

FREEDOM FIVE

A SENTINEL COMICS BOARD GAME

FAQ / ERRATA



GENERAL

Dual Actions Reminder:

Players should keep in mind that some Actions can be performed in both the Private Life and Hero phase as noted by a split Action Icon. The Move action is a good example, but some Heroes have other Actions with this icon as well.

Ability - Choose 1 Hero:

Some abilities identify to choose a hero to perform some action, like Tyler Vance's Tactical Planning. When instructed to choose 1, they may choose themselves since they are a hero. Additionally, abilities like Legacy's Bolster Allies that targets each hero, also targets the hero playing the card.

Hero Golden Rule:

Freedom Five has been designed to create a superhero experience in the fantastic universe of the Sentinels of the Multiverse. As such, the players become heroes in each scenario and just like in the comics, good things happen to heroes facing what can often be overwhelming odds. To represent this in the game, when there is confusion on a rule or event occurring in the game that has not been addressed in this FAQ as an official answer, the players should rule it in the most favorable way for the heroes.

Q: If during a Villain Phase the trigger occurs to advance to the next Chapter do I complete the current Villain phase first or pause and advance the Chapter?

A: Complete the current Villain Phase and then advance to the next Chapter.

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Q: What happens if I still have Action tokens available on my turn but nothing to do, move to or interact with?

A: You can end your turn without using all of your Action tokens.

Q: If an effect says "End your turn" does this skip the Villain and Refresh phase as well?

A: No - this affect only means your Action Phase is over and you would proceed to the Villain Phase.

JUSTICE

Q: If I receive "Visions of the Future" and/or "Roaring Fire!" as rewards to be placed face-up in my Justice Rewards pile how do I resolve their effects since they rely on a die roll normally?

A: These cards would flip over without affect. Sometimes the luck of the draw doesn't go in your favor!

SCHEME CARDS

Q: When a Scheme Card identifies the Villain moves only if 3 Henchmen are present, which location must have 3 Henchmen; the Villain's current location, or the location Henchmen were added by the Scheme Card?

A: The Villain only moves if there are 3 Henchmen on the location they would move to, not their current location.

HENCHMEN

Q: What happens if there is an overrun and there is no Villain matching the color of the Henchmen causing it?

A: The penalty of adding a Henchman to a Villain card does not happen!

Q: What happens if there is an overrun and no Henchmen remain in supply?

A: No Henchman is added to the matching Villain because there is no token to add. In each overrun location 1 Anarchy token of the Henchmen color is added. If out of the henchmen color a Purple Anarchy token is added. If also out of Purple Anarchy, advance the Mastermind Track for each Anarchy not placed on the required locations.

Q: What happens to the Henchman to be added to a Villain from an overrun where there is not an active Villain matching the color of the overrun?

A: It remains in the Henchmen supply. Henchmen cannot protect Villains that have been defeated or never in the Scenario.

Q: When an Anarchy Token that has been flipped to Purple is returned to the HQ Board is it flipped back to the other color side or does it remain Purple?

A: The Anarchy Token remains on the Purple side.

Q: If I need to place an Anarchy Token of a color that is not called for in the setup of the Scenario what happens?

A: Place a Purple Anarchy Token. If you cannot place a Purple Token then the Mastermind Track advances by 1.

Q: If I need to place Henchmen of a color that is empty in the supply, but I have Henchmen of that color on a Justice card in progress can I take Henchmen from the Justice card?

A: Henchmen on in-progress Justice cards are not considered available to the supply. However a Hero may decide to give 1 or more up to the supply at any time from the card to make them available to the supply. Doing so however will undo the progress on the Justice Card and the Hero will need to gain them again to progress.

Q: If a Scheme card instructs me to add 2 Henchmen to a location with 2 Henchmen and the supply of that color is currently empty what happens?

A: You would place 2 Anarchy tokens to that space and no overrun would be triggered.

