

ABOUT

This document addresses the most popular questions we have received since launch. We provided some answers to detailed questions about interactions of some specific game elements. If you still struggle with any of the mechanics, please send any other questions to feedback@awakenrealms.com with "The Edge" in the e-mail title, or ask them on the Facebook group of the game - <https://www.facebook.com/groups/thebellcrowshex/> - with hashtag #dawnfallrules.

During development of The Edge version 1.6, we have corrected a lot of misprints and improved some rule clarifications in the game. Therefore, some of the questions in this FAQ are obsolete for owners of version 1.6 of the game. These questions are marked in blue.

BASIC RULES

1. **During setup, I'm not sure how to understand "If the Squad had more than 1 model, the subsequent models have to be placed in Base to Base contact with at least ONE model from the same Squad". Can I set up my 4-model squad in two 2-man parts?**

No. You deploy your models one by one. This means the second model you place needs to remain in contact with the first model. Then, the third model needs to be placed in contact with either first or the second one (and so on). You may form your 4-man squad into a long line or into a tighter formation, but you cannot divide it into 2 separate parts. See examples on page 5 of the Rulebook for more information

2. **What happens to Charges once you remove them from an Enhancement? The rulebook doesn't seem to say anything about this.**

They return to the neutral pile.

3. **Can I use the enhancement immediately after placing? Can I use it normally if I don't Activate the Squad, or can it be used regardless of the Squad's Activation?**

Enhancement may be used immediately after placing it. It can be used regardless of the Squad activation, as long as there are Charge tokens on it. Same applies to Action cards - if you play a card which allows you to perform Combat, the Squad you are using doesn't have to be Activated at all.

COMBAT

1. **If my model attacks the enemy model that has a higher Initiative, does the enemy really get to attack me first?**

Yes. In general, you do not attack at all – you simply initiate Combat between two models. And if you decide to initiate Combat against someone with higher Initiative, then he goes first and counts as an attacker. You may only be able to strike back with a Counterattack if his attack is unsuccessful. Choosing your targets wisely is really important here!

2. **If the attacking and the defending model have the same Initiative, then who goes first?**

The model that initialized Combat (as described in the Rules Summary found on the back of the Rulebook).

3. **I am in contact with two enemy models of the same Squad. This Squad has no Endurance tokens left. My attack deals two Wounds to one of the models – do I kill the other one as well?**

No. All Combat sequences are ALWAYS resolved separately, so any leftover Wounds from Combat against the first model are lost. Same goes for any other possible effect which deals more than 1 Wound.

4. **Can stats go negative as a result of debuffs or Action Cards?**

Attributes can never go negative! They can only go down to 0. Please keep in mind that an Attribute equal to 0 is technically different from an Attribute that does not exist ("–"). A non-existent attribute means that all tests and comparisons using it are automatic failures.

5. **Is a shooting/range action considered combat?**

No.

REROLLS & DICE

1. **When making a Reroll (for example, granted by the gray Reroll icon on my Squad card), can I use the Red Die for free if it was used for the original roll?**

Yes. You ALWAYS perform Rerolls with the same die that was used for the original roll. During Rerolls, you do not have to pay to use the Red Die again.

2. **My roll result is a cogwheel marked die side, and I choose to pay for a Reroll. If the second roll also shows the cogwheel symbol, can I use it to refresh a Crystal?**

Yes you can. You just can't Reroll again – not even if you have a separate ability that grants a Reroll (see Page 9 of the Rulebook).

3. **If an attribute has a grey dice symbol, can I take the crystal, re-roll for free using my grey dice symbol and then take another crystal if another cog shows up?**

No. You need to choose to take the crystal or reroll for free.

RANGES & DISTANCE

1. **How does the Range of attacks and abilities work? Is Range 1 the same as "one Space away"?**

This is described in the "Range" section on Page 11 of the Rulebook. But to reiterate: this game refers to distances in two different ways. There's the Range rule, and then there are natural descriptions found within the rules and scenarios, such as "same Space", "adjacent Space" or "2 Spaces away". That's because using "Ranges" when describing unit deployment or board setup would be very confusing AND "Range" always includes all Spaces within a circle of specific radius.

