

HELLBOY: THE BOARD GAME

Official FAQ / Errata Document

Version 2.0 – 8th October 2019

Hello Agents!

This is our first update of the FAQ in quite a while – with The Box Full of Evil making its way out to Backers, we thought it was about time!

We've aimed to make this errata as thorough as possible, so although it looks like there's a lot here, most of it is edge-case stuff, or clarifying stuff that only a few people have had trouble with. We'd rather make this game as accessible as we can, even if that means a lot of pages in the FAQ!

If this is your first time reading this document, we'd recommend not reading the entire thing front to back. Instead, check out the errata (at the back) first, then maybe skim the FAQ section headers so you know what's in there – then dip into the FAQ if you get stuck during the game.

For those that have read previous versions of this file, you'll notice that additions or changes in this version are **denoted by orange text**.

If you're not sure about something and you can't find an answer here, please follow these steps:

1. Go to this thread on BoardGameGeek: <https://boardgamegeek.com/article/31687421>
2. Have a look and see if someone's already posted the question. If not, please add it!
3. If you don't have a BGG account and you don't want to make one, you can also contact us at <http://www.needycatgames.com/contact> (but we definitely prefer to keep questions in the BGG thread, if at all possible).

Thank you for supporting *Hellboy: The Board Game*, and we hope you enjoy it!

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Needy Cat Games*

GOT THE KICKSTARTER EDITION? READ THIS!

The first time you crack open your Kickstarter edition of the game, we recommend you check out the Wave One Kickstarter Breakdown document we've made, which can be found [here](#). You can also [watch this short video](#) if you'd like some visual help!

We've made these to help you figure out which components belong with which set (the core set, the expansions or the Kickstarter extras) and figure out the best way to approach the game. Also, it will help you identify the components which were upgraded from the retail set (Inferno, Insight, Impending Doom, Information Gathered or Clue markers).

We've only just got our hands on our own copies of the Box Full of Evil – we'll see about getting a Breakdown document made as soon as possible!

FREQUENTLY ASKED QUESTIONS

ACTIONS

Can an Agent make a Fight action if they don't have a Melee weapon?

Yes indeed! Check the difference between Fight actions on page 16, and Shoot actions on page 17. With Fight actions it says that if the Agent is carrying any Melee weapons, they can pick one to use; with Shoot actions it says that they're only available if the Agent is carrying any Ranged weapons. (You can always swing a punch, but mind-bullets are a little trickier...)

Can an Agent interrupt a Move action to make another action, then complete their move?

Nope! Actions are distinct and separate, and happen one at a time. Spend a cube, make an action. That means you need to complete the action before the next one is made (by you or someone else). So if you move one area then do another action, you've lost the second area of movement.

Note that this includes free actions. You can't move one area, Explore a new room then complete your move.

AGENTS

Does Hellboy need to spend an action cube to use his "Deep Pockets" card?

Nope! It's a freebie. You still need to do it during the Agent phase, though.

When Johann uses his Projection unique action, can he still make other actions as normal, or can he only act in the area where his action cube is placed?

He can still make other actions in the area his model is in. This is a slight abstraction, we'll admit! Originally we had it so that until the end of your turn you could *only* make Examine and Explore actions in the area with the cube, but between playtest feedback and the need to fit the text on the card (he's got two lengthy Unique Actions and not much space to fit them into) we simplified it down.

Another one regarding Johann's Projection. Can he do this even if there are enemies in his area, or the area he is projecting to? Do Frog Swarms in his original area and/or the area he is projecting to give downgrades? Can Agents in his original area boost his test? What about Agents in the area he is projecting to?

Simple answer here – as the rule says, he makes the action "as if he was in that area", so you literally treat him as being in the area he's projected to. Completely ignore the area his model is in. (If you're using the resin upgrades this might be more intuitive, as the square he was in will just contain an empty containment suit!)

This means that Enemies in his actual area are ignored*, Agents in his actual area can't boost his dice, etc. Enemies in the area he is projecting to are counted as normal for downgrades, and Agents in that area can boost his dice.

Oh, and enemies in your area do nothing to prevent either Projection or Examine actions, so the answer to the first question is a resounding "yes".

*If he's projecting to another area in the same room they'll still give one downgrade, as they're still in his room, they just won't give the *extra* downgrade for also being in his area.

Does healing restore Johann's Ectoplasmic Cohesion?

Nope! "Healing", in his case, mainly means repairing leaks in his suit – so it just removes wounds from his health track.

