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ERRATA

LINE OF SIGHT (Arcadia Quest Rulebook - Pg 16)

The text under the first diagram should read "The Line of Sight is not blocked if it only skims a blocking corner, passing at an angle exactly through the intersection of four Spaces where only one side is blocked." The requirement of passing "at exactly a 45 degree angle" in the printed text is incorrect.

IMPALE II (Beyond the Grave Level 5 Upgrade Card)

The card text should read:

For each  **you roll on a Sword or Lance attack, you may target one additional Enemy Close to the target.**



ROOKERY SCENARIO (Arcadia Quest Campaign Book - Pg 10)

The Rookery scenario should have the following Special Rule added to it:

◆ Each Guild may only have a single Quest token at a time in its possession.

FREQUENTLY ASKED QUESTIONS

GENERAL RULES

CRIT

Q. Can I use a Reroll on a CRIT result?

A. You can only reroll a CRIT (and thus ignore its original result) before rolling the extra die for the CRIT. Once you "accept" the CRIT result by rolling the extra die, that CRIT can't be rerolled.

LINE OF SIGHT

Q. Does a Hero have Line of Sight to another Character in his own Space?

A. Yes. However, he does not have LoS to himself.

EXPLORATION TOKENS

Q. Must I end my Movement in a Space in order to pick up an Exploration token?

A. No. At any point during your Hero's activation, if there's an Exploration token on your Space and no Enemies in it, you automatically pick it up. Note that if it's not the Hero's turn, he cannot pick up the token.

POTIONS

Q. Does the Refreshing Potion also unexhaust a Hero card?

A. Yes.

DAZE

Q. Can a Monster recover from the Dazed state?

A. No. It is only placed standing up (and thus no longer Dazed) when it goes to the Spawn Tile (either by being killed, or banished).

FLANKING

Q. Is an attacking Hero considered the Enemy necessary for flanking purposes?

A. No. In order to be flanked, it is sufficient that an Enemy of the target be Close to it. That Enemy can't be the attacker himself, it needs to be some other Enemy. Whether the attacker is Close to the target or not is irrelevant.

WOUND LIMIT

Q. Can a Character take more Wounds than his total Life?

A. Yes. Players should assign as many Wounds as the attack dealt, since certain effects from the game may interact with that amount. For example: Overkill counts the total number

of Wounds dealt; Lydia and Lillith may heal as many Wounds as they deal, regardless of the target's Life; Lord Fang, as Level 6 Villain, needs to be able to heal all Wounds received beyond his total Life in order to stay alive.

EXTRA LIFE

Q. If a Hero has more Wounds than his basic Life, being kept alive by a card that gives him extra Life, can he move that card during a Rest, thus killing him?

A. No, Heroes can never voluntarily kill themselves. However, during a Rest you may swap the card with extra Life for another card that still gives you enough extra Life to keep you alive. The swapping action is considered to be instantaneous.

TIMING OF DEATH

Q. When exactly is a Character considered killed? Upon taking Wounds equal to his Life?

A. A Character is only considered killed once it leaves the board, not when it takes Wounds. If it's not Overkilled, the target can still perform his payback reaction, possibly triggering other abilities (a vampire's healing ability, for example).

DEATH CURSES

Q. During a Rest, can I move an Upgrade card that's under a Death Curse card?

A. Yes. If you have an empty card slot elsewhere in your Guild, you may even move the "blocked" Upgrade card to it, making it available again.



REACTIONS

Q. When a Payback Reaction is triggered, does the Monster have to attack?

A. The controlling player can choose to move or not, and to attack or not. If the Monster attacks, it must have the Hero who attacked it as its primary target.

PERMANENT ABILITIES

Q. Do I need to activate a Hero in order to use a permanent ability on one of his cards?

A. Generally no, the permanent abilities are always in effect. However, some cards require an active trigger (such as Shield of Souls and Celerity Stick) that can only be used by an active Hero.

Q. When can I activate an ability that requires me to "Exhaust Hero card to get X"? (i.e. Koba, Chooloo, Lord Fang as Hero, etc)

A. Any ability that requires an active trigger (such as exhausting a card or taking a Wound), can only be used during that Hero's activation, and not in the middle of an attack/payback resolution. The exception to this is abilities that are part of your Attack (such as Montoya) or Defense (such as Knight's Shield).

