



RELIC KNIGHTS

FAQ & Errata 10-6-2014

1.00 Key Concepts

1.01 Question: *Models in your cadre are friendly, models in an opponent's are enemy; but if there are models that are not a part of either do they default to enemy or are they neither friendly nor enemy?*

Answer: Models that are not part of your cadre, or in a teammate's cadre, are considered enemy models. This may change depending on what causes the model to be in play, such as a special scenario. In which case the scenario or source of the model will specify the modification.

1.02 Question: *What is my deployment zone?*

Answer: There are no deployment zones in Relic Knights. Deployment is open and interactive, and only restricted by your opponents' models. (See the Game Set Up section of the rulebook.)

1.03 Question: *What counts as "moves within"?*

Answer: When any part of the model's base is equal to or less than the distance stated the model has "moved within." Immediately resolve the effects, then the model may continue to move if it wishes/has any remaining movement.

1.04 Question: *With respect to the phrase "up to" in the rules (e.g. charge), do you have to move as close to the full distance as possible?*

Answer: No. You may move any distance you wish as long as you 1) move legally, 2) do not exceed the stated distance, and 3) move to successfully complete the action or effect which granted the movement.

1.05 Question: *Is a model within X distance of itself?*

Answer: Yes. A model is always considered to be within any distance to itself.

1.06 Question: *May a player look through his own discard pile?*

Answer: Yes, just make sure the order of the cards remains exactly the same.

1.07 Question: *What happens when there are equal or fewer units than there are slots in the Ready Queue, and one of units suffers a knockback (or other) effect that prevents them from being immediately placed in the queue?*

Answer: The unit must remain in the idle pile until the next allowed reset of the Ready Queue. If a player only has one model in play this may result in them missing an activation.

1.08 Question: *Can you move a unit into the linked slot from the ready queue?*

Answer: Yes.

1.09 Question: *Can defensive and offensive skills be reduced below one (to zero)?*

Answer: Yes, skills may be reduced to zero, but may not be reduced to negative values.

1.10 Question: *If a unit ignores intervening objects when moving, then does it also ignore changes in elevation? [Spirit Walk, Moffet, Darkspace Fiametta]*

Answer: Yes.

1.11 Question: *How is placement handled when a two models trade places, such as with Rook or the Viper?*

Answer: If the two models have the same size base they must occupy the exact location as the model they are trading places with. If the base sizes are different the bases must occupy the same area that the previous models occupied, but the bases are not required to be centered.

e.g. If Rook (30mm) was in base contact with an

enemy model, then Sebastian (80mm) must be placed so his base completely covers the area Rook's base occupied, but may be off center so as to remain in base contact with the model Rook was in contact with. Rook may be placed within any part of the area that Sebastian's base occupied so long as his base remains completely within that area.

1.12 Question: Markers in your cadre are considered friendly units, and markers in your opponent's cadre are considered enemy units. Does this hold for all, or only some, rules/effects.

Answer: It holds for all rules/effects, with the only exception being that Markers do not count as units for the purposes of Scenario Conditions (this includes Primary, Secondary, Faction, Wildspace, Darkspace, Destruction and Wipeout conditions).

1.13 Question: Do Markers benefit from their own aura-type effects?

Answer: Yes.

1.14 Question: How does base contact interact with elevation? e.g. Is a model on the edge of a Size 2 piece of terrain in contact with a Size 2 model sitting on Size 0 terrain that is adjacent to the terrain and model?

Answer: If two models would be in contact with one another except for the difference in elevation, they are considered to be in contact if the difference in elevation is less than or equal to the Size of the model at the lower elevation.

In the example provided in the question, the two models would be considered in base contact since the elevation difference (2) is equal to the Size of the model on the lower piece of terrain.

1.15 Question: If a model affects a Friendly model with a Forced Movement effect, does the movement count as Forced or Free Movement?

Answer: Since the object is being moved and its owner gets to decide where it moves, then the movement is considered Free Movement.

1.16 Errata, Main Rulebook, Page 29, Forced Movement, 1st Paragraph:

Replace: This includes objects moved by compel, overrun, pull, and push.

