

# ZONE RAIDERS FAQ 1.0

4/20/2020

## Frequently Asked Questions - Core Book

### Core Rules

**Q: Can Leap movement go over Obstacles?**

A: Yes, moving with a Leap action allows you to go up or down up to 3 inches across any open gaps along the path of your movement.

**Q: When/What can you Reroll with a Command Point:**

A: During your activation, you can reroll an attack or stat check made **during your activation**. For example, a ranged attack or Interface action, or when you suffer a damage check from an enemy overwatch attack or hazard. It does not apply during opponent activations. This only ever affects a single die, even in an attack using Burst.

**Q: Do Models block LoS to other Models if there is an intervening model the same or larger Size?**

A: Models do not block line of Sight, regardless of their size.

**Q: if you use Dash can you also wallrun or leap during that movement?**

A: No. Dash acts as if making basic move actions, for a total distance of up to three times your speed stat.

**Q: Can anyone place the extraction area with Designate Extraction?**

A: Any model may use the Designate Extraction action, though your team can only do this once per round.

**Q: Can you sell back items or gear?**

A: No, not without special abilities available (such as the Technomad doctrine, Strip for Parts)

**Q: Does scatter drift into different levels of terrain?**

A: Yes, scattering will cause whatever scattered to land on the nearest surface below the point of scatter rolled.

**Q: If a model hunker downs behind cover, do they gain both the -2 and -4 modifier to enemy shooting?**

A: Yes. A model using Hunker Down and behind cover will have both modifiers for a total of -6.

**Q: If a model has suffered two wounds, at the beginning of the turn, do they have to make one or two aptitude checks?**

A: The model must make two aptitude checks. Spending a Command Point for Endurance will automatically pass only one of the two checks.

**Q: If Vectors are hit and fail their defense roll, they will take a structural hit. Do they still have to take a survival test?**

A: No, Vectors suffer damage as objects and would not need to make a Survival check.

**Q: Stats are never to exceed 18 even after mods. Does this mean a stat can start over 18 and be modified down to 18 or below? Or does this mean a stat can never exceed 18 with mods?**

**Example: We have a Reclaimer Cuirassier with a Guardian Exoframe (19 def) in cover (+2 def). That will give him a 21 Def. If he gets hit with a Strength 6 weapon that will reduce his Def to 15. is this correct?**

A: No statline may exceed 18 even after bonuses. However, Cover does not modify your defense stat, but the target number for a defense check. So in this example, a strength 6 weapon hitting a Defense 18 Raider in Cover will result in a 14 as the target to roll (18+2-6).

**Q: When using a Vector's Aux Array for a free action shot with a secondary weapon, does it end the Vector's activation?**

A: No, using the Aux Array's shot does not end the Vector's Activation.

## **Missions, Hazards and Terrain**

### **Data Mining Mission**

**Q: Can you still claim an Objective Node even after it has been used as a DataNode and shut down?**

A: Yes. It remains an Objective Node even if shut down and can be claimed.

**Q: Is the stat check to claim an Objective Node an Interface Action?**

A: No. Claiming an Objective Node is a single Free Action aptitude check that may be attempted only once per activation. It is not an Interface Action and is not affected by Interface modifiers or requirements. Objective Nodes cannot be claimed with Interface: Remote Access, for example.

Note: The Objective 'Datalore Download' IS an interface action however.

### **Scavenging Run Mission:**

**Q: If I'm extracting a scavenge token, is the token leaving the table or the model as well?**

A: You can extract either or both when the model carrying scavenge spends an action in contact with an extraction area.

Note: This does mean a model with 2 scavenge tokens must spend 2 actions to extract both of them. If they only spend a single action and decide to leave the board as part of that action, they only can bring one token with them: any excess that were not separately extracted are dropped in place.

### **Hazards**

**Q: Do nano-contaminant clouds affect models they move over when they scatter?**

A: Yes. Any model that a nano-contaminant hazard moves over during it's scatter must make a survival check or suffer nano-contamination, as the hazard specified.

## **Campaign**

### **Skills and Advancement**

**Q: If I use the Showdown skill with a Plasma burner, do I shoot everyone within 4" or 6"?**

A: You only shoot everyone within 4 inches. The Plasma Burner cannot make attacks beyond 4, even if Showdown allows you to declare an attack on everyone within 6.

Note: If you had the Pistoleer skill, the Plasma Burner's range would be

extended, and so everyone would be attacked within 6".

**Q: Assaulter "Spend a Command Point: This unit may make a free action Shooting attack at the end of any activation in which all it did was make movement actions" The words "any activation " make it sound like the spent command point last the entire game, is this the case?**

A: No, Assaulter's bonus only lasts for that activation and applies once.

**Q: Advancement - If I roll on the table and get a result that I have already maxed, what do I do?**

A: Congratulations, your Raider is a very capable survivor indeed! Nothing happens, as their stat is already max. They are no doubt celebrating their good fortune with a delicious Pipe-moss fermented beverage.

## **Gear**

**Q: Do grenades take up one of your weapon slots?**

A: Yes, Grenades occupy one of your weapon slots.

**Q: "Grenades may target any point within but never beyond their effective range. When the target cannot be seen by the attacker, the Shooting attack suffers a -2 penalty" Does this mean that you can target the ground with a grenade?**

A: Yes, you can target any point that is a model or terrain piece, including the ground. You only suffer the -2 penalty if you cannot see the target point. Grenades cannot target open spaces in air.

