



FAQ. DOCUMENT – 05.02.2019. VERSION 1.2

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KEY NOTE

The **BOLD** indicates that the text is new or has changed since the previous version of the document.

CORE BOX/GENERAL RULES

Q - Is an enemy in an adjacent diagonal square also considered in base contact?

A - **No, only models in adjacent orthogonal squares are considered in base contacts.**

Q - Do characters start with any skills?

A - **The Heroes starts the campaign with no skill, they take their first skill at the end of this mission.**

Q - Is there a limit to how many Positive/Negative tokens a hero can have at one time?

A - **You can have only one Positive/Negative status token of one type on you your hero at the same time.**

Q - If a character doesn't have enough AP to complete an action and they're required to, do they still spend the rest of their ap? For example, if a hero character has to spend 1 more action but can't because they would need 2 to do so, would their activation end abruptly or would they "spend" the rest of their AP anyway without performing an action?

A - **The rule is that for a Hero it is not mandatory to spend all its AP. But a Hero must spend their AP until the first sector occupied by an Enemy Action Token has been reached, as explained to pg. 11 of the Rulebook.**

Q - How are distributed the Missions rewards?

A - **At the end of each mission EVERY hero gains 1 new Skill, and the Company earns the Popolini and the Elements described under the voice "Reward for the group."**

Q - Can Heroes/Enemies move through friendly units?

A - **Yes.**

Q - Can ranged attacks attack people on higher ground?

A - **Yes.**

Q - Do tokens in general stack?

A - **No character may ever have more than 1 positive or negative token of the same type at any given time. The exception to this is if a card says otherwise.**

Q - Are you allowed to have a Strength1 token and a Strength2 token at the same time?

A - **Yes.**

Q - You get +1 TV for a critical hit, if you are not using the +1 damage optional rule, does the +1 TV still apply?

A - **No.**

Q - If a hero dies or gets captured, what happens to the elements they found during the mission and Formulae Cards they were using?

A - Nothing is lost, it's considered that the companion takes all the stuff. In truth it's scarce that a Hero definitely dies, in the most case the out of action status it's considered as the hero flee the battlefield or lose his sense.

Q - If a Hero is placed out of action, can a piece of equipment (such as Medic Bag) or a Skill (such as Healing) bring this Hero back into play?

A - Yes.

Q – How works skills like “Flank” that references another Skill?

A – The Skills that references another Skill, have a boosted effect if the Hero has learned the referenced Skill.

Q - Can a Bleeding Token be removed before it turns in a wound?

A – Yes.

Q - In which direction does the hero move after a successfully Disengage test?

A - Directly away from the enemy/enemies you are disengaging.

Q - How does engagement interact with flying? Can flying units engage or become engaged (by other flying units)?

A - No, flying unit is never considered engaged.

Q - Can units with a skill/equipment/spell which allows them to move diagonally move diagonally when disengaging?

A - Yes!

Q – How works conflicting status effects?

A - When two tokens have exactly the opposite effects (e.g., Strength1 and Weakness1) they cancel each other without giving any bonus or negative effect.

Q - If you find that a party member has died last mission, but you're in a Village and therefore don't have access to a Barracks; how do you handle this?

A - In this unfortunate and rare events you can follow the rules of "I need a new hero, but I don't have money to hire him" explained at page 24 in the "Barracks" paragraph.

Q - Ambush: at the beginning I'm supposed to do a draft for every spawning point - only for the first tile (as I've entered that) or ALL and again, when I enter the tile? In the first case, that would mean 8 enemies (which seems ok), in the second case that would mean 14 enemies, which seems ridiculously much...!?

A - Spawn new enemies Only in the tile you have just entered.

Q – Perilium: “Inflict 1 or more wounds with an attack +1 TV”, is that per wound or total?

A - If a hero wounds an enemy he gains +1 TV, no matter the number of wounds.

Q - Ice Blast: Does the attack cost AP? What if there is no enemy in reach?

A - does not cost AP, if there is no Hero in reach the skill does not trigger for the activation.

Q – Reaction: if the enemies react – does the heroes activation END or does it continue after the reaction? What if I overtake other heroes? Do they react, too?

A - The hero activation continues normally after the enemy reaction. No, a hero never reacts, but if you overtake other enemies, he reacts too.

Q - How many wound cards can a hero have?

A – There is no limit to the number of Wound cards a hero can have.

Q – Models on a lower level than either the target or the shooter block the line of sight?

A – No.

