Heroscape: Age of Annihilation
All Time Format FAQ and Errata v2.2
Last Updated 6/12/2026

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
Rise of the Valkyrie
Increased from 50 to 105 points.

Grimnak
Rise of the Valkyrie
Increased from 120 to 160 points.

Sir Gilbert
Crest of the Valkyrie
Increased from 105 to 150 points.

Me-Burq-Sa
Utgar's Rage
Increased from 50 to 70 points.

4th Massachusetts Line
Utgar's Rage
Increased from 70 to 100 points.

10th Regiment of Foot
Defenders of Kinsland
Increased from 75 to 95 points.

Deathreavers
Thora's Vengeance
Increased from 40 to 60 points.

Knights of Weston
Utgar's Rage
Increased from 70 to 80 points.

MacDirk Warriors
Jandar's Oath
Decreased from 80 to 65 points.

Rules Errata

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

Round Structure

The game is played over several rounds. A round consists of three player turns for **each** player. During each of your player turns, you will reveal an Order Marker on one of your Army Cards, then move and attack with the figure or figures represented by that Army Card.

Each round of play consists of the following steps:

1. Place Order Markers
2. Roll for Initiative
3. Take Player Turns
4. Advance the Round Marker

These four steps are explained in detail below:

1. Place Order Markers

During the Place Order Markers step, you must decide which Army Card you'll use on each of your three player turns. Place Order Markers on those cards—1 for the first turn, 2 for the second turn, and 3 for the third turn. You may place two or more Order Markers on the same card if you want to use that card for two (or even all three) of your turns that round. The "X" Order Marker does not have any intrinsic effect; it is a decoy to prevent your opponents from knowing which three Order Markers you actually intend to use.

If your Army includes Common figures, a single card represents all of that type of figure in your Army, no matter how many figures you choose to bring. Each Order Marker placed on a Common Army Card lets you activate **any** of your figures that belong to that Common card, up to the number of figures displayed on the card.

Players place their Order Markers at the same time. Place your Order Markers with the numbers facing you, so your opponent(s) can't see them. Be careful how you place your Order Markers! Typically, you cannot change them later, and you are committed to using those figures in that order during the round.

2. Roll For Initiative

After placing Order Markers, each player rolls the 20-sided die for Initiative to determine who goes first. The player who rolls the highest result has the Initiative and will take the first player turn this round. Reroll ties.

3. Take Player Turns

During a round, players alternate taking player turns, starting with the player who has the Initiative. That player reveals their "1" Order Marker on one of their Army Cards and moves and attacks with the corresponding figure. Then, the opposing player reveals their "1" Order Marker and does the same. Play then passes back to the player with Initiative, who reveals their "2" Order Marker and takes another player turn. Play continues in this way until each player has revealed their three numbered Order Markers and taken 3 player turns. A player turn consists of the following steps, in this order:

REVEAL ORDER MARKER

Begin your player turn by revealing the next Order Marker in the sequence and laying it number side up on the Army Card it was placed on.

MOVE FIGURES
You may now move the figures that are shown on the Army Card beneath the Order Marker you just revealed. If it is a Common Army Card, you may move a number of figures equal to the number of silhouettes depicted on the card.

ATTACK WITH FIGURES ON YOUR ARMY CARD
Figures represented by your chosen Army Card that are within Range of another figure and have a clear Line of Sight can attack. If no figure on your Army Card meets these two conditions, you can't attack and that Army Card's turn is over.

If the chosen Army Card is a Common Army Card, you may attack with a number of figures equal to the number of silhouettes depicted on the 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).

Resolving an Attack
For each attacking figure, follow the steps below:

1. **Declare Attack:** Announce which one of your figures is the **attacker**, whether it is using its normal or special attack, and which figure it is targeting.
2. **Roll Attack Dice:** If making a normal attack, the attacker rolls a number of combat dice equal to the Attack Value on its Army Card, adding any extra dice for Height Advantage, Special Powers, and Glyphs. If making a special attack, the attack cannot be modified by Glyphs, other Special Powers, or Height Advantage.
3. **Roll Defense Dice:** The defender rolls a number of combat dice equal to the Defense Value on its Army Card, adding any extra dice for Height Advantage, Special Powers, and Glyphs. The defender can roll these extra dice even against a special attack.
4. **Compare Results:** If the attacker rolls more skulls than the defender rolls shields, the attack is successful! For each skull not blocked by a shield, the defender takes 1 wound. If the defender has taken a number of wounds equal to or greater than the Life Value on its Army Card, it is destroyed. The player who controls the destroyed figure places it on its Army Card. Otherwise, place a number of wound markers equal to the wounds taken on the figure's Army Card (if it is a Hero) or near the figure's base (if it is a Squad.) The defender remains on the battlefield and the attack ends.

CHECK VICTORY CONDITIONS
At the end of each Player Turn, players check the victory conditions for the Scenario they are playing. If a player or team has achieved the victory conditions of the scenario, that player or team is the winner. If multiple players and or teams have satisfied the victory conditions, the game is a draw. Otherwise, the game continues to the next player turn. If there are no more player turns left to resolve, move to the End of the Round.

4. End the Round

Remove all of your Order Markers from your Army Cards and advance the Round Marker on its track. A new round then begins; repeat the steps above until the game concludes!

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 the Move Figures step of their Player Turn. 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 figures they control at any time during their turn (including rotating single-spaced figures). However, players may only flip a double-spaced figure at any point during that figure's movement (including before and after moving that double-spaced 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 a single attack or effect that affects multiple figures. In these cases, the attack or effect will still affect the remaining figures. 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 9.

Dice 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.
- Some game effects specify a dice limit, like Retiarius' **Net Trip 14,** which limits the defender to a single defense die. These limits are applied after all other modifiers.
- Non-initiative D20 rolls are capped at 1 and 20. If a non-initiative D20 roll is modified below 1, it becomes a 1. If a non-initiative D20 roll is modified above 20, it becomes a 20.
- If skulls or shields are added to a dice roll, those results still count as having been "rolled."

