

MechWarrior: Age of Destruction Errata, Questions, and Answers

Updates Tournament Legal **February 28, 2008**. Updates are also tournament legal in sealed events before this date and/or at WizKids discretion.

All new entries are shown in blue; changes are shown in red.

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MechWarrior: Age of Destruction Pilots FAQ

Q: Some pilot abilities do not say "optional" in them; can I elect to not use a pilot ability during my turn? When does that ability come back into effect?

A: Pilot abilities that do not have "optional" in their text are in effect at all times unless otherwise noted in their rules text. You can not "turn off" pilot abilities. You can elect to not use a pilot ability if it has "optional" in its text.

Updates Tournament Legal September 29, 2007.

Forums: Any clarification made by the Official Rules Arbitrator or MW Game Designer on a Wizkids Games MechWarrior forum is an official clarification and immediately tournament legal. Any rulings (actual changes to the wording of the RoW) are only tournament legal when the FAQ is published on the Wizkid's website. The FAQ will have a Tournament Legal date in it. Updates are also tournament legal in sealed events before this date and/or at WizKids discretion.

The unit and card errata formerly contained in this document has been transferred into a separate document to facilitate ease of use between MechWarrior: Age of Destruction and MechWarrior: Solaris VII rulesets. This separate document is called the **MechWarrior Unit and CEC Errata** document

Current Alliances

House Alliances:

Republic of the Sphere - Highlanders
Clan Nova Cat - Spirit Cats
House Kurita - Dragon's Fury
House Davion - Swordsworn
House Steiner - Stormhammers
Clan Wolf - Steel Wolves

Grand Alliances:

House Kurita - Clan Nova Cat

MechWarrior: Age of Destruction Errata

Replace the first sentence in the second paragraph under **Pushing** (pg. 15) in the **MechWarrior: Age of Destruction** rules with the following:

When a 'Mech with an order token is given an order, it is pushed--but it is not dealt pushing damage.

Add the following sentence to the end of the paragraph on Pg. 18 under VTOLS that starts with Cruising: The movement path of a unit at NOE level may cross the base of a unit at cruising level, but not end overlapping the cruising unit's base.

Replace the last bullet point under VTOL (pg. 18) in the **MechWarrior: Age of Destruction** rules with the following: must immediately be moved to NOE level and remain at NOE level if it gains Salvage special equipment.

Add the following sentence at the end of the first paragraph under Ranged Combat Formations (pg. 30) in the **MechWarrior: Age of Destruction** rules:

The line of fire must pass through the member's front arc and cannot exceed the member's maximum range value or be less than the minimum range value.

Replace the first sentence of the first paragraph on pg. 31 under "Close Combat Formations" with the following: If two or three of your infantry and/or 'Mechs are in base contact with the same single opposing target unit and can make a close combat attack against that target unit, you may designate them a close combat formation.

Replace the second sentence of the second paragraph on pg. 32 under "Hindering Terrain" with the following: "If a unit begins a move occupying anything other than hindering terrain, its movement must end immediately when it would occupy hindering terrain."

Replace the first sentence of second paragraph on pg. 36 under "Situational Alliances" with the following: In order to use a situational alliance card, you must have at least one unit from each of the factions named on the card in your battleforce, and the only other units that may be included in your

battleforce are those with a faction symbol of those factions named in a House or Grand Alliance including the factions listed on the card.

Add the following after the first sentence in the second paragraph on pg. 38 under "Recruiting Pilots" in the **MechWarrior: Age of Destruction** rules: If you assign a gunslinger to a 'Mech with the Wolf Hunters faction symbol, you may give that 'Mech another faction symbol for the game by paying its gunslinger's recruitment cost for that faction. Gunslingers do not pay a recruitment cost for being placed in 'mechs from the Wolf Hunters faction."

Replace the first sentence under **Ruthlessness** (pg. 38) in the **MechWarrior: Age of Destruction** rules with the following:

When this unit succeeds at an attack targeting a single Green-rank opposing figure, it gets +1 to its damage value against that target for that attack.

Add the following terms to the glossary (pg. 41) in the **MechWarrior: Age of Destruction** rules:
full turn: A period of time in the game during which each player has had a chance to complete one turn, beginning with the first player. Also called a "whole turn."

MechWarrior: Age of Destruction Pilots FAQ

Q: Do pilot abilities and bonuses still apply when a 'Mech is shut down? Salvaged?

A: Pilot modifiers apply when a 'Mech is shut down and/or Salvage. If a Pilot Ability causes a 'Mech to move or attack, it cannot be used while shut down. For example, if Cecil Neuman (GS-017) was shutdown, Celerity would not function as the mech can not move while shutdown. Abilities while in Salvage may or may not apply; use your best judgment to determine whether or not they would. For example, if Enrico Fernalli (GS-014) were Salvage, he couldn't be given any close combat orders, but his ability merely says to make a close combat attack. So, he could make the attack, but would most likely need to roll fairly high to do any damage. If Earl Crowhurst (GS-010) were Salvage, he would still be able to receive move orders, and would still be able to use his ability to have his movement path pass between figures in base contact with each other.

Q: I have gunslinger Celina Santos. Her requirements list "Class H" but her speed modifiers only seem to apply to units with the 'Mech speed mode. Does that mean I can't have her pilot a 'Mech with the Quad 'Mech speed mode?

A: Celina's requirements are only that the 'Mech she pilots be a heavy class 'Mech (the 'Mech must have an "H" at the end of its variant name). Icons on the "paddle" part of the card merely point out what modifiers the pilot provides when in a 'Mech. If an icon on the paddle doesn't match an icon on the 'Mech's base, then it simply doesn't provide that modifier to the 'Mech. Celina can pilot a Quad 'Mech of the heavy class, but will not add her modifiers to the unit's speed value.

Q: Some pilot abilities do not say "optional" in them; can I elect to not use a pilot ability during my turn? When does that ability come back into effect?

A: Pilot abilities that do not have "optional" in their text are in effect at all times unless otherwise noted in their rules text. You can not "turn off" pilot abilities. You can elect to not use a pilot ability if it has "optional" in its text.

GS-006 Dean Sohln

Q: My opponent has a unit with the hover speed mode and Evade in base contact with my gunslinger Dean Sohln (GS-006) in his preferred 'Mech. What does he need to roll in order for his unit to break away from my unit?

A: Dean Sohln's ability states that units fail to break away on die roll results of 1-3, regardless of speed mode. However, Sohln's ability doesn't indicate that it is also regardless of special equipment. Your opponent will fail his breakaway roll on a die roll result of 1.

