



V 1.4

BASIC RULES

When do you apply negative MODs for Skills, Equipment, and Weapons, and who do the MODs apply to? For example when using CC Attack (-X).

The value of an Attribute, Burst, Damage, Ammunition, MOD, number of uses... will only apply when using that Skill, Weapon or Equipment. If the Skill, Weapon, or Equipment requires any targets, the MOD will only apply to those targets.

Do State MODs all stack with each other? For example, if a Trooper is in IMM-B and Targeted State, do they apply a -6 MOD to all their Reset Rolls?

Yes.

Is the number of Troopers you kept back in the Deployment Phase Open Information?

Yes. At the end of a player's main deployment step, they must announce how many Troopers they have kept back.

During your main part of the Deployment Phase, can you reposition Troopers, Deployables, etc?

Yes, but as soon as you make a Roll, check Coherency, or ZoC, the positions of those Troopers, Deployables etc. are fixed and they cannot be repositioned.

For example, you can reposition a Trooper as many times as you want, but after you create a Fireteam and adjust the placement of the Fireteam members during the Coherency Check, you can no longer reposition any member of that Fireteam.

In the Deployment Phase do you have to check ZoC when a Trooper uses Minelayer, or Coherency when deploying Decoys or Holoechoes?

Yes, but your opponent must look away so that you can check the ZoC/Coherency without revealing Private Information.

When do Unconscious, Dead or Sepsitorized Troopers leave a Combat Group?

Unconscious Troopers are still part of their Combat Group. Dead or Sepsitorized Troopers are not part of any Combat Group.

What happens if a Trooper loses and gains points of W/STR or has States inflicted and cancelled simultaneously? For example, if an Engineer cancels a Trooper's IMM-A State at the same time as the Trooper is hit by a Riotstopper.

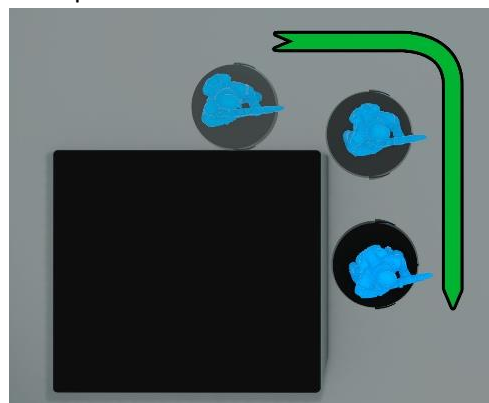
Apply the positive effect to the Trooper first. Then apply the negative effect. For example, make the Engineer's WIP Roll to cancel the Trooper's IMM-A State, then make the PH-6 Saving Roll against the Riotstopper's PARA ammunition. This can result in the original IMM-A State being cancelled and a new State being inflicted.

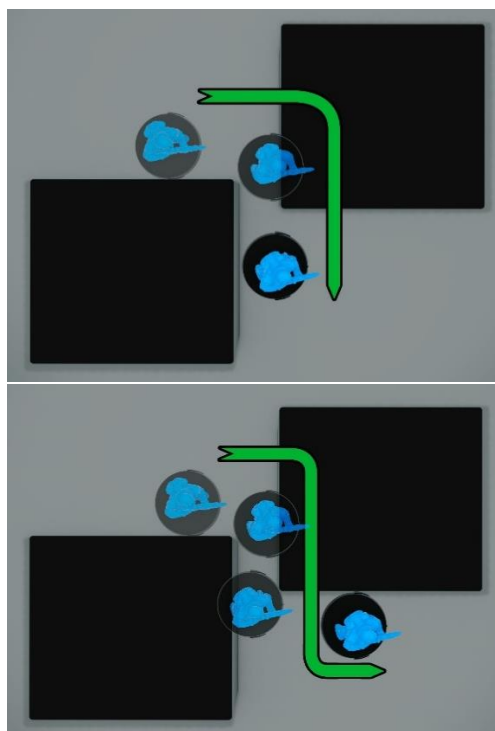
MOVEMENT MODULE

While using Move or Climb, can you move 'through' a corner or overhang the edge of the surface, in the same way that you can move through a space that's half the width of the Trooper's base?