- Range 0 means the source of ability and the target both have to be within the same Space.
- Range 1 means the target can ALSO be in any adjacent / neighboring Space.
- Range 2 means there may be up to 1 full Space between the Space containing the source of the ability and the Space containing the target. This is exactly what we call “at least 1 Space away” during deployment - e.g. at least one full Space of separation between object A and object B.

In short, the scale goes as follows: Range 0 (same Space), Range 1 (+ neighboring Spaces), Range 2 (+ targets up to 1 Space away), Range 3 (+ targets up to 2 Spaces away), and so on.

2. **My model is in Base-to-Base contact with an enemy model, but we're in different Spaces. Is a Shoot action valid, and if so, is it Range 0 or 1?**

As explained on page 10 of the Rulebook, all distances are ALWAYS determined in full Spaces. This means that despite the BTB contact, a model in the adjacent Space always requires Range 1 to be affected, while a model in the same space only requires Range 0, even if it's not in BTB. And yes, you may Shoot models that are in BTB with the shooter.

PUSHING

1. **Can you Push a model so that it ends up partially occupying 2 Spaces (or: can the Pushed model be placed in a position where his base crosses the border between Spaces).**

No. You can NEVER place a model in a position where its base covers any part of the thick white line separating the Spaces.

2. **Can I Push the enemy model out of the Space I am Teleporting my model to? The Action card seems to indicate so, but the Teleport rule summary on the Demons Faction Sheet says otherwise.**

You cannot Push using Teleport.

3. **When it comes to pushing thickets, can you cause a single hex enemy to push it? Or do the regular rules apply to pushing?**

Regular rules apply, so you cannot push them with a single hex model.

4. **Can you Push your own models?**

Yes.

OTHER RULES

1. **When a model is resurrected, does it come back with any Endurance tokens?**

No. However, some effects may restore Endurance tokens (like paying additional crystals when using Resurrection card of the Demon faction).

2. **When a Faceless Squad Evolves, does it restore any Endurance tokens?**

No.

3. **If an effect card specifies a range, but doesn't specify that line of fire is required, do obstacles such as shrines and sources affect the range? Can the range be counted through such an obstacle, or does it have to go around it?**

The Range must go around obstacles/fully occupied Spaces.

4. **When you move the Rha-Zack shrine and it happens to touch a crystal source, does it contest this Crystal Source?**

Shrine doesn't have any impact on controlling crystal sources.

5. **Can I kill my Bladebreeder using Bladespit?**

Yes. Keep in mind this will grant VP to the opponent though. Same goes for any other case of killing your own models. The only way of preventing the enemy from getting VP is Sacrificing your model instead of killing.

6. **Can you play a card even if it's action cannot be triggered?**

No. However the exception is when nothing happens because of the lack of components (like charging the Enhancements with empty Charge pool - the Action technically is resolved, however it does not have any real impact on the state of the game).

7. **Can you play a second Evolve card (on the same Squad)?**

Yes.

8. **Can Overwatch be used with Dodge?**

Yes.

9. **Who performs rolls in case of effects like Mind Control, when a model is forced to fight with its allies?**

Each player performs rolls for their own models, therefore the owner of affected models chooses (and pays) for appropriate dice and benefits from any potential cogwheels.

10. **When 2 different models from a single Squad get a Wound from the same source and they have 1 Endurance, 1 of them dies. Who decides which model dies?**

Owner of killed model decides.

11. **Two players play an action card in the same time. Who goes first?**

The Active player.

12. **Dvergar Banner: does the attach rule only apply until the end of your turn, or does it continue through to the end of your opponent's turn?**

The models stay attached until the end of your Turn.

13. **Can I use minelayer to put mines in free hexes belonging to Spaces where there are enemy units? And if yes how and when u trigger them?**

Yes. They are triggered whenever any model goes through such Space, meaning that any attempt of leaving this Space by any models will stop the movement and trigger the mines.