Q: If Dean Sohln in his Xanthos is in base contact with an opposing Dean Sohln in his Xanthos, taking into acct his Outmaneuver pilot ability, what does he have to roll to break away?

A: He will need to roll a 4, 5, or 6 to successfully break away.

GS-007 Sebastian Paschke

Q: When using Sebastian Paschke recruited to Sea Fox and using "No Mercy", if the ranged attack salvages the target can a follow-up attack be made using the Predator Faction ability?

A: No. For Paschke's "No Mercy" ability, the ranged combat attack counts as a second attack. Paschke cannot use the Predator faction ability after the ranged combat attack portion of his "No Mercy" ability.

GS-014 Enrico Fernalli

Q: I use one of my 'Mechs to attack my opponent's gunslinger Enrico Fernalli (GS-014) in his preferred 'Mech. My 'Mech has Rapid Strike, and I elect to use it during my attack. Will Enrico Fernalli's ability allow him to attack my 'Mech after each attack with Rapid Strike?

A: Yes. Enrico Fernalli's ability says, "after an opposing figure resolves a close combat attack against this unit, this unit makes a close combat attack against that figure." Rapid Strike says, "when this unit resolves a close combat attack against a single opposing target figure, make a second close combat attack against that target." In this case after the first close combat attack is resolved, Enrico will make a close combat attack. Then the attacker will proceed with the second attack. After that, Enrico will make another close combat attack.

Q: Both my opponent and I have Enrico Fernalli (GS-014) in his preferred 'Mech in our battleforces. What happens if I use my Enrico to make a close combat attack against his Enrico?

A: If your Enrico resolves a close combat attack against his Enrico, his Enrico will make a close combat attack against your Enrico. Then your Enrico will make a close combat attack against his Enrico. This will continue until one Enrico is eliminated, or the ability is cancelled by one of the players before the attack dice are rolled.

Q: This time I have Enrico Fernalli (GS-014) in his preferred 'Mech in my battleforce, and my opponent has Sebastian Paschke in his preferred 'Mech in his. His Sebastian resolves a close combat attack against my Enrico. After doing so, two things are supposed to happen; my Enrico gets to make a close combat attack against his Sebastian, and his Sebastian gets to make a ranged combat attack against my Enrico. Which one happens first?

A: Since neither effect seems to happen first, refer to the MW:AoD RoW, page 35. "If two effects would resolve at the same time, the active player chooses the order in which they resolve." Your opponent can choose to make his ranged combat attack first, and Enrico will still be able to make his close combat attack after the ranged combat attack resolves.

GS-034 Wiley Rollins

Q: When I make an attack with this pilot, is a natural critical hit ignored? Can I declare I am not using *Double Down* after I see the result of the die roll?

A: If you do not declare that you are not using *Double Down* before you make the attack roll, the +1 damage from the critical hit is ignored. No, you cannot.

GS-038 Anastasia Kerensky

Q: When Anastasia Kerensky uses her pilot ability, do I have to resolve her second and third ranged combat orders in order or may I give another unit an order before proceeding?

A: Yes. When using her pilot ability, Anastasia's orders (where applicable) must be resolved before giving any additional orders to any other units.

GS-053 Rob Juergens

Q: When using the pilot ability "Rampage" and targeting multiple targets, if an attack fails against one target but succeeds against another, does the attack still count as a failure for purposes of this pilot ability? If so, would it get multiple tokens for failing an attack against multiple targets?

A: If an attack against multiple targets succeeds against one target but fails against another, you will still place a token on the pilot's card. If an attack fails against multiple targets, this pilot's card only receives one token.

Q: When using the optional pilot ability "Rampage", is it possible to use less than the total amount of tokens on the card to add to the attack value during an attack?

A: The total amount of tokens must be used, you can not choose a lesser amount.

S7-GS-019 Fearghal Dougal

Q: When using Gunslinger Pilot, Fearghal Dougal S7-GS-019, and his ability "Long Arm of Death", does the target of a close combat attack need to be in his front arc?

A: Dougal's ability, "Long Arm of Death", allows for a close combat attack to be made at the range given by his ability, base contact is not needed, but all other requirements must still be met, the unit must be in Dougal's front arc. The line of fire specified is meant to be drawn from his center dot through his front arc to the base of the target of the CCA.

L-008 Wahab Fusili

Q: When targeting two or more units, one of them being equipped with Legendary pilot L-008 Wahab Fusili, does his special ability 'Noble Sacrifice' make him become the only target?

A: No. Wahab's special ability only comes into play when he is not one of the units already being targeted. His special ability does not allow him to be targeted twice and thus would not take effect when he is already the target of the attack.

L-009 Bounty Hunter

Q: When you have the Bounty Hunter pilot in his preferred 'Mech and are using his special ability 'Just a Job' does he eliminate the other unit's pilot only on a critical miss turned into a critical hit by the ability or also on a normal critical hit?

A: The other unit's pilot is eliminated on a critical hit. This applies if it is a critical miss turned into a critical hit by the special ability or if it is a normally rolled critical hit.

Q: When the Bounty Hunter targets an Ares colossal class 'Mech and uses his special ability 'Just a Job' what pilot does he eliminate? One, All, or Random?

A: When an Ares colossal class 'Mech is the target of 'Just a Job' the pilot CEC eliminated is random. When multiple pilot CEC's are placed in the Ares 'Mechs and a pilot is to be eliminated because of an ability, a die roll is the suggested method to be used.

L-010 Katsuro Sutoku

Q: When Legendary pilot L-010 Katsuro Sutoku uses his 'Above and Beyond' special ability is he considered to be 'pushing' for the second order?

A: Yes. So when calculating the heat gained for the second order, the heat gained for pushing is part of "other heat generated by the second order."

L-016 Moriko Horiama

Q: When Legendary pilot L-016 Moriko Horiama uses the 'Sweeping Blow' ability, who chooses where the opposing unit is being placed 4" away?

A: The controller of the opposing unit chooses the location and facing 4" away from the center dot of Kaminari.

Q: What if the opposing unit affected by 'Sweeping Blow' is a captor, how does this affect that unit?

A: Captors are affected by 'Sweeping Blow' as are any other unit that can be affected by it. Then, per the captive rules, the captive must be placed in base contact with the captor. If there's no room for both of them, the captor cannot move, and takes the pushing damage as described. It is the captor that must be moved 4" away, not the captive. If the captive is a 'Mech, then it cannot be moved per the captive 'mech rules and the captor will receive a click of impact damage per 'Sweeping Blow'.

L-022 Reign O'Broin

Q: Does the pilot ability "Eyes of the Dragon" ignore CEC/SE with acronyms of the word electronic as well as the word electronic itself?