Q: If Henchmen of a Villain who was not in play are on the board are they auto-defeated when attacked?

A: No as a Villain never being on the board is not the same as defeating a Villain. In this case you are unable to take on and defeat the Villain behind the scenes controlling these Henchmen and are unable to weaken them.



VILLAINS & MASTERMINDS

Q: If an Ability card does damage to a Villain does this trigger their Counterstrike?

A: It does not. Counterstrikes only occur as a result of Heroes directly attacking a Villain.

Q: If an Ability card does damage to a Villain and the Villain dies who gets the rewards?

A: No rewards would be awarded in this case. Heroes only get rewards for defeating a Villain as a direct result of defeating them during an Attack Action.

Q: Do effects that "Add dice to a Villain attack" also affect Mastermind attacks?

A: Yes. Masterminds are also Villains for the purposes of these effects.

Q: During a Team-Up Attack, if the Villain or Mastermind is defeated before I roll my dice do I get my cards back?

A: No, once cards have been committed at the start of the battle they cannot be uncommitted. All Hero attacks are considered to have taken place at once. This also means all attacking Heroes can participate in receiving defeated Villain rewards as well, whether or not they actually rolled their dice!

Q: Can I add dice to my attack after rolling via Justice card rewards or other means?

A: No, all dice used for an attack must be committed before rolling!

ANARCHY

Q: During the setup of Anarchy where Purple Anarchy Tokens are available on the HQ Board and some remaining in the box, which tokens do I place?

A: All Tokens placed during the setup of a Scenario come from the HQ Board which has already been populated.

Q: When completing a purple Anarchy card while working a Justice card that requires different color Anarchy on it, what color is the purple when completed?

A: When meeting the requirements of a Justice card for anarchy color, the resolution of a purple Anarchy is considered the color of the Anarchy card the player resolved for it.

Q: When working on a Justice card that requires different color Anarchy on it, do Anarchy cards from Freedom Tower count as a color?

A: When meeting the requirements of a Justice card for anarchy color, the resolution of a purple Anarchy is considered the color of the Anarchy card the player resolved for it.

Q: When an Anarchy Token that has been flipped to Purple is returned to the HQ Board is it flipped back to the other color side or does it remain Purple?

A: The Anarchy Token remains on the Purple side.

Q: Are Freedom Tower Anarchy cards considered Anarchy Tokens?

A: No. Freedom Tower Anarchy cards are never considered tokens.

Q: If I need to place an Anarchy Token of a color that is not called for in the setup of the Scenario what happens?

A: Place a Purple Anarchy Token. If you cannot place a Purple Token then the Mastermind Track advances by 1.

Q: The rulebook states there should be 8 Anarchy cards of each color and 7 for Freedom Tower, but I have 7 of each color and 9 for Freedom Tower?

A: This was a misprint in the original rulebook. You should have 7 of each color and 9 for Freedom Tower.

COMIC BOOK SCENARIOS

ISSUE #1 Teamwork:

This scenario is designed not only to teach the key concepts of the game, but also to focus on the key element of Freedom Five as a cooperative game for the heroes of Freedom Five as well as teamwork among the players. Therefore, as a reminder it is important that each hero focus on their personal Justice card and not resolve the items on other hero's Justice cards.

ISSUE #1 Teamwork: If I receive "Visions of the Future" as my starting Justice card, but roll an odd number causing the card to be discarded does this count towards the Chapter Objective still?

A: Yes this still counts as completing your Starting Justice card for the Chapter Objective. You just do not receive any additional rewards per the card.

ISSUE #2 Bad Moon Falling:

On Scenario Objective on page 15, the second paragraph is meant to identify how things will ramp up after the MDP is destroyed. The text here reflects earlier (and tougher) rules for this scenario where if the MDP crashes to the ground (die roll of 1-4 when the MDP is destroyed) that Baron Blade flipped to his Mad Scientist side, forcing the final battle immediately. The changes made in development are correct (except for removing this text on page 15). The information on the rest of the Scenario objective, the back of the MDP, and Baron Blade are as intended by the development team. If the players wish to have a more challenging game, then flip Baron Blade if the MDP is destroyed and the die roll is 1 – 4 the MDP crashes to the ground.