14. **Does the Dvergar Banner allow me to swap endurance tokens between two Squads or between any number of Squads?**

It allows exchange between any number of Squads.

15. **I am playing Chapter and have the "Guard" Enhancement on one Holy Knight. Can I use the upper ability "Successful Defense" to prevent my Guardian Angel from getting a Wound?**

Yes, for a total cost of 3 Charges. This is because in such situation it is the Knight who performs the defense; meaning that if they (the Knight) had Tactic Enhancement, it would work as well. However if the Knight had Overwatch Enhancement, it wouldn't be possible to perform a Backstab, because the Combat started before Knight got engaged in it.

16. **When can I play Sprout Action in my opponent's turn? Can I play it before he takes an action?**

Yes.

17. **When playing evolve cards, do I get more endurance tokens?**

No.

COMPONENTS

1. Is there a misprint in the Rha-Zack reference sheet or were the mine tokens misprinted? Reference sheet says we should have 2 real mines and 1 dummy mine, I punched out 2 dummy mines and 1 real mine. It is a common misprint, 2 are supposed to be real.

STRETCH GOALS

1. Using the Artifact-Mini-Addon: does the model near an Artifact need to be a part of the Activated Squad to use the Artifact?
No, the Squad doesn't need to be Activated.
2. Setting up the Totems, it is written: "Prepare any 3 Darkness Squads additionally, and place a Darkness Action deck of any 20 Darkness Action cards near them." Should the cards consist only of those for the 3 prepared Squads?
Yes, the Darkness deck should consist of cards bound to the 3 Darkness Squads participating in the game.
3. Does the Cavalry Enhancement card count against the 25 cards deck limit? The Rulebook only mentions that the Cavalry Deployment card doesn't.
Cavalry Enhancement card does not count into the deck limit.

INTERACTIONS

1. Are the debuffs cumulative if more than one Succubus is base to base with opponent unit?
No.
2. Unstable Force: the bottom part of the card states: "you deal additional Wound". Does it mean there is only 1 additional Wound? Or is there an additional Wound for every 2 unused Crystals in your pool?
You always deal only 1 additional Wound. Bonus from unused Crystals applies only to the ATT value.

DARKNESS SOLO MODE

1. The Darkness is impossible to defeat when used by a skilled player! Is it overtuned?
Please keep in mind that the Darkness was primarily designed and tested to provide a formidable, AI-controlled opponent for Co-op and Solo modes. It is NOT a tournament-viable player faction. When used in PvP, it is best to treat the Darkness as a special challenge, or as an opponent in 2v1 battle. That being said, beating them in 1v1 is still possible, though very difficult.
2. Is it right that the Darkness faction starts the battle with only 3 models of my choosing? Should I deploy all my Squads or just start with 3 models?
Three is enough, believe us – as illustrated by the question above :) When playing a generic skirmish against the Darkness (or playing the Darkness against another player), you always deploy only 3 models (step 13 of the Darkness setup) out of the Squads you've chosen for this battle (step 7). You deploy them BTB with Shadow Gate. They may come from different Squads or from a single Squad. And please keep in mind most campaign scenarios have their own setup rules that differ from this one.
3. I don't understand the Dark Boundary rule (page 4 of the Stretch Goals Rulebook). Could you provide clarifications?

We agree the wording of this rule can be misleading. It should be reworded as: "When playing in Solo mode (except for Solo Campaigns), at the end of each Darkness Turn check for any player models in any Space that has only 1, 2, 3 or 4 neighboring Spaces printed on the board (for example: along the edge of the map). The player must pay 1 Crystal for any such model. Each model that the player couldn't pay for receives 1 Wound." This basically means that bottlenecks and tight corners of the map hurt you, preventing some turtling tactics! There are more such Spaces on the Darkness battle map, making fighting Darkness in their own world harder.