A: Yes, electronic need not be spelled out for the pilot ability to work; acronyms with electronic in the name count as well.

L-042 Phelan Ward

Q: When Phelan's Zellbrigen ability succeeds, can Phelan and the target of Zellbrigen target anyone besides each other?

A: No, both the target and Phelan may only target and attack one another until one of them is eliminated. They may not be attacked or attack any other unit or be affected by other pilot abilities in either player's battleforce.

Q: Can Phelan's "Zellbrigen" be cancelled but James Carrot's "Nice Try" ability?

A: No, once active nothing will cancel "Zellbrigen" except the elimination of either the target or Phelan. "Nice Try" can be used to prevent "Zellbrigen" from being used (a roll being made), but it cannot cancel it once a successful roll has been made.

MechWarrior: Age of Destruction Rules FAQ

Q: If one of my opponents' units is eliminated and it doesn't seem to be a direct result of an order I gave to one of my units, who gains victory points for it's elimination? For example, one of my opponents' units was eliminated because they pushed it until it was eliminated, and another unit was eliminated as a result of damage dealt by a planetary condition card.

A: If an opposing unit is eliminated by that player's controller or it isn't obvious who eliminated it (as in the case of a planetary condition), the player to the immediate left of the player whose unit was eliminated gains victory points only for that unit. That means that if the player who gained victory points for the eliminated unit also had a mission card that required that unit's elimination, the mission is not counted as complete.

Q: If a gear or pilot CEC is eliminated during the game and there is no clear definition of how to account for the CEC's points cost, how are the points scored?

A: If there is no definition of how eliminated CEC's points are scored, they simply disappear; no player receives points for them for any VC score.

Q: Can I bypass a unique unit of my opponent's if I already have that unique in my battleforce, ex. A unique 'Mech, infantry, vehicle or a unique pilot?

A: No, any game effect that would cause you to gain two of the same unique in your battleforce is ignored because you may not have two of the same unique unit or unique pilot in your battleforce.

Q: When is the minimum 1 damage for a 'Mech in a close combat attack applied in the attack sequence?

A: The minimum 1 damage is applied in 6a of the attack sequence.

Q: Am I allowed to click through my opponent's figure dials during a tournament?

A: During a tournament match, the only clicking of dials that can occur are those that are required by game effects such as taking damage, repairing damage, resetting dials at the beginning of a round. Between rounds and before and after a tournament starts it is up to the owner of the figures if their figures may be clicked through or not. It is a matter of courtesy outside the tournament and the tournament rounds. Please refer to MechWarrior Etiquette on page 41 of the Rules of Warfare.

Q: My Wolf Strike Partisan units are painted wrong! Can I still play them?

A: #034 and #036 Partisan, Veteran and Elite. These units have paint schemes that do not match their factions. Regardless they are legal for play. Their bases and unit insignia match.

Q: Can I play either the "Vindication" Warwolf WS #106 or "Deception" Vixen WS #118 in sanctioned Wizkids events?

A: The Wolf Strike units #106 "Vindication" Warwolf and #118 "Deception" Vixen have not been released by WizKids Games, and as such are not tournament legal for play in a sanctioned MechWarrior event.

Assault Combat

Q: So if I have a unit with the VTOL speed mode at NOE level, and I give it a move order to move and make a ranged combat attack, if during the move order I place the unit in base contact with an opposing unit the opposing unit doesn't get a free spin unless I resolve the move order in base contact with the opposing unit. Does that mean that if I give a 'Mech an assault order to make a close combat attack the opposing unit doesn't get a free spin until the order is resolved?

A: No, the opposing unit still may make a free spin if able. Only units with the VTOL speed mode using a move order to make a ranged combat attack are different.

Combat Enhancement Cards (grouped alphabetically by card type)

Q: Are faction pride, situational alliance, and squadron card abilities optional?

A: Yes.

Q: I'm using F-007 in a 900 point battle. This says that "a Swordsworn unit friendly to you gets +1 to its damage value for that turn" and the card's frequency is 1/450, meaning I can use twice during my turn. I can give this bonus to the same unit twice and "stack" the bonus?

A: No. A faction pride card ability cannot be applied to the same unit more than once per turn.

Q: When using F-022 Mercenary Faction Pride, what modifiers are ignored?

A: The Mercenary faction pride card allows a friendly unit to ignore ALL positive modifier's to the target's defense for the first attack that stage. Any modifier granted to the target after the Faction Pride would take effect are ignored for that first attack.

Q: When using F-029 House Kurita Faction Pride, does the ability benefit all House Kurita/Dragon's Fury vehicles, or just vehicles with speed mode VTOL?

A: The ability granted with this faction pride allows for 2 things; 1. It allows Kurita and Dragon's Fury vehicles the ability to make ram special attacks. And 2. It states that any friendly Kurita or Dragon's Fury vehicle making a ram special attack gains +2 to its speed value, deals 3 damage instead of 2, a takes 2 pushing damage instead of 1. If a vehicle with the speed mode VTOL makes such an attack, it is eliminated instead of taking damage.

Q: My gunslinger lists a "recruit cost" of 5, and then shows the Jade Falcon symbol with a 14 next to it and a Liao symbol with an 18 next to it. If I want to put my gunslinger in a 'Mech with the Spirit Cat faction symbol, what recruit cost do I pay? What if I want to recruit my gunslinger AND their preferred 'Mech to the Spirit Cats?

A: If a gunslinger does not individually list the faction you want to recruit to and doesn't list the faction with a line through it, you pay the recruit cost. In this case, the recruit cost is 5 points to put this gunslinger into a Spirit Cat 'Mech. It costs the same to recruit that gunslinger and their 'Mech to the Spirit Cats.

Q: I assigned Heavy Armor gear to my 'Mech that already has Reflective Armor on its combat dial. Since neither special equipment is optional, I can't cancel either one. Can I even assign Heavy Armor gear to the 'Mech? If so, which one is in effect?

A: Yes, you can still assign this gear to the 'Mech. If a combat value would receive special equipment from gear while having special equipment on its combat dial and neither special equipment is optional, the special equipment on the dial is in effect.

Q: I assigned Heavy Armor gear to my 'Mech that already has Decoy on its combat dial. Heavy Armor isn't optional, but Decoy is. Will I be able to use my 'Mech's Decoy at all with Heavy Armor gear assigned to it?

A: No. Since only one special equipment may apply at a time unless the gear states otherwise and the special equipment on the combat dial is optional, Decoy will not be able to take effect. However, if the 'Mech had Heavy Armor on its combat dial and you assigned Decoy to the 'Mech with a gear card, both

would be able to apply at the same time. That's because Decoy states, "this gear may be used with this unit's other non-Decoy defense special equipment."

