

# 1.08 ERRATA

## ERRATA 1.08 (6-19-19)

### Errata and Editing

With over 230,000 words in Middara: Unintentional Malum Act 1, we don't expect to list every single misspelling, doubled up word, or missing punctuation. However, if you find something, don't hesitate to send us the information anyhow. In fact, we've hired an editor to make another pass-through of the entire Adventure Book. This will produce minor grammatical changes and spelling fixes across the board. We're also fixing spelling errors on a myriad of cards including Items, Command Cards, the Rule Book, and any other errors found that have been reported to us.

**CRITICAL** = Required.

**MAJOR** = You'll want to read these, but you're probably already playing right.

**MINOR** = You're assumptions are correct, but something is still wrong.

### Rule Book

◆ **(CRITICAL - Appended) Using Abilities (PG. 48):** We made some aesthetic changes, added an example, and added the following rules to this section of the Rule Book:

"We made some aesthetic changes, added an example, and added the following rules to this section of the Rule Book:

Abilities can only be used during your turn and not during an Action unless their Conditions say otherwise or the Ability occurs at a specific time.

If the Text Condition of an Ability says "At any time", this Ability may be used during **any** turn and at the moment that is most beneficial to the user of the Ability.

If the Text Condition of an Ability specifies that it may happen **during** an Action such as "When making an Attack", this Ability may be used at any time during that Action and at the moment that is most beneficial to the user of the Ability."

When an Ability is intended to be used on any ally **including** yourself it will say "Any ally". When an Ability is intended to be used on any ally **except** yourself it will say "Another ally".

"Any Effects Gained by Abilities with Passive Condition Tags are lost if the Ability with the Passive Condition Tag is ever unequipped.

**Tip:** Using Abilities with "Any time" can be the difference between winning and losing! With the Item Upgrade Master Work, an Adventurer may add **+1 TO THE ATK ROLL** at any time it benefits them the most. This means that they could exhaust this card to add the bonus **after** seeing the roll for an Attack."

◆ **(CRITICAL - New) Effect & Ability Token Limitations (PG. 67):** Effect and Ability Token Limitations weren't clear enough in our Rule Book. Many of these limitations were spread unevenly across cards and required our players to insinuate the limitation rather than being told. We've added the following rules to the Rulebook:

"**Effect & Ability Token Limitations:** An Adventurer may not have more than **1** of any given type of Effect Token. This means that you can have both *Barrier* and *Haste*, but you cannot have *Barrier* or *Haste* twice.

The limitation on Ability Tokens changes depending on the Ability Token in question. If an Ability Token doesn't specify a limit here, on the token, or in the back of this Rulebook, there is no limit to how many tokens a figure may have.

**Dodge:** Limit 3.

**Intervention:** Limit 1.

**Vow:** Limit 5."

◆ **(CRITICAL - New) Golden Rules (PG. 58):** We've added a new Golden Rule to prevent our AI from being abused. The following has been added as our fourth Golden Rule:

"**No Actions Available:** Sometimes, a Combatant will be Attacked from a position where they cannot retaliate or won't act as none of their **AI** Steps are true. In these cases, if a Combatant has been the target of an opponent's Attack, Spell, or Ability and has no true **AI** Steps on their turn, add the follow to the bottom of their Card. "**Otherwise:** Move towards the nearest opponent. This figure may jump up to **4** spaces during this movement."

◆ **(CRITICAL - Appended) Paralyze (PG. 48):** We've added the following to pink bit to Paralyze to prevent it from being broken by Disease.

"**Passive:** You may not take Actions or use Abilities. **DISCARD** this token at the end of your next turn. **Discarding this token cannot be prevented.**"

◆ **(CRITICAL - Error) The Adventure Sheet Flag "Friendly Baggage":** The Story Flag listed on the Adventure Sheet called "Friendly Baggage" is mis-labeled and should be called "Coffin Buddy"

◆ **(MAJOR - Appended) Elevation (PG. 22):** Elevation needed to be clarified to be more specific about who and what attacking ignores. We've changed the second paragraph to the following:

"Figures cannot draw Line of Sight to a target on higher Elevation unless the target is on the edge of the higher Elevation. If Line of Sight is drawn through a space on different Elevation that is not the space the target occupies, Line of Sight is blocked (See

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Example 1). A figure on a higher Elevation may draw Line of Sight through and ignore all figures on a lower Elevation."

- ◆ **(MAJOR - Appended) Gaining Items During an Encounter (PG 67):** There was a discrepancy between the rules on **PG.17** and **PG. 67**. We've updated **PG. 67** to not only reflect the same rules, but also moved the relevant parts to **PG. 67** to prevent repeating information. It now reads as followed:

"Items Gained via *Loot* tokens are Gained by the Adventurer that activated the *Loot* token. Similarly, Items Gained by drawing the Monster Loot or Unique Loot cards are Gained by the Adventurer that Defeated the opponent.

If the party Gains an Item via an Achievement or other Special Encounter Rule (or if it is not explicitly clear which player Gains an Item, the players may choose who Gains the Item.

If its ambiguous as to what Adventurer would normally Gain the Item, the players may choose which Adventurer Gains the Item.

If an Adventurer has no room for an Item that they have Gained, they may either Discard an Item in their Pack to make room, Discard the Item itself, or move the Item to the Party Stash.

Any time an Adventurer Gains an Item from another Adventurer or from a Reward, they may Immediately re-equip **their own** Items as though they had taken a free Re-Equip Action. "

- ◆ **(MAJOR - Appended) Nearest & Farthest (PG. 60):** Nearest & Farthest needed to be clarified to be more specific about how you count spaces. For this reason we've changed the following paragraph with the pink bit being the change:

"**NEAREST**" AND "**FARTHEST**": Intelligent Combatant cards will sometimes reference Nearest or Farthest. When determining what is Nearest and what is Farthest players should count out the number of spaces, counting diagonally if necessary, to the target figures or spaces. The nearest space to a figure is always an adjacent space. **This counting is done at a 1-for-1 conversion and does not follow the rules for Movement, Range, or SOI. Instead, simply count the shortest path to any non-obstructing terrain spaces.**"

- ◆ **(MAJOR - Appended) Restoring Adventurers (PG. 18):** Currently, the only time players can trade items is during Story Rounds and using the Re-Equip action during an Encounter. To add sense to particular late game moments, we've added the option to trade by adding "Re-Equip" Sep during the "Restoring Adventurers" rules.

- ◆ **(MAJOR - Appended) Spawning Figures (PG. 19):** We've added the following Note:

"**IMPORTANT:** When Spawning figures, players always start with the lowest number figure available. For example, if Cave Sickle 2 & 3 are already on the table and you are instructed to must two additional Cave Sickles, you'd spawn Cave Sickle 1 and 4."

