

MechWarrior: Dark Age Questions and Answers, June 11, 2003

Updates Tournament Legal [June 25](#) 2003. All new entries are shown in [blue](#).

Forums: Any ruling made by the Official Rules Arbitrator on a Wizkidsgames MechWarrior forum is an official ruling. The ruling is only tournament legal when the FAQ is published on the Wizkid's website. The FAQ will have a Tournament Legal date in it.

MechWarrior: Dark Age Unit Corrections

- #015 Purifier Battle Armor, Veteran. An early printing of this unit had no range value on the base. The correct range values are 0/8 with a single energy symbol.
- #055 JES Missile Carrier, Green. The correct point value for this unit is 35.
- #080 ForestryMech, Veteran. An early printing of this unit had incorrect heat effects listed on the melee slot of the heat dial. The correct heat dial is listed below.

Primary Damage (Melee)	0	0	0	-1	-1	0
Secondary Damage (Melee)	0	0	-1	-1	-2	0
Speed	0	0	0	0	-1	0

- #089 AgroMech MOD, Elite. An early printing of this unit had incorrect heat effects listed on the melee slot of the heat dial. The correct heat dial is listed below.

Primary Damage (Melee)	0	0	-1	-1	0	0
Secondary Damage (Ballistic)	0	0	-1	-1	0	0
Speed	0	0	-1	-2	0	0

MechWarrior: *Death from Above* Unit Corrections

- #035 Partisan AA Vehicle, Veteran. An early printing of this unit had the name listed as "Partisan Vehicle AA". It has been corrected to read "Partisan AA Vehicle".
- #122 Seka Ward – Mad Cat II. An early printing of this unit had missing combat values on the 14th and 15th click of its combat dial. The correct values are listed below.

Click	14	15	16	17	18
Primary Damage (Energy)	0	0	Eliminated	Eliminated	Eliminated
Secondary Damage (Ballistic)	0	0			
Speed	5	4			
Attack	5	4			
Defense	16	15			

MechWarrior: Dark Age Rules Clarifications

Blocking Terrain

Replace the first sentence of paragraph 2 under Blocking Terrain (page 27) with the following: A unit's center dot may not enter blocking terrain. No part of a unit's base may overlap blocking terrain at the end of that unit's movement or during deployment.

Low Walls

Add the following after the first sentence of paragraph 1 under Low Walls (page 29): No part of a unit's base may overlap a low wall at the end of that unit's movement or during deployment.

Add the following as paragraph 2 under Low Walls (page 29): A capture attempt may not be made against a target unit on the opposite side of a low wall.

Capturing

Replace the second sentence of paragraph 1 under Capturing (page 19) with the following:
Only infantry units with speed mode foot may participate in a capture attempt.

Explanation: Adding a speed mode restriction to capture attempts prevents Hoverbikes from being used in capture attempts. We feel this change is in keeping with the spirit of the game and does not diminish the Hoverbikes' utility as a harassing unit.

Pushing

Replace paragraph 1 under Pushing (page 10) with the following:

If an infantry or vehicle unit with an order token is given an order, that unit takes 1 click of damage after resolving its current order. This is called pushing; the damage represents the exertion of taking orders back to back. You may not give an infantry or vehicle unit an order if it has two order tokens on it.

Replace the second sentence of paragraph 3 under Pushing (page 11) with the following:

If a 'Mech with an order token is given an order (other than vent), it takes 1 click of heat after resolving its current order.

Explanation: The introduction of transports has required the addition of rules relating pushing directly to the number of order tokens on a unit. Previous clarifications to pushing did not fully resolve this issue, necessitating this entry.

Heat Effects

Replace the first sentence of paragraph 5 under Heat Effects (page 12) with the following: If a unit takes 1 or more clicks of heat or cooling, apply the heat effects and make any required die rolls after the total amount of heat or cooling is applied.