Q: When using Gear G-046 Refocused Laser, does the ultimate target of the attack need to be a unit that the attacker has clear line of fire to? Or does the card provide the ability to fire through another `Mech at a `Mech behind it and target both?

A: When using Refocused Laser, figure bases do not block the attacker's line of fire. Per the gear card, "every figure at NOE level whose base is crossed by the line of fire and that is within this unit's maximum range value becomes a target." So, when targeting an opposing unit, if the line of fire crosses another unit's base, both units will become targets of the attack.

Q: When using the Gear G-048 Heat-Seeking Ammo, what would be the 'heat effects' showing on the heat dial?

A: Whenever a non-white, colored square and/or modifier appears on any slot of the heat dial, other than the starting position, it is considered a 'heat effect'.

Q: When using 'Double Rate' is the second roll subject to critical hits/misses?

A: No

Q: I play a mercenary contract card that gives the gunslinger `Mechs in my battleforce the Dragon's Fury faction symbol. Do I still need to pay their recruitment costs?

A: No. Even though the contract card gives the unit a faction symbol you do not need to pay a recruitment cost as well.

Q: If I play a mercenary contract and have a mercenary unit in my battleforce, what happens if my opponent captures and bypasses that unit during the game? Would the unit retain the faction symbol given by the contract? Would the unit be affected by my opponent's mercenary contract if he/she played one?

A: When you play a mercenary contract card it gives a faction symbol to the mercenary unit so, once the game starts, it is no longer a mercenary unit since it has a faction symbol for the duration of the game. If the unit is captured/bypassed during the game, it retains the faction symbol given at the start of the game by the original mercenary contract. It is not affected by the new controller's mercenary contract, if any.

Q: My opponent and I are using planetary conditions in our game. I play Mountain Range and she plays Tornado. They don't cancel each other out. Which one takes effect first?

A: Planetary condition cards take effect in alphabetical order. In the above situation, Mountain Range will have its effect first, changing non-blocking terrain features into blocking terrain features, then Tornado will have its effect, turning all blocking terrain features into hindering terrain features.

Q: The Planetary Condition PC-013 Heavy Fog gives a +2 to the target number on the artillery token. When the result of the dice roll is in between the first drift chart and the new target number, how does the artillery drift?

A: When Heavy Fog is in play, add 2 to the second attack result of the first entry on the artillery marker. For example, if your original token had a target number of 20 and the first drift attack results were 17-19, with Heavy Fog in play the target number would be 22 and the first drift attack results would be 17-21.

Q: When PC-012, Beach, is in effect, do I have to declare what type of assault order I am doing before I roll the dice to see if I can move?

A: Yes, when Beach is in effect you must declare if you are going to move up to half your speed value and then make a ranged combat attack, or move up to your entire speed value and make a close combat attack before you roll the dice to see if your Mech can move or not.

Q: Can units with no faction be included in a Situational Alliance without either paying a Recruit Cost (for Gunslingers in Mercenary `Mechs) or playing a Mercenary Contract CEC?

A: No. Per the MW:AoD RoW (pg. 36) the only other factions that may be included in a battleforce using a situational alliance are those named in a House or Grand Alliance. Even though the units have no faction, they cannot be used without paying a recruit cost or using a mercenary contract card.

Q: I am using a SA with a 5/150 point cost in a 600 point game. Do the 20 points I am paying for it count towards my victory condition 2?

A: No, while gear and pilots count towards victory conditions the other CECs do not.

Q: I want to use the House Liao/Republic of the Sphere situational alliance card. What factions can I include in my battleforce? Will they be able to make formations with each other?

A: A situational alliance says you can only include units from House or Grand Alliances. Currently (as of 11/15/06, The Republic has a House Alliance with the Highlanders, so you'll be able to use Highlanders units in your battleforce. House Liao currently has no House or Grand alliances. So, that's three factions that you can include in your battleforce, and all of those units will be able to make formations with each other.

Q: I'm using situational alliance SA-001, which says the line of fire to a target from a unit friendly to me isn't blocked if another unit friendly to me has a clear line of fire to the same target. Does that mean the other friendly unit just needs to be able to "see" the target? Does it still have to satisfy range requirements?

A: Range requirements do not need to be met for the other friendly unit. It simply needs a clear line of fire.

Q: When using SA-011, House Davion – House Liao, when I make a ranged combat attack with the friendly target of the SA, what attack value do I use?

A: When the target of this ability makes a ranged combat attack and uses the attack value of another friendly unit of the same type, it uses the unmodified attack value from that friendly unit, which can be modified by the target unit.

Q: When I play the Mission card M-024 Intercepted Orders, do I gain an alternate VC when I successfully cancel and remove an opponent's mission from play?

A: No, Intercepted Orders simply allows you to cancel and remove an opponent's mission from play if they also play a mission card. It does not earn an alternate or extra Victory Condition.

Ending the Game

Q: If one of my opponents' units is eliminated and it doesn't seem to be a direct result of an order I gave to one of my units, who gains victory points for it's elimination? For example, one of my opponents' units was eliminated because they pushed it until it was eliminated, and another unit was eliminated as a result of damage dealt by a planetary condition card.

A: If an opposing unit is eliminated, and it isn't obvious who eliminated it, the player to the immediate left of the player whose unit was eliminated gains only victory points for that unit. For example, if the player who gained victory points for the eliminated unit also had a mission card that required that unit's elimination, the mission is not counted as complete.

Formations

Q: If I use a close combat formation and the primary attacker has Rapid Strike, do I get the formation bonus for my second attack?

A: No, the formation bonus does not apply to the second attack.

Q: When I use a ranged or close combat formation, can I use special equipment that a supporting unit in the formation, not the primary attacker, has?

A: No, only the primary unit in a ranged or close combat formation may use its special equipment. When making a ranged or close combat formation, you use the combat values of the primary attacker, therefore only special equipment that appears on those combat values can be used.

Q: Can a Quad 'Mech participate in a close combat formation if its base is touching the target, but not in the front arc of the Quad 'Mech?

A: Yes, a Quad 'Mech can participate in a close combat formation if it is basing the target anywhere on its base.

Q: If I have 3 units in formation and the primary attacker is in base contact with an enemy unit, but the other 2 units are not, can they participate in a ranged combat formation against the enemy unit?

A: Yes

Q: Can my Steiner unit and Stormhammer unit be in a formation together?

A: Yes, since there is a house alliance between those two factions (see page 29 of the Rules of Warfare).

Q: How do the rules for formations interact with Alliances? Can formations span multiple Alliances?

