

Can you perform a Move X ability but do 0 move?

Yes.

Some abilities state movement has to be done in a straight line. What does that mean?

It means a straight line of hexes starting with your current location, moving in one direction (no turning around and moving back).

How many movement points does it take for the last hex of a jump if it is on difficult terrain?

Per the rules, the last hex is treated as normal movement, so it costs 2 movement points.

Push/Pull

Do I have to push or pull the full amount?

Like any added effect, you can choose not to apply it, but if you do, you have to use the full push or pull effect. The only time the full push or pull may not go into effect is if there are obstacles or figures in the way.

What if there are multiple blocked and/or unblocked paths?

If a figure is being pushed/pulled and there is an unblocked hex, it has to be used. If there are multiple unblocked hexes, the players decide. This is evaluated one hex at a time until the effect is fully resolved or there are no valid hexes for the figure to move into. This rule applies to pushes/pulls done by monsters as well.

Can we push/pull enemies through other enemy figures?

Yes, but they can't end the movement in the same hex unless entering the hex kills the enemy being pushed/pulled (from say, hazardous terrain).

Can we push/pull flying enemies through obstacles and allies?

Yes

What happens if there are multiple push/pull effects used in the same ability?

If multiple push or pull effects are applied with the same ability (due to attack modifier cards), you can choose to apply or not apply the push/pull from the attack modifier card (e.g. if your ability applied a "push 1," and your attack modifier card applied a "push 1," you could decide to push 1 or 2 since they are separate effects). Effects dependant on the push/pull (like Cragheart's Heaving Swing), apply to all pushes caused by the attack, including pushes/pulls from Attack Modifier cards or Items.

What does "closer" and "further" mean for push/pull?

They are measured by proximity - count the number of hexes between the source and the target, except through walls.

Can I target allies with push/pull abilities?

No, allies cannot be targeted at all, even if the ability isn't an Attack.

Can flying monsters be pushed into traps?

They can be pushed into hexes with traps, but doing so will not trigger the traps.

Figure Swap/Teleport

Are swap/teleport abilities vs monsters considered forced movement?

Yes

Can teleport abilities be used while immobilized?

Yes

Shield and Retaliate

When exactly does retaliate trigger?

Retaliate triggers after all effects of an attack have been applied. If the retaliating figure dies from the attack, the retaliate does not trigger because the figure is removed from the board beforehand. If the retaliating figure is pushed out of the range of its retaliate, it also does not trigger. However, if it is pulled into retaliate range, it would trigger.

Is retaliation an attack, is it targeted? If I am invisible, can monsters still retaliate against me?

Retaliation is not an attack nor is it targeted, so it is unaffected by invisibility. You can still be retaliated against while invisible.

If I take one point of damage from an attack and have multiple abilities (from ability cards or items) which give me Shield when taking damage from an attack, do I have to use all of them?