RUNEBOUND
Second Edition

Official FAQ and Errata v2.2, February 05, 2008

Following are the frequently asked questions, errata, and clarifications for the RUNEBOUND Second Edition board game. Errata and FAQs for expansions to the base game can be found at the end of this document. Material new to version 2.0 of this document is highlighted in blue.

Errata

On the middle column of page 8, the first sentence of the second paragraph states "Since Varikas has 4 exhaustion counters on his Hero, he cannot use his special ability again in combat." The first part of the sentence is misleading: Varikas may not use his "Before Combat" special ability more than once in the same combat, whether he has exhaustion counters or not. The sentence should state simply "Varikas cannot use his special ability again this combat."

On page 10, under the "Determine Hazard Color" subhead, the last line of the paragraph states, "If your hazard number is four, for example, you will look at the fourth space of the doom track, which is the Vynevale space." It should state "…which is the Tamalir space."

In some print versions, on page 7 under the "Knockouts" subhead, the first bullet point states, "Discard all of your Hero's wound, exhaustion, and unspent adventure counters to the counter pile." It should state "Discard all of your Hero's wound and exhaustion counters to the counter pile."

Rule Changes and Clarifications

Heroes' and Allies' special abilities can only be used for themselves unless the card says otherwise.

A card may be used multiple times for the same effect unless the card states otherwise. For example, Spiritseeker Mok may use his ability to "take 2 ◗ to discard 1 ❤" to take 4 ◗ and discard 2 ❤. However, remember that a card can only be *activated* once per turn, and that a "Before Combat" ability may only be used once per combat.

You cannot both buy and sell the same Item or Ally in the same turn.

On cards, the phrase "your first combat roll" means "your first combat roll *in each battle*."

If an undefeated challenge counter is on the same space as an adventure counter, and the undefeated Challenge is a different color than the adventure counter, you must attempt the undefeated challenge counter first.

If adventure counters of more than one color are on a space, you choose which adventure counter to attempt.

If a card is discarded, also discard any tokens, markers, counters, or cards that have been placed on or underneath it.

When a card refers to other cards with a specific word in their text, this includes instances in which the specified word is part of a longer word. For example, if a card refers to "a card with the word 'Dragon' in the title," this includes a card such as "Dragonlord Abarax."

If a card gives you a bonus to a skill or combat roll, you may decide to use the card after you roll the dice. However, some effects (mostly in expansion packs) may force you to discard any cards you used during an attack or defense roll. In those cases, you must decide whether an "Always On" card is being used before you roll the dice.

If a card has both an Activate-to-Use effect and an Always-On effect (e.g., "Elven Wraproot"), you receive the Always-On effect even when you have activated the card and it is facedown. Players may want to rotate Activate-to-Use cards 90 degrees to show they have been activated, rather than turning them facedown, so that they can still see the card's Always-On abilities.

Suggested Variant for Combat Between Heroes

The winner of a combat between heroes may take one card or all gold from the loser. The loser then follows the rules for knockouts, with the exception that he or she does not discard an Item/Ally or remaining gold. The victor retains all wounds and exhaustion inflicted on him or her during combat.

Clarifications on Card Timing

There has been some confusion over when card abilities can be used. To see when a card can be used, look for the bolded text at the start of the card's text, such as "**Magic:**" The list below details each of the possible bolded timing tags and what exactly each one means.

Ranged: This ability can only be used during the ranged phase of combat. It cannot be used during "Before Combat," not even to modify a ranged attack.

Melee: This ability can only be used during the melee phase of combat. It cannot be used during "Before Combat," not even to modify a melee attack.

Magic: This ability can only be used during the magic phase of combat. It cannot be used during "Before Combat," not even to modify a magic attack.

Any Phase/All Phases: This ability can be used during the ranged, melee, or magic phase of combat. However, "Before Combat" is **not** a phase, so abilities with the "Any Phase" or "All Phases" timing tag **cannot** be used "Before Combat."

No Timing Tag: If a card has no timing tag, then it is either always on (such as the Belt of Strength with its "You receive +3 Body") or it describes specifically when it can be used in its card text. (For example, "Padded Leather Armor" has the ability "Activate to cancel 1 ❤ being inflicted on your Hero," so it can only be used when 1 or more wounds are being inflicted on your Hero.) This should be clear from the context of the card ability.

Purchase and Selling

Players may only purchase and sell each item once per turn.

Example: A player may sell his Frost Axe to a town's market stack and then immediately purchase the Frost Axe, but he may not sell or purchase the same Frost Axe again during that turn.

Frequently Asked Questions

Taking and Inflicting Damage

Q: Is there a difference between an enemy inflicting ❤ and my Hero taking ❤?
A: No.

Q: So if I fail the Brood of the Bloodmother's Swim test and take 1 ❤, can I use my Padded Leather Armor, which reads "Activate to cancel 1 ❤ being inflicted on your Hero"?
A: Yes. Of course, players are welcome to devise house rules prohibiting non-thematic uses of Items and special abilities.