Rolling 2 and 12 on the White Dice

Replace paragraph 2 under Rolling 2 and 12 on the White Dice (page 14) with the following:

If you roll a 2 on the two white dice while you are trying to repair a target unit, you automatically miss and deal 1 click of damage to the target of the repair attempt, not your unit making the repair attempt. This damage may not be prevented.

Speed Mode Hover

Replace the entry for speed mode hover (page 29) with the following:

This unit treats all water terrain as clear terrain for movement purposes only. A unit with hover in deep water is not submerged. This unit treats hindering terrain as blocking terrain for movement purposes only. This unit's center dot may not occupy hindering terrain at any time. This unit fails to break away only on a result of 1 on a six-sided die.

Glossary

Add the following entry to the Glossary (page 33):

Artillery Attack: A ranged combat attack that affects units within the blast radius of the firing unit's artillery marker.

Explanation: Artillery is not an entry in the original rulebook. This glossary addition for an artillery attack defines it as a specific kind of ranged combat attack that does not target units, and clarifies issues with the interaction of special equipment and artillery attacks.

Special Equipment Card Clarifications

Ballistic Damage Special Equipment:

Armor Piercing: Replace the text with the following:

This unit ignores all defense special equipment while making a ranged combat attack. (Optional) When this unit makes a ranged combat attack, it ignores all defense special equipment of the affected unit or units while resolving the attack.

Streak Missiles: Replace the text with the following:

This unit can make a ranged combat attack against a target unit when its line of fire is blocked. (Optional)

When this unit is given a ranged combat order targeting a single unit, the line of fire is not affected by the presence of terrain or other units. If the attack is successful, deal damage equal to this unit's damage value reduced by 1 to a minimum of 1. This attack may not be used to target a 'Mech that is shutdown, or a unit with Electronic Camouflage special equipment.

Energy Damage Special Equipment:

Flamers: Replace the text with the following:

This unit may deliver 2 clicks of heat to a 'Mech that is not shutdown with a successful close combat attack. (Optional) This unit can use this ability to make a close combat attack. When this unit hits an infantry or vehicle unit with a close combat attack, add 1 click of damage to this unit's normal damage value. When this unit hits a 'Mech that is not shutdown with a close combat attack, the target unit takes 2 clicks of heat. In this case, do not use this unit's normal damage value.

Speed Special Equipment:

Infiltrate: Replace the text on the Special Equipment Card with the following:

This unit begins the game outside its deployment zone (optional). When preparing the battlefield, place this unit after all players have placed their units without Infiltrate. If this unit has speed mode 'Mech, you may place this unit up to its speed value away from your deployment zone. Otherwise, you may place this unit up to twice its speed value away from your deployment zone. You may not initially place this unit in any other player's deployment zone or in any terrain the unit could not occupy due to terrain or speed mode restrictions.

Attack Special Equipment:

Salvage: Replace the text with the following:

This unit may not be given a close combat or ranged combat order. If this unit is a vehicle, it may not be pushed and may only be given a move order. If this unit is a 'Mech, it may only be given a move or vent order, and it may not make a death from above attack.

Defense Special Equipment:

Decoy: Replace the text on the Special Equipment Card with the following:

This unit avoids a successful hit from a ranged combat attack (optional). When this unit is the target of a successful ranged combat attack that is not a critical hit, the firer must make a second attack roll. If the second attack roll is successful, this unit is hit by the attack. Otherwise, the attack misses. If a second attack roll is made, it does not count as an additional attack for the firer.

Ballistic Heat Effects:

Ammunition Jam: Replace the text with the following:

This 'Mech cannot make a ballistic ranged combat attack or use ballistic damage special equipment. This 'Mech cannot make a ballistic ranged combat attack with this weapon system or use any ballistic special equipment on this weapon system.

Energy Heat Effects:

Avoid Heat Sink Overload should be listed as yellow.
Weapons Offline should be listed as black.

Speed Heat Effects:

Engine Overheat: Replace the text with the following:

This 'Mech cannot run or use any speed special equipment. This 'Mech cannot run or use any speed special equipment.

