

ACTIONS AND REACTIONS

Can an activated model perform actions until exhausted then use their “free” move?

No. Models may not declare any actions once they enter the exhausted state.

Is it possible to make a Counter Attack a Power attack by paying an additional fatigue?

No, triggering Reaction: Counterattack is not an attack action

When a counter attack is made and you fail to exceed the attacker’s successes, does your opponent get ALL of the successes or do the defender’s results still cancel out the attacker’s, essentially becoming a stronger defense?

Successes still cancel. The defender’s rolls still count, so it is really a very strong defense. It comes at the expense of a fatigue and the inability to activate that model on your next turn, with a kicker of possibly getting a little damage to swing the other way.

Does a successful reposition out of combat allow an activated model to remove fatigue if they are exhausted?

Yes. Activated exhausted models may utilize the reposition special rule to end their activation outside of engagement range, reducing their state to fatigued.

FREQUENTLY ASKED QUESTIONS

The errata outlined above should clarify many gameplay scenarios that were previously undefined or contradictory. The following clarifications should not contradict the rules (please let us know if you think we missed a spot where they do) and are instead meant to provide judgment guidelines for edge cases or complex interactions.

Are Opportunity attacks affected by Taunt?

Yes. Since Opportunity Attacks must target the model taking the move action, being engaged by a different model with Taunt would create an impossible targeting situation, causing the Opportunity Attack to fizzle.

If a model with Valor counterattacks and inflicts enough damage to cause his opponent to generate favor from their vitality track, does Valor trigger?

Yes. Valor triggers from successful counterattacks.

If a model with Intervene declares an assist reaction but is unable to engage the attacker or defender with the initial 3 inch move, do they get to move 3 more inches after the attack is resolved?

No. A model is only considered to have 'assisted' another model if it actually adds its defense to the other model's defense roll against the triggering attack.

PUSHES

Can you voluntarily push a model less than one inch?

No. Pushed models are moved exactly one inch directly away from the pushing model. Follow-up movement can be up to one inch. This follow-up must be towards, but need not be directly towards, the pushed model

Do pushes generated by model's special abilities, such as Ywain's rebuff, cause damage?

Yes. All damage tree symbols caused by models special rules are resolved normally, including push damage.

Is this damage reduced by armor?

Yes. Damage from boxes is reduced by armor. Direct damage such as Frigge's retaliate ability will not be listed in a box, and ignores armor.

When pushing a mounted rider, since the mount's base sizes are bigger, do they still resist the first push if targeting the rider?

Yes, riders benefit from their mount's size in this way. Riders on equal sized mounts attacking each other would not see any benefit, since they would have the same effective base size.

Does the push resistance from having a larger base apply to pushes not generated by an attack? (like Sulla's Exploit)

Yes, though it can be negated by Momentum or other rules as normal.

Does Zahra (or any other model that can push towards themselves) get the bonus success for pushing into a friendly model if they push their target into themselves?

Yes. Models are considered friendly to themselves.

CLEAR TURNS AND LAST STAND

Can the maneuver tactic used during a clear turn provoke reactions such as move and opportunity attack?

Yes. The maneuver tactic allows a model to declare a standard move action. The opposing playing may react as normal.

Do staged (multiple card) models still receive “last stand” benefits for being the last surviving model of their cohort?

Yes. Models with multiple cards enter the “last stand” state normally, even if they have more than one card remaining.

Do mounted models enter the “last stand” state if the rider and mount are the last two surviving models of their cohort?

No. A mounted pair consists of two models occupying the same base. Last stand is not in effect until one of the mounted pair dies.

Can mounted gladiators benefit from the Maneuver tactic?

Yes. Mounted gladiators may benefit from the Maneuver tactic normally. However, while dismounted, only the gladiator may receive benefits, not the mount.

HAZARDS

What is a MAD Hazard?

Mobile, Aggressive, Destructible Hazard, functionally equivalent to a Living Hazard prior to the revised rules.

Are Mobile Hazards affected by Entangle? Can they spend Fatigue to move away from a model with Entangle?

Yes and no.

Yes, Hazards are enemies to everyone and are models, and are thus affected by Entangle.

No, Hazards have no fatigue level and cannot spend fatigue. Net strong.

Can Hazards trigger themselves?

No. Because THINK OF THE CHILDREN.

Can Hazards trigger each other?

Technically yes. However If you are placing multiple MAD hazards in your arena you may wish to add a scenario rule that only one can be triggered per attack, and that they cannot trigger each other.

