

# ARCANE LEGIONS

## Official Post-Convention FAQ

### PRODUCT CONFIGURATION

**Q: I have more unit cards in my Starter than I have figures to fill them. Why can't I field every unit in my Starter?**

*A: The Starter contains the figure sprues from all three factions' Infantry Army Packs, each containing 40 figures, as well as the 12 unit cards (four from each faction) from those same Infantry Army Packs that use those figures. It also comes with enough formation bases to play with two of these groups at one time. This gives the Starter 12 playable-out-of-the-box units, four from each faction, which can be squared off against each other in a variety of combinations to show a new player how the game works and how the factions differ from each other.*

*The Starter also contains three painted commander figures, one from each faction, which we included so that you can see the kinds of figures that come in Booster Packs. With those commanders come three sortie unit cards featuring them alongside a small group of the common figures mentioned above (the same figs that go on some of the Army Pack formations). This adds three additional units to the Starter, one from each faction—giving each faction four basic units to fight with and one additional hero unit that can sub in for a basic unit.*

*The bases we included in the Starter will support up to eight formation units and three sortie units at a time; likewise, the figure sprues and unit cards in each faction support up to four units at a time.*

*This totals, in the end, 123 figures and 15 possible units with which to make two armies. This not only gives the Starter player a sample of the different factions and the way they play, but also introduces them to the notion of army building.*

**Q: The Infantry Army Packs contain the same figures I got in my Starter. Why would I ever need this?**

*A: The Infantry Army Packs exist so that players don't have to buy another Starter in order to stock up on more figures for their favorite faction. When you build or change armies as your collection grows, you can buy what you need when you need it.*

**Q: How come all the Army Pack and Starter figures are unpainted? Can I use them without painting them? Can I get painted version of them?**

*A: Yes, you can use them unpainted; heck, you don't even have to glue them if you don't want to (although I personally recommend it). The figures are designed with friction-fit pieces, which hold together well enough to play a game or two even without glue.*

*In case you're dead set against unpainted figs, however, we also have plans to produce limited numbers of painted army packs that will ring up at a price somewhere around \$45. Keep an eye out on the website for more information.*

**Q: What's the best way to remove the Army Pack figures from the plastic frames? I get nervous around X-acto knives . . .**

*A: Sprue cutters are a wonderful invention; they're available at any hobby shop and they cut through our sprues effortlessly. This tool will make the task of removing your figs from their frames much easier. They work just like wire cutters and are much safer than trying to cut thick plastic with a hobby knife.*

**Q: I opened a Han Booster and got three Jorogumo figures, but the unit card that came with them requires four. I also opened an Egyptian Booster and got four Cyclops figures, but that card requires five. Was this intentional? What gives?**

**A:** *Though some of the unit cards you get in the Boosters (many of the loose cards and some of the commander units) were designed to use additional Booster figures not necessarily included in the same box, **these two cards were not**; they are both errors.*

*The rare and uncommon cards that come wrapped together with groups of figures are intended to require only the figures they came wrapped with plus common figures found in the Army Packs. The goal is that as long as you have the Army Packs for that faction, you'll have what you need to populate the unit.*

*Anyway, the problems with the Cyclops and the Jorogumo were not intentional, and we are planning to correct this error in two ways:*

- 1) We will be putting two new unit cards on our website for download (PDF format), which you can print and cut yourself to play with the figures that you got in the Booster. We will make an announcement on our website when those are posted.*
- 2) We will be instituting a redemption program through which players who got a Booster containing either of those two figures can acquire the figure they are missing directly from us. We are still working out the logistical details of this program, but as soon as we have more information about exactly how it will work we will make an announcement on our website to explain it.*

*We want to apologize to the players who have encountered these two errors; please understand that this was a legitimate mistake and not an attempt to bait and switch our players. We take our goal of providing a player-friendly product very seriously, and we will work hard to ensure that future sets contain no such collation issues.*

**Q: What exactly is a “Legion Bundle,” and what can I expect to get in one?**

**A:** *A Legion Bundle is a pack of 8 Boosters—all of the same faction—that comes in the case shrink-wrapped and marked with a special Legion Bundle cover sheet and its own UPC code. Each faction has its own Legion Bundle.*

*A Legion Bundle is designed to contain **one of every commander figure, one of every figure group, and at least one of every unit card that comes in that Booster for that release.** That, folks, is a complete set of that faction's Booster contents for under a hundred bucks.*

*Though the contents of each Booster are randomized, the contents of each Legion Bundle are fixed. This means that when you and a friend each buy a bundle, the mix of figures and unit cards from Booster to Booster will be different, but when you're done, you should each have the same mix of figures and unit cards.*

