.).

**Q: 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?**

A: No. That tile is now a shadow space.

### **Mimring**

*Rise of the Valkyrie*

See Errata section above.

**Q: Is Mimring's tail a hit zone?**

A: Yes.

**Q: Mimring uses his Fire Line Special Attack into multiple figures. Which figure rolls defense dice first?**

A: The player attacking with Mimring decides the order in which figures defend. *Note: The original Rise of the Valkyrie made a special exception for Mimring's Fire Line, but as this information does not appear anywhere on Mimring's card, we're simplifying the interaction.*

### **Mohican River Tribe**

*Blackmoon's Siege*

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

A: 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*

**Q: When can I use Morsbane's Rod of Negation?**

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

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

A: All figures on that Army Card.

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

A: 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.

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

A: 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.

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

A: No.

### **Nakita Agents**

*Thora's Vengeance*

**Q: If a figure with Double Attack or a squad of figures is targeting the Nakita Agents (or any figures near at least one Nakita Agent) and the Agents do not roll 13+ for Smoke Powder, can they re-roll for Smoke Powder on the second attack?**

A: 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 figure's 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.*

### **Nilfheim**

*Raknar's Vision*

**Q: 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?**

A: No. The wing will not block adjacency.

### **Ninjas of the Northern Wind**

*Thora's Vengeance*

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

A: 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*

**Q: 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 due to the Ogre's Lumbering Bully ability?**

A: No. The excess shields would only count as 1 hit each. Counterstrike and Lumbering Bully are overlapping effects and do not combine.

### **Omicron Repulsors**

*Blackmoon's Siege*

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

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

### **Parmenio**

*Zanafor's Discovery*

See Errata Section Above.

**Q: Can Sacred Band Defy Death 15 help against Grimnak's Chomp, or things like Massive Curse that "destroy" the figure?**

A: 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."

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

A: Yes, but only if the Sacred Band figure is adjacent to Parmenio when they would receive that damage. Remember, the damage from a leaving engagement attack is applied while the figure is in the space it is leaving, not the space it is entering.

**Q: Who is the target of Loth's Wrath Special Attack? Can Pelloth use Loth's Wrath while engaged?**

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

### **Rechets of Bogdan**

*Fields of Valor*

**Q: Does Lethal Sting allow a Ninja/Isamu to use Vanish or Disappear?**

A: 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**

*Mallidon's Prophecy*

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

A: Yes.

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

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

### **Sacred Band**

*Zanafor's Discovery*

**Q: 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?**

A: Yes.

### **Saylind**

*Jandar's Oath*

**Q: 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?**

A: No, the note of “before moving” on special powers like **Carry** refers to the normal movement of the figure.

**Q: Can Saylind use her Spear of Summoning to summon herself?**

A: 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*

Q: Does Sgt. Drake Alexander’s Thorian Speed mean that Drake cannot be hit by any ranged attacks?

A: No. 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.

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

A: No. He would fall like any other figure.

**Q: Can Sgt. Drake Alexander Grapple onto a Fortress Wall Walk that is exactly 25 levels higher and 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.**

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

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

A: Yes he can, as long as the additional 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).*

**Shaolin Monks**

*Jandar’s Oath*

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

A: Yes.

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

A: 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.

**Sir Hawthorne**

*Valkrill’s Gambit*

**Q: 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?**

A: The opponent takes control. The restriction on unique Army Cards applies only during army construction.

**Sonlen**

*Swarm of the Marro*

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

A: Yes.

## **Spartacus**

*Thora's Vengeance*

**Q: Can the X Order Marker be placed on Spartacus in order to activate Gladiator Inspiration?**

A: Yes. The X Order marker is a valid Order Marker.

**Q: If an Order Marker is removed from a Gladiator or from Spartacus during a round, does that negate Gladiator Inspiration?**

A: 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**

*Aquila's Alliance*

**Q: If a 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?**

A: Yes. The roll is not contingent on actually inflicting a wound, If those wounds were inflicted before they were ignored, Sujoah can keep rolling so long as the D20 roll continues to be 10 or higher.

**Q: If a figure has a special power that allows it to ignore the initial wound(s) inflicted by Sujoah's Poison Sting Special Attack, can Sujoah roll the D20 for Poison Sting Special Attack?**

A: No. At least 1 wound must be inflicted by the initial attack to start rolling for Poison Sting.

