

**Rout moves, withdrawal attacks and snap actions can all interrupt a player's activation; if multiple happen at once, in which order should they be resolved?**

Rout, withdraw, then snap, so for example: Legion formation A attacks and routs Conscript formation B in a 0cm attack as its first action. Formation B makes its rout move, which then triggers a withdrawal attack from formation A. The Conscript player may now interrupt with a snap action from another formation if they wish, before play returns to formation A's second action. Of course, a snap attack action could trigger further rout moves and withdrawal attacks before play returns to formation A.

**What happens if a formation is routed between its first and second actions, e.g. by a snap attack or difficult terrain?**

The formation may make a rout move as normal, but forfeits its second action.

**Aircraft have a minimum move distance; can I move them in a circle or zigzag?**

No, aircraft must move their minimum distance in a straight line from where they started.

**Aircraft can't be routed, so what happens if they have equal or more stress markers than remaining stands?**

All the aircraft would be suppressed. As they're not routed, they can still take a second action; I'd recommend rallying after your required move action.

**If I want to attack an aircraft formation and have one stand with flak, but also one stress marker, do I have to suppress that flak stand?**

No. Line of sight and range is all that's needed to be suppressed; as long as you have another stand in range you can suppress it, even if it doesn't have flak.

**The structure rule says it counts for all purposes as a number of stands equal to its remaining structure. Does this mean I multiply its firepower by its remaining structure?**

Hah, no.

**What about dangerous terrain rolls for structure stands? One roll, or one per remaining structure?**

One per remaining structure - getting a superheavy tank through a forest isn't easy.

**If a stand with structure fires a disrupt attack, is the maximum it can add one extra stress marker or one per remaining structure?**

One per remaining structure.

**A stand with shields remaining counts as armour 4+; how does it work if it receives more than enough 4+ shots to remove the shields in a single attack, do the additional 4+ hits remove structure points regardless of the armour level?**

Shields are removed as dice are assigned to the stand; as soon as the shields are down, the armour level returns to its standard - the best thing to do is assign the dice one at a time, reducing shields as you go, and once they're all removed, you'll need to assign dice beating its armour level to damage it.

**If I create an army with 17 copies of this particular formation I can crush all opponents, isn't that great?**

This isn't the game for you.