MechWarrior: *Fire for Effect* Rules Clarifications

Passenger Units

Replace the first sentence of paragraph 4 under Passenger Units in the **MechWarrior: *Fire for Effect*** Rules Supplement with the following:

A friendly unit that begins the turn and the order in base contact with the rear arc of a transport may become a passenger of that transport.

Artillery Units

Remove the first sentence of paragraph 7 under Artillery Units in the **MechWarrior: *Fire for Effect*** Rules Supplement.

Explanation: Blocking terrain no longer blocks artillery attacks. All units with center dots within the blast radius of an artillery marker are potentially affected by the artillery attack depending upon the special equipment involved in the attack. The artillery marker does not represent the impact point of a ground burst, but rather the center of a circle of ground burst, air burst, and smart munitions that make all units in the blast radius vulnerable to the attack.

Replace the first sentence of paragraph 8 under Artillery Units in the **MechWarrior: *Fire for Effect*** Rules Supplement with the following:

If an artillery unit is Salvage or not on the battlefield when resolving its attack, use the attack and damage values listed on its artillery marker to resolve the artillery attack.

Artillery Units in a Ranged Combat Formation

Replace the 2nd bullet point under Artillery Units in a Ranged Combat Formation in the **MechWarrior: *Fire for Effect*** Rules Supplement with the following:

The primary attacker's artillery marker must be within the artillery arrange value and beyond the maximum range value of each unit in the formation.

Critical Hits and Critical Misses on Artillery Attacks

Replace the 2nd sentence of paragraph 2 under Critical Hits and Critical Misses on Artillery Attacks in the **MechWarrior: *Fire for Effect*** Rules Supplement with the following:

Remove the firer's artillery marker from the battlefield.

MechWarrior: *Death from Above* Rules Clarifications

Speed Mode VTOL Characteristics

Replace sentence 4 under Speed Mode VTOL Characteristics in the **MechWarrior: *Death from Above*** Rules Supplement with the following:

Instead of moving this unit 2", you may spend 2 speed points to alternate this unit between NOE and cruising levels when given a move order.

MechWarrior: Dark Age Rules FAQ

Break Away

Q: *My 'Mech is in base contact with an opposing unit. I gave my 'Mech a run move order but needed to roll for break away first in order to move. I fail my break away roll. Do I still take a click of heat for the run?*

A: Yes.

Combat

Q: *If a unit's attack stat is zero, can I still attack since if I roll two sixes on the white dice I automatically hit?*

A: An infantry or 'Mech unit with a zero attack value can make a close combat attack, but not a ranged combat or special attack. Vehicles with a zero attack value cannot make any sort of attack.

Q: *When I target multiple units and assign damage, can I assign zero damage to a successfully hit target?*

A: Yes, you can assign zero damage to a successfully hit target. Assigning zero damage to a target does not damage it, though.

Q: *Let me get this straight. Can I make a ranged combat attack against an opposing unit I'm in base contact with?*

A: Yes, you can make a ranged combat attack against a unit you are in base contact with as long as the distance to the target is greater than your unit's minimum range. Check the rulebook on page 16, paragraph 4.

Q: *My unit with a damage value of 2 makes an energy ranged combat attack against an infantry unit and scores a critical hit! How much damage do I deal to the infantry unit?*

A: The damage delivered is $2 + 1$ (for the critical) = 3 clicks. Since the target is an infantry unit, the damage is reduced to 1 click.

Cooling, Shutdown and Restarting

Q: *I'm confused by the speed heat effects. When can I use them to restart?*

A: Speed heat effects have different functions depending on whether or not your 'Mech is shutdown. If shutdown, an Avoid Shutdown or Avoid Shutdown: Critical speed heat effect allows you the option of rolling a die to restart your 'Mech at that point in its heat dial.

Q: *When restarting after shutdown, do you spin the heat dial to the start position?*

A: No, the heat dial remains in its present position when the 'Mech restarts.

