

# Golden Porg

## Tournament Clarifications

13 July 2019 - Porg Six

### Order Tokens

i. Third party tokens permitted. All order tokens, regardless of origin, must be identical in size, weight, shape, and feel and with no distinguishing marks or coloration. Cases are permitted so long as they adhere to the rules outlined above.

ii. Each player's order tokens must be arranged in a randomized stack or placed into an opaque bag after orders are issued each game round.

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### Barricades

i. Barricades give no cover to vehicles or creature troopers

### Charge Tokens

i. Charge tokens may be placed adjacent to or underneath both friendly and enemy models so long as the unit leader has line of sight to the charge token.

### Command Cards

i. Command card effects are removed when the command card is discarded at the end of the turn.

### Cover

i. Cover 2 is the maximum cover possible.

ii. A unit only increases its cover by one, regardless of the number of suppression tokens it has.

iii. Cover 1 is the maximum cover models will receive against attacks from a mini with Sharpshooter 1. No target will receive cover against attacks by a mini with Sharpshooter 2.

### Compulsory Moves

i. If a unit can not complete a full compulsory move it suffers wounds equal to the speed of the move.

### Creature Troopers

i. Creature trooper never gain cover from suppression tokens.

ii. Creature trooper cannot be displaced.

### Transported

i. Transported units discard any tokens they have at the end of the turn, per normal rules.

ii. Transported units may only take a disembark action.

### Troop Units

i. Unit leaders are always the last model removed. If the leader mini is removed after its unit is attacked, then the unit leader mini replaces any other mini of its unit.

ii. Noncombatants are removed after heavy weapon troopers.

iii. Units retain the upgrade card provided by a Comms Specialist even if the mini is defeated.

iv. Units lose Repair/Treat if the respective droid mini is defeated.

v. Units with an upgrade card 'Leader' may replace their original unit leader mini with a standard mini for that unit.

### Vehicle Units

i. Repulsor Vehicles can only generate displacement during compulsory moves.

ii. Ground Vehicles displace infantry whenever they move through them.

iii. Units gain one suppression each time any number of its minis are displaced.

### Weapons

i. Each mini in a unit may choose to attack with any weapon it is equipped with that has a valid target.

ii. In a unit making an attack, all weapons of the same type must contribute to the same dice pool.

iii. Weapons only add their abilities (i.e Impact or Pierce) to dice pools they are contributing attack dice to.

iv. Pierce may be applied to units using Guardian, but only as much Pierce as is available, and any amount spent cannot be reused after being allocated to a Guardian model.

### Wounds

i. Wounds must be allocated to the mini with the highest number of wound tokens in a target unit. That mini must be allocated wounds until the mini is defeated before selecting a new mini to suffer wounds.

## Battle Cards Errata

### **KEY POSITIONS:**

*Setup:* Place an objective token on the piece of terrain closest to the center of the battlefield (if multiple pieces are equally close to the center, the blue player chooses). Then, starting with the blue player, each player places 1 objective token on a piece of terrain. Each token must be placed on a piece of terrain that is completely outside all deployment zones and beyond range 1 of any other piece of terrain with an objective token. If a player is unable to place a token according to these rules, they can place that token on any piece of terrain that does not have an objective token and that is outside all deployment zones. If that token still cannot be placed, then it is not placed.

*Victory:* At the end of the game, for each terrain piece with an objective token, the player who has the most unit leaders in base contact with that terrain piece gains 1 victory token.

### **LIMITED VISIBILITY:**

*During the first round, units cannot perform ranged attacks beyond range 2.*

*During the second round, units cannot perform ranged attacks beyond range 3.*

### **RAPID REINFORCEMENTS:**

*Starting with the blue player, each player sets aside 1 to 2 friendly non-commander, non-operative trooper units, marking each unit with a condition token. When a player draws an order token with a rank that matches a friendly set-aside unit, if they cannot choose a unit on the battlefield with a matching rank, they must place that set aside unit onto the battlefield, beyond range 2 of all enemy units if able. That unit is treated as activated and its order token is placed facedown.*

**Resilience:** When a vehicle's threshold is reached roll a red defense dice and apply the corresponding result.

### **Block**

*Damaged:* If the result is a block, the unit is damaged and gains a damaged token. When a player activates a damaged unit, they roll a white defense die. If the result is a blank, that vehicle performs one fewer action during its activation.

### **Blank**

*Disabled:* If the result is a blank, the unit is disabled and gains a disabled token. A unit that is disabled cannot reverse and must spend two actions to perform a standard move.

### **Surge**

*Weapon Disrupted:* If the result is a defense surge, one of the unit's weapons is disrupted. The player's opponent chooses one of that unit's weapons and a weapon disrupted token is placed on the corresponding card. When adding that weapon to an attack pool, only half its dice can be added (of any color, rounding up).