A: Yes. For example, using the Grand Alliance between Clan Nova Cat and House Kurita and the House Alliances between Clan Nova Cat and the Spirit Cats and House Kurita and the Dragon's Fury, formations could be created consisting of: Clan Nova Cat and Dragon's Fury units, House Kurita and Spirit Cats units, Dragon's Fury and Spirit Cats units, Clan Nova Cat and House Kurita units, Clan Nova Cat and Spirit Cats units, and House Kurita and Dragon's Fury units.

Heat Effects

Q: Does an attacking 'Mech using Alpha Strike make any heat effects die rolls when applying heat from an Alpha Strike?

A: No, you only roll for heat effects when the heat dial stops moving. When you click it to "Shutdown" for an Alpha Strike, you are clicking the heat dial directly to the Shutdown spot. Since you don't stop spinning the dial anywhere on the way, there's no opportunity to roll for heat effects.

Q: When I take damage from an ammunition explosion, do I use my modified ballistic damage?

A: Yes, the modified value (from a heat effect) becomes the value on the combat dial. Since the ammunition explosion references the value on the dial, it would be this modified value.

Q: How do damage modifiers affect the damage dealt to a unit when it fails an Avoid Ammunition Explosion or Avoid Ammunition Explosion: Critical heat effect roll?

A: The heat effect doesn't specify unmodified, so anything that affects the damage value will apply.

Q: If my 'mech may receive multiple orders in one turn due to a pilot ability and it starts the turn shutdown and restarts due to a vent order being given to it for its first order, is it eligible to receive another order that turn?

A: No, a 'mech that restarts during that turn must wait until its controller's next turn to be given another order.

Indirect Fire

Q: Does indirect fire passing through a target unit's rear arc gain the +2 bonus to hit?

A: Yes, a ranged combat order using indirect fire does receive a +2 bonus if the line of fire passes through the target's rear arc.

Multiple Attacks

Q: My unit with multiple attacks fires at multiple targets. Two of the targets have Decoy. Must I make another attack roll for each target that has Decoy?

A: No. Per Decoy, make a second attack roll. This second attack roll is used against all units that have Decoy.

Q: When one of my units targets an opposing unit in base contact as well as a unit not in base contact, does the unit not in base contact with the attacking unit get the called-shot modifier?

A: From the ROW, pg. 24: No target of a multiple ranged combat attack may benefit from the called-shot modifier if one of the targets is in base contact with the attacker.

Special Attacks

Q: Can a Salvage vehicle or 'Mech make a ram or charge attack?

A: Yes, as long as all other prerequisites for the attack are met.

Q: Can a unit make a charge, ram or death from above attack against a single target unit but end in base contact with more than one unit?

A: Yes.

Q: Can a ram, charge, or death from above attack be used by a unit at ground level against a unit on abrupt elevated terrain?

A: No. Special attacks are not possible against units on abrupt elevated terrain unless the attacker ends its order in base contact with the target and on the same piece of abrupt elevated terrain. Similarly, a unit on abrupt elevated terrain cannot make a special attack against a target that is not on abrupt elevated terrain unless the attacker leaves the abrupt elevated terrain and ends its order in base contact with the target.

Q: I'm using my 'Mech to make a charge special attack against an opposing unit occupying hindering terrain. When I draw a line of fire to the unit, it doesn't cross the hindering terrain except for the hindering terrain under the target's base. For a charge special attack does the hindering terrain under the target's base count as a "non-water terrain feature," thus giving the target a +2 to its defense? If not, what if my line of fire is drawn to a target occupying hindering terrain and crosses an infantry unit's base, also occupying hindering terrain, but only crosses hindering terrain beneath the base of those units? Does the target get +2 to its defense?

A: In this situation, if the line of fire only crosses non-water terrain that is beneath the base of the target, it will not get +2 to its defense value for the charge special attack. If it crosses any other non-water terrain, even non-water terrain under another unit's base, the target will get +2 to its defense value for the charge special attack.

Q: How do damage modifiers affect the damage dealt to a unit making a charge special attack?

A: An attacker making a charge special attack takes damage equal to half its primary damage value, to a minimum of 1. Since it doesn't say unmodified primary damage value, anything that modifies the damage value will affect the amount of damage taken by the attacker. The +1 damage for charging added to the scored damage of a charge is not considered a modifier of the damage value of the charging piece.

Terrain

Q: Is there only one "height advantage modifier" (the DropShip, VTOLs, and units on abrupt elevated terrain all get one)? Do units that get a height advantage modifier apply it when they're attacked by another unit that could also get the height advantage modifier?

A: Yes, there is only one "height advantage modifier." Unless stated otherwise, a unit entitled to the height advantage modifier gets the modifier no matter what unit attacks it.

Special Equipment

Q: If optional special equipment is turned off, is it as if the equipment is not on the unit? For example, since Jump Jets are optional special equipment, can you turn them off and run?

A: Yes, optional equipment that is turned off at any time during a turn is canceled until the end of the current player's turn. It is as if the unit doesn't have the equipment at all. As a result, a unit with Jump Jets can turn them off and run.

Q: If I use more than one special equipment that appears as a circle during the same order (e.g., single-use Improved Targeting and single-use Armor Piercing), how much pushing damage does that unit take when the order is resolved?

A: 1 pushing damage for each single-use special equipment used during that order. In the example above, the unit in question would be dealt 2 pushing damage once the order resolved.

Q: If I use special equipment depicted as a circle multiple times during the same order (e.g., Evade as a circle), how much pushing damage does that unit take when the order is resolved?

A: 1 pushing damage for each special equipment depicted as a circle used during that order. That means 1 pushing damage for each special equipment used after the order resolves no matter how many times the special equipment was used during that order. For example, a unit with Evade as a circle is attacked by a unit with Pulse SE, and after the first attack deals damage the defending unit still has

Evade as a circle when the second attack is made. (Whether that be Evade as a circle on the dial or from a gear CEC) After the order resolves the target will take 1 pushing damage for the Evade as a circle being used, even though it was used twice. If after the first attack dealt damage the defending unit instead gained Decoy depicted as a circle, if the defending unit elected to use Decoy during the second attack the defending unit would take 2 pushing damage; one for using Evade depicted as a circle and one for using Decoy depicted as a circle.

Advanced Anti-Missile System

Q: If my unit with Advanced Anti-Missile System (AAMS) SE is the target of a ballistic attack, and is within 6" range of another friendly unit with AAMS, how many times could I roll for the target of the attack?

A: You could roll twice. Once for each instance of AAMS within 6" of the targeted unit, and apply the reduction in damage for each successful AAMS roll.