Does suffering the effects of a Hazard when you are displaced mean you trigger a MAD Hazard if that's the Hazard that prevents you from being placed?

Yes. Place the model according to the normal procedure, and then trigger the Hazard. Note that it may be possible that the MAD Hazard is triggered but is unable to reach the model depending on where it's placed.

Additionally, if there are multiple Hazards that are preventing placement, does the controller choose which Hazard they suffer?

No. If the only valid position for a displaced model would somehow overlap/trigger multiple hazards, the model triggers all of them.

If Wendigo is in use as a MAD Hazard and Famine is triggered, what happens?

All players are affected. Hazards are enemies to everyone. (Unless Famine is triggered while Wendigo is Incited, as Incite causes it to join your cohort for the duration of the action.)

How do MAD Hazard's with Taunt work?

They affect everyone. Hazards are enemies to everyone, and thus a Hazard with Taunt would Taunt all models engaging it. This might be more disruptive than most players would intend, so players are free to agree that any given Hazard does not have Taunt when setting up the Arena.

Can models react to a MAD Hazard's movement action when triggered, or to a Wild beast when triggering as though it were a Hazard?

Yes. Models may react with a Move or possibly with an Opportunity Attack if the situation allows. (v2.1 wording on p.37 should make this both less frequent and more clear)

If a mounted pair attacks a MAD hazard, do both the mount and rider get to make their attacks before the hazard retaliates, and does it retaliate once or twice?

Carnage. An aggressive hazard will retaliate immediately after each attack, randomizing the target between the mount and rider each time. (i.e. Rider attacks, hazard attacks back at the mounted pair randomizing the target, then the mount attacks, and the hazard retaliates again, randomizing the target once more)

Are Destructible Hazards affected by Constrict?

Yes. Hazards are enemy models to everyone.

Can players spend favor when resolving attacks from Aggressive Hazards?

Yes.

LIST BUILDING

Is Noxius treated as part of his adopting ludus during the entire match, or only during list building?

Only during list building. He makes it easier to count as a specific ludus, but generally does not benefit from their specific tactics.

LEGIO XIII

*Just to check that I'm reading it right... Dictate is *not* a Tactic. Dictate is a special ability that allows other non-Sulla models to use Tactics during Sulla's activation. Is that right?*

Yes.

And Sulla can use Dictate twice, costing one fatigue each time, and he could command one model to use Exploit and another model to use Maneuver. Because he cannot command two different models to both use Exploit, because Exploit has a rule saying it can only be used once per activation. Right?

Right!

Would I be right in assuming that the targets of these Tactics cannot use them if they are exhausted?

No Maneuver, since you can't declare an action with an exhausted model.

Yes to Exploit, since there is no action declared, it is just a quick shove.

Clarification on Dictate in general since it is kind of tricky – it can be used one of two ways:

- Use the specified tactics outside of a clear turn (during his activation) but only by paying fatigue to do so.
- Pay fatigue instead of favor for those tactics during a clear turn as long as you obey it's targeting restrictions

Note that both Maneuver and Exploit can still be used normally by spending favor during a clear turn.

How does Exploit interact with exhausted models, etc?

Exploit is a **single push box**, not an attack, and so does not benefit from bonus successes.

Ambush by comparison resolves like a successful attack, and gains the benefits of attacking an exhausted model and/or pushing into friendlies.

Does a model counterattacking Ywain suffer the effects of Rebuff if they have net successes which don't do enough damage to exceed his armor?

Yes. Rebuff does not require an attack action to be declared.

LUDUS MAGNUS

If an opponent targets Hermes with an attack and pays a favor for Aegis of Fame, is another favor spent if they exhaust to attack a second time?

Yes. Both attacks require a favor spent for Aegis of Fame.

If a mounted pair fatigues to attack Hermes, do both the mount and the rider need to pay favor for Aegis of Fame?

No. Hermes's Aegis of Fame specifically notes that gladiators must spend a favor to attack. Beasts and titans are unaffected.

Do counter attacks or opportunity attacks trigger Hermes's Aegis of Fame ability?

No, Counterattacks do not, as a Counterattack is a Counterattack, not an attack.

Yes, Opportunity Attacks, however, do.

Does Mentulus (cannot spend favor, do not earn favor) stop abilities like Hot-Blooded (generate favor, add favor)?

No. Mentulus stops all voluntary abilities (earn, spend), but not compulsory abilities (generate, add)

If Micon pushes an enemy into a friendly model while resolving his attack bottom to top due to Reversal, what happens?

The additional success is generated, but has **no meaningful effect**. It still extends the attack further down Micon's damage tree, but Reversal causes you to climb up the tree, leaving that new box behind.