How do you resolve Liz's Flame Blast?

It's a ranged weapon, so you treat it as a Shoot action. This is *sort of* covered under Weapons on page 22 of the rules, but it's not incredibly clear, so we understand any confusion! In essence, you spend one action cube to make a Flame Blast attack, which lets you make a Shoot action that uses the Flame Blast as a ranged weapon.

Does Living Flame Unleashed come into play if an attack BOTH knocks Liz out AND pushes her Living Flame marker beyond the top of the tracker?

The Volatile rule applies even if an attack knocks Liz out. So the sequence would be:

- Liz suffers damage, which knocks her out.
- The Volatile Rule kicks in, advancing the Living Flame tracker.
- If this pushes the marker off the top of the tracker, it flips.
- The Living Flame Unleashed rule is enacted. Liz cannot suffer any more damage and cannot be stunned, as she is knocked out. This means that the condition for the second paragraph - "If this knocks her out" - does not apply, so she doesn't go kaboom. So you'd skip straight to the third paragraph, flipping the card and resetting the tracker.

This is what we call the "phew, that was close" outcome.

Do you roll for Lobster Johnson's "A Legend in Death" rule in *each* end phase while he's KO'd, or just the one at the end of the round in which he was knocked out?

Roll for it in each End phase while he's knocked out.

Does Roger have a Black FIGHT skill? What's going on there?

Nope – his FIGHT skill depends on his Living Spark starting card. Read that, and all should become apparent!

What does the Visitor's Glamour card do, exactly?

It removed his Target Priority marker from the track until another Agent suffers damage. As long as he doesn't have a marker on the track, he can't be chosen using Target Priority – so as long as there's at least one other Agent who's a viable target, he won't be targeted.

BACKUP AGENTS

If all Agents are knocked out, but there are still Backup Agents on the board, does this trigger the Confrontation?

In short, yes. Basically, if there's a Case File card in play that says "If all Agents are knocked out, flip this card", you'd flip the card in this situation.

Are Backup Agents counted as Agents?

Oh, boy. What I wouldn't give to have used a different word here! Hindsight's awesome, isn't it?

Here are some principles:

- When you're counting *the number of Agents* (e.g. when setting the Information Gathered and Impending Doom tracks at the start of the case, when creating the Encounter Deck, when resolving game effects that say "...for each Agent" (such as the Favour of Old Gods Deck of Doom card), **do not** count Backup Agents.
- As stated above, if all (non-Backup) Agents are knocked out, and Backup Agents still standing are ignored for purposes of Case File cards that flip when all Agents are knocked out.
- When Enemies are activated (either following their tags or a Boss Behaviour card), Backup Agents **do** count as Agents – so if a Minion has a Backup Agent in their area when they're activated, they'll make

a Melee attack. Remember though, they're always ignored when using Target Priority, so if there are any (non-Backup) Agents in their area, they're unlikely to be attacked.

- I'll add more of these if specific examples of grey areas pop up!

CASE FILES

Do the Case File numbers (i.e. Missing Persons is #252019) mean anything? Are you meant to play the Case Files in a certain order?

The Case File numbers are just there for Bureau purposes. Proper filing's important, y'know? You can play the case files in any order you wish, we just recommend Eviction Notice first as it's short, sweet and straightforward. (It's also covered in the tutorial, so that's a winner.)

In the setup for Case File #297556, "From Beyond the Stars" (Conqueror Worm expansion), it says that there are Encounter cards with "Nazi HQ" and "Generator Room" printed on the back. What do these look like?

They look just like normal Encounter cards, but on the back (with the young Hellboy illustration), just beneath the word "Encounter", you'll find the text as noted. Photo to the right for clarity!



CASE FILE CONSTRUCTOR

The board layouts on the Environment cards each show three coloured icons in different rooms. What are these for?

Sometimes they won't matter at all, so don't worry about them! If you need to use them, the Case File deck will very explicitly tell you to.

CONFRONTATION

By default, Confrontations end when there are no Enemies left on the board. If there are unexplored rooms, do they count as potential Enemies – i.e. do you need to explore them before the Confrontation can come to an end?

Nope! You just need to get rid of any Enemy models that are on the board.

When the Confrontation begins, does this end the current round?

Not automatically – however, read the Case File cards carefully. Many of the Confrontation triggers will say "skip to the End Phase", which effectively does end the round.