Q: *What causes a 'Mech to take clicks of heat?*

A: There are 6 things that cause a 'Mech to take clicks of heat:

1. running a 'Mech (unless it has Evade special equipment)
2. pushing a 'Mech
3. being successfully hit and damaged with an energy weapon
4. failing a Heat Sink Overload or Heat Sink Overload: Critical heat effect
5. being successfully hit by a Flamer attack
6. making a charge attack

Q: *If I roll to restart my 'Mech and there is also an Ammunition Explosion or other heat effect requiring a die roll in the same slot, do I need to roll that effect if I successfully restart?*

A: No, you do not need to roll any heat effects present on the heat dial when a 'Mech restarts. Heat effects are resolved when a 'Mech takes a click of heat or cooling but not when restarting.

Q: *If I push my 'Mech to give it a vent order, will it take a click of heat?*

A: No, a vent order never gives a 'Mech a click of heat. However, you do not remove the order token

on this 'Mech at the end of the turn since it was given an order this turn. If there is no order token on this 'Mech, do NOT add one. A vent order will never give a 'Mech an order token, but neither will it take one away.

Q: *How much heat does a 'Mech take for a charge attack?*

A: A 'Mech takes 1 click of heat for the charge and 1 click of heat for the run order for a total of 2 clicks of heat. Note that if you push a 'Mech to make a charge attack, the total heat for the attack is 3 (2 clicks of heat plus 1 for the push).

Q: *I vent my 'Mech and it restarts. Do I keep an order token on it after it restarts since I gave it a vent order this turn?*

A: No, a 'Mech loses all its order tokens when it restarts.

Q: *I have a unit in base contact with an opposing 'Mech that is shutdown. Can my unit make a ranged combat attack against a unit other than a unit it is in base contact with?*

A: No. Although the 'Mech is shut down, it is still an opposing unit and limits your options in making a ranged combat attack. Your unit can make a ranged combat attack as long as the target is an opposing unit with which it is in base contact.

Damage

Q: *Item 7 of the Sequence of an Attack (page 15 of the MW:DA rules) states "Calculate the damage dealt." What is the sequence of applying damage modifiers and special abilities when resolving an attack?*

A: Use the following order of steps when calculating the damage dealt in an attack.

- 7a: Apply the attacker's current heat effects (if any) to its damage value.
- b. Modify the damage based on the attacker's special equipment, as appropriate.
- c. Modify the damage based on the attack type (for example, indirect fire ranged combat attack, or ram special attack).
- d. If a critical hit is rolled during a close combat or ranged combat attack, increase the damage by 1.
- e. Terrain effects (currently, only deep water) modify the damage delivered to the affected units.
- f. Modify the damage the affected units will take due to the affected units' types (for example, energy damage is reduced to 1 against infantry units).
- g. Reduce the damage due to the affected units' special equipment, if applicable.
- h. If the attack is a capture attempt, apply no damage. Otherwise, deal the damage to the combat dials of the affected units.

Formations

Q: *If I form a ranged combat formation and my primary attacking unit can make multiple ranged attacks, do I get the formation bonus on all of the units I attack?*

A: No, a ranged combat formation cannot target multiple targets. Refer to the "Ranged Combat Formations" section of the rulebook, page 24, where it states "Ranged combat formation can only be used when the attack is to affect a single target unit, and the intent is to damage (not repair) it".

Q: *If I use a close combat formation in a capture attempt and fail, will all the units in the formation take damage?*

A: No. In a capture attempt, only the primary attacker will take damage from a failed capture attempt. In the event of a critical failure, the primary attacker will still be the only unit to take damage.

Q: *If I use a ranged combat formation and the primary attacker has Pulse, do I get the formation bonus for my second attack?*

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

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.

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: *Does a 'Mech roll for heat effects that show on the heat dial when taking clicks of cooling?*

A: Yes, a 'Mech that is not shut down does roll for heat effects when taking clicks of cooling. Refer to the following paragraph under the "Heat Effects" heading in the MW:DA rulebook, page 12.

"If a unit takes 1 or more clicks of heat or cooling (for example, 2 clicks of heat from a flamer weapon), apply the heat effects and make any required die rolls after the total amount of heat or cooling is applied."

