

Z-G FREQUENTLY ASKED QUESTIONS 1.1

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Z-G GAMEPLAY

What happens when my foe has no hand left, and all his cards are in his deck' Do I have to use Reflex or attack stance to hit him'

In any circumstance where you are entitled to make an attack vs. a foe's deck and you cannot do so (typically when the foe is reduced to 3 zGear cards), you may draw a target card from the foe's hand. This rule trumps any rule or power that protects the hand from being attacked. So, if you are in defensive stance and thus protected against attacks targeting the hand, but you're down to 3 cards, your foe can ignore your defensive stance bonus and target your hand.

This rule doesn't allow attackers to circumvent deck cards that are "too tough to slag." For example, if your foe is down to 4 cards, and he chooses to leave the Juggernaut Frontgear card as his deck card, and you don't have any attacks that can slag that card, tough. You'll have to find a clever way around that dilemma - by going last, gaining a height advantage, using Augment cards to add punch to your attacks, etc.

Retests. What exactly gets retested'

When making an attack retest, it's as though you're repeating the attack exactly as it previously happened. The same powerups, augments, and maneuver cards apply to the attack. This is also true of a defensive retest - powerups, bolsters, and maneuver cards that affected the initial test still apply to the new test.

You may not retest, offensively or defensively, on a Penetrating attack. If you retest a Multicard attack, you may retest vs. only 1 target card.

Example: John attacks a foe with his figure's Monosword and scores 0 strikes. He decides to use his Expert Duelist card to make a retest. Later in the game, John scores 3 strikes with his figure's Monosword, slagging his foe's target card and

drawing another target card on which to make a Penetrating attack test. He may not use Expert Duelist to retest the Penetration test.

Do armor piercing/armor bonuses stack? For example, if I drop to Prone stance, attack from a height advantage, and play an Augment card, do I get +3 on a ranged attack?

Yes.

If it's your turn, can you skip playing a card in order to save it for use during a slower opponent's turn (like a Parry)?

Yes, but only a Parry or Dodge. You may also hold back a card with Z-G to avoid a knockback or fall, but you can't subsequently use the card's Move or attack.

Targeting multiple cards: If the opponent doesn't have enough cards in their deck to target, do you draw the additional cards from their hand?

Yes.

What is the sequence for declaring Reflex moves? (I found that this could make a big difference, as the second player could simply "abort" their reflex boost if they knew their opponent was, overall, faster than they were).

No special sequence; anyone can choose to abort reflex if they want to. However, all Reflex users (even -slower- ones) get to attack their foe's hand with their first attack.

I'm a bit curious, the FAQ deals with a lot of questions about facing. I thought facing didn't matter to the game at all, am I missing something?

Facing is unimportant in Z-G. We just want to make sure everyone knows that!

The move cost for stances is different on your web page than in the printed rules. Which should I use?

The one in the printed rules.

If I attack a gear and miss, does that target gear immediately get reshuffled into my foe's deck, or is it "out" until my phase is over?

It immediately gets reshuffled into the deck unless you targetlock.

Regarding Additional Actions:

Whenever a Maneuver, Syndic, Force, etc. card would allow you to take 'an extra action,' does this entail simply going through your deck, selecting a new card, and using it as you see fit (movement, attack, or

special ability)' Are there limitations as to what you can pick for this additional action (a card you had not otherwise used this turn)'

No, you may pick any card from your deck (but not your hand). Obviously, the attack must be "legit" (i.e., no using Footgear on a target 6 cards away).

On a TargetLock attack result where the attacker chooses not to attack the same card with his next card (or can't because he has no more actions this turn), does the opponent's target card get shuffled back into his deck immediately'

Yes.

Are players required to use all 3 cards in their hand during their turn'

No.

I didn't see anything that said you can't do this, but can you use ranged weapons when your in contact with another character' (We're allowing this right now)

As long as the muzzle of the weapon can touch the foe, you can fire the weapon at that foe.