4. I lost a model to a Wound from the Dark Boundary rule. Does the Darkness gain any Victory Points?
Yes. Treat this model as killed by the Darkness.
5. About the Darkness setup. Step 9 on Page 3 of the Stretch Goals Rulebook first mentions 5 difficulty cards and then instructs me to create a Darkness Deck that only contains four of them. What happens to the fifth card?
It doesn't take part in the game. Standard Darkness deck always uses 4 random difficulty cards out of 5.
6. The Darkness can't gain any Crystals. If I choose an Elite Squad to play against them, do they receive any bonus?
Yes. Simply convert these bonus Crystals to Dark Points.
7. I can't defeat the Darkness in solo mode!
We didn't want Darkness to get boring and toothless after a short while, so it was designed & playtested to be challenging. Some advice: Please make sure you know your faction and its specific combos very well. Build a deck specifically for fighting Darkness and for avoiding their attacks. Remember about some often forgotten rules, such as the fact that Darkness Squads that are in the stronger Dark Mode revert back to their weaker Basic Mode at the start of your every Passive turn.
8. Solo campaign Darkness: mission 3: What is the setup for your faction on the board? Do you place them all on or do they come in from reserve? Also do you put crystal sources and shrines on the board or the mission is played without them?
You are allowed to use shrine and place crystal sources. Use standard rules to Deploy your forces.
9. In the Move description (Rulebook, pg. 5), part of the text says: "If they are mutually exclusive, forfeit the lower one." What does "the lower one" actually mean?
The lower one on the printed page. So if A and B are mutually exclusive, you ignore B.

DARKNESS PVP

1. When a model gets a wound, darkness player places a dark point. When any model? Even Darkness models?
Yes.
2. When a darkness model is pushed it cannot collect Dark Points. What does happen to the Dark Points?
Nothing. Models cannot be pushed into Dark Points.

CAMPAIGNS

1. I have six larger maps and two smaller. Which map & side should I use for each of the campaigns?

The large overworld map is used for three PvP campaigns: "Chapter vs Demons" (sticker slots starting with A), "Faceless vs Reborn" (sticker slots starting with B) and "Rha-Zack vs Dvergar" (sticker slots starting with C). On its back, you can find the native world of the Darkness used for Darkness Solo Campaign (sticker slots starting with D). One of its corners is also used for the "Father of the Sun" Solo & Co-op campaign (sticker slots starting with F). Finally, the sketch-like city map was designed for the "Last City" Solo & Co-op campaign (sticker slots starting with E).

2. So... what should I start with, provided I have all the campaigns?

If you have a human opponent, try to start with "Chapter vs Demons". If you're a Solo player, you may attempt to tackle the "Darkness" campaign first, and then move on to other mini-campaigns. Finally, if you want some Co-op action, you may consider taking your friend on a trip to the "Last City".

3. I was instructed to put a sticker in the "Forces" / "Powers" / "Losses" / "Effects" section of the map. Where is it?

The overworld campaign map (see the first question of this section) contains three distinct rows with five stickers slots each, identified by different icons. Starting from the top they are:

- Forces (an army)
- Powers (a magic circle)
- Losses (a grave)

The Darkness side of the same map contains a single, unified sticker section. It's called the "Effects".

4. What's with the "Campaign Secrets Envelope"? When can I open it?

SPOILER ALERT! It contains a secret, hidden ending of the large storyline that goes on in the background of four major campaigns (three PvP stories and the Darkness story). We do not want to spoil how to reach it, but it requires gaining some specific sticker states in all three PvP campaigns and then wrapping your story up with a successful Darkness campaign.

5. How to use the "campaign tokens" mentioned in scenarios? The large campaign token is not hex-shaped, so how can I tell if I'm in Base-to-Base contact with it?

A small campaign token always occupies one hex, just like any small model would. The large campaign token always occupies the entire Space. A model DOESN'T need to physically touch a part of the large campaign token to be considered in BTB. It only needs to be in contact with the border of the Space containing the large token.

6. One scenario instructed me to flip a small campaign token to indicate something, but both of its sides are the same!

Sorry! Mark the "flipped" campaign token by putting an Endurance token on top instead. Long story: because of the very large number of components, we found that having two different arts on each side of them made finding the right one very troublesome. That's why campaign tokens, among others, were printed with the same art on both sides. A couple of scenarios were not updated to represent this.