Here is an explanation. When heating up, the MechWarrior manages to maintain control of his 'Mech and its accumulated heat. When cooling, the 'Mech is still super-heated, and at a critical moment (like when a heat effect appears on the heat dial), the MechWarrior must once again try to prevent these effects since the 'Mech is still at a dangerous heat level whether you are approaching this level while heating up or cooling down.

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: *If I fail my roll for an Avoid Ammunition Explosion or Avoid Ammunition Explosion: Critical heat effect, can I take no damage because of negative heat effects?*

A: Yes, the modified value (the value on the combat dial modified by the negative heat effect value) becomes the value on the combat dial. The result may be a negative damage value on the combat dial. This negative value is used to compute the damage the 'Mech takes from the explosion. If the result is negative, the 'Mech takes zero damage.

Q: *How do I resolve multiple heat effects on the heat dial?*

A: When multiple heat effects appear on a 'Mech's heat dial, all effects are rolled at once and take effect simultaneously. If there are multiple heat effects and one is a shutdown roll, failing the shutdown roll will not prevent you from taking the consequences of any other rolls made at the same time. However, once the 'Mech shuts down, no additional rolls are made. For example, if a 'Mech fails an Avoid Heat Sink Overload roll and an Avoid Shutdown roll, it will take 1 click of heat and shut down. It will not make any additional rolls for heat effects showing at the new heat dial location, though, since it is shutdown.

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.

Q: *Can I use a ranged combat formation to make an indirect fire attack?*

A: No. Refer to the "Ranged Combat Formations" section of the rulebook, page 24, where it states "Each member of the ranged combat formation must be able to draw a clear line of fire to the target unit."

Multiple Attacks

Q: *My unit with multiple attacks fires at multiple targets. One of the targets is a shutdown 'Mech (giving a +4 modifier to the attack value) and another target is attacked through its rear arc (giving a +2 modifier to the attack value). Do I get to add +6 to my attack roll when determining if I hit both targets?*

A: No. Each target of a ranged combat attack against multiple targets receives the modifiers specific to their condition. In the example listed above, the firer adds +4 to its attack value to determine if a successful hit is obtained against the shutdown 'Mech, and the firer adds +2 to its attack value to determine if a successful hit is obtained through the rear arc of the other target.

Preparing the Battlefield

Q: *All of my battleforce units will not fit in my deployment zone. Can I still use all my units?*

A: Players must be able to deploy their units such that the center dots of all units without Infiltrate are within their deployment zone. Furthermore, a unit's entire base must be on the battlefield. It may not overhang the edge of the playing area when preparing the battlefield or at the end of a move order. Units with Infiltrate may be placed outside a player's deployment zone.

If all units without Infiltrate in your battleforce do not fit into your deployment zone as described above, your battleforce is not legal and must be altered before the game begins.

Repair

Q: *If my unit is already showing a repair marker on its combat dial, can I repair up to the NEXT repair marker?*

A: No, a unit showing a repair marker cannot be given a click of repair.

Q: *The SEC says you use a close combat order for Repair. What happens if a vehicle has Repair since vehicles cannot make close combat orders?*

A: Special equipment takes precedence when determining the outcome of a game mechanic. Repair special equipment gives the vehicle the ability to make a close combat order even though a vehicle usually could not do so.

Special Attacks

Q: *Is a charge attack considered a close combat attack or a separate attack type entirely?*

A: Charge is not a close combat attack, but is defined as a "special attack". You cannot use any close combat or ranged combat special equipment (or formations) when making a special attack such as a charge.

Q: *Do you add the click of heat for performing the run order as part of a charge before or after the attack is made?*

A: Heat effects are applied at the end of the order (when pushing damage is normally applied). Charge is a special order which can give you 2 clicks of heat.

Q: *How exactly does the heat work on a charge order?*

A: A charging 'Mech will take one click of heat and one click of damage for the charge special attack, and one click of heat for the run move required to execute the charge. All heat and damage to the attacking 'Mech is applied at once at the end of the order.