*We instituted this unique collectability system specifically to help you get your hands on what you want when you want it, and to give you as many different options of how to get what you want as we can. We also designed it so that you don't have to go to eBay to get your hands on a complete set; if you want one, you can go buy one at your local brick-and-mortar retailer.*

**Q: How often will you release new stuff for Arcane Legions?**

**A:** *Though we might release new Army Packs or a new Starter once in a very long while, we intend to update **Arcane Legions** roughly every four months or so with small, Booster-only releases. These will*

*include only pre-painted, pre-assembled figures as well as an assortment of unit cards, and they will be packed in Legion Bundles just like our current Boosters for ease of collecting.*

*This means that when we release a new set, you can collect whichever faction(s) you want, and you can make your purchases as random or as fixed as you choose. If you like buying Boosters, you can do so, and those who want to get everything at once can do that, too—all at your local brick-and-mortar retailer.*

**Q: What is the Centurion Club, how much does it cost, and what does it get me?**

**A:** *The Centurion Club is our paid membership program, which costs only \$3 per month to join. It provides several benefits, including:*

- *Access to the online unit builder, with which you can design and print out your own custom, fully costed, tournament-legal unit cards.*
- *Access to the online exclusives in our store, for example, larger figures like dragons, siege weaponry, and monstrous beasts of legend.*
- *Access to the online collection manager, an addition to your free profile page where you can keep track of your armies.*

## **RULES CLARIFICATIONS: GENERAL**

**Q: When choosing a side of the table, can I choose the same side of the table that my opponent did?**

**A:** *... Really? That's your question?*

*\*sigh\* Fine. I will answer this, but only because I promised a friend I would . . .*

*The answer is no.*

*Now get out. You're out of my FAQ. ☺*

## **RULES CLARIFICATIONS: MOVEMENT**

**Q: Does my unit slide when it snaps to terrain?**

**A:** *No. It only snaps. Snapping to the terrain still ends your movement, but the unit does not slide.*

**Q: When I slide after I've snapped to another unit, do I get to choose which way I can slide? How far can I slide before I have to stop?**

**A:** *You can choose which way you slide. As for how far, you can slide until a notch or a side on your unit lines up with a notch or a side on the unit you snapped to.*

**Q: Is pre-measuring allowed?**

**A:** *That's up to the players or the tournament organizer or the game store—whoever sets the ground rules for your game. We have no rule against pre-measuring in the rulebook, but neither do we have a rule guaranteeing the right to do so.*

**Q: When I move my unit one step in a direction, can I move less than one step?**

**A:** Yes, you can move less than a step, but it still counts as a full movement point. Note that this applies only when moving straight in a direction.

If you turn, you must place your unit completely on the other side of the turning tool (fitting a notch in the moving unit's base onto the other end of the turning tool); so there is no partial movement in a turn.

**Q:** If I have one movement point left at the end of my move order, and I'm going to push to give my unit a second move order, can I use that point to help pay for a turn in the second move order?

**A:** No you can't. A clever idea, I shall grant you gladly, but not legal. A turn is a single maneuver that costs points depending on how it is executed – not a series of separate maneuvers that each cost points. Laying the movement tool down, for instance, is just part of a turning maneuver – no movement points are spent until you have executed the turn.

## **RULES CLARIFICATIONS: ORDERS**

**Q:** If I have two different special abilities on my unit that both require a special order to use, can I use both with one special order or can I give it two special orders to use both?

**A:** No and no. If a unit has two special abilities that use special orders, then you can use only one of them on a turn; each requires its own special order to use. You cannot push a unit to give it an additional special order, so you can never give a unit more than one special order on a turn.

**Q:** How much does a special ranged combat order cost to use?

**A:** A special ranged combat order is defined in the glossary as "A special order that is also subject to effects that impact ranged combat orders." This means that it is actually a special order, thus costing 1 order point to use.

**Q:** Is a special ranged combat order affected by line of sight penalties, bad side penalties, or the penalty for firing into melee?

**A:** Yes. This is why units that have the Thrown Weapon special ability have a blue side. The phrase "also subject to effects that impact ranged combat orders" means that not only is it a special order (and therefore subject to all effects that impact special orders), but it is also subject to the natural restrictions on ranged combat (line of sight, firing into melee, etc.) as well as effects from special abilities or battlefield conditions that pertain to ranged combat orders.

**Q:** Would I have to push to give the same unit a special ranged combat order and a ranged combat order on the same turn? What about a special order and a special ranged combat order?

**A:** A special ranged combat order is technically a special order, so though a special ranged combat order and a ranged combat order would not require a push, a special ranged combat order and a special order would require a push and would therefore not be allowed (because you can't push for an additional special order).

## **RULES CLARIFICATIONS: COMBAT**

**Q:** There are a couple of abilities on my units that use that term "normal range," but I can't find a definition. Can you clear up exactly what that means?

