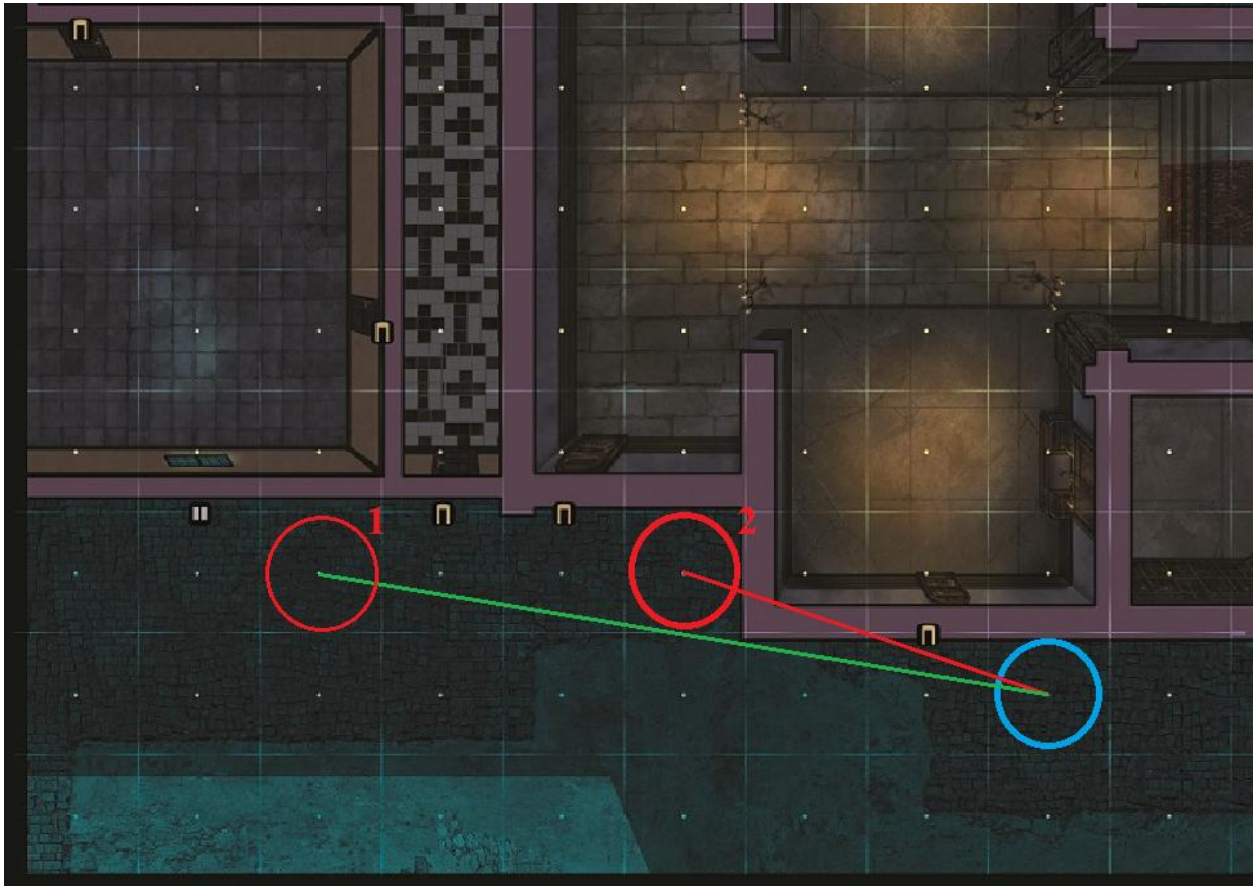




Errata ENG
July 2020

1. Rulebook:

- **p. 8: Card Phase** - Remove the sentence 'This step is skipped on the first turn of the game.'
The Card Phase is conducted in every turn of the game.
- **p. 32: Beg for Mercy** - The sentence: This skill may not be attempted against evil characters, should read as follows: This skill may not be attempted against evil characters or those that are not human.
- **p. 33: Natural** – The rule should read: This item may not be removed from the owning Character (although it still may be ignored by special rules). You may not parry with a weapon with this skill.
- **p. 25-26: Line of sight and cover** - We introduce an additional rule that solves situations where a Character cannot shoot at the enemy, because the line of sight passes through the field with another enemy character, which in turn cannot be a target. A similar rule already exists in the game for monsters occupying more than one square:
'Enemy and neutral Characters the line of sight to which is blocked do not obstruct line of sight. Applying this rule can lead to a situation where one character sees the other, but not vice versa. In this situation, the principle of line of sight reciprocity should be ignored.'



