

CORVUS BELL!

ARISTEIA!

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OFFICIAL UPDATE

v 1.3

ERRATA

CORE

ACTIONS

SEQUENCE OF AN ACTION

Change the first sentence to read:

The active Character may use their **Action** Points to perform any of the Actions described in their Character card.

Change the title of step 5 to read:


5. Resolution

Change the Related topics to read:

Related topics: Action Points, Activations, Attacks, **Characters**, Effects, Range, Symbols.

ATTACKS

Change point 5 to read:

- As per the Cover rules, the Attacker, the Defender or both might be able to add **one**  to their Roll.


CONTROL PANEL

Change the Related topics to read:

Related topics: Action Points, Movement Points, Running Order.




COVER

Change the first paragraph to read:

Both the Attacker and the Defender can add **one**  to their Combat Rolls if they are Adjacent to a Blocked or Occupied space that is partially obstructing the Enemy's Line of Sight.

DISENGAGE

Change step I to read:

- I. Make a Face to Face Roll using the active Character's  Agility and the Enemy's  Brawn. If there are several Enemies Adjacent to the active Character, the opponent chooses only one of their Characters to make the Roll, but that Character adds **one**  to their roll for each additional Enemy Adjacent to the active Character. Only the Character that makes the Roll can activate Switches.

ENERGY

Change the Related topics to read:

Related topics: Action Points, Activations, **Attributes**, Preparation Step.

FRAG

Change the Related topics to read:

Related topics: Infirmary, Scenarios.

HIDDEN

Should read:

"... except within Range 0-1".

INFIRMARY

Change point 2 to read:

- Characters in the Infirmary are not in the HexaDome, so they cannot **be the Target of** any Effect.

OBSTACLES

Change the Related topics to read:

Related topics: **Barriers**, Cover, Line of Sight, Movement Points, Range.

PLACING

Change the Related topics to read:

Related topics: **Adjacency**, Effects, Free spaces.

SETUP

Change Step 4 to read:

Each player has their own deck of Tactics. To build your deck, **secretly** choose two of each of your Character's Tactics and shuffle them with the ten Standard Tactics to form an eighteen-card deck.

TACTICS

Change point 2 to read:

- Each Character has four Tactics associated to them. When you build your deck, you **secretly** choose two of each of your Character's Tactics and shuffle them with the ten Standard Tactics to form an eighteen-card deck. During the game, you can use your Tactics with any Character as long as their conditions are met, even if they are associated with a different Character.

Change the Related topics to read:

Related topics: Discarding, Hand, Range, Rounds.

 **SOLDIERS OF FORTUNE**
HANNIBAL

Pointman should read:

"Any Ally other than you may add...".