Q - Adjacent Models on different levels cannot combat in melee or engage. If right, can one of them attack a target in a different level, if they have Reach? Can they engage with Reach?

A – Yes, 2 Models on the different level are never adjacent but reach works. Reach Weapon/attack never trigger the Engage.

Q - Can a Hero move through an Enemy model and vice-versa?

A – No.

Q - Can I use the Master to improve the level only for a Skill learned after the last Mission played?

A – Yes.

Q - How works the status token maintenance for skills such as Defensive Stance?

A – If you want to Maintain a token, you have to pay its cost at the start of your activation, or you lose the token immediately.

So, in the "Defensive Stance" specific case if you pay 2 AP at the start of your activation, you can maintain the token and the relative bonus, if you don't want or cannot pay the 2 AP you immediately lose the token.

Q - There is a difference between an action affecting an adjacent model and an action with a range of 1 (the arrowed cross with a 1 value)?

A – No, it's the same thing.

Q - Can enemies with Reach 2 (Faun Warriors) Engage at a range of 2?

A – No, an Enemy engages a Hero only if attack him to an adjacent square.

Q- The Blindness condition says that the affected unit may not make melee attacks during its Activation. I believe this should mean "physical" attacks instead of "melee," otherwise, archers can still fire arrows while blind even though swordsmen cannot hit someone standing next to them.

A – Yes, the rule is right Blindness affects only melee attacks.

Q - Can Enemy enter and exit doors?

A - Neither unless a scenario explicitly specifies otherwise.

Q - For Area-of-Effect spells, do I roll a separate "attack" on each enemy model in the area, or do I roll one set of dice and succeed against everyone based on that one dice roll and their Mi value?

A – Yes, you have to make a separate attack for each enemy in the AOE.

Q – During a Hunt the victory conditions say: "...before the time runs out", but the end time in the right corner is:"-)", what means that?

A – Before the time runs out is intended when you have to draw a card from the Prey action deck and you cannot because there are no more cards.

ENEMY MANAGEMENT

Q – An engaged Crossbowman with an "unloaded weapon" token how acts in his activation?

A – First of all spend 2 AP to discard the Unloaded Weapon Token, then he spent the other 2 AP to move away of 2 squares.

Q - How work the Disengage rule for the Enemies?

A – An Enemy doesn't have to make a test to Disengage and do it for free AP cost.

Q - If it's an enemy unit's turn to activate and no one is in their control area, and their only mission is to kill the heroes, do they try to move towards the heroes? Is it the same if they do not have a line of sight with any heroes?

A - Yes at all!

Q - let's say the Squire's threat value is 10, then he's taken out of action by an enemy. The Squire's TV is reduced by 2, so now he's at 8. His activation token is moved six sectors and his figure laid on his side. However, with a threat value of 8, he still has the highest TV in the party. Will, the enemies, still pursue and attack him, thus making him harder to heal or is he no longer "threatening" until someone heals him?

A – For the Enemies as long as a hero is Out of Play counts as not to be in the battlefield even if at the time his miniature is lying down.

Q – Enemy CA can be counted in diagonal?

A – No, it must be counted orthogonally like everything else but ignores other models or scenic elements.

Q - Marksman makes the enemy retreat the minimum required distance before attacking. What is a ranged weapons minimum distance?

A - In this case for minimum distance is intended that the Enemy has to move the minimum necessary to have the target in his range.

OBJECT AND EQUIPMENT

Q - Greek Fire says: Attack, Range of Physical rating of Hero, Fire, can't be extinguished. 3 uses per Mission. Does the Fire keyword on this mean the Target receives a Burn token that can't be extinguished?

A – Yes.

Q - Healing Gun says: Attack, Range of 4, 4 dice are rolled for this psychical attack, it causes no wounds, for each hit heal 1 wound, 1 use per Mission. Since this is a psychical attack, is it possible to get a Critical Hit with it?

A – Yes.

Q - Wolfpack Spirit says: Whenever a hero is activated, the hero earns 1 token + Mi and allows an ally within 6 squares to gain 1 token + 1 Mi. Can the token be any token? When does the + 1 boost to Mi end?

A - The Wolfpack Spirit gives a Strength1 token to use only for a test that involves Mi statistics.

Q - How does the Gaea's Blood card work?

A - It gives the 2 bonuses to the hero who carries it (+1Ph and +1Mi) and once for Mission the hero can use Earthquake skill for free.

Q - How many created equipment cards (i.e., Healing Gun, Healing Fluid, Sharp Sword, etc.) can a character carry into a mission?