Anti-Personnel

Q: 1a) Can indirect fire be used with Anti-Personnel special equipment?

1b) If so, do the target and all the adjacent figures get the +3 defense bonus from the fire being indirect or just the target figure?

1c) Is every unit affected restricted to the 2 damage maximum, or just the primary target?

A: 1a) Yes. Nothing prevents attacks/equipment from being used together unless specifically stated otherwise.

1b) Only the target has +3 to its defense (as per the indirect fire rule). Roll the dice once and check to see if the target figure and all affected infantry are successfully hit.

1c) Yes, every unit affected by the indirect fire attack is restricted to 2 damage maximum. However, a modifier in a future step of damage calculation may alter the final damage applied to affected units.

Note: it is not necessary to successfully hit the target unit in order to hit the surrounding infantry units.

Q: Can Anti-Personnel be used when affecting multiple targets because of having multiple weapon symbols?

A: Yes. Nothing in the rules prevents special equipment and attacks being used together unless specifically stated otherwise.

Q: Consider this example: a 'Mech has Anti-Personnel and the ability to attack multiple targets. I target two vehicles that are in base contact with one infantry unit. The 'Mech's damage value is 3. The attack roll is made and both targets and the infantry unit are successfully hit. Will the infantry unit take 3 damage or 6 damage because I hit two targets in base contact with it?

A: The infantry takes 3 damage. As stated in the Anti-Personnel special equipment description, each unit affected by the attack takes damage equal to the damage value of the firer.

Q: Are infantry units in base contact with the target of an Anti-Personnel attack considered to be targeted by ranged combat attacks?

A: No, infantry units in base contact with the target of a ranged combat attack with Anti-Personnel are not considered targets of the attack. They are merely affected by the attack.

Q: Can a unit with Evade or Decoy use this special equipment when hit with a ranged combat attack using Anti-Personnel special equipment?

A: Only units that are the targets of an attack can use Decoy. However, any units affected by a ranged combat attack may use Evade.

Q: Can Anti-Personnel special equipment be used during an artillery attack? What if I forget to turn off single-use Anti-Personnel and make an artillery attack?

A: Anti-Personnel cannot be used when making an artillery attack, since Anti-Personnel requires a target unit and an artillery attack does not target a specific unit. Since it cannot be used, even if it is not turned off it will not be used.

Q: When using Anti-Personnel, do I have to successfully hit the target in order to successfully affect any infantry units?

A: No. It is possible to not hit the target but still have an attack result that succeeds against affected infantry units.

Q: When a critical miss is rolled when making an attack using Anti-Personnel, is it possible for any infantry in base contact with the target(s) to still take damage?

A: No, since the result of the attack is still a critical miss even when comparing the result to the infantry units in base contact with the target.

Q: Consider this example: a 'Mech has Anti-Personnel and the ability to attack multiple targets. I target two infantry units that are in base contact with one infantry unit (three infantry units total). The 'Mech's damage value is 3. The attack roll is made and both targets and the infantry unit are successfully hit. Can the targeted infantry units possibly take additional damage from being affected by the attack?

A: No. When using Anti-Personnel infantry units that are targeted by the attack cannot also be affected by the attack.

Armor Piercing

Q: My unit with Armor Piercing makes a successful ranged combat attack against two units: one with single-use Hardened Armor and another with single-use Heavy Armor. Will each unit receive an additional click of damage for using their single-use equipment?

A: No. Though the equipment cannot be cancelled, the requirements for using that special equipment are not met; no damage was decreased.

Bypass

Q: Does Bypass special equipment allow a unit to gain control of a unit captured from the enemy or a unit captured BY the enemy (to get it back) or both?

A: Both. The only targeting restriction for Bypass is that the target of the Bypass attack is a captured unit.

Q: Can a unit in base contact with more than one captured unit use Bypass?

A: Yes, but only one captured unit can be the target unit.

Q: My unit with Bypass is in base contact with a captured unit and an opposing unit. It has no order tokens on it, so I can use Bypass on my turn. Do I need to roll a break away roll in order to use Bypass?

A: No. The Bypass unit does not need to make a break away roll. A break away roll is never required when a unit is given an order to activate special equipment that states "Give this unit a move order but do not move it."

Decoy

Q: When re-rolling a successful attack against a target with Decoy, is it possible for the second attack roll to be either a critical hit or a critical miss?

A: Yes.

Flamers

Q: a) When you score a critical hit with Flamers, do you do the additional click of damage for a critical hit or not? b) Does a 'Mech hit with a critical Flamer hit take an extra click of heat?

A: a) If the target is an infantry or vehicle unit, yes, the attack will score +1 damage. b) No. A critical hit only scores +1 damage. It does not cause any additional heat gain.

Q: My 'Mech has Flamers on its secondary damage slot, which, according to the SEC only work with a close combat attack. Don't I HAVE to use my primary damage when making a close combat attack? How can I use Flamers in this case?

A: Flamer special equipment allows a unit to make a close combat attack using this special equipment. Even though the unit in question has an energy attack on its secondary damage slot, Flamers special equipment give the unit the ability to make a close combat attack with the secondary damage instead of the primary damage.

Q: My 'Mech has Flamers on its secondary damage slot and Rapid Strike on its primary damage slot. Can I use Flamers and Rapid Strike together?

A: No.

Q: a) If a unit has Flamers and Brawling, does it score an additional 2 damage to infantry and vehicles on a successful close combat attack? b) Similarly, does it score 1 damage AND cause a 'Mech to gain 2 heat?

A: a) Yes. b) Brawling will add 1 to the unit's damage value, however, per Flamers no damage is dealt to if the target is a 'Mech.

Grapple

Q: Can Grapple be used by a unit in base contact with one or more opposing infantry units and a single opposing vehicle or 'Mech?

A: Yes.

Q: I have several vehicles in base contact with each other and in base contact with an opposing unit that has Grapple. I declare a movement formation with my vehicles. Are any of my vehicles affected by Grapple as I move them?

A: No, none of the units are affected by Grapple. In a formation move, units must make a successful break away roll prior to any units moving. At this point, there is more than one opposing vehicle or 'Mech in base contact with the unit with Grapple so Grapple doesn't affect any of the break away rolls of the moving units.

Q: I have a unit that has both Salvage and Grapple special equipment. Would an opposing unit need to roll breakaway to leave base contact with this unit?

A: Yes, per the Grapple special ability.

Homing Beacon

Q: I have a unit with camouflage who has been successfully hit by a unit with Homing Beacon, do I still get the +2 to my defense for ballistic ranged combat attacks that turn?