Q. Can an ability or special effect take place in the middle of an attack/payback resolution?

A. It depends on the trigger of the ability:

- ◆ If the trigger is a Hit, Save or CRIT, it takes place immediately after the dice are rolled.
- ◆ If the trigger is a Wound, it takes place immediately after Defense has been rolled and any Saves applied.
- ◆ If the trigger is a kill, it takes place immediately after Wounds are dealt, possible reactions and any abilities have been resolved. Effectively, when the figure is removed from the board.

REWARDS

Q. If a Quest grants 2 Reward cards for accomplishing two separate tasks (like killing 2 different Monsters, or taking 2 different Quest tokens), can a single Guild get both Reward cards by performing both tasks?

A. If the Scenario Special Rules don't prevent it, then a single Guild may accomplish both tasks. It will get both Reward cards, though the Quest is accomplished only once.

Q. When you get a Reward card, can you give it to a different Hero in your Guild?

A. Yes.

END OF ACTIVATION

Q. After a Hero has performed his Movement and Attack, can he still do anything before his activation is over?

A. Yes, he can still do things like pick up Exploration tokens on his Space, use Potions, activate abilities, etc.

ENDING A SCENARIO

Q. Can the active Hero still do anything after the last Quest necessary to win the Scenario has been completed?

A. No. The Scenario ends instantly the moment a player accomplishes the task that fulfills his last required Quest, even if this ends his activation prematurely. He cannot use a Potion, activate an ability, pick up tokens from the board, etc.

Q. If I kill a Monster to complete my last Quest, does the Monster get its Payback Reaction before the Scenario ends?

A. Yes, if you don't Overkill it, it will only be considered to be killed after resolving its Payback Reaction (and any abilities triggered by it).

UPGRADE PHASE

Q. When Death Curses are dealt in the Upgrade Phase, do players have the chance to reorganize their cards?

A. Yes. You can always organize your Upgrade cards at will before a new Scenario begins.

👉 UPGRADE CARDS 👈

AMULET OF RETRIBUTION

Q. If two Heroes have the Amulet of Retribution and a Troll attacks them both with his ability, who gets the credit if the special effect of their Defense rolls kill the Troll?

A. If two effects would take place at the same time, the player whose turn it is decides the order. If the first player manages to kill the Troll, he gets the credit. If the Troll is only killed with the Wounds dealt by the second player, then it's the second player who gets the credit.

Q. Can the Amulet of Retribution deal more Wounds to the attacker than the number of Hits he rolled?

A. No. The Amulet of Retribution deals 1 Wound per Hit cancelled, not per Save rolled. So it's limited to the number of Hits rolled.

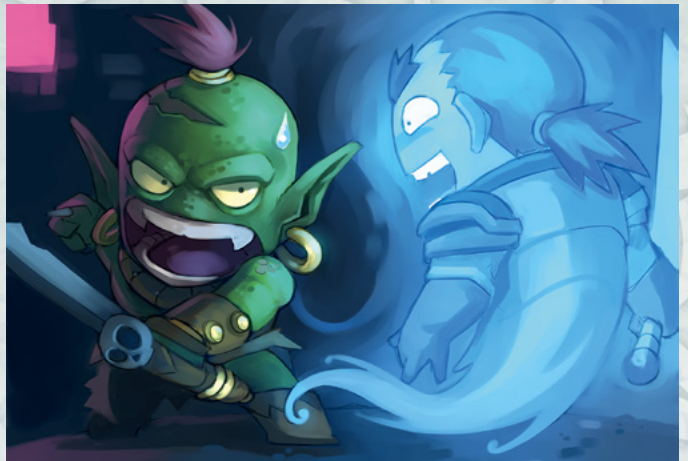
Q. Does a Hero with Amulet of Retribution get to deal Wounds back even if attacked by a Ranged Attack?

A. Yes.

ASSASSIN'S CLOAK

Q. When during a Hero's movement does the Assassin's Cloak special effect take place?

A. The Assassin's Cloak's ability is in effect at any point while you move. So it affects all enemies that are Close to you either at the start or at the end of each of your Moves (respecting the limit). Using portals or opening doors is not a Move, so they don't trigger the Cloak's ability.