A – The limit is set by the standard Equipment slot for each Hero.

Q - Which element cards do I have to include in the standard elements deck?

A - All elements except those coming from specific hunting missions. For convenience, here is the list of elements NOT to insert into standard Elements decks:

2x Bear Head
2x Bear Paw
2x Wild Boar Tusks
2x Wild Boar Pelt
2x Wolf Teeth
2x Wolf Fur
2x Lava Shard
2x Heart Of Magma

Q - Also, does an enemy's Shield nullify one success in a magical attack by a Hero as well, or is the intent behind an enemy's Shield to only cancel one success on a Physical Attack?

A - The shield only works for physical attack.

Q - Can I craft craftable items multiple times? i.e., can I have more than 1 Fury Glove?

A - Nope, you can have only one copy of craftable item during a campaign.

Q - The Heroes starts with their three "green" equipment-cards, and when they reach the next level, they gain the "blue" ones and after that the "red" ones. What happens with the old cards? Do they lose them or keep them too?

A – They keep the old cards and gets the new ones for free.

Q - What does the "Base Formulae Deck" consist of?

A - The base formulae are those that don't come from Hunt mission or other Secondary Mission.

Q - How does the Company learn Formulae?

A – All the Formulae that do not contain any animal/monster parts are "Base Formulae," and the others are added to your company's Formulae deck/collection once that Hunt has been successful, depending on that prey killed.

APPRENTICE – MAGE – CHRONOMANCER

Q - It seemed to me that the mental defense of the enemies in the tutorial are irrelevant as the Arcane Bolt spell does not have the "Oppose" symbol present. I took this to mean that when casting that spell (no matter the target), I would roll my 4 d6 dice and needed to obtain 2 successes by the rule of success (5+) to cast this spell. Is my understanding correct? Based on this, these types of spells could be more useful against high mental defense enemies (i.e., Gypsy) as their Mental Defense has no effect. Is this right?

A -The new Arcane bolt card has the "contrast" symbol, so you have to use the standard Contrast rule when you use this equipment.

Q - When I use the mana gem item, may I only spend 1 AP on a single activation to put a single strength token on it, or may I pay up to 3 AP at one time (if there are zero tokens on it) to add all 3 during 1 activation?

A - Only one for activation.

Q - With the knife equipment's disengage test +1 ability, does this mean roll 2 dice (instead of 1) for this test, or add 1 to the value rolled on a single die?

A - Add 1 to the value rolled on a single die.

Q – Haste: "first movement action" means that Haste must be used before any other (non-Haste) movement is taken?

A – Yes.

Q - Can the skill "Concentration" hold multiple re-roll tokens?

A - Only one Token a time can be stored on the skill card.

Q - Lightning Spell and Confusion Staff: Based on the wording on those two cards, I'd say only the initial target (the one who takes 3 Wounds) would be the one who gets stunned.

A - Every enemy who suffer at least one wound with an attack take the stun effect.

Q – There is a limit to the Time Point?

A – No.

NOVICE – PREACHER – PLEGUE DOCTOR

Q - Can the Novice use his Medic Bag to heal wounds off of himself?

A – Yes.

Q - Can the Novice use his Blessing on other players?

A – No.

Q - Silence Area: "The target" or "all other models"? Is it ONE target or is everyone except the caster affected?

A- Everyone except the caster is affected by the prayer.

Q- Holy Light has an "Eyeball" value of X and a Pulse effect of X+3. Does that mean that it succeeds, with a Pulse of 3, even if no successes are rolled?

A – No. You need at least one success to cast Holy Light, but the Pulse Area is equal to the number of successes +3.

SCUM – ROGUE – ASSASSIN

Q - The Scum's jump ability listed on her grappling hook does not add any movement range for less AP, correct? i.e., It only increases her jump range from 2 to 3, but you would still need to spend 1, 2, or 3 AP separately to jump the 1, 2, or 3 spaces. Is this correct?

A - Correct!

Q - When you spend 1 AP to activate the grappling hook, you ultimately move forward 1 square on to the top of a building (or down to ground level). Is this correct?

A - Correct!

Q - Alternatively, do you also get an additional 1 Jump movement for "free" when you spend the 1 AP for the Grappling Hook? i.e., Do you climb up onto the building (moving 1 square) and then get to "jump 1" to another square on the top of the building, essentially moving two spots for 1 AP?

A - Each time you use the Grappling Hook to perform one of the two actions (Jump or Climb) you have to spend 1 AP. So in your example, you have to spend 2 AP.

