



FAQ 2013

8-BIT

Q: What is the goal of an 8-bit game for the Heroes?

A: To kill the Mini-Boss.

ACTION POINTS

Q: Is an attack considered a failure and the action point spent if a character teleports away or otherwise makes an attack invalid?

A: Yes. The action point is spent immediately before making the attack roll.

ADVENTURE TRACKER

Q: Does Fire, Backlash and other damage dealing effects advance the Loot-O-Meter or Power Gauge?

A: The rules for each of the named effects state that the Power Gauge does not advance. The Loot-O-Meter advances as normal. If other damage dealing effects do not specify a change then they both advance as normal.

Q: Does the Power Gauge continue advancing after the boss is spawned?

A: Yes. Continue to advance the Power Gauge. The Consul may earn skull tokens to remove status effects during the Boss Fight.

AREA OF EFFECTS

Q: If an AoE fails to damage its initial target does it completely fizzle or do other targets still get hit?

A: The other targets are still hit and must make their own defense roll to avoid taking damage.

Q: Does a model with Stealth in the radius of an AoE get to make a Stealth roll if they are not the initial target?

A: No. Stealth only applies if you are the initial target.

Q: In what order do you handle models that are affected by AoEs?

A: They are all considered to be hit simultaneously.

Q: Do auras of models killed in an AoE attack stay active until the attack is resolved, or are they instantly disabled when the model is removed?

A: The aura is active until the attack has been resolved, regardless of the order that models are removed.

Q: When using an AoE that is "Dangerous" and the casting model is in the AoE, are they affected too?

A: Yes.

Q: How do type bonuses, such as Holy vs Undead, affect an AoE roll when there are also models of a different type in the AoE?

A: If a model within the AoE is of the affected type (e.g. Undead) the special ability is triggered, and applies to all models within the AoE regardless of their type.

CONTROL EFFECTS

Q: Do Control Attacks and Effects (Compel, Push, Pull) follow normal rules for movement?

A: Yes. All normal rules for movement must be followed during a control movement.

Q: What happens if a model suffering from a Control Effect cannot complete its move? (e.g. it runs into a wall or other models)

A: Move the controlled model as far as possible and then stop the move.

EQUIPMENT

Q: If an equipment card is chosen to be held until the end of the round, is it still eligible for the same hearts/potions that the Heroes would have gotten if sacrificed immediately?

A: Yes it may be sacrificed as normal.

Q: Does equipment that improves the Attack attribute (ATT) also improve ranged attacks?

A: Loot and relics that improve ATT also improve attacks using the Range X ability. Just as equipment that improves WILL or DEX enhance attacks made with the Magic X or Missile X abilities (WILL for Magic X, DEX for Missile X).

Q: Can dead characters equip items?

A: No. (Note that this is a change from previous FAQ rulings.)

INITIATIVE

Q: If Heroes win initiative, must the Hero player who rolled for initiative go first?

A: No. Any Hero may be activated.

MOVEMENT

Q: Can a character move diagonally around a corner?

A: Yes.

Q: Can a character move diagonally through two models or two impassible objects?

A: Yes. It creates a little visual hitch, but since diagonals are treated exactly like a "straight" side you can move freely through them. This is to keep movement simple and fast. An adjacent square is an adjacent square regardless of if it is flush or diagonal.

Q: Can models end their movement in a square occupied by another model?

A: No. Models must end their movement in an empty square.

Q: How do large models move through halls between tiles?

A: They take up the squares on both sides.

POTIONS

Q: How does potion timing work?

A: Potions may be used to interrupt or prevent an effect but they may not be used to undo an effect once it has already occurred (e.g. once the dice have been rolled).

• *CANNOT be used in response to rolling a potion, to gain the rolled potion.*

• *CANNOT be used to augment or replace a roll that has already been made.*

CAN be used to augment or replace a roll that has not been made.

• *CAN be used before making an attack roll.*

• *CAN be used before making a defense roll.*

• *CAN be used after placing a wound or status effect counter.*

Q: Can any Hero use offensive potions, or just the Hero with the offensive potion on their card?

A: Just like normal potions any Hero can drink an offensive potion, provided the Hero with the offensive potion has the necessary potion counters on their card.