If a Penetrating attack matches 4 a second time, do you make a second (third, forth fifth, etc.) Penetrating attack, or are you allowed only one'

You may continue to make penetrating attacks as long as you keep scoring 3+ strikes with cumulative cards.

You lose if you have less than 3 cards; what if they attack and you only have the three cards in your hand' How do you decide which card to use'

A card is drawn randomly from the hand.

(Also if there's only your hand and your character card can they attack your character card')

Character cards are never attacked, only discarded.

Do you have to use all three cards during your phase, or can you hold onto a dodge card to use later'

You may hold a dodge, parry, or Z-G card for later use. A dodge or parry card so held may be used only to dodge/parry, while a Z-G card so held may be used only to save your figure from a fall (not to move with).

Once someone lays down the cards for ranged attack and the opponent Dodges, can the first player re-target'

You may dodge a ranged attack only if you can get beyond the range (i.e., more than 6 cards away from a Range 6 attack). If you can do so, the attack can't be retargeted.

Do the Z-Gear and the Mode cards go in the same deck' (To be eligible for attack every turn.)

No. Mode cards and zGear cards are in separate decks.

BLAZES

I'm attacking with a card whose center dot (green) has an explosive and an armor piercing blaze. The defense card's center dot (also green) has an armor blaze covering a weak point. What happens' And what if the defense dot were red or blue instead of green'

Couple of things to consider here: Explosive blazes ALWAYS score 1 strike vs. weak points - NO MATTER WHAT. An armor piercing blaze that hits a weak point scores 2 strikes. And armor piercing and armor blazes CANCEL EACH OTHER OUT on a 1-for-1 basis. Let's look at a few situations:

- Attacking dot: Green, with 1 armor piercing and 1 explosive blaze. Defense dot: Green, with 1 armor and 1 weak point. 2 strikes. The explosive blaze scores 1 strike vs. the weak point. The armor piercing blaze pierces the armor to score a strike, but is negated in so doing and doesn't touch the weak point.
- Attacking dot: Green, with armor piercing and explosive blazes. Defense dot: Red, with armor and weak point. 1 strike. The explosive blaze scores 1 strike vs. the weak point. The color mismatch means that the armor piercing blaze doesn't connect vs. the armor anyway.
- Attacking dot: Green, with 1 armor piercing and 1 explosive blaze. Defense dot: Green, with 1 armor and 1 weak point. However, the attacked augmented his attack (played a maneuver card, attacked from a height, etc.) to gain +1 armor piercing blaze. 4 strikes!!! The explosive vs. the weak point scores 1 strike. The first armor piercing blaze pierces the armor for 1 strike. The second armor piercing blaze then strikes the weak point for 2 more strikes - for a total of 4!!!
- Attacking dot: Green, with 1 armor piercing and 1 explosive blaze. Defense dot: Red, with 1 armor and 1 weak point. The attacked augmented his attack (played a maneuver card, attacked from a height, etc.) to gain +1 armor piercing blaze. 1 strike. The explosive hits the weak point for 1 strike, but the color mismatch means none of the armor piercing blazes hit.

Is there a limit to the number of times an attacker can slag & penetrate with a single action card'

No.

If the attacker slags & penetrates, but the defender saves the target card from being slagged, does the slag & penetrate effect still go off (IE: Attacker attacks again with the same card)'

No, the attack is completely negated. However, you must save the card during the first attack. If you, say, score 3 strikes with an attack, the defender may save his card and cancel your attack - but if you score 3 strikes, then score 3 more with your follow-up penetrating attack, the defender can't stop the card now.

MODE DECK

What's the difference between a character card and a Mode deck' When do you use 1 or the other' Why can't you mix the two'

A character card is used in the basic game (the 10 cards in the starter deck). It's superseded by the advanced/Mode rules. When you make a Mode deck, you're essentially creating a new "character" instead of using Seren, Jett, or Zak-9 (or Lucy). Some of you will remember when D&D was divided into Basic and Advanced D&D. Think of a game with character cards as "basic" Z-G and a Mode deck game as "advanced" Z-G. Just like you couldn't necessarily 'port a Basic D&D fighter or magic-user into an Advanced D&D campaign (different hit dice, spells, etc.), you can't use a character card in a tournament-level (advanced) game.