*Q: The "Immolate" rune states "**Magic:** Activate to receive a +4 bonus to your Hero's magic combat roll and inflict +1 ❤ in magic combat this phase." Can this ability be used in defense?*
A: Yes – partially. You may activate "Immolate" to receive a +4 bonus to your Hero's magic defense roll, but you do not inflict +1 ❤. Your Hero and Allies may only receive a bonus that inflicts +❤ if they are attacking. A Hero is able to use an item such as "Shield of Light" ("Activate to cancel up to 2 ❤ being inflicted on your Hero and inflict 1 ❤ on your enemy") when defending because that Item "inflicts ❤" rather than "inflicting +❤.") The key rule here is that an ability that with the "+" symbol *only works when a Hero makes a successful attack.*

*Q: During a PvP battle, an enemy player uses "Charmer Flute," which reduces all my Hero's damage values to 0 for the first round of combat. I have the "Dragontooth Hammer" weapon that states "**Melee:** After your Hero makes a successful melee attack, activate to inflict +1 ❤." If my Hero makes a successful melee attack while under the effect of the Charmer Flute, can I still use my Dragontooth Hammer to inflict +1 ❤?*
A: Yes. Abilities that inflict ❤ or inflict +❤ do **not** modify your Hero's printed damage values, and therefore are not affected by abilities (such as Charmer Flute's) that reduce damage values.

Q: Do Items that give a bonus to an attribute (Mind, Body, or Spirit) affect the damage of attacks made using that attribute?
A: No. Damage values are never affected unless explicitly stated.

Q: Do experience counters give a bonus to damage for attacks made using the attribute they boost (i.e., does a +2 to Body give +2 damage to melee attacks)?
A: No. Again, damage is never affected unless explicitly stated.

Canceling Wounds and Exhaustion

Q: Some Heroes and Allies (such as Mad Carthos) are required to take ❤ or ◗ in order to use their abilities. If you cancel the ❤ or ◗ (by using armor or some other ability), can you still use the ability?
A: No. You must pay the cost of the ability (❤ or ◗) in order to use it. If the cost is canceled, the ability cannot be used, since it's as though the cost was never paid.

Q: Does the act of preventing/canceling a wound negate the special ability of cards like Hungry Dead ("For each

♥ the Hungry Dead inflict, discard 1 ♥ from the Hungry Dead")? Is it as though the ♥ never happened?

A: Correct. As in the previous question, if a wound or exhaustion is canceled, it's as though it never happened.

"Before Combat" Actions

Q: *If you make and fail a "Before Combat" attack, do you take wounds from your enemy (as if you made and failed an attack during combat)?*

A: No.

Q: *Can an Item such as "Shield of Light" ("Activate to cancel up to 2 ♥ being inflicted on your Hero and inflict 1 ♥ on your enemy") be used "Before Combat"?*

A: Yes. Because "Shield of Light" has no timing tag (see "Clarification on Card Timing"), its use is not restricted to the ranged, melee, or magic phase. However, because Items with no timing tags can only be used when described in their text, you may only use "Shield of Light" before combat if 1 or 2 wounds are actually being inflicted upon your Hero during "Before Combat."

Allies

Q: *Can Allies use weapons or other Items?*

A: No, not unless the card specifically states that an Ally may use it.

Q: *How many Allies may attack in a single phase of a combat?*

A: One. You can only attack with either your Hero or one Ally each phase.

Knockouts

Q: *If an attacker and a defender are both knocked out at the same time (such as through the use of an Item that does damage to both), who wins?*

A: The defender wins the battle. (The monster, if you are fighting a Challenge.)

Q: *If you are knocked out during a Town challenge, do you stay in that town (as it is the closest city) or do you go to another town?*

A: You stay in that Town. It is indeed the closest city.

Q: *If a hero is knocked out when the only thing they have is an encounter card, do they have to discard the encounter card? (Isn't the card technically a 0 cost item?)*

A: An encounter that becomes an item should be treated as an item with 0 cost. If such an item is the only item a hero has when he is knocked out, it must be discarded since it is his highest cost item, even though its cost is zero. Encounter cards that do not become items do not get discarded.

Combat Between Heroes

Q: *If a player that is being attacked by another player chooses to escape, where does he move?*

A: He may move one space in any direction. This allows a beleaguered player to get a head start if he needs to run from another Hero that is pursuing him. This can create an advantage for the escapee (such as using the free move to enter a difficult-to-roll terrain, like swamp or forest).

Q: *When one Hero attacks another, how are those players' Allies and Items used?*

A: Both the attacker and the defender may use their Allies' and Items' text abilities as normal. The attacker may, as usual, choose to attack with one of his Allies instead of his Hero. The defender must always defend with his Hero.

Event Cards

Q: *When you draw an Event card, do you always replenish adventure counters or do you only replenish if the Event card is put into play?*

A: You replenish adventure counters whenever an Event card is drawn due to a Hero attempting an adventure counter, regardless of whether or not the Event card is put into play.

