

FAQ

Frequently asked questions



In this list we collect topics that we are frequently asked about!

This list is constantly growing and we will continue to expand it over time.

GENERAL GAMEPLAY

Q: Why is the cover provided by high ground worse than the cover provided by obstacles? Shouldn't I be more protected when I am on higher ground?

A: This is a matter of balancing, since units on higher ground do have some advantage from a technical standpoint (it is harder for opponents to reach them or engage them in close combat).

Q: Where are units with a Flightbase positioned? Can I, for instance, have XLC-6 shoot opposing units behind houses, since it can fly/hover at any altitude?

A: No, the LoS is always determined from the actual position of the model. The Flightbase doesn't let models fly at an unlimited altitude.

Q: My unit is already engaged in close combat and another opposing unit moves with my unit in B2B. Can I perform a **countershot** in response to this new unit?

A: No, since a **countershot** would be treated the same as a **ranged attack**. **Ranged attacks** cannot be carried out during close combat.

Q: If my leader has a Status Marker, does it also apply to the apprentices?

A: Yes, since the Status Marker counts for the entire unit.

Q: If I damage an allied unit myself (e.g. by Pythia's **Yes or No** or Malakim's **Explosion**) and it is then removed from the battlefield as a casualty, who gets victory points for the unit?

A: The opposing player responsible for the last loss of health points of the removed unit.

Q: If I place a unit / model on the battlefield (e.g. a Tentacle, Clayton or Puriel's Flame Shard), does that unit have full AP/RP?

A: Yes, the unit is placed on the battlefield with full AP/RP and can also be activated in the same round.

Q: How do I know that a close combat is dispersed?

A: A close combat is dispersed when two units are no longer in B2B with each other. This can happen, for example, through certain abilities. The disabling of a squad or unit model does not count as dispersing a close combat; in this case, the unit engages normally.

Q: How do I know what a penalty or bonus is in the HP/MP bars?

A: A penalty is represented by a minus sign (-), a bonus by a plus sign (+). The value deteriorates or improves accordingly. Be careful with CCS and MMS: You have to reduce the value for a bonus and increase the value for a penalty.

Q: Can I revive a disabled unit / model by restoring its health points?

A: No. Disabled units / models cannot rejoin the game by restoring their health points.

Q: An opposing unit wants to move into B2B with one of my units. Do I need a line of sight on the unit for a **countershot**?

A: No. Since the **countershot** takes place during the **movement action**, no initial line of sight on the opposing unit is required.

Q: At the start of my **movement action** in B2B with an opposing unit, my unit would be in cover from the opposing unit's perspective. Do I have cover from obstacles or from a higher ground when I perform a **countershot**?

A: No. For a **countershot**, the entire distance a miniature moves during its **move action** counts. Cover is not taken into account.

Q: Can I choose whether I engage with my unit?

A: No, you always have to engage.

Q: Can the placement from an engage action bring a unit into close combat that wasn't previously engaged?

A: Yes, that is possible.

Q: Can a unit that becomes engaged in close combat by an opposing unit's engage action perform a **countershot**?

A: No. During an engage action, the unit is placed, not moved, therefore, a **countershot** is not possible.

Q: All models of an opposing squad that were in B2B with my unit have been disabled. However, one or more models of that squad are still in B2B with other units I control. Does my unit, which is no longer in B2B with the squad, still count as being in close combat?

A: Yes. The unit is still considered to be in close combat and must engage at the earliest opportunity.

Q: Can I move over impassable terrain with a unit that has **Flying/Hovering**?

A: Yes. Impassable terrain counts as terrain, and **Flying/Hovering** ignores terrain. However, the movement action may not end in or on impassable terrain, even partially. This also applies to units with **Hovering**.

FACTIONS

Atlantis



Q: How should I interpret the term “inside” in the description for the **Diving** ability?

A: “Inside” means that the unit and all their bases must be completely inside a spring crack, not just partly so.

Q: How does LoS in Malannar’s **More Pressure!** work exactly?

A: Malannar needs LoS with the spring crack or water fountain from which he wants to carry out the attack. The spring crack or water fountain then needs to have LoS with the unit selected as a target for **More Pressure!**. A unit can thus be chosen as a target even if it is not within Malannar’s own LoS. Malannar cannot be further than 15 cm away from the spring crack or water fountain, and the target model cannot be further than 15 cm away from the spring crack or water fountain.

Q: When Malannar is removed from the battlefield as a casualty, are his water fountains removed, as well?

A: No, all water fountains remain where they are.

Q: One of my units is positioned completely inside a spring crack and engaged in close combat with an opposing unit. Can I use the **Diving** ability to release my unit from close combat and have them emerge from another spring crack?

A: Yes, that is possible.

Q: Do spring cracks count as terrain?

A: No. They only count as bodies of water and use its rules, but are not a terrain piece that is declared as a body of water (e.g. rivers).

Angels



Q: If Raziel takes over an opposing unit with **Released from Vows**, does the executed action count towards the round limit of the taken unit?

A: No, the executed action does not count towards the round limit of the taken unit.