Example:

The blue Character can shoot at red Character 1, despite line of sight passing through a square occupied by another red Character. Red 1 cannot shoot at the blue Character for the fear that he may hit red 2.

If a blue Character occupied the square occupied by red 2 then blue Character would not be able to ignore it.

2. Playbook:

- There are no rules in the book concerning what happens when a Character with a scenario item leaves the board. After a discussion, we decided to introduce the following principle:

'Unless the scenario requires a character or item to be taken off the board:

- when the Character that grants points leaves the board or
 - when the item that grants points is taken off the board
- points for the scenario are scored by the opponent.

Example:

In the 'Forest Fray' scenario the Red Player must have the ring at the end of the game to fulfill the objective. If his Character, carrying the ring, leaves the board then the points are awarded to the Blue Player. If a blue Character takes the ring and leaves the board – points are awarded to the Red Player.'

- **p. 4-5 Additional equipment** – Poison counters granted by the Poisoner skill and potion counters granted by alchemy are treated as additional equipment, with all consequences and limitations.
- **p. 28 'Attack at Dawn' scenario** – contrary to what is suggested by the text if a red Character leaves the board with the letter, he does not fulfill the objective (after all the action takes place in an area controlled by the blue band)
- **p. 28 'Attack at Dawn' scenario** – we decided to change paragraph about killing prisoner: Guard and prisoner: these Characters are not placed on the board at the beginning of the game. When any red or blue Character enters any space of the room they are in, place both Prisoner and Guard on marked spaces. Prisoner may not be activated until he is freed (You can place Locked marker on his card to mark that he is tied). Freeing the prisoner is a Partial Action that can only be taken by an adjacent red Character. It does not require any test. Tied prisoner automatically passes all Fortitude tests that would cause him or her to surrender and leave the game.
When blue kills (even by accident) or successfully seduces prisoner before he is freed, the player gets no point for killing enemy Character. In addition if red player hadn't Free the prisoner objective, than red gets 2 points (valuable prisoner was killed and blue supervisors are not happy with that).
- **p. 32 'Blood on the Streets' scenario:** Due to numerous comments by the players w change the following fragment:
'Players take turns setting up a market in the indicated area. Starting with the Red player, each places 2 stalls, and one of each single crate and crate stacks.'
to:
'Players take turns setting up a market in the indicated area. Starting with the Red player, each places 2 stalls, and one of each single crate and crate stacks. The terrain elements placed cannot be adjacent to one another, unless there is no other way to place it.'
- **p. 32 'Blood on the Streets' scenario:** Courtesan (scenario Character) automatically passes all Fortitude tests that would cause her to surrender and leave the game.

3. Character and equipment cards:

- **Blood Kiss** – Apart from the Ghoul skill, the Character also receives bonuses and penalties for characteristics described in the Blood Kiss rule.
- **Gerard** – instead of one-handed Weapon, there should be a two-handed Weapon icon (as on the Silver-coated Longsword card)
- **Catalina** - instead of two-handed Weapon, there should be a Polearm icon (as on the Halberd card)
- **Die Zauberflote** – the cost in kreutzers is a mistake. When fielding a Basilisk or Lindwurm it is enough to pay their cost in gold, ignoring the cost in kreutzers.
- **Sacred Bullets, Holy water** – Evil or chaotic characters cannot have them. In their hands these items just do not work.

4. Faction cards, spellbooks etc.:

- **Bohun's Rebels** – The card should not include the Ambidextrous skill.
- The Battle Frenzy skill is missing:
If this character performs an Induce Rage Partial Action (it may be performed while engaged) or receives 4 or more Wounds, it is considered under the influence of Battle Frenzy until the end of the game (even if it later heals). The effects are as follows:
1. The character receives Berserker special ability and is treated like NPC with Attack objective. It remains a part of your band and attacks the opposing band, treating them as

enemy.

2. The character's Fortitude becomes 3.

3. The character receives +1 Combat Total bonus.

4. The character suffers 1 fewer wound from each close combat. This reduction happens after armour and cannot reduce wounds below 1.

