

RUNEWARS

ERRATA AND FAQ 1.2

February 1, 2010

This document contains errata and answers to frequently asked questions for the *Runewars* board game. Newest additions are in **red**.

ERRATA

Map tile areas “6D” and “3C” should each list 1 Giant as their starting neutral units (instead of 2 Giants). The only map tile area that should be set up with 2 Giants is “2A”.

The game comes with 24 Quest cards and 8 hell hound figures (not 23 Quest cards and 4 hell hounds as listed in the rulebook).

The definition for control of a home realm area in the rulebook should say: “Players always control areas in their home realm unless enemy units or an enemy stronghold is present.”

The “Allied Units” section of the rulebook should say: “If these allied units are ever in an area not controlled by the player, then the units stop being allied to him (**except during a battle**).”

FREQUENTLY ASKED QUESTIONS

Q: Why don't my mountains stick to my map board tiles?

A: The mountains are not expected to be held in place while not on the table under a map board piece. The bottom lip of each mountain piece secures them as long as their map tile lies flat on the table.

Once the game is over, store the mountains separately in the box to prevent them from being damaged. If you want your mountains to stick permanently to your map board pieces, apply a very small amount of glue to the top of the mountains' bottom lip, insert it gently into the map board piece, and hold until the glue adheres. Be aware that gluing the mountains to the map boards will make the game slightly harder to store.

Q: During setup, which resources do players use to recruit units?

A: Each player recruits units using all three of his resource types.

Q: If a player attacks an area containing an enemy stronghold and 0 enemy units, does a battle take place?

A: Yes. However, most steps of the battle will have no effect except for Tally Strength and Resolution.

Q: How do abilities that require a unit to retreat in the middle of the battle work (such as the Sorceress special ability)?

A: The retreating unit is no longer considered to be participating in the battle, and must immediately move out of the area (following normal retreat rules). Since it is no longer in the battle, it will not draw fate cards or count its strength.

Q: Do Reanimate units gained during battle by a Necromancer special ability persist after the battle?

A: Yes.

Q: Does a Siege Tower's special ability work even if it is later destroyed or routed during the battle?

A: Yes, its +2 strength is still added to the battle even if it is later destroyed or routed.

Q: What happens when an attacking Pegasus Rider uses his special ability to route a Berserker who is also using its special ability?

A: Even though they are both the same initiative, the attacker's ability is resolved first. Any routed berserkers may *not* use their special ability (which requires them to be standing).

Q: When a Necromancer uses its special ability can the player destroy friendly Reanimates in another area to create Reanimates in the battle?

A: No. Units may only be voluntarily destroyed when recruiting units as specified on page 31 of the rulebook.

Q: What happens when a special ability instructs a player to “destroy 2▲ or 1■” when he only has 1▲ and 1■ in the area?

A: The player must destroy 1■ since this is the only option that he can **completely** fulfil. If 1▲ is the only unit in the area, he would destroy it (he cannot completely fulfil this card so he fulfills as much as possible).

Q: Can units move through areas containing friendly activation tokens?

A: Yes.

Q: What happens when every player bids 0 in an influence bid?

A: Ties are broken as normal, with the player with the most remaining influence deciding who wins the bid.

Q: How does the “Power for the Pious” Season card work?

A: In effect, every player *except* for the lowest bidder gets 1 dragon rune token. The area in which each token is placed is chosen by the lowest bidder.

Q: What happens when resolving the “Threatened Home Realms” Season card if there are not enough friendly or uncontrolled areas not containing rune tokens?

A: This card is resolved in standard play order (lowest numbered initiative card first). Each rune token that cannot be moved (because there is no valid area) simply remains in its current area of the player's home realm.

Q: What happens when the attacker has more than 8 units in the area when a “Tactical Retreat” Tactics card is used?

A: The attacker may retreat his additional units as if he had won the battle.

Q: When a player fails to complete a Quest card, is it discarded?

A: No. He only discards the card if he completes the Quest, or the card specifically instructs him to discard it.