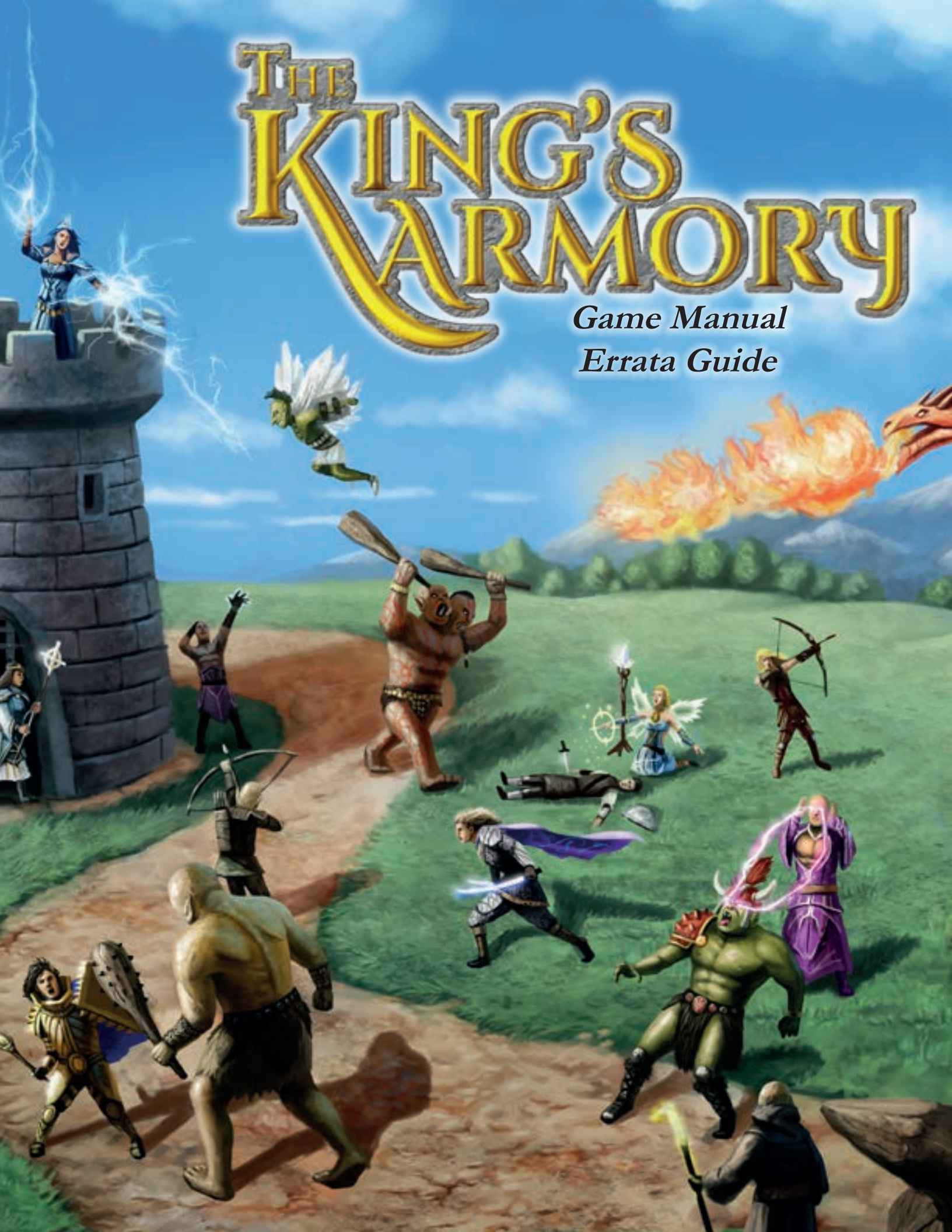


THE KING'S ARMORY

*Game Manual
Errata Guide*



SECTION E2: ENCYCLOPEDIA ERRATA

Your source for updated errata for all of your expansion Heroes, Monsters, Deck Cards, Terrain Tiles, etc., and the wealth of new abilities, terms, and fun they bring with them.

As expansions are released, these pages will have new sections added.

So if there's a term on your game piece that is not found in the core manual, here is where you'll find it.

Cannon Fire:

- A Row is any set of spaces from border to border, traced orthogonally, Parallel to the Castle Gate.
- A Column is any set of spaces from border to border, traced orthogonally, Perpendicular to the Castle Gate.