DAMAGE

What is a "hit"? For example, Hellboy's Pistol does extra damage as long as it hits the target. What does this mean?

Check the rules for Fight and Shoot action on pages 16 and 17 of the rules – as long as at least one damage is inflicted, the target has been hit.

When an Agent is targeted by a Ranged attack, and is in an area containing scenery, is the damage applied to the furniture before rolling DEFENCE, or after?

Make the roll first, figure out how much damage the Agent *should* take, then apply this to the scenery. If the scenery is destroyed, and there's damage remaining, apply it to the Agent.

When a character suffers damage, do you always reduce the amount suffered by their Resilience value / the result of a DEFEND test?

Nope!

Resilience is only applied when specifically stated. So mostly during a Fight or Shoot action. The same thing is true with **DEFEND** tests for Agents - you only make them when specifically told to, generally when an Enemy attacks you.

Things that ignore resilience / **DEFEND** tests include (but are not limited to):

- Damage caused by hurled characters.
- Damage caused by being hurled into scenery.
- Damage caused in the End Phase by Inferno markers.
- Liz's Immolate ability.
- Evading Enemies.
- Deck of Doom cards that inflict Damage (unless they specifically say otherwise).

HOWEVER!

When Johann uses his Possess action, the target enemy's Resilience **is** used. See "Enemies Attacking Enemies" on page 15 of the Rules.

DECK OF DOOM

Do all Agents have a Deck of Doom card?

Some Agents don't have cards. If you're playing an Agent who doesn't have a card, just don't add their card to the deck. They'll have a marginally easier time than other Agents!

The Rookie Mode card "Favour of Old Gods" says: "An Agent can discard a marker cube from this card after making a test to re-roll any one of the test dice." Can you discard multiple marker cubes to re-roll multiple dice? Can you re-roll the same die multiple times?

No to both – you can discard **one** marker cube per test to re-roll a single die.

The "Difficulty Settings" new rules card (KS Extras) states how many cards with the "Q" (grey) icon you should include in the Deck of Doom for various difficulty levels, and it seems to imply that you should only ever have 12 cards of that type in regular play. Is this right, or should you always use all available cards of that type?

As a default you should use all available cards, but remember that in the Kickstarter box you get everything all at once – see the first page of this document for our recommendation for how to break down what's in the box, and what order to play it all in. As such, when you play with the core set, you should just use the core set cards. Then, as you add expansions, add in any additional cards with the relevant icon.

The Deck of Doom cards with a grey Q icon are obviously the "generic" cards – they're always all included in the Deck of Doom. As you add more expansions you get more of these cards, so it's much more likely you'll draw one of these. This seems a shame. Is there any way around this?

The game plays perfectly well like this, but we understand that people might want to see more of the other Deck of Doom cards (i.e. the ones that are more tailored to the Case File). As such, here's an optional rule which you can use at your discretion! When assembling the Deck of Doom for a case file, shuffle together all of

the core cards (the ones with the grey Q icon) and deal out twelve at random. Add these to your Deck of Doom and return any others to the box without looking at them.

ENEMIES

With Bosses that take up the space of multiple characters, do they apply multiple downgrades to tests?

Nope – they still just count as one character for the purposes of tests.

Can Enemies open doors?

They cannot! They just follow the rules for how they're activated, as per pages 14 and 15 of the rulebook – and this should never involve opening doors.

If you need to place an Enemy in an area which is already full (because of other models and/or scenery), what do you do?

Place the Enemy as close as possible to the area where it was supposed to go - this usually means an adjacent area. The Lead Agent chooses the specific area, following this guideline.

What happens if an Enemy needs to move into an area, but can't because it's already full as described above? For example, a Minion with the Brawler tag should move towards the nearest area containing an Agent – what happens if that area's full?

Move the Minion as close as it can get to that area. As usual, the Lead Agent is free to interpret the detail as long as they follow this guideline. Bosses are a little different – see the “Missing Boss Movement Rule” in the Rulebook Errata towards the end of this document.

When a Boss spawns new Minions (due to a behaviour card or special rule), do these Minions activate in the same Enemy phase?

If you're following the normal activation order - boss first then minions - then yes! There's no distinction between enemies that have just shown up and ones that were there all along. However, if you were playing a case file where the Boss activates after the Minions – if such a case file even exists! – the answer would be no.

What do tags such as “Frog”, “Military” and “Arcanist” mean?