In Chapter 3 the "Master Plan" section should read "resolve his Final Confrontation effect" instead of "resolve his Master Plan effect".

ISSUE #3 Mad Bomber:

If all the Explosion tokens are on the board and 1 is to be added, advance the Mastermind Track 1 space. When advancing for depleted Explosion tokens, do not roll a die to place another as directed by the City-wide Catastrophe or Escalating Explosions chapter conditions.

ISSUE #4 Wicked Schemes:

In the rare event that no Villains are defeated prior to advancing to Chapter 3, this scenario can be very difficult when playing with less than 4 Heroes. If the players are playing with less than 4 Heroes and want an easier game, they can use the rule below to scale it to the number of heroes in the scenario. *Note: We recommend playing the scenario as written as there are strategic actions you can take during the earlier chapters to keep from being overwhelmed at the secret lab.*

Hero Scaling Rules for Issue #4 - Resolving the End of the Line Fight: Heroes only must defeat remaining villains equal to the number of Heroes.

ISSUE #9 Human Error:

During setup you should place Mastermind tokens 1-3 FACE DOWN on the board.
During setup you should draw 2 Scheme cards in step 9 instead of 3 as printed.

In the Destroyed Locations section you are instructed to suffer 1 Damage if you are in a location with an Explosion token in the Villain Phase, but in the Villain Phase text it says you are to take 2 Damage. This is a misprint in the Villain section and it should only deal 1 Damage.

ISSUE #14 Invasion:

In the setup you are instructed to place 1 Yellow and 1 Blue Anarchy token in Kronz's location which is Hero HQ (15). This is correct and intended and is a Scenario override of a game rule where Anarchy placed at Hero HQ is placed as Freedom Anarchy cards. Any Anarchy placed at this location after initial setup would be Freedom Anarchy cards, but for the initial setup you should place the Yellow and Blue tokens as instructed.

HEROES

BUNKER

Q: How does Bunker's Armor Plating work when damage is being dealt at the same time from multiple sources (like 3 Henchmen)?

A: When multiple sources of damage are dealt to Bunker, it is treated as a single attack. Therefore, his Armor Plating blocks 1 damage while 2 damage hits Bunker. Then 1 damage is dealt back to the attacking forces. *Example: During the Villain phase of Bunker's turn, 3 Henchmen attack Bunker dealing him 3 damage to which his armor blocks 1. Bunker takes 2 of the damage, then 1 Henchman is removed by the 1 damage Bunker deals back to the attackers.*

LEGACY

Q: What number is the Lantern icon on Legacy's Die?

A: The Lantern icon on Legacy's die is a 6.

UNITY

Q: Is Unity's Construct considered a Hero?

A: No, Unity's Construct Token is not a Hero and gains no benefit that may be used by a Hero. *For example, Maia Montgomery's (Wraith's private life) Chauffeured Limousine ability does not apply to the Construct Token.*

Q: Do Henchmen attack the Construct in the Villain phase of Unity's turn.

A: No, Henchmen attack only the active Hero (the Construct Token is not a Hero).

Q: What happens if the Construct Token takes damage?

A: In the rare event a Mastermind, Anarchy, or Special Issue Attack (like a bomb removing all tokens) deals damage to everything the Construct's location, remove the token from the board and return it to Unity. During the Private Life phase of Unity's next turn, she places the Construct Token on her location as a free action.

Q: Does Unity need to spend an action after playing a Bee Bot card to interact with an Anarchy or Mastermind token?

A: No, the card is a free to play and Unity may perform each action on the card as a free action.

