



FAQ and Errata version 1.2  
February 25, 2005

Following are the frequently asked questions, errata, and clarifications for the RUNEBOUND 1st Edition board game.

## ERRATA

### (v1.1) Allies

Heroes are now limited to 2 Ally cards in the same way they are limited in the number of Weapon and Armor cards they may carry.

### (v1.1) Attacking Other Heroes

At the end of each round of combat between Heroes, the attacker becomes the defender and vice versa.

## SPECIFIC CARD CHANGES

### (v1.1) Mirror of Shael

Card ability should now read: “Before Combat: Activate and take 1 exhaustion. Until the end of this combat, your enemy takes 1 wound every time your Hero takes 1 or more wounds as the result of a magic combat roll.”

Since this is a fairly complicated ability, here’s a brief explanation of how the Mirror now works: Every time your hero takes damage as the result of a magic combat roll (including if he fails a defend roll during the magic phase, or if he’s hit by a magic attack during “Before Combat”), then your enemy takes 1 wound.

### (v1.1) Rune Plate

Card ability should now read: “**Any Phase:** Once during “**Before Combat**” and once per combat round, you may cancel 1 wound being inflicted on your Hero.”

### (v1.1) Shield of Light

Card ability should now read: “Activate to cancel 1 or 2 wounds being inflicted on your Hero and inflict 1 wound on your enemy.”

### (v1.1) Staff of Light

Card ability should now read: “Before moving, activate to discard all wounds and exhaustion from your Hero or one of your Allies.”

### (v1.1) Touch of Death

Card ability should now read: “**Before Combat:** Activate and take X exhaustion to make a magic attack. If you succeed, inflict X wounds on your enemy.”

### (v1.1) Wings of Regiroth

Card ability should now read: “Before moving, activate to move up to 4 spaces in any direction instead of rolling movement dice.”

## (V1.1) CLARIFICATION ON CARD TIMING

There has been some confusion over which card abilities can be used when. 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 occur during any Phase, including “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 wound being inflicted on your Hero.” so it can only be used when 1 or more wounds is being inflicted on your Hero.) This should be clear from the context of the card ability.

### (v1.2) No More Business as Usual

Some cards provide “discounts” to buying items. When the blue event “No More Business as Usual” is active,

apply any discounts after doubling the cost of the item to be bought.

## FREQUENTLY ASKED QUESTIONS

### Allies

*(v1.1) Q: Does an Ally's attack replace my Hero's attack?*

A: No, each Ally may attack once during the round in addition to your Hero. So, if you have 2 Allies, you may attack during all 3 phases – once with your Hero, and once each with your 2 Allies.

*(v1.1) Q: When an Ally is used to attack and misses, who suffers the damage?*

A: The Ally.

*(v1.1) Q: Can allies use weapons or other items?*

A: No, not unless the item specifically permits an Ally to use it. Currently, no items allow this except for a few healing items such as the Staff of Light.

*(v1.1) Q: How many allies may attack in a single phase of a combat?*

A: You can only attack with either your Hero or one Ally each phase. In other words, one attack per phase at most.

### "Before Combat"

*(v1.0) Q: If you make and fail an attack "Before Combat," do you take wounds from your enemy (as if you made and failed an attack during combat)?*

A: No.

*(v1.1) Q: Can items like the Golden Skull (from Golden Skull Wielder) be used with "Before Combat" attacks? Because it doesn't list a phase.*

A: Items without a listed phase (see previous page) are always either on or are used in response to an event (such as a magic attack). They can be used even during "Before Combat," unlike items with, for example, the "Magic:" tag.

### Bonuses (Stacking and Multiple Items)

*(v1.1) Q: Can a hero have duplicate items, e.g., Gauntlets of Shadow and use both copies of the item at once?*

A: Yes, they stack with each other. If it bothers you, pretend it's one really good pair of gauntlets.

*(v1.1) Q: Can bonuses be stacked? For example, does a character with both Gauntlets of Shadow and Cloak of Deception get +6 to Sneak tests?*

A: Yes. Bonuses can stack.

*(v1.1) Q: Can I use two weapons in the same attack and stack the bonuses from them? E.g. could I use my Bow of Bone and my Great Bow on the same ranged attack to get +3 to the attack roll and +1 to the damage?*

A: Yes. That is correct. This can seem a bit silly, but just pretend that the two bows are just one really good bow with the abilities of both.

*(v1.2) Q: Does this mean that the "Thieves' Guild Contact" card (from the Shadows of Margath expansion) can steal "stacked" items?*

A: No. The Dragon Runes have no cost, so you cannot do this.

*(v1.2) Can you use the "Thieves' Guild Contact" card (from the Shadows of Margath expansion) to steal Dragon Runes?*

A: No. The Dragon Runes have no cost, so you cannot do this.

*(v1.1) 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 is never affected unless explicitly stated.

*(v1.1) Q: Do experience counters give a bonus to damage for attacks made using the attribute they boost (i.e. does a +1 to Body give +1 damage to melee attacks)?*

A: No. Again, damage is never affected unless explicitly stated.

### Canceling Wounds and Exhaustion

*(v1.0) Q: Some Heroes and Allies (such as Mad Carthos) are required to take wounds or exhaustion in order to use their abilities. If you cancel those wounds or exhaustion (by using armor or some other ability), can you still use the ability?*

A: No. You must pay the cost of the ability (wound or exhaustion) 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.