Terrain Tiles

In order for a terrain tile to have an effect on the game, at least part of it must be visible to the players. Terrain tiles that are completely covered by other tiles such that they are not visible from any angle have no effect. For example, Ewashia, Master of Tides cannot use water tiles that are not visible to the players to activate her Twister Special Attack, even if those tiles are on the map. However, Ewashia can use water tiles that are not visible to **her**, so long as at least part of that tile is visible to the players.

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, utilizing the Move Value on its Army Card.

Special Movement

Some special powers and attacks provide figures with unique ways to move, such as the movement provided by Admiral EJ-1M’s Boarding Party Special Attack. These special movements obey the following rules:

- Special movements cannot be modified by any game effect except for their own text or text that specifically references a special movement (such as Master Win Chiu Woo affecting other Monks' Stealth Leap).

Fitting Onto a Space

Figures do not need to check to see if they fit on each space as they move—they just need to fit on the space (or spaces) of their final position. When attempting to fit a figure onto a space, there are some exceptions to the normal state of play:

- 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. However, players may not intentionally position a figure's sculpt to prevent other figures from occupying spaces adjacent to them. If a player wishes to move a figure to a space adjacent to a figure and that space is blocked by a portion of that figure, both players must turn, lift, or flip the involved figures until both figures can fit if possible. A double-space figure that has been flipped in this way may be flipped to its original orientation (temporarily displacing adjacent figures) before the attack step of its turn and then must be flipped back to fit at the end of its turn.

- A figure cannot move through an arch, overhang, door, or other similar terrain feature if the figure's height exceeds the "gap" (the height differential between the space's height and the terrain feature's level). If the overhanging feature spans multiple spaces, a figure's height cannot exceed the smallest gap it is moving through. The castle door from the Fortress of the Archkyrie has an 8-height gap. The Laur Wall archway has a 7-height gap.

Bok Bur Na has a Height of 5, so he can walk under the overhang on the left because the gap is 5 high. He may not walk through the overhang on the right because the gap is only 4 high.

Flying

Many figures have the **Flying** special power. This power is complex, and the rules for Flying are often omitted from Army Cards due to space limitations. 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 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.
- It does not take falling damage.

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.

Effects That Occur During Attacks vs. After Attacking

Game effects that occur during an attack happen before effects that occur after an attack. These are two distinct timing windows. Effects that happen after attacking are preceded by the phrase “After attacking” or “After making an attack.”

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 needs line of sight only to the targeted figure. For example, Killian Van III targets an enemy figure in line of sight with his **Blunderbuss Special Attack**. If there is another enemy figure adjacent to the target behind a wall and not in line of sight, that figure is still affected by the attack. Some attacks, like Line X attacks and Moltenclaw's **Burning Breath Special Attack**, specify that line of sight is required for all affected figures.
- 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, any figure that was targeted rolls defense dice first. Then, the attacking player chooses the order in which other affected figures roll defense dice.

Attacks that Draw a "Straight Line" through Multiple Figures

Some special attacks, such as the **Twister Special Attack** used by Ewashia, Master of Tides, require players to draw a straight line from the initial target a certain number of spaces, affecting each figure in those spaces. Affected figures roll defense dice separately, starting with the initially targeted figure and proceeding along the line in sequence until all figures have made their defense rolls.

Other special attacks, such as Decker the Burrow Breaker's **Drill-Drive Special Attack**, trace a straight line through other figures as the attacking figure moves along that line. In these cases, affected figures roll defense dice separately in the order they were moved through.

Repeating Special Attacks

A figure may use a special attack only once during its turn unless that Special Attack says that it can be used more than once in a turn.

Range

Range is determined by the minimum number of spaces from one figure to another figure, counting range to the closest hex.

Determining Clear Sight to a Figure

Many special powers require “clear sight” to the target figure, which is different from line of sight. To determine if a figure has clear sight to another figure, get behind the figure's Target Point and determine if it can "see" any part of the target figure (even if that part is outside of the figure’s Hit Zone). If it can, it has clear sight to the target figure. Figures do not have clear sight to themselves.

Clear Sight vs. Line of Sight

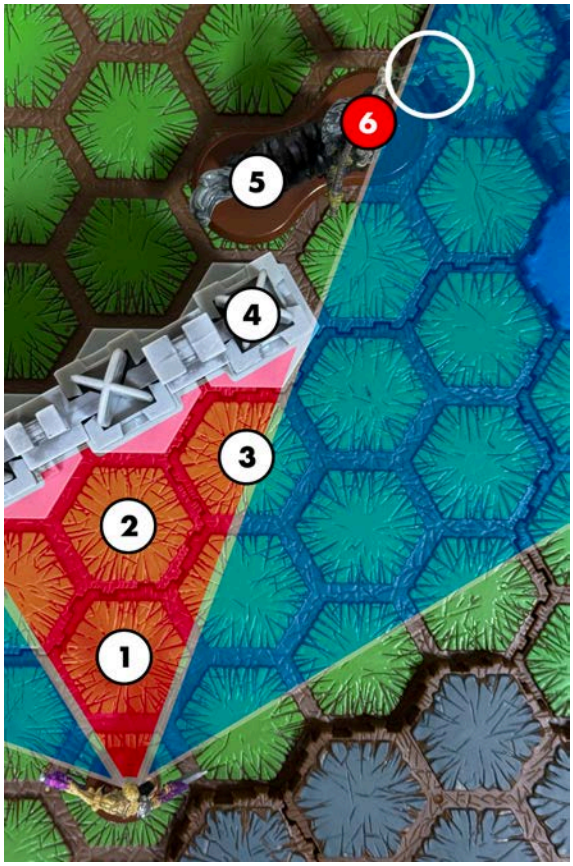
To have clear sight to a figure, you must be able to see any part of that figure from the measuring figure’s target point. Line of sight is a subset of clear sight. To have line of sight to a figure, you must be able to see the hit zone of the figure from the measuring figure’s target point.

Determining Clear Sight to a Space

Some special powers require clear sight to a target space. A figure has clear sight to a space if it occupies that space or it has clear sight to a figure that occupies that space. If there is no figure on a space, place a Wound Marker in the middle of that space. If the figure has clear sight to the Wound Marker, it has clear sight to the space. Remove the wound marker after determining clear sight.