Q: *Can a vehicle with zero damage make a ram attack?*

A: Yes. A successful ram attack will deliver 2 damage even if the damage value of the attacker is zero.

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

A: Yes, a Salvage vehicle or 'Mech with an attack value greater than 0 can make a ram and charge attack.

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 critical hit or a critical miss be scored on a special attack?*

A: No, critical hits and misses can only be achieved on a ranged combat or close combat attack.

Q: *Is there a rear arc modifier for a death from above attack?*

A: No.

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.

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 is canceled until the end of the 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.

Agility

Q: *Does Agility really reduce the damage dealt to a unit from a close combat or special attack to one click?*

A: Yes, Agility reduces the damage TO one click. Agility is very powerful.

Q: *What happens when a critical hit is scored against a 'Mech with Agility?*

A: Here's an example: Unit A attacks 'Mech B (with Agility) and rolls a critical hit (two 6's on the white dice), and deals 4 clicks of damage (3 normal +1 for the critical hit = 4). 'Mech B applies its Agility SE modifier to the damage which reduces it to 1 click. Unit A deals only 1 click of damage to 'Mech B.

Q: *My 'Mech has single-use Agility. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Agility is used when this 'Mech reduces the damage it takes from a close combat, charge, ram or death from above attack. At the end of the order, give this 'Mech a click of damage.

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: *Do I divide damage between multiple targets successfully hit with a ranged combat attack using Anti-Personnel special equipment?*

A: No, each unit successfully hit by the attack using Anti-Personnel receives damage equal to the damage value of the attacking unit. In this case, the wording of the special equipment takes precedence over the main rules describing dividing damage between the targets of a ranged combat attack against multiple targets.

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. Unlike Flame/Lightning in Mage Knight, there's no messy "splash" damage. A unit that is affected by the attack (by having the attack roll equal or exceed its defense value), either as being a target of the attack or an infantry unit in base contact with the target, takes full damage. Anti-personnel special equipment overrides the usual stipulation that the targets of a multiple ranged combat attack have the damage divided between them. The SE specifically dictates the damage the attack does to all units affected (target or not) by the attack.

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 you damage your own infantry with Anti-Personnel? Here is a scenario: Your unit with Anti-Personnel is in base with an enemy infantry unit that is base contact with two other enemy infantry units and one friendly infantry unit. You attack the enemy infantry in base contact with you and use Anti-Personnel. Does your unit take Anti-Personnel damage?*

A: Yes, Anti-Personnel will do damage to your own units.

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.

Explanation: The change to the wording of Decoy requires that a unit be the target of an attack for Decoy to take effect. Infantry units in base contact with a target unit that is the target of a ranged combat attack with Anti-Personnel are not targeted by the attack and may not use Decoy special equipment.

Q: *I have a VTOL unit with Anti-Personnel special equipment. Can Anti-Personnel be used when I make a ranged combat attack after giving the VTOL a move order and spending 12 speed points?*

A: Yes. Anti-Personnel can be used when a unit is given a move order to make a ranged combat attack.

Armor Piercing

Q: *I have a VTOL unit with Armor Piercing special equipment. Can Armor Piercing be used when I make a ranged combat attack after giving the VTOL a move order and spending 12 speed points?*

A: Yes. Armor Piercing can be used when a unit is given a move order to make a ranged combat attack.

Brawling

Q: *Shouldn't Brawling be listed as (optional)?*

A: No, Brawling is not optional.

Q: *If a 'Mech has Brawling on its secondary damage slot, can it make use of the Brawling special equipment when its primary damage value is used?*

A: Yes, according to the SEC, Brawling will add 1 click of damage to all close combat, charge and death from above attacks this 'Mech makes.

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 Bypass be used by a unit in base contact with more than one captured unit?*

A: No, a unit with Bypass in base contact with more than one captured vehicle or captured 'Mech cannot use Bypass because it is not in base contact with a single captured vehicle or captured 'Mech.

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."