5. The character's Fencing is reduced to 0 and they may not use Parry tokens.

- **Veterans of the Tercios** – The card should not include the Sneaking skill
 - The Buckshot skill is missing:
On a Triumph in the shooting test, increase the damage by 4 instead of 3.
- **Quick Reference Sheet** – There is a mistake in the Retreat description. The Strength test should have DL 5, as in the Rulebook and not DL 6.
- **Necronomicon and Hollenzwang** – there is a mistake in the Huictgaras spell. It requires a black king, as in the example. In general no spell has the same cards for successful and unsuccessful casting.

5. Changes in special rules:

- **Ambush** – Before the game starts, during setup, you may choose not to deploy this character normally. Instead, you may deploy it during any Action Phase, after all other characters have been activated (including the last model of the player with fewer models, who may normally keep passing the opportunity to activate).
 - This Character must be placed on a space that would be legal to enter (e.g. not blocked or deep water space). It must be outside enemy Line of Sight. For this deployment Characters (enemy, own and neutral) do not block LOS.
 - The character can be placed in enemy LOS, but must be at least 12 spaces from the enemy. Each level of Stealth and Inconspicuous reduces this distance by one space. For example, a character with Inconspicuous: 1 and Stealth: 2 can be deployed in the LOS and a 9 spaces away from the enemy.
 - A Character with this skill must be deployed at least 7 spaces from any space holding or marked as possibly holding a scenario item or scenario Character. This limitation is in force only regarding the space on which the given item or Character starts the game and remains in force even if the item/Character leaves this space. This distance is reduced by 1 every turn, this means that in the second turn the Character may be deployed 6 spaces from the scenario space; 5 spaces away in third turn and so on.

This character must then activate immediately.

If several players has Characters with this skill then they deploy them alternately, starting with the player with Initiative. If any player decides not to deploy his Character (passes) then he may not deploy any Characters with this skill in this turn.

- **Demonic Seduction** – This skill is used as the Seduction skill (see the Rulebook p.33), but after the demon is removed from the board it is not considered as killed. Instead put this demon on its card in the Shadowlands. Demon may seduce both men and women. For the purpose of seduction treat it as having gender opposite to the target of seduction (for the purpose of Seduction skill and skills of seduced Characters). This skill can be successfully used only once per game. After the first successful seduction it cannot be used until the end of the game.
- **Ghoul** – This Character does not count as human for the purposes of special rules etc, however he may have additional equipment cards. It may ignore any penalties and limitations imposed by Night rules. It receives a -1 penalty on all tests while within range 3 of a Character with the Faith skill.

[Comment – thanks to allowing Ghouls to use additional equipment the Cardinal may equip his musketeers with better cartridges, musket rests etc.]

- **Blood Kiss [X]** - The Vampire receives X Blood Kiss cards, which may be placed on any human Character (not a Demon, Vampire, Werewolf, Ghoul, Beast etc.). The target Character receives indicated modifiers to its attributes: +1 to the death threshold, +1 to Strength and +1 to Agility (Strength and Agility may not exceed 3 due to this effect), and receive the Ghoul special rule. However being a Ghoul has its drawbacks. Ghoul is completely dependent on the vampire's blood. His will is completely broken, he loses faith, becomes unnaturally pale and starts to have nervous twitches, also he is unable to focus on any task requiring concentration. For game purposes Fortitude, Intelligence, Charisma, Faith, Inconspicuous, Poisoner, Sorcery, Alchemy, Divination and Exorcism of the Character drop to 0 and may not be increased by any means. The Characters alignment changes to Chaotic, any rules concerning gender do not apply to it anymore. One Character may receive at most one Blood Kiss card. It is not an item card and the attributes are changed for the entire duration of the game.

[Comment – this rule has been greatly expanded to better reflect the characteristics of the ghouls. The list of disadvantages is very long and as a result, despite the advantages and loyalty of the ghouls, Richelieu still uses human helpers like Milady or Rochefort]

FAQ

Question 1: What happens if we kill our own unit, e.g. a monster that we have lost control over? Who gets points for killing it?

Answer: These are two different questions and not a good example. You cannot attack your own models - only enemy or neutral Characters. Scenarios say that you only get points for killing an enemy model. In the described case, the monster over which you lose control becomes an Independent Character, so nobody gets Victory Points for killing it (unless the scenario states otherwise). Similarly, if we accidentally kill our own Character (e.g. while shooting into CC). In this situation, no one gets the points (the shooter does not get points because he did not kill an enemy, the enemy does not get them, because he did not kill anyone). One exception to this is when the character escapes off the table and fails the Morale test. Then it normally grants points to the opponent.