Determining Range and Line of Sight to a Double-Space Figure

- When determining range to a double-space figure, use the closest part of its base. For example, a Greatbow Archer is targeting Queen Maladrix. The front half of her base is six spaces away, while the back half is 7 spaces away. Queen Maladrix is at range 6 of the Greatbow Archer.
- It is possible to have range to the front half of a double-space figure, but for Line of Sight to be obstructed to the front half of that figure because of a cliff or other obstacle. As long as Line of Sight can be drawn to another part of the figure’s hit zone, it counts as being in range of the front half and within line of sight.



Bok Bur Na has a Range Value of 5. He is at Range 5 of the back half of Halushia, but does not have Line of Sight to it. However, he has Line of Sight to the front half of Halushia, so Bok-Bur-Na can attack.

Attack Keywords:

Some special attacks contain keywords in their subheader. These keywords stand in for rules that are often too wordy to easily fit on a card. The rules for these keywords can be found below:

Explosion X

A special attack with “Explosion X” in the subheader requires line of sight only to the initial target of the attack. For an Explosion 1 attack, all figures adjacent to the target are also affected. For an Explosion 2 or higher, all figures within X spaces of the initial target (friendly and enemy) are also affected. For example, an Explosion 1 special attack affects the initial target and all figures adjacent to that target. An Explosion 2 special attack is applied to the initial target and all figures within 2 spaces of that target. After a figure is chosen as the initial target, the attacker rolls dice equal to the value of the attack once for all figures affected by the attack. Affected figures roll defense dice separately, starting with the initial target of the attack and then proceeding in an order of the attacker’s choice.

Note: The attacking figure can be affected by its own attack. If the attacking figure is destroyed during an Explosion attack, all affected figures must still defend.

Line X

A special attack with "**Line X**" in the subheader follows a unique resolution sequence. To resolve a **Line X** attack, choose a number of spaces equal to the X value in a straight line, beginning with a space adjacent to the attacking figure. All figures on those spaces who are in line of sight are affected by the **Line** attack, regardless of elevation. Roll attack dice equal to the value of the attack once for all figures affected by the attack. Affected figures roll defense dice separately, starting with the figure closest to the attacker and proceeding along the line in sequence until all figures have made their defense rolls. *Note: If a figure uses a Line attack into an overhang, it affects the figures on all levels in the line of attack, as long as that attacking figure has line of sight to those figures. In this case, the attacker chooses the order in which those attacks are resolved.*

Terrain:

Placing Terrain

Certain game effects can place terrain beneath figures or glyphs that are already on the battlefield if it "fits normally." Fitting normally means that the terrain can be placed on the space according to the normal rules for Heroscape terrain.

- Figures and glyphs do not prevent a tile from fitting normally.
- If molten lava is placed under a glyph, the glyph is removed.
- If molten lava is placed under a figure, that figure must roll to see whether it is destroyed.

Timing:

Simultaneous Effects

- Resolve one effect at a time. After one given effect is resolved, other effects can only resolve if their conditions are still met.
- If one player has multiple effects they control that can be applied at the same time, they may choose which one to resolve first.
- Effects in a given time window that take effect "immediately" are resolved before any effects that do not say "immediately".
- Effects that require moving out of a timing window (e.g. powers whose effect involves taking a turn with a card, or an effect that causes you to repeat the move or attack actions) cannot be resolved until all other effects that could be applied in that timing window are resolved.
    - For example, Queen Maladrix is adjacent to two Deathreavers. She attacks 1 Death Reaver and destroys it. Queen Maladrix has Double Attack, which allows her to make an additional normal attack after attacking. However, the above rule supersedes that additional attack, allowing the Deathreavers player to move up to 2 Deathreavers before Maladrix makes her second attack.

- If there are multiple effects that could resolve at the same time, first resolve an effect caused by terrain or core mechanics (e.g. lava damage, falling damage).
    - For example, at the end of a round a player has 1 Exile of the Sundered Sea on a Lava Field and 1 Exile on a glyph of Wannok. Because the Lava Field is a terrain mechanic, that player must first roll for Lava Field damage, then roll for the glyph of Wannok.
- Once there are no terrain/core effects to be resolved, first resolve effects controlled by the player who controls the card that is taking a turn. (If it is not during a card turn, then first resolve an effect controlled by the player taking a turn.)
- If there are remaining effects controlled by different players who have not taken a turn and/or effects that are not controlled by any player, roll a 20-sided die for each effect, and resolve the one with the highest result first.

Victory Conditions

Unless otherwise specified by the victory condition, victory conditions are checked at the end of each player turn.

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.

Army Card Errata

Acolarh
Crest of the Valkyrie
LEAF OF THE HOME TREE AURA: When any Elf you control within 8 clear sight spaces of Acolarh would take enough wounds to be destroyed, you may roll 10 Ullar Valkyrie dice before removing the figure. If you roll at least 3 Ullar symbols, ignore any wounds that figure would have taken. Acolarh's Leaf of the Home Tree Aura does not affect Acolarh.

Agent Skahen
Skahen's Rescue
COVER FIRE: After Agent Skahen attacks with a normal attack, if she inflicted one or more wounds, you may move one Tricky figure you control who follows Vydar and is within 8 clear sight spaces of Agent Skahen up to 4 spaces. You cannot use Cover Fire to move Agent Skahen.

Airborne Elite
Rise of the Valkyrie
GRENADE SPECIAL ATTACK
Range 5. Attack 2. Explosion 1.
The Airborne Elite may only use Grenade Special Attack once per game. If they do, all attacking Airborne Elite must use Grenade Special Attack. If neither the attacking Airborne Elite nor the targeted figure are under an overhang, no line of sight is needed.

Anubian Wolves
Utgar's Rage
UNLEASHED FURY: At the start of Anubian Wolves' turn, roll the 20-sided die. If you roll a 1, choose an Anubian Wolf you control and destroy it. If you roll any other result, increase the Attack Value of this card until the end of the Anubian Wolves' turn, as follows. If you roll 2–6, add 1 to its Attack Value. If you roll a 12–15, add 3 to its Attack Value. If you roll a 16–19, add 4 to its Attack Value. If you roll a 20, add 8 to its Attack Value.