A: No. Homing Beacon causes your unit to no longer be affected by hindering terrain for that turn when you are the target of ballistic ranged combat attacks. Since you are not affected by hindering terrain your camouflage is not add the +2 to your defense.

Improved Targeting

Q: I have a unit with Improved Targeting that's targeting a unit with ECM Suite gear. Improved Targeting isn't optional, so I can't turn it off. Can I still target the unit with ECM Suite gear, and simply not reroll an attack die?

A: Yes. You can still target the unit, but in this case you may not reroll an attack die.

Q: My unit with Improved Targeting is making a ranged combat attack against a target with Decoy. How does this work?

A: Since each attack dice roll is a separate roll, Improved Targeting can be used on both rolls made on a unit with Decoy special equipment: the initial roll, and the second roll if the initial roll succeeds.

Q: What if my unit with Improved Targeting is attacking 2 units, one with Decoy and one without Decoy?

A: You may re-roll one die for Improved Targeting on the initial attack roll against both units, and if you need to you make a second roll due to Decoy, this new die roll only affects the unit with Decoy.

Q: Improved Targeting is not listed as being optional. Is that correct?

A: Correct, Improved Targeting is not optional. It is always on, but the description of the special equipment allows you to choose to use it or not use it after you roll your attack dice.

Q: When I have SA-005 Swordsworn/Stormhammers Situational Alliance in play, if my unit is equipped with Improved Targeting, may I used IT on the original attack roll and the re-rolled attack roll granted by the SA?

A: Since each attack roll is a separate roll, you may use IT on both rolls.

Infiltrate

Q: Can I use Infiltrate to deploy a unit in base contact with an opposing unit? If so, does the opposing unit get a free spin?

A: Yes, Infiltrate can be used to deploy a unit in base contact with an opposing unit. The Infiltrator may still not be deployed in another player's deployment zone. The opposing unit does not get a free spin.

Q: Can I infiltrate my units without Jump Jets onto abrupt elevated terrain?

A: Yes.

Jump Jets

Q: Can Jump Jets be used in a formation move?

A: Yes. Nothing prevents a unit with Jump Jets using this special equipment during a formation move.

Pulse

Q: Can Pulse special equipment be used in a formation attack?

A: Yes, but only the primary attacker in a ranged combat formation can use Pulse.

Q: If my 'Mech successfully hits with a ranged combat attack using Pulse, may its second attack be an attack with an alternate damage value?

A: No. When a unit successful hits a target using Pulse, the second attack must be another ranged combat attack against the same target using the same weapons system with Pulse as the initial attack.

Rapid Strike

Q: If my 'Mech successfully hits with a close combat attack when using Rapid Strike, may its second attack be an attack with an alternate damage value?

A: No. When a unit successful hits a target using Rapid Strike, the second attack must be another close combat attack against the same target using the same weapons system with Rapid Strike as the initial attack.

TSEMP

Q: I have a VTOL unit with TSEMP special equipment. Can TSEMP be used when I make a ranged combat attack after giving the VTOL a move order?

A: No. TSEMP only can be used when a unit is given a ranged combat order, not a move order.

Terrain

Q: Tracked units treat all hindering terrain as clear terrain for movement purposes. Shallow water terrain is treated like hindering terrain for movement purposes. Do tracked vehicles treat shallow water as clear terrain for movement purposes?

A: No, water terrain is a different terrain type than hindering terrain.

Q: Can a unit on abrupt elevated terrain have part of its base hanging off the terrain feature as long as its center dot is specifically on the abrupt elevated terrain?

A: No, a unit must have its entire base on the battlefield after deployment and at the end of a move order. In the case of abrupt elevated terrain features, the entire base of a unit must be on the terrain feature and may not "overhang" the rest of the battlefield.

Q: As long as a hover unit's center dot does not enter hindering terrain, can part of its base overlap the hindering terrain during movement?

A: Yes, a hover unit can overlap hindering terrain during movement, as long as no part of the hover unit's base overlaps the hindering terrain at the end of that unit's movement.

Victory Conditions

Q: I just captured a 'Mech that is Salvage. How do I score this?

A: Since a captured 'Mech is neither a friendly nor an opposing unit, no points are scored for Victory Condition 2 for the 'Mech as an opposing Salvage unit. Score 2 x the 'Mech's point cost for Victory Condition 2 as you would for a non-Salvage captured 'Mech.

Faction Abilities

Q: I'm playing a standard 600-point game, but my battleforce only uses 595 points of the 600 point build total. I have 300 points of Elite Liao units from sets previous to Domination. Can I still use the Awe faction ability?

A: Yes. As long as half of your build total is composed of Elite Liao units from sets previous to Domination, you may use the Awe faction ability.

Q: If I target a unique unit with no Chevrons on its base, how can I tell if my Liao unit's Ruthlessness faction ability can apply to the attack?

A: If a unit has no Chevrons printed on its base, but has the unique star, for purposes of game play its rank is unique. It does not count towards any other rank for game play purposes.

Q: My Liao unit used Ruthlessness on its last turn. On this turn, can I give it a move order that would place it in base contact with an opposing unit that is NOT the Green unit I targeted on my last turn?

A: Only if the move order does not include rolling the attack dice.

Q: 1a) My Liao unit used Ruthlessness on its last turn. On this turn, I give it a move order that places it in base contact with a different opposing Green unit. If that opposing Green unit leaves base contact with my Liao unit and I have not attacked that Green unit, must I still target the last Green unit that I used Ruthlessness on?

1b) If I attack the Green unit that my unit is now in base contact with, must I continue to attack that Green unit, or must I still attack the Green unit I previously used Ruthless on?

A: 1a) No. Once the Liao unit is unable to target the previously hit Green unit, that Ruthlessness target no longer has to be targeted. This includes when the Liao unit is in base contact with another opposing unit, or the Green unit becomes a captive or a passenger.

1b) Any subsequent attacks you make must be on the last opposing Green unit the Liao unit attacked, which in this case is the opposing unit it is in base contact with.

Q: My Liao unit uses its Anti-Personnel special equipment and Ruthlessness to target a single opposing unit that has a Green rank. If there are any Green infantry units in base contact with the target, will they receive an additional click of damage as well?

A: No. Anti-Personnel states damage equal to the unit's damage value is scored. No additional damage is scored.

Q: Does the Fanaticism faction ability allow me to repair a unit even if one of its repair markers is showing?

A: No, the click of repair given by Fanaticism follows all the standard rules for repair.

Transports

Q: If I use a movement formation with multiple transport units, can I board or disembark more than one of them with a single move order?

A: No, only the single unit that is given the move order may either board or disembark passengers.

