



HATE F.A.Q.

- VERSION 1.0 -

Q: If the Defender wins a battle, do they claim the targeted Territory?

A: Yes. The winner always claims the Territory.

Q: When does the Feast token take effect?

A: The Feast token is immediately given to a player when they have the most Resources in the battle. However, as the token grants an extra activation, this effect can only be used if you haven't started activating your figures yet. This usually means players will only benefit from the Feast token on the subsequent turn after gaining it.

Q: Is the Hate token some figures start with (like the Um'Gra Shaman) considered to be on that Figure or as part of that player's pool?

A: If the rules don't specify that the token goes on the Figure card, then it's part of the player's pool and counts towards your final Hate amount (as is the case with the Um'Gra Shaman). A token that's placed on a Figure card DOES NOT count towards your final amount and is discarded at the end of the battle.

Q: If a Tribe card has the trigger "Any Time" does this mean I can play it in my enemy's turn, even interrupting their activation?

A: Yes.

Q: Are Savagery tokens removed from Bodies during the Replenish phase?

A: For all game purposes, Bodies are not considered Figures. However, during the Replenish phase, all Savagery tokens on the board are removed, including those on Bodies.

Q: How is it resolved if multiple Figures should take the same Scar during the same Intermission and there are not enough copies available?

A: During the Intermission, the player who is currently ahead in the Chronicle (most Hate + Resource) rolls for Scars first. If it is the first battle in the Chronicle, the player that won the battle rolls for Scars first. If subsequent Figures should receive a Scar that's no longer available, they get no Scar.

Q: Do Ranged attacks benefit from Support?

A: Yes, as long as one or more allies that give Support are standing adjacent to the target.

MERCENARIES

Q: When choosing which option to execute on a Mercenary card, can I choose an option that the Mercenary is unable to fully perform (due to being out of range or other factors)?

A: Yes, if an action can't be performed, or the Mercenary can't reach its target, it's still a valid option. It may end up doing nothing or just moving and not attacking. Nevertheless, you **MUST** choose one of the two options and execute it to the best of your abilities.



Q: Can the Neutral Mercenary attack me on my own turn?

A: Some Mercenary card options will make the player use the Neutral Mercenary to attack their own figures. The Mercenary has no side on this battle, so sometimes the card can hinder you. But keep in mind that attacking one of your Figures is a way of bringing the Mercenary to your side of the battle so you may capture it.

UPGRADES

Q: Can Starting Skills or Upgrades be overwritten by later Upgrades that occupy the same slot?

A: Yes. If an Upgrade is overwritten, return it to the Upgrade deck.

Q: During the Intermission, which do I gain first, Upgrades for my Figures or for my Village?

A: It's simultaneous, so you can consider them gained in any order you wish. For example, you can upgrade your Training Hall first in order to give more Upgrades to your Figures.

Q: During each Intermission, do I get Upgrades for all Milestones I have reached so far, or only for the ones I have reached during the last battle?

A: You only count the new Milestones you have reached during that last battle. This means each Milestone only grants you an Upgrade once.

SCENARIOS

Q: In the Worm scenario, what happens if all Trees have been Harvested and all Huts Pillaged, while the Worm still hasn't been KO'd?

A: If all Trees have been Harvested and all Huts Pillaged, then the Worm has nowhere to hide. Simply do not remove his Figure from the board anymore.

Q: In the Burning Hill scenario, can the defender Pillage their own Huts?

A: No, since the Huts are the objective for the attacking player, they can only be Pillaged by the attacker.

HUTS



Q: Can Figures outside and inside a Hut attack each other?

A: Yes. However, that can only be done through the Hut's entrance. This means attacks are only possible between the 3 outside spaces adjacent to the entrance, and the entrance space inside the Hut. The other 3 spaces inside the Hut are only adjacent to each other and the entrance space, they are not adjacent to any outside space. Of course, Figures inside the Hut can attack each other.

Q: How does Support work in relation to Huts?

A: You never benefit from Support when attacking the Neutral Warrior. Support against enemy Figures works normally (the Supporting Figure needs to be adjacent to your target). But keep in mind that the only adjacency between the outside and the inside of a Hut is between the 3 outside spaces from which you can enter the Hut, and the first entrance space inside it.

Q: Can you perform a Ranged attack against someone inside a Hut?

A: No, a Figure inside a Hut can't be targeted by Ranged attacks.

Q: Can I enter a Hut if its entrance is blocked by Bodies?

A: Yes. Bodies only keep you from stopping in their space, but you can move past them to other unoccupied spaces inside the Hut.

Q: Can you Move over Huts?

A: No. You can only enter it through the entrance and leave the same way. Otherwise you need to go around it.

Q: Can I simply walk into a Hut without flipping the tile?

A: Pillaging a Hut is an action. In order to flip the tile you must Pillage it. However, you can move into the Hut and stand inside it without Pillaging it, which means, without flipping the tile.

Q: When rolling for a Neutral Warrior or Neutral Mercenary, what is the result of Wilds and Savagery symbols obtained?

A: The Wilds are always converted into whatever the Neutral agent needs (Hits if attacking, Saves if defending). Savagery symbols are useless, nobody gets any Savagery tokens.

Q: Can the Neutral Warrior KO my Figures?

A: Yes, if their attack is successful, your Figure is KO'd.