- ◆ **(MAJOR - Clarified) Bounties (PG. 13)** We've updated the Bounties section to be more clear as to our intent. It now says the following:

"Many Story Rounds include the special **Bounty** Side Quest. A **Bounty** is a set of Encounters that can be attempted during the **Explore** Phase of a Story Round. Only **1 Bounty** may be attempted each named Story Round. Meaning, that if you own more than **1 Bounty**, you still can't attempt more than **1** during a Story Round.

Story Rounds will specify the **Bounty** that can be attempted based on its difficulty rating. Players may not attempt a **Bounty** with a higher difficulty rating than the Story Round allows.

Each **Bounty** has a difficulty rating listed to help players know if they are ready to face the challenge.

-  **Easy Bounty:** Common Items are recommended!
-  **Intermediate Bounty:** Uncommon Items are recommended!
-  **Hard Bounty:** Rare Items are recommended!
-  **Special Bounty:** Optimized top end builds required!

Once a **Bounty** has been completed, Adventurers may never attempt it during that Adventure again. If a **Bounty** is lost, players may try to complete it again during the next named Story Round.

**IMPORTANT:** Adventurers **DO NOT** keep Rewards earned or Drawn from a failed **Bounty**. To earn rewards of any type, players **must** successfully complete the **Bounty** in its entirety. If Adventurers fail a **Bounty**, discard all rewards earned during the Encounter(s) before returning to the Story Round."

- ◆ **(MAJOR - Error) Allies, Opponents, and Figures (PG. 40):** We've updated the following section to reflect that Opponents and Allies can refer to a myriad of figures depending on the figure who's turn it currently is. It now says the following:

"**Allies:** Allies are figures that share the same goal and have no reason to hinder each other in achieving that goal. If you're an Adventurer, you're Allies are all the other Adventurers in the Encounter. Meanwhile, if you're taking the turn of an Intelligent Combatant, Allies would refer to all those who oppose the Adventurers in the Encounter. On Encounter Setup Diagrams, Allies to the Adventurers will be outlined in green.

**Opponents:** Opponents are figures that oppose the current figure's goals. If you're an Adventurer, Opponents will be all the opposing Intelligent Combatants in the Encounter. Meanwhile, if you're taking the turn of an Intelligent Combatant, the Adventurers and their Allies are all considered the Opponents. On Encounter Setup Diagrams, Opponents to the Adventurers will be outlined in Red. Any figure that Spawns during an Encounter is considered an opponent to the Adventurers unless stated otherwise."

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- ◆ **(MAJOR - Error) COMBO: (X) Tag (PG. 32):** The Tag Combo : (X) on page 32 has been removed. Combo : (X) is already explained as intended in the Condition Tag section underneath COMBO : (TAG).
- ◆ **(MAJOR - Error) Crawl Mode (PG. 9):** The **Rank 1** Scenario we recommended was mislabeled. It was intended to be *Cavern Fumigation*.
- ◆ **(MAJOR - Error) Examples:** We've fixed many errors in our examples:
  - Making An Attack (PG. 47):** The final damage calculation is wrong and should read as followed: "Nightingale must now determine the Final Damage of her Attack. The difference she rolled (4), plus the Damage she added from Abilities (2), minus the Damage that was subtracted from Armor (0), equals a Final Damage of 6. The player adds 6 Damage tokens to the Animate.
  - Intervention (PG. 49):** The final calculation of Condition Types is wrong and should read as followed: "The Discipline Intervention, depicted above, has an Ability with 3 of the 4 Condition types.
  - Casting Spells (PG. 52):** The final damage calculation is wrong and should read as followed: "Finished with his Spell, Zeke deals 3 total Magic Damage to the Animate. Since Magic Damage cannot be reduced by Armor, the Animate adds 3 Damage tokens to its card.
  - Spell-Like Abilities (PG. 53):** The final damage calculation is wrong and should read as followed: "Her DIFFERENCE HIT (3) adds to the Force of the Spell-Like Ability (7) totaling 10.
  - Equipping Item Upgrades Example (PG. 28):** The example on PG. 28 mentions upgrading a War Axe to remove the HEAVY tag. This item does not have the HEAVY tag. It has been updated to reflect a Great Hammer instead.
- ◆ **(MAJOR - New) Added 2 new Variant Rules (PG. 71):** We've added the following rules to the Rulebook:
  - "Hard Mode:** Use any or all of these rules for a harder experience.
    - Active Combatants:** Whenever a Combatant Spawns, place its Initiative Card directly after the Initiative Card of the figure who's currently taking their turn. If the current turn is ambiguous, place it at the end of the Initiative Track instead. If the figure's Initiative Card is already on the table, the figure will take its turn the next time it's Initiative Card would normally dictate that its turn begins.
    - Unpredictable Combat:** At the start of every round, shuffle the Initiative Track. time two or more abilities would occur at the same time and the order in which they resolve is important, players should always resolve the abilities in the order in which is the most beneficial to the figure currently taking the turn.
  - (Names were also added to the available Easy Mode Options)*
- ◆ **(MAJOR - New) Rounding Up/Down (PG. 67):** We've added the following rules to the Rulebook:
  - "Rounding Numbers:** Anytime you must cut a number in half, you always round up to the nearest whole number. This could be Damage, Gold, or any other number in the game."
- ◆ **(MAJOR - New) Simultaneous Abilities (PG. 67):** We've added the following rules to the Rulebook:
  - "Simultaneous Abilities:** Anytime two or more abilities would occur at the same time and the order in which they resolve is important, players should always resolve the abilities in the order in which is the most beneficial to the figure currently taking the turn."
- ◆ **(MAJOR - New) Important Spell Rules (PG. 51):** We added the following to this section of the Rule Book so that we could remove mention of it in all cases on existing cards while also clearing up some confusion on cards that didn't mention it:
  - "Allies may purposely fail Conviction Checks when being targeted by other allies."**
- ◆ **(MINOR - Appended) - Being Defeated (PG. 67):** We specified how Abilities and Effects that cause you to be defeated work by adding the pink bit below:
  - "Being Defeated:** When a figure Gains Damage tokens equal to their maximum **HP**, they are Defeated and removed from the board. Figures can never have more Damage tokens than their maximum **HP**. Adventurers and allied Combatants do not remove Damage tokens once Defeated. *If an Ability or Effect would cause an Adventurer to become Defeated, they take Irreducible Damage equal to their remaining HP."*
- ◆ **(MINOR - Appended) Item Upgrades (PG. 28):** We've added the following Note:
  - "IMPORTANT:** Items that have the Double Tag have two separate sides. If you Upgrade one side, the other side is also Upgraded. If the other side is not a Weapon, the Upgrade cannot be used but is still attached."
- ◆ **(MINOR - Appended) Material (PG. 33):** We needed to be clear when and how Item Upgrades are unlocked. We've changed the Materials Tag to be a bit more clear as to our intent:
  - "MATERIAL:** Materials are found by Defeating Combatants and drawing the Monster Loot card in the Combatant Loot deck. So long as Card with the **MATERIAL** Tag is on a character in the Party or in the Party Stash, all Item Upgrades associated with that Material will then be available for purchase at all Shop and Train Phases. See *Item Upgrades* Pg. 28."
- ◆ **(MINOR - Clarified) Backstab (PG. 32)** We did not specify that you cannot gain both the Flanking Bonus and Backstab bonus at the same time. The Backstab tag has been updated to specify this:
  - "BACKSTAB:** While Flanking, Attackers with this Tag Gain **+2 TO THE ATK ROLL** and **+5 PHYSICAL DMG**. This Tag replaces the bonus from Flanking. See *Flanking and Backstab* Pg. 50."

