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 $p$, 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.

22. If an effect ignores Low Terrain, such as Yarazi’s Glide or Titan LoS, does it ignore any terrain with a [Low] Terrain Trait or does it only ignore those traits that are [Low]? (08/19)
   a. The effect would only ignore traits that are specified as [Low].

**ABYSSINIA**

23. 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.
24. 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.

25. 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.

26. 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.

27. When resolving the South Wales Borderers Remember Our Mates Ability, does the +2 R to Acting Values also apply to passive Active Values (Sp, Df, Wp, Ar)? (08/19)
   a. Yes. Though the +2 R to the AV has no game effect in these instances.

28. When resolving Samantha Thrace’s “Fire at Will” Action, does each Fireteam in the targeted Squad take an Action or only a single Fireteam in the Squad? (08/19)
   a. Only one of the Squad’s Fireteams may take an action this way.

29. 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.

30. 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.

31. 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.

32. 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.

33. 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.

34. 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.

35. 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.

36. 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.
37. 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.

38. When resolving The Burning Man Descends Stratagem, will multiple cards of the same suit each resolve an effect for the Stratagem? (08/19)
   a. Yes, each card in the Conflict will result in a single effect for six effects total.

**GIBBERING HORDES**

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

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

41. 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

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. 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.

STAT CARDS

- Abyssinia Allegiance Card: Change the text of the 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 the 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.”

- The Burning Man Descends: Change the text of the R 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).”

- Tidal Scepter: Change the text of the 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 the Give In to Hunger Trigger to: “This Action immediately gains +2 AV for each Reinforcement Token on this unit.”

THE OTHER SIDE • FAQ & ERRATA
THE OTHER SIDE: AUGUST 2019 ERRATA

CORE RULES

• Pg. 49: “Acting” Section: Change the text of the second sentence to: “This refers to the currently Activated unit or the Fireteam currently resolving an Order or Action, as appropriate.”

STAT CARDS

• **Kassa Okoye**: Change the text of the Spare Parts Ability to: "When a friendly Titan within 12" an Asset to its disabled side or discards an Asset, draw a card.”

• **Kassa Okoye**: Change the text of the Emergency Repairs Action to: "Target friendly Titan an disabled Asset of your choice. If an Asset was this way, draw a card.”

• **Kassa Okoye**: Change the text of the Sturdy Repairs Trigger to: “ an additional disabled Asset on the target.”

• **Mechanized Infantry**: Change the text of the Tracer Rounds Ability to: "Each time a Fireteam in this unit takes a Action, other Fireteams in this unit gain +1 AV when taking an Action against the same target this Activation.”

• **Margaret Belle**: Change the text of the Shadow Magic Ability to: "When this unit Activates, it may be placed within 8” of its current position. You may discard a Tactics Token to increase this distance to 16”.

• **Artillery Team**: Gain the following Ability: Lobbing Shot: "This unit’s Actions do not require LoS.”

• **Artillery Team**: Change the text of the Heavy Shelling Action to: "Strength 1. Target gains a Shaken Token.”

• **Artillery Team**: While in Glory, Heavy Howitzer gains the following Trigger: Unexploded Ordinance: "If this Action failed, Create a 120mm Hazardous (3) [Low] Landmine terrain piece within 2” of the target, not touching any Fireteams or Terrain.”

• **Keep Calm and Carry On**: This Stratagem gains the following text: "Units Activated this way do not generate Tactics Tokens during this Activation.”

• **The Approaching Convergence**: Change the text of the Stratagem’s effect to: "Create a friendly Portal Marker anywhere in play, not in your opponent’s deployment zone. Place this Stratagem back in your Stratagem Deck.”

• **Immolated Rhino**: Change the text and of the Fire Nova Action to: "(6 v Sp | 0|4”): All enemy Fireteams suffer a Strength 3 Hit, which may not be Cheated.”

• **Immolated Rhino**: Change the text and of the Consumed by Magic Ability to: "Cards in Penetration flips against this unit count as 5 less (minimum 0) unless they are a.”

• **Gibbering Hordes Envoy Card**: The Survival of the Hordes Ability renamed to: “The Survival of the Fittest.”

• **Gibbering Hordes Allegiance/Envoy Cards**: The Survival of the Fittest Ability gains the following text: "Non-Commander Fireteams Killed this way are ignored for scoring purposes in Operations.”

• **Gibbering Hordes Allegiance/Envoy Cards**: Change the text of the Endless Numbers/Hordes Abilities to: "At the start of the Turn, you may discard any number of Tactics Tokens to Summon the same number of friendly non-Commander Gibbering Hordes Squad units that were Killed on the previous Turn. Each unit is Summoned in your Deployment Zone in base contact with a table edge, and may immediately gain a Reinforcement Token and move up to twice its Speed.”

• **Heavy Rains**: Change the text of the Stratagem’s effect to: "Create a friendly Tide Pool terrain piece anywhere in play, not in your opponent’s deployment zone or touching enemy Fireteams. Place this Stratagem back in your Stratagem Deck.”

• **Shark Tooth Necklaces**: The Gang Up Ability gains the following text: "If within 3” of two other Fireteams in this unit, the Acting Fireteam may also add any one suit to these duels.”

• **The Frenzy**: Tear Apart Action renamed to "Sharp Claws” and gained +1 Strength as well as the following Trigger (while in Glory): Tear Apart: "This Action immediately gains Piercing.”

• **Devouring Eel**: Change the text of the Regeneration Ability to: “During Upkeep, this unit gains a Reinforcement Token. When a Fireteam in this unit suffers damage, it may discard a Reinforcement Token to reduce the damage by 1.”

• **Relics of Ancient Malifaux**: Change the text of the Healing Magic Action to: "This Action may be taken once per Activation. Target friendly Fireteam gains a Reinforcement Token. It may immediately Reinforce.”