On their own, not much! They're mainly there for other rules to interact with. (For example, there might be a Deck of Doom card that lets all “Frog” enemies heal damage.) The only tags that have an explicit rules effect are Boss, Minion, Ranged, Cowardly and Brawler.

What does the “Fiend” tag mean?

Fiends are halfway between Minions and Bosses think of them as big, scary Minions and you won't go far wrong! Unless otherwise stated, they act exactly like Minions (some situations might give them a promotion, though, giving them a Boss Behaviour deck – in which case the rules will explain how this works.) Note, however, that unless they **also** have the Minion tag, they aren't affected by effects that specifically target Minions (for example, “All Minions suffer one damage”).

Can an enemy with the Ranged tag make a Ranged attack while there's an Agent in their area?

Nope – see “Activating Minions” on page 14. If an Enemy has an Agent in its area when it is activated, it makes a melee attack, regardless of its tag.

When a Boss is activated, do you just do what the Boss Behaviour card says, or does the Boss move as well?

You just do what the card says, and nothing else (unless a Boss specifically has a rule that says otherwise).

If there are multiple Bosses on the board and there are no instructions for how they act, how should this be resolved? For example, if a Boss has been placed on the board with an Unexpected Threat card, then the Confrontation begins, do they have two separate Boss Behaviour decks? If so, how do you build this?

In the rare event that a second (or third, or fourth!) Boss arrives on the board and the Case File doesn't specifically give you instructions for how to deal with it, add any Boss Behaviour cards to the deck for the new Boss that aren't already in there. At the start of the Enemy phase, the Bosses are activated in the order that they were placed on the board – the one that was on the board first goes first, and so on. Each time a Boss is activated, draw a card from the deck and check its icon; if it does not match one of the icons on that Boss' card, discard it and draw another.

Oh, and good luck. You might need it.

If a Boss draws two or more Behaviour cards when they are activated (which happens in some Case Files), does each card count as a separate activation? For example, the Illusion card says "When the Boss is next activated" –if this was drawn first, would it trigger as soon as the next card was to be drawn?

Yes, each one counts as a separate activation.

Does Nimue's The Vessel special rule activate if she's been defeated and removed from play?

Nope! You killed her in time. Well done.

The Giant Frog Monster has a Ranged Attack stat, but none of its cards make it perform Ranged attacks. Is this a mistake?

The Ranged Attack stat is in there just in case there's ever a situation where the Giant Frog Monster would be able to make a ranged attack – it just doesn't happen by default. If you'd really like to see it spitting venom at Agents, shuffle the "Ranged Attack" Boss Behaviour card into its deck along with the rest of the cards – this gives it a small chance of happening.

In some Case Files, the board is split into two distinct areas which the Agents can move between by spending actions. Can Enemies move between the board sections?

No, they can't. They're easily confused, and terrible at navigating.

EXPANSIONS

When I play Case Files from an expansion (such as The Conqueror Worm), do I just use the Deck of Doom / Encounter cards with the Conqueror Worm logo, or the ones from the core set as well?

The intention is that the cards with an expansion icon are shuffled into the core decks when you introduce that expansion. If you then add another expansion later, it's up to you whether you want to remove the Conqueror Worm cards or leave them in.

We recommend that you leave all the expansion content in the box at first, and play through the core game by itself – then introduce the expansions one at a time. See the "Kickstarter Backers" note at the start of this document for more information.

ENCOUNTER CARDS

What are Sinister Birds? They're mentioned on several of the Encounter cards.

They're part of the BPRD Archives expansion – you'll find a rules card in there. If you're seeing these and you're not sure about how they work, that sounds like you haven't split your boxed set into the Core Game and its Expansions. Check the first page of this document for details!

When the Confrontation begins, what happens to any remaining face-down Encounter cards?

They stay face-down, unless the Confrontation rules say otherwise. This means you can keep exploring – if you don't mind the risk of finding even more enemies!

Some cards have a small white hexagon next to their icon. What does this mean?

This shows which cards are used in the Tutorial. Otherwise, they are just treated as normal cards of their type.

If a room's Encounter card is flipped and resolved due to a game effect that *isn't* an Explore action – say, if a Case File tells you to flip and resolve a number of Encounter cards – do those rooms count as having been explored? Do their Doors count as being open?

Yep, as soon as a room doesn't have a face-down Encounter card it counts as "explored", so its doors can be seen and moved through.

GAME BOARD

What is an "explored area"?

This is any **area** (i.e. a "square" on a room tile) that is in a room that does **not** have a face-down Encounter card.