What do all the dot patterns on the Mode cards mean'

Depends. Maneuver cards use their dot patterns when making or resisting Psychout attempts. The other cards don't generally use their dots at this time - but future expansions will make use of Mode dots.

Can I use a Gunnery card with my Ion Pulse Backgear' I mean, it's a big gun, right'

No. Look at the upper left-hand corner of your zGear cards. Each zGear is 1 of 9 types: Ulster, Frontgear, Backgear, Hand Weapon, Arm Weapon, Hand Gun, Arm Gun, Headgear, or Footgear. This type is important when using Mode cards to enhance attacks. For example, Gunnery cards enhance attacks with Hand Guns or Arm Guns only. Even though, say, the Ion Pulse Backgear has a cannon component, it's a Backgear, not a Gun, so you can't use Gunnery cards to improve its attack.

Do you get to pick the Mode card on your first control slot, or is it randomly determined'

You get to choose the Mode card (or cards, if you have the Reason Drive card) you start the game with.

Only Maneuver cards have to be on top of a slot to be used'

Yes.

Can you stack maneuver cards on a syndic that doesn't have the appropriate skill'

Absolutely. Skills are used only in deck-building. Once in play, there's no correlation between a maneuver card and a Mode card with its governing skill. In other words, you don't have to have an Expert Stealth card or Syndic with Stealth in play to use a Stealth maneuver card.

How many maneuver cards can I have' The rules are confusing.

You may start the game with as many copies of each maneuver card in your Mode deck as you have listings of its governing skill. So, if you have the Armada Syndic (Command, Gunnery, Pilot), the Exarch Syndic (Body, Glam, Pilot), and the Expert Gunner card (Gunnery, Gunnery, Gunnery), you may place up to 4 of each type of Gunnery maneuver card in your deck (1 for Armada, 3 for Expert Gunner), 2 of each type of Pilot card (1 for Armada, 1 for Exarch), and 1 of each Body, Glam, and Command card. You may not include any Stealth, Savvy, Engineer, Trance, Melee, Martial-Z, or Alertness maneuver cards in your deck, since your figure hasn't been "trained" in these skills. You do not have to draw the Syndic or Expert cards to use their affiliated maneuver cards; the governing skills are used only for building your Mode deck.

When you discard a Syndic or Drive card, do all maneuvers on its control slot also get slagged'

No, they remain in the slot. However, if you lose all your Lode cards, you lose the extra control slot and all cards in it. This is also true of the extra slot provided by the Savant card.

Can you have more than 1 Drive/Syndic/Expert/Lode card on a control panel slot'

Yes, and you get all the powerups from all the Mode cards. The only drawback is that multiple Mode cards in the same control panel slot don't open up new slots.

Regarding the 'Mavryk' Syndic card...

His special ability, 'Concealed Weapon,' reads as follows: At the beginning of the game, place one hand weapon/gun in "Reserve," keeping it out of your arsenal. At any time, you may "Draw" the card, placing it in your hand.

How does this ability work, precisely'

Equip your figure as normal, filling as many arm/hand spots as desired. Set aside an ADDITIONAL zGear and card, and equip it when you see fit. This would have the effect of being able to use THREE arm (or hand) weapons, instead of

the usual two. The concealed weapon is included in his total point cost, regardless of how it works.

When building your Mode deck, you have to have Skill cards to match/support the Manuever cards you have. Do the corresponding Skill cards have to be in play (face-up in a control panel slot) for you to be able to use that Maneuver (i.e. if I have a Maneuver that requires the Alertness skill, do I need to have a Syndic with the Alertness skill in play to use it)?'

No, Skills are used only in deck-building.

When a Lode card is played, it is attached to a piece of zGear. How is this recorded? Does the Lode card get added to your zGear deck or is it played as part of your Control Panel?'

It's played as a slot in your control panel. If the zGear to which the lode is attached is slugged, you lose the lode slot. The lode slot doesn't come back in play if you use the Jury-Rig card to restore the attached zGear - but it does come back into play if you use the Repair Depot card to repair your zGear.

