

RUNEBOUND®

FREQUENTLY ASKED QUESTIONS

VERSION 1.0 - UPDATED JUNE 2016

ERRATA

- ✦ The Shadow King adventure card requires an action to explore, and thus should have an action symbol (➡) before the text "Explore the Mountains of Despair."

RULES CLARIFICATIONS

ATTACK

An attack is a combat action (including a surge ability) that has the potential to deal damage when it is triggered. It does not matter if damage is actually dealt with the ability or not; it is still considered to be an attack.

Example: Master Thorn's ability Mind Meld is not an attack because it does not deal any damage when it is triggered. Lyssa's Stalk Prey ability, however, is an attack because it has the potential to deal damage immediately upon being used.

FREQUENTLY ASKED QUESTIONS

Q. Can I play this game solo?

A. While it is not an officially supported mode, the game can be played solo if you make all of the choices for the enemies in combat. Similar to when fighting against another player, enemies should always resolve their combat tokens in a way that is most detrimental to their foe. If you draw a card that requires the presence of another hero (such as A Game of Wits) merely discard it and draw a new one.

Q. Can I shop from anywhere on the board using the Black Market skill card?

A. Yes. You do not have to be in a city, or any other specific hex, in order to shop as if you were still in a city of your choice.

Q. Do I need to spend a terrain die showing water to move out of a water hex?

A. No. You only need to spend a die that matches the terrain you are moving into. Water is only spent to move into a water hex or to cross a river.

Q. What happens if I am defeated in combat with the villain?

A. You are eliminated from the game.

Q. Can I use Master Thorn's Mind Meld ability after he takes damage that defeats him?

A. No, once he is defeated you can no longer use his abilities.

Q. Can I spend magical and physical damage at the same time?

A. No. Each symbol type is its own combat action.

Q. Do I have to pay the surge cost for the ability I choose with Vorakesh's Raise Dead ability?

A. No. You just resolve its effects.

Q. Can you barter with another hero in the middle of your move action?

A. Yes. You can barter at any time you are in the same hex as another hero.

Q. Can Laurel of Bloodwood use her Pathfinding ability to reroll a terrain die that is not part of movement or exploration (e.g., like on the adventure card Young Dragons)?

A. Yes. Any time Laurel rolls terrain dice for any reason, she can use her Pathfinding ability to reroll all of them.

Q. When an ability allows me to recast a token, can I recast my spent tokens?

A. No. You can only ever recast a spent token if an ability explicitly refers to spent tokens.

Q. Do villains use all seven combat tokens, including the master token?

A. Yes. Villains are master enemies.

Q. What happens if I am defeated through a card ability, and not through taking damage in combat?

A. Whenever you are defeated through a card ability you take damage equal to your remaining health, and must spend your next action to rest.

Q. Can I use the Conversion skill card to deal damage to an enemy even if there is not a single damage symbol in its pool?

A. No. There must be a single damage symbol to remove or the damage cannot be dealt.

Q. Can I split the 3 actions required by the Hero of Forge story card over two turns?

A. No. The 3 actions must all be spent at the same time.