HQ BOARD

Some rules refer to the "rightmost" Insight marker on the Information Gathered track. What does this mean?

During development, the Impending Doom track was a straight line – and this made sense, honest!

Whenever a rule says this, it refers to the Insight marker that's on the highest-numbered space.

Do cards that are in the in-play area count as being "on the HQ board"? For example, step 1d) of the Confrontation setup rules instruct you to "clear everything else [...] off the HQ board" – does this include cards in the in-play area?

No – cards that are in the in-play area do not count as being on the HQ board. This just means the Deck of Doom with its discard pile, Encounter deck (if there is one) with its discard pile, Target Priority markers and Information Gathered marker, and any other markers on the tracks.

HURL

Do characters suffer any damage when they are hurled?

Only if they are hurled into an area containing scenery. Either way, though, they still inflict damage on other characters in their area – see Hurl on page 22 of the Rules.

If an attack that causes Hurl causes the target to be removed from the board, are they still hurled? In other words, can they still damage other characters in the area they are hurled into?

Yes indeed – this can also destroy scenery in that area. It wouldn't be Hellboy if you couldn't punch a monster into oblivion and hurl its corpse at its buddies.

Can a character be hurled into an area that is already at full capacity?

Nope. They'd need to be hurled into a different adjacent area. If there are none, they simply aren't hurled.

INFERNOS

Can I target an empty area with a ranged attack that does fire damage, in order to place an Inferno in that area? If so, how does this work?

Yes indeed! In fact, it's covered in the rules for Fire on page 22 of the Rules. You don't inflict any damage, and don't need to roll any dice – you just place an Inferno. How very Liz of you.

KNOCKED OUT AGENTS

When you recover from being knocked out, either when Taking Time or with a Last-Ditch Recovery during the Confrontation, what happens to your health track? Do you discard any damage markers?

Your health stays exactly as it is. You've regained consciousness, but that doesn't mean you've magically healed! Remember, the rule is that you get knocked out if your health track is full of injury markers *and then you take more damage*. That means that, unless you specifically heal up, one point of damage will knock you out again! You generally recover from unconsciousness at the start of the Rest phase, so you immediately get a chance to Recuperate, but if you're hauling yourself to your feet during a Confrontation... well, it ain't called a Last-Ditch Recovery for nothing!

If an Agent is Knocked Out before the Confrontation begins, can they still attempt a Last-Ditch Recovery? Where are they placed if they return to play?

They can indeed. If they return to play, they are placed in the Lead Agent's area if there is room – otherwise, they are placed as close as possible to that area.

Can you use Field Dressings (or other game effects which heal damage) to wake up a Knocked Out Agent?

You can't – the Agent is removed from play entirely, so cannot be interacted with in any way unless a rule very specifically states otherwise.

PLAYER COUNT

Which elements of the game change based on the number of players?

It can vary from Case File to Case File, but the things that generally change are:

- The number of Requisition Points you have to spend (this is fixed, regardless of the Case File).
- The setup of the Encounter Deck (you'll get tougher encounters the more players you have).
- How long you have before the Confrontation (the trigger marker gets placed further along the Impending Doom track when you have fewer players).

Also, note that it's technically the number of Agents, not the number of players – solo play uses 2 Agents, for example, so there's no difference in difficulty from a 2-player game.

POINTS OF INTEREST

Do Points of Interest count as scenery / clues? Are they destroyed by Infernos, or by characters being hurled into their area?

No, no and no.

If an Agent is “carrying” a Point of Interest (this can happen in some Case Files), can they give it to another Agent with a Trade action?

They can't – Trade actions can only be used on Requisition and Starting cards.

REQUISITION CARDS

Lobster Johnson's pistols never “run out of ammo” – does this mean he can never lose a specialist Ammo requisition card?

If Lobster Johnson's pistols are loaded with special ammo and a Skull is rolled during a Shoot action that uses them, discard the ammo.

How does the Ancient Blade's special rule work? Does it mean you can double a die twice?

Short answer, yes! When you roll the BPRD symbol you immediately double the result of one test die, then choose how to use the BPRD symbol. If you want, you could use it to double the result of another test die. Note that this can't stack, though; you'd have to double a different die.

Can Hellboy use a Melee weapon (such as the Ancient Blade) on a Big Right Hook?

Yes indeed – the Big Right Hook says “make a Fight action”, so all of the standard rules apply, therefore you can use Melee weapons. Talk about overkill.