Q: If I use **Released from Vows** and choose a unit with an Escape Marker as a target, can I then use a movement action to move the unit beyond the edge of the battlefield?

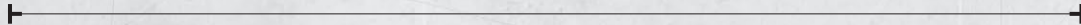
A: No, a unit can only move beyond an edge of the battlefield using an escape movement.

Q: Can I use **Predominance** to activate an allied unit that has already been activated this round?

A: No, only units that have not yet been activated this round can be activated.

Q: Zephaniel's **Dark Implosion** or **Displace** says "Malakim", does this also apply to Zephaniel? In **Dark Nourishment**, Zephaniel is explicitly mentioned by name. So, does this mean that there is always a clear distinction between a normal squad member and a squad upgrade?


A: No, the squad upgrade model counts as a normal squad member for all abilities of the squad, i.e. it may also perform **Displace** or **Dark Implosion**. However, if it is specifically mentioned by name, this rule section only applies specifically to this one model.



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24 February 2026



New World Order

Q: Does the faction card **Complete Control** apply to passive abilities?

A: No, only to opponents' abilities where a target is chosen before the skill is then implemented.

Q: Can I use Noelle's **Shock Pulse** to disperse a close combat?

A: Yes, that is possible.

Q: My opponent used Lincoln Raines' ability **Smart Observer** to block one of my actions/reactions. What does it mean when the costs of an action/reaction expire?

A: All costs used for the action/reaction (e.g., action points, charges, round limits, etc.) are deducted and not refunded. The costs for the ability within the action/reaction are thus paid, but their effect does not come into play. **Mission objects do not expire!**

Q: Lincoln wants to use the **Smart Observer** ability to prevent an ability that requires a die roll to use. When must **Smart Observer** be used? Before the die roll is made, or only after the die roll has succeeded?

A: **Smart Observer** is always invoked before dice for the ability are rolled. If the ability is then prevented by **Smart Observer**, all other costs of the ability must be paid.

Q: Can Lincoln's **Smart Observer** be used after the die roll for the faction ability **Complete Control** has failed, or must **Smart Observer** be used before the faction ability takes effect?

A: **Smart Observer** must be used before the faction ability, as faction abilities prevent abilities that have already been cast. This means that if the faction ability is already resolving, Lincoln has missed the window to use **Smart Observer**.

Q: If an action is prevented by Lincoln's **Smart Observer** that would have consumed a loading marker, does the loading marker also expire?

A: No, the loading marker is retained, as it is not directly part of the cost of the prevented action.

Q: If BCN-8 is removed from the game as a loss due to a radial effect, do all other units or models affected by the same effect still receive the +1 DEF from BCN-8?

A: Yes, because the radial effect affects all units simultaneously. Therefore, each unit benefits from BCN-8's bonus during the full resolution of the effect, even if BCN-8 is disabled by it.

Q: Can I perform a **movement action** 2x with Steve and then take a drone to perform a **movement action** another 2x using **Activate Drone**?

A: Yes, both leaders and apprentices each have their own round limit and can use these accordingly. A leader's **movement action** does not count toward the round limit of an apprentice, even when the apprentice is moved as part of the leader's **movement action**.

Q: Does Steve's passive ability **Taser Pistol** also apply in close combat?

A: Yes, the **Taser Pistol** applies to both close combat and ranged combat.

Q: Can Steve be accompanied with 2x XLC-6 or 2x BCN-8?

A: No, except for squads, all units/models with their individual names may only be used once per battlegroup. Unless it is explicitly mentioned on the profile card.

Q: Steve is tied in close combat. Can I use the **Activate Drone** ability to move a drone out of close combat and/or carry out a **ranged attack** with XLC-6?

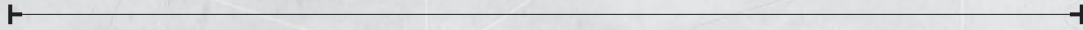
A: No, that is not possible. While you would be using an ability, you would then perform an action with the drone. **Movement actions** and **ranged attacks** cannot be used in closed combat.

Q: Can Eleanor perform her **Assassination** even if Gionas' **Climbing Algae** prevents her from moving?

A: Yes, because **Assassination** does not involve movement. Eleanor is placed instead.

Q: Eleanor is tied in close combat. Can I use **Assassination** to have Eleanor attack another unit outside of the close combat?

A: Yes, that is possible. The target unit must be within reach for the **Assassination**.



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Konstantinopol

Q: What does the ability of Yssantis' **Reptiloids** do?

A: This ability is meant for a future Nibirian faction card and does not have any effects at the moment.

Q: If my K319-X has the **A.I.T.** ability, can I then attack and disable my own units?

A: No, units can only be disabled by the opponent. Only then will you receive 15 victory points for each of your own units.

Q: If my K319-X has the **A.I.T.** ability, does the opponent receive victory points if they disable my units?

A: Yes, the opponent receives the standard point cost of the unit as victory points.

Q: If my K319-X has the **A.I.T.** ability and it is removed from the battlefield as a casualty, do I receive the 15 Victory Points for it, as well?

