



v.1.1

INTRODUCTION

This is a list of fixes and answers to questions that will help make Rivet Wars: Eastern Front even more enjoyable to play. Get in the Fight!

FAQ

Q - What is the attack value of a gas cloud?

A - Gas clouds have the same attack stats as the unit that created it.

Q - Exactly how long does a gas cloud stay on the board?

A - The cloud is removed at the start of the “gasser’s” second combat phase after the one where the gas cloud was created.

Here’s a little trick to help keep track of gas clouds: When you create one, place the gas marker with the “gassier” side facing up. At the start of your next combat phase, flip the gas cloud to its “less gassy” side. Then at the start of your next combat phase, remove the marker completely.

Q - Do units killed by gas clouds count toward fulfilling a Secret Mission card?

A - Yes, whenever a unit is killed, it counts as being killed by the enemy (even when killed by your own gas cloud!).

Q - Are you allowed to attack an empty grid in order to place a gas cloud there?

A - Yes.

Q - Can multiple surviving units of a Tank Shock attack be moved to different grids?

A - Yes, the defender can move each surviving unit to any available adjacent grid of his choice.



Q - If I have General G. Patston plugged into an MT-1 Ostrich, does it make two separate Tank Shock attacks?

A - No, the Tank Shock values add up, meaning that the MT-1 Ostrich now has Tank Shock (2), rolling 2 dice when it attempts to stomp its enemies.

Q - If the Sturmpanzer makes a Dash action during the Combat phase, can a Der Cyclops plug attached to it still attack during that phase?

A - No. A plug and the unit it's attached to become essentially a single unit.

Q - Can a unit use Rapid Assault even if it doesn't attack anything during its activation?

A - Yes, Rapid Assault allows a unit to move before attacking, but they don't have to necessarily attack.

Q - Does the Secret Mission card "Killozer!!" grant me Victory Points for enemies killed with Tank Shock over several attacks?

A - No, this card only rewards the results of a single Tank Shock attack (so make it count!).

Q - When I use the "Foreign Entanglement" or "Things that Go Boom" Action! card, can I place the barbed wire/minefield token diagonally across from my soldier?

A - Yes, any reference to a grid "adjacent" or "next" to another essentially means "within range 1".

Q - Can I use the "Back in the Fight!" Action! card to redeploy a killed hero?

A - No, since each hero can only be deployed once per game.

Q - If I use the "Reload" Action! card on Jager Erwin Konig, must his additional attack target the same grid as his normal attacks?

A - No, the additional attack is not subjected to that restriction.



Q - Is the “Sticky Widget” Action! card only useful for preventing a unit from using Dash during its Combat phase?

A - No, the card is played on the enemy’s Combat phase, but it lasts for the entire turn (including the subsequent Movement phase), thus preventing any kind of movement from the affected unit (be it a normal move, Dash, Rapid Assault, etc).

Q - When using the “Improved Assembly Line” Action! card, can I deploy a hero cavalry unit, such as Parman?

A - Yes.

Q - The scenario guide mentions Blight and Allied “Zones”. Is that the same as Territory?

A - Yes. On page 21 of the rulebook the term Zone can be replaced with Territory.

Q - Why does the tile grid key for the scenarios name the tiles by a letter followed by a number, while the tiles themselves are labeled with a number followed by a letter?

A - Ignore the order. For example a reference to tile A1 is the same as tile 1A.

Q - Can I use Action! cards such as “Masks! Masks!”, “Strafing Run”, or “Incoming!” during an opponent’s combat phase?

A - Yes. Action cards can be played during either player’s phase listed as on the card. Note, however, that Action cards only provide the benefits listed on the card, and do not circumvent the base rules of the game, unless otherwise noted.(Example: “This. Is. Marta.” is an Action card that grants a unit additional movement. As a model cannot move during the opponent’s movement phase, playing this card during that time will give no benefit.)

Q - Can I place barbwire on a strategic objective or bunker or stack mines on top of tank traps?

A - No. A grid can only contain a single terrain element.