When attacking with the Ancient Spear, do you suffer downgrades for other enemies in the target's area?

When you resolve this attack, count your Agent as being in the area they are attacking. In other words, yes, other enemies in the target area give downgrades as normal. All the spear does is let you attack without having to actually move into the area (which is why it's only 1 requisition point).

Does it cost an action to use a Concussive Grenade / Stun Grenade?

Yes! Anything that says Ranged Weapon needs to be used as part of a Shoot action (just like anything that says Melee Weapon needs to be used as part of a Fight action).

How does the Concussive Grenade work, exactly?

The concussive grenade isn't as clear as it should be - my apologies for that. Here's how you should use it.

It's a Ranged weapon, so you have to use it with a Shoot action. Spend an action cube, choose an Enemy in a visible area, then test SHOOT as normal - however, you treat your SHOOT skill as being red (hexagon) regardless of what it normally is.

As it's a Shoot action, downgrade 1 die for each character in the path of the shot, and for each character in the target area other than the Enemy you chose to be the target. Other upgrades and downgrades apply as normal. Work out your test score as you normally would.

Now apply damage to the Enemies in the area, in an order of your choice. For each one, deduct their Resilience from the Test Score to see how much damage they suffer. If there is scenery in the area, damage is applied to it for each enemy until it is destroyed.

...and Stun Grenades?

Stun grenades are really easy. First, you have to be able to make a Shoot action (i.e. there can't be any Enemies in your area). Then you pick a visible target area, and stun each character (Agents and Enemies) in that area. Yes, Stun grenades affect Agents as well!

Can the Mystic Sigil be used when another Agent rolls a test, or just the Agent carrying it?

Just the Agent carrying it. All of the Requisition cards (and Starting cards) are written as direct instructions to the player holding that card, i.e. the player whose Agent is equipped with it. So when it says "after rolling a test", this means "after **you** roll a test". Similarly, only **you** can spend an Action to use Field Dressings you're carrying, only Hellboy can rummage in his Deep Pockets, and so on.

Can you start a Case with special ammo (Incendiary, Armour-piercing etc) loaded into one of my guns?

Nope! Agency protocol recommends that specialist ammunition is kept in reserve and only deployed when its use is confirmed to be necessary.

REST PHASE

Can you only Rest when there are no enemies on the board, or just in your area / room?

The board needs to be entirely clear of Enemies. It's not like they'd stand around politely waiting for you!

If a rule says "When the Agents take time...", when in the Rest phase does this occur? (E.g. Backup Agents giving remote support or being sent away, requisition / starting cards flipping, etc).

Any rules like this happen as soon as the Agents take time, i.e. before their Rest actions. If there are multiple effects triggered at the same time, the Lead Agent chooses the order they go in (note that this is before the Agents prepare, so before the Target Priority track is reset).

SCENERY

One of the Encounter cards calls for you to place a Comms Array. What's this?

It's a new scenery piece from the Conqueror Worm expansion – there's a New Rules card which has rules for the Generator and Comms array.

SHOOTING

Do Shoot actions have a limited range?

Not unless the Ranged Weapon being used specifically states a range.

Can you shoot diagonally / through doors?

You can target an Enemy in any visible area. This is detailed (with examples) on page 13 of the Rules.

SINISTER BIRDS

Are Sinister Birds removed in the End phase if they're in the same area as an Inferno? If so, how does this interact with the part of their rules that says they are replaced with Harpies?

Yes indeed – as per their rules card, they can be removed by anything that would remove a Frog Swarm, so you can read the first paragraph of “(B) RESOLVE INFERNOS” (page 20 of the rules) as “remove one clue, one frog swarm, one sinister bird and any scenery in the area”.

The rule for replacing sinister birds with Harpies states that it happens in the End phase, which places it in step D (“Other Effects”), so if enough birds are removed by Infernos this can prevent Harpies from being placed.

STUN

How exactly do Stunned characters affect play?

We've had lots of questions about what Stunned enemies do and don't do. Short answer: if the stun rules don't say they do it, they don't do it.

Long answer: Stunned characters still count as being in their area, for the purposes of any rules that apply. This means:

- Stunned Enemies still cause downgrades during Fight, Shoot and Examine actions.
- Stunned Enemies still take up space in their area.
- Stunned Enemies still prevent Agents in their area from making Shoot, Interact and Clear actions, and Trade free actions.
- Stunned characters that have "area effect" special rules - for example, automatically upgrading or downgrading dice - still have these rules while Stunned.
- Stunned enemies still affect Agents' movement - they need to be evaded, or they'll move with you.