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 to that Blastatron's Attack Value for every Vydar Soulborg you control adjacent to the defending figure.

Brandis Skyhunter
Champions of the Forgotten Realms
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.

Brave Arrow
Blackmoon's Siege
CONCEALMENT 10: If Brave Arrow is targeted and would take 1 or more wounds from an attacking figure that is not adjacent, roll the 20-sided die. Count the minimum number of spaces between the attacker and Brave Arrow. Add this number to your roll. If you roll a 10 or higher, ignore those wounds.

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.

Charos
Orm's Return
IMPROVED COUNTER STRIKE: When Charos successfully defends against a normal attack from an adjacent figure, that figure takes 1 wound for each excess shield.

Crixus
Thora's Vengeance
ONE SHIELD DEFENSE: When comparing Crixus's shield results to an attacker's skull results,

if there are more skull results then shield results and at least one shield was rolled, Crixus blocks all skulls except for 1.

Deathreavers
Thora's Vengeance
SCATTER: After a Deathreaver you control is attacked by an opponent's figure with a normal attack, 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.

Deathstalkers
Thora's Vengeance
MAUL: When making a normal attack against a Small or Medium figure, if you roll a skull on every die, the defending figure cannot roll defense dice.

Deathwalker 9000
Rise of the Valkyrie
RANGE ENHANCEMENT: Soulborg Guards you control with a Range Value of 4 or more that are adjacent to Deathwalker 9000 add 2 to their Range Value.

Dreadnoughts of Caraway Cavern
Age of Annihilation
THE CAPTAIN'S WAY: At the start of the game, choose a Unique Captain in your Army to be the Dreadnoughts of Caraway Cavern's Captain for this game. When attacked by a non-adjacent figure, add 1 to the Defense Value of a Dreadnought of Caraway Cavern if their chosen Captain is within 4 clear sight spaces.

Dünd
Orm's Return
CRIPPLING GAZE: At the start of Dünd's turn, you may choose a figure within 5 clear sight spaces of Dünd. Roll the 20-sided die. If you roll a 15 or higher, remove all Order Markers on the chosen figure's Army Card.

Estivara
VENOM RAY SPECIAL ATTACK
Range 5. Attack 3.
If Venom Ray Special Attack would inflict at least 1 wound, roll the 20-sided die for Venom Damage.

- If you roll a 10–19, add 1 to the number of wounds inflicted and roll again for Venom Damage.
- If you roll a 20, destroy the defending figure.

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.

Girushia, Grove Keeper
Age of Annihilation
GIFT OF THE FOREST: At the end of a round, if Girushia is within 1 space of a tree or bush, you may remove 1 Wound Marker from this Army Card.

Glinerva the Kyrie Warrior
Revna's Rebuke
CONCEALMENT 17: If Glinerva is targeted and would take 1 or more wounds from an attacking figure who is not adjacent, you must roll the 20-sided die. Count the minimum number of spaces between the attacker and Glinerva. Add this number to your die roll. If you roll a 17 or higher, ignore those wounds.

Glyph of Kelda (Healing)
Only figures with one or more Wound Markers can move onto this Glyph. When one of your figures ends its movement here, remove all Wound Markers from it. This Glyph cannot be placed symbol-side up in any scenario you may create.

Greenscale Warriors
Champions of the Forgotten Realms
LOYALTY TO THE LIZARD KING: At the start of the game, choose a Unique Lizardfolk Hero or Unique Large or Huge Dragon in your Army to be the Greenscale Warriors' Lizard King. A Greenscale Warrior adds 1 to its Attack and Defense Values while its chosen Lizard King is within 2 clear sight spaces.

Grimnak
Rise of the Valkyrie
CHOMP
Before attacking, you may choose 1 small or medium figure adjacent to Grimnak. If the chosen figure is a Squad figure, destroy it. If the chosen figure is a Hero figure, roll the 20-sided die. If you roll a 16 or higher, destroy the chosen Hero.

Gurei-Oni
Aquilla's Alliance
EVIL EYE DEFENSE: When Gurei-Oni successfully defends against a normal attack from a non-adjacent attacking figure, inflict 1 wound on the attacking figure for each excess shield.

Horned Skull Brutes

Moltenclaw's Invasion
EXPENDABLE RABBLE: If a Horned Skull Brute you control is attacked with a normal attack by an opponent's figure and would receive 1 or more wounds, you may destroy a small Goblin figure you control that is adjacent to that Horned Skull Brute to ignore those wounds.

Ice Troll Berserker
Moltenclaw's Invasion
The Ice Troll's coverings are a hit zone.

Izumi Samurai
Rise of the Valkyrie
COUNTER STRIKE: When an Izumi Samurai successfully defends against a normal attack from an adjacent figure that is not a Samurai, the attacking figure takes 1 wound for each excess shield.

Johnny "Shotgun" Sullivan
Jandar's Oath
Johnny's jacket is a hit zone. The brim of his hat is not a hit zone.

Kaemon Awa
Dawn of Darkness
QUICK RELEASE SPECIAL ATTACK: Range 4. Attack 4. Kaemon Awa may attack up to 2 times with Quick Release Special Attack.

COUNTER STRIKE: When Kaemon Awa successfully defends against a normal attack from an adjacent figure that is not a Samurai, the attacking figure takes 1 wound for each excess shield.

Kato Katsuro
Defenders of Kinsland
KATO KATSURO'S COMMAND: After revealing an Order Marker on Kato Katsuro, instead of taking a turn with him, you may take a turn with one of the following that you control:

- 1 Samurai Hero
- 1 Samurai Squad
- 1 Ashigaru Harquebus Squad and/or 1 Ashigaru Yari Squad. You may choose which Squad to activate first.

Any figure in the above list that is taking a turn instead of Kato Katsuro must be within clear sight of Kato Katsuro before moving.