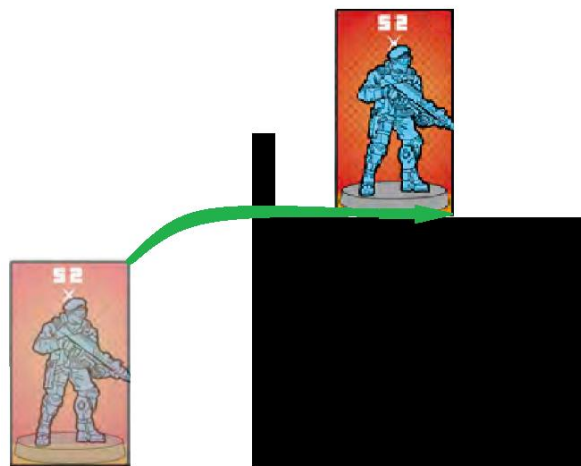
No. If the space is wide enough for the Trooper's full base, you must use the full base.

Examples:





than the Silhouette height), movement while Jumping or Climbing is facilitated. This makes these movements easier and gives extra value to Troopers with Super-Jump and Climbing Plus. As we can see in the image, the Jump path is the same even without the parapet.



COMBAT MODULE

BALLISTIC SKILLS (BS)

Do Skills that let you perform a 'BS Attack Roll' (for example Intuitive Attack and Speculative Attack), or have the BS Attack Label, count as a BS Attack for MODs? For example if the Trooper has 'BS Attack (+1 Damage)' or 'BS Attack (AP)'.

Yes.

Is it possible to use the Speculative Attack Trait while making a BS Attack (Guided)?

No.

How are Jump and Climb movement measured?

When measuring Jump or Climb movement, you can measure from any point of the Trooper's Silhouette at the start of the movement, but you must measure to the base's outer edge and underside at the end of the movement. The Trooper can vault over obstacles (parapets etc.) that are equal to or lower than the height of their Silhouette as normal.

Development team note: By gaining distance from the Silhouette and allowing the Trooper to ignore parapets (as long as they are equal to or lower

QUANTRONIC COMBAT (HACKING)

When do you apply the Firewall MODs for enemy Repeaters?

The Firewall MODs will only apply if using the enemy Repeater to use a Hacking Program against an enemy Hacker. If you are in the Zone of Control of an enemy Repeater, it is not mandatory to use the enemy Repeater.

How does Controlled Jump work in ARO?

A Controlled Jump ARO can be declared against a Combat Jump Entire Order anywhere on the table, or against any Skill in the Hacker's Hacking Area.

As an ARO to a Combat Jump Entire Order, Controlled Jump is resolved before the Combat Jump PH Roll is resolved, and will affect that PH Roll. Alternatively, the Hacker can wait until the PH Roll has been resolved, and declare a non-Controlled Jump ARO, if applicable.

How do multiple uses and opposed uses of Controlled Jump work?

A Trooper using Combat Jump can be affected by a maximum of one Controlled Jump Program per side. If both sides have Controlled Jump running, the effects of both Programs are cancelled.

Can a Hacker in IMP-2 State (via Cybermask) use the Surprise Attack Special Skill if they don't have Surprise Attack listed on their Unit Profile?

No. If the Trooper doesn't have the Surprise Attack Special Skill, the Trooper cannot use it.

AMMUNITION AND WEAPONRY

Do Pistols with (+1B) or (+2B) apply the additional Burst in CC Mode?

Yes, but only in the Active Turn.

Do Smoke Grenades etc. cause Guts Rolls?

No. Attacks with no Damage value that do not inflict States do not cause Guts Rolls.

How does the Disposable Trait interact with Burst values higher than 1?

Each additional Burst uses up a Disposable use. For example, a Trooper with a Panzerfaust (a two-use weapon with B 1) and BS Attack (+1B) must make an attack with B 2, consuming in a single Order the two projectiles available in the Panzerfaust, so the Panzerfaust will be unloaded and the player must place an Unloaded Token next to the Trooper.

How are Deployables destroyed?

When a Deployable's Structure Attribute is reduced to 0, it must be removed from the game table.

SKILLS AND EQUIPMENT

COMMON SKILLS

When using Place Deployable and declaring where the Deployable will be placed, what happens if a Trooper moves into that space before the Conclusion of the Order?

The Trooper that declared Place Deployable may place the Deployable in a different position (still following the Place Deployable rule), and if this is not possible, the Deployable will be lost.

SPECIAL SKILLS

If multiple Troopers use Surprise Attack against the same target, for example via a Coordinated Order, or a Controller and Peripheral, do the Surprise Attack MODs stack with each other?

No. Each Trooper's Surprise Attack MOD will be applied separately. For example, if a Trooper is the target of two attackers using Surprise Attack, they will only suffer one Surprise Attack MOD if they Dodge, or Attack one of the Active Troopers.

How does Combat Jump onto a rooftop work?

A Trooper declaring the Combat Jump Entire Order can land on a rooftop, but cannot claim Partial Cover during that Order.

