FAQ ITS 2015

ANNIHILATION

Do the extra points for baggage count towards surviving army points and/or killed army points?

Yes, they do.

LIFEBLOOD

If both players destroy a Supply Box simultaneously (for example: the AROing player sets of a D-charge while the active player shoots), who gets the points? Is the answer different if they each did one damage point to an undamaged Supply Box, or if they each did two?

As everything is simultaneous, both players would get the points.

BEACON RACE

Do only the first 4 seized Beacons count to get Objective Points or only the last 4?

Only the first four. That means that if one player seizes three Beacons and his opponent seizes one more, nobody will count any more seized Beacons.

BEACONLAND

What happens when a Specialist Troop with a never-activated Beacon dies? Does the Beacon disappear with him? What happens when a model picks up an activated Beacon? Does it deactivate? Does it matter if the Beacon is yours or your opponent's? What happens to the Beacon if that model dies or recamos?

As stated by the scenario rules: "The Beacon Marker must always be kept on the table, even if the miniature carrying it passes to a Null state."

So, Beacons have to be represented on the table from the very beginning, even before the Specialist Troops deploy the Beacons for the first time.

When a troop carrying a Beacon dies (Dead is one of the Null states), simply leave the Beacon on the table, where the troop died. As the troop carrying the Beacon did not Activate the Beacon, it remains inactive, but any troop can get into base to base contact with the Beacon and take it.

When a troop picks up an Activated Beacon, it remains active and still counts as activated for the player who activated it, even if the troop carrying the Beacon belongs to another player. If the game ends in that situation, the Beacon will still count as an Activated Beacon for the player who activated it.

Also, as stated by the scenario rules, it's not possible to use any Special Skill, piece of Equipment, etc. to turn the troop into a Marker while carrying a Beacon: "Only figures and not Markers (Camo, Impersonation, Holoechoes...) can carry the Beacons."

How does the scoring work for the last three main objectives? Are the points opposed? Suppose I have 3 Beacons in my opponent's Deployment Zone and he has 2 in that zone. He also has 2 Beacons in my Deployment Zone and I have 1 there. Do we each get 3 points for this (points are not opposed) or am I the only one who gets 3 points (opposed)?

No, the points are not opposed. In the example given, both players would get the 3 points.

How do the beacons belonging to AD or Hidden Deployment specialists work? Do they arrive with when their owners are deployed?

Yes, the beacon markers are deployed with the Specialist Troop.

How do the troopers with Seed-Embryo specialists deploy?

As normal. They get the Beacons when they hatch.

Can a troop Activate but not place his Beacon?

No, beacons are always activated and placed.

COFFIN RAIDERS

Can you transmit Med-data packs that you've stolen from the enemy (the enemy downloaded them in the first place)?

No, you can't.

BIOTECHVORE

Does a failed Confused Deployment roll make models lose camo/impersonation? What about for models that deploy over the center line and are normally revealed if they fail their deployment roll?

Yes, they have to be deployed as a figure.

Does Confused Deployment have any effect on AD1 or AD2?

Yes, Confused Deployment affects every level of Airborne Deployment.

SUPREMACY

"Hack a console (1 Objective Point)" is per console?

Yes, it's 1 Objective Point for each Hacked Console.

What happens if a console is destroyed? Can OPs still be gained from having hacked it before its destruction?

Yes. The Objective Points are gained immediately after Hacking the Consoles, so the players still keep the points even if that Console is destroyed afterwards.

CLASSIFIED OBJECTIVES

SECURE HVT

What happens if an involuntary Explode takes out the HVT? Which player loses?

In that situation, the player who controls the exploding miniature would lose, because he put that miniature next to the HVT knowing it could kill him.

SABOTAGE

When must the player choose the target scenery piece?

The player must choose the scenery piece after the Initiative Roll is made, but before any player begins his deployment.

TEST RUN

Is the exclusion of repairing isolation/disabled/etc. intentional?

Yes, it is.

HVT: DESIGNATION

Can the player satisfy the objective with one FO success and one Spotlight success?

Yes.

If a Burst 2 (or higher) FO attack gets two successes, does that fulfill the Classified or do both successes need to be from separate Orders/troopers?

Yes, two successes from a Burst 2 (or higher) FO attack, fulfill the Classified Objective.

DATA SCAN

What skills would be a FtF with a Data Scan roll?

Only Reset can FtF with a Data Scan roll.

CLASSIFIED DECK

When playing a mission with 2 Classified Objectives, when making the first choice and discarding one of the cards, does it get reshuffled in the deck before the second pair of cards is drawn?

No, the deck is not reshuffled.

JOINT OPERATIONS

Do each side (Pair of players) add their objective Points and Victory Points?

Yes.

Does every Player get all the Army Points for the Scenario?

Yes. For example, for a Low-Tier Tournament, each player has 200 Points and 4 CAPs.

Does every Player have to create two Army lists?

Yes.

Does every Player get 4 Command Tokens?

Yes.

Does every Player have to create a legal ITS list with his own Lieutenant for each List etc?

Yes.

Does every Player have to have his own combat groups (Order Pool)?

Yes.

Are Retreat and LoL handled separately for each player?

Yes.

Is Inspiring Leadership only working on the Army of that player?

Yes.

Does Strategic Use of one Command Token only work on one enemy player?

Yes.

Does each Pair have one Command Token allowed in total for Strategic Use?

No. Each player can spend his own.

Strategos is working on both enemy Players?

Yes.

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