Kee-Mo-Shi
Dawn of Darkness
TOXIC SKIN 17: At the end of Kee-Mo-Shi's turn, you must roll the 20-sided die once for each figure adjacent to Kee-Mo-Shi. If you roll a 17 or higher, that figure takes one wound. Soulborgs are not affected by Toxic Skin 17.

Knaves of the Silver Scimitar
Age of Annihilation

THE CAPTAIN'S WAY: At the start of the game, choose a Unique Captain in your Army to be the Knaves of the Silver Scimitar's Captain for this game. When attacked by a non-adjacent figure, add 1 to the Defense Value of a Knave of the Silver Scimitar if their chosen Captain is within 4 clear sight spaces.

Kozuke Samurai
Thora's Vengeance
COUNTER STRIKE: When Kozuke Samurai successfully defend against a normal attack from an adjacent attacking figure that is not a Samurai, the attacking figure takes 1 wound for each excess shield.

CHARGING ASSAULT: Before moving with an unengaged Kozuke Samurai, you may add 3 to that Samurai's Move Value if that Samurai could move adjacent to an enemy figure with the increased Move Value. If a Samurai uses Charging Assault, it must end his movement adjacent to an enemy figure.

Krakenling
Age of Annihilation
WARP SPACE: Instead of moving normally with a Krakenling, you may place that Krakenling on an empty space within 4 spaces. If a Krakenling is engaged when it starts to Warp Space, it will take any leaving engagement attacks.

ELDRITCH SWITCH: After moving normally with a Krakenling, that Krakenling may switch spaces with an adjacent single-space figure. Figures moved by Eldritch Switch never take any leaving engagement attacks.

Loviatäk
Age of Annihilation
DEADLY STRIKE: When rolling attack dice with Loviatäk, each skull rolled counts for one additional skull.

MacDirk Warriors
Jandar's Oath
HIGHLAND FURY: At the start of the game, choose a Human Champion in your Army. While that Champion is in play, MacDirk Warriors increase their Attack Value by 1 for each Wound Marker on the chosen Hero. MacDirk Warriors cannot attack their chosen Human Champion.

Marrden Hounds
Jandar's Oath
WILD PACK MOVEMENT: At the start of Marrden Hounds' turn, roll the 20-sided die. Increase the Move Value of this card until the end of the Marrden Hound's turn, as follows. If you roll a 1–3, add 1 to its Move Value. If you roll a 4–6, add 3 to its Move Value. If you roll a 7–20, add 7 its Move Value

Marrden Nagrubs
Swarm of the Marro

HIVELORD LIFE BONDING: Before taking a turn with Marrden Nagrubs, you may first take a turn with any Hivelord you control. At the start of that Hivelord's turn, you may destroy 1 adjacent Marrden Nagrub you control. If you do, remove 1 Wound Marker from the chosen Hivelord's Army Card.

Marro Drones

Utgar's Rage

HIVE SWARM: At the start of Marro Drones' turn, roll the 20-sided die. If you roll a 1–12, you may move and attack with up to 3 Marro Drones you control. If you roll a 13–16, you may move and attack with up to 6 Marro Drones you control. If you roll a 17–20, you may move and attack with up to 9 Marro Drones you control.

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.

Master of the Hunt

Moltenclaw's Invasion

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

MORTAL STRIKE: When an opponent's Unique Hero takes 1 or more wounds from a normal attack from this Master of the Hunt, roll 1 combat die for each wound inflicted in that attack. For each additional skull rolled, the defending figure takes 1 wound.

Microcorp Agents

Jandar's Oath

STEALTH ARMOR 15: When a Microcorp Agent would take 1 or more wounds, roll the 20-sided die. If you roll a 15 or higher, ignore those wounds.

Migol Ironwill

Blackmoon's Siege

DEADLY STRIKE: When rolling attack dice with Migol Ironwill, each skull rolled counts for one additional skull.

ONE SHIELD DEFENSE: When comparing Migol Ironwill's shield results to an attacker's skull results, if there are more skull results then shield results and at least one shield was rolled, Migol blocks all skulls except for 1.

Mimring

Rise of the Valkyrie

Mimring can use his horns as a secondary Target Point.

FIRE LINE SPECIAL ATTACK

Attack 4, Line 8.

Minions of Utgar
Utgar's Rage
DEADLY STRIKE: When rolling attack dice with a Minion of Utgar, each skull rolled counts for one additional skull.

Mohican River Tribe
Blackmoon's Siege
CONCEALMENT 19: When a Mohican River Tribesman you control is targeted by and would take 1 or more wounds from an attacking figure that is not adjacent, roll the 20-sided die. Count the minimum number of spaces between the attacker and the Mohican River Tribesman. Add this number to your die roll. If you roll a 19 or higher, ignore those wounds.

Omnicron Snipers
Mallidonn's Prophecy
DEADLY SHOT: When rolling attack dice with an Omnicron Sniper, each skull rolled counts for one additional skull.

Othkurik
Battle for the Underdark
Othkurik can use his neck spikes as a secondary Target Point.

Parmenio
Zanafor's Discovery
DISCIPLINED INFLUENCE: At the start of the game, you may choose any Unique Army Card in your Army. For this game the chosen card's personality is Disciplined, regardless of what is listed on the card.

SACRED BAND DEFY DEATH 15: When an adjacent Sacred Band figure you control would take 1 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.

Rhogar Dragonspine

DRAGON BREATH SPECIAL ATTACK
Attack 3. Line 3.

Roman Legionnaires
Malliddon's Prophecy
SHIELD WALL: When defending with a Roman Legionnaire, increase that Roman Legionnarie's Defense Value by 1 for each adjacent Roman Legionnaire you control, to a maximum of +2.

Sharwin Wildborn
ARCANE RIPOSTE: When Sharwin Wildborn successfully defends against a normal attack, inflict 1 wound on the attacking figure for each excess shield.

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.

TACTICAL DISENGAGEMENT 7: If Sir Dupuis would take 1 or more wounds from a leaving engagement attack, roll the 20-sided die. If you roll a 7 or higher, ignore those wounds.

