

WIZ-WAR™

ERRATA AND FAQ VERSION 1.0

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

ERRATA

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).

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.