7. Can I earn or spend Victory Points in Scenario Z? Alternatively: I won through Victory Points in Scenario Z, but neither side achieved an objective – what now?

Many campaign scenarios replace the Victory Points mechanic with their own, specific Objectives. If that's the case, it is ALWAYS mentioned in the Special Rules of that Scenario. In such scenarios, both capturing and spending Victory Points is impossible, as it would interfere with Objectives, and could lead to confusing results. Please make sure you are not enabling the VP track when it should have been disabled – or disable it when it's not necessary!

8. Scenario Z doesn't tell me how to set up my models / Shrine / Crystal Sources!

In general, always use the standard setup rules for everything that's not specifically covered by the scenario. As the Campaign Book puts it: "If a scenario does not mention a certain aspect of the battle (such as player order, unit deployment, or starting Crystal Pool), it always means this aspect remains unchanged and plays out according to the standard rules found in the Rulebook."

9. If you start with an Elite Squad during the campaign scenario, does the opponent get an additional Crystal at the start of the scenario like it would be during the standard battle?

If this aspect is not mentioned in the Special Rules section, then you should apply additional Crystals.

10. Some campaign scenarios state an objective and a special objective. If I completed the special objective, do I win the scenario instantly or do I still have to complete the main objective?

Special objectives trigger special effects and are optional. In order to win a Scenario, you need to fulfill main objective.

11. If you achieve the main objective, does the game immediately end, and you lose out on the possibility of achieving the special objective?

Yes.

CHAPTER VS DEMONS

1. Scenario 2 - Demons have to kill the pilgrims till the end of the scenario. So, what if I kill all of them BEFORE Turn 3 (when chapters deploys 2 more pilgrims)? Do I immediately win or do I have to kill those new pilgrims too?

You win immediately.

2. The Setup for Scenario 4 ("Crossing the Dry River") does not make sense! If we play like that, the Demons always win!

Unfortunately, a part of Setup in "Crossing the Dry River" was not worded clearly. This part: "The Demons player has to deploy his units at least 2 Spaces away from the edge of the map directly opposite the Top of the Cliff" should have been worded as: "The Demons player has to deploy his units NO FURTHER than 2 Spaces away from the edge of the map directly opposite the Top of the Cliff" In other words, all Demon models need to be placed within first 2 Spaces of the map, opposite to the Top of The Cliff (the Demons are at the foot of the slope and will move up to capture the Chapter-occupied hill as the fight progresses).

3. Played the 8th Scenario of the CvsD yesterday and the Demons won. Their Reward was Script 86 (Sticker) and reading Script 89...but...they are losing Honor?

Yes, this is intended.

4. In Scenario 9, can Son of Khyber occupy the entire space with the Mountainbiter (preventing the Chapter from using it)?

Yes. In this case, the Chapter player would need to kill Son of Khyber in order to use the machine again.

FACELESS VS REBORN CAMPAIGN

1. Scenario 2 - do the Treemaids count as Faceless for this scenario?

Yes

2. Scenario 3 mentions two Treemaids Squads – I have only one in the box!

Use one 4-model Squad here. It was always supposed to be 4 Treemaids models.

3. In Scenario 6, an achievement reads: “Whenever Iris has no Endurance tokens left, read Script 67.” Does it trigger automatically at the start of the battle, seeing how Treemaids have no Endurance tokens?

In Scenario 6, Iris should have +1 Endurance token, compared to the standard Treemaids. Just like she had in Scenario 4.

4. What exactly counts as a part of the “neutral faction” in Scenario 7?

The Wanderer token (or model, if you choose to use it) and all Verreden Infantry tokens that arrive during the battle.

5. Scenario 7 - Are the penalties correct for this scenario? The penalty for Reborn (script 79) is in fact a penalty for Faceless. The penalty for Faceless (script 78) is a penalty for Reborn.

The scripts are swapped due to a misprint

6. Scenario 10B asks me to attach the “Elusive” enhancement to one of the Squads – I can’t find it!

This card was published under a different name (“Vanishing”).

