

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.