ASTRAL STRIKE

Q. Do I activate a dead Hero in order to use his Astral Strike? Does he get to kill enemies, complete Quests and receive tokens?

A. Yes, you may activate a dead Hero in order to use Astral Strike. You can kill Enemies, complete Quests, and get Rewards with it. However, any tokens the target was carrying are dropped in his Space.

Q. While dead, can I use a Boost on my Astral Strike?

A. Yes.

Q. Does Astral Strike require Line of Sight?

A. No, the target just needs to be Close to the chosen Ally.

Q. Can a Hero use Astral Strike against an Enemy Close to him, since the Hero is an Ally of his Guild?

A. No, an Ally is another Hero of his Guild.

Q. Can a dead Hero voluntarily take Wounds to activate effects or heal Wounds from a special effect?

A. No. A Hero can't heal or take Wounds while dead.

BANISH

Q. If a Zombie attacked with Banish chooses to take the 2 extra Wounds instead of being banished, are these 2 extra Wounds added to the Wounds dealt by the attack itself when checking to see if the Zombie is Overkilled?

A. Yes.

BATTLE CRY

Q. When do I perform the extra activation Battle Cry allows?

A. After completing the activation of the active Hero, you may use any extra activations you received, one Hero at a time. Remember that a player may activate each of his Heroes only once per turn.

BOMBS

Q. Can you stack several bomb tokens from the same Guild in one Space?

A. Yes.

Q. When a Hero enters a Space with a bomb token, can he use his abilities and Rerolls to defend from its attack?

A. Yes. While the bomb attack doesn't benefit from abilities and Rerolls, the target can use Rerolls and abilities that affect him normally. However, abilities that would affect the attacker don't take effect (such as dealing wounds with the Amulet of Retribution).

CLEAVE

Q. When you target a second Enemy, do you roll your attack again or use the same result from the primary target?

A. A single attack only ever has one roll, no matter how many targets it has. You'd only roll again if an ability allows for an extra attack.

Q. If I use Cleave II, can I choose which Enemies I want to target?

A. No. If a card says 'All Enemies', then you must target all possible Enemies. If it says 'any number of Enemies' (like Burninate), then the attacker can choose its targets.

DAS BOOT

Q. Does a Hero moved by Das Boot open doors, use portals, pick up tokens, or trigger Guard Reactions?

A. He can't open doors or use portals because Das Boot allows him only to Move, not to use Movement Points. He can't pick up tokens because he's not active. These moves do trigger Guard Reaction normally.

FORTUNE DICE

Q. When using the Fortune Dice to predict the number of Hits by an attack, do I need to include any additional Hits granted by the weapon's special effect?

A. Yes. You must predict the exact final number of Hits or Saves, taking into account any special effects, extra dice from CRITs and any Rerolls used.

GENESIS GLASS

Q. Does the Genesis Glass only take effect when I activate the Hero with that Card?

A. No. It takes effect at the start of each of your turns. It doesn't matter if you Rest or activate another Hero.

HATE

Q. If a Hero attacked by Hate does not have any unexhausted cards, does he automatically take 2 extra Wounds?

A. Yes. A Hero can't choose an option he's unable to fulfill. However, remember that the defending Hero may still be able to exhaust his Hero Card to prevent the extra Wounds.

NOVA BOLT

Q. Does the attacker need to have Line of Sight to the secondary target(s)?

A. No.

SHIELD OF SOULS

Q. Does the Shield of Souls unexhaust all of the resurrected Hero's cards?

A. Yes, the resurrected Hero comes back fully unexhausted.

SUMMONING

Q: If my summoned Monster kills the targeted Hero, do I get credit for the kill?

A: No. Just like with Tombstone cards, when a Hero-controlled Monster kills a Hero, credits goes to the game (i.e. all other Guilds get one Coin).

TOME OF ENLIGHTENMENT

Q. When a Hero with a full inventory gets the Tome of Enlightenment, can he put it in a slot containing a Magic Attack card, placing that card in one of the new extra slots instead of discarding it?

