

NS

FAQS

V 0.0

BASIC RULES

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

In their main Deployment Phase step, players can reposition Troopers, Deployables, etc. As soon as a Roll or measurement is made for those game elements, their position is fixed, and they cannot be repositioned during the Deployment Phase.

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.

MOVEMENT MODULE

Which Skills and AROs allow a Trooper to enter or cancel Prone State?

A Trooper can enter or cancel Prone State when performing any Skill or ARO with the Movement Label (except Jump and Berserk).

If a Trooper enters Prone State at the end of their move, how does this affect the distance they can move?

It doesn't. They move normally and then finish the end of the move prone.

Can you vault while Climbing or Jumping?

Yes. Climb and Jump follow the General Movement Rules, including vaulting.

COMBAT MODULE

BALLISTIC SKILL (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 (SR-1)', 'BS Attack (+1 SD), or 'BS Attack (AP)'.

Yes. Note that +1 SD MODs don't apply to Long Skills.

When firing a Direct Template Weapon, can you fire 'round' corners to hit secondary targets that are not in LoF from the firing Trooper?

No.

QUANTRONIC COMBAT (HACKING)

Does Controlled Jump affect the deployment of Speedballs?

No. Controlled Jump only applies to Troopers.

AMMUNITION AND WEAPONRY

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.

This also applies to weapons that place a Deployable Weapon or Equipment on a successful Roll, such as Disco Ballers, Pitchers, and Drop Bears (BS Mode).

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.

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 Stealth.

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, so will not benefit the Protheion user.

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.

Do Troopers with Aerial Special Skill activate Weapons with the Boost Trait?

No, as it is not possible to enter Silhouette contact with Aerial Troopers.

If several Troopers are activated at once (for example a Coordinated Order or a Fireteam) and generate AROs, can any of the AROs target Active Troopers that are using Stealth?

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

EQUIPMENT

Can anything be placed on or end a move on Deployable Cover?

No.

COMMAND MODULE

STATES

Does a Trooper in Disconnected State or Unconscious State prevent an enemy from re-entering Marker State, or cancel their Cautious Movement?

No.

TRAITS

FIRETEAMS

Can the BS Attack (+1 SD) and +1 BS Fireteam Bonuses be applied to Discover?

No.

ITS

Do Neutral Troopers like HVTs block movement?

No. They don't block movement.

How does Spotlight work for the Telemetry and HVT: Designation Classified Objectives?

These Classified Objectives are accomplished if the appropriate number of successful Rolls are made with Spotlight. It is not necessary for the target to enter Targeted State.

If a Trooper is carrying a scenario element such as a Supply Box, what happens if the Trooper enters a Marker State?

A Trooper carrying a scenario element cannot enter Marker State.

Area of Interest - How do AROs interact with Activate Communication Antenna?

After the Specialist Troop's first Basic Short Skill of the Order, **one** enemy Hacker who is in an Area of Interest and has been granted an ARO (for example via LoF or Hacking Area) can declare an 'Oppose Activation' ARO.

If 'Oppose Activation' **isn't** declared, after the Specialist Troop declares Activate Communication Antenna as their second Short Skill, **one** enemy Hacker in an Area of Interest is granted an ARO, which can **only** be used to declare 'Oppose Activation'.

'Oppose Activation' is the only ARO that results in a FtF WIP Roll against Activate Communication Antenna. Any other ARO will be a Normal Roll.

Crossing Lines - Does the Superior Deployment rule affect the deployment of Netrods or Imetrons?

No. They can be deployed as an exception.

Akial Interference - When one of your cards is chosen for Emit Akial Interference, and the Roll fails, can it be chosen again when declaring the Skill?

Yes. The card is not considered used until you succeed in the Roll.

Akial Interference - A Common Classified Objective can only be accomplished after it has been drawn. How does this interact with the Predator Objective card?

If Predator is drawn, any Kills from before it was drawn do not count towards accomplishing it.

Akial Interference - How do players keep track of which cards they have used to Emit Akial Interference?

Each player can use whichever method they prefer. Some players use coins from ITS packs, dice, or even IMM-A or IMM-B markers as analogues for Player A/B tokens.

Crossing Lines - During Impetuous Activations, which enemy Deployment Zone do Troopers move towards?

To the nearest one. If both players are unsure, you can measure which Deployment Zone is closest.