With: This includes objects moved by compel, overrun, pull, and push, unless the effect is caused by a friendly unit, in which case the move is considered Free Movement as described below.



1.17 Errata, Main Rulebook, Page 29, Forced Movement, 4th Paragraph:

Add: If an object falls due to Forced Movement it stops moving immediately.

1.18 Question: What is the proper order for effects that occur simultaneously? e.g. Effects occurring "at the beginning of their activation".

Answer: The Active player decides what order effects that occur simultaneously happen in.

1.19 Question: If a Unit (Squad), affected by Forced Movement, suffers damage from both falling and contacting other objects, is the damage from falling treated separately from that due to contacting other objects, or is all the damage added together and dealt with collectively.

Answer: Falling and contacting other objects are separate events that cause damage and so are resolved separately.

1.20 Question: Does a Unit (Squad), affected by Forced Movement, suffer damage from contacting another object (Squad member) if that object (Squad member) is affected by the same Forced Movement effect?

Answer: Yes. You can run squad mates affected by Forced Movement into each other. This works just like running them both (or all) into any other object.

1.21 Question: When a model would Fall (or similar), due to Forced Movement, and there is not enough room to place the model, what happens? For example when there are other models directly below the model that would fall or there are other terrain elements that prevent that sized base being placed.

Answer: If there is no room to place the model where it should normally land, then the model does

fall but is placed in the closest spot that it can fit.

1.22 Errata, Page 37, Choose a Leader:

Add after the example paragraph: "Knights are unique characters and you may not have two knights or uniques that share the same name in your cadre. So even if it is a Knight and a Unique that share the same name these two units can't be included in the same cadre."

1.23 Errata, page 37, Cyphers:

Add at the end of the paragraph: "While there may be more than one Cypher with the same name. The cypher that is presented along with the Knight in this book or the Cypher that comes packaged with the Knight must be used as the points value of the Knight also includes the value of the specific associated Cypher."

1.24 Errata, page 37, Unique:

Replace: "A player may only include one unique unit of the same name in their cadre."

With: "A player may only include one unique or Knight unit of the same name in their cadre. So even if it is a unique and a Knight that share the same name these two units can't be included in the same cadre."

2.00 Area of Effects (AoE)

2.01 Question: Are AoEs blocked by terrain? (e.g. blocked by walls)

Answer: No.

2.02 Question: When are two AoEs considered to be the same?

Answer: When they are created by actions with the same name.

2.03 Question: What vertical area do AoEs affect? e.g. When placed on top or below a walkway.

Answer: AoEs are considered Size 10 for the vertical space they occupy.

If placed on elevated terrain with open space beneath it, the height of the terrain is counted towards the total size and subtracted from the height above the token. e.g. An AoE placed on a walkway that is Size 4 in height would extend 4 inches beneath the token and 6 inches above.

If placed on a solid piece of terrain, such as a building or hill that cannot be entered, the height of the effect only extends upwards.

It is best to clarify with your opponent how AoEs will interact with specific pieces of terrain before the game.

2.04 Question: When an AoE has a Flip effect, is the flip drawn when the AoE is placed, or when the AoE affects a unit? [Golden Vance, Rustbucket]

Answer: The flip is drawn whenever a unit is affected, and by the owner of the affected unit.

2.05 Question: When placing AoE tokens, can they be placed under, or partially under models?

Answer: Yes. When targeting a squad the token must be placed under the model that was designated as the target.

2.06 Question: Do AoEs with a damage effect deal this damage when initially placed?

Answer: No, not unless the Action that caused the AoE has special rules specifying that damage is also dealt on placement of the token.

2.07 Question: If you take control of an AOE that specifies a named unit what happens? For instance, if you take control of Rin's AOE does she now shoot her own models?

Answer: The AOE continues to have its normal effect. If you take control of Rin's AOE from your opponent then it will damage your units that enter it that Rin has LoS to. Furthermore, if you take control of an AOE then you are now considered to be "The player who created the AOE".

