

# RUNE AGE

## ERRATA/FAQ

Version 1.0 – 1/16/2013

### ERRATA

This section contains general rule changes and clarifications for *Rune Age*.

### CARDS

**“A Time for War” Runewars Event card:** This card should read “during the next round” instead of “during this round.”

**“Thieves’ Guild” Monument Event card:** This card should read “central play area” instead of “common play area.”

### RULEBOOK

**Page 7:** Step 1 of “A Player’s Turn” did not include Rewards in the list of cards to refresh. Step 1 should read, **“Refresh Exhausted Cities, Strongholds, and Rewards:** During this step, the player refreshes (rotates to original orientation) all cities, strongholds, and Rewards under his control. They are now ready to generate more influence.”

**Page 7:** The section entitled “Unit Card Action” should instead be titled “Card Action.” All references to “Unit Card action” should instead refer to “Card action.” The third sentence under this section should begin with “Card actions” instead of “Unit card abilities.”

**Page 10:** The first sentence of the “Instant” section under “Defend Against an Instant Card” should read, “The player subtracts his **army’s** strength from the **Instant’s** strength to see how much damage his Home Realm suffers.”

**Page 16:** The “Victory Conditions” section should read, “When a player builds his Monument, he wins the game at the end of this game round. If multiple players build their Monument during the same game round, each of these players adds up the strength of all unit cards in his deck, hand and discard pile. The player with the highest total wins. If players are tied for strength, then these players share the victory.”

**Back Cover:** The “Game Round” section should include the following step: “6. Every Player Draws up to Five Cards (if event occurs).”

### FAQ

This section answers frequently asked questions about *Rune Age*.

### GENERAL

**Q: During setup, do players randomly choose cities?**

A: Yes. Players shuffle the city cards and deal the correct number of cities into the central play area as indicated by the “Variable Setup” table on page 4 of the rulebook.

**Q: If an effect targets opposing units, can an Enemy card be chosen as the target?**

A: No.

**Q: When a player wants to secure a stronghold with strength (instead of gold), does he perform a Combat action to do so?**

A: Yes. The normal rules of combat apply during this battle.

**Q: Can a player perform a Combat action against a stronghold or city that he has already secured?**

A: No. A player can only attack a stronghold when it is in his barracks, and he can only attack a city when it is in the central play area or controlled by another player.

**Q: Can a player perform a Combat action even if he knows he cannot succeed with the cards currently in his hand?**

A: Yes.



**Q: Can a player perform a Combat action without playing any cards into the combat?**

A: No. He must play at least one unit or tactic card into the combat.

**Q: Can a player secure more than one of his strongholds in a single turn?**

A: Yes. He may perform a Combat action against each of his unsecured strongholds.

**Q: Can a player secure a stronghold belonging to another faction?**

A: No. A player can only attack and secure his own faction's strongholds.

**Q: Does each player replenish his hand after drawing and resolving the Event card during the Event phase?**

A: Yes.

**Q: If an Event card has a "Start of Each Event Phase" effect, does that effect resolve on the round in which it was drawn?**

A: No.

**Q: Do "End of Combat" effects resolve on a unit or Enemy card if that card is destroyed or discarded before the End of Combat step?**

A: No. For example, if a player defeats Gata the White Death, Gata is discarded during the Resolution step and does not resolve its "End of Combat" effect.

**Q: Where do Reward Event cards go when they are destroyed?**

A: They are placed in the Event card discard pile.

**Q: If a player generates influence to trigger a card ability such as the "Darnati Warrior" ability, can he save excess influence to pay for abilities on another card?**

A: No. Influence generated to trigger an ability must be spent immediately, and any excess influence cannot be reserved to trigger another ability.

**Q: If a unit is immediately wounded when played, such as by the "Mind Riders" or "Blood Fury" Event cards, can it be chosen to be wounded for the purpose of other card effects?**

A: No. A wounded unit cannot be chosen to be wounded again.

**Q: If a wounded unit is removed from combat by an effect such as the "Warlock Chieftain" ability, is it still destroyed?**

A: No.

## FACTION CARDS

**Q: Can a "Flesh Ripper" be wounded by its own ability?**

A: Yes.

**Q: When resolving the "Warlock Chieftain" ability, does the player place the "Warlock Chieftain" and one other friendly unit on the top of his deck?**

A: No. The player places **only one** friendly unit on top of his deck; the "Warlock Chieftain" may be that one unit.

**Q: If a player plays "Storm Sorceress" as a Card action and does not exhaust it to generate influence, is it still destroyed at the end of the turn?**

A: Yes.

**Q: If a player plays "Storm Sorceress" into a combat, can he exhaust it to generate influence?**

A: No. "Storm Sorceress" can only generate influence if it is played as a Card action, which a player cannot do during a Combat action.

## NEUTRAL CARDS

**Q: Are the "Naga" and "Demon" only able to trigger their effects once due to the "once per card per round" rule of abilities?**

A: No. The "once per card per round" rule only applies to abilities with the **When Played**, **Resolution**, **End of Combat** and **Action** keywords.