**A:** Normal range is the range defined in the Ranged Combat Order section of the rulebook. It is a distance equal to 3 formation base lengths, and must be measured from a notch on the firing base to a notch on the target base; if you can touch only the corner of a unit but not a notch, then it is not within range.

**Q: Do I have to push to use a close combat order and then a ranged combat order on one unit on the same turn?**

**A:** No. Page 15 of the rulebook (last paragraph) will give you the answer to this question: a ranged combat order and a close combat order are two different kinds of order, so no push is required for a unit to do both in one turn.

**Q: What exactly triggers a breakaway attack? Does moving past a unit trigger one? What about using a regroup order to turn my base?**

**A:** The one and only thing that provokes a breakaway attack is the giving of a move order. This only happens when you give the order, which is before you actually start moving.

The breakaway system is simple: 1) you give a unit a move order; 2) any enemy unit adjacent to that unit that has ready attack icons can make a breakaway attack; and then 3) once all breakaway attacks are resolved you start carrying out your move order.

So to answer the rest of the question, no—moving past an enemy unit does not give that unit a breakaway attack on you (you gave your unit the move order it is carrying out before you became adjacent to the enemy unit), nor does giving your unit a regroup order give an enemy adjacent to it a chance for a breakaway attack (it's not a move order).

**Q: Can the defender deal damage to me in a breakaway attack? If so, do I have to make the breakaway attack or can I choose not to?**

**A:** Yes, a breakaway attack functions exactly like a normal close combat attack except that it does not cost you any order points to make. The defender deals damage normally. The good news is that you do not have to make a breakaway attack if you don't want to. If, for instance, you have only 1 ready attack icon and the moving unit has 6 ready defense icons, you probably do not want to make a breakaway attack.

**Q: Injuries (damage to a figure that does not equal or exceed its hit points) are not permanent, so when do I get to remove them?**

**A:** Any injuries on any unit in play on either side are removed at the end of each player's turn. When each player starts his turn, there should be no injuries left on the table.

## **RULES CLARIFICATIONS: SPECIAL ABILITIES**

**Q: If my unit has two icons of the same special ability, do I get the benefit of both?**

**A:** Yes. Any figure special ability that is ready (on an occupied slot) has its effect – it's just a matter of whether that effect does anything in multiples.

Cumulative abilities – that is, abilities that add to or subtract from an existing statistic (extra dice, movement points, order points, etc. – stack very logically. Twin icons that each grant an extra attack die would simply provide 2 extra attack dice.

*If an ability instructs you to stack multiple icons in a different way, then that is how you stack it, and no further discussion is required. Fireburst, for instance, grants extra damage to the target for each extra ready icon, but not to the units adjacent to the target.*

*An ability which simply negates a penalty can't really do so twice, in which case a second icon merely makes it harder for a sniper or a concentrated attack to take the ability away. Likewise, an ability which requires a special order would not do so twice – it would have to include instructions on how to resolve multiple icons if it were to have any additional effect.*

*I must apologize for the confusion that has come up regarding this issue. It mainly stems from the text in the rulebook which states "some special abilities get more powerful the more ready icons they have, so be sure to read the special ability card carefully." This inadvertently implied that only some special abilities do this, which is not the case.*

*Coupled with several otherwise simple, additive special abilities (like Wall of Shields) which erroneously contained an older template that did specify how they stack ("This unit gets X for each ready X icon" instead of simply "This unit gets X.") this created the incorrect impression that the only abilities that could stack were ones with this older template.*

*Hopefully, this explanation will help to prevent any further confusion on this point.*

**Q: If I have no ready defense dice, does a special ability that adds defense dice still work?**

**A:** Yes. Because defense doesn't require you to give the unit an order, it's okay that it has a base number of 0. Special abilities will still add up.

**Q: What about ranged dice or close combat dice? If I have zero ready of those, will my special abilities still modify them to a positive number?**

**A:** No. Ranged and close combat attacks are active; the rules state that a unit with no ready attack or ranged icons cannot be given an order of that kind, so they would never have the chance to apply their modifiers.

**Q: Is the Fireburst special ability affected by line of sight?**

**A:** No. Fireburst is a special order limited only by range; the ability would have to specify that it cares about line of sight.

**Q: From where exactly is a range of "one formation length" measured for abilities like Aura of Peace?**

**A:** All ranges are measured from a notch in your base to a notch in another unit's base. In the case of a radiating ability like Aura of Peace, it is measured from any notch in your base to any notch in the base of the unit in question.

**Q: Does the Good Fortune ability allow me to reroll my single lowest die, or can I reroll all the dice that share the same result as my lowest die?**

**A:** You get to reroll only one die with Good Fortune. If you have rolled three 1s, then you pick one of them to reroll. If you had another ability affecting that same unit that also allowed you to reroll your lowest die, then you would be able to reroll your two lowest dice.