3.00 Line of Sight (LoS)

3.01 Question: Does a model have LoS to itself?

Answer: Yes. A model is always considered to have LoS to itself. Even if it is in an AoE that otherwise blocks LoS.

3.02 Question: How does elevation interact with LoS?

Answer: The size of the terrain that is granting the elevation is added to the model's size. e.g. A Size 2 model standing on a Size 3 building would count as Size 5 when determining its LoS.

Note that a piece of terrain with a model on it can still obscure or block a model depending on the size and features of the terrain, and where the models are placed in relation to it. e.g. A very wide building where the model on top is set back far enough that the top edge of the building blocks LoS to the model.

Because we cannot account for the variances of every piece of terrain, it is always best to discuss such occurrences with your opponent to come to a mutually agreeable resolution.

3.03 Question: When a model is targeted by an attack that ignores LoS does it benefit from Cover.

Answer: Since LOS is not drawn to the target for the attack then cover can't be claimed as the standard way to determine if a model has cover from an attack is based on the LOS drawn to the target. However, if the target can claim cover by means that don't rely on the drawn LOS that cover can be claimed and will confer any benefits associated with it (EG: Darkfield).

4.00 Actions

4.01 Question: If a support action doesn't specify a target, can it target anyone, anyone friendly, anyone in LoS or just the model making the action? (e.g. Mutagen)

Answer: It may target any unit within LoS.

4.02 Question: Is an attack/effect considered to deal damage if it has a damage value, or if the damage value modified by ARM (etc) is greater than zero?

Answer: If, at Order of Operations Step 10.C, total damage is reduced to zero then no damage is considered to have been dealt. Proceed to 11.Resolve After Action Effects.

4.03 Question: If an attack/effect has a damage value can you use damage prevention or must it actually damage you?

Answer: If total damage is reduced to zero, no damage prevention may be used.

4.04 Question: How do attacker movement effects (like Overrun) interact with Redirect?

Answer: The attacker moves as specified by the action. In the case of Overrun first move the model that the attack was redirected to in a straight line directly away from the source of the Overrun by the number of inches indicated. Then place the active unit in contact with the target model. In this case we assume that the esper expended by the Redirect and the Overrun was powerful enough to actually move the attacker to the new location.

4.05 Question: Can melee attacks be made across terrain obstructions?

Answer: No. To make a melee attack the active model must be in contact with the target model.

4.06 Question: What happens when an attack action is redirected?

If it is redirected to a squad who selects the target member?

If the attack is non-melee, and the attacker lacks LoS can the attack damage/effect a squad at all?

If the new target is not in LoS, and the attack does not ignore LoS, does the new target benefit from cover, etc?

What happens if the attack has a Forced Movement Effect?

Answer: The redirector is counted as the attacker for all considerations of Window, LOS, Danger Zone, and Cover.

The redirector, since they initiated the redirect.

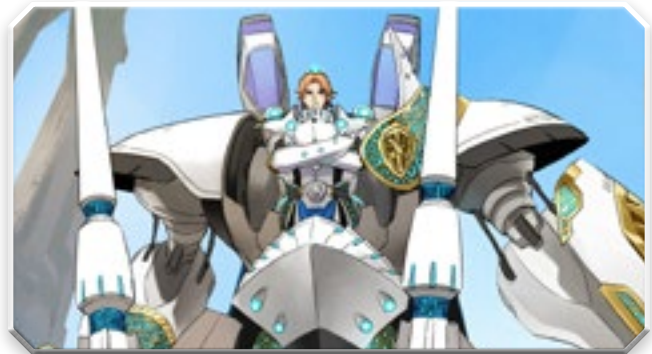
The Window, LOS, Danger Zone effects, and Cover are determined based on the redirector's LOS to the new target.

If the new target is not in LOS of the redirector then the redirect did not require LOS to be drawn so therefore no cover can be claimed based on LOS and any model in the Danger Zone can be affected by the attack regardless of whether the attack is Ranged or Psychic.