Which bullets of the Impetuous Special Skill only apply to Impetuous activations?

All bullets related to movement apply only during the Impetuous activation. The Partial Cover and Marker State bullets apply at all times.

During the Impetuous Phase, How should an Impetuous Trooper move when it has already reached the enemy's Deployment Zone?

It can move normally inside the enemy Deployment Zone.

Do Impetuous activations generate AROs?

Yes. The Trooper counts as having had an Order spent on them, and the normal Order Expenditure Sequence applies.

How does Immunity (Total) interact with Plasma Weapons, and with Sepsitor?

Immunity (Total) cancels the special effects of any ammunition, considering them Normal Ammunition. Plasma weapons use Normal Ammunition, but their Saving Roll is ARM+BTS, so one ARM and one BTS Saving Roll will be made. Sepsitor should have the State: Sepsitorized Trait, and therefore does not work against targets with Immunity (Total).

How do Sixth Sense, Zero Visibility Zones and Multipectral Visor Level 1 interact?

If the Trooper with Multispectral Visor Level 1 and Sixth Sense is the target of a BS Attack through a Zero Visibility Zone, they ignore the -6 MOD for drawing LoF through the Zero Visibility Zone.

Which Automatic Skills or Equipment have to be declared when in a Marker State?

Automatic Skills and Equipment that alter how an Order activates a Trooper, or restrict AROs, must be declared when used in Marker State. For example, using NCO to spend the Lieutenant Special Order, or using Stealth.

Are G: Jumper Trooper AROs limited to LoF or ZoC?

No. The Active Proxy Token can be moved, and Inactive Proxies can use Dodge and Reset AROs, whenever AROs are generated.

How do Dogged and No Wound Incapacitation interact with Coup de Grâce, and with Troopers that have STR instead of Wounds?

An Unconscious Trooper that has activated the Dogged or No Wound Incapacitation Special Skills cannot be the target of a Coup de Grâce, the standard CC Attack Rolls must be made.

If the Trooper has STR instead of Wounds, losing a further point of their STR Attribute will have the same effect as losing a further point of their Wounds Attribute - they enter the Dead State.

Can you use Berserk if you start the Order in Engaged State?

Yes. Berserk can be declared while in Engaged State.

Can a Dodge avoid the CC Attack part of a Berserk Entire Order?

No, Berserk cannot be evaded with a Dodge. A Successful Dodge Roll will only allow the Trooper to move and cancel the Engaged State.

Can Berserk be used while in a Fireteam?

Yes. Only the Troops with Berserk will perform the Skill, the rest will perform an Idle and the Team Leader will be the only one performing the CC Attack.

A Trooper with Strategos and Lieutenant (+1 Order), can replace both Special Lieutenant Orders with two Regular Orders?

Yes.

How does Inspiring Leadership interact with Lieutenants?

Inspiring Leadership only works if the Trooper is the current Lieutenant on the table.

If you pick, for example, a Seed Soldier with Forward Observer and Combi Rifle, does the Seed-Embryo Profile have them, or only the Developed Profile?

Only the Developed Profile.

Does Stealth work against Reactive Troopers outside Zone of Control?

Yes. Stealth applies to Reactive Troopers who do not have Line of Fire to them, including Hackers who are outside their Zone of Control and do not have Line of Fire.

If several Troopers are activated at once (for example a Coordinated Order or a Fireteam) and one of them uses Stealth while outside a reactive Trooper's ZoC or Hacking Area, can the Trooper that used Stealth be chosen as the target of AROs?

Yes, but the ARO will become an Idle if the Stealth user does not declare a Skill that allows AROs.

How do Engineer, GizmoKits, and Unconscious State interact?

If a Trooper with STR is in Unconscious State, successful use of a GizmoKit or the Engineer Special Skill on them will restore the Trooper to 1 STR and cancel their Unconscious State. But the Unconscious State would be the only State cancelled by the Engineer, to cancel other States must use another Order.

How does Protheion interact with Coup de Grâce, and with the State: Dead Trait?

In both situations, the target passes to Dead State and the Protheion user counts as inflicting a single Wound.

A Trooper that has activated No Wound Incapacitation, uses Protheion recovering 1 point of its Wound Attribute value. What happens to the No Wound Incapacitation status?

The owner of No Wound Incapacitation can be healed through a Special Skill, such as Protheion. When doing so, the Trooper recovers one point of his Wound Attribute, and returning to Normal state, then, the No Wound Incapacitation Token (NWI) is removed.

What happens if the target of a Protheion user fails more Saving Rolls than are needed for it to enter Dead State? For example if an Unconscious target fails two or more Saving Rolls.

