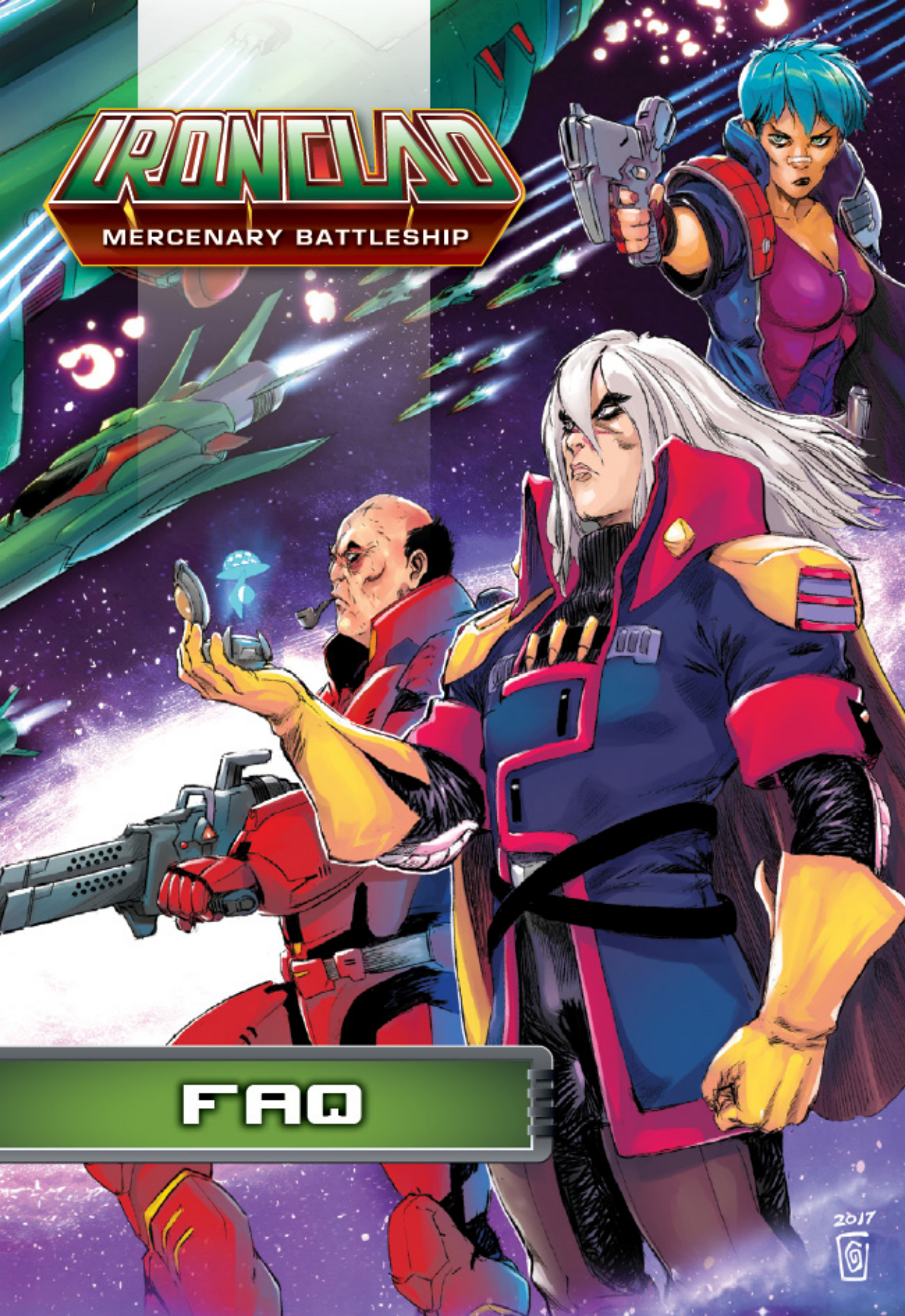


IRONCLAD

MERCENARY BATTLESHIP



FAQ

2017



RULEBOOK

SPECIAL ABILITIES

Q: "Are special abilities and similar effects that give bonuses to rolls activated and calculated before or after the dice roll?"

A: They are activated/calculated BEFORE the dice roll

ENERGY TRACK

Q: "When the players remove Energy tokens, Ironclad suffers the indicated negative effect. When the Energy track resets after Space Combat do the -1 Crew and the +1 Exhausted Hero penalties revert?"

A: No, these effects don't revert.

REPAIR ACTION

Q: "What kind of damage can I repair with the Repair action?"

A: Any Damage sustained on Ironclad's Systems, Hull or on Fighter/Mechs

PLAYING THE GAME - ACTIONS

Q: "When players lose or gain an available action (for example through Morale or Crew gain/losses) does it take effect on the current turn or the next?"

A: As the Rulebook indicates (page 7) the number of Actions per Turn available is determined at the beginning of each Turn. So any change in the number of available actions takes effect at the beginning of the next Turn.