...and so on.

Stunned Agents spend two of their action cubes to stand up. What can they do with their third?

Anything they like! As soon as they stand up they are no longer stunned, so they no longer suffer any restrictions on what they can do. You've got one action... make it count!

If a Stunned Agent has fewer than two Action Cubes at the start of the Agent phase (because of Injuries or other game effects), what happens?

They spend all their available action cubes – even if that's somehow none! – and stand up.

If a Boss is Stunned, does this mean they don't do anything at all – so no card is drawn? What about when a Boss draws two Behaviour Cards instead of one, as in some Case Files?

In pretty much all cases, Bosses have a special rule saying they can't be stunned. If you do somehow stun a Boss, though, standing up replaces their entire activation – so no cards are drawn, even if they would otherwise draw more than one.

TARGET PRIORITY

We've made a short video to cover a lot of the most common questions about Target Priority. You can see it here: <https://youtu.be/gcY41YO7pug>

If a rule or game effect calls out the “Lead Agent”, does this move their marker to the back of the Target Priority queue?

This is a great question.

There are two wordings that are used – “use Target Priority to choose an Agent”, or “the Lead Agent [does a thing, or more likely has something happen to them]”.

When you are instructed to use Target Priority, the eligible Agent who is furthest forward in the queue is selected, and their marker moves to the back of the queue.

When the rules call out the Lead Agent, this refers to the Agent whose marker is at the front of the queue – and this does *not* move its marker to the back of the queue.

TERMINOLOGY

What is a Character defined as? Is a Boss an Enemy? Are Frog Swarms characters?

Page 3 of the Rules clarifies this, but in short:

- The good guys, controlled by players, are called Agents.
- The bad guys, controlled by the game, are called Enemies.
- There are two types of enemies: Minions and Bosses.
- Collectively, all Agents and Enemies are referred to as Characters.
- Frog Swarms aren’t characters, even though the rules (foolishly!) say that the term character is used to refer to “any miniature” – this is a hangover from when we were using tokens, not minis, to represent frog swarms. (Oh, and when you get to the B.P.R.D. expansion, Sinister Birds aren’t characters either.)

So, if a rule targets “all Enemies in an area”, it hits all Minions and Bosses. If a rule targets “all Characters in an area”, it hits all Minions, Bosses and Agents.

TESTS

Can a test die result be doubled more than once? For example, if I’m using the Ancient Blade and I roll a 2, 3, 4 and a B.P.R.D. icon on the Effect die, can I double the 4 to an 8 with the Ancient Blade’s rule, then use the B.P.R.D. icon as a “x2” result to double the 8 to a 16?

You can’t double a dice more than once. In this case you could double the 4 to an 8, and the 3 to a 6.

If you roll a Catastrophe result on the Effect die, and there are multiple dice that all show the highest score, do you remove one of them or all of them?

Just the one – that’s bad enough! So if you rolled 2, 3, 3 and Catastrophe, you’d remove one 3, giving you a score of 5.

If a die cannot be upgraded / downgraded more than once, does this mean there’s no additional affect for getting 4 or more upgrades / downgrades on a single test?

Yes, technically! However, additional upgrades/downgrades will have an effect if you have *both* upgrades and downgrades, as they cancel out. Three upgrades and four upgrades are the same if there are no downgrades – they upgrade all three dice – but if you’ve got a downgrade as well, they’ll be different.

If a rule lets you “re-roll any dice on a test”, does this mean you can re-roll any one single die, or any number of dice?

It means you can re-roll any number of dice in the roll (we were fairly careful to only use “dice” as a plural throughout the rules).

TIMING

If two game effects happen at the same time (i.e. both happen “in the End phase” or “after the Agents take time”), how do you decide which order they happen in?

The Lead Agent gets to choose. Lucky for them.

Some cards (usually Case Files) will instruct you to “Skip to the End Phase”. If this is triggered in the End Phase, do you skip the whole next round and start a new End Phase (resolving Infernos, etc, again)?

Nope – if you’re already in the End phase, proceed as normal.

TUTORIAL

The Encounter cards that are used in the Tutorial are not the same as the ones you’d normally use in a two-player game with the Eviction Notice case file. Is this a mistake?