Any additional failed Saving Rolls will have no effect, and will not give the Protheion user any Wounds.

Do the BS Attack bonuses apply to the Combat Jump (Explosion) Special Skill?

No.

Should Booty allow a re-roll if you already have the item?

No.

How do Remote Presence, STR, and the Dogged and No Wound Incapacitation Special Skills interact?

You can activate Dogged or No Wound Incapacitation when the Trooper enters any level of Unconscious State, but not if the Trooper is already in Unconscious State.

Can a Non-Lethal Attack against a target with Immunity (Total) be a Face to Face Roll? For**example if using a Flash Pulse against a Dog Warrior.**

Yes. It is a Face to Face Roll - Immunity (Total) doesn't take effect until you've been hit, which is after you've made the Face to Face Roll.

Are Tactical Awareness Orders generated if a Trooper is off-table during the Order count? For example via Airborne Deployment or Hidden Deployment?

No. The second bullet of Tactical Awareness states that the Trooper must be on the game table as a Model or Marker, and Airborne Deployment or Hidden Deployment Troops aren't.

Can a Pilot use the Tactical Awareness or Lieutenant Order generated by the TAG profile?

No. The Pilot does not have the Tactical Awareness or Lieutenant Special Skill, so cannot be activated with the Order.

If a TAG is in a Fireteam and the TAG's Pilot or Pilot (Remote) Dismounts, will the Pilot be a member of the Fireteam?

Yes. The Pilot will take the TAG's place as a member of the Fireteam, and vice-versa if the Pilot Mounts the TAG again.

If a Pilot (Remote) is in a Fireteam and the TAG regains control with a successful Reset (removing the Pilot from the gaming table), does the TAG take the Pilot's place in the Fireteam?

No.

How does the Peripheral (Synchronized) Special Skill interact with multiple close combats in the Active Turn? For example if a Chimera and a Pupnik are in one close combat, and a second Pupnik is in another combat?

You have to choose one Trooper per combat. Each combat have to follow the Close Combat with Multiple Troopers rules.

What happens if the Spearhead of a Peripheral (Control) Control Unit enters a Null State?

The player must immediately designate a new Spearhead.

Can a Trooper that has failed to Discover an Impersonation Marker retry to Discover it if it has changed its level of Impersonation?

Yes, because they are different Markers.

Does Discover benefit from the Targeted state?

Yes, it does. Discover says to apply the same MODs as in a BS Attack.

What happens if another Model or Marker, ally or enemy, occupies the space where a Trooper with Hidden Deployment is placed and this Trooper wants to spend an Order or declare an ARO?

The Trooper is revealed as close as possible to the original position, but never in Silhouette Contact, even in ARO.

If a Trooper with Camouflage (1 Use) deploys as a Model, can the Trooper enter Camouflaged State during the game? Does this change if the Trooper fails an Infiltration Roll?

Yes, the Trooper can enter Camouflaged State later in the game. If the Trooper attempted to deploy as a Marker and failed the Infiltration Roll, they have used the Camouflaged State and cannot enter it later in the game.

Using Super-jump, if Move plus Jump is declared (or vice versa) could the Trooper use the first value of their MOV Attribute for both Skills?

No.

How does Super-Jump work when activating multiple Troopers and not all of them have the Super-Jump Special Skill?

If the Troopers declare Jump as a Short Skill, then any of the Troopers that don't have Super-Jump will perform an Idle instead. If the Troopers declare Super-Jump as an Entire Order, they can all Jump but the Troopers with Super-Jump will be able to add both their MOV values together.

What happens when a Trooper uses the Explode Special Skill and the template affects an allied Trooper?

The template is cancelled, but the user of Explode still enters Dead State.

EQUIPMENT

What happens if a Trooper with SymbioMate is hit by Spotlight?

Spotlight doesn't trigger the SymbioMate, because it doesn't cause a Saving Roll.

How do Hidden Deployment and Holoecho States interact?

If a Trooper deploys in Hidden Deployment State and in Holoecho State, the player must write down the positions of the three Holoechoes on the game table, and which of them is the real Trooper. When the Trooper's Hidden Deployment State is cancelled you must perform a Coherency Check. Any Holoechoes that are out of Coherency have their Holoecho State cancelled.

Do Holoechoes block Line of Fire?

Yes.

How are TinBots taken into account for deployment or interacting with them?

TinBots are purely aesthetic and are just reminders of the Trooper's equipment, even if represented by a Token or Model. A Trooper's TinBots are not placed on the table until the Trooper is placed on the table as a Model.