Q2: Fatal attraction [Character] – if the [Character] is killed then the Character with the Fatal attraction enters Battle frenzy... But Battle frenzy can only commence if the Character lost 4 wounds or used a partial action. In case of Fatal attraction do we move immediately to the Battle frenzy part?

A: In this case the Character with a Fatal attraction [Character] skill enters frenzied state described in the Battle frenzy skill only when [Character] dies, but does not get the Battle frenzy skill (ie. cannot induce Rage or get into frenzied state when wounded).

Q3: Freikugel - can you use it more than once? Is Johann the only one that can use it and does he pay 1 Kreuzer for it?

A: Freikugel is ammunition and like all ammunition can only be used once per game (Ammunition, Playbook p. 5). At the moment only Johann can use this equipment, provided he pays 1 Kreuzer for it.

Q4: What happens to scenario items when the Demon or Vampire carrying them disappears from the board into the Shadowlands or Domain?

A: They stay on the board where it was before disappearing. Demons and Vampires cannot take to the Netherworld any items that are not magically associated with them (read - they are not in their inventory).

Q5: 'Blood on the Streets' scenario (and similar), 'Blow them to pieces' objective. The enemy sets light to the barrel (3 fuse counters are placed on it), but the game ends before the explosion due to alarm counters. Did the enemy fulfill the objective?

A: No. The explosion must take place.

Q6: Can you reinforce a joker (or with a joker) in opposed tests? In case of unopposed tests it is clearly stated. In opposed tests there is an information that 'reinforcing cards have the same value as in unopposed tests'.

A: No. You may not.

Q7: Is this a legal move for a Character with Agility higher than 0? Can a Character with Agility of 0 perform a Leaping maneuver?



A: Yes. Character with Agility higher than 0 may move in this way. Characters with Agility 0 may perform a Leaping maneuver (by moving along the blue route over an open space – Rulebook p. 20).

Q8: When a Character with Agility higher than 0 moves diagonally between his teammate and a wall does he have to pay 2 movement points for pushing through?

A: No, he does not.

Q9: Can a Character with Agility higher than 0 move diagonally between an enemy and a wall (of course assuming that the enemy is engaged and the Character is able to move)?

A: Yes.

Q10: Demons, Werewolves, Vampires, that is non-humans in general, can't have equipment bought for Kreutzers - Playbook page 5. But can you buy equipment for Kreutzers for their weapons? Can they use special ammunition?

A: No, you may not purchase any equipment for them or for their weapons.

Q11: Who from the Cardinal's Men faction may purchase additional equipment for Kreutzers? Can Ghoules purchase it? Or only those that are not granted the kiss?

A: As You now can purchase additional equipment for Ghouls, You may give it to any Character in Cardinal's Men band.

Q12: Do tables and other Elevated boundaries grant cover and -1 shooting modifier? I looked in the Rulebook for anything that would solve it and did not find it. Are lines of sight normally passing over the elevated boundaries?

A: No. Such boundaries do not grant cover. Line of sight pass over them normally.

Q13: Are there any rules governing terrain placement by players (and if so - where)? 'Blood on the streets' scenario says something about players placing terrain tiles.

A: There is no separate section for terrain placement, as it is placed by players only in the Blood on the Streets scenario and only in a specified area, not on the entire board. In this scenario, players alternately place one terrain element, starting with the red player (whenever there is no certainty as to which player should be first, the Red Player always performs his actions first). The terrain elements placed may not touch one another unless there is no other way to place them. Each player places 2 stalls, 1 chest and 1 stack of chests.

Q14: When do you check if the band has enough Connections points? Before choosing a hero or after a team is constructed. Here is an example: El Capitan requires Connections 1 but grants Connections 2 himself, can he be hired as a mercenary using his own Connections?

A: To be able to field a Character that has a cost in Connections, you must have another (one or more) that grants Connections (Playbook p. 4). There is no order to settle this. Just like the cost of a character in gold, you must have the right amount of Connections for each character you field. They must be different Characters, of course, El Capitan does not grant Connections for his own recruitment, but you can, for example, field El Capitan (Connections cost of 1; grants Connections 2) and Elena (Connections cost of 2; grants Connections 3) because each of them meets the conditions given in the rules. You can field El Capitan because you have Elena and Elena because you have El Capitan. And then you will still have 2 Connections points left for other characters.