Q: The rules say that passengers do not count towards victory conditions. What about passengers that are eliminated when a transport is eliminated?

A: A passenger in an eliminated transport does count as an eliminated figure for victory conditions. When the passenger is eliminated, it ceases to be a passenger and is no longer restricted by the rules applying to passengers.

Q: Can a transport make a ram attack in the same turn that it boards or disembarks passengers?

A: No, a transport cannot make a ram attack and board or disembark passengers in the same turn. Both the act of either boarding or disembarking passengers and the act of making a ram attack require the

use of a move order. Since only one order may be given to a unit each turn, a player must select whether they want their transport to board or disembark passengers, or make a ram attack.

Q: Can a 'Mech that is a transport make a charge attack in the same turn that boards or disembarks passengers?

A: No, a 'Mech cannot make a charge attack and board or disembark passengers in the same turn. Both the act of either boarding or disembarking passengers and the act of making a charge attack require the use of a move order. Since only one order may be given to a unit each turn, a player must select whether they want their 'Mech transport unit to board or disembark passengers, or make a charge attack.

Q: Do I have to reveal to my opponent which units are loaded in my transport units at the start of the game?

A: You must show your full battleforce to your opponent and the BattleMaster before the battle to have its point cost confirmed. Then you can conceal infantry units in their specific transport's shells prior to deploying the units. Any vehicles that begin the game as passengers of a transport must be placed next to their specific transport's shells. The transports should be labeled to identify which transport shells belong to which transport by placing a piece of paper beneath each transport and indicating on the paper the transport shells that belong to it.

Q: Do I have to reveal to my opponent which shells belong to which transport units?

A: Yes.

Artillery

Q: I have an artillery unit that is eliminated before it can resolve an artillery attack it has made. Does the attack still resolve?

A: No.

Q: Does artillery ignore defense special equipment?

A: No.

Q: When is the line of fire to an artillery marker checked to see if it is not blocked?

A: When the attack is resolved, during the appropriate command stage. To obtain the +2 modifier to the attack roll, the line of fire to an artillery marker must not be blocked. Keep in mind that a line of fire from a vehicle or infantry artillery unit that crosses any part of a unit's base is blocked, so placing an artillery marker with its center dot beneath a unit's base will prevent a vehicle or infantry artillery unit from gaining the +2 modifier. The line of fire from a 'Mech artillery unit, however, is not blocked by vehicle or infantry bases.

Q: Does Decoy special equipment apply to units damaged by an artillery attack?

A: No. To use Decoy a unit must be targeted by an attack. An artillery attack does not target units.

Q: I lost my artillery tokens. What do I do?

A: WizKids has posted a pdf file of replacement artillery tokens on our website. Players who have lost tokens are encouraged to print out the file and use this printout to replace their lost tokens in casual play. In sanctioned events, the BattleMaster at the event will provide you with a set of tokens for your unit missing artillery tokens.

Q: When does the pushing damage take effect when an artillery unit is pushed?

A: Per the RoW on page 15 under "pushing," the unit is dealt 1 pushing damage when it is given a second order token. This would be when the order is given.

Q: Is an artillery attack affected by the hindering terrain modifier?

A: No. The only consideration for resolving an artillery attack is if the line of fire is blocked.

Q: I have an artillery unit with a minimum range/maximum range of 0/0. Can I place this unit's artillery token directly beneath itself when making an artillery attack? If so, is the line of fire considered blocked when I resolve the attack?

A: The artillery token cannot be placed exactly underneath the artillery unit, though it can be placed

such that the center of the artillery token is beneath the artillery unit's base. Per the rules "the line of fire for an artillery attack must pass through the front arc of the firer and must be greater than the maximum range and not more than the artillery range". The line of fire to an artillery token placed in this manner is not blocked.

Vertical Takeoff and Landing (VTOL) Units

Q: I have a unit with the VTOL speed mode at NOE level, and I give it a move order to move and make a ranged combat attack. During the move order I place the unit in base contact with an opposing unit. Does that opposing unit get a free spin?

A: No. If the unit with the VTOL speed mode at NOE level is in base contact with an opposing unit after resolving the move order, then the opposing unit may make a free spin if able.

Q: My VTOL unit at NOE level fails to breakaway from an opposing unit in base contact with it. What are my options?

A: A VTOL unit that fails to break away may not change its position on the battlefield since it abides by the restrictions applied to vehicles that fail to break away. It may, however, change levels or make a ranged combat attack by using inches of movement. Neither of these two options results in a change in the position of the VTOL on the battlefield since the VTOL's center dot does not change locations.

Q: 1a) I give my VTOL that is in base contact with an opposing unit a move order so that I can spend inches of movement to make a ranged combat attack and then move. When do I roll for breakaway for that VTOL?

1b) If I fail breakaway for my VTOL, what are my options?

A: 1a) When you give that unit the move order, but before spending any inches of movement, you must roll for breakaway.

1b) The VTOL may still change elevation to leave base contact with the opposing unit and/or make a ranged combat attack as long as it has inches of movement available to do so.

Q: Can a VTOL with a speed of 24 or more make two ranged combat attacks in the same turn? Can it make the attacks against the same target?

A: No.

Q: I give my VTOL a move order and choose to spend inches of movement to move, make a ranged combat attack and then move again. Can I change my VTOL's facing after the first move, or must I wait until I've finished moving it?

A: A unit with the VTOL speed mode given a move order to move and make a ranged combat attack can change its facing at any time during the move as long as its base does not overlap another unit's base when the ranged combat attack is made or at the end of the order.

Q: Can a VTOL end its movement on a blocking terrain feature?

A: A unit with the VTOL speed mode at cruising level may end its movement on a blocking terrain feature.

Q: Can a VTOL that is given a move order to move and make a ranged combat attack move into base contact with an opposing unit during the order and then move out of base contact with the opposing unit without rolling to break away?

A: Yes, it can provided the unit with the VTOL speed mode was not in base contact with an opposing unit when the move order was given.

Q: Can a VTOL spend 2 inches of movement to change from cruising to NOE level, where part of its base, but not its center dot, overlaps hindering terrain, spend 12 inches of movement to make a Ranged Combat Attack, and spend 2 inches of movement to return to cruising level?

A: Yes. A unit is only prevented from having any part of its base overlap blocking terrain at the end of its movement or during deployment.

Q: I have a VTOL at NOE level which is also a transport and is in base contact with an opposing unit. On my turn, I give the VTOL a move order to move and disembark passengers. The VTOL fails to break away, but still unloads its passengers. Can the VTOL then move to cruising level?

A: Yes. After disembarking passengers a unit with the VTOL speed mode may change elevation.