

HINT FAQ 1.1

VIRUS/WORM INFECTION AND CYBERSHOCK TEST PHASE

- a. Make a Cybershock Test for every hostile Virus/Worm in your Tactical Network for all your team members.
- b. If Virus/Worm on an enemy Tactical Network has Special Rules then select Team Members affected (this may be the player or the opponent)
- c. Apply the special rules of the hostile Virus/Worm to the appropriate team members (your opponent may be selecting the team member(s) affected).

CHECK SYSTEM RESOURCES PHASE

- a. Decide which Team member is the Hacker this turn if there are more than one Hacker in the team.
- b. Generate System Resources:
 - 1 for each mental point above 5 (already shown on ID cards);
 - Extra for gear and special skills;
 - 1 for each conscious Team member connected to the Tactical Network.
- c. Pay SR Running cost for hostile Viruses/Worms on your TN.
- d. Remove as many of own CW cards from TN as you wish.
- e. Pay all Running Cost for Programs and boosters in your Tactical Network.

INITIATIVE DETERMINATION PHASE

- a. Take a number of System Resource secretly then both players reveal the number of System Resources and draw a Can Do Card. The player with the higher score Can Do Card + spend System Resources, get the Initiative (on a draw add more Can Do Cards to the score until there is no draw). He decides in the Cyberwarfare Phase and the Real World Phase who goes first. He also chooses the first drone to move in the AI Operation Phase.

CYBERWARFARE PHASE

- a. Draw 5 Cyberwarfare-Cards minus the cards in your hand and on your Tactical Network. The number of cards can be modified by gear or skills.
- b. Player with the initiative chooses who goes first.
Use the Sniffers (Sniffer programmes are one use only and should be discarded after) after deciding on Initiative but before planning your Tactical Network. This allows the Hacker to select the most appropriate CW cards to do the hack.

Both players plan and decide on card usage.

a.

- Remove any CW cards from the Tactical Network that the player wishes to.
- Put the new CW cards face down on the Tactical Network starting with the lowest numbered space (Please ignore numbers on TN cards).

b. Use SR Booster cards

c. First player decides what to do:

- Attack TN

1. Attacker places new CW cards face-down (this is basically when conducting a second attack after having lost CW cards after attacking a Terminal or opponents TN).
2. Attacker reveals / declares first offensive CW card and any supporting Booster program (one per card), then pays there SR cost, of newly CW card revealed and newly added Booster. added /declares as they could already be in play from previous turn.
3. Defender reveals/ declares first defensive CW card and any supporting Booster program (one per card), then pays there cost, of newly revealed CW card and newly added Booster.
4. Conduct Cyberwarfare battle. Offensive card strength + booster card + up to 2 SR + Can Do card against defensive card strength (+ booster) + up to 2 SR + Can Do Card. The higher score wins, on a draw the defender wins.
5. If there are no defensive cards in the attacked TN, the defender only draws a Can Do Card to defend his TN (and cannot support with SR).
6. The losing program and its support card, if any, are discarded. Discard all SR tokens used by both the attacker and defender.
7. When there is more than one defensive card in the attacked TN repeat Cyberwarfare battle. The attacker has to pay the running costs for all cards used for every additionally attack that are on the TN and the installation cost of any new CW installed.
8. If the attacker loses one attack the battle is lost to him.
9. If the attacker decides to stop the attack the battle is lost to him.
10. If the attacker can't pay the additionally SR costs for an attack the battle is lost to him.
 - In case of a losing attacker. The attacker's TN will be attacked by an offensive CW card if present. If he lost the battle the offensive card will infect the TN. Make a Cybershock Test for the Hacker now. Some special abilities on the offensive AI CW card will be implemented now.
11. If all defensive cards in the attacked TN are destroyed the attacker wins.
 - In case a winning attacker he can put the offensive card he used to attack, into the defender's TN. The defender's TN is infected with that card.