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- ◆ **(MINOR - Clarified) Counter (PG. 50):** Countering is intended to give you an Attack Action. Meaning, this Attack Action would end the current Action. We've added the following pink bits to clarify the Counter section in the rule book:

"**COUNTER:** If these requirements are met, the current Attack Action immediately ends and the target being Attacked may make an Attack Action targeting the Attacker."
- ◆ **(MINOR - Clarified) Damage Nomenclature & Tags:** The following issue causes no mechanical issues, however, we've had enough individuals bring up a discrepancy between our use of the following tags and how they're actually portrayed on cards. In fact, not all cards even had this issue which tells us that this was a consistency problem on our end. For this reason, on future reprints and content, we'll be updating the words "Physical Damage", "Magic Damage", "Irreducible Damage", and "To The Roll" on all cards to reflect the tags in the tag section. Meaning, a card that said, "Add +2 physical Damage." would now say "Add **+2 PHYSICAL DMG**". This clarification also trickles down into the following Tags. They have been updated to say the following:

**+ (X) PHYSICAL DMG:** This tag is used to denote Physical Damage. See *Damage Types* Pg. 44.

**+ (X) IRREDUCIBLE DMG:** This tag is used to denote Irreducible Damage. See *Damage Types* Pg. 44.

**+ (X) MAGIC DMG:** This tag is used to denote Magic Damage. See *Damage Types* Pg. 44."

**+ (X) TO THE ATK ROLL:** This tag is used anytime an Ability or Value modifies an Attack roll during the "**Roll to Hit**" step of an Attack."
- ◆ **(MINOR - Clarified) Damage Types (PG. 44):** The Important tag listed under Damage Types was unclear. It's been updated to say the following:

"**IMPORTANT:** Anytime an Ability references just "Damage", meaning Damage without a type. This is referencing all Damage types. For Example, if an Ability said "**RESISTANCE : DAMAGE**", the figure would have resistance to **all/any** Damage types."
- ◆ **(MINOR - Clarified) Dodge (PG 50):** The following question came up enough that we added it to the Rule Book.

"If an Ability refers to "**Successfully Dodging an Attack**", It means that you took the **DODGE** Action and the Attack being made against you missed."
- ◆ **(MINOR - Clarified) Empower (PG. 50):** This has been re-written to be more specific on our intent. It has been changed to the following:

"During the **EMPOWER** step of an Attack or **SPELL**, a Adventurer may use the **EMPOWER** Ability.

To **EMPOWER** an Attack an Adventurer spends **1 SP** when building their combat dice pool to add the Black . This Die will provide additional Symbols that can be used on Symbol Abilities during the Attack.

To **EMPOWER** a **SPELL** an Adventurer spends **1 SP** when building their Force Pool to add the Black . Spells cannot normally use Symbol Abilities. However, when Empowering a **SPELL**, for each  rolled on the Black , add **+1** to the Force of the Spell.

Depending on whether an Adventurer used the **EMPOWER** Ability during an Attack or **SPELL** determines what the  Symbol does when rolled.

**Attack:** If the  is rolled during an Attack, the Attack misses, regardless of the numbers rolled on the Combat Dice.

**Spell:** If the  is rolled during a **SPELL**, the **SPELL** fails to affect the target and **3 IRREDUCIBLE DMG** is dealt to the caster. Some Weapons also list the black  as part of their Combat Dice. Attacks made with these Weapons are always Empowered. Empowering in this way does not cost additional **SP**.

A **SPELL** or Attack may never be Empowered more than once.

**IMPORTANT:** Some Abilities might use the black  as part of their text. In these instances, the listed Ability does not count as Empowering and will specify what the does. specify what the black  does."
- ◆ **(MINOR - Clarified) Empower Standard Ability (PG. 40):** This has been updated to the following with the pink bit being the change:

"When building your **Combat Dice Pool** during an Attack or when determining the Force of a **SPELL**, you may spend **1 additional SP** to add the **BLACK** .

If the  is rolled during an Attack, the Attack automatically misses. If the  is rolled during a Spell, the Spell automatically fails to affect the target. Immediately deal **3 MAGIC DMG** to the caster, and end the Spell Action."
- ◆ **(MINOR - Clarified) Flanking & Backstab (PG. 50):** We've added a small caveat to our normal Flanking rules with the pink bit below being the change:

"When **2 allies who are not under an effect that would prevent them from making an Attack** are on opposite sides of a target, they are Flanking. Figures making a  Attack against a target they are Flanking Gain **+1 TO THE ATK ROLL** and **+3 PHYSICAL DMG**.
- ◆ **(MINOR - Clarified) Jumping (PG. 66):** We've added the following Note:

"**IMPORTANT:** If an Adventurer fails a Jump Check that includes any Terrain that would otherwise defeat them, and they are not caught by an ally, that Adventurer is Defeated regardless of what space they started the Jump Check from."
- ◆ **(MINOR - Clarified) Line of Sight (PG. 45):** Line of sight wasn't clear that the edges of a Tile only affect LOS when the Tile doesn't connect to another Tile. It has been updated to the following with the pink bit being the change:

"Obstructing Terrain, edges of a **Tile where the Tile doesn't connect to another Tile**, and spaces occupied by opponents, block Line

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of Sight. Allies do not block Line of Sight, but give a -1 to the atk roll made through them. This effect stacks with the -1 to the atk roll from Hindering Terrain, but not itself."