Q - If you activate the grappling hook for the jumping stated above, are you also required to do the climb action and vice versa?

A - No it's not required.

Q - Is the Thief's "Ransack" skill meant to be a passive skill rather than costing 7 AP? If it does cost AP how do you represent the fact that you used it and it is active? By placing 2 Loot Bags on the card? If it does cost AP can you only do this once per Mission?

A - Th AP7 on the card it's a misprint if you have this skill at the end of the mission take 2 loot bag more.

Q - Is the Assassin's "Acrobatic" skill meant to be a passive skill rather than costing 7 AP? If it does cost AP how do you represent the fact that you used it and it is active? There is no token in the game (that I've seen anyway) that is representative of what Acrobatic does. If it does cost 7 AP to use, does this mean when you use the Acrobatic Skill that the 7AP are treated as a movement with the bonus of moving through enemies and automatically disengaging when used?

A - Same above the cost in AP it's a misprint, acrobatic it's a passive skill.

Q - Confused about the Thief's "Pearls Before Swine" skill. 7 AP seems quite high considering that the Free Company will potentially lose a lot of money to do this (Unless, of course, the Heroes can pick the loot bag back up). What happens with the loot bag after the enemies that are within range of it, run towards it and become exhausted? If it stays there, can the Heroes pick it up to get the Free Company's money back? Also, what if the company only has three Popolini?

A- When you use this skill you lose the number of Popolini indicated, but there is another misprint the right cost in AP it's 2. The Bags remain in play until the next scum activation and heroes cannot interact with them. You can use this skill even if your company doesn't have so much Popolini, merely lose all the money...ouch!

Q - Assassin's Emblem: +1 Sequence for each time a base attack wounds. What is a base attack?

A - The base attack is the standard 3AP attack action, done without any kind of skill (but can ever be modified by equipment).

Q – There is a limit to the Combo Point?

A – No.

Q - The Whip: Is there a roll required to use it?

A - Yes, it's a normal attack, if you obtain at least one success don't assign any wound to the enemy but only the Hindered token.

SQUIRE – MERCENARY – KNIGHT

Q – Chase: if the target is killed from the attack, the Squire does not get that free move, correct?

A – Correct.

Tutorial

Q – Can I skip the Tutorial Mission?

A – Yes, the tutorial mission can be skipped if you want. In this case, starts the Campaign with the Mission 0.1 and with all the tutorial rewards gained.

Mission 0.1

Q - Can the Scum hero using her Grappling Hook to climb on a building that's on Fire (1-2 fire tokens)?

A - Yes she can.

Q - When a House collapses (3 fire tokens), is the house removed from the board to represent this or does the house with the Fire Tokens on it stay on the board?

A -It remains in the game (rubble).

Q - If the collapsed house stays on the board, can the Scum hero use her Grappling Hook to climb on top on the collapsed house?

A - No she can't.

Q - What happens if the time the Heroes have to complete the mission runs out on the Horologium before the event?

Is this considered a loss for the Heroes as they did not complete the mission in time?

A - Yes! the only way to win this mission before the event is to kill all the enemies.

Q - Does the well in the center of the map block movement and/or line of sight?

A - It blocks movement in its 4 spaces but does not affect LoS.

Mission 0.2

Q - In Mission 0.2 "The Blood of Gaea" will the Faun Warriors only try to re-light a deactivated totem after the alarm goes off, or will they ignore the "Patrol" special rule and re-light a totem before the alarm goes off if it's in their Control Area?

A - The Faun warrior will ever re-light a totem if there is not a hero with TV 6 or more in their control Area (CA) Regardless of whether the alarm is triggered or not.

Q - If they can re-light a totem before the alarm goes off and have to do so, will they become suspicious at some point and sound the alarm?

A – No.

Q - Do the totems block line of sight and movement?

A - No, generally if something (3D elements or token) block the LoS is specified on their rule.

Q - If a Hero move and end it's move right next to a Faun Warrior (that is Patrolling) and as long as I passed my Stealth roll, not raise the alarm?

A - Yes you can do it. If you pass the check, you are considered hidden from the enemies.

PANDORA BOX

Q - Heavy armor: there is a 3 AP symbol in the lower right corner. Does that mean that this armor spends action points to work?

A – Nope there is a misprint on this card, ignore the 3 AP symbol.

Q - Feline Boots (Formulae gear) - Gain the Chivalry skill. What is the Chivalry skill?