Q15: In the Viennagate scenario, can a Character with Agility higher than 0 pass between stalls the corners of which are touching?

A: No.

Q16: The Unarmed card. It is shown in the Rulebook but there is no such card in the cards set.

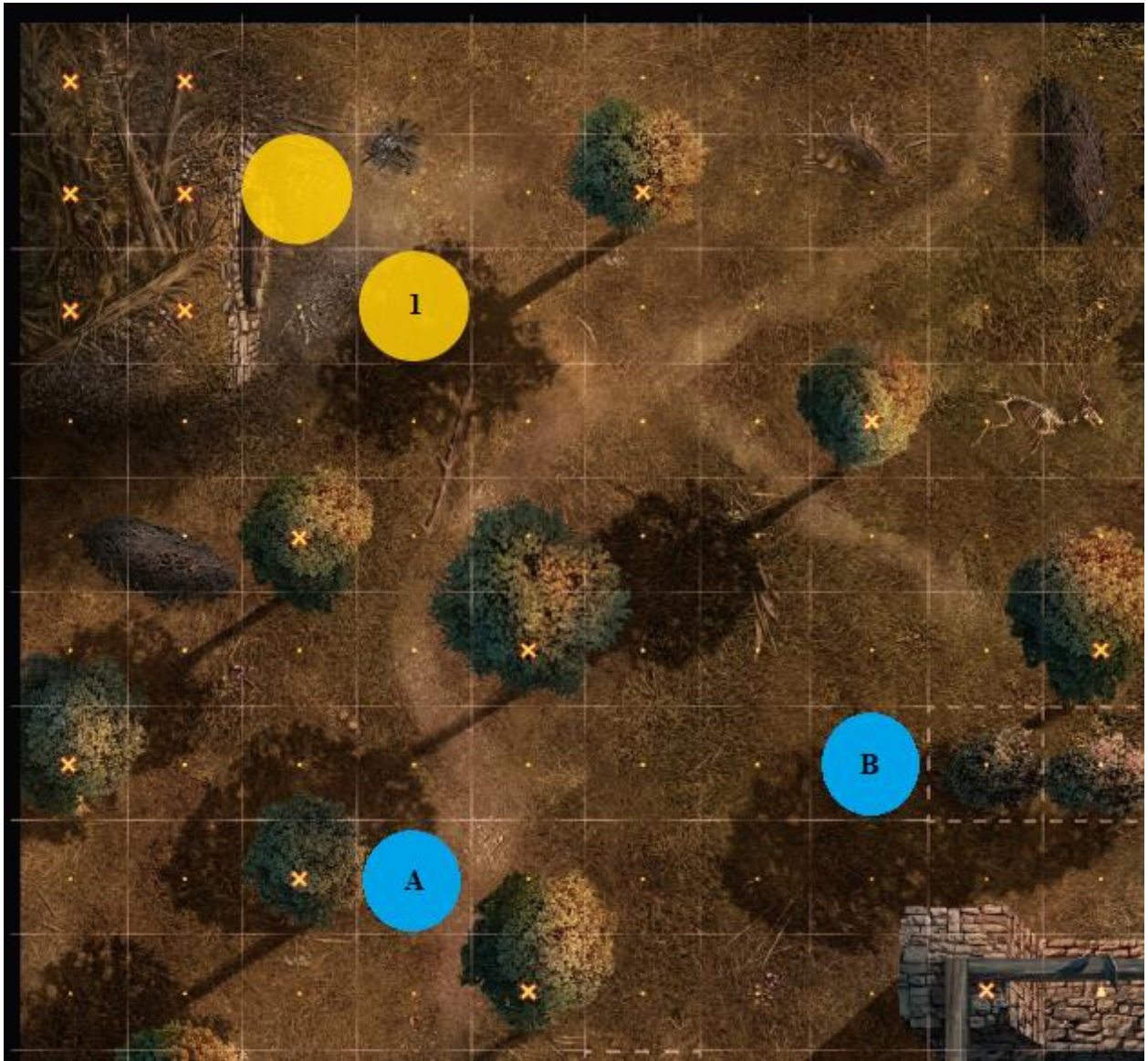
A: Yes. Due to production reasons and the fact that this card is rarely used in the game we decided it makes little sense to put it in the box.

Q17: The 'Forest Fray' scenario. If any player enters the movement range of one (and only one) of the bandits, do the bandits change the NPC algorithm from defense to attack together or individually?