◆ **(MINOR - Clarified) Reach (PG. 33):** Reach has been clarified and should read as follows:

"**REACH : X:** Melee Attacks can be made at Range (X). They are still considered Melee Attacks. During an attack, the empty spaces **directly** orthogonally or diagonally that a figure can Attack through with Reach may be counted for the purposes of Flanking. This flanking benefit may only be applied to the figure using Reach to count these spaces."

◆ **(MINOR - Clarified) Removing From Game vs. Discarding (PG. 19):** This rule was a relic of the past and was worded like hot garbage. We've changed it to the following:

**"Removing Components During The Game**

Sometimes Encounters will instruct players to remove something from the game. When this happens, put the removed token, figure, or card in the game box. It will no longer be used in this Encounter. This only applies to the current Encounter being played.

**Encounter Tokens:** Anytime an Encounter Token is removed from the Game Board for any reason, put the removed token, figure, or card in the game box. It will no longer be used in the current Encounter.

For example, if a Loot token is activated and an Adventurer is instructed to remove it from the game, that Loot token will not be available to Spawn if the Encounter reveals another random Loot token at a later point. In this case, the random Loot token needed would be drawn from the remaining Loot tokens instead.

**Item Cards:** All Item Cards not currently in an Adventurers possession or in the Party Stash are always available to be drawn when you are instructed to draw a card from their corresponding stack.

**Permanent Removal:** If a component is permanently removed from the game, it will no longer be used and should be left in the game box for the remainder of the Adventure."

◆ **(MINOR - Clarified) Resistances & Immunities (PG. 32, 33, 43, 67):** There was confusion about when **Resistances** and **Immunities** occurred. Specifically if it was before or after applying armor. It's after as they now both have been updated to happen during the Final Damage step. They have been both updated to say the following:

**"IMMUNITY : TYPE:** Figures may have Immunities to Effects or Damage Types. If a figure is Immune to an Effect, they may not Gain that Effect. If they have the Effect and then Gain Immunity, they immediately lose the Effect. If a Figure is Immune to Damage, When Calculating Final Damage from an Attack or Spell reduce the Final Damage dealt to 0.

**RESISTENCE : TYPE:** Figures may have Resistances to different Damage types. When Calculating Final Damage from an Attack or Spell reduce the Final Damage dealt by half (rounded up)."

◆ **(MINOR - Clarified) Throw (PG. 33):** Throw needed to be clarified to be more specific about how it works. We've changed it to the following:

**"THROW : (die):** The Throw Ability allows an Adventurer to deal Physical Damage to an opponent equal to the listed die within Range 4 and Line of Sight. This is **NOT** an Attack and no Attack roll is made. You simply roll the die and deal the Damage. As such, this Damage cannot be Dodged. Lastly, Armor still reduces Damage dealt this way."

◆ **(MINOR - Clarified) Unique Items PG. 27 & PG. 55):** We've re-written the following rules for clarification regarding Unique Loot and how it interacts with the Story Round.

**"Unique (PG. 27):** All of the above Tiers have a Unique version of the cards available. Unique Items represent an Item with a unique history behind it's existence. See Unique Loot Pg. 55."

**"Unique Loot (PG. 55):** Unique Loot is a special type of Combatant Loot Card. Unique Items represents special Items in Middara that are incredibly difficult to obtain.

If an Adventurer kills a Combatant and draws the Unique Loot card, that Adventurer randomly draws a Unique Item of the appropriate Tier (Loot LVL of the Encounter) from the Unique Item deck.

In the Adventure Mode, players will usually be instructed to add a single Unique Card of a specific rarity for sale at the start of a Story Round. This Item will be for sale until purchased and is never replaced. Meaning, even if you return to that specific Story Round at a later date, you will not draw a new Unique Item.

If you return to the same Story Round and you've already purchased the Unique Item that was previously for sale, then you will not have a Unique Item available to purchase.

**!IMPORTANT:** If you don't purchase a Unique Item and you end up being instructed to draw a Unique Item during a future Encounter, you will not shuffle that Unique Item in as one of the possible options as it is still for sale back at the store. Furthermore, if you do not purchase Unique Item, or you decide to sell it, this Unique Item is lost and remove from game for the rest of the adventure."

◆ **(MINOR - New) Item Tiers and Type (PG. 28) :** We added the following section to the rule book underneath Item Tiers and Type on (PG. 28)

**"Using Item Upgrades:** Though they are attached to an Item, Item Upgrades and their Abilities are used independently of the Item they are attached to. Meaning, if you upgraded an Item with an Upgrade that had a Flip Ability, when used, that Flip Ability would only Flip the Upgrade and not the Item it was attached too.

