

RUNEBOUND®

FREQUENTLY ASKED QUESTIONS

VERSION 1.1 - UPDATED JANUARY 2019

The following are frequently asked questions, errata, and clarifications for *Runebound* and its expansions. **Content added in this updated is marked in red.**

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.”
- ◆ From the *Unbreakable Bonds* expansion, on the Searching for the Cure scenario card, the second bullet describing active plague should read: “A hero in a hex with an active plague may spend 1 ➔ to quarantine that plague and flip it back to its dormant side.”

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.

ENEMIES AS STORY QUESTS

Some enemies appear on story cards with the “Story Quest” label. These enemy cards describe how a hero can engage the enemy in combat. When one of these enemies is defeated in a combat, it is discarded from the story quest track. When one of these enemies defeats a hero in a combat, its card stays on the story quest track and all damage is removed from it.

FREQUENTLY ASKED QUESTIONS

Q. Can I play this game solo?

A. The *Unbreakable Bonds* expansion adds rules and components for solo and cooperative play.

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. What happens if I trigger Master Thorn's Mind Meld ability more than once in a single combat round using a skill like Jack of All Trades?

A. When Master Thorn takes damage, he deals his foe an equal amount of ✨ damage for each time Mind Meld has been triggered this round. For example, if Mind Meld was triggered twice in one round, each time Master Thorn takes damage that round, he would deal twice that amount in ✨ damage back to his foe.

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.

Q. When using the skill Inner Fire to trigger the **♣** ability on my hero, do I have to spend the **♣** shown on that ability?

A. No. Inner Fire triggers the hero's **♣** ability directly, so you do not need to pay the **♣** cost of that ability.

