

WIZ-WAR™

ERRATA AND FAQ VERSION 1.1

This document contains errata and clarifications for *Wiz-War*.

ERRATA

On page 6 of the rulebook, in the first numbered list in the first column, the second item “2. Move and Cast” reads that a player can “attack one enemy.” It should read, “make one attack.” A player can only attack once per turn (but the attack can be against multiple enemies or against an object).

In the entry starting with “**Adjacent:**” in the second column of page 9, the phrase “(even diagonally adjacent)” should be deleted.

The last sentence of the first column of page 10 of the rulebook says, “Squares can be diagonally adjacent.” It should say, “Squares cannot be diagonally adjacent. Only squares with a common shared borderline can be adjacent.”

In the rules booklet diagram on page 10, the central Clear LOS arrow (the one moving directly right to left through the middle of the sector board) should stop in the center square just before the red door (instead of passing through the red door).

The “Mist Body” card reads, “While this spell lasts, you can pass through anything but stone walls and stone blocks.” It should read, “While this spell lasts, you can pass through or over any object without effect, except for walls and stone blocks (both affect you as normal).”

FAQ AND CLARIFICATIONS

The following is a catalog of clarifications and frequent questions about playing *Wiz-War*.

Q. Why do some item cards (such as the “Bloodshard” and the “Fire Cloak”) not have corresponding object markers?

A. Most common items have corresponding object markers. However, some of the more rare items have not been given such markers. In the very uncommon situation when such a rare item is dropped by a wizard, simply use another convenient token to track the dropped rare item.

Q. Why do the walls on the game boards have a white outline while the walls in the diagrams in the rulebook do not?

A. The diagrams in the rulebook picture an earlier version of the game boards. The actual published versions of the game boards have walls outlined in white.

Q. In the “Moving, Attacking, and Causing Damage” diagram on page 8 of the rulebook, how is the red wizard passing through the green door?

A. The diagram neglected to mention that the red wizard is carrying the “Master Key” item card, which allows her to unlock the door.

Q. Does dropping an object use up movement points?

A. No.

Q. Does picking up a treasure use up movement points?

A. No.

Q. Can you use more than one energy card or Magic card that has an energy value per action (to boost movement or to boost a spell)?

A. No. You cannot use more than one card with an energy value to boost a single action or spell. Certain cards, such as the “Add” spell card, allow a player to break this rule.

Q. How does holding a door open work?

A. A wizard who wants to hold a door open can only start this action during his own turn, and the door remains open until his next turn. A wizard cannot open or close the door out-of-turn. If he's forced away from the open door or is killed, the door closes automatically the moment that the wizard is no longer adjacent to the door. Opening or closing a door costs 0 movement points.

Q. Can a wizard close a door that another wizard is holding open?

A. No. If a wizard is holding a door open at the end of his turn, the door stays open until that wizard's next turn unless he is moved away from it or is killed.

Q. When targeting a wall or door, do you need line of sight to the center of it or only to any part of it?

A. You must have line of sight to the center of it. (Incidentally, a wizard has line of sight to walls up to 3 squares from his square for walls parallel to his corridor – after that, columns will interfere.)

Q. If the red wizard in “Big Man Form” moves and pushes the green wizard through a “Wall of Fire” created by the blue wizard, killing the green wizard as a result, who gets the victory point?

No one. In order for killing a wizard to provide a victory point, the wizard must be killed by damage dealt by an attack spell (with the attack symbol) or by an action or effect specifically designated as an attack. The “Wall of Fire” dealt the damage that killed the green wizard, but it is not an attack spell or an action or effect designated as an attack, so no one receives a victory point for the green wizard's death. No one ever receives a victory point for a wizard killed by damage from a “Wall of Fire,” regardless of how the wizard was moved through it.

Q. What spells can be cast while other spells are still resolving?

A. Only counter spells and spells whose function requires that timing can be cast while another spell is resolving (e.g., “Add” and “Around the Corner”).

Q. If more than one player wants to play a counter spell at the same time, who has priority?

A. When there is a conflict, spells are cast in turn order starting with the player whose turn it is (i.e., the active player).

Q. Some cards have more than one type (e.g., counter and neutral). What type of card are they counted as?

A. Cards are only counted as the one type of card they are used as. For example, “Pain Link” cast as a counter is considered a counter for its entire duration, not a neutral spell. “Pain Link” cast as a neutral spell is only a neutral spell, not a counter.

Q. Does “Wall of Fire” stop line of sight?

A. Yes. All walls block line of sight, including “Wall of Fire,” unless a card or effect specifically states otherwise.

Q. The “Destroy Wall” spell causes wizards or creatures adjacent to the targeted wall or door to suffer 2 damage. When a wall or door is destroyed by suffering sufficient cracks, do adjacent wizards or creatures suffer 2 damage?

A. No. The 2 damage caused by “Destroy Wall” are part of the spell's effect. Destroying a wall or door through other means does not cause damage unless a card or effect specifically states otherwise.