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- ◆ **(MINOR) Removed/Re-Arranged: (PG. 39, 43, 51, and 67):** The following sections had information removed from the Rule Book:
  - Phases of an Adventurer's Turn (PG. 39):** The information listed on the order in which you resolve Abilities at the Start and End of your turn has been removed. These rules did not account for everything we would like to add to our game and were needlessly complex for how little they allowed us to do. Instead, the rules for Simultaneous Abilities occurring is now listed under the "Other Rules" section on PG. 67. In practice, *this will not change your game mechanically in any way*. However, if something does occur at the same time and there is any question as to which order it happens in, refer to the "Simultaneous Abilities" Section added to our Errata and new Digital Rule Book.
  - The Spell Action (PG. 51):** The order in which the information presented for Empowering a Spell has been re-arranged to reflect something closer to the Attack Steps. *This will not change your game mechanically in any way*.
  - Resistances, Immunities, and Protection (PG. 43, 67):** These sections had redundant information for IMMUNITIES, RESISTANCES, and PROTECTION. We removed these items as all the information required for these were under their corresponding Tags on PG. 33.
- ◆ **(MINOR - New) Combatant Loot Cards (PG. 55) :** We clarified the following to mention that death by pit would also equate to earning a Loot Card. The pink bit is the change.
  - "When an opponent is Defeated for any reason, Adventurers draw the top card on the Combatant Loot deck."
- ◆ **(MINOR - Appended) Adventurer Skill Checks (PG. 66):** We added the following to this section of the Rule Book:
  - "Some Abilities will modify Skill Checks or Skill Values. Only Abilities with a Passive Condition Tag may modify Skill Checks that occur outside of Encounters. In these cases, the Ability must also be used by an Adventurer currently in the Active Party."
- ◆ **(MINOR - Appended) AI Steps (PG. 58):** We made some aesthetic changes and added the following to this section of the Rule Book:
  - "Very rarely, an AI Step or Special Rule might instruct an Intelligent Combatant to make an Attack or Cast a Spell against a specific target but the target has since been moved out of Range, been Defeated, or is otherwise no longer a legal target. In these cases, the Attack or Spell will not be made and any further instructions that would require this Attack or Spell to have been made will also not be made."
- ◆ **(MINOR - Appended) Espers (PG. 69):** We added the following to this section of the Rule Book:
  - "An Adventurer may not attempt to summon a LOYAL ESPER that is already on the board."
- ◆ **(MINOR - Updated) Currents (PG. 22):** Currents should move Loot tokens at the end of each round.
- ◆ **(MINOR - Updated) Melee/Ranged Icons (PG. 31):** We updated the Melee/Ranged Icon rules. They referenced a ranged value. however, no Melee Ranged Icon has a range value. In addition, we added clarifications on what you do when you have two weapons equipped with the Melee/Ranged Icon. (Example: Two shields.)
  - "Items with this Icon are considered to have both the Melee Icon and the Ranged Icon. These Weapons may be equipped with either a Melee or a Ranged Weapon and assume the Range and type of whatever they are paired with. If both of your equipped Weapons have the Melee/Ranged Icon then both are considered Melee Weapons. Abilities with this Icon are referencing both Melee and Ranged, meaning that they can be used with Weapons that have either Icon."
- ◆ **(MINOR - Clarified) Sphere of Influence & Line of Sight (PG. 45):** We made it clearer that Elevation blocks Line of Sight but not SOI.
- ◆ **(MINOR - Clarified) Loot (PG. 17):** Clarified that Loot tokens are discarded after you activate them.
- ◆ **(MINOR - Clarified) Command Combatants (PG. 56):** Clarified that Command Combatants **cannot** equip Items, learn Disciplines, or Gain XP.
- ◆ **(MINOR - Clarified) Use Follow Up Abilities (FU) (PG. 43):** Clarified that FU Abilities may be used by you, target yourself, or target the figure you Attacked. This way, Rules as Written, FU: HEAL doesn't have to target opponents. :p
- ◆ **(MINOR - Clarified) The Initiative Track, Activation Numbers, and Being Defeated (PG. 38, 54, 67):** Clarified in all relevant places that when a figure is Defeated you must immediately remove their corresponding Initiative Card from the Initiative Track. This also meant some aesthetic changes to Page 38.
  - The Initiative Track pg 38**
    - As soon as a figure is Defeated they must immediately remove their corresponding Initiative Card from the Initiative Track. When this happens, the other Initiative Cards collapse to fill in the empty space.
    - Some Combatants with multiple figures may share one or more Initiative Cards. We call these Groups. A Group's corresponding Initiative Card is only ever removed from the Initiative Track when the last figure in the Group is Defeated.
  - Activation Numbers & Groups pg 54**
    - A Group's corresponding Initiative Card is only ever removed from the Initiative Track when the last figure in the Group is Defeated.
  - Being Defeated pg 67**
    - As soon as a figure is Defeated they must immediately remove their corresponding Initiative Card from the Initiative Track. When this happens, the other Initiative Cards collapse to fill in the empty space."

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- ◆ **(MINOR - Clarified) Who Uses Command Cards? (PG. 56):** We removed mention of "Command Side". This was an artifact from an old design.
- ◆ **(MINOR - Clarified) Armor (PG. 31):** We clarified that Armor reduces Physical Damage from all sources, not just from damage calculated during the Subtract Armor step of an Attack.

## Adventure Book

- ◆ **(CRITICAL - Clarified) Making The Grade (PG 65):** We intended to give out an extra XP during the MAST for those who did exceptionally well. The text for the Adventure Mechanic has been updated to the following:

"60+: The Party receives 240 Gold and Gain 5 XP each."
- ◆ **(CRITICAL - Error) Chapter 1 Tips:** Unfortunately, the tips on page 6, 17, 33, and 58 didn't get updated to reflect the most recent changes in the rules we made before printing. While these tips aren't entirely incorrect in some ways, we've gone ahead and updated them to reflect the most recent rules in the Abridged version and all future printings. Embarrassing, we know. Below is a list of the corrected tips and their corresponding pages.

### Reminder: Restoring vs Not Restoring (PG.6)

When Adventurers are instructed to Restore, they Unflip and Unexhaust all cards and remove all Damage and other tokens. If an Encounter continues without telling Adventurers to Restore, they keep all cards and Damage the way they were, although they still remove any Effect tokens. In addition, Defeated Adventurers or Adventurers with more Damage tokens than half of their max HP remove Damage tokens until they have Damage tokens equal to half of their max HP.

### Tip: Special Defenses & Empowering (PG.17)

Some monsters have special defenses that make hurting them even more difficult. For example, Water Loas have the Arcane Ability. This Ability renders certain symbols during attacks useless. In this case, (Shield), (Book) and (Burst). This can be overcome in a variety of ways. First, players can use Spells. Spells are not considered Attacks, meaning that Arcane has no effect. Players can also use the Throw Ability to deal Damage. Since the Throw Ability is also not an Attack, this will also bypass Arcane's protection.

### Tip: Urgency Tokens (PG. 33)

Encounters will trigger a Lose Condition if players earn too many Urgency tokens. Urgency tokens force the players to keep moving. This prevents players from idling for too long. As soon as the players have 4 or more Urgency tokens all Adventurers are Defeated. This will lead to a Lose Condition of the current Encounter. See Pg. 50 of the Rulebook for a refresher on Flanking.

### Tip: Aggro and Pulling (PG. 58)

Remember, if an Intelligent Combatant did not have any AI Steps with a true condition, the Combatant won't do anything. This means that a lot of enemies won't do anything unless an Adventurer is close enough. This can be used to the Adventurers' advantage. But be careful! At the end of a round in which no opponent had an AI Step with a true condition, and no opponents were Spawned, then the players will Gain an Urgency token.

- ◆ **(CRITICAL - Error) Clumsy Withdrawal (PG. 275):** This scene is missing the Flag check required to know which scene to progress too. It should say:

#### "Flag Check:

Does the party have the Story Flag **Key Defeat**?"

- ◆ **(MAJOR - Clarified) Like a Blur (PG 65):** The intent of this achievement is that a single adventurer must successfully Dodge 5 Attacks in a single round. It has been updated to the following:

"**Like a Blur:** If an Adventurer successfully Dodges 5 Attacks in 1 round, read the following hidden text:"

*(Successfully Dodging an attack means you took the Dodge Action and the attack being made against you missed.)*

- ◆ **(MAJOR - Clarified) Sleeping Gevaudan (PG 19):** The Sleeping Gevaudan special rule needed to be clarified to be more specific about how it works. We've changed it to the following:

"**Sleeping Gevaudan:** Do not add the Gevaudan Initiative Card to the Initiative Track. The Gevaudan on Tile UM19 are considered Sleeping until an Adventurer has ended their turn on Tile UM19 or has dealt damage to 1 of them. While Sleeping, the Gevaudan will not take turns. Once woken up, add the Gevaudan Initiative Card to the track following the normal spawning rules. If they are Sleeping when an Attack or Spell is made against them, the Attack or Spell Gains +6 to the roll and the Gevaudan will not Dodge or Counter."