Command

Q: *My unit has single-use Command. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Command is used when this unit rolls a die to determine if you get an extra order this turn. After the die roll, whether successful or not, give this unit a click of damage.

Decoy

Q: *When re-rolling a successful attack against a target with Decoy, does a re-roll of a non-critical hit possibly make it a critical miss for the firer?*

A: Yes, a critical miss is possible on a re-rolled die for Decoy.

Q: *My unit has single-use Decoy. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Decoy is used when Decoy is not turned off and this unit is successfully hit by a ranged combat order. At the end of the order, give this unit a click of damage.

Evade

Q: *My unit has single-use Evade. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Evade is used when this unit increases its defense value versus a ranged combat attack or when it increases its chances to break away from an opposing unit. At the end of the order in which either of these two conditions are met, give this unit 1 click of damage.

Flamers

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

A: Critical hits always do an additional click of damage.

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.

Grapple

Q: *Can Grapple be used by a unit in base contact with more than one opposing vehicle or 'Mech?*

A: No, a unit with Grapple in base contact with more than one opposing vehicle or 'Mech cannot use Grapple because it is not in base contact with a single opposing vehicle or 'Mech.

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.

Hand-to-Hand Weapon

Q: * If I use my unit's Hand-to-Hand special equipment, will my damage be affected by heat effects?*

A: No, heat effects do not affect Hand-to-Hand damage. The Hand-to-Hand special equipment description states "do not use this 'Mech's normal damage value". Heat modifiers modify the unit's normal damage value so they do not affect the damage delivered with Hand-to-Hand special equipment.

Hardened Armor

Q: *My unit has single-use Hardened Armor. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Hardened Armor is used when this unit is dealt damage greater than zero from a close combat or ranged combat order. At the end of the order, give this unit a click of damage.

Heavy Armor

Q: *My unit has single-use Heavy Armor. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Heavy Armor is used when this unit is dealt damage greater than zero from a close combat or ranged combat order. At the end of the order, give this unit a click of damage.

Improved Targeting

Q: *Although Improved Targeting doesn't allow for a critical hit on a re-rolled die, how about a critical miss?*

A: Yes, a critical miss is possible on a re-rolled 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: *I have a unit with single-use Improved Targeting. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Improved Targeting is considered used if you choose to re-roll one of the attack dice. At the end of the order in which you use single-use Improved Targeting, take a click of damage.

Q: *I have a VTOL unit with Improved Targeting special equipment. Can Improved Targeting be used when I make a ranged combat attack after giving the VTOL a move order and spending 12 speed points?*

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

Infiltrate

Q: *I'm playing in a two-player game in which both my opponent and I have Infiltrate units. Which one of us places our Infiltrate units first?*

A: Assuming that Player 1 is the first player, deployment occurs in the following order:

Player 1 places non-Infiltrate units.

Player 2 places non-Infiltrate units.

Player 2 places Infiltrate units.

Player 1 places Infiltrate units.

Q: *I have a unit with single-use Infiltrate. When is it considered to be using this single-use special equipment, and when does it take the click of damage for using it?*

A: Infiltrate is considered used if you choose to place this unit outside of your deployment zone after all players have placed their units without Infiltrate. After deploying this unit with single-use Infiltrate outside of your deployment zone, give it 1 click of damage.

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.

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.

Point Defense

Q: *The SEC for Repair mentions that all modifiers to the close combat attack are ignored. Does this include a unit that has Point Defense (i.e.: providing a lower defense making for an easier repair)?*

A: Yes, the change in defense offered by Point Defense is classified as a modifier and is ignored during a Repair attempt.

Q: *My unit has single-use Point Defense. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Point Defense is used when one or more friendly units share this unit's defense value during a single order. At the end of the order, give the unit with Point Defense a click of damage.

Pulse

Q: *When does the target of a Pulse attack take damage from the first Pulse attack?*

A: If an attack using Pulse is successful, the target takes damage from the first attack before the second attack is made. Referring to the Sequence of an Attack (page 15, MW:DA rulebook), complete step 7 and 8 before returning to step 6 and making the second attack. Once the second attack is complete, resolve the remainder of the order in the listed sequence.