Shades of Bleakewoode
Dawn of Darkness
SOUL DEVOUR 19: At the start of Shades of Bleakewoode's turn, each Shade of Bleakewoode you control may choose an adjacent Unique Hero. Roll the 20-sided die once for each Shade. If you roll a 19 or higher, destroy that Shade of Bleakewoode, then take control of the chosen Unique Hero and remove any Order Markers on its Army Card. You now control that Army Card.

Shiori
Age of Annihilation Promo
KIERU 14: If Shiori is attacked with a normal or special attack and would take 1 or more wounds, roll the 20-sided die. If you roll a 14 or higher, you may place Shiori on an empty space within 2 spaces of Shiori that is not more than 6 levels above or below Shiori's level. If you do, ignore those wounds.

Shurrak
Warriors of Eberon
KNOCKBACK: After Shurrak attacks, you may roll the 20-sided die for each small or medium figure Shurrak attacked this turn that was not destroyed by that attack, one at a time. If you roll a 14 or higher, place that figure on any empty space within 3 clear sight spaces of Shurrak. The

space must be on the same level as or lower than its current location. A figure moved by Knockback never takes any leaving engagement attacks. A non-flying figure moved lower by Knockback can take any falling damage that may apply.

Sonlen
Swarm of the Marro
DRAGON HEALING: At the start of Sonlen's turn, you may choose Sonlen or a Hero figure within 4 clear sight spaces of Sonlen. Roll the 20-sided die. If you roll a 15 or higher, remove one Wound Marker from the chosen Hero's Army Card.

Sujoah
Aquilla's Alliance
POISON STING SPECIAL ATTACK
Range 1. Attack 4.
If Poison Sting Special Attack would inflict at least 1 wound, roll the 20-sided die for Poison Damage:

- If you roll a 10–19, add 1 to the number of wounds inflicted and roll again for Poison Damage.
- If you roll a 20, destroy the defending figure.

Swog Rider
Utgar'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
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.

Tagawa Samurai
Zanafor's Discovery
COUNTER STRIKE: When Tagawa Samurai successfully defend against a normal attack from an adjacent attacking figure that is not a Samurai, the attacking figure takes 1 wound for each excess shield.

Tagawa Samurai Archers
Dawn of Darkness
COUNTER STRIKE: When Tagawa Samurai Archers successfully defend against a normal attack from an adjacent attacking figure that is not a Samurai, the attacking figure takes 1 wound for each excess shield.

Tandros Kreel
Battle for the Underdark

CLEAVE: When Tandros Kreel attacks an adjacent figure**,** before rolling attack dice, you may choose 1 Squad figure that is also adjacent to Tandros Kreel. If the defending figure takes any wounds from Tandros Kreel's attack, the chosen figure takes 1 wound.

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

Torin
Champions of the Forgotten Realms
EVIL EYE PROTECTION: When Torin or an adjacent friendly Small or Medium Utgar figure successfully defends against a normal attack from a non-adjacent figure, the attacking figure takes 1 wound for each excess shield.

Ulginesh
Defenders of Kinsland
MIND LINK: After revealing an Order Marker on Ulginesh, instead of taking a turn with him, you may take a turn with up to 2 other Elf Wizards you control. Any Elf Wizard that is taking a turn instead of Ulginesh must be within 6 clear sight spaces of Ulginesh before moving.

Xenithrax the Vineweaver
Age of Annihilation
Xenithrax can use her horns as a secondary Target Point.

Xiamara the Kyrie Warrior
Revna's Rebuke
AMULET OF PAIVATAR: When a Kyrie you control who follows Ullar within 6 clear sight spaces of Xiamara the Kyrie Warrior would receive 1 or more wounds, you may roll the 20-sided die. If you roll an 8–16, ignore all but 1 wound. If you roll a 17 or higher, ignore all wounds. Amulet of Paivatar does not affect Xiamara.

Zetacron
Aquilla's Alliance
DEADLY SHOT: When rolling attack dice with Zetracron, each skull rolled counts for one additional skull.

Rules Errata

Rope Ladders
Rope ladders are affixed to the edge of a terrain tile, and allow adjacent figures to quickly climb up and down and attack figures at the other end.

A figure is at the top of a rope ladder if it is on a space the rope ladder is attached to. A figure is at the bottom of a rope ladder if it is on the space below the rope ladder and the bottom of that rope ladder is no higher than the figure's Height above that figure's base.

While moving, a Small, Medium, or Large single-space figure at the bottom of a rope ladder may count the distance to the space at the top of that rope ladder as 1 level.

While moving, a Small, Medium, or Large single-space figure at the top of a rope ladder may count the rope ladder as 1 level of elevation. If the rope ladder ends 1 or more spaces above the space below it, the figure will fall the remaining distance.

While attacking, a figure that is at the top or bottom of a rope ladder may consider itself to be adjacent to the figure at the other end of that same rope ladder.

Toxic Water Tiles
Toxic Water counts as water but does not stop movement. A figure on Toxic Water subtracts 2 from its Defense Value. A double-space figure that is on both Toxic Land and Toxic Water tiles subtracts only 2 from its Defense Value, not 3.

Cannons
Instead of attacking normally, a figure that is adjacent to a cannon and is not engaged may rotate the cannon on its space, then perform a Cannon Fire Special Attack. For this attack, measure line of sight from the barrel of the cannon and measure range from the cannon's space. Each cannon may only be used to make this special attack once per Player Turn.

CANNON FIRE SPECIAL ATTACK
Range 8. Attack 3. Explosion 1.
Destructible Objects never roll defense dice against Cannon Fire Special Attack.

Cannons are Height 2.

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 other "after attacking" movement powers like the Deathreaver's Scatter?
A: Both effects have the same timing window, so the active player resolves **Cover Fire** first, then the defender resolves **Scatter**.

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.

Battle Copter
Yo, Joe!
Q: Does Battle Ready trigger before you would reveal an Order Marker on an Army Card that has all of its figures destroyed?
A: Yes. You still reveal the Order Marker on the Army Card even if you would normally not get to take that turn.

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.

