THE OTHER SIDE: JANUARY 2019 FAQ

CORE RULES

1. Can a Combined Arms Fireteam without the Commander Special Unit Rule take the “free” Morale Action provided to a Commander unit when it receives an Order?
   a. No.

2. Can a unit with a “Versatile” Action take the Action as part of its given Order during its Activation?
   a. Yes. However, each Action on an Asset with the Versatile ability may only be taken once per Activation.

3. When placing a unit, is every Fireteam considered to be placed at once or are they placed one at a time?
   a. Every Fireteam is considered to be placed at once and must be done in a way so that as many Fireteams follow the initial placement effect as possible.

4. If a Fireteam is positioned on a Marker of the same size so as to perfectly cover it, can other Fireteams come within base contact with the Marker?
   a. Yes.

5. If a game effect would take place during a move, do I finish the move or does the game effect take place immediately?
   a. The game effect would take place immediately during the move. After resolving the game effect, the move then continues, if able.

6. If a printed Game Card and the Game Card within the Core Rulebook have different abilities, Actions, effects, or text of any kind, which should I follow?
   a. Follow the text of the printed Game Card. If there has been an Errata, follow the newest Errata Game Card.

7. If a unit has an Action that requires discarding a resource of some type (cards, Tokens, etc.) and the player cannot discard that resource, can the Action still be declared?
   a. No, effects that require discarding a resource of some kind are treated as special restrictions that must be met before the Action may be declared.

8. Are Combined Arms Fireteams attached to Squads (such as the Cutter and Walker) considered Squad Fireteams?
   a. No. As such, they are not affected by game effects that specify Squad Fireteams (such as the Champion Rule).

9. Does a Combined Arms Fireteam attached to a Squad unit have to follow Formation?
   a. Yes, a Combined Arms Fireteam attached to a Squad unit must follow Formation as they are a Fireteam within the Squad unit (but are not Squad Fireteams themselves).

10. Can you play a Stratagem in between Activating the two units of a Coordinated Strike?
    a. No.
11. Can terrain have both the Concealing and Blocking Terrain Traits?
   a. No, terrain should either be Concealing or Blocking. The Blocking Terrain Trait should be used if the terrain cannot be seen through, such as impassable walls or magical darkness. Concealing should be used if the terrain obscures view but vision into the terrain is possible.

12. When does a Fireteam suffer the effects of Hazardous terrain?
   a. A Fireteam suffers the effects of Hazardous terrain if it starts its Activation in base contact with the terrain or after resolving any movement effect in which the Fireteam came into base contact with or moved through Hazardous terrain.

13. If a Fireteam moves out of an enemy Fireteam’s engagement range, does it suffer the full effects of the enemy Fireteam’s Action or only a Hit at the Action’s declared Strength?
   a. The disengaging Fireteam suffers the full effects of the Action as though it succeeded with a Margin Value of 0. If the disengaging Fireteam is killed by the Action, it is treated as having been killed by the enemy Fireteam.

14. If a Commander does not share an Allegiance with that player’s declared Allegiance, can that Commander be chosen for that player’s Company?
   a. No, unless that player’s chosen Envoy provides their Company the Syndicate Ability (such as The Guild and Court of Two), in which case Commanders from that Allegiance may also be chosen.

15. Can a unit exceed its Asset limit during a game?
   a. No, unless the effect that would attach the Asset specifies otherwise.

16. When an Action has a range with a ◆, does the Acting player flip one card and every valid target in range flip against it or does the Acting player make perform a duel against each target individually?
   a. The Acting player must perform a duel against each target individually.

17. If a unit Reinforces from an effect, does it still have to discard a Reinforcement token?
   a. Yes.

18. If an effect specifies that it Summons a unit that has been Killed this game, does the Summoned unit come into play with the Assets or Tokens from when it was Killed?
   a. No, the summoned unit is a new unit entirely and is not tied to or affected by any effects that were affecting the “Killed” unit.

19. Can a unit Disable and Scrap an Asset at the same time to reduce the damage it suffers by both the Asset’s Disable and Scrap Value?
   a. Yes.

20. Can a player perform a Coordinated Strike as part of the first Activation of a Turn?
   a. Yes, but only if the last unit to Activate during the last turn was an enemy unit as a player cannot Coordinated Strike if they have Activated more than one unit since the opposing player’s last Activation.

21. Can a player perform a Coordinated Strike as part of the first Activation of a game?
   a. Yes.

**Abyssinia**

22. What does “Asset to the target” refer to on Kassa Okoye’s Study Repairs trigger?
   a. “Asset to the target” refers to an Asset on the target.

**King’s Empire**

23. If an effect would allow a King’s Empire Fireteam to take a ◆ Action, can the Fireteam take the Action as a ◆ instead, using the Bayonets Ability?
   a. No.
24. If a King’s Empire Fireteam takes a ✂️ Action (using Bayonets) as a result of the Rush Order, does it have to discard a card for the Rapid Maneuvering Ability?  
   a. No.

25. If an enemy Fireteam is killed as a result of an Action generated by Charles Edmonton’s “Volly Fire, On My Mark” Action, would Charles Edmonton flip to Glory as a result of the For King and Country Ability?  
   a. No. Only the friendly Squad that Killed the enemy Fireteam would flip to Glory.

**CULT OF THE BURNING MAN**

26. Can a Cult of the Burning Man Titan use the Dimensional Instability Ability while its base is overlapping another non-Titan Fireteam's base?  
   a. Yes. However, when placed, its base cannot overlap any other Fireteam bases.

27. If a Fireteam uses the Dimensional Instability Ability to leave the engagement range of an enemy Fireteam, does it suffer a Hit for disengaging?  
   a. No.