Q. Does “Full Shield” protect against damage from “Boomstone”?

A. No. “Full Shield” only cancels spells targeting you. It provides no protection against “Boomstone,” “Dagger,” “Large Rock,” or other item cards, as they are not spells.

Q. The “Featherweight” Magic card reads, “damage done to you moves you back...” Similarly, “Waterbolt” can knock a target back. What does “back” mean in these instances?

A. Moving “back” means moving away from the caster of the attack.

Q. If a wizard under the effect of the “Featherweight” spell suffers damage and is moved past a closed door, can the wizard open the door?

A. No. A wizard cannot open a door while resolving the effects of a spell or item, regardless of whether the door is locked or unlocked. However, the wizard could pass through a door that is already held open.

Q. If a wizard under the effect of the “Featherweight” spell is moved as a result of damage from a “Lightning Bolt,” but does not lose any life, is the affected wizard stunned?

A. No, the wizard has to actually lose life from the “Lightning Bolt” to be stunned.

Q. When using a spell or item, when do targets have to be selected or choices made (e.g., with the spell “Zot!”)?

A. Targets must be selected and choices made immediately when the spell is cast.

Q. Are Magic cards with the mundane trait spells?

A. No. As a result, they are “played” not “cast.”

Q. Can a wizard in “Werewolf Form” or “Slime Form” play and use item cards?

A. Yes. He can also play cards with the mundane trait, as they are not spells.

Q. When can “Wall of Earth” be played and how long does it last?

A. It is played in response to an attack or an attack spell, and it lasts for the length of that one attack (such as the entire duration of a “Lightning Bolt” spell). It can block the movement of a “Lightning Bolt,” movement caused by “Waterbolt,” and (when played in response to an attack) movement as a result of “Featherweight.”

Q. If a wizard carrying a magic stone is hit by a “Fireball” spell but all the fire damage is prevented (for example, by a “Shield” spell sufficiently boosted by an energy card to reduce the damage to 0), is the magic stone destroyed?

A. No. A wizard carrying a magic stone has to actually lose life from fire damage for the magic stone he is carrying to be destroyed.

Q. Does the “Homunculus” spell protect against damage caused by being adjacent to a door or wall destroyed by the “Destroy Wall” spell?

A. No. “Homunculus” only protects against line of sight attacks that target the wizard maintaining “Homunculus,” so it provides no protection against damage from “Destroy Wall” because that spell targets the wall not the wizard near it. Also, “Homunculus” suffers no damage from effects that are not line of sight attacks against the caster, so “Destroy Wall” cannot damage it.

Q. Does “Visionstone” work through a wall that borders two sectors?

A. Yes, the wall is treated as a normal wall.

Q. Does “Visionstone” work through an outer wall at the edge of the game board?

A. No, those walls are impenetrable. If a wizard created a wall blocking the exit (to a portal or another sector through wraparound movement) in an outer wall, “Visionstone” would work through that.

Q. Does “Visionstone” work through columns?

A. Columns are considered to be part of the wall they are attached to, so “Visionstone” allows a wizard to cast through 1 wall and the 2 columns connected to that wall.

Q. When a wall or door is created, are columns created, too?

A. Only in the following circumstance. If a wall (of any kind) or a door is created and, as a result, a column that was previously destroyed because it was freestanding is no longer freestanding, the column is recreated as well. The usual rules for columns apply to the recreated column, and the column is immediately destroyed if it become freestanding again.

Q. Can a wizard use “Create Wall” to create a wall blocking the exit in an outer wall?

A. Yes, but the wall is destroyed if either the sector with the exit or the sector the exit leads to is rotated.

Q. Where does “Lightning Bolt” start?

A. It starts at the center of the caster’s square and moves out, but it does not affect anyone in the start square on its way out. The movement of “Lightning Bolt” is counted from the center dot of a square to the center dot of the next square (from 1 dot to the next is 1 square of movement). If the bolt hits a wall at the borderline of the start square, it bounces back and does affect everyone in that square on its return trip. (That would count as 1 square of movement.)

Q. If a “Lightning Bolt” hits a wizard twice, but the wizard casts “Shield” boosted by a card with a 3 energy value (so the “Shield” can reduce 5 damage to 0), how much damage does the wizard take?

A. The “Lightning Bolt” is one attack and source of damage, even though it causes damage to the wizard twice. The “Shield” reduces the 3 damage from the first hit to 0 and reduces the 3 damage from the second hit to 1.

Q. What effect does a wizard under the effect of “Big Man Form” have on a wizard under the effect of “Mist Body”?

A. The wizard in “Big Man Form” cannot attack the wizard under the effect of “Mist Body,” but otherwise affects him normally (i.e., blocks his movement, pushes him, etc.).

Q. Can a wizard under the effect of “Mist Body” be damaged?

A. Yes. The wizard cannot be attacked and does not suffer damage from attacks, but can be damaged from other causes. For example, “Destroy Wall” can damage a wizard under the effect of “Mist Body” because it is not an attack, but “Psychic Storm” cannot.