Are the Mode cards in the "extra" Control Slot made available through a Mode card placed on the Lode card or next to your other Control Slots?'

The lode card becomes an extra control slot itself; other mode cards are played on it.

If you have two Lode cards in play and you lose one, you lose the "Mode cards thereon". Do you lose the extra control slot, too (you still have another Lode card in play)? How do you tell which Mode cards went with the lost Lode and which go with the Lode you still have?'

As long as you have at least 1 lode card in play, the extra slot remains open, and you keep all attached mode cards.

Why do Lode, Expert, Syndic, and Character cards have combat dots? How do they ever get used in combat?'

Not yet. But just wait...

POWERUPS

So, you can't use powerups on penetrating attacks? I'm confused. And this is true of things like Shock Pulse too?'

Certain attacks target more than 1 card. Sometimes, this is a condition of the attack itself, such as when you use Shock Pulse, Supercharge!!, and/or Burst!! to target additional cards. These attacks are called Multicard attacks.

Other times, your attack will score 3 or more strikes and thus become entitled to attack additional cards. These attacks are called Penetrating attacks. The Z-G rules treat both types of attack similarly.

Neither Penetrating nor Multicard attacks may be enhanced with any powerup, be it from a zGear or Mode card. For example, if you use a Supercharge!! card to power up your T-Laser's attack, you may use the T-Laser's Scan powerup vs. only 1, not both, of your target cards. Likewise, if your T-Laser scores 3 strikes vs. a target card, thus earning you an additional target card, you don't get to use your Scan powerup vs. that extra target card.

If you use a powerup like Knockback, whose effects depend on the number of matches you make, Penetrating or Multicard matches don't add to the effects of the powerup. In other words, if you use a Knockback attack and score 3 strikes (for a penetrating attack), then score 1 match vs. this additional target card, you knock the foe back only 3, not 4, cards.

What are the weird little symbols in front of the zGear powerups'

zGear powerups fall into several categories, which define when and how they may be used:

- **Extra:** Powerups preceded by green crosses are "Extra" powerups. Their effects take place in addition to the card's movement and/or attack. So, if you use a sword with Knockback, you may step in with the sword's Move, make a normal attack to slag zGear, AND apply the sword's Knockback powerup.
- **Interrupt:** Powerups preceded by black X's are "Interrupt" powerups. They allow you to "interrupt" the sequence of your foe's pulse and perform an action of your own. The signature examples are Parry and Dodge.
You cannot default to an Interrupt powerup if you're already in the process of using the card for a normal move or attack. For example, if you use your Reflex Ulster to move in for an attack, and your foe chooses to parry your attack, you can't suddenly use the Ulster's Dodge powerup to move out of the way and avoid the possible counterstrike. You're committed.
- **Replace:** Powerups preceded by blue squares are "Replace" powerups. When activating a Replace powerup, you can use that card to move, but not to attack. So, if you choose to use your Loading Claw to perform a Grapple, you may use the Loading Claw's Move to get into hand-to-hand range, then attempt to match with the Loading Claw's dots, but you may not simultaneously use the Loading Claw to slag the gear you're grappling.
- **Substitute:** Powerups preceded by red arrows are "Substitute" powerups. When you use a Substitute powerup, you can do nothing else with that

card that turn. So, when you use the Reflex powerup on your Reflex Ulster, you may not move, dodge, or attack with that card. It is immediately returned to your deck.

We want clearer powerup rules!!!

Here's a start:

Aim: Replaces card's normal attack. As your action, draw 1 target card per match. You may choose to attack any 1 of the target cards drawn.

As a Replace powerup, Aim takes place instead of the item's normal attack. You can't Aim with your Headgear and also bash your foe with a headbutt in the same pulse! For each match you score (ignore all blazes on both cards - just compare the colors), you may immediately draw 1 card from your foe's deck (up to 3). From these cards, you may pick the card you want as the target card for your next attack.