Cainak, Private Eye
Secrets of the Citadel

Q: Guilty McCreech is destroyed on my opponent's Player Turn, then after that Player Turn I take a turn with Cainak due to Pick up the Trail. It is then my Player Turn where I reveal an Order Marker on and take a turn with Nishi Souta. Can Souta use Call for Backup to take a turn with Cainak or is she considered to have already activated this Player Turn?
A: You can use Call for Backup to take a turn with Cainak. Cainak's bonus turn is its own special Player Turn outside the normal Player Turn sequence and any "once per player turn" effects would reset before and after it.

Charos
Orm's Return
Q: Does Charos' Improved Counter Strike work against Samurai?
A: Yes it works against everyone. No one is safe from Charos.

COBRA Flight Pod
Yo, Joe!
Q: Does Battle Ready trigger before you would reveal an Order Marker on an Army Card that has all of its figures destroyed?
A: Yes. You still reveal the Order Marker on the Army Card even if you would normally not get to take that turn.

Corvynn the Rotbeak
Secrets of the Citadel
Q: Can Durnipia use Bloodstitcher 15 on a figure adjacent to Corvynn if that figure is not adjacent to Durnipia?
A: No. Eyes in the Sky only affects clear sight and Bloodstitcher 15 requires adjacency.

Crimson Twins
Yo, Joe!
Q: If Misaerx inflicts the 6th wound on The Crimson Twins and both of them are then destroyed, does she remove 1 Wound Marker due to Life Drain or 2.
A: 2. She has destroyed two figures and therefore removes 2 Wound Markers.

Q: If Grimnak destroys 1 Crimson Twin figure with Chomp, what happens?
A: The figure is destroyed and the other Crimson Twin carries on with the full remaining Life pool.

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.

Decker the Burrow Breaker
Age of Annihilation
Q: If Decker goes through a Krav Maga Agent with Drill-Drive Special Attack, can that Krav Maga Agent use Stealth Dodge against the attack?
A: Yes, if the Krav Maga Agent is not adjacent to Decker when the attack is rolled. If Decker the Burrowbreaker ended that movement next to the Agent, then no, Stealth Dodge could not be used.

Q: Can I choose the order that figures are affected by Decker's Drill-Drive Special Attack?
A: No. Similar to other "straight line" powers like Fire Line, there is a natural ordering to the figures that are affected. Figures roll defense dice in the order decker moved through them.

Q: If Decker is killed by a leaving engagement attack while moving with Drill-Drive Special Attack, do you still roll to attack the figures that Decker had already moved through?
A: No. If Decker is killed before he ends his Drill-Drive movement, no attack takes place.

Deflectatron
Age of Annihilation
Q: Does Magnetic Deflector Shield apply to enemy units as well?
A: Yes.

Q: Can units adjacent to 2 Delfectatrons change 2 die results to shields?
A: If the Deflectatrons are controlled by different players, yes. If they are controlled by the same player, no.

Q: Do auras with clear sight requirements (Raelin, Taelord, etc.) still work on units adjacent to the aura unit if the aura unit is also adjacent to a Deflectatron?
A: No. Adjacency allows a figure to ignore clear sight only while making attacks.

Q: What does "Magnetic Deflector Shield is negated while adjacent to another figure with the Magnetic Deflector Shield Special Power" mean?
A: If a Deflectatron is adjacent to another Deflectatron, both Magnetic Deflector Shield special powers have no effect.

Durnipia
Secrets of the Citadel
Q: Does I'll Do It Myself trigger before you would reveal an Order Marker on an Army Card that has all of its figures destroyed?
A: Yes. You still reveal the Order Marker on the Army Card even if you would normally not get to take that turn.

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.

Ewashia, Master of Tides
Battle for the Wellspring
Q: Ewashai is within one space of a water tile, can she use her Twister Special Attack even if she does not have clear sight to that water tile?
A: Twister Special Attack does not require clear sight. However, tiles must be visible to the *players* in order to have an effect on the game (see "Terrain Tiles" in the Rules Errata section).

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.

Gelryie Vanguard
Age of Annihilation
Q: Does a Gelryie Vanguard get to roll extra defense dice from Defend the Deep against a Special Attack from an attacker with height advantage?
A: Yes. Even though the attacker does not get to roll an extra attack die, the attacker still has height advantage, so Defend the Deep still applies.

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.

Girushia, Grove Keeper
Age of Annihilation
Q: If Isamu uses Vanish to escape an attack and moves adjacent to Girushia, what happens with Wicked Thorns?
A: Vanish requires that Isamu does not end his movement adjacent to an enemy figure, so Girushia cannot roll for Wicked Thorns because Isamu is not on a space where he can end his movement.

Q: If Brunak uses Carry and places a small or medium figure next to Girushia, can Girushia roll for Wicked Thorns?
A: Yes. Obviously it does not matter if the figure's movement ends, and that figure isn't taking a turn so the attack reduction does not matter. But Wicked Thorns may inflict a wound. The same ruling applies for figures that are placed from off of the battlefield, for example from the Zombies of Morindan's Zombies Rise Again Special Power.

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.

Haluchott, Corruptor of Beasts
Embers of War
Q: Since you can use a special attack instead of a normal attack, could Haluchott use Staff of the Long Hand "before using her normal attack" then replace her normal attack with another Staff of the Long Hand?
A: No. Haluchott may attack with Staff of the Long Hand Special Attack once per turn, either before, instead of, or after using Haluchott's normal attack.

Isamu
Fields of Valor
Q: If Isamu uses Vanish to escape an attack and moves adjacent to Girushia or Vrono, what happens with Wicked Thorns/Sharp Thorns?
A: Vanish requires that Isamu does not end his movement adjacent to an enemy figure, so Girushia/Vrono cannot roll for Wicked/Sharp Thorns because Isamu is not on a space where he can end his movement.

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.

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.

Knaves of the Silver Scimitar
Age of Annihilation
Q: Does the extra defense die from The Captain's Way apply if my chosen Unique Captain has been Mind Shackled or otherwise controlled by the opposing player?
A: 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.