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. The bonus for the additional units contributing to the attack is added to the initial attack roll only. The second attack that a successful ranged combat attack with Pulse special equipment awards does not receive any formation bonuses.

Q: *My unit has single-use Pulse. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Pulse is used when Pulse is not turned off and this unit makes a successfully ranged combat order against a single target and you choose to make a second attack. After the second attack is resolved, give this unit a click of damage and a click of heat if it is a 'Mech.

Q: *If my 'Mech successfully hits with a ranged combat attack using Pulse, may its second attack be a close combat attack or 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.

Q: *I have a VTOL unit with Pulse special equipment. Can Pulse be used when I make a ranged combat attack after giving the VTOL a move order and spending 12 speed points?*

A: Yes. Pulse can be used when a unit is given a move order to make a ranged combat attack.

Rapid Strike

Q: *My unit has single-use Rapid Strike. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Rapid Strike is used when Rapid Strike is not turned off and this unit successfully hits a single target with a close combat order and you choose to make a second attack. After the second attack is resolved, give this unit a click of damage and a click of heat.

Q: *If my 'Mech successfully hits with a close combat attack when using Rapid Strike, may its second attack be a ranged combat attack or 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.

Reactive Armor

Q: *My unit has single-use Reactive Armor. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Reactive Armor is used when this unit is dealt damage greater than zero from a ballistic ranged combat order. At the end of the order, give this unit 1 click of damage.

Reflective Armor

Q: *My unit has single-use Reflective Armor. When is it considered to be using this single-use special equipment and when does it take the click of damage for using it?*

A: Single-use Reflective Armor is used when this unit is dealt damage greater than zero from an energy ranged combat order. At the end of the order, give this unit a click of damage.

Streak Missiles

Q: *I have a VTOL unit with Streak Missiles special equipment. Can Streak Missiles be used when I make a ranged combat attack after giving the VTOL a move order and spending 12 speed points?*

A: No. Streak Missiles 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. The intent is to have tracked vehicles slowed when moving through shallow water.

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 an opponent's 'Mech in my own deployment zone. Do I get 4 times its point value for Victory Condition 2?*

A: No, a captured 'Mech is always worth 2 x its point value.

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.

Q: *Must I have the center point of my unit in an opponent's deployment zone at the beginning of my turn to count for Victory Condition 3?*

A: Yes, the center point of a friendly unit must be within an opponent's deployment zone at the beginning of your turn to count towards Victory Condition 3.

MechWarrior: *Fire for Effect* Rules FAQ

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 MechWarrior: Fire for Effect 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: *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 the unit in its specific transport prior to deploying the units. At this point, each unit is designated to a specific transport and only the controlling player knows what unit is in what transport.

Artillery

Q: *How do I resolve an artillery attack when multiple artillery markers from a single artillery unit affect a unit?*

A: Since an artillery attack is resolved with a single attack roll, all damage is dealt at once. Add the damage from multiple artillery markers into a single damage value and apply it to each of the affected units.

Q: *Does artillery ignore defense special equipment?*

A: No, an artillery attack is a ranged combat attack and will interact with defensive special equipment as any other ranged combat attack does.

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

A: To obtain the +4 modifier to the attack roll, the line of fire to an artillery marker must not be blocked when the attack is resolved. Keep in mind that a line of fire 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 the firer from gaining the +4 modifier.

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

A: No, Decoy special equipment is not triggered by artillery attack damage. Decoy requires a unit to be successfully hit by a ranged combat attack to force a second attack roll to be made. Units damaged by an artillery attack are not "successfully hit" by the attack, they are merely damaged if they are within the blast radius of the attack.

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: An artillery unit that is pushed receives an order token and a click of damage for the push when its artillery marker or markers are placed on the battlefield.

MechWarrior: *Death from Above* Rules FAQ

Vertical Takeoff and Landing (VTOL) Units

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 speed points. 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.