If Micon doesn't maintain engagement with his target while resolving an attack bottom to top due to Reversal, what happens?

As normal, the attack cannot continue to resolve, and so any successes not yet applied (or boxes not yet resolved, if that wording strikes you better) are lost.

MORITURI

Does Zahra's Lash ability allow her to follow up from a pull by moving away from a model?

No. A follow up is defined as a move of up to 1" towards the defending model.

When are death benefits (☠) triggered?

Immediately after marking the final damage box (the box marked with the ☠)

on a model's vitality track. Remember that attacking models resolve all special effects/pushes/follow-up movement/repositions before damage is dealt.

Ur-Kek's ☠ ability, Spite, lets him make an attack. If that attack defeats another model, would Ur-Kek's power Consume Essence keep him from dying?

Yes, there is no timing restriction on Consume Essence having to be during his activation.

Does it require normal fatigue?

No, there is no fatigue cost.

Can it be elevated to a Power Attack?

No, because no.

Can I add favor?

Yes, you can add favor.

Can Ur-Kek make an attack with Spite even if he is exhausted?

Yes.

If an incited Hazard kills Ur-Kek, does it still count as part of your cohort during Ur-Kek's Spite attack?

Yes. Spite triggers when Ur-Kek's last box is marked but before he is removed as defeated. Since the damage resolution isn't complete until he is removed, and the damage resolution is part of the action resolution, the Hazard would still count as part of your cohort during Spite.

When Triggering Asari is the favor cost counted towards Tiet-Khebi's two per turn cap?

Yes. Asari specifies "this model may spend" so it is limited by the cap

Reach: 3 gives Zahra a 3" engagement during her activation. If the defending model wishes to make a counterattack while outside of 1" (i.e., Zahra is engaging from 3" away), can they in fact make the counterattack? If so, does the fact they are not in 1" range prevent them from actually resolving any results (if they had more net successes)?

Yes. The trigger for Reaction: Counterattack only specifies that the attack is targeting the reacting model, so they can Counterattack. The defender would be unable to resolve any net successes if they rolled better, since Zahra is not in their engagement range.

When Serequet and Zahra make an attack as a mounted pair, and Serequet attacks first, and uses Envenom (exhausting the pair), does that prevent Zahra from attacking since exhausted models can't take actions?

No. Consider Zahra's attack already queued up from before the exhaustion.

When can Necrosis be used?

Necrosis is a special action that can only be used **during Thoth's activation**.

Can Anum use Frenzy to make a power attack with a beast or living hazard?

No. As Frenzy only allows Anum to force a beast to use a single action, and can only affect any given beast once in a turn, Anum

would be unable to target the same beast a second time to force a power attack.

Anum's Musk protects him from Aggressive hazards, including wild beasts. Does it not protect him from Stheno making a wild attack with Slayer because she is not a beast?

It does protect him from Stheno. The reference to wild beasts is to clarify that he is protected not only against actual aggressive hazards, but also against things that behave as aggressive hazards.

ZEPHYRI

Can Zephyri gladiators in engagement range with Otho use their Brave passive ability?

Yes. Brave requires that the favor be paid rather than spent, meaning it comes from the player and not the model, and thus is unaffected by Mentulus.

Blood Brothers says it may only affect each model once per turn. Who is considered to be affected when it is used? The model being damaged, the model being healed, or both?

Both are affected.

We have a small, two part, query about Zephyri's tactic "Ambush". Is it required that the gladiator model becomes fatigued to make the "Ambush" attack? Can it target Hermes?

No, the cost of Ambush is the printed favor cost (do not add additional fatigue).

Yes, it can target Hermes, but as it is an attack, it does trigger Aegis of Fame and would cost an additional favor in that case.

How does Ambush interact with exhausted models, etc?

Ambush resolves **like a successful attack**, and gains the benefits of attacking an exhausted model and/or pushing into friendlies.

Exploit, by comparison, is a single push box, not an attack, and so does not benefit from those bonuses.

Can nearby exhausted models reposition when Hroka triggers War Cry?

Yes, they do not need to declare an action, so this is fine.

Can they recover a fatigue?

No. Hroka is the only model with an activation to end; if she chooses to end her activation she can recover a fatigue.

Can Bjarrhvit (or any model with Disengage), when attacked, use the 3 damage from Brave to trigger Disengage and leave engagement range before the attack is resolved? Does this negate the attack?

Yes and **yes**. While this does feel a little tricky, it's ultimately very corner case and not a particularly great trade. If you manage to find a niche situation where this is a clutch play, you deserve it.