Character Types:

- Alexian the War King, Artaxerxes the Jester, Asphar the Barbarian, Eligor the Avenger, and Robin the Hood count as a Offensive Characters.
- Rhette the Pirate counts as a Utility Character.

Cheat & Steal:

- During the first 2 Waves this may be very difficult to do as Thematic Rules force her to attack.
- The roll for Cheat & Steal is not a Hitroll, and thus Hitroll bonuses do not affect her chances.
- During "Jump Start" & "Single Wave Play" having Rhette as a played Hero adds +1 Reward Card if starting at Wave 4-5, and +2 Reward Cards if starting at Wave 6 or 7.



Counter Attack:

- Counter Attacks are Attacks that can be made during the Foe's turn as a Passive Action.
- Counter Attacks are only granted when attacked and successfully Damaged by a Foe within Range of the Ally's Primary Attack.
- Counter Attack Hitrolls are at -4 and cannot Crit, unless otherwise stated. Hitrolls of Auto remain Auto when Counter Attacking.
 - There is a Maximum of 1 Counter Attack per Ally per Round.

Crit Range Auto:

- A Crit Range of Auto automatically Crits on a successful hit.

Dancing Whip:

- The indicated -2 penalty to Hitroll applies only the specific Foe Tanked in this way.
- Can be combined with Telekinetting.

Dimensional Compass:

- If drawn by Bolesław, in a 1 Hero Game, he may choose to place it on the bottom of the Equipment Deck and redraw.

Distract(ion):

- Causes -X Hitroll to all Foes at the stated Range.



From the Rich:

- During "Jump Start" & "Single Wave Play" having Robin Hood as a played Hero adds +1 Coin Card if starting at Wave 3-4, +2 Reward Cards if starting at Wave 5-6, and +3 if Starting on Wave 7.

Forced Movement:

- When a Character, usually a Foe, is forced to move backwards via Knockback, a Reinforcement Card, or otherwise.
- Upon reaching an Entrance they will bump forward to the first available space.
- Foes tanked when forced to move still move. All stated rules for tanking assignments regarding "still tanking" and "freed tank numbers" still apply.
- Forced Movement affects Indestructible Foes.
- Teleport Foe, the Psionicist ability, counts as Forced Movement, but may not be used against Indestructible Foes.

Grapple:

- If a Grappled Monster begins to fly, Asphar goes up with it. In this event, treat it as an Untankable Monster with regard to Grapple. While in the air in this way Asphar cannot Tank any other Monster, and cannot Attack Ground Foes with Melee Attacks, but may attack Flying Foes in Range.
- When Teleporting a Foe Asphar is Grappling, Teleport Asphar too; spaces remain relative. If this causes Ally stacking, Asphar will not be Teleported, and the Grapple is ended.

Hailstorm:

- Only damages those present at the moment it was played.
- All Characters, even those that enter after it was used, are penalized by the Slow effect.

"Invisibility is a great way to toy with the foes. Plus, it will keep you alive longer, while increasing the ease of defeating them."

Ice Blade:

- Asphar's Scimitars can only be affected by Ice Blade or Enchant Weapon (from Boleslaw), never both. If Asphar turns his Scimitar to an Ice Sword after it was Enchanted, the Enchantment ceases to grant its bonus, as the attack is now "Supernatural" and can't be enchanted; this will not grant an additional use of Enchant Weapon this round as it has already be used.

Incite Chaos:

- The targeted Foe follows their usual Attack Priority Rules selecting Foes instead of Allies.
- The affected Foe gets a full attack, including "Special Attack Types", such as ## Damage, and #x# Hitroll.

Ineffective Actions:

- Cannot be used (to waste Action Points).
Examples: Slowing a target that already has 2 Slow Tokens; Teleport Foe vs. a Foe at the Entrance; Heal Ally to an Ally with full HP.
- Moving only 1 Space at a time is acceptable.

Invisible:

- When Invisible, you can't be the target of an attack, but can still be hit by AOE's. If you would normally be the target of an attack (according to their Attack Priority Rules), the Foe will skip you and go to the next target on the list.
- When Invisible your next Attack Option is at +8 Hitroll, and your Crit Range for that single attack increases by +2. This bonus does not apply to Special Actions unless the Special Action counts as a Primary Attack.
- Use of any Action other than Movement, including Tanking and other Passive Actions, immediately ends the Invisibility.
- Invisibility can be turned off at will as a Passive Action at any time.
- If Invisibility ends (or is turned off) after a Monster has ignored you on its Attack Priority, but before its actual attack is made, it will recheck its Attack Priorities, likely targeting you.
- Bosses can always "see" and target Invisible Allies.



