



Official Frequently Asked Questions from www.heroscape.com

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

Normally the good/bad lines are drawn as follows:

Good: Jandar & Aquilla

Bad: Utgar

Neutral with slight leanings toward one side or the other: Ullar, Vydar, Einar. Currently, with the evolution of the conflict described in Thormun's Journal: Jandar's alliance consists of Jandar, Ullar, Einar, Vydar, & Aquilla all pitted against Utgar's terrifying forces.

Getting Started

When building a battlefield, can you stack water tiles?

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

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.

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

Yes.

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. Not all figures in the Marvel Universe have 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.

Can you ever have the same Unique figure(s) in an Army twice?

A: No. You can never under any circumstances have 2 of the same Unique figure(s) or (Unique Heroes/Squads with the same name) in the same Army.

What figures are considered friendly?

Per Page 8 of the Swarm of the Marro rules, friendly figures are your own figures and teammate's figures. All figures you control are always considered friendly. Whenever you are allied with a teammate at the beginning of a scenario and you have the same goals & victory conditions, any figures you both control are considered friendly. A temporary alliance between opponents during a battle doesn't change anything. Remember, alliances can always change (unless stated at the beginning of a scenario), so even when you have a temporary truce with an opponent, that opponent's figure is never considered friendly.

Winning: In an all out battle where you have to destroy all of your opponent's figures, when are victory conditions checked?

Victory conditions are checked at the end of each turn. This is important, as there are many powers where figures can change hands temporarily. Victory conditions (unless otherwise stated in the scenario) are checked at the end of each turn, not in the middle of it.

Glyphs

See below for a list of all glyphs

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

No, they are considered on the same height as the hex below them. From page 9 of the Swarm of the Marro rules: "Note: Glyphs, water tiles and swamp water tiles do not add height to any spaces on which they're placed"

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? For example, if I'm rolling for Massive Curse (Glyph of Mitonsoul) on an opponent's figure and I roll a one, can I choose not to add one to my die roll and destroy his figure?

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. Per the SOTM Rules, (page 14: Special Attacks): "Special attacks can never be modified by Glyphs, other special powers, or height advantages."

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.

Which glyphs have been released to date, what sets were they in, and what do they do?

Rise of the Valkyrie (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 (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 (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 un 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 (Marvel Master Set)

Mysterious Item (Artifact): The rules for this Glyph vary depending on the Game Scenario.

Object of Power (Artifact): The rules for this Glyph vary depending on the Game Scenario.

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, 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 Grimmak's tail is blocking your figure from standing correctly 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? Is it when he is on an adjacent space and moving away, or when he makes the complete step and is standing on the next space, thus leaving the engagement.

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. You only check adjacency on each space as you move.

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. If you were flipping around, you would lift the figure up, spin it, and then place it back down on those same 2 hexes. As long as it can fit once you have flipped around, you can flip the figure at no movement cost.

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

You cannot flip midair in between movement spaces. You must stop on 2 spaces, then flip on those same 2 spaces and be able to stand facing both directions for the flip to work. (The only exception would be if you were going up or down levels of terrain). After flipping in this manner, you may continue your movement if applicable.

After flipping, do I have to continue with the same leading side (the side that is now facing the direction I just came from)?

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

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 figures 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. If the base of the higher character is not higher than the height of the figure on the lower level they ARE adjacent. Count only the sides of the hexes not the top flat level when determining adjacency.

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

No, on page 12 of the Swarm of the Marro Rules; number 2 under "To carry out the attack" states 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 figures 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

Does elevation give a +1 die bonus to a Special Attack? What about Auras and Glyphs?-

Special Attacks are NEVER modified.

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. Squads that have Special Attacks are normally covered under the all or none rule, because most special attacks list that all of the Squad members are involved, however there may be exceptions in the future.

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](#)

[Road/Fortress/Destructible Objects](#)

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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.

Road/Fortress/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:** Deadeye 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.

Do enhancements work on the attacking figure when attacking the door?