COMMAND MODULE

When making Strategic Use of a Command Token to place a Trooper in Suppressive Fire State, how does this interact with Marker States, nearby enemy Mines etc?

The Trooper has not declared an Order, and will not trigger enemy Deployable Weapons etc. However, any States, Fireteam membership etc.

that would be cancelled by declaring a Suppressive Fire Entire Order will be cancelled.

Can the Order provided by an Isolated Trooper be transformed into a Regular Order with a Command Token?

No.

If a Trooper uses an Airborne Deployment Skill to deploy onto the table via a Coordinated Order or an Impetuous activation, what happens to their own Order?

In this situation they will lose their own Order.

STATES

Do Possessed TAGs count as enemies to Troopers in their original Army List, and as allies to the Possessing force?

Yes, they do. The correct version of Possessed can be found in the Combat Module, on p66.

How does the Possessed State interact with Pilots, Dismounting, and Escape Systems?

When a TAG is in Possessed State, its Pilot cannot Mount or Dismount. If a TAG 's Escape System takes effect while the TAG is in Possessed State, the operator profile will not be in Possessed State.

How does Isolated State interact with Hacking Programs that are not granted by a Hacking Device?

While in Isolated State all the Trooper's Skills and pieces of Equipment with the Comms Attack or Comms Equipment Labels or Traits (Hacking Device, Repeater...) are disabled. In addition, all their Hacking Programs are disabled.

Does a Trooper in Disconnected State or Unconscious State (including those in Shasvastii-Embryo State) prevent an enemy from re-entering Marker State, or cancel their Cautious Movement?

No.

What happens if a Peripheral or their Controller enters Isolated State?

The Peripheral will enter Disconnected State at the end of that Order. If the Peripheral's or Controller's Isolated State is cancelled, this will also cancel the Peripheral's Disconnected State.

Do Peripherals in Disconnected State still activate with their Controller?

No. A Peripheral in this State cannot be activated, or declare Orders or AROs.

What happens to the Special Lieutenant Order if the Lieutenant enters Isolated State?

If the Order has not been spent, it is lost and cannot be used, whether by the Lieutenant or by a Trooper with the NCO Skill.

Can an NCO in Isolated State use the Special Lieutenant Order?

No.

How does Tactical Awareness interact with the Isolated State?

Isolated State does not affect Tactical Awareness. The Trooper generates their extra Irregular Order and can use it.

TRAITS

Does Double Shot work in ARO?

No.

FIRETEAMS

When are a Fireteam's Composition Bonuses checked?

A Fireteam's Composition Bonuses are Private Information until the Resolution step of an Order in which their player declares BS Attack or Discover, when the MODs of the Rolls are determined.

If a Trooper with Frenzy is in a Fireteam and causes damage to an enemy, do they become Impetuous in the States Phase after leaving the Fireteam?

No. The Trooper has to cause damage while they are not a member of a Fireteam.

Can a Controller be part of a Fireteam or Coordinated Order if its Peripheral is Isolated, Disconnected, Dead, etc?

No.

Can a Fireteam's Burst Support Bonus be combined with other Burst MODs and bonuses? For example, with Enhanced Reaction in ARO?

Yes. For example, a Remote can add the Burst Support Bonus to its Burst 2 ARO from Enhanced Reaction, giving it Burst 3 in ARO.

ITS

If a Pilot or Remote Pilot has a Supply Box, an item from a Panoply or any Synched Civilians, what happens if the Pilot or Remote Pilot Mounts his TAG again?

The TAG will have the Supply Box or item from the Panoply and will have any Civilians Synched to them. The same applies if the Pilot or Remote Pilot Dismounts from a TAG that has a Supply Box, an item from a Panoply or any Synched Civilians.

Do Pilots or Pilots (Remote) count towards Dominating a ZO?

No.

How do Iguana and Anaconda Operators interact with Army Points, Victory Points, and Dominating ZOs?

If the Operator profile is on the game table:

- They are worth the Victory Points of their TAG profile.
- In scenarios with the Killing rule, the unit does not count as Killed until the Operator profile is Killed.

Countermeasures: If both players fulfill the Classified Objective card Objectives at the end of Player Turn or in the same Order, which player will fulfill the Current Mission Objective?

Both players would count this current Mission Objective as accomplished.

If I choose a Trooper with G: Jumper as Master Breacher (or another seasonal special operative), do all Proxies count as Master Breacher?

No. Only one of the Proxies you choose will be the Master Breacher.

CHANGE LOG N4 RULEBOOK v2.1

(Page 92) Modification of Requirements and Effects of the Chain of Command Special Skill.

(Page 122) Modification of the seventh bullet of the Holoecho State Effects.