Q: Do offensive potions cause Backlash to activate?

A: If the offensive potion causes an attack and defense roll to occur, then yes, Backlash will activate if the defense roll is higher than the attack roll.

RANGED EFFECTS

Q: Does Missile X require you to be at least one square away from an enemy?

A: No. This requirement was removed in the 1.5 pdf update of the rules to bring it in line with other Distance Effects.

Q: Can Stealth or the Von Drakk -2 range on spawning points make an attack have 0 range, or is there a minimum of 1 range?

A: Distance Effects may be reduced to zero. When this occurs the effect is considered to have failed and no further rolls are made.

RESURRECTION

Q: If a character with a status effect counter dies are they removed when a character is successfully resurrected?

A: Yes. Only equipment, potions, and unhealed wounds are retained by a successfully resurrected Hero.

Q: If a model dies from excess damage (e.g. a massive damage attack that deals two even though one will kill the model) is that additional damage still in effect when dealing with trying to resurrect a model?

A: No. A model may not have more wound counters than its total number of hearts. Any excess wounds are discounted.

Q: If there are no empty spaces adjacent to the Start Marker when a Hero is resurrected are they prevented from resurrecting?

A: No. Place the Hero in the closest empty square to the Start Marker as possible.

SHAPESHIFT

Q: When a model shapeshifts does it retain any active effects it is currently subject to? For example: The Deeproot Druid activates Backlash and then shapeshifts into Angry Bear. Does Angry Bear still benefit from Backlash?

A: Yes. Since the shapeshift is the same model effects remain in play for their normal duration.

Q: When a model shapeshifts into a model of lesser speed, e.g. Von Wilder's Speed 8 versus Von Wilding's Speed 6, is the new model (Von Wilding) only able to move 6 squares? Or it can move the 8 from it's initial form?

A: A model is limited by the number of squares it has already moved before shapeshifting, and the Speed of its current form. For example: If Von Wilder moved 6 to 8 squares before shapeshifting into Von Wilding then Von Wilding could not make any further move. If Von Wilder had moved 0 to 5 squares Von Wilding could move the remainder up to his maximum Speed 6. Likewise, if Von Wilding moved 6 squares and then shapeshifted into Von Wilder, he could then move the remaining 2 squares up to his new Speed 8.

SPAWNING & SPAWNING POINTS

Q: When a spawning point is destroyed do you reduce the amount of monsters in your pool to match what's on your cards or do the monsters you start with stay eligible the whole game?

A: The pool of monsters you start the game with remain eligible to spawn the entire game from any spawning point still in play, regardless of type.

Q: When the Boo Booty card is drawn at a time other than when opening a treasure chest (e.g. reward for killing a Mini Boss), does it still spawn?

A: No. Shuffle it back into the treasure deck and draw again.

Q: Can spawning points be targeted by effects that require an opposed DEX, WILL, or ATT roll? (e.g. Miserable Toad's, Sticky Tongue attack?)

A: No.

SPECIAL ABILITIES

Q: Can Special Attacks and Special Actions be used more than once per activation?

A: Yes, provided the model has enough action points.

Q: Does the Backlash ability only affect melee combat?

A: No. It loves zapping, shooting, and burninating distance attackers too.

Q: During the Barbarian's special attack "Rage" can the Barbarian move back and forth between two spots and attack after each move or is the Barbarian restricted from moving into the same spot it just moved from?

A: She may move back and forth between the same two spaces and will get to make an attack each time. We like to call it "The Sawblade".

Q: If you don't attack after one of the moves does Rage stay active? Do you get to "bank" attacks if you don't use an attack immediately after a move?

A: Rage stays active but you cannot "bank" attacks. Any attacks gained from movement made into squares without a valid target are lost.

Q: After using Rage does the Barbarian's base ARM drop to two blue or does the Barbarian's total ARM drop to two blue regardless of what auras or equipment she has on?

A: Just her base ARM drops. She retains the benefit of ARM enhancing equipment and effects as normal.

Q: When an item is traded for a heart does the "Healer" ability trigger?

A: No. Healer specifies that it works only when a heart is rolled on an attack roll.