This was intentional, to make the Tutorial a little bit easier - but it looks like I forgot that halfway through writing the Tutorial booklet! It should have called this out in two places:

- The fourth paragraph of "The Game Board" on page 2, which should have pointed out that the setup you've just done is a bit easier than a regular case file.
- The last paragraph on page 8 - it should have said that if you carry on playing, you're still playing on an easier setting than you would be if you'd just set it up from scratch.

ERRATA – CORE GAME

CASE FILE DECK

CASE FILE #125414, PERILS OF THE JOB

Card 3 of 7, back

Change the very last sentence to “Instead, if the Missing Agent is moved into the starting area, the case is completed.”

Card 7 of 7, front

Change the very last sentence to “Instead, if the Missing Agent is moved into the starting area, the case is completed.”

CASE FILE #165481, DOWNWARD SPIRAL

There are two separate Encounter cards in this Case File (ones marked with a black square and 1) that both instruct you to place Point of Interest (1). One of these should be Point of Interest (2). It actually doesn't matter which way around you place them – as long as two different Points of Interest are placed, it's all okay.

CASE FILE #194420, HUNTING PARTY

Card 4 of 8, Front

When you set up the board sections here you'll notice that the one with the square green rug is already in use. Use the 2x1 room with the rounded green carpet instead.

CASE FILE #252019, MISSING PERSONS

Card 2 of 6, front

The following text should be inserted before the first paragraph: "Put Insight markers on spaces 3, 6, 9, 12 and 15 of the Information Gathered track."

THE RULES

PAGE 31, PREPARE THE ENCOUNTER DECK

The example in the third paragraph is wrong! It should say “For example, using the Case File card shown opposite in a two-player game”.

THE MISSING BOSS MOVEMENT RULE (“OUT OF MY WAY!”)

During late-stage testing, a rule came up that should have been added to the rulebook, but for whatever reason it never was. Sorry about this!

If a Boss is instructed to move into an area but cannot fit because of other characters or scenery, follow these steps:

1. Destroy the largest piece of scenery in the area. The Boss' move then ends, without it entering the area.
2. If there was no scenery in the area, characters in the area are hurled until there is room for the Boss. Enemies are hurled first, then Agents (or Backup Agents). The Lead Agent chooses the exact order in which character are hurled. Then the Boss moves into the area.

TUTORIAL “READ THIS FIRST” BOOKLET

PAGE 4

Two of the diagrams show an image of a Giant Frog Monster. This is wrong – that should be a Rampaging Frog Monster.

PAGE 7

The final paragraph on the page says that Abe picks up an Insight marker from the ‘3’ space – however, the Case File tells you to set them up on spaces 2 and 4 (among others). If you read it as Abe rolling a 6, which lets him advance the marker by 2, he can pick up the Insight marker on the 4 space instead.

ERRATA – THE CONQUEROR WORM EXPANSION

CASE FILE #315497, THE COLD SHOULDER

Card 1 of 6, Back

The Board Layout map is incorrect; there should be a door linking the Starting Area to the room to its right, and the room with the pipes (towards the top of the map) is incorrect – this should be substituted with an unused 2x2 room from the core tile set. A corrected map can be seen to the right.



ERRATA – B.P.R.D. ARCHIVES EXPANSION

CASE FILE CONSTRUCTOR DECK

ENVIRONMENT CARDS

On the back of one of the “Short” environment cards, the Board Layout shows the same room tile twice. (This is the card with the wooden floorboards instead of flagstones; the two rooms are the ones with the yellow and blue rune icons). You should use a different tile for one of these.

ERRATA – KICKSTARTER EXTRAS & EXCLUSIVES

BOSS BEHAVIOUR CARDS

MANGLE WITH MAGIC (NIMUE CARD SET)

Replace the “Otherwise” text with:

The visible Agent who has suffered the least damage (use Target Priority if necessary) suffers 4 damage, ignoring Defence. They can spend up to two action cubes; each one reduces the damage suffered by 2. If there are no visible Agents, discard this card and draw another.

CASE FILE CONSTRUCTOR DECK

KRIEGAFFE SOLO CONFRONTATION

In the **Kickstarter extras**, the Confrontation with Kriegaffe by himself (not the one with both Kriegaffe and von Klempt) has a wrong Boss Behaviour icon. Ignore the white triangle with the “<” rune, and add the red triangle with the “⌋” rune.

DECK OF DOOM

UNMENSCH, FETCH!

Add this to the card text:

Set up Unmensch in the starting area.