Yes, but only if they do not specify anything about the size of the defending figure. Sir Denrick's Giant Killer for example, cannot affect Sir Denrick because the Door doesn't have a size. Normal enhancements like Taelord's Attack Aura, Omnicron Sniper's Deadly Shot, Agent Carr's Sword of Reckoning 4, and Valguard's First Assault 3, and effects like those will all work when those figures attack the door. See the previous question for more detail on which Special Powers/Special Attacks can affect the door.

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.

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.

Can a figure walk or move over a Fortress Wall to get to the Wall Walk tile on the top if there are adjacent terrain tiles allowing figures to get high enough?

Yes, but normal movement rules still apply. A figure cannot move up a number of levels equal to or higher than its height number all at once.

Snow

If I'm 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.

Common Special Powers

20-Sided Die Powers

Bonding

Deadly Shot/Strike

Double Attack

Explosion Special Attacks

Flying

Frenzy/Berserker Charge

Leap Like Special Powers

Locked Movement Powers

Mindshackle/Soul Devour

Spirits

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.

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 a turn 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/Strike

How does Deadly Shot/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 they fly though, 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: 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

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 Swiftess Spirit

For the Spirit special power, it just says "place this figure on any Unique Army Card". Can I place that figure on any Unique Army Card in the game (including my opponent's), on any friendly card, or only my own Unique Army Card?

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".

Card/Rules Errata

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 opponent’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.

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.

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.

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.

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.

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.

4th Massachusetts Line

"Utgard's Rage"

Does Wait then Fire stack each turn I use it?

No, Wait then Fire does not stack.

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.

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. They must be thrown in the same turn. If one of your Airborne Elite is out of range or chooses not to attack with his Grenade Special Attack, he cannot throw a grenade and loses the ability since it is a once per game special attack.

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.

Anubian Wolves

"Utgard's Rage"

Does Unleashed Fury stack each turn?

No, Unleashed Fury does not stack.

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!

Blastatrons

"Thora's Vengeance"

See Errata Section Above.

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. See adjacent rules on page 11 of the Swarm of the Marro rulebook.

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.

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.

Doctor Doom
"Marvel: The Conflict Begins"

Can Doctor Doom use Mind Exchange 17 on an opponent's Unique figure if you already have that same Unique figure in your Army? If successful, that would allow you to have 2 of the same Unique figure in your Army.

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

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 passing swipe?

Yes, the Dzu-Teh would still take a passing swipe 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 an exclusive Squad available in an exclusive Master Set in 2006. They are currently not available at retailers, but we are looking into different avenues to make these Vipers and any other exclusive figures available.

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.

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 to a Gladiatron. Once any opponent's figures enter 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. On a side note; if 2 opposing sides both have figures with Cyberclaw, they would lock each other down.

Is a character with Ghost Walk or Disengage also affected by Cyberclaw?

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.

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
"Aquilla's Alliance"

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

No.

If Gurei-Oni attacks the Castle Door with Kanabo Special Attack, can the second figure that the Kanabo hits be on the other side of the door?

Yes.

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. Flying figures are considered non-flying once the wind glyph is activated. When Morsbane negates a figure's flying ability, they are also considered non-flying."

Kaemon Awa
"Dawn of Darkness"

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

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

Kee-Mo-Shi
"Dawn of Darkness"

Kee-Mo-Shi's Toxic Skin states "After Attacking" does that mean that she can choose to not attack and she won't have to roll for Toxic Skin (for example, if she has friendly figures adjacent to her)?

No, Kee-Mo-Shi will still have to roll for Toxic Skin even if she chooses not to attack. The note of "after attacking" is just to tell you where during your turn you must roll for it. 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. Kee-Mo-Shi always rolls for Toxic Skin.

Kelda
"Malliddon'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, but that is a risky maneuver. If you roll higher than a 1, you would be bound by what is written on the card. You would then have to remove wound markers from your opponent's wounded Hero figure.

