

RUNEWARS

ERRATA AND FAQ 1.0

January 22, 2010

This document contains errata and answers to frequently asked questions for the *Runewars* board game.

ERRATA

Map tile areas “6D” and “3C” should each list 1 Giant as their starting neutral units (instead of 2 Giants). The only map tile area that should be set up with 2 Giants is “2A”.

The game comes with 24 Quest cards and not 23 Quest cards as listed in the rulebook.

The definition for control of a home realm area in the rulebook should say: “Players always control areas in their home realm unless enemy units **or an enemy stronghold** is present.”

The “Allied Units” section of the rulebook should say: “If these allied units are ever in an area not controlled by the player, then the units stop being allied to him **(except during a battle)**.”



FREQUENTLY ASKED QUESTIONS

Q: During setup, which resources do players use to recruit units?

A: Each player recruits units using all three of his resource types.

Q: If a player attacks an area containing an enemy stronghold and 0 enemy units, does a battle take place?

A: Yes. However, most steps of the battle will have no effect except for Tally Strength and Resolution.

Q: How do abilities that require a unit to retreat in the middle of the battle work (such as the Sorceress special ability)?

A: The retreating unit is no longer considered to be participating in the battle, and must immediately move out of the area (following normal retreat rules). Since it is no longer in the battle, it will not draw fate cards or count its strength.

Q: Do Reanimate units gained during battle by a Necromancer special ability persist after the battle?

A: Yes.

Q: Does a Siege Tower's special ability work even if it is later destroyed or routed during the battle?

A: Yes, its +2 strength is still added to the battle even if it is later destroyed or routed.

Q: Can units move through areas containing friendly activation tokens?

A: Yes.

Q: What happens when every player bids 0 in an influence bid?

A: Ties are broken as normal, with the player with the most remaining influence deciding who wins the bid.

Q: How does the “Power for the Pious” Season card work?

A: In effect, every player *except* for the lowest bidder gets 1 dragon rune token. The area in which each token is placed is chosen by the lowest bidder.

Q: What happens when resolving the “Threatened Home Realms” Season card if there are not enough friendly or uncontrolled areas not containing rune tokens?

A: This card is resolved in standard play order (lowest numbered initiative card first). Each rune token that cannot be moved (because there is no valid area) simply remains in its current area of the player's home realm.