- ◆ **(MAJOR - Error) Judas, the Celestial Gigas (PG. 171):** The Special Rule "Time is of the Essence" is missing some text to make the instructions make sense. It should say:

Are there 4 or 7 Time tokens?:

~~There are 4 Time tokens if the party has 4 or more Time tokens. There are 7 Time tokens if the party has 7 or more Time tokens.~~

- ◆ **(MAJOR - Error) Goodbye to Grace (PG. 141):** The Adventure Book Reward at the end of this Scene instructs the players to "Gain the Small Black Ticket Story Relic." It should say "Gain the **Medium** Black Ticket Story Relic."

- ◆ **(MINOR - Clarified) Rumble in the Dark (PG 35):** The hidden text for the Blue Objective, underneath heading D, was clarified. It now specifies that it ends the current Action.

# 1.08 ERRATA

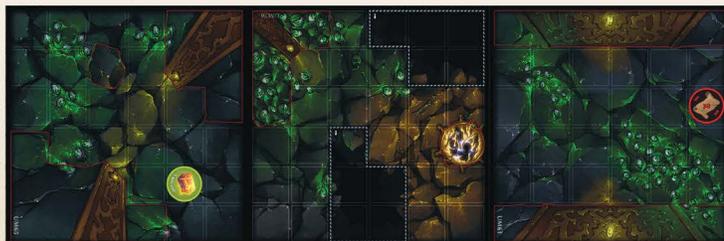
- ◆ **(MINOR - Clarified) The Arsen Castle (PG 45):** The reward earned from the Adventure Mechanic possibly needs to reflect that it's possible to have more than 7 XP. The text for the Adventure Mechanic has been updated to the following:  
"7+ = 10 Gold."
- ◆ **(MINOR - Error) The MAST, Day 1 (PG. 7):** The Special Encounter Rule "*Grading*" lists that you're supposed to determine your score based on the amount of "Turns" that have passed. This is a misprint and should say "*Rounds*"
- ◆ **(MINOR - Error) Through The Rubble (PG. 206):** The Setup text lists Tile **UM23**. This is wrong, it should say:  
"UM27"

## Bounty Book: BP1

- ◆ **(CRITICAL - Error) Diagram A (PG. 8):** Diagram A shows that it connects to **Tile UM21**. This is incorrect, it should connect to **Tile UM17**.
- ◆ **(MAJOR - Error) Search for the Lair (PG. 4):** The Blue Objective references *Special Terrain* and doesn't specify the Tile in question. It should reference *Dangerous Terrain* on **Tile UM35** instead.

## Diagram Book

- ◆ **(CRITICAL - Error) Diagram 26:** The Encounter, Dense Foliage, used a Tile in a Diagram that was also used in its Encounter Setup. We've updated the Diagram to use a different Tile so that nothing breaks. However, this required that we also update some of the encounter text on both "Something Hidden" and the Green Loot to thematically represent the changes made to the Diagram. Mechanically, the changes to the Encounter itself are all the same. Diagram 27 needs to use Tile UM70 instead of Tile UM52 and its setup has been changed. So, if you don't care about the fluff you can always just use the Diagram below:



- ◆ **(MINOR - Error) Diagram 11:** The Special Rule "*Shallow Water*" should reference **UM21** not **UM2**.
- ◆ **(MINOR - Error) Diagram 16:** The Setup text lists Tile **UM25**. This is wrong, it should say **UM23**

## Crawl Book

- ◆ **(CRITICAL - Appended) Hounded by Hounds (PG. 18)** The Alternate Win Condition should instruct the players to continue to Separate Ways PG. 20 after the Shop & Train phase.
- ◆ **(MAJOR - Error) Bug Bomb Special Rule (PG. 10):** The Bug Bomb Special Rule didn't specify who started with the Bug Bomb. We've added the following to the start of the special rule:  
"Choose **1** Adventurer, The chosen Adventurer Gains the Bug Bomb token. Place this token on their Adventurer card to indicate they are carrying it."
- ◆ **(MAJOR - Error) Too Many Sickles (PG. 15):** The Special Rule *Surprised Cave Sickles* should instruct players to setup on the Orange Starting Location instead of the non-existent Red Starting Location.

## Small Cards

- ◆ **(CRITICAL - Updated) Gigas Grip:** Gigas Grip caused a plethora of questions. This card has been updated to prevent it from being abused while also keeping it thematically the same and still viable. The card now says the following:  
"This Discipline does not work with **(Ranged)** Weapons, but does work with **(Melee/Ranged)** weapons. You may equip **2**-handed **(Melee)** Weapons as if they were **1**-handed but they still count as **2**-handed Weapons. When Attacking, choose the Symbols, Upgrades, and Combat Dice on **1** of your equipped Weapons."
- ◆ **(MAJOR - Updated) Perfect, Weapon Upgrade:** Due to abuse by Gigas Grip, we've updated the text on the Weapon Upgrade Perfect. It now says the following:  
"When making an Attack with this Weapon, depending on the Tier of the Weapon, Gain the following:  
• Mundane: +3 to Attack Rolls. • Common: +2 to Attack Rolls. • Uncommon: +1 to Attack Rolls."

# 1.08 ERRATA

- ◆ **(MAJOR - Error) Felled Afterlife Discipline:** This card mentions a “Esper Limit” This is a misprint and shouldn't be on the card.
- ◆ **(MAJOR - Error) Imbued Fear Discipline:** The Imbued Fear Discipline card references **X** but **X** is not listed. It should read as follows:
  - “**Exhaust:** When making an Attack, this Attack Gains:
    - **+2** physical Dmg
    - **FU:** Inflict Darkness, **Force X + Difference Hit**. Where **X** equals **6** plus the LVL of your highest **Cruor** Discipline.”
- ◆ **(MINOR - Error) Animate Promotional Initiative:** The group number printed is wrong. Instead of “**2-4**” it should say “**3-4**”.

