

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.

FAQIONS

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.

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: If I use **Explosion** with the last model of my Malakim squad, does an opponent get victory points for that Malakim unit?

A: No, nobody gets victory points for that unit, because nobody was responsible for the loss of the last health point (see "Casualties", page 41).

New World Order

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 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: My opponent used Lincoln Raines 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.

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

A: Yes, that is possible.

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: 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**.

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.

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.

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, an Chests Overview card must always be completed first before you get started on a new one.

Q: I have received victory points through other means than completing missions or eliminating opponent 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.