Specific Cards

Q: *The "Lady Cathori" encounter states "Each of your Allies must test ($) Diplomacy (13)." The rules on page 9 state that "Allies do not have skills, and cannot make skill tests." How should the Lady Cathori encounter be resolved?*

A: The Allies make the test using their Spirit values. Although Allies currently don't have skills, Allies in a future expansion may have skills.

Q: *The "Kral the Bone Lich" challenge states, "During combat, your Hero may discard this card instead of making a magic attack to inflict 1 ♥." Can this card be used if the Hero has already attacked in the ranged or melee phase?*

A: No. You must give up a magic attack to use this card, and if for any reason you can't make a magic attack (such as if you've already attacked this round) then you can't use the card's ability.

The Doom Track Variant

Q: *If a Hero uses an Item such as "Potion of Strength" ("Discard before rolling to receive +2 to your Hero's ✋ attribute until the end of the turn") during the first Challenge of the Endgame, does its effect last for the duration of the Endgame?*

A: No. If a card uses the phrase "end of the turn," in the Endgame, interpret it as "end of the Challenge."

Runebound: The Island of Dread

Rule Changes and Clarifications

A player spends map counters to discover the Island of Dread at the beginning of his or her turn, not during the experience step. Players only spend map counters during the experience step to discover Legendary Items.

Voyaging

Q: *If my Hero is voyaging and I draw an Event or Encounter card, do I continue to resolve cards until I draw a challenge?*
A: Yes.

Runebound: Midnight

Card Errata

Prince Castor Mardif should not have the phrase "Before Combat:" preceding his card text.

The "Lorebook" Item card should have the Always-On symbol, not the Activate-to-Use symbol.

Rule Clarifications

When making a Sneak, Climb, or Diplomacy test to infiltrate a town, the attribute used for the test is mind, body, or spirit, respectively.

Zardix's and Ardherin's Shadow Powers are cumulative (e.g., for Ardherin, at level 2, both channelers and patrols inflict +1 ❤ in the magic phase). Jahzir's and Sunulael's Shadow Powers are not cumulative.

When determining how many experience points a Hero needs to level up, do not count the Night King as a player. For example, with 4 Hero players and 1 Night King player, the Heroes need to spend 4 experience points to purchase 1 experience counter.

Runebound: Sands of Al-Kalim

The Hydra

Q: *Can you explain in detail how the "Hydra" card works? Assume that a hero has two allies.*
A: The Hydra card rules are simulating the fact that the Hydra has multiple heads and is able to strike at multiple targets on the same turn.

Both of your allies must attack the Hydra in all three phases of combat (ranged, melee, and magic). If any ally attack roll succeeds, the Hydra takes the damage from that ally. If any ally attack roll fails, the ally that was attacking takes damage from the Hydra.

Additionally, in one of the three combat phases your hero must attack the Hydra, and in the other two phases that the hero is not attacking, the hero must defend against the Hydra. In the phase that the hero attacks, if the hero's roll succeeds, the Hydra takes the hero's damage, if the hero's

attack roll fails, the hero takes the Hydra's damage. In the two phases in which the hero defends, on a successful roll there is no damage dealt, and a failed roll causes the hero to take damage from the Hydra.

In each combat phase, the player can determine the order that his three characters will make their combat rolls in. The player has the option to change this order from phase to phase.

Character Decks

Q: *Can you use the Character Decks in Sands of Al-Karim?*
A: Yes. Character decks were designed to be used in conjunction with all other Runebound expansions.

The Dark Forest
Expansion Errata

The "A New Refuge" Encounter card should read:

"Test ✋, 👣 , and 🌀 (15). If you succeed at any of these tests, take this card and place one ❤ on it for each successful test."

Crown of the Elder King
Expansion Errata

The "Guardian of Frostgate" Challenge should read:

Reward: Receive 1 🪙 and take this card. Any time another Hero enters a Market step in Frostgate, you receive 1 🪙. You may discard all 🌙 from a Hero or Ally by placing a 🌙 on this card; if there are ever more 🌙 on this card than there are cards in Frostgate's market stack, discard this card.

The "Guardian of Riverwatch" Challenge should read:

Reward: Receive 1 🪙 and take this card. Any time another Hero enters a Market step in Riverwatch, you receive 1 🪙. Discard this card to discard X ❤ from each Hero and Ally, where X is equal to the number of cards in Riverwatch's market stack.

The "Guardian of Tamaril" Challenge should read:

Reward: Receive 1 🪙 and take this card. Any time another Hero enters a Market step in Tamaril, you receive 1 🪙. You may discard all 🌙 from a Hero or Ally by placing a 🌙 on this card; if there are ever more 🌙 on this card than there are cards in Tamaril's market stack, discard this card.

Cult of the Rune Expansion Errata

The rule for moving the cult marker should read: "Any time the cult marker moves into a space adjacent to a town **that does *not* contain an infiltration marker**, regardless of the cult marker's current bearing, it enters the town immediately, even if it already moved a space that turn."