A –The Hero with this equipment gains the enemy skill "Cavalry" explained to page 31 of the rulebook, so in effect spend only 1 AP to move 2 squares.

Q - The End of Mission section of Leonardo's mission on page 22 of the Pandora Box Book is a misprint?

A – Yes it's a misprint you can read this text instead:

“With a daring escape, you have freed your friend Leonardo from his captors. He tells you that Count Gerardino kidnapped him to force him to build his lethal on behalf of the army of Rome who wanted to use them for war purposes. Leonardo and Salai are immensely grateful and provide you with their knowledge and inventions.

Reward:

5 bronze florins

2 random objects

You can add Leonardo da Vinci to your Paersona

You can buy his special mechanical pet Helic and Testudo.

(The pets will be part of your company permanently but in the missions where you will play Leonardo as Paersona will also automatically control the pets)”.

Q - Helic (pet from the Pandora Box) says: Cancel 1 Wo suffered by a hero adjacent to Helic token. How often can that be used? As it's worded, it sounds like it affects any source of damage, including every physical and magical attack, as well as Fire/Burning tokens.

A - The Source must be an Attack (both type).

Q - The Plague Doctor "Healing Bomb" affects only enemies?

A - No, it affects all models in the AoE, enemies, and heroes.

Q - In The Lodge's Vendetta mission (Pandora pg 20), the Cardinal has to reach the 3 red squares. Each of them appears to be on the top of a different building, but only one building has a ladder. How does the Cardinal reach those spaces?

A - Sorry but there is a graphics issue in the map: the red squares are the 6 squares on the extreme Nord of the map, or if you prefer the 6 square on the top, So the cardinal doesn't need to climb any building. On top of the buildings, there are Enemy Spawning points.

Q - Brigante Defense ability trigger every time an enemy enters within 3 square from his owner?

A - This ability trigger only for the first enemy activated by the same Activation Token, so for example if 3 Stratioti are activated this ability trigger just when the first one Stratiota enters within 3 square from the owner. If another Stratiota enters after the first, ignore him.

Q - With Pandora added in, what should be the default recipes and resources for the beginning decks when starting the tutorial for the first game played?

A - Pandora Recipes are Bonus SGs, and you can add to your basic starting recipes as you wish, the only restriction are for those that came with a hunt, you have to win the hunt mission to obtain them.

CABALIST

Q - Is it correct, that the Cabalist has no rare skill or is it a misprint?

A - Yes, it's right.

Q - Rules for the Cabalist's Mystical Insight status say he can discard this token to "decrease the difficulty or ignore the penalty associated with the next ritual that the Baal Shem attempts to use." What does "decrease the difficulty" mean concerning a Ritual?

A - For "difficulty" is intended a -1 to the standard target number (5+) to make a Ritual so you need a 4+ to take over a Ritual, OR, you can choose to discard the MI Token to ignore the negative effect of the Ritual, so for example, you can cast "Invocation of Hod" and do not take the wound.

Q - Does the Mystical Insight status really apply only to the Baal Shem? It seems odd to give a hero a starting ability that he can't use until he gets to the next level. Also, the symbols on the card that provides the token have all three colors on it even though it appears that the other level-up choice (the Merkabah Mystic) is unable to use it.

A - The Mystical Insight token can be used by all the Cabalist classes.

MATER IGNIS

Q - Does the Hunter need the line of sight to the square where he wants to place a Trap?

A - Yes.

Q - Last Word (Formulae gear) - Critical attacks gain the effect: Explosion 1 Wo. What does that mean?

A - If a critical is triggered all models in the 8 squares around the target suffers 1 Wo.

Q - Can the Hunter place a Trap in a square on the roof of a building?

A - Yes if he has LoS toward that square.

Q - Hunter Camouflage (Token) - Hunter gains Pierce. Pierce is only defined from the enemy skills, and it allows an enemy to put another damage onto armor if a hero has armor that can take more than 1 wound. This has no game effect for heroes since enemies do not have armor (their armor is already included into their stats). So what does Pierce do for heroes?

A - If a Hero with Pierce inflicts at least 1 Wo he inflict 1 additional Wo.

VESUVIO'S FORGE

Q – Did a Hero can have more than one Tiredness Token?

A – Yes, this is an exception to the normal Status Tokens rule.

Q - Tiredness Tokens - The way this rule reads is that it's a double hit against your AP. First, for each Tiredness Token I have one less Rapidity, Then I must spend 1 AP to shrug it off?

A – Yes but remember that if you spend 1 AP, you discard all your Tiredness token.

