



FAQ

GENERAL QUESTIONS

Q: When I acquire cards do they go into my discard pile?

A: Acquired cards are placed in hand unless specifically stated otherwise on the card.

Q: What happens if the encounter deck runs out?

A: If the Encounter Deck ever runs out, reshuffle all of the discarded encounter cards into the deck.

Q: If I play an Instant on another player's lane (such as a Med Pack or Hi-Ex Grenade), does that card go to their discard pile?

A: No, it goes to its owner's discard pile. The only time a card goes to another player is if it is deployed into their lane.

Q: Can I give other players cards out of my hand (Example: Xenosathem, Med Packs, etc?)

A: Cards in hand may not be traded among players. The only way to give another player a card permanently would be to deploy it into their lane, as is the case with Troops and Items.

Q: Do effects that say 'when this enemy kills a troop...' still take affect if the enemy also dies in the same combat it kills the troop?

A: Yes.

Q: When a card directs you to burn a troop, do any equipped items also get burned?

A: Not unless the card specifically states so.

Q: The back of the rulebook states 'All players get ONE pre-combat reaction' yet in the rulebook there is no mention that you can make JUST ONE reaction.

A: The wording on this was problematic. All players get 1 Pre-Combat Reaction, which the rulebook specifies as the time where you can play cards before combat. This means each player gets one final chance to play any (and as many) cards they wish before combat happens.

Q: My Troop and an enemy both survive combat. Do they immediately fight again or do we (the players) have a chance to play cards such as Instants?

A: Yes. Before each combat all players have a chance to react.

Q: Do effects stack (Two Shield Swarms in 1 lane, for example)?

A: Yes.

Q: If a card is burned, does it count as being killed?

A: No. Therefore effects that trigger on a card being killed do not trigger.

Q: If I kill an enemy when it is revealed, does its reveal effect still happen?

A: Reveal effects can never be prevented unless a card specifically states it does so.

Q: Can I use effects on other player's lanes (such as the Storm Trooper)?

A: Unless a card specifies "this lane" or "your lane" it can be used on any player's lane.

Q: When a card says "May be played in response to reveal effects" does this mean it can ONLY be played then?

A: No, this is merely specifying that it CAN be played in response to reveal effects, which usually are not something a player can play cards in response to.

Q: Some enemies have effects that turn my Troops into enemies. What happens to these Troops when they die or are discarded?

A: They are sent to their owner's discard pile.

SPECIFIC CARD QUESTIONS (CORE GAME)

TROOPS

Q: If a Troop is burned, but we've already purchased all copies of that Troop Card, does it return to the stack or is it removed from the game entirely?

A: It is returned to the stack and may be re-purchased.

Q: Can the PARATROOPER allow me to have more than 4 Troops in my lane?

A: No.

Q: Where can I deploy the PARATROOPER? Can I move Troops out of the way to place him?

A: When deploying the Paratrooper you may freely push troops back in lane. So you could, for example, in a lane with 3 Troops, push all your Troops back and place the Paratrooper at the front of your lane, or choose to push only 2 back, thus placing the Paratrooper in the second slot in your lane. Remember, however, that while the Paratrooper can be deployed as an Instant, it cannot be done in response to reveal effects, so those would have to resolve before he heroically jumps into the lane!

Q: Can the PARATROOPER allow me to have more than 4 Troops in my lane?

A: No.

Q: Can RANGERS/MILITIA bring a Troop's cost to 0?

A: Yes.

Q: Do MILITIA have a cost of 0?

A: No, the symbol on their Resource Cost is indicating that they CANNOT be purchased.

HIVE CARDS

Q: How many Troops can the CHARGER kill with its effect?

A: The Charger only carries damage over to 1 additional Troop, so at most it could ever kill 2 Troops in 1 combat.

Q: How does the SWARMER'S effect work?

A: The first time the Swarmer attacks, it deals its damage before the Troop deals its damage. If the Troop survives, it deals its damage to the Swarmer as normal.

Q: Does the DRONE'S effect trigger each time it kills a Troop?

A: No, each Drone can only cause you to draw 1 less card.

Q: Do effects like the SHIELDSWARM and SMOKER affect themselves?

A: Yes.

Q: Can the BUTCHER ever trigger a VOID MINE?