HELLENIKI

Are models in base contact with themselves, within 1" of themselves?

Models are **not in base contact** with themselves. Models **are within x"** of themselves. Mounts and riders are in base contact with each other while mounted. They will also be in contact with the same other models, since they share a space.

Does Bronzed on Phaedra prevent damage from a wounding hazard?

No. While it is likely an attack that would cause the wounding hazard to trigger, the damage itself is coming from the hazard, not the attack. As Bronzed specifically applies to damage from attacks, it would not trigger here. Note that this also applies to other non-attack sources of damage.

Does Krios' Anchored ability stop Atlas Throw?

No. Anchored makes Krios resist all pushes and prevents him being shifted, but Atlas throw is a 'place' effect.

Is the cost of Dimitrios' Feint considered part of the cost of the Reaction, or is it separate? For example, if a model did an Assist Reaction, but didn't get close enough to add its DEF, does the cost of Feint get refunded?

No. Feint cost is independent of any other cost to take the Reaction and thus is unaffected by other rules or abilities that would change the cost of a Reaction such as

Assist refunding the fatigue when it fizzles, or something like Countervail changing the cost of Counterattack to 1 Favor.

BESTIAE

Since each beast has a name and is essentially a character, does that mean there cannot be more than one of those beasts on the table at a time?

Officially Yes. The intention was that there should only be one of each character per side (at least in organized play).

For example, I wanted to try playing Zahra riding Sereqet but her entire cohort being a horde of scorpions. Sereqet would be the alpha scorpion and the rest would not be mountable. Would this be doable? Or is the game made for character based battles of only one type per battle?

Unofficially, beasts should generally be fine to use multiples of in casual play.

Because of how they're designed with the secondary role of hazards in mind, this mostly shouldn't break anything. A pack of scorpions is cool. A pair of rhinos or questing beasts with Anum is also pretty cool to see on the board.

Can Anum gain one fatigue and activate his Frenzy ability to take an action with an exhausted beast?

No. Exhausted models may not make any actions. Anum could declare the use of Frenzy and gain a fatigue, but it would fizzle if the beast is exhausted.

Can Sereqet use Envenom on a counterattack?

Yes. Envenom does not require the declaration of an attack. It may also be used on Wild attacks, but because it requires a fatigue is not available to Sereqet when used as a hazard.

When can Rampage be used?

Rampage is a special action that can only be used **during Acerbus II's activation.**

Is the favor cost of Proximo's 'Barking' intended as a 'cost' of spending favor, which would be required as part of spending favor, or as a 'penalty' incurred after the favor is spent. For example: A player has 2 Favor, they spend both attacking Proximo, then must pay 1, but have none left to pay so nothing happens.

Barking is intended as a **cost**. Meaning that if you cannot pay the extra favor for Barking, then you may not spend favor. In the above example you would only be able to spend 1 favor, as spending 2 would leave you with none left to pay the cost. If you only had 1 favor, you wouldn't be able to spend any at all.

GORGONS

Are Medusa and Stheno gladiators?

Yes. Euryale is the only non-gladiator gorgon, being a titan.

As a titan, is Euryale allowed to benefit from gladiator only special rules such as the maneuver tactic?

No. Euryale follows all of the rules for titans, including any limitations for not being a gladiator.

Stheno treats an unsuccessful attack as though it had one net success. How does this interact with Retaliate, Sanction, etc.?

Stheno **always gets at least 1 net success** when attacking. If she would have fewer, give her exactly as many as needed to end up with 1 net success.

Does Stheno's Dance of Death trigger apply to pushes not generated by an attack (like Sulla's Exploit)?

No. It only applies to pushes generated during attacks and counterattacks.

Does Stheno have to pay a favor to attack Hermes due to Aegis of Fame when going Wild with Slayer?

Yes. Though she's going Wild, she is also still a Gladiator.

If Antaeus is basing a gorgon who stages up, does Enervate stop Poise from readying her?

While Poise would still prevent the Gorgon from becoming Exhausted, Enervate would still prevent them from recovering fatigue (unless it was somehow a clear turn), so the Gorgon would simply **stay at their current fatigue level** they were when they staged up.

If Medusa stages up during her own assist reaction, perhaps because she was hurt by an opposing Medusa's Ichor ability which was triggered by her friendly Frigge's Retaliate, does she get to take the follow up 3" move after the attack is resolved?

No. Medusa would not be able to trigger the second move of Intervene in that case because at the time of resolution, she no longer has the ability.