RHA-ZHAK VS DVERGAR

1. The starting deck for Rha-Zack mentions a “Pure Energy” card – I can’t find it!

This card was published under a different name (“Self-repair”). Sorry for confusion!

2. The starting deck for Dvergar mentions a “Sacrifice” card – I can’t find it!

This card was published under a different name (“Meltdown”). Sorry for confusion!

3. Are Source Guards and Stream Guards the same?

Yes. Source Guards were an old name that was updated to Stream Guards to make more lore sense. There are, however, some rare occurrences of the old name left.

4. What’s a War Crawler?

It’s basically a Gyrobot who wanted a more menacing name. Use a Gyrobot instead.

5. What is the penalty for the “Risky Tactics” card when playing scenarios where Victory Points are disabled (and the VP penalty cannot be applied)?

There is none. This card is slightly stronger in these scenarios.

6. At the end of Scenario 1, the Dvergar have a choice about where to put a “High Alert” scenario. If they alert the fort, it goes on C07-A; if the carcass refinery, it goes on

C07-C. But the Scenario 2, which takes place at the refinery, checks whether the sticker is on C07-A, whereas Scenario 4, at the fort, checks C07-C. Is that a typo, or is the inversion intentional?

This is a mistake, you should keep it in mind when playing this Campaign.

7. Scenario 3 - A player can advance the Vault door mechanism in Harvest Phase. Does this mean Scenario 3 -only during passive or also when playing action cards which mention “harvest”?

Only during passive turn of any player.

8. Scenario 3 - What happens if in the end there is a tie in models base to base with the Vault?

You need to play another full turn.

9. Scenario 5 - We tied in the terms of VP. Neither had any victory points when Rha-Zack caused the game to end by charging their generator.

In this scenario Rha-Zack player wins ties.

10. Scenario 8b - Does the enslaved dvergar player also gets a separate shrine and banner, none of those or do both players use the same shrine and/or banner?

None of the players use banner nor shrine. And they both start with just 2 crystals.

STRETCH GOAL CAMPAIGNS

1. Some scenario setups reference the “Dark Crystal Sources” what is it?

The Dark Crystal Source was simply an alternative-art version of a regular Crystal Source token. In the final version of the game, we have decided to use one, universal art for the Crystal Sources. Whenever you see a Dark Crystal Source, simply use a regular Crystal Source instead.

2. In the Darkness campaign, I was asked to use sticker D18, “Ancient Vessel”, but it doesn’t seem to exist!

The Ancient Vessel is present in the Rha-Zack vs Dvergar campaign and can be found there under number C12. You may also simply use one of the provided blank tokens to represent it.

3. Where is a paper save sheet for the mini-campaigns?

It will be provided as an additional downloadable. In the meantime, a player can use any piece of paper to write down his choices – there are only a couple of them in each mini-campaign!

4. The Darkness campaign mentions a unit called Night-crawlers in Scenario 3 (page 15). I don’t have their squad or models!

Nightcrawlers were an old name for Void Specters. Use a Void Specter Squad instead.

5. The possible “Retreat” destinations in some locations of Scenario 2 in the “Last City” campaign mention numbers that can’t be found anywhere on the map (1, 2, etc.).

Ignore them. Instead, you may retreat to any previously explored location that connects to the one you’re in on the map.

6. When playing the Darkness campaign as Faceless, I was asked to use sticker D18 to represent my “Shadowgorger Caterpillar” buff. This sticker does not exist!

Yes, this sticker is not available. Please use one of the blank stickers we’ve provided instead - and sorry for your trouble!

7. **Darkness solo mission 3: Pillars of the sunless sky. Maybe someone can help me. Can I place Crystal Sources and my Shrine?**

You are allowed to use shrine and place crystal sources. Deployment of your forces is using standard rules. Deployment of Darkness forces is described in the Setup.

8. **In scenario 4 of the abyssal empress campaign, what forces can you choose from? It seems that this information is not provided.**

You are supposed to use the same amount of forces as in previous scenario, therefore choose 4 Squads and create a Combat deck of up to 25 cards.