- If the special ability is against the Hacker it happens when the TN is infected. Otherwise the ability triggers in the first phase of each round the TN is infected.
- Player can always change the destination of supporting program.
- Attack a Terminal
 1. Draw defensive AI CW cards equal to the Terminal Strength. Do this separately for each Player attacking the Terminal because the Terminal uses different programs to defend against different Tactical Networks.
 2. Conduct Cyberwarfare battle. Offensive card strength + booster card + up to 2 SR tokens + Can Do card against defensive card strength + Can Do Card. The higher score wins, on a draw the defender wins.
 3. The losing program and its support card, if any, are discarded.
 4. If the attack was successful the attacker can put present CW card or change to any number of CW cards from his hand (paying appropriate costs) or TN into the Terminal, equal to the Terminal Strength.
 5. Defensive CW cards will defend the Terminal against attacks. Offensive Cards will attack an attacker if the attack was not successful.
 6. If the attack was not successful it will infect the attacker TN or due to defensive card stays face up in the Terminal network.
- Purge System
 1. Choose a defensive CW card and maybe a supporting program to attack a hostile Virus/Worm card in your TN.
 2. Conduct Cyberwarfare battle. Defensive card strength + up to 2 SR + Can Do card against Offensive card strength + booster + Can Do Card.
 3. Players can repeat Purge System if there is more then one Virus/Worm program as long as they have SR to run programs.
- Second Player's turn

NOTE! Defensive programs can be used only to secure Tactical Network or Terminal. Players can use Offensive programs to attack Terminals or opponent Tactical Network. After an unsuccessful attack on a Terminal the Defensive program's card stays face up.

OPTIONAL RULES: After succesful TN infection hacker or chosen member of the team receive one Physical wound and Cybershock level rises by one regardless of special effects shown on the card.

GENERAL

Page 15 of the rulebook says “Drones cannot perform take cover reaction”, page 32 says “Drones cannot make take cover and fast attack actions”. Which sentence is the correct one?

- ANSWER: The latter (second) statement.

Page 17 says: Locked doors can only be opened by a character in control of the corresponding terminal...”. Does it mean that only the hacker controlling the terminal can open them or any character belonging to the team of the controlling hacker can open them?

- ANSWER: Only a Hacker can be in control of a Terminal and thus it is the Hacker that controls the opening and closing of the associated doors. If the Hacker is rendered unconscious then he loses control of the Terminal (but any CW cards installed remain).

What is the Stunned state? It is not explained anywhere.

- ANSWER: Target successfully hit has to fall and stay unconscious for one game turn.

Some characters have a starting Cybershock level - does this reflect their starting gear, or is it in addition to their equipment? Also, does it already include the Ubermench Gang special ability of reducing starting Cybershock by 1?

- ANSWER: The “starting Cybershock Level” reflects their starting gear and for the Ubermensch their special ability.

Are unused System Resources discarded at the end of the turn, or kept for future turns?

- ANSWER: The “Clean Up Phase should have a bullet point of “Remove all System Resource tokens from characters and Cyberwarfare cards”. They cannot be kept for future turns.

Several equipment cards and character cards give the ability to attack two targets as one Ranged Attack action. Does the active player draw CanDo cards separately for each attack, or just one for all targets?

- ANSWER: Draw Cando cards for each attack. (e.x. Brugg-Barret M46 A3). Treat each Ranged Attack as a separate attack.

ALARM TOKEN GENERATION

+2 for direct terminal takeover: alarm is generated only if the takeover is successful or even for the attempt to take it over?

- ANSWER: Only for a successful takeover.

+2 use for hacking gear: which gear is included? even the deck that allow you to draw more CW cards?

- ANSWER: Yes, since a cyberdeck is a piece of hacking gear (assumed to be connected during the hacking attempt).

TEAM BUDGET

Page 19, team budget - the page says “you gather +3 point of team budget for every member of the team”. This amount has to be added to the team budget granted by each mission? In case what about character that starts out of the board (like mission 3) do they generate team budget?