Q: Can a model use Burrow to remove Knockdown, and thus not lose an action point?

A: Yes. You may Burrow to remove Knockdown.

Q: Does Burrow follow normal movement rules, or do you just place the model within 6 squares, ignoring walls and other models?

A: Place the model anywhere within 6 squares, ignoring obstacles of any kind. There must be room to place the model legally.

STATUS EFFECTS

Q: Is there a way to remove status effects on monsters?

A: Yes. Per the 1.5 rulebook pdf Bosses and Mini-Bosses may remove a status effect when rolling a heart on the attack roll and successfully inflicting a wound. Minions and Denizens may not remove status effects unless they have a separate ability that allows them to do so.

Q: Do multiple status effects compound (e.g. a model with poison, slow and weak causes all three on attack).

A: Yes.

Q: Is this also the case when a special attack has one status effect on it while the model has a different innate one as well?

A: Yes.

Q: Does immunity to a status effect (e.g. Immune: Fire) allow a model to completely ignore an attack with the status effect?

A: No. Only the specific status effect the model is Immune to is ignored. Any other effects including wounds are treated as normal.

Q: If "Vulnerable: X" is printed in the special ability bar, how do you know if the model is weak to X or if it gives out Vulnerable: X as a status effect?

A: Vulnerable: X is always a weakness and never given out as part of an action unless noted otherwise, such as with Lycanthropy. This is an exception to normal Status Effect rules specific to Vulnerable: X.

Q: Can Bosses and Mini-Bosses remove status effects by rolling either hearts or potions, or just hearts?

A: Just hearts.

TIMEOUT EFFECTS

Q: Timeout says you may have to pull minions to the boss that are already in play on the board. Do those minions retain any existing wounds and status effects when this occurs?

A: Yes. They retain any wounds or status effects they may have.

Q: Do you have a choice between pulling minions from the board versus ones that are not in play?

A: Use models that are not in play first. Then, if needed, move any monsters on the dungeon to the correct location to complete the timeout effect.

Q: Are Timeout effects continuous?

A: No. All Timeout effects happen a single time at the moment of the timeout and then do not occur again unless otherwise stated.

CAVERNS OF ROXOR

Q: Can the Star Guild Sapper's, Burning Bloom, potion be combined with Berserk attacks?

A: Yes. For Example: The Barbarian would be able to make four Range 6, Fire attacks.

Q: If a Roller Thwacks! a shell and it comes adjacent to two Heroes simultaneously, are both Heroes affected or just one?

A: Only one Hero, chosen by the Consul, is affected.

Q: When using the Thwack! ability is the "push" listed to be treated exactly like the ability Push X where the shell must end up, after every square moved, farther than it started?

A: Yes.

VON DRAKK MANOR

Q: When Von Drakk spawns, does he raise as many Rattle Bones as you have in your collection, or is it limited by spawning point model restrictions?

A: It is limited by the number of models you have available in your spawning point pool, as determined by the spawning points you chose at the beginning of the game.

Q: Can any model with the type "Witch" use the Curse Coven Witch's potion, thus turning the model it is in melee with into a Miserable Toad?

A: No. Only the specific Curse Coven Witch can use her potion. Unlike Heroes, monsters cannot share potions.

Q: How does rotating tiles for Hidden Lever work if a large-base model is on two tiles at the same time?

A: The tile does not rotate. Instead any large-base models straddling the tiles suffer one wound.

Q: Is Lycanthropy a single, unremovable effect (until Von Wilder activates), or can the Vulnerable: Magic status effect be removed by normal means?

A: The Vulnerable: Magic status effect may be removed by normal means before Von Wilder activates.

Q: Can the Heroes use a Teleport Potion to escape the effect of the Curse Coven Witch's Transmogrify potion?

A: Yes. Since Transmogrify triggers a special action the normal potion timing effects occur, allowing Teleport to move the Hero out of harm's way.

Q: Does the Sister of Light's, Elixir of Light, potion completely replace the Hero's melee attack or can they choose to perform either the cross or a normal melee attack?

A: As stated in Elixir of Light's description "All" melee attacks gain "Cross 1, Holy, Fire," so the Hero may not opt to make a normal melee attack.