Following the points above, the redirector is considered the source of the Forced Movement (attack) effect, however the attacker is still the model making the attack so the active player will resolve the Forced Movement as per the normal rules and aforementioned considerations on LoS etc. Also note Question and Answer 1.15.

4.07 Question: Can Cyphers be targeted by a redirect?

Answer: Only if the original attack action or the redirect itself say specifically that they can target



Cyphers.

4.08 Errata, Page 45, Guard:

Replace: "A Guard defense causes an attack to miss. No effects of the attack occur. Skip to Resolve After Action Effects."

With: "A Guard defense causes an attack to miss. No effects of the attack occur. Skip to Follow-up Movement."

4.09 Errata, Page 259, Cleanse:

Replace: "Remove one AoE token that is in LoS from play."

With: "Remove one AoE token, whose area of effect (including its edge) is within LoS, from play."

5.00 Squads

5.01 Question: How do squads (as attackers) interact with Overrun?

Answer: The target model is moved directly away from the squad member that was designated as the "active member." Then move the active member into base contact with the target model. Once the active member has moved, all remaining squad members are moved. If a squad member cannot be moved into base contact with the target, the model may be placed anywhere within cohesion of its squad. If any models cannot be placed in cohesion place them as close as possible to the squad, and the squad is considered broken.

5.02 Question: How do squads (as attackers) interact with Tow?

Answer: All effects of Tow are determined from the model that was selected as the "active member" for the action. Only a single model is moved by Tow even if the squad was in contact with multiple models.

5.03 Question: How does attacking squads (unit with multiple models) interact with abilities like Reave and Lifeleech?

Answer: The ability triggers on the destruction of the entire unit, not individual models.

5.04 Question: If Forced Movement causes multiple members of a squad to fall, does the Squad suffer damage once for falling, or once for each Squad member that fell?

Answer: Once per member.

5.05 Errata, Page 51, Forced Movement:

After 1st paragraph insert: Only models that are in the Danger zone can suffer Damage resulting from Forced Movement.

5.06 Question: What happens to a Squad that is hit by a Line attack, when it is not the original target.

Answer: From the squad members that are under the line, determine the one closest to the attacking model. Determine a Danger Zone for the squad based on this squad member and proceed to resolve damage and effects as per normal.

6.00 Scenario Rules

6.01 Question: Are the benefits from powered objectives cumulative in any way? e.g. Unit within the "AOE" of two similarly powered objectives.

Answer: Benefits are only cumulative if it is from different powered effects. (e.g. Within the "AoE" of an infused and a secured objective.) Powered effects of the same name are not cumulative. (e.g. Within the "AoE" of two infused objectives.)

6.02 Question: Are the effects of powered objectives considered to be (de)buffs?

Answer: Yes. Infuse and Secure are considered buffs. Sabotage is considered a debuff.

6.03 Question: When under the effect of something, such as an infused objective, granting 1 free esper to help initiate an action, does that hold for all active and reactive actions, or just those actions made during the unit's activation?

Answer: Only actions initiated during the unit's activation benefits from the free esper.

6.04 Question: A number of conditions require placement of tokens (etc) at specific locations or board edges (such as the furthest) when is this location determined? What happens when the "furthest edge from the objective" changes mid game? What if there are multiple locations that satisfy the requirements at the time they are determined?

Answer: The location is determined before step 1.G after all deployment and redeployment steps have been completed. In the case of board edges, this position remains the same regardless of effects that occur during the game. If multiple board edges satisfy the requirements the player must choose one, which may not change during the game. If an objective is the location, such as in Conservation, then if the objective is moved the location moves as well.



6.05 Question: *If an objective is destroyed can you achieve conditions related to that objective still?*

Answer: No.

6.06 Question: *If a unit is destroyed can you achieve conditions related to that unit still? e.g. If your opponent kills their squads with a Proximity Mine, or other similar damaging effect, do you gain destruction (or other) points?*

Answer: Yes. If one of your scenario conditions requires a unit to be destroyed, you accomplish the condition when it is destroyed, regardless of how it was destroyed. In the example cited, the destruction condition would be met and you would receive Victory Points for the destroyed unit.