A: Yes, since it was still on the battlefield when it was disabled, the ability applies to it, too, and you therefore receive the 15 victory points for K319-X.

Q: If my K319-X uses the **Wrong Button** ability, what happens to the removed Loyalty card? Do I put it back under the Loyalty card pile?

A: No, the removed card is completely removed from the current game.

Q: If I use Kiwebe to copy an ability with **Mimikry-Mask** that has X/Match/Success/Charges/etc., and I copy it again, will the limits be reset?

A: No, the limits always count for the respective unit and are not reset by copying them again.





Icnun

F: If I heal an HP/MP field that includes +1 BLD, do I have to pay back one blood?

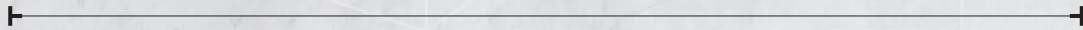
A: No, the blood does not have to be paid back.

F: If I heal an LP/MP field with +1 BLD, do I gain the blood again when the unit is wounded again?

A: Yes.

F: Do I gain blood from vulnerable mission objectives?

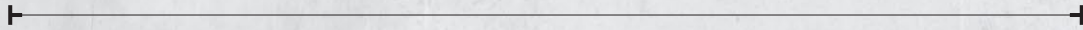
A: No, while they count as opposing units, they are not considered when generating blood.



Prowler

F: If I move a flying unit into the radius of Gregor's **Booby Trap**, will I trigger the trap? How does this work with hovering units?

A: The **Booby Trap**'s radial effect is always on one level. A flying unit only ignores terrain and is on the highest level below it during its movement. If the **Booby Trap** is on the same level as the flying unit, the flying unit triggers the **Booby Trap**. This also applies to hovering units.



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MISSIONS

Q: What happens when an NPC walks into a spring crack or difficult terrain, for instance?

A: NPCs are not affected by any difficult terrain, small obstacles, or bodies of water and can walk straight through them. When encountering houses or when blocked by terrain, they always choose the shortest path to go around the obstacles.

Q: Can NPCs be influenced or wounded by weather, environment, etc.?

A: No, NPCs are mission objectives, and as such, they are not impacted by events or other effects.

Q: Can my opponent deal damage to my mission's NPCs or restore their health points?

A: No, every player can only interact with their own mission objectives.

Q: Do vulnerable mission objectives count as opposing units? Can they also receive hits from radial effects (e.g. Abyssal Turtle's **Shriek**)?

A: No, vulnerable mission objectives must be specifically targeted with an action (see page 18).

Q: Does it cost 1 AP to remove a drive during the **Data Theft** mission?

A: No, only picking up a drive with a unit that doesn't have a laptop costs 1 AP. Removing the drive from the game by moving it B2B with the laptop carrier is free.

Q: Can vulnerable mission objectives move out of a B2B situation (e.g. in the **Purification** mission)?

A: No, vulnerable mission objectives cannot move out of B2B, as they are considered opposing units by the respective player. Therefore, they remain engaged in close combat.

Q: Can vulnerable mission objectives receive status markers?

A: Yes, since vulnerable mission objectives are considered opposing units, they can receive status markers such as fire or radiation.

Q: Can you draw a line of sight through vulnerable mission objectives?

A: Yes, because mission objectives never block line of sight.

Q: Do mission objectives benefit from Cover through Obstacles?

A: Yes, because mission objectives are considered opposing units once selected as a target.

Q: One of my units with an Escape Marker lands on an Area. Does this unit score at the end of the round and generate victory points?

A: No, units with Escape Markers are exclusively occupied with getting themselves to safety.

ADD-ONS

Q: We want to go for a really long campaign and/or play with lots of players. Is it possible to expand the Loot add-on?

A: Yes, you can combine two or more Loot add-ons into one Loot Pile. Angel players will then use two or more Upgrade Piles. However, a single Chests Overview card must always be completed first before you get to start on a new one.

Q: I have received victory points through other means than completing missions or eliminating opposing units (e.g., Loot Card, Creatures, MSON-12, etc.). We have pulled the Red or Blue Pill card during the game and have to cut the victory points earned through missions or the victory points earned through disabled units in half. Which group do I add these alternative victory points to?

A: The victory points from alternative sources make up their own pool and don't need to be cut in half. This also goes for the 30 bonus victory points you receive when you've disabled enough opposing units.

Q: One of my units has met the requirements for a trophy of a certain creature, but now, I have to remove the unit from the battlefield as a casualty. Do I get to keep the trophy?

A: Yes, the trophy directly goes to the player in question and cannot be taken away.

Q: If I use Jimmi Contraband's ability **Fence**, do I lose the costs permanently or do some of them regenerate?

A: Action and reaction points regularly regenerate in the next preparation phase. Other costs such as an object, for instance, are lost permanently.

Q: If I draw a Loot card from Konstantinopol, can I still keep it?

A: Yes, even if the card may not have any effect on the current unit, it can be given to a mercenary later on.

Q: The movement of the escaped Chupacabra is marked as "25." Do I really have to roll the dice 25 times for this?

A: No, a 5 has accidentally snuck in here. There should only be a 2 in the box.

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