

FAQ's

Am I allowed to overlap my Unit Cards during deployment?

Yes you can. The only rule of thumb you'd want to adhere to is that you should not overlap more than 1/2 of any Unit Card with another. This just makes it easier to withdraw cards without upsetting the game. Generally there is more than enough room in a deployment area to accomodate spreading out your cards.

How do I attack an unrevealed Unit Card?

What happens in this instance depends on you and the situation.

1) You cannot fire weapons into the unknown. You need a legitimate target to aim at.

2) You cannot target an unrevealed Unit Card with a template effect.

3) If you were able to charge into an unrevealed Unit Card seeking to engage in close combat, you would need to ask if that card represents a Hidden Model. If it does, you cannot affect it. If the unrevealed Unit Card doesn't contain a hidden unit, then the card is flipped and the model(s) are deployed immediately. This can result in your attacking model being surrounded in the event you charged a squad unknowingly. In any case, unless the attacking card was hidden, the models placed as a result of a close combat attack are assumed to be on wait. In the case that the unrevealed Unit Card is a False Lead, the card is revealed as such and discarded from the board.

NOTE: *In the event your model charged a single figure consider this. The model represented by the card may be placed anywhere on the cards surface, not just on the center point. As such you get no charge bonus on an action that ends in an unrevealed card, you don't know exactly what you are facing after all.*

How are cards used for airborne models?

Just as they are for land-based models. You will not be able to tell if something is flying until it is revealed. If a template is trained on the card, nothing happens. It is treated as Hidden for all initial intents and purposes.

Where are my minis kept during deployment if I am using these cards?

It would rather defeat the purpose of secret deployment if you have the models sitting out in the open for everyone to see. We generally favor having your figures left in the box or figure case where they are pulled as needed away from prying eyes. To minimize delays in this process, we recommend organizing your figures into the units you will be using during the game. Otherwise you may come up with any system you like.

How does the size of a model affect the games use of Unit Cards? Can't I see a size 4 model from a distance?

Sure you could see it, but this really isn't the issue. The Unit Cards don't represent a models size, but rather the unknown nature of an opponents force at the onset of the game. It isn't therefore that you can't see a giant model, you are simply not aware of that giant model until it becomes active on the board.

Can I play the game with out these cards?

You may play as you see fit in the privacy of your own home but in official events, tournaments and the like these cards will be necessary. We are sure that once you use them however, you will not only find them an excellent way to keep track of information, but a dynamic addition to a fantastic game. It considerably changes the feel of warfare adding an unknown factor into the game, an experience we are sure you will enjoy.

Does it matter how the card is oriented in deployment?

No. The orientation of the card doesn't matter. Center points are still in the middle regardless of how the card is turned.