6.07 Question: *For the Cerci Speed Circuit scenario condition, Lap-Time, what are the non-destruction conditions you can complete?*

Answer: Just the conditions drawn for you: Primary, Secondary, and possibly Void and/or Wild conditions. "Non-destruction condition" refers specifically to the Destruction Conditions outlined in the rulebook.

6.08 Question: *For the Shattered Sword scenario condition, Justice, there is no specification on enemy units. What if your first model killed was due to some form of redirect, AoE or other not-quite-so-simple damage?*

Answer: Justice is triggered by the first enemy effect which causes a Shattered Sword model to be destroyed. If this effect is an AoE the enemy model which created the AoE becomes the accused. If the effect was not tied to a specific model, such as a proximity mine boost, the enemy cadre leader becomes the accused.

6.09 Question: *At what Order of Operations timing step does Defense of Life model selection occur?*

Answer: See 10.01 below.

6.10 Question: *Who goes first in "1. Game Setup special ability resolutions" when there is a timing conflict?*

Answer: Players proceed in the same alternating pattern used for deployment (Villain goes first), each resolving an ability (players choice) in turn until all are resolved.

6.11 Question: *Do Objectives drop Tokens when they suffer damage?*

Answer: No. Objectives are an exception to that rule.

6.12 Question: *Do Boosts count as units for the purposes of deployment?*

Answer: No. Furthermore Objectives and boosts do not count as units for the purposes of scenario conditions.

7.00 Abilities

7.01 Question: *What happens when a line attack is redirected to the attacker?*

Answer: The line effect is lost and only the attacker is affected.

7.02 Question: *How does Line interact with elevation and terrain?*

Answer: It ignores it. As per the definition of line, if the attack successfully hits, every unit along that line is hit. Lines ignore LoS (except in establishing the original target), terrain, and elevation.

7.03 Question: *What is the intended range on Repair and Heal?*

Answer: Repair and Heal may target any model within LoS.

7.04 Question: *Where not otherwise specified, are the effects of multiples of the same 'aura' Abilities cumulative? (e.g. Blowhards: Powder Keg)*

Answer: No. A model may only benefit from an ability of the same name once.

7.05 Question: *To target a model with a charge attack do you need to be able to actually make it into contact with the target (clear path to target)? And if successful do you need to move in such a way that you do make it into contact? Or is being within the Charge X value enough?*

Answer: To target a model with a charge attack you must be able to actually make it into base contact with the target, and you must move in such a way as to end the charge move in base contact. If a squad charges only the active member must be moved into base contact. All other models in the squad may freely move in any manner, up to the specified distance [X], so long as cohesion is maintained.

7.06 Errata, Page 266, Charge:

Replace first paragraph with: A unit taking an action with Charge must move towards the target, up to the number of inches indicated. The move stops if the unit contacts the target or another object it cannot move through.

After last paragraph insert: If the unit cannot end its Charge move in contact with the target, the melee attack is considered to have missed. The unit remains in its original position. No effects of the attack take effect, immediately resolve the remainder of activation as if no action was made; cards spent to initiate the failed action are still discarded.

7.07 Errata, Page 269, [Trait] Officer:

Replace with: A unit with this ability gains the Coordinated Attack ability when they are within 3" of a squad or unit that possesses the named trait. It is considered to simultaneously be a member of each unbroken squad or unit that it is within 3" of that it that possesses the named trait for the purposes of Coordinated Attack.

7.08 Question: Do non-squad units gain Coordinated Attack when within 3" of an officer?

Answer: No. The Officer ability only grants Coordinated Attack to the Officer.

7.09 Question: Do attacking models benefit from Recover?

Answer: Attacking models with Recover will benefit from Recover whether it is an Ability on the unit's card or part of the attack action.

7.10 Question: When Charging a model is moved directly towards the target. Is this center to center?

Answer: A charging model can take any path that brings them into contact with their target.

7.11 Errata, Page 267, Formation

Replace with: A unit with formation ignores other members of its squad, and other units of the same name, for purposes of free movement and line of

sight.