Knockback:

- A target affected by Knockback is forced back a number of spaces along their route, equal to the number listed, to the furthest valid/empty space.
- Always Crit dependent.
- If the value listed is followed by a "+", ie: 2+, a n20 will cause Knockback so strong that it causes bump back for that Monster, instead of the usual "furthest valid/empty space".
- No effect vs. Siege or Bosses.
- Does not Override Tanking. The Tanking Character decides how far to let the Knockback go. If a Tanked Foe is willingly Knocked out of the Tanking Range of the Tanking Character, that Character's Tank # is freed for alternate use.
- Only applies if at least 1 point of Damage is Taken by the target. Therefore Foes immune to the attack dealing the Knockback are immune the Knockback.
- Counts as Forced Movement.



Knockback

Lightning Shroud:

- Midnight cannot use any other Special Actions (acquired by Equipment, etc.) while in the Energy Shroud.
- Makes Midnight immune to Burn and Burn Damage. If she is lit on fire before Energy Shroud is turned on, she remains on Fire, but will take no damage from it.
- When she turns Energy Shroud off, remove any Burn tokens on her.

Non-Resistible Damage Attack Type:

- Listed as a Grey "X" in the Attack Type.
- Follows the same rules as Supernatural Attack Types regarding counting Range. Thus, at Range 1, count as Melee Type would; at Range 2+ count as Ranged Type would.



Non-Resistible

Poison:

- Certain actions will cause the Negative Status Effect: Poison. Poison works exactly like Bleed, except that there is a



Poison

- maximum of 1 Poison Token at a time. Characters with a Poison Token are referred to as: on Poisoned.
- Poison can be preloaded for use later in the Wave, but wears off between Waves.
- The Giant Boulder is Immune to Poison.

Poison Dipped:

- When use on a Melee Attack Option, Poison lasts until that Attack Option successfully hits a target.
- When used on a Ranged Attack Option, Poison lasts for the next attack only, successful or not (the bullet/arrow is gone).
- Can't be used on Supernatural Type attacks.

Run on the Wind:

- When using this ability Valcor can use Guard Ally on Zoe, but the effects will only apply on attacks from Ground based Monsters; not Flying ones.

Specialty Wave Die:

- When subtracting, the minimum is always 1.
- When adding, the maximum is always 5.



Status Affected Allies:

- Most Negative Status Effects can be removed from Allies for a cost of 2 Actions. Allies that have only 1 Action Point may do so for 1.
- Allies may remove a Negative Status Effect from themselves, or from another Ally. To remove a Negative Status Effect from another Ally, the two Allies must be Adjacent.
- Stun cannot be removed.

Sweet Revenge:

- If hit by an #++ Damage, or a #x# Hitroll, Special Attack Type, Sweet Revenge only doubles the 2nd damage that occurred. ie: If hit by a 3+2 Damage attack, Sweet Revenge only doubles the 2nd Damage amount of 2 to 4; not both to 10.

Sword of Vengeance:

- Does not grant the ability to Counter Attack.

Teleport Foe:

- Even if 2 Psionicists are present, each Foe can only be Teleported once per Round.

Time Rift:

- If 2 Psionicists are present, they can affect a Single Ally once each, per round; but only once per Ally per Round per Psionicist.

Example 1: The first Psionicist can make a Valcor reroll a n4, then when he rolls a n2 instead, the other Psionicist can make him reroll a 2nd time.

Example 2: The first Psionicist can allow him to reroll a failed Mace Smash, while the other can allow him to reroll a Shield bash.

Example 3: After either of the above situations, when it becomes Midnight's Turn, both Psionicists are free to Time Rift for her anew.

Note: Affects a selected Ally, thus Hireables may be affected as well.

Tower Shield:

- The Tower Shield does not affect Valcor's Personal Phalanx.

Tunnel Terrain:

- Special Terrain Tiles that must be used as a pair.
- When a Monster enters the Tunnel (counting the Spaces with the Arrows as the last spaces on that Tile), they will immediately exit out of the other Tunnel, staying on their respective route (counting the spaces with the arrows as the first spaces on that Tile).

- Either Tunnel Tile can be used as the Tunnel entrance or Tunnel exit.
- All other rules for Monster Movement, including bump back, Teleportation, and similar effects apply.
- Allies may also use the Tunnel for Movement in this way.
- Attacks, on the other hand, from either the Foes or the Allies, may never reach through the Tunnel.

