Storm the Castle! **FAQ and Errata:**
V1.2
April 11, 2014 (changes from the previous version will be denoted in red).

Miscellaneous

- Pushing: As long as the unit is not destroyed by being pushed it resolves the push effect (i.e. slow, dragon balissta's unit ability, etc). For example, the Magenaught is "slow". It moves into a space but now wishes to move again. It first rolls for push damage. As long as it's not destroyed, it can move into that second space.

- + X Damage: Any ability, card, etc., that grants a bonus on damage <u>only ever applies</u> if you actually HIT the unit. Bonus damage does not count on a miss.

- Page 14, under Onward March-Moving and Attacking in the Keep Grounds: The bolding for the word "only" can cause confusion. Melee AND Ranged FD units may attack (see the paragraph under the graphic).

- Page 17, Move Lock: Move Lock only affects unit within the Castle. For example, if a FD unit is on the Ramparts and a Dark Force unit is outside the Dark Force unit is NOT considered to be Move Locked.

- Page 17, Battlefield Upgrades CANNOT be attacked even though they are listed as a Structure.

- Page 20, Castle Towers (CT): A unit on a CT has LOS anywhere where it can trace adjacent spaces to the target based on its range.

- Page 21, FAQ question 12: At the end of the sentence add: "and as such, is immediately destroyed."

Unit Traits:

- Large and Siege are traits found on your reference card for certain units. These traits are used by certain units and/or cards that affect units with these traits. Siege units cannot use ladders. For example, Smashing Knuckles of Hurtin' can be equipped to a Large unit for +1 gold.

- Slow is a trait found on your reference card for certain units. A Slow unit can only move 1 space unless it is pushed (see pg 20 for pushing)

- Damage Type: Some units cause a type of damage such as "fire". In future expansions, this damage type will come into effect. For now, ignore this damage type.

Towers:
- **How do you determine the "Start" space for counting range with units on top of towers for attacking into the battlefield?** The first triangle to the tower's side that is in front of the wall is

the first space for determining range 1. Then continue counting adjacent spaces (see rulebook for adjacent spaces) to your target.

Walls:

- **If a wall was destroyed and returned back to play (i.e. Emergency Walls) does it still count as a +1 vote?** No.

Reference Card:

- **What is are the symbols on a players reference card (i.e. the ladder, card back, foot prints with triangle)?** The ladder, card back, and foot prints are all reminders that you can buy a ladder, draw an extra card, and/or deploy in another player's start space for 1 gold.

Fear:

- If two fear causing units successfully fear each other they fight as normal meaning ignore the fear ability.

Da Mercs:

Place any "Da Mercs" unit cards face up so all can see. Any player may purchase this during their purchase phase. Once a Merc is bought he cannot be bought again. A killed Merc is not available to be purchased again and considered out of the game.

Event Cards:

- **You MUST have an Event card do an effect if possible.** For example, if you use Knight's Charge you must choose a path that contains at least 1 unit and not an empty path.

- **Saboteur Raiding Party:** This should say "Battlefield Upgrade" not "Battlefield Location".

Fantasy Defenders:

- On page 14 sentence 3, under Onward March-Defender's Actions, to clarify: A FD unit that has a legal target must be activated first. Meaning, no FD units can simply be activated to do nothing (i.e. not attack) if they can. FD units are meant to be used to protect the castle and imminent threats.

Fantasy Defender Heroes:

- **Archpriestess:** Her +1 Armor and No Fear DO NOT stack with the ability she gives other FD units.

Equipment:

- **Does equipment return to my pile of tokens if my unit is destroyed or I unequip it?** Yes and can be purchased again if you have the right equipment card.

Turn Order Token Misprint:

- **Why do I have different numbers on my turn order tokens?** This was a misprint. Either use the non-flat side of the token as the right side, mark out the wrong side, or d/l the tokens from our website and affix it to the back of the token.

Dark Forces:

- Dark Force Champions: You can only summon your champion if you have his Power Card in your hand. Pay the champion's cost, then you may deploy the unit.

- Arcanists: The Witchling's ability only applies to herself.

The Green Tide:

- Pirate Ale: The ability of Pirate Ale can be played any time before a battle if currently equipped to your unit. Equipment must first be bought and attached to a unit to gain its abilities.

- Big Chief: If using Spinning Doom, ANY adjacent unit (friend or foe) is hit.

Arcanists:

- **Why don't the Arcanists have more "kill" spells?** The Arcanists were never meant to be a "battle magic" faction. You'll notice they're spells are more subtle and less aggressive than the Fantasy Defenders. The Arcanists are a challenge to play but have very powerful spells and abilities that will win them the game. Don't forget to read your units very carefully and get the +2 draw battlefield location to really power up this faction. Remember STC has subtle strategies you'll want to discover and unlock.

Undead:
What is Dr. Fume's health? It is 2.

Misc. Questions:

- **It can be hard to hit/damage walls and other units because there are only two faces on a die that shows a hit. Why is this so?** True, this can be hard. This is why you want to use card effects that give you the most dice available to increase your chances of hitting. On the burst die, we included the critical effect which gives you bonus battle die to increase the odds. Additionally, most units are easily destroyed and walls only have 3 health – this effectively scales chance to hit and amount of damage needed to destroy the unit/wall.
- **How can I hit a unit on a wall or the wall itself?** This is explained in the rules but to clarify. A ranged unit can hit an enemy unit on the wall or the wall itself (assuming it's within range). If it

targeted a unit behind a wall/tower the enemy unit will gain a cover bonus. If you have a melee unit, it must be directly next to the wall to attack it. If the melee unit wants to attack a unit on the wall, it must have a ladder.

- **In a Two Player Game – if someone is the Boss it means I can't ever attack them can you explain this?** This is true and was put into play due to the difficulty of actually "storming the castle"