A: NPCs always act individually, do not support each other in combat and react separately.

Q18: - NPCs change the action algorithm from defense to attack when a Character enters their range of movement. Reading it literally: the Character is 4 spaces from an NPC. Is that the intention? An NPC could attack an opponent from a distance of 5 spaces - 4 spaces of movement to be adjacent to the opponent (5th space).

A: What counts is the actual distance in spaces needed for the NPC to close with the opponent in one move and tie him in combat. In the example below. Character A is 5 spaces from Thug 1, Character B is 4 spaces from him. However, since the Thug has Agility 0, only character A is within his movement range - i.e. only this Character can be reached and engaged in combat.



Q19: Is spell casting an attack? There is no [attack] keyword. Does it cause the loss of Inconspicuous?

A: Casting spells is not an attack. You can also cast spells on your own Characters. Mages do not have Inconspicuous skill, but if they obtain it (e.g. with a Disguise) they do not lose it as a result of casting spells. Magic in Anno Domini is largely invisible. There are no spectacular effects – lightning bolts, fireballs etc. so the target may not be aware of someone casting a spell on it.

Q20: Is it possible to shoot in such a situation? What about moving? How many Movement Points do you have to spend and is it possible to run?



A: No. Neither blue nor red can shoot. As the Line of Sight passes through 3 obstacle boundaries. One should remember that rules allow to ignore the obstacle by the shooter* (thanks to this somebody, for example behind a balustrade can shoot without penalty, but is shot at with a penalty), but only if the Line of Sight passes through 1 Obstacle. Here it passes over 3 obstacles so the red Character cannot make use of this possibility.

*'The shooter may ignore the Obstacle boundary he is adjacent to if it is the only one the LOS passes through.' (Rulebook p. 18)

When moving through bushes the red Character must spend 2 MP for each boundary of the Obstacle, so moving to space 3 will cost him a total of 6 MP. You can run through Obstacles, but you need a LOS to run. In this situation, it is blocked, so spending by 4 MP the red Character will only reach space 2 and end his activation. In the next activation, he will have to spend another 2 MP to

move from space 2 to space 3, but he will be able to declare the Run Action (1 or 2 boundaries do not block LOS).

Q21: I have 3 cards on my discard pile – two Jokers and an '8'. In combat I play an '8'. I lose the combat and want to Parry. After a lost fight cards used go to the discard pile. What happens first – reshuffling of the deck or the Parry test?

A: Reshuffling of the deck is first and Parry test afterwards.

Q22: Can you have more than 7 cards on your hand? In the drawing rules it is clearly stated that when drawing more than 7 cards you should choose and discard down to 7. Some other rules are similar – e.g. in the Divination Table it says 'draw a card and discard down to 7'. While the additional cards drawing rule for each faction (on Faction Cards) does not state this.

A: You may not. 7 is the maximum number of cards you can have in hand and additional card drawing rules on Faction Cards do not increase this limit. If any rule states that you may draw more than 7 cards the after the draw you should discard as many cards as is necessary to have 7 in hand.

Q23: Do demons count towards the maximum band size?

A: Every model counts. Demons also. There must be a note clearly stating that the Character is not counted towards the band limit (as in case of scenario Characters). Demons or monsters are neither mercenaries nor faction Characters or Locals etc. while they are still members of the Band.

Q24: Do the modifiers from the shield card add up with other armor?

A: No. Shields are not armour as they do not have the Armour rule. Shields are weapons – they require 1 hand to use them, while the values on the card by specific colors indicate the damage dealt when the shield is used to hit somebody. The Brawl skill is used then (marked on the shield card). This use is hypothetical but if it is possible then it is marked on the shield card.

Q25: According to the rule on his Faction Card Richelieu can field characters from faction other than his opponent's faction if he places 2 Bloody Kiss cards on them. How about mercenary and shared (mercenary/faction) characters?

A: This rule applies only to factional Heroes. It is not possible to place mercenaries or Characters with a divided coat of arms (mercenary / faction) to skip their draft. Richelieu fields all mercenary (and mercenary/factional) characters just like any other Band. He must draft them normally (as long as players use draft rules) and pay for them with Connections. A mercenaries thus placed may be granted a Bloody Kiss card in order to change their stats.

Whether or not to field Characters from another faction is decided normally - after all Characters have been drafted. They take the slots marked on the card as 'Any hero'.