A. Yes.

WIND BLAST

Q. Can the target of a Wind Blast open doors, use portals, etc?

A. No. Wind Blast only Moves the target, it doesn't grant it Movement Points.



Q. When using Wind Blast to move a Character through a Space with 2 Characters, do you consider Ally Characters from the perspective of the attacker or the target?

A. Movement rules are always in regards to the Character who's moving through the board, it doesn't matter what's causing them to move.

CHARACTERS



BOB

Q. Can I use Bob's natural ability to bring an Ally that is banished to the Spawn Tile back to the board?

A. Yes, they're still living Heroes and are eligible for Bob's natural ability.

FRANK

Q. Does Frank's payback reaction roll extra dice from Wounds received in the current attack?

A. Yes.

IVAN

Q. Does a Hero controlled by Ivan count as a Hero or as a Monster?

A. For all intents and purposes, the controlled Hero still counts as a Hero of his own Guild. He cannot attack other Heroes of his Guild. If he kills somebody, his Guild gets the credit for it. He may complete Quests. He triggers Guard Reactions in Monsters normally, with one exception: Ivan is not considered an Enemy of the controlled Hero.

LEEROY

Q. If Leeroy starts a Move in Line of Sight of an Ally, but moves out of it, triggering a Guard Reaction, does he get his natural ability's extra die for his Defense roll?

A. No. The Guard Reaction takes place before he gets to leave the Space in LoS of an Ally, so his ability is not active.

MCHAMMER

Q. If McHammer uses Cleave to target two Enemies, can he deal the Wounds from his natural ability to those two Enemies?

A. No. McHammer's natural ability allows him to deal Wounds to any Close Enemy not targeted by his attack.

Q. Do the Wounds dealt by McHammer's natural ability trigger Payback Reactions?

A. No. Payback Reactions are only triggered by an attack, not by a Wound dealt directly.

MONKEY KING

Q. Does the Monkey King trigger Guard Reactions when activating his natural ability?

A. No, since it "places" him in a Close Space, not "Moves" him there.

MONKEY QUEEN

Q. Can the Monkey Queen copy the ability of a Hero with the Amnesia Death Curse?

A. No.

NIBBLES

Q. If Nibbles' attack kills a Monster, but then the Monster's Payback Reaction kills him, does he get to use his natural ability to heal all Wounds and stay alive?

A. No. He will have been killed before the Monster leaves the board and his ability can take place.

QUEEN OF BEGGARS

Q. Does the Queen of Beggars activate her natural ability if she uses Das Boot?

A. No. Her natural ability can only be used at the end of the movement on her activation.

Q. If the Queen of Beggars attempts to use her natural ability on a Hero with no Exploration tokens, does he automatically take 1 Wound?

A. Yes. A Hero can't choose an option he's unable to fulfill. However, remember that Quest tokens also count as Exploration tokens.

SPIKE

Q. Do enemies get to roll Defense against the Wounds dealt by Spike's CRITs on Defense?

A. No. Defense is only rolled against attacks, not against Wounds dealt directly.



WISP

Q. Is Wisp completely immune to Guard Reactions?

A. No. Wisp is immune to Guard Reactions when moving, but he triggers Guard Reactions normally if he ignores Monsters Close to him when attacking.

ZAHRA

Q. Can Zahra use her natural ability when using Das Boot to move?

A. No. Das Boot is not part of her Movement, it's simply an automatic Move.

SCENARIOS

MOON GATE

Q. Can the Quest token only be triggered by moving into its Space or is standing on the space with the token enough to trigger it?

A. It is enough for the active Hero to be in that Space with no enemies in it to trigger the token.

TEMPLE OF DAWNING TWILIGHT

Q. If my Guild has 6 Coins, can my Heroes make Ranged attacks through the Temple door?

A. No. The Temple door is always considered to be closed, so no LoS can be traced through it. You may only move through it.

Q. Can Monsters move through the Temple door?

A. No.

Q. What happens to the Death Curses that are dealt to a Hero but get discarded because a Hero can only have one Death Curse? Is the deck reshuffled?

A. Discarded Death Curse cards go to a discard pile. If the Death Curse deck runs out, reshuffle the discard pile and make a new deck.

