Relic Knights FAQ & Errata
JUNE 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 being 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.

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 place 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.

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 it's 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.

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 total damage is reduced to zero then no damage is dealt and the action fails.

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: Do units affected by Spirit Walk (Essense General Action) ignore elevation?

Answer: Yes, a unit affected by Spirit Walk ignores elevation and models may end their move at a different elevation than they previously started.

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.

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 at the beginning of the game before deployment. 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 is 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 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.

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.

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.

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.

9.3.00 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.

9.4.00 Star Nebula Corsairs

9.4.01 Question: Is Iron Chef's Dinner Bell action meant to be a support action?

Answer: Yes.

9.5.00 Doctrine

9.5.01 Errata: Ekhis Base Size 40mm

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.