**Q: Is a player required to wound a unit in order to play "Summon Lightning"? Can he play the card if the opponent has no units to be destroyed?**

A: A player may play "Summon Lightning" even if he doesn't have a unit to wound, and he may play it even if the opponent does not have a unit to be destroyed.

## SCENARIOS

### RUNEWARS

**Q: Can a player have more than one Dragon Rune Power card?**

A: No. If a player gains a second Dragon Rune Power card for any reason, he must choose one to keep and remove the other card from the game.

**Q: Are Dragon Rune Power cards dealt faceup at the start of the game?**

A: Yes. Dragon Rune Power cards are open information and are always faceup.

**Q: Can “Tact and Diplomacy” be used when defending a city?**

A: Yes.

**Q: In what order do players resolve “Barbarian Invasion?”**

A: Beginning with the first player and proceeding clockwise, each player may destroy as many Gold cards in his hand as he wishes. Each player only has one opportunity to destroy Gold cards in his hand.

**Q: If two or more players tie when resolving “Barbarian Invasion,” which player resolves the card first?**

A: Tied players resolve the card in clockwise order, beginning with the first player.

**Q: If a player has no units remaining in combat, can he still gain bonus strength from the effects of “A Time for War” or “Tact and Diplomacy?”**

A: Yes.

### THE CATAclySM

**Q: When “Holy War” is in play, are players limited to replenishing their hands to four cards at the end of the Event phase (in addition to at the end of each turn)?**

A: Yes.

### THE MONUMENT

**Q: When resolving “Thieves’ Guild,” is each player required to choose an option that he can fully resolve?**

A: No. Each player may choose either option even if he can’t fully resolve it. Once a player has chosen an option, he must resolve it as fully as he can.

**Q: If “A Change of Seasons” is resolved multiple times during a game, does the turn order reverse each time?**

A: No. “A Change of Seasons” causes the turn order to resolve in counter-clockwise order for the rest of the game. It does not switch back to clockwise turn order.

**Q: If a player wins a combat against a city that “Dar Hilzernod” is on, does “Dar Hilzernod” remain on that city?**

A: Yes.

**Q: If the first player does not control a city when “Dar Hilzernod” is drawn, where is “Dar Hilzernod” placed?**

A: If the first player does not control a city when “Dar Hilzernod” is drawn, the player to his left places “Dar Hilzernod” on his own highest influence city. If that player controls no cities, “Dar Hilzernod” moves to the next player in clockwise order and so forth until it is placed. In the unlikely event that no players control any cities when “Dar Hilzernod” is drawn or defeated, the first player places the card on the highest influence city in the central play area.



# OATH AND ANVIL FAQ

This section answers frequently asked questions about the *Oath and Anvil* expansion.

## GENERAL

**Q: Can the Orc player perform a Spend Gold action and choose not to purchase any cards?**

A: Yes.

**Q: If a mythic unit is destroyed while it is in a player's hand, is it discarded to the player's discard pile or returned to the barracks?**

A: A destroyed mythic unit is always discarded to the discard pile instead of returning to the barracks.

## FACTION CARDS

**Q: When a player uses the "Vampire" ability, is he required to declare how many cards he will reveal before revealing any cards?**

A: Yes.

**Q: When the "Guardian" effect is triggered, which unit is wounded: the "Guardian" or the unit that would have been destroyed?**

A: The unit that would have been destroyed is wounded. The "Guardian" is only wounded by this effect if the "Guardian" itself was the unit that would have been destroyed.

**Q: Can a player use the "Guardian" effect more than once during a combat?**

A: Yes. Like the Naga and Demon, the "Guardian" effect does not have a keyword, so the "once per card per round" rule does not apply.

## NEUTRAL CARDS

**Q: Does "Promise of Riches" reduce the cost of only a single unit card?**

A: Yes. Each "Promise of Riches" that a player destroys reduces the cost of a **single unit card** by one during a Spend Gold action. For example, a player may purchase two "Necromancer" units for a total of five gold (instead of six) if he destroys one "Promise of Riches" card. If he destroys three "Promise of Riches" cards, he can purchase two "Necromancer" units for a total of three gold.

**Q: If a player plays "Stasis Rune" into a combat and his opponent then plays a "Forest Guardian" or "Demon," is that unit destroyed?**

A: No. If the opponent's next unit card played into the combat cannot be destroyed, "Stasis Rune" resolves without effect. It does not affect any subsequent units played into that combat.

## SCENARIOS

### ASCENT OF THE OVERLORD

**Q: At the end of the Event phase, do the players replenish their hands before resolving the "Renegade Oracle" effect?**

A: Yes.

### THE QUEST FOR POWER

**Q: The "Marauders" Event card instructs tied players to secure landmarks in counter-clockwise order. Which player chooses first?**

A: The tied player to the right of the first player chooses first. As a result, if the first player is one of the tied players, he will choose last.

### RESURGENCE OF THE DRAGONLORDS CO-OP VARIANT

**Q: How many players does "Dragonlord Kraxonis" attack during the Event phase?**

A: One. As described in the rules for this variant, any effect that targets each player targets only one player instead.