7.12 Question: What effects and abilities are Buffs? e.g. Healing Aura, Presses for Armor or Recover, Powder Keg, Shield Generator, Esper Affinities, etc?

Answer: With the exception of 8.02 below, only those actions and effects that are labeled as buffs count as such.

8.00 Boosts

8.01 Question: Are the effects of multiples of the same Boost cumulative?

Answer: No. Just like with AoEs, multiples of the same named Boost do not stack. If two Boosts of different names provided the same bonus those bonuses would stack.

8.02 Question: Are the effects of boosts considered to be (de)buffs?

Answer: Ammo Drop, Combat Stimulants, Dampening Field, Dark Field, Esper Condenser, Medikit, and Psychic Amplifier are considered buffs. There are currently no boosts that are debuffs.

8.03 Question: Do Cyphers trigger proximity mines.

Answer: Yes. Though they are not damaged by them.

8.04 Errata, Page 258, Boosts:

Change Esper Condenser from costing one point to costing 2 points.



9.00 Factions

9.1.00 Shattered Sword Paladins

9.1.01 Question: Can Oath of the Six (Sebastian's cadre ability) be used to redirect Charges?

Answer: Only if the model making the Charge attack could have legally declared the Charge against Sebastian. i.e. It could make it into base contact with Sebastian.

9.1.02 Errata, Jeanne Romee, Hearts & Minds:

Replace: Hearts & Minds may target a friendly model in LoS.

With: Hearts & Minds may target a friendly unit in LoS.

9.1.03 Question: At what Order of Operations timing step does Francis Malory's Strategist ability occur?

Answer: See 10.01 below.

9.1.04 Errata, Francis Malory:

Alter: Remove Aspirant from the list of Abilities and add it to the list of Traits.

9.2.00 Black Diamond

9.2.01 Question: What is the point cost for the Black Diamond Corps?

Answer: 3(1)

9.3.00 Noh Empire

9.3.01 Question: If the Beastmaster uses Flush within LoS of beasts, even though Flush doesn't have a damage value, does it do damage due to the beasts and coordinated attack?

Answer: No.


9.3.02 Question: How does Marikan To's Arrow Storm attack (and presses) work?

Answer: Errata, Marikan To, Arrow Storm:

Replace:

 **ARROW STORM:**  Damage 6

If the attack hits, all units, friendly or enemy, within 3" of the target suffer **Damage 3**.


 **3** - All units within 6" of the target also suffer **Damage 3**.

 **3** - Arrow Storm only affects enemy units.

With:

 **ARROW STORM:**  Damage 6

If this attack hits, all units, except the target, within 3" of the target suffer **Damage 3**.

 **3** - Increase the area that all units take **Damage 3** if this attack hits in to 6".

 **3** - Arrow Storm only affects enemy units.

Answer Part 2: Damage from Arrow Storm is not passive as it is all a result of the attack. This means non-target units may not use Damage Prevention actions against damage inflicted by this attack.

9.3.03 Question: When placing the AoE token due to Zineda's Entropy Snare, can the token be placed under the target unit?

Answer: Yes.

9.3.04 Question: Does Entropy Snare (Zineda) reduce base armor?

Answer: No. Since the effect of the Armor stat is applied in step 10 and the effects of damage prevention abilities are resolved in 7.j. Damage Prevention Entropy Snare won't reduce the base armor value of a unit.

9.4.00 Star Nebula Corsairs

9.4.01 Errata, Iron Chef, Dinner Bell:

Dinner Bell is a Support action.

9.4.02 Question: How does Dinner Bell interact with squads?

Answer: Iron Chef targets a single squad member of his choice, and Pulls them towards him. After the Pull movement is complete all other members of the squad must move up to the Pull distance to maintain cohesion. If they are unable to return to cohesion the squad is Broken.