INTEL TOKENS - CARDS

Q: "In which Sectors are Intel tokens placed?"

A: "Intel tokens are placed on Empty Space/Space Conditions Sectors. Not on Space Station/Planet Sectors"

Q: "During Scenario setup the instructions say for example "Intel tokens NOT required : System Failure" Do I remove one token or all of the same event?"

A: You remove ONE, unless indicated by the setup, for example "System Failure (x2)

HANGAR

Q: "What does "sortie" means? Can you explain what happens at the beginning of Space Combat?"

A: At the beginning of Space Combat players may sortie up to 3 fighters/mechs. This means they choose which and how many fighters/mech will leave the hangar and be deployed for battle. This is not an "order" and this doesn't mean that will shoot. This is determined later in each phase by issuing the specific orders on the Hangar card. The fighters that are sortied though are vulnerable to damage (from Space Conditions and Enemy fire) even though they may not fire at all during the combat (issuing orders in every section is optional).

Example: At the beginning of a Space Combat, players choose to sortie only one(1) Fighter. That means that during combat phases (Long, close) they can execute only the Standard Order, firing with this fighter. They can't use the Complex and Heroic Orders that need 2 or more Fighters.

Example: At the beginning of a Space Combat, players choose to sortie three (3) Fighters. The combat though turns out to be easier than anticipated and they can defeat the Enemy Ships using only the Weapons section. Players didn't issue any orders in the Hangar section. The Fighters though received damage from Space Conditions and Enemy Fire as indicated.

Q: "How is determined which Fighter receives Enemy Fire and rolls for Evasion?"

A: If there are more than one Fighters out, it's up to the players' choice to decide which Fighter is targeted.

Q: "Can Heroes in sorted Fighters issue orders?"

A: Yes, Heroes that are in Fighters can issue orders and be used for special abilities as normal.

Q: "When does the -1(and -2) Fighter/Mech penalty from the damage in the Hangar on the player mat take effect?"

A: If this happens during combat and you have already sorted fighters it doesn't affect this Space Combat.

Q: "What happens when players gain Fighters/Mechs as rewards and they exceed the Hangar's 3 Fighter/Mech limit? Do they have to discard?"

A: You keep all the Fighters/Mechs you gain through the campaign and at the beginning of the each Scenario you choose which three will be used. The rest remain inactive, similar to Heroes that may be left out Ironclad's 12 Hero spots.

ISSUING ORDERS

Q: "How exactly does Issuing Orders work in a Combat with multiple phases?"

A: At the beginning of each Phase an available Hero from each section is assigned to it. That Hero will issue any orders. Exhausted Heroes CAN be used to Issue Orders. Wounded Heroes CANNOT.

Example where all four Heroes are available.

Long Range Phase (1): Hero 1

Close Range Phase (2): Hero 2

Close Range Phase (3): Hero 3

Close Range Phase (4): Hero 4

Q: "What happens when a Combat reaches a fifth phase?"

A: In the very unlikely scenario that this happens in Phase 5 you can start using the four heroes again in any turn you want. If someone got Wounded during Phases he won't be available the second time.

Q: "What happens when a Hero is wounded? Can I go back using a previous used Hero or in that phase I can't Issue Orders?"

A: In that Phase you can't issue orders. You have to reach Phase 5 to start again.

Q: "What happens if at the beginning of the Scenario, I chose to recruit less than four Heroes in a Section? Can I begin using Heroes again in Phase 4, or wait until Phase 5?"

A: That choice may saved you some valuable credits, but it will cost you one Phase without Issuing Order, similar to when a Hero is Wounded.

SPACE COMBAT / ISSUING ORDERS / RESOLVING COMBAT

Space Combat checklist

i) Long Phase

-Hangar may Sortie up to 3 Fighters/Mechs at the start of the Space Combat(free Action)

-Assign a Hero in each Section (Bridge/Hangar/Weapon). This Hero may execute a Section Order in this phase. The Hero selected in the Bridge will roll for Ironclad's Evasion and the one in Weapons will roll for Ironclad's Accuracy.

-Each Section (Bridge/Hangar/Weapon) Issues a single order in this Phase.