- ANSWER: The Team Budget is used before the start of the Mission and covers all characters involved in the Mission, so it does include Team members that start off the board. Note that Team Budget granted in the Intermission phase can be spent on any Team members not just those who participated in that Mission.

RESOURCES

Page 22, check system resource phase - resources are generated per each character connected to the tactical network right? this means that in a mission with 3 character all of them will generate 3 point (9 in total) plus any point of intellect above 5 and gear and neurochip?

- ANSWER: Each character generates one (1) System Resource (in this example 3 total) plus any for high (above 5) Mental Skill, Special Skills, and appropriate gear.

In case what about character starting off the board (mission 3)? do they generate SR while out of the board?

- ANSWER: Each character generates their System Resources, whether on or off the board. However, they cannot provide their System Resources to the Hacker until they are on the board (they are assumed not to be part of the Tactical Network until they enter the board).

INITIATIVE

Page 22, initiative Determination Phase - what happen in case of a tie?players draw a new cando card keeping the same amount of SR chosen?

- ANSWER: Each player draws another CanDo card until their there is a winner using their original number of SRs.

REAL WORLD PHASE

it is not clear if the take cover and fast attack reaction can be made once per turn by a player or by a character.

- ANSWER: Once per turn per character. After that player has to put Reacted token next to appropriate miniature.

If I shot to a target and it reacts with a fast attack we are doing like a kind of simultaneous combat right? Who win in case of a tie in this situation?

- ANSWER: The results of both attacks are simultaneous” unless Special Skill or gear specifies otherwise.

Can I react with a fast attack to the movement of a character and then react with a dodge to his subsequent attack?

- ANSWER: Yes. However, having made a Fast Attack (- modifier) that character can only Dodge for the rest of the turn.

Can a model fire with a gun or throw a grenade without seeing an enemy to generate alarm tokens?

- ANSWER: Yes.

Page 27 All Attacks are simultaneous ? All the rules suggest one winner so what is simultaneous.

- ANSWER That is an opposing test and higher results wins. It is a Ranged Attack versus a Fast Attack.

Why does table on page 42 have Move (perform dodge) as an action, surely a dodge is a Reaction and you cannot Fast Attack a Reaction?

- ANSWER: The Fast Attack Reaction is against the Move Action but the target can perform a Dodge Reaction (hence in brackets).

Does and the target of a Fast Attack benefit from TAC even if it is making a Ranged attack. Does a Target of a Fast CC attack benefit from TAC (at Range 0).

- ANSWER: In Ranged Attack Fast Attack the target gets the benefit of TAC unless Special Skills, Weapons, Gear or control of Terminal has an effect. Page 29 says (in bold) "If the range is one square the TAC characteristic is ignored (they are close enough that cover and other obstacles have no effect)."

Page 8 states: Character cards start on their "healthy" side for standalone missions and are turned over to the crippled side when the number of wounds received is equal to or greater than the number of wounds marked on the card.

Page 17/18 states: Once the number of + wounds exceeds the Wound value on the character's card, flip the card to its crippled side. Which is correct?

- ANSWER: "is equal to or greater than".

AI OPERATION PHASE

When a drone stands in front of a door but cannot enter the next room because there is an enemy behind the door, will the drone then open the door to attack the enemy?

- ANSWER: Yes. Standing behind a door does not prevent it from being opened (doors do not have to be swing doors but could be sliding or shutters). Could be too easy for players to block drones using one character.

When the door was opened by the drone as described in the last question. Can the model prevent the door from being closed afterwards?

- ANSWER: No, doors always close after the drone has moved through.

What to do when there are two rooms with exactly the same amount of alarm tokens? Move to the room that is the nearest?

- ANSWER: Yes.

Draw Can DO Cards for both rooms drone moves to the room with the higher score?

- ANSWER: Only if both rooms are also equidistant.