9.4.03 Errata, Kenobo, Immortal:

Replace: Gain Recover 3

With: Gain Heal 3

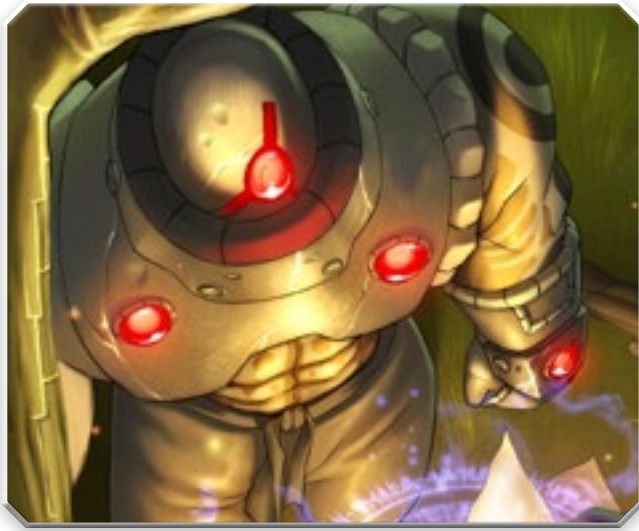
9.5.00 Doctrine

9.5.01 Errata, Ekhis, Base Size:

Ekhis may be used on either a 40mm or 50mm base.

9.5.02 Errata, Anthony, Hide & Seek, Press:

Change cost of the press to: 1 Creation (Green) and 1 Essence (Yellow).



9.5.03 Question: *Is the Librarian's Magical Wards AoE effect prevented by actions and effects that prevent Redirects? For example: Harker's Killshot.*

Answer: No, attacks that prevent Redirecting prevent Redirect actions, not other effects.

9.7.00 Prismatic

9.7.01 Question: *Do you count all three affinities when flipping for Hero/Villain in scenario play, or do you select one affinity and flip on that?*

Answer: Count all three.

9.7.02 Question: *When do Prismatic cadres pick their faction objective?*

Answer: Before the flip for Hero/Villain.

9.8.03 Question: *Can a Prismatic Unique, Minion, or Squad be recruited in a faction's cadre whose shares an affinity is one of theirs?*

Answer: Yes. e.g. Doctrine, Cerci, and Shattered Sword may recruit Radiant units, and Black Diamond, Noh Empire, and Star Nebula Corsairs may recruit Void units.

9.8.04 Errata, Candy Heart, Abilities

Replace: "Esper Initiate"

With: "Essence Initiate"

9.8.05 Question: *Are Candy and Candy Heart considered to be units of the same name for the purposes of recruiting a Cadre?*

Answer: No they aren't since they have different names. However, even though the Candy Heart card comes with two different models, she can't be included twice because those units would have the same name and are Uniques.

9.8.00 Darkspace

9.8.01 Question: *What is the correct Flip values for Darkspace Isabeau's, Poker Hand, action?*

Answer: The base attack is Flip 4. Press to increase to Flip 8.

9.8.02 Question: *With Flesh Reaper's, Premium Upgrade, are there any requirements or restrictions on the "2 additional Esper" cost?*

Answer: No, the esper used may be of any type (color) and in any combination the affected player wishes.

9.8.03 Question: *With FF9000's, Inappropriate Touch, action does the card that you do not select go back into your opponent's hand? What happens to the card you add to your hand - when spent/discarded is it put into your opponent's discard pile, deck or other?*

Answer: The unselected card is returned to your opponent's hand. Once the card you selected is spent or discarded it is placed in your opponent's discard pile.

Note: Please make sure all sticky juice is washed from your hands before handling your opponent's cards!

9.8.04 Errata, Darkspace Fiametta, Anti-Void Scroll

Change to a Support action.

10.00 ORDER OF OPERATIONS

10.01 Errata, Main Rulebook, Page 265, Game Setup:

f. Deployment (All steps begin with Villain)

i. Deploy Objectives

ii. Deploy Boosts

iii. Deploy Units

iv. Resolve unit "After Deployment" effects.

v. Resolve scenario "After Deployment" effects.

vi. Resolve all other "After Deployment" effects.

10.02 Errata, Page 265, 8.a.iii.01:

Replace: "Proceed to 11.Resolve After Action Effects."

With: "Proceed to 3.c.Follow-up Movement."