28. If a Fireteam moves through a Portal using the Dimensional Instability Ability from an effect other than one generated by an Order, can it still resolve movement generated from an Order during the same Activation?  
   a. No.

29. What does “starts in” refer to on the Dimensional Instability Ability?  
   a. “Starts in” refers to a unit starting its Activation in base contact with a Portal.

30. Can a Fireteam use the Dimensional Instability Ability from any instance of base contact with a Portal, such as Tears in Reality or a unit of Stalking Portals moving into base contact with them?  
   a. Yes.

31. Can a Cult of the Burning Man Fireteam use the Dimensional Instability Ability during deployment if it is deployed in base contact with a Portal?  
   a. No.

32. If a Goryshche would prevent an Asset from flipping using the Fast Healing Ability on its Fast Regeneration Asset, can it then Disable that same Asset to reduce the damage a second time?  
   a. Yes.

33. Is Fenton Brahms’ Whispering Madness Ability optional?  
   a. No, if Fenton Brahms’ controller has any cards in hand when Fenton Activates, a card must be discarded and a Shaken token must be given out.

34. When a unit of The Broken takes the Crazed Rambling’s Action if no ☯ are flipped (or ☥� for the purposes of the Touched by the Burning One Trigger), does the Fireteam still take a Hit?  
   a. Yes, the fireteam would suffer a Strength 0 Hit.

**GIBBERING HORDES**

35. How many Fireteams do I place when Summoning a unit as part of the Endless Numbers Ability?  
   a. One.

36. Are Tide Pool terrain pieces markers?  
   a. No.

37. If a Fireteam is moved toward a Tide Pool using the Siren’s Call Action, would it stop as soon as it comes into contact with the Tide Pool?  
   a. No, the Fireteam would move toward the center of the Tide Pool so that the Fireteam’s center is directly over the center of the Tide Pool, if able.
THE OTHER SIDE: JANUARY 2019 ERRATA

CARD UPDATES

- **Abyssinia Allegiance Card**: Change the text of The Long Game Ability to: “If the Activation Phase would end and this Company still has units left to Activate, this Company may choose for the Activation Phase to not end instead.”
- **Abyssinia Allegiance Card**: Change the text of Advanced Prototypes Ability to: “During Scouting, you gain two Prototype Assets per friendly Commander. Any number of Abyssinia units in this Company may Attach a single Prototype Asset, ignoring Asset limits.”
- **Tidal Scepter**: Change the text of Master of the Waves Ability to: “When any Fireteam from this unit starts its Activation in base contact with a friendly Tide Pool, it may place in base contact with any friendly Tide Pool in play.”
- **Alpha Crawler**: Change the text of Give In to Hunger Trigger to: “This Action immediately gains +2 AV for each Reinforcement Token on this unit.”
- **The Burning Man Descends**: Change the text of the effect to: “Choose one Fireteam not already chosen by this effect. It takes a Hit with Strength equal to the number of times this effect has been resolved by this Stratagem (including this effect).”

CORE RULES

- **Pg. 46. “Terrain Traits” Section**: Change the first sentence of the Hazardous # paragraph to: “All Hazardous terrain has a value. If a value isn’t listed, it is treated as having a value of 3.”
- **Pg. 46. “Examples” Section**: Change the Forest (Dense) Example to: “Difficult, Concealing”
- **Pg. 46. Terrain Traits Section**: Change the last sentence of the Hazardous # paragraph to: “Once a piece of Hazardous terrain has caused or modified the Strength of a Hit, it does not affect that Fireteam for the rest of the current Activation.”
- **Pg. 48. Start Phase Section**: Change the first sentence of the Planning paragraph to: “Each player gains Tactics Tokens equal to two Tokens plus two Tokens for every Commander chosen to lead their Company at the start of the game (so a Two Commander game would result in both players gaining six Tactics Tokens).”
- **Pg. 49. “Orders” Section**: Change the text of the Advance Order to: “Any number of Fireteams in this unit may take an Action. All Fireteams in the unit may then move a number of inches up to their Speed AV. When this movement (if any) is complete, any Fireteams that have not already performed an Action generated by this Order this Activation may do so.”
- **Pg. 51 “Example Action” Section**: Change the text of the numbered chart to: “…1. Declare an Action 2. Perform Duels A. Flip Fate Card B. Modify C. Determine Success D. Declare Triggers 3. Resolve Action”.
- **Pg. 52 New Callout: “-” Value: Callout has the following text**: “If a unit is required to take a duel using an AV listed as “-”, the unit is treated as having an AV of 0 and skips the Modify Step of that duel.
- **Pg. 53. “Triggers” Section**: Change the text of the last paragraph: “Sometimes, a Trigger will result in an additional Action. In these cases, the additional Action is taken after the rest of the Resolve Action steps and ignores any Once per Activation or Turn restrictions on the Action (such as the Versatile Ability).”
- **Pg. 56. “Tokens” Section**: Change the text of the Pinned Tokens to: “When a Fireteam in this unit attempts to move, its movement is reduced by 2” for every Pinned Token on its unit. After resolving the movement effect, remove all Pinned Tokens from this unit.”
- **Pg. 56. “Reinforce” Section**: Change the text of the first paragraph to: “As the battle rages on, both sides will draw reinforcements into the fight, allowing them to replenish their numbers and keep fighting for their Allegiance. This typically happens during the Planning Step of the Start Phase.”
- **Pg. 64. Pitched Assault “Victory Conditions” Section**: Change the text of the first paragraph to: “The first time each of these events occurs during a Turn for a Company, that Company scores 1 Victory Point.”
- **Pg. 235: Add the Writhing Coils Asset Card.”