Tip: If you match with Aim, you may choose the zGear you aimed at as your next target card! Example: You use your Armada Command Headgear to Aim at a foe's Frontgear and score 3 matches. You choose the Frontgear as 1 of your 3 target possibilities, then draw 2 other cards from your foe's deck (hoping for the Ulster). Both your other target cards turn out to be Footgear, though. You decide the Frontgear would be the best target for your next attack, so you declare that you're targeting the Frontgear.

Tip: Aim is good for more than taking out the ulster. If you know your foe plans to base his strategy around 1 or 2 pieces of zGear - for example, he's got Expert Fighter, 2 Martial-Z Syndics, and a bunch of Legsweep!! and Phobos Drop Kick!! cards - use Aim to find and take out his relevant gear (in this case, the Footgear) early.

Charge: When using this powerup, your whole move with this card must be in a straight line. If you move at least 3 cards before you strike your foe, your attack gets +1 armor piercing. Bonus: A charge works like a zone attack, striking all targets along your path.

If in doubt, lay a straight stick or ruler between the attacking and defending figure. If the stick doesn't lie straight and uninterrupted, the Charge attack can't be made.

Tip: If you have Charge 2 or higher, use a Headgear with the Rangefinder powerup to measure distances accurately, then position yourself 6 or more cards from your foe to unleash a devastating charge attack!

Dodge: Immediately after an attack on you is declared, play the Dodge card from your hand and, as its only action, move 1 card. If you are no longer in range (or out of the zone), your foe forfeits their attack.

You may use this powerup anytime you have a Dodge card in your hand. You may not use Dodge as "free Move" to make an attack with - in other words, you can't use a Footgear with Dodge 3 to dodge Foe 1's attack, move 3 cards to Foe 2, and attack Foe 2 with the Footgear!

Chasing a Dodge can be done only with the zGear card used to make the attack. You can, however, use a Speed card (or Burst of Speed!!) to aid in a chase.

Knockback: For each match you score, you may elect to knock back your foe 1 card directly away from you - anywhere forward of the line drawn by your shoulders. Both of your foe's feet must touch the last card. A figure can be knocked back over any barrier lower than its knee. Bonus: See Knockdown.

Inevitably, there are going to be arguments about the direction in which a knocked-back foe flies. When knocking a foe directly away from you with a ranged weapon, you can determine the direction with considerable accuracy. Turn the foe figure's head so that its nose is directly in line with the arrow on the back of the last Range card used to attack it. Then move the figure back in a straight line determined by the length of the top of the head (where the "Z-G" logo is).

Parry: After an attack is announced, but before your target card is spun, you can play this card from your hand to replace the target card (as its only action). You choose which end of the card to play. If your card survives, you may take its full Move immediately. You can't parry zone attacks. Bonus: If the attacker scores 0 matches vs. the parry card, you may counterstrike (move and attack with the parry card if you can touch your foe).

You may parry a counterstrike.

Reflex: Before declaring Impulse, announce you're using Reflex. As this card's only action, you may double its normal Impulse for the turn. Bonus: On the turn you use Reflex, your first attack may target a foe's hand.

Note that if you make a multiscard attack, the second, third, and subsequent attacks target cards from the deck, not the hand.

Scan: You may examine the target card before choosing your attacking end. The target card is still spun randomly to determine its end. You may elect to attack the target card with your next action card instead of this one; if you do so, though, you forfeit the attack of the Scanning card.

Your "next attack" can be from the Scan card itself (such as the T-Laser, which lets you Scan the Laser's target card) or the next card played (so you can use the Scan on your Headgear to look at a foe's card, then target that card with your next card's attack).

Scan and Aim in Conjunction: The Armada Command Helm lets you Scan and Aim at the same time. Essentially, what this means is that you can look at the card on which you're using the Aim powerup, then target for matches normally.

Note: Scan is an Extra powerup, not a Replace powerup as its sigil indicates. That's a mistake on our part, for which we humbly apologize.

Shock Pulse: When foe is grappled, draw 3 target cards and attack all 3! This action breaks the grapple.