Q - When an enemy with Double Wounds attacks, if a strike is not defended it inflict two wounds. So how it works if the attack does 2 strikes and a Squire defends against one strike and has a Defense token?

A - If the 2nd strike gets through it inflict 2 wounds; discarding the Defense token, you can cancel 1 Wo.

Q – In the Mission “Pagan Celebration” (0.5) The commoners do not have any stats. Is it that right?

A – Yes is right. If an enemy attacks them, they are automatically killed.

Q – In the Mission “The Dead City” (0.6) The master does not activate until you move onto his tile. So by a strict reading of that scenario rule, you can attack and kill him with a ranged attack without him ever activating. Is that right?

A – This is a particular application of the Patrol rule, so if you interact with the master in any way, he became active.

Q - In the Mission “The Forest of Ash” (0.7) the Lady of Fire will summon a Fire Elemental. What is a Fire Elemental?

A - It's a typo from an old rule that we have canceled from this Mission. You can ignore it.

Q – In the Mission “The Forge” (0.9) the Heroes have to kill the king and destroy the forge. There is no time limit in this scenario which makes the destruction of the forge pointless.

A – There's a typo in the Victory conditions, the right sentence is:

“The Heroes eliminate Vesuvio OR Destroy the Forge.”

UNDER SIEGE

Q - The Lancer skill Warriors art said "The Lancer gains a Strength 2 token".

Will you have to discard the token after using it to reroll? When do you get another strength 2 tokens then: Every activation or every mission?

A – Yes, you have to discard it after the use, and she regains it at the start of her activation.

Q – Way the Heavy Armour equipment card has AP 3 on it?

A – It's a misprint, you can ignore it.

Q - The ability “Break the Lines” reads:

"An enemy within 6 squares must move toward the Lancer and engage her if possible.

The enemy target takes one Acted token after the movement".

What happens if the enemy can't reach the Lancer (e.g., he would have to circle around a tree, or another hero is in the path)?

A – The ability text said, "if possible." If it's not possible, the enemy will move as close as possible, take an Acted token, and do nothing further.

ARCHITECT

Q -The Architect has Experimental on his gun. What does Experimental do?

A – It's a typo from an old rule that we have canceled from the game.

Q - How did the Artifact cards work?

A – Artifacts are special cards only usable by the Antiquarian.

When you declare to use an Artifact you chose the card that you want to use and then discard it after use. Every Artifact is "one use for Mission."

Q - When I use the Measurement Tools, when do their effects work?

A - You can use both effects if you spend 2AP during the Architect activation and it lasts until the end of your next activation. Remember that the same effects don't stack.

Q - Is the Meccano able to make basic melee attacks with their Ph Attribute? Or can he only do his skill listed on the card?

A - The Meccano can only attack with his attack skill.

- RULES ADDENDUM -

LARGE MODELS

Some Models occupy a 2x2 square space on the map. These are known as Large Models. The Model is only considered to have entered the single squares in which it has passed or ended its Movement. In other words, Large Models shrink to move as if they were normal-sized models, then expand again when they are done the moving.

When determining movement for Large Models, the players choose one of the spaces that the Model occupies and counts Movement from the chosen square as if the Model occupied one square (you can use a single square Model to simulate the Large Model movement).

When the Model ends (or interrupts) its Movement, the players place the Large Model so that one of the spaces its base occupies includes the square where the Model ended its Movement.

When a Large Model expands, it will try to occupy free squares; if there are not enough free squares to expand, the following rules are applied, based on what the squares in which it has to expand are occupied:

- **Models:** the Large Model pushes the Models that occupy the squares he will occupy by one square to a free square adjacent to them, or in the nearest open square.

- **Trees or Bushes:** when Large Models expand on a space containing these objects, they automatically destroy them.

- **Building or Walls:** if the Large Model cannot expand at the end of its Movement, due to the presence of these type of objects, then it cannot end its movement in that space. When this happens, the Large Model interrupts its movement in the first useful square to expand.

LARGE MODEL IMMUNITIES AND TILE INTERACTIONS

Large Models are immune to the following game effects:

- Large Models cannot be pushed, pulled or moved by any game effect.

- Large Models are immune to Hindered status.

- When Large Models enter a square containing Tile Effects (e.g., Water), they are affected just like any normal-sized Model. When Large Models end their movement and their bases are placed on a square with a Tile Effect or Token Effect (like the Hunter traps), refer to the individual Tile or Token Effect rules for what effects if any, apply to the Large Model.