## Medium Cards

- ◆ **(CRITICAL - Appended) Cloth Armor Items:** All Armor with the Cloth Item Type has been updated to prevent them from infinitely Un-Exhausting. In addition, they no longer provide a scaling bonus to Defense beyond **+1**. They now say the following:
  - “**EXHAUST: DODGE.** If you successfully Dodge this Attack, you may **COUNTER.**”
  - AND**
  - “During a Dodge, if you don't roll , add **+1**  to the result.”
- ◆ **(MAJOR - Error) Scythe of Idols - Promotional Item:** The card's Casting Upgrade is meant to say “**GREY**” but instead says “**RED.**”
- ◆ **(MAJOR - Error) Sickle Venom:** Sickle Venom didn't specify how it is used exactly, this has been updated to the following:
  - “**Per Encounter:** A figure within **SOI** is Inflicted with *Poison*, **FORCE 11.**”
- ◆ **(MINOR - Appended) Long Sword Items:** All Long Sword Items should have the following ability added to its 2-handed side:
  - “This Item may not have more than **1** Upgrade.”
- ◆ **(MINOR - Appended) Arrow Consumable Items:** We intended the Arrows to be re-drawn anytime you gain them as a reward of any type. We've removed any mention of Adventure Mechanic to make it clear that it's any reward. It now says the following:
  - “If this card is drawn as a reward, you may re-draw it.”
- ◆ **(MINOR - Error) Talisman of Celeritous Grace - Promotional Item:** The card was meant to be a “**Relic**” but instead says “**Core.**”

## Large Cards

- ◆ **(CRITICAL - Error) Hidden Large Card #26:** The Passive Ability is printed wrong. It should be:
  - “**Nymphology:** ‘Redacted’ has **RESISTANCE : MAGIC DMG.**”
- ◆ **(CRITICAL - Error) Hidden Large Card #27:** One of the Passive Abilities is printed wrong. It should be:
  - “**Arkalla's Gift:** ‘Redacted’ has **RESISTANCE : MAGIC DMG.**”
- ◆ **(CRITICAL - Error) Nightingale Alternate Art Promotional Adventurer:** The ability printed is wrong. It should be:
  - “**Per Encounter:** All other allies Gain **+1 SP**. Nightingale Gains **+2 SP.**”
- ◆ **(CRITICAL - Error) Water Loa Command Card:** The ability printed is wrong. It should be:
  - “**Arcane:** When making an Attack against the Water Loa , , and  rolled during the Attack roll are considered non-existent.”
- ◆ **(CRITICAL - Error) Earth Loa Conduit Card:** The Ability “**Imposing**” that costs 1 SP is wrong. It should be the following: “**Taunt:** At anytime, when an opponent makes an Attack or Casts a Spell against another Ally, so long as you legally could be the target of the Attack or Spell, you may force it to target you instead.”
- ◆ **(MINOR - Clarified) Zulfiqar Loyal Esper:** The figures affected by True Devotion was confusing. It should say:
  - “**True Devotion:** If the figure that spawned Zulfiqar spends **1 Summon** token, all adjacent figures to *Zulfiqar* are dealt **4** Magic Damage, and the figure that spawned *Zulfiqar* **HEAL** equal to the total Damage dealt by this Ability. Then, *Zulfiqar* is Defeated.”
- ◆ **(MINOR - Error) Large Hidden Card #BP2:** The first AI Step references the word “Adjacent” when it should not. It should say:
  - “**Is there an opponent adjacent?**  
Make a separate Atk against each opponent within **REACH 2.**”
- ◆ **(MINOR - Error) Soul Butcher Intelligent Card:** The Heal Symbol Ability should specify that it's a Follow Up Ability and say:
  - “**FU:** Heal 5”
- ◆ **(MINOR - Error) Enslaved Spirit Esper Card:** The Ability “**Mourning Remnant**” should not have the Cruor Tag listed after the Ability.

- ◆ **(MINOR - Error) Water Loa Intelligent Card:** The Heal Symbol Ability should specify that it's a Follow Up Ability. In addition, we clarified an AI Step to specify that it places water tokens adjacent to the Water Loa. Before, it was unclear where the water was placed.

The Symbol Ability for Healing should say:

"FU: Heal 2"

The AI step in question now says the following with the pink bit being the change:

"Then: Place Water tokens on all adjacent spaces to the Water Loa."

### Tarot Cards

- ◆ **(CRITICAL - Error) Nightingale 2-3 player Variant Card:** The 2 player side of Nightingale's Variant Card was misprinted. Nightingale's Ability should read as followed:

"Per Encounter: At anytime, all other allies Gain +1 SP and you Gain +2 SP."

### Missing Components

- ◆ **(CRITICAL - Error) Bug Bomb:** We forgot to add the Bug Bomb Token to our Punchboards.



# 1.08 FAQ

## FAQ 1.08 (6-19-19)

### Adventurers

#### ◆ Does Shayliss Arsen's (Regal Princess Version) character's ability stack with Murder Circus?

Yes. However, you only add a single purple die. If you have chosen multiple targets to attack with Murder Circus, you may only choose one target to deal the additional damage to.

### Abilities

#### ◆ Can Whirlwind be used with Bring the Wrath?

Yes. However, the intent is that Bring the Wrath requires you to end all current Abilities and Actions to make an Attack. Since Whirlwind is an Ability, you could use Bring the Wrath but it would end any further Actions granted by Whirlwind.

#### ◆ Can you use FU Abilities during a Counter?

Yes. Counter gives you an Attack. This Attack counts as a normal Attack for all rule purposes. However, it's important to remember that you cannot use Abilities when it is not your turn unless the Ability specifically says otherwise. Symbol Abilities specify when they can be used and thus can always be used during a Counter. Disciplines on the other hand might or might not be able to be used depending on their Text Conditions.

#### ◆ Do abilities that reflect damage work even if the attack being reflected caused me to become defeated?

Yes. Any Ability that occurs when damage is dealt happens before any figures are defeated.

#### ◆ Does the Relentless tag Ignore the Heavy or Hulking tag?

Yes.

#### ◆ If a spell has more than one target do I roll my casting dice multiple times to determine a force for each target?

No. Unless the ability specifically says to determine a force against each target, you should always determine the force of the spell once. I.e. Each target will make a separate conviction check against the same force value.

#### ◆ If I Counter during a Move Action, can I continue moving after resolving the Counter?

Yes. Countering gives you an Attack Action. This would normally end the current Action. However, Break Attacks are an exception to this rule. The Break Attack Rules on PG. 44 specifically say:

"Unlike other Actions, a Break Attack and **resulting Actions** will not end the movement of the figure that is moving. Any remaining movement may be finished after the Break Attack ends"

#### ◆ Is the damage reduction from Resistances applied before or after Armor?

After. The Damage from Resistances and Immunities is applied when Calculating Final Damage. See our Errata for a more in depth explanation of what we've done to clarify this.