**Q: Do Rupturing Weapons inflict 2 damage to Structures as well?**

A: Yes, Rupturing Weapons deal 2 damage to Structures (including Vectors!) if they fail a Damage Check after being hit.

**Q: Do Brutal Weapons automatically damage objects?**

A: Yes. A Brutal Weapon automatically inflicts 1 Damage on a successful hit.

## **Faction Rules**

**Q: The Technomads Doctrine "Refined Mag-Rails" mentions Mag Stormers, what are those?**

A: That is a Typo. The passage should read 'Mag-Blitzer' instead of Mag Stormer.

**Q: When equipped with a Reclaimer Battle Helm, do you have to perform the Aimed Attack action to get the free target mark?**

A: Yes

**Q: Can the Exanthrope bonus action from using an Augment Token be used after an 'End your Activation' action, such as to shoot twice?**

A: Yes. It allows you to take a single action once per turn immediately before the activation ends.

**Q: Can the Exanthrope doctrine ability Digital Reflexes be gained more than once in an activation?**

A: Yes. This can trigger any number of times as long as the conditions are met.

**Q: What does the Exanthrope Combat Sims ability do if I can already reroll with command points?**

A: Combat Sims ignore all penalties suffered from multiple opponents and allow out-of-turn rerolls, including on Counter Attack rolls. Also to note: The ability to reroll with a Command Point normally can only be done once per turn, so Combat Sims allows for additional reroll if enough Command Points are available.

**Q: For NthGen models, do wounds or advancements cause their stats to change if their statline is based on the Prototype?**

A: No, all NthGen models immediately set their stat profile to be based on the Prototype at the beginning of a game. This means stat increases and decreases from advancement or injury can only permanently affect the Prototype.

**Q: For Zone Stalkers Ambush Tactics and Ambush Mastery, does the bonus apply to melee attacks performed while under Stealth?**

A: Yes, all attacks gain the bonus including melee. Note: a Stealthed Zone Stalker making a melee attack does not lose Stealth! Only shooting or being targeted by an enemy removes Stealth.

**Q: For the Morlock faction ability Will to Survive, is this ability not usable against a weapon with Brutal since it protects against the effects of a damage check and brutal wounds without a check?**

A: Yes, Brutal will inflict one wound upon hit, and is not affected by Will to Survive. Ouch!

**Q: For the Atropic doctrine ability Biomatter Metabolization, is this limited to once per activation or is it possible to use up to three times (since three is the maximum number of samples you can have, theoretically more if using a Matter Harvester?**

A: Yes, You can gain multiple actions but each one will consume one of the Bio-Matter Samples.

**Q: Can an Atropic in a Vector be affected by Nano-Contamination?**

A: The Vector is not an Atropic Raider and thus does not get the protection of Aggressive Immunity. It can suffer Nano-Contamination and may take damage from the Hazard.

### **Cooperative Missions**

**Q: Question about cooperative missions. Are rewards granted at the end of a successful mission in addition to regular campaign rewards or do they replace them?**

A: The rewards from the mission and standard campaign rewards both apply.

**Q: Can you play a Cooperative Mission with only a single player, or more than 2?**

A: Yes. A single Player will act as two players and have two activations per turn. If more than 2 players are involved, the whole Player Team still only gets 2 activations per turn.

# Conflict Modus Expansion

## Motorrunners

**Q: On the Motorrunner's Vectors, they have included subsystems. Are those subsystems included in the stats? Specifically looking at the Isolator class with the Refurbished Engines.**

A: Yes, the stats include the subsystems already installed.

**Q: Do Vectors need to take a Survival check when they fail an armor check, or do they simply just take a point of structure damage?**

A: They take the point of structure damage and do not roll Survival.

**Q: Do Motorrunner Vectors' included systems count as part of their equipment or subsystem limit?**

A: No they do not.

**Q: Gemini FCS + Ammo Reserves: If I buy both costly upgrades, can I then shoot 2 times per shoot action and because I ignore out of ammo counters I have no downsides? So I could shoot 2 times with a Heavy Isotope Cannon without needing to reload?**

A: Yes, the Vector no longer is affected by ammo.

**Q: Can I combine an Aux Array and Gemini FCS to shoot a secondary weapon twice?**

A: No, Gemini FCS only affects primary ranged weapon attacks.

## Rogue Immunocytes

**Q: Immunocyte Plating, do you lose the extra structure you gain from this armour when you suffer armour failure? )Normally you lose every special rule except for size changes when armour fails.)**

A: Yes. However if you suffered damage as part of being attacked that lead to Armor Failure, you already 'lost' your maximum structure. So a 2 Structure Surveyor with Immunocyte Plating has 3 maximum Structure. But if it is hit, takes 1 damage and suffers armor failure, the Surveyor has 2 Structure Remaining and a new max of 2 Structure.

## The Detritus

**Q: With the Detritus rule called Refugees, do raiders from other factions keep their faction ability? (Do trespassers benefit from ambush tactics in a detritus team for example?)**

A: No. The Raiders recruited from other factions do not keep their faction abilities.

**Q: For the Detritus doctrine 'Better Recycled Rations', "Ignore the first wound suffered by the team from a successful damage check" if the first damage check is from a weapon with the rupture ability, do I ignore both damage or only one?**

A: You ignore only the first wound, not both.