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

A: Yes. Poison Sting says "If you roll a 10–19, add 1 additional wound marker to the defending figure's Army Card, and roll again for Poison Damage." The additional wound marker and rolling again are two separate game effects that are both triggered when you roll a 10–19. Rolling again does not require adding a wound to trigger. If you roll 10–19, the additional wound would not be inflicted, but you would still continue to roll.

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 can inflict for the duration of the attack) it will still trigger the poison roll and be unable to inflict more wounds, but could still destroy the figure on a 20.

**Q: 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?**

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

## **Tagawa Samurai**

*Zanafor's Discovery*

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

A: Yes.

### **Tandros Kree!**

*Battle For the Underdark*

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

A: Yes.

**Q: How does Tandros' Combat Challenge work in regards to an attack that affects multiple figures?**

A: Tandros must be one of the figures attacked, but there are no other restrictions.

**Q: If a special power gives me multiple attacks, do I have to resolve them all against Tandros?**

A: Yes, as long as Tandros is adjacent, each of these attacks must include him. If the power lists or implies 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.

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

A: Yes. You could even roll 7 attack dice if you managed to gain height advantage.

### **The Axegrinders of Burning Forge**

*Blackmoon's Siege*

**Q: If you don't have a Dwarf Hero in your Army, can the Axegrinders still add 2 to their move number?**

A: Yes.

### **Tor-Kul-Na**

*Swarm of the Marro*

**Q: 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 Sgt. Drake Alexander, can he roll for Trample Stomp without even moving?**

A: Yes. A figure can move 0 spaces, and the Army Card states "at any point while moving". Tor-Kul-Na 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.

**Q: 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?**

A: 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*

**Q: 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?**

A: Yes.

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

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

### **Tul-Bak-Ra**

*Blackmoon's Siege*

**Q: 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?**

A: 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.

**Q: 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?**

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

### **Wolves of Badru**

*Defenders of Kinsland*

**Q: Do the Wolves of Badru need Line of Sight to use Pounce?**

A: Yes.

**Q: Does a Wolf of Badru need to move before it uses its Pounce Special Attack?**

A: No. The note of "moved but has not attacked" is noting the point in its turn that it can use 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.

**Q: For figures like Cyprian 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.**

A: 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*

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

A: Yes.

**Q: Can a Wyvern Talon Grab and move a figure that is on a space on which it would land?**

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

# Frequently Asked Questions

The following rules are commonly the subject of frequently asked questions:

## General

**Q: Can you stack water tiles?**

A: No. Water tiles (and like-sized tiles) are considered on the level below them, and cannot be stacked.

**Q: What is an “empty” space?**

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

**Q: Can I place all of my order markers on one card if I want to?**

A: Yes.

**Q: The army building rules state that I cannot include more than one copy of a unique hero in my army. Can I use Kee-Mo-Shi's Mind Shackle 19 Special Power to take control of an opponent's copy of that hero?**

A: No. You may never have two copies of a Unique Army Card with the same name in your army.

**Q: If there are game effects that modify the D20 roll of a Special Power, can those effects take the roll above 20 or below 1?**

A: No. For Special Powers, treat rolls lower than 1 as 1 and rolls higher than 20 as 20. Other die rolls (such as initiative) can go above 20 or below 1.

## Movement

**Q: Can a figure walk or move over a Laur Wall to get to the space on the other side?**

A: Yes, but normal movement rules still apply. The Laur Wall is 10 levels high, so it would take a move of at least 11 to get onto the other side, and the figure's height would have to be higher than 10 in order to move over it. Additionally, the figure may take fall damage when it gets to the other side.

**Q: A figure is standing on a ledge and not adjacent to any other figure. If that figure falls off the ledge and falls past another figure, does it take a leaving engagement attack from that figure?**

A: 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. You never check for adjacency as you climb a battlement, as you climb up terrain, or as you fall.

**Q: When can you flip a double-space figure?**

A: You can flip a double-space figure at any point during its activation.

**Q: 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?**

A: 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.

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

A: 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.

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

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

**Q: 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?**

A: 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

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

A: No, once you are engaged with a figure, you do not need line of sight to attack that figure.

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

A: 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.

**Q: Can a figure target itself with a ranged attack?**

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

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

A: 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 figures Hit Zone from its head, you have a clear Line of Sight. The facing of the attacker's head does not matter. *Note: 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.*

**Q: Can I roll fewer attack/defense dice if I want to?**

A: No. You have to roll the number listed on your Army card, plus or minus any modifiers.

**Q: 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?**

A: 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.

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

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

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

A: Yes.