Remember, Shock Pulse is a Multicard attack. If using other powerups, such as Scan, in conjunction with a Shock Pulse attack, you may choose only 1 card out of your 3 target cards on which to play the powerup. (You may boost Shock Pulse with cards like Supercharge!! or the Power Depot, which turn energy attacks into Multicard attacks.)

Z-G: When playing a card with this powerup, you can move up or down - up to your full Move score - without paying additional Move cost. Bonus: Take your Move before or after your attack, chase a dodge if you have the spare Move to do so, and ignore the effects of falling if this card is in hand.

Z-G movement can be a little confusing at first glance. Remember that you can automatically "move" a vertical distance equal to the horizontal distance indicated by your card's Move score. So if you use a Skyclaw Footgear with a Move of 3, you can automatically reach the top of any piece of terrain that's within 3 cards' distance AND whose height is 3 or fewer cards.

Z-G also lets you move over terrain in this fashion. So, if you're using your Skyclaw Footgear and there's a wall less than 3 cards high blocking you, you can freely move over it.

You may combine Z-G movement to scale great distances. Let's say you use 2 Skyclaw Footgear with Move 3, then add your Dash bonus for an additional +3. You may now scale or bypass any obstacle(s) within 9 cards and whose height is 9 or fewer cards! However, all Z-G Move must be sequential. So, if you used a Skyclaw Footgear on your first pulse, then a Body Armor Frontgear (with non-Z-G Move) on your second pulse, and finally your other Skyclaw on your third pulse, you'd only get 3 Move worth of Z-G on your first pulse. Your second pulse of Move would not be powered up with Z-G.

My figure is an Omniclone. Aren't I getting free points by buying the Despair card'

Flaws always trump any other powerup effects. So, for example, if you drew the Omniclone Syndic card, which allows you to stay in the game after you drop to 2 or fewer zGear, but you later drew the Despair Flaw, which forces you out of the game at 4 zGear, the Despair powerup supersedes the Omniclone powerup! (Which is why you probably would never put this combination in your Mode deck!)

I'm using the Magnabeam powerup and score three matches. Can I move my opponent up and over three like Z-G movement or can I just move him a total of three cards'

Yes, you may treat the Magnabeam power just like Z-G movement.

When using the Charge powerup, must the straight line movement be all at the same height' Or, may you move up or down while charging'

You may move up or down, so long as the move is in an uninterrupted straight line.

When using the Charge powerup, can you go "through" one opponent in order to hit another that is in the same line but beyond the first'

Yes; in fact, you may hit all figures within your charge pattern.

When using the Knockback powerup, the rules say you score a Knockdown if you knock your opponent back into another figure at least 1 card away. What happens if the other figure is closer than that'

Nothing; both figures remain standing.

What happens if you knock back a figure into another which is immediately adjacent to it (i.e. my Figure A knocks back Opponent's Figure B directly into another Opponent's Figure C who was standing right behind him)'

Nothing; both figures remain standing.

Z-GEAR

The Monosword and the State-of-the-Art Combat Claw both have kinetic and energy symbols on them' Is this a typo'

No. A very few cards have both a kinetic and an energy element. Such cards have the best features of both types of cards. For example, you could use your Expert Body card to retest an attack with a Monosword (1+ Move, kinetic) while at the same time boosting the attack with a Supercharge!! card. Likewise, if you draw this card while on a Deadly Energy Field, its energy element keeps it safe.

Is the Spacewing Blitz a hand-to-hand or zone attack'

Although some Charge attacks, such as the Spacewing, may attack any foes in a zone pattern, the Charge itself is still considered a hand-to-hand attack.

If using Spacewing Blitz to charge five cards ahead, is your zone 1-1-1-2-2-2-2, or only 1-1-1-2-2' If it's the former, then one could theoretically stand still and have the full Spacewing zone attack in front of them...

It's the latter. Each Move counts as one card length of the zone, sequentially.

Since the first three cards in the Spacewing Blitz attack are white, are those parts of the attack, or merely 'positioning' cards that precede the actual damaging portion of the attack'

No, these count as part of the attack. They just don't permit the charge bonus.