*(v1.1) Q: Does the act of preventing/canceling a wound negate the special ability of cards like Hungry Dead? Is it as though the wound never happened?*

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

### Knock Outs

*(v1.0) Q: If your Hero is knocked out, do you automatically discard all wounds and exhaustion from that Hero?*

A: Yes.

*(v1.1) 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, such as Lord Margath.)

*(v1.1) 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.

### Movement and Terrain

*(v1.0) Q: Are some spaces on the board multiple terrain types?*

A: There is one space on the board, adjacent to Tamalir (on the upper left side) that is both a road space and a river space. All other spaces are one single type of terrain. (The space three spaces northeast of Tamalir is a forest space, even though there is a small bit of river showing in the space.)

*(v1.1) Q: Can a player elect to not move and instead encounter the token or enact a Market step by standing still?*

A: Yes. You do not have to move out of a space and back into it to trigger the Adventure or Market steps of your turn.

*(v1.1) Q: The rules say you can stop on an adventure space and not encounter the adventure. If so, the turn ends. Is this really intended to mean that you can't enter a town with an adventure without beating that adventure?*

A: Correct. If you don't beat the adventure, you can't go to the market, since presumably the townsfolk are all hiding out.

### Player Vs. Player Battles

*(v1.0) 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.

*(v1.0) Q: When one Hero attacks another, when does the defender roll the die?*

A: During each phase of combat, the attacker first declares if he is attacking or defending. Then the defender adds any modifiers from card effects (such as weapons or runes), rolls the die, and adds his appropriate attribute to determine the attacker's target number for that phase. Finally, the attacker likewise adds any modifiers, rolls the die, and attacks.

*(v1.0) Q: When one Hero attacks another, if there are attacks before combat, does the defender roll the die and add it to his appropriate score (the same as during combat)?*

A: Yes. Note that if the defender in the combat has a "Before Combat" attack, his opponent must roll first to determine the target number (as described above).

*(v1.1) Q: When someone gets knocked out in a PvP fight and the winner takes one item/ally, can the winner browse through the activated cards of the loser before choosing? These are face down and the winner may not remember which one is which.*

A: Yes, the winner can browse the loser's face down cards and look at them before deciding.

### Undefeated Adventures

*(v1.0) Q: When you place an undefeated Challenge card on the undefeated Challenge track, do you remove all counters from the card?*

A: Yes.

*(v1.2) Q: How do you resolve "Forsaken Vampire" and "Werewolf of the Moors" cards (from the Shadows over Margath expansion) if you fail those challenges?*

A: These cards are exceptions to the rules. If you fail either of these challenges, you follow the text on the card. Thus, if you are knocked out by either challenge you take the card to denote that you are a vampire or a werewolf – you do not place the undefeated challenge on the undefeated challenge track. However, if you successfully escaped either challenge, the challenge would be added to the undefeated challenge track.

### Other Topics (Including Specific Cards)

*(v1.0) Q: Can you use a card multiple times for the same effect if it doesn't specifically say how many times it can be used? For example, the Ally "Rune Seeker" reads, "Take 1 exhaustion to cancel 1 wound." If I take two wounds can I have the Rune Seeker take 2 exhaustion to cancel both wounds?*

A: Yes. Remember, however, that a card can only be activated once per turn, and that a "Before Combat" ability may only be used once before combat.

*(v1.1) Q: (Doom at the Crossroads) If a character encounters one of Vorakesh's ghoul patrols and gets into a fight and wins, does his turn end, or may he continue his movement?*

A: He may continue his movement.

*(v1.1) Q: (Kral the Bone Lich) Kral says, "During combat, you may discard this card instead of making a magic attack to inflict 1 wound on your enemy." 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 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.

*(v1.1) Q: (Lady Cathori) It would seem that you roll the test on each ally's Spirit score not the hero. But the fact it has "Diplomacy" in the test, and allies don't have skills, would also suggest you make the test with your hero. Which is correct?*

A: The allies make the test. Although allies currently don't have skills, some allies in a future expansion may have skills.

*(v1.1) Q: (Brother Against Brother) Say I wanted to buy 3 allies. Do you just make one test, or test for each ally, and if you fail you can't have that particular ally? The card says, "if they fail this test, they cannot hire AN ally this turn." Does this mean if I fail, I can't try and get any more allies this turn?*

A: Correct. Make one test for the opportunity to hire allies this turn. If you fail, you can't hire any allies this turn.

*(v1.2) Q: (Strange Tales and Ill Omens) How do you resolve this card? Do you: (a) draw a card and place it on the Tamalir market stack and then select a card to add to your inventory, or (b) do you draw a market card and add it to the Tamalir market stack as per the event card, draw an item card as the rules describe (Step 4: Market), and then select a card to add to your inventory?*

A: The correct way to resolve this card is (b).

*(v1.2) Q: (Brood of the Bloodmother) I defeated the Brood of the Bloodmother challenge and took the card. My Hero has no wound counters on it, however. Can I discard the Brood of the Bloodmother just to get an additional card on the Doom Track?*

A: Yes, you may. Of course, you won't be able to remove a wound counter later on.

*(v1.2) Q: How does "No More Business as Usual" interact with "Thieves' Guild Contact" (from the Shadows of Margath expansion)?*

A: "No More Business as Usual" doesn't affect "Thieves' Guild Contact." If you discard "Thieves' Guild Contact" while "No More Business as Usual" is in effect, you still need to pay the printed cost on the item you are stealing plus two additional gold.

*(v1.2) Q: What happens when "Defiance in the Face of Darkness" is replaced with another event?*

A: Any remaining face down cards are turned faceup and become part of their respective town's market stacks.