#### ◆ When redistributing HP with the Discipline Soul Steal does it count as Dealing and being Dealt Damage?

Yes.

#### ◆ Can you have an Item with 2 HEAVY tags on it?

Yes. If you upgrade a HEAVY Item so that it gains a second instance of HEAVY you will have two separate instances of HEAVY.

#### ◆ Does Reach Increase the range of Break Attacks?

No.

#### ◆ If I use REACH to attack through an ally do I still get the -1 penalty as though it were a ranged Attack?

Yes.

#### ◆ Can I re-roll a die that I already re-rolled?

Yes.

#### ◆ If an Ability says that it can be used on "Another ally" what does that mean exactly?

When an Ability is intended to be used on any figure **including** yourself it will say "Another ally/figure/opponent".  
When an Ability is intended to be used on any figure **except** yourself it will say "Another ally/figure/opponent".

# 1.08 FAQ

## Combatants

### ◆ Does the Merk Hound's Sticky ability interrupt my movement?

No. If you did not start your movement next to a Merk Hound, then you can still move past them without ending your movement.

### ◆ How do you count spaces to determine Nearest and Farthest?

Intelligent Combatant cards will sometimes reference Nearest or Farthest. When determining what is Nearest and what is Farthest players should count out the number of spaces, counting diagonally if necessary, to the target figures or spaces. The nearest space to a figure is always an adjacent space. This counting is done at a 1 for 1 conversion and does not follow the rules for Movement, Range, or SOI. Instead, simply count the shortest path to any non-obstructing terrain spaces.

### ◆ What does it mean when a Special Encounter Rule states that the figure follows the rules of an Adventurer even though they use a Combatant card?

It means that any time a rule references an Adventurer it applies to that figure as well. It also means that they have a pack with a size of 3. Otherwise, they follow the rules of a Command Combatant. See Pg. 52 in the Rulebook.

### ◆ Are Water Loas and Merk Hounds affected by Currents?

No.

### ◆ The Merk Hounds special ability Submerged says that it can only be targeted by adjacent enemies. What does that mean exactly?

While the Merk Hound is in Water or Muck, only Adventurers who are adjacent to a Merk Hound may draw Line of Sight or SOI to it.

### ◆ How does AI determine who to Attack if the target is a Swarm Monster?

In rare cases a special rule or Ability will cause an AI to Attack another fellow AI that might be a Swarm Monster. Since Swarm Monsters can reflect multiple figures using one card on the Initiative Track you might need to determine who to attack within that Swarm since they are all tied on the Initiative Track. In these cases they target starting with the lowest number available to attack first. (I.E. If AI is instructed to Attack a fellow Cave Sickle, it will Attack Cave Sickle 1 first, followed by 2 if Cave Sickle 1 is either dead, not on the board, or is in fact the figure making the Attack.)

### ◆ Does the Merk Hound's Ability "Sticky" apply to figures that are on different levels of Elevation?

no.

## Effects

### ◆ If a figure is inflicted by Wilt do they take extra damage from being knocked into a wall?

No. The wall is dealing the damage. Wilt only adds damage to damage dealt from attacks.

### ◆ If I use a Vow Token to add extra damage until the end of my turn, do I add extra damage from knocking a figure into a wall?

No. The wall is dealing the damage. Vow only adds damage to damage dealt from your spells and attacks.

## General

### ◆ Can you half or double damage twice?

Nope. If one or more effect would double or half the damage from a single attack or spell action, you only apply one modifier.

### ◆ Can you heal or take more damage than you have?

No. No figure may have more damage than it's printed total Health Value. No figure may heal more damage than they currently have dealt.

### ◆ Do I round up or down?

When players must round any number, they always round up.

### ◆ What happens if a hidden or special rule references and requires a figure on the board that is no longer alive?

Ignore the special rule or any of the flavor text. None of the events transpire as the figure has since passed away.

### ◆ What happens when two End Conditions happen at the same time?

If you want an easier experience, take the End Condition of your choice. Otherwise, take the Lose Condition.

### ◆ What happens if a Totem/Special Rule/Ability requires me to spawn or place a figure and there is no legal space available?

Anytime an a figure spawns and there is no legal space to place them, place them on the nearest legal space that is also normal terrain. If an Adventurer were to succumb to this via a strange concoction of abilities (Such as having their flight being canceled while they are currently occupying a space shared by another figure) they must place their figure on the nearest legal space they've already been in this turn.

# 1.08 FAQ

## ◆ **What happens if a Totem/Special Rule/Ability requires me to spawn or place a figure on Dangerous Terrain?**

Anytime an AI, Special Rules, or something controlled by the game and not Adventurers instructs you to spawn a figures on Dangerous Terrain, place them on the nearest legal space that is not Dangerous Terrain.

## ◆ **What happens if an Item combination I have equipped becomes illegal?**

If for any reason you're equipped weapons or Items can no longer legally be equipped according to the rules, you must immediately un-equip Items until your current load-out is legal.

## ◆ **What happens if I need to draw a Reward or Card and there is no more components left to draw?**

As per our component limitations section of the Rule Book, you would not draw the Reward or Card. Thematically it's an empty chest or the loot really didn't drop.

## Movement

## ◆ **Do Break Attacks happen from any type of movement or just the Move Action?**

Break Attacks trigger when a figure leaves any space adjacent to an opposing figure. This can trigger from any form of movement such as during a jump, free movement, or even currents.

## ◆ **If something would move me out of a space but I cannot move for whatever reason (There's a wall in the way, my character has the heavy tag, etc) do adjacent opponents still get break attacks?**

No.

## ◆ **When Jumping, do I have to count spaces out in a straight line?**

No. Jumping still follows normal movement rules, other than it ignores Effects from all Terrain other than Obstructing Terrain. This means that you can count out the spaces in any pattern you'd like before you decide to make the Jump Check.

## Terrain

## ◆ **Are Terrain tokens ever affected by the "current" rules?**

No. Any Terrain Tokens added to the board never have a current added to them, and will not be moved by currents. Unless stated otherwise, Loot tokens, and Combatant Tokens are the only tokens affected by currents.

## ◆ **Does a figure attacking another figure on lower Elevation ignore Hindering Terrain?**

No. Figures Attacking another Figure at a lower Elevation ignore both Opponents and other Allies, but not Terrain.

## ◆ **If a Combatant dies via Dangerous terrain do I still gain Combatant Loot?**

Yes. Dangerous Terrain counts as Defeating an opponents.

## ◆ **If I share a space of Hindering Terrain with a token, do attacks I make against that token count as being made into hindering terrain?**

Yes. In rare cases, you can attack something in the same space as you. The target gains all the benefits and detriments that the Terrain provides.