Is the zGear Deck limit always 10 cards'

No - see those holes on the sides of the hips, the shoulders, the shins, etc' Future zGear will attach there. As well, future weapons will have accessories of their own - bayonets, scopes, etc. - which will also be represented by cards.

Does the zGear deck only consist of cards corresponding to the gear you're carrying/wearing'

Correct.

When using booster cards, do you simply replace the basic zGear cards with the upgraded cards (i.e. Skyclaw Footgear/Superior for Skyclaw Footgear/Prototype)'

Yes.

MOVEMENT

1. If Charging, can a figure use ZG movement (to fly over a wall, for instance)'

Yes, as long as the entire move is in a straight line.

Z-G Movement allows for a figure to fly up a distance equal to their Move and forward a distance equal to their Move'

Yes.

Can a figure "double back" during movement (IE: lay a Move card entirely on top of another card)'

Yes.

If the attacker chooses to retest his card, does he still choose the end he wants to use'

Yes.

When can I enter or exit a stance'

You may switch to a stance at any point during your Move. So, if you have a Move of 5, you may move 1 card, then spend 2 Move to enter an attack stance. However, even though you have 2 Move left, you may only move 1 more card, because the maximum Move while in attack stance is 1.

If I'm using Z-G2 to attack 'anywhere along my Move trajectory,' can I declare that I'm attacking from a height advantage, even if my figure is level with my foe' Can I then use the Death from Above!! card'

No. Height advantage is determined only by figure positioning.

Knockback: Do you measure X number of cards for knockback, starting from the attacker's current position, or the defender's current position'

The Defender's current position.

The rules state that facing is unimportant when determining LOS. However:

Do figures have to move in the direction they are facing'

No.

If you play a Move 0 card for your action, can you change facing'

No.

If you play a Move 0 card for your action, can you re-pose your figure, as long as you aren't moving into a stance'

No.

If a figure is prohibited from moving (IE: Kneeling, Shame, etc.), can they still change facing'

No.

When moving up or down a distance that is less than one full card length, can you "fold" the card and continue moving in order to get maximum movement (i.e. if you're moving up a wall that is 1 1/2 card lengths long, can you use the remaining 1/2 card length to move forward after you reach the top of the wall)'

Yes.

If you attack by jumping down on another figure, do you fall down' Does the other figure'

You may jump down on a foe to gain a height advantage, but if you jump more than 1 card's distance and don't have a Z-G card in hand, you are knocked down. Your foe is not knocked down.

Do you fall down when you use the Dodge powerup' If not, what does The "Falling" mean at the end of the Dodge powerup description in the rules'

That's a typo. You don't fall down when you dodge.

ARENA CARDS

Can I put more than 1 Arena card on a piece of terrain'

You can stack multiple Arena cards on the same terrain. The effects of the Arena cards combine. You may even stack multiple copies of the same Arena card on the same terrain; these effects combine if appropriate. For example, if you stack 3 Pit cards on a piece of terrain, that terrain becomes a Pit 3 cards deep. Some Arena cards don't work well when used in this fashion - for example, no matter how many Flimsy cards you play on a single piece of terrain, the object still has a Mass of 1.

Some Arena card combinations can be somewhat complicated. In such cases, it's best if all players agree on the combination effects before the game starts, even if this dilutes the "surprise factor" of discovering the terrain.

Are Arena cards purchased like Mode cards' Are they placed only at the beginning of the game'

Yes to both questions.

If you're playing a normal game with out pre-defined Arena cards and you pay the cost for an arena card, do you put it out at the beginning of the game or only when you draw the card'

Arena cards aren't drawn randomly; they're placed at the beginning of the game by the player who bought them.

ERRATA

Basic Cards

Scan is an Extra, not a Replace, powerup. It may be played in addition to, not in place of, an attack.

The Reaction Armor Frontgear card should have the Knockback powerup printed on it.

What is a 'round'' The playmat talks about 'rounds.'

This is a typo. The text should read "turns."