The Kraken
Thormun's Thunder
Q: Does Summon the Kraken allow me to reposition a tentacle that is already on the board?
A: Yes. You can either place a tentacle that has not yet entered the game or you may move a tentacle that is on the board. If you move a tentacle with Summon the Kraken it will take any leaving engagement attacks.

Q: Does The Kraken's 'Warp Space' Special Power allow every tentacle to Warp, or just one per turn?
A: Each tentacle has the option to Warp Space instead of its normal movement.

Q: When revealing an Order Marker on a Krakenling to place a Kraken tentacle with Summon the Kraken, do you have to place that tentacle next to the Krakenling subsequently taking a turn?
A: No. You can place the Kraken tentacle next to any Krakenling, as revealing the Order Marker on the Krakenling's card occurs before choosing which Krakenling to activate.

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 take in one turn?
A: That figure can only take 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
Utgar's 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 takes 1 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: Affected figures roll defense dice separately, starting with the figure closest to Mimring and proceeding along the line in sequence until all figures have made their defense rolls.

Misaerx the Kyrie Warrior
Age of Annihilation
Q: Is Misaerx's considered to be a Kyrie?
A: No, her species is Undead.

Q: If Misaerx uses Life Drain Spirit and is placed on the Army Card of a figure that has Life Drain to begin with, do the abilities stack?
A: No.

Q: Do I have to place Misaerx's Figure on an Army Card after she is destroyed?
A: No.

Q: If Misaerx is placed on an Army Card to give that card Life Drain, can Life Drain be negated by Morsbane's Rod of Negation?
A: Yes, as the card has gained that Special Power.

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.

Molten Crustaceans
Boiling Tension
Q: My Molten Crustacean is destroyed by a normal attack and I roll a 19+ for Volcanic Carapace. Do I still place a lava field tile if I'm out of molten lava tiles?
A: Yes, if you have any left and it fits.

Q: What happens if a Zombie of Morindan destroys a Molten Crustacean?
A: According to the text of Zombies Rise again, the Zombie of Morindan is placed "immediately." Therefore, the Zombies Rise Again triggers first and a zombie is placed. Then, Volcanic Carapace triggers and a lava tile is placed under the Zombie. If a molten lava tile is placed, the Zombie must then roll to see whether it is destroyed.

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.*

Necrotech Reavers
Thormun's Thunder

Q: If I use the Necrotech Reavers' Scavenged Parts Special Power to replace a Reaver with a Ghoulgrip and the figure is next to Girushia, Grove Keeper, does that count as moving adjacent to Girushia and therefore trigger Wicked Thorns?
A: No. Replacing a figure is not movement.

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 Counter Strike 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.

Omnicron 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.

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.

Raakchott, Steward of Death
Age of Annihilation
Q: If a figure is destroyed within 3 clear sight spaces of Raakchott when it is not someone's turn, such as from an effect like Lava Field or Glyph of Wannok, does Raakchott still get a Consume marker and can they get more than one?
A: Yes, they still get a Consume Marker. Raakchott may acquire multiple Consume Markers when figures are destroyed while it is no one's turn since Consume the Dead says "You cannot place more than one Consume Marker on this card **each turn**."

Revnan Acolytes
Boiling Tension
Q: Can I place a new Revnan Acolyte using Risen by Revna even if all my Revnan Acolytes have been destroyed?
A: Yes, because their text references destroyed figures and is therefore active even if all figures from the Army Card have been destroyed.

Roman Archers
Malliddon'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.

Scarlett
Yo, Joe!
Q: Does Scarlett need to attack something in order to move with Lethal to the Bone?
A: Yes.

Q: When using Lethal to the Bone does she need to make an additional attack, does she need to both move and attack or can she do only 1 of those?
A: Each part of Lethal to the Bone is optional, so she can move and not attack, not move and attack, or do both.

Serpentor
Yo, Joe!
Q: Does I'll Do It Myself trigger before you would reveal an Order Marker on an Army Card that has all of its figures destroyed?
A: Yes. You still reveal the Order Marker on the Army Card even if you would normally not get to take that turn.

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: You retain control of Sir Hawthorne, because no player can have more than one copy of a Unique Army Card in their Army.

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.

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.

Taelord the Kyrie Warrior
Secrets of the Citadel

Q: If Taelord gives Loviatäk a skull with Onslaught Aura, does it get doubled by Deadly Strike?
A: Yes. The Onslaught Aura “adds 1 skull *to the roll*” and Deadly Strike says that “each skull rolled counts for one additional skull.”

Takanawa Kaiga
Secrets of the Citadel
Q: Can Takanawa Kaiga use The Blade Thirst on any turn or only his own?
A: He may use The Blade Thirsts only on his own turn.

Q: Does Takanawa Kaiga need to make an attack to use The Blade Thirsts or is it referring to the attack step?
A: Kaiga must attack a figure in order to use The Blade Thirsts.

Tandros Kreel
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.

Tanuki Tricksters
Boiling Tension
Q: Can a Tanuki Trickster figure that attacked but did not move be moved by Tanuki Aruki?
A: Yes.

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 Deepwyrm 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.

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.

Wing Commander Tuck Harrigan
Rising Tide
Q: I am playing an Army with Vorid Glide Strikers and Wing Commander Tuck Harrigan, both of which have effects that trigger "before revealing an Order Marker". If I place a Vorid Glide Striker using Glider Landing, then successfully roll for Tuck's Glide In, can I place Tuck and then move the Glide Strikers Order Marker to Tuck's Army Card?
A: Yes. Both effects occur simultaneously, so as the active player you can choose the order in which you want those effects to occur.

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.

Other 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 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-spaced figure at any point during its movement (including before and after moving it).

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: 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 a double-spaced figure only during its move, so keep Line of Sight in mind while moving it.*

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.

Treasure Glyphs

Q: If a Hero is destroyed while carrying a Treasure Glyph but the Glyph does not fit on the space that figure occupies due to an obstacle or terrain feature being in the way, what happens?
A: The Glyph cannot be placed and is therefore removed from the game.

Q: If a Hero is destroyed by molten lava while carrying a Treasure Glyph, what happens?
A: If a glyph would be placed on Molten Lava, it is instead immediately destroyed.