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 to a Major X17. Once any opponent's figures enter a space adjacent to Major X17, they cannot move. That includes movements around X17 while still staying engaged. However, Major X17 may leave the engagement if it chooses to. On a side note; if 2 opposing sides both have figures with 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.

Marro Drones
"Utgard'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 Drudge

“Swarm of the Marro”

If a Marro Drudge passes under a figure while Swamp Water Tunneling, would it take any leaving engagement attacks?

No. It would only take leaving engagement attacks from any figure(s) it was engaged with before using Swamp Water Tunnel. While Tunneling, it does not take any additional leaving engagement attacks.

Marro Hive

“Swarm of the Marro”

See Errata Section Above.

When using the Marro Hive's Hive Mind special power, if I have one Marro Drone within the 12 clear sight space range of the Hive, can I then 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 all as a unit, must choose to either attack or water clone. You can't split it up.

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 2008. 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 passing swipes 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 Grimmak'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".

Mimring
"Rise of the Valkyrie"

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.

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 roll a 20 and 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 roll a 20 for Morsbane's Rod of Negation, you don't have to waste a Negation Marker. 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. Per the card you can only attempt to use the Rod of Negation "If you have at least one Negation Marker on this card" Even though the 20 would normally not use a Negation Marker, you exhausted the Rod of Negation's abilities when you used the 3rd marker previously.

Nakita Agents
“Thora’s Vengeance”

If a figure with Double Attack 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 figures second 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!

Does the smoke powder block Line of Sight for an entire squad that attacks the Nakita Agents, or just 1 figure from that squad? What happens if the Agents do not roll for Smoke powder on the first attack from a squad? When the next figure from that squad targets them, do they get to roll again?

The Nakita Agent's card says "For the duration of the targeting figure's turn". 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. In other words, as soon as a Nakita Agent rolls for Smoke Powder against a squad figure and is successful, it takes effect for the rest of the turn for that squad. The other figures in that squad would be unable to attack affected figures unless they were adjacent to a Nakita Agent, or any adjacent figure covered under the smoke powder.

However, if the first roll for Smoke Powder is unsuccessful, once the figure is re-targeted (targeted being the key word) with the second squad figure attack, you would be able to roll for smoke powder again!

Nerak The Glacian Swog Rider
“Exclusive Figure”

Where can I get Nerak The Glacian Swog Rider?

Nerak was an exclusive figure available at Gencon 2006 & an in-store event. He is currently not available at retailers, but we are looking into different avenues to make Nerak and any other exclusive figures available.

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.

Ninja’s of the Northern Wind
“Thora’s Vengeance”

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

It depends on the situation. 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 choose to 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.

Parmenio
"Zanafor's Discovery"
See Errata Section Above.

Can Sacred Band Defy Death 15 help against Grimnak'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 passing swipes and falling damage?

Yes, but only if the Sacred Band figure is adjacent to Parmenio when they would receive that damage. For example, 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 passing swipe, 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.)

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 in order to use Arrow Volley?

Yes, they all need to have Range and Line of Sight to the target.

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

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, The wording for Grapple Gun states: “This space may be up to 25 levels HIGHER.” If Sgt. Drake Alexander travels down, he would take falling damage like any other figure. His Grapple Gun only helps him to travel up, not down.

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, and the landing space is HIGHER than his starting space. 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.

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 2007. He is currently not available at retailers, but we are looking into different avenues to make Sir Hawthorne and any other exclusive figures available.

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
“Aquila'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.

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.

Taelord
"Malliddon's Prophecy"
See Errata Section Above.

Templar Cavalry
"Fields of Valor"
See Errata Section Above.

Can you use 2 different special powers at the same time? For example, if you move 6 spaces to reach an opponent's Utgar figure, can you roll 6 attack dice (3 for the base attack +2 for Galloping Charge, +1 for Righteous Smite)?

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 a turn 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 a turn 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. If Thanos is on the board when his turn would come up (even if he was destroyed the turn before), he can take that turn.

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 happens to destroy Drake.

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.

Is a Wolf of Badru FORCED 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 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.

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