-A Hangar STANDARD Section Order allows the use of only 1 fighter/mech in this phase (you have to issue a complex or heroic order to use more than one fighter/mech)

-Hero used in this phase cannot be used in next phase. (for a Combat that lasts more than 4 phases see the FAQ below)

- Only Heroes being used to execute a Section Order in this phase can use their passive ability in this phase
- Heroes being used and those not being used to execute a Section Order in this phase can be exhausted to use their Special ability
- Fast Stage first (Fighters / Mechs)
- Each Stages actions are resolved simultaneously. If a Fast Ship for example gets destroyed it will still fire to it's target.
- If a Slow ship is destroyed in the Fast Stage it does not get to act in the Slow Stage
- then Slow Stage (other ships)
- Ships that have a Special Ability in the Long Phase get to use their special ability

ii) Close Phase

- Assign a Hero in each Section (Bridge/Hangar/Weapon). This Hero may execute a Section Order in this phase. The Hero selected in the Bridge will roll for Ironclad's Evasion and the one in Weapons will roll for Ironclad's Accuracy.
- Each Section (Bridge/Hangar/Weapon) Issues a single order in this Phase
- A Hangar STANDARD Section Order allows the use of only 1 fighter/mech in this phase (you have to issue a complex or heroic order to use more than one fighter/mech)
- Hero used in this phase cannot be used in next phase. (for a Combat that lasts more than 4 phases see the FAQ below)
- Only Heroes being used to execute a Section Order in this phase can use their passive ability in this phase
- Heroes being used and those not being used to execute a Section Order in this phase can be exhausted to use their Special ability
- Fast Stage first (Fighters / Mechs)
- Each Stages actions are resolved simultaneously. If a Fast Ship for example gets destroyed it will still fire to it's target.
- If a Slow ship is destroyed in the Fast Stage it does not get to act in the Slow Stage
- then Slow Stage (other ships)
- Ships that have a Special Ability in the Close Phase get to use their special ability

Q: "Do I have to issue an order in each section on every phase?"

A: No, issuing orders on any phase is optional. It depends on the players strategy.

Q: "What happens to the Evasion Roll if I don't have a Hero available on the Bridge in a Phase? "

A: You still roll the die for Evasion without the Hero bonus.

Q: "What happens when the Victory (or Defeat) Conditions aren't met in these two phases?"

A: Random Space Combat encounters may end in a Draw (see Combat Resolution). Scripted space combats continue in more Close Range phases until Victory/Defeat. (this will be clarified more)

Q: "If I win a Space Combat by destroying only Slow Enemy ships do I get the loot from the fast ones too (Fighters)?"

A: No, you get loot only from ships you've destroyed.

SPACEPORTS - TRADER

Q: "What's the stock limit of the Trader Service in Spaceports?"

A: It's the same as the Trading Outpost Intel Card for quick reference. Salvage Max 3, Ammo Max 2, Gear Max 2.

Q: "How do I trade Gear in Spaceports' Trader and how in the Trading Outpost?"

A: In Spaceports Trader you choose a random facedown Gear token from the pile, you reveal it and you can buy it at the price indicated on the Spaceports Services card depending on your location, ignoring the token's price. (example: 6 credits per Gear on Europa and Crossroads). Or you can refuse to buy it if it doesn't fit you by returning it to the Gear pile (reshuffle).

In Trading Outpost you choose a random facedown Gear token from the pile, you reveal it and you buy

it at the indicated price on the token (or at a lower price by using Haggle). Or you can refuse to buy it if it doesn't fit you by returning it to the Gear pile (reshuffle).

Q: "The Ship Modules that are Gear tokens don't have a price. How do I buy them in Trading Outpost?"
A: That's an omission from our part. Their price is 5 credits.

CAMPAIGN BOOK

HEROES - RECRUITING

Q: "Which heroes are available for recruiting?"

A: You can recruit Heroes from the 12 starting roster plus from any Heroes you have unlocked or gained through Faction Reputation during the campaign

HEROES - PROMOTIONS THROUGH MILESTONES

Q: "Can I keep the promotion I gain through Milestones for later use or do I have to "spend" them immediately after the end of the Scenario?"

A: You must use them by promoting available Heroes immediately.

SYSTEM MODULES

Q: "What happens when players get more than 2 system modules? Do they keep 2 and discard the rest?"

A: You keep all System Modules you acquire through the campaign and at the beginning of each Scenario you choose which 2 you'll equip to Ironclad's Module Slots.

INTEL CARDS

Q: "In Events like Rich Asteroid, when you use Heroes with dual classes do they count for BOTH classes or one?"

A: They count only for one class.

Q: "What happens if I don't have a Hero with specific class for an event? Do I automatically fail?"

A: If you don't have the specific class (for example a Diplomat for Crossfire) you can still roll without the Heroes' bonus.

BAD INTEL

Q: "If you entered the Bad Intel hex with your last action, do you ignore it or do you lose the actions of your next turn?"

A: You lose the actions of your next turn.

SIGNATURES DETECTED

Q: "If I recon an Intel token and Signatures Detected is revealed do I roll and consult the Encounter table immediately or when I visit the sector?"

A: You roll when you visit the sector.

SCENARIO MILESTONES

Q: "Are Milestones secret to the players and revealed after the scenario ends?"

A: Milestones are available to the players from the start of the Scenario.

LOSING THE GAME

Q: "If Ironclad is destroyed can i repeat the scenario instead of restarting the campaign?"

A: If you lose, you can resume the Campaign from any previous Scenario you want, as long as you kept the log.