A: Yes, the text can be misleading, but a Void Mine should be treated as a Troop for all purposes.

Q: Does the HAVOC'S effect trigger each time it kills a Troop?

A: No, each Drone can only cause you to draw 1 less card.

Q: Exactly when does the SWARM CALLER'S effect happen?

A: The Swarm Caller has to be attacked to trigger. So when it is revealed all players will get a chance, as normal, to respond by playing effects and abilities to damage it, then the first Troop in lane will fight it. If, after this, the Swarm Caller is still alive, its effect will trigger.

Q: In the case of the BOMBER, just what is an "effect"?

A: An effect is anything that isn't combat damage. For example, the nHi-Ex Grenade, Storm Trooper, and Hyperion would trigger the Bomber, while a Power Boost from a weapon card would not.

Q: What happens if my DEFENDER EXO-SUIT blocks damage from a BILE SLUG?

A: It would be burned, per the Bile Slug's effect.

Q: How does the DEATHSPUR work?

A: It attacks the last Troop in lane. If, after 1 round of combat, it is still alive (regardless if the Troop is alive or dead), it is discarded and the base suffers 6 damage.

Q: What happens when the OVERSEER triggers and all GATHERERS are in the encounter deck discard?

A: The Gatherers are taken from the discard pile and placed at the end of the enemy lane.

Q: A BROOD MOTHER causes a TUNNEL WORM to appear in lane. Does the TUNNEL WORM place a Wave 2 or 3 enemy face-down?

A: It would place a Wave 3 enemy.

DIVISION CARDS

Q: Does the Wave 3+ effect of WEAPON'S RESEARCH and the ARMORY affect all players or only themselves?

A: All players.

Q: Does the Wave 1+ effect of the BARRACKS (adding 1 Militia to hand) count against my card draw for the round?

A: The Militia is added to your hand AFTER drawing your 6 cards for the round.

Q: Do FIELD MEDICs benefit from the Wave 3+ ability of MED BAY?

A: No.

Q: Can any player use the SCIENCE LAB Wave 3+ ability?

A: No, only the Science Lab can make use of this effect.

Q: Can the discounts of multiple Divisions stack (Armory and Command Center, for example)?

A: Yes, but note that each effect states it can only reduce an Item's cost to a minimal of 1.

ITEM CARDS

Q: When can I trade up XENOSATHEM cards?

A: Anytime you have the correct number in your discard pile. For ease, we suggest all players do it at the end of the round, during the Wrap-Up Phase.

Q: When exactly do the MED PACK and PULSAR SHIELD expire? Can I play them at the end of the round and have their effects carry over to the next round?

A: The wording on these cards is ambiguous. They are intended to be played when a Trooper suffers damage to prevent that damage, not create a lingering, persistent, shield around the Troop.

Q: Is the MED BOT a Troop? If yes, does that mean I can equip it with items?

A: Yes, it is treated as a Troop for all purposes.

Q: The DROP SHIP is not an Instant. How does it work?

A: Before the Combat Phase begins, you may play the Drop Ship to deploy 1 discarded Troop to your lane. As pointed out, this card is not an Instant, so you CANNOT use it to deploy Troops to your lane once the Combat Phase has begun.

Q: How does the VOID MINE interact with abilities that target Troops (such as the Panic Spider or Prowler)?

A: Enemies should treat the Void Mine as a Troop for all purposes. So a Prowler's reveal would trigger the Void Mine.

Q: Can the HI-EX GRENADE target face-down enemies?

A: Yes, unless a card specifies REVEALED enemy, it may target face-down cards. If it does so, it follows the normal rules for damaging a face-down enemy.

Q: How many enemies can the MK1 "OI" FASHIONED" CHAINSAW KILL?

A: The Chainsaw only carries damage over to 1 additional Enemy, so at most it could ever kill 2 Enemies in 1 combat.

Q: Can the SPARK JUMPER ASSAULT RIFLE be used when the equipped Troop isn't in combat?

A: No, the Sparker Jumper only allows the equipped Troop to deal its damage before enemies attack, meaning the Troop must actually be involved in the combat- its effect does not create direct damage.

Q: Does the KSA TEMPLAR ARMOR always give +1 power (meaning if I had a weapon equipped it would be +2)?

A: KSA Templar Armor always gives +1 power. If you also have a weapon equipped it would provide +2 power.