

ARisteiA! CORVUS BELL

ERRATA & F.A.Q.

v 1.4.

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.




DAZZLED

The text should say:

"The Target that suffer this State **cannot** trace Line of Sight beyond Range  0-I."

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.

After the first paragraph, add:

- "In the Face to Face Roll to Disengage, both Characters are considered Targets to one another."

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-I".

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.

ROLLS (HOW TO PLAY)

The symbols (★ !) on side 5 of the blue die have been corrected to ★.

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.

All Tactics with the wording: "During the Activation of..." must be changed to: "During the Actions Step of the Activation of..."

TAUNTED ☒

The first paragraph should read:

"The Target affected by this State cannot perform Attacks against another Target that is not the Character that has imposed this State."



SOLDIERS OF FORTUNE HANNIBAL

Pointman should read:

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

Coordinated Assault should read:

"Add a 🎲 to your Attack Roll for each Ally other than you..."



SMOKE AND MIRRORS SMOKE

The second point should read:

"Targets located in a space with Smoke cannot trace Line of Sight beyond Range ●O-I."

F.A.Q.

RULES

Q: Can I Place a returning benched Character in a Space Adjacent to an Enemy?

A: Yes, you can.

Q: What happens at the beginning of the Activation Step of a Character who is still in the Infirmary?

A: Nothing. As long as the Character remains in the Infirmary, skip all their Activation Steps.

Q: A Character trying to Disengage obtained the Symbols needed to activate a Switch and *Displace* himself, but no ★ whatsoever. As the Character is no longer adjacent to an Enemy, is it legal to keep moving?

A: No. As soon as the Character fails the Disengage Roll, all Movement Points are lost. However, if you spend two more Action Points to perform a new Move Action, you'll get more Movement Points and, since your Character is no longer adjacent to an Enemy, can advance freely without another Disengage Roll.

Q: What happens when the Tactics deck is empty? Do you shuffle the Discard Pile and get a new one?

A: No. When the deck runs out you can no longer draw cards from it.

Q: When a Character receives as many 🔴 Damage as her ♥ Wounds characteristic she goes to the Infirmary. At the end of Round she goes to the Bench. Does she have to spend the whole next round on the Bench to reappear in the Hexadome?

A: No. If she is on the Bench when she activates she must go back to into the Hexadome.

Q: The blue side of the 🗡️ Taunted token still counts as Taunted?

A: No, as the "X" indicates that the token has no Effect on that side.

Q: What are the stickers of the Core Box for?

A: To differentiate your miniatures from your rival's.

Q: Can the Central Zone be a Deployment Zone?

A: Yes. The central zone is a Deployment Zone. Each Scenario has rules that indicate if this area can be selected during the beginning of the Deployment Phase, as any other zone would.

Q: Can an Obstacle be *Displaced*?

A: Obstacles are valid Targets for Actions, Attacks and Tactics. So they can be *Displaced*.

Q: Can Switches be activated as many times as possible, paying their symbol cost each time?

A: Yes, you can activate as many Switches as many times as you want, as long as you can spend the needed symbols.

Q: If I get double the amount of Symbols needed to activate Miyamoto's or Wild Bill's Switches, can I activate them twice?

A: Switches with an effect "at the end or resolution of this Action/Attack" are not cumulative.

Q: Can I interrupt my movement to spend Action Points? What happens to the Movement Points not spent until that moment?

A: Movement Points generated with the "Movement" Action must be consumed one by one, so you can spend Action Points in between Movement. Movement Points not spent after the execution of an Action will still be available unless the resolution of said Action—or other effects during its execution (Automatic Skills, Tactics, etc)—force us to use them all or forfeit them.

Q: Do Switches effects happen before the Effect Phase of an Action?

A: Yes. Switches are activated in the Roll's Switches Phase, which is resolved before the Action's Effect Phase happens (remember that Attacks are Actions).

Q: Switches can be activated if their requirements are fulfilled when the Action is declared or in the moment that you want to spend the necessary symbols?

A: The requirements to activate a Switch must be fulfilled at the moment of spending the Symbols. Switches or other effects that take place can alter the conditions and not allow us to activate a Switch that could have activated previously when declaring the Action.

Q: Can both players look at the Discard Pile of the other player at any given time?

A: Yes.

Q: Is the Tactics selection during Team composition secret, or does my rival know what I'm picking?

A: When presenting the teams you must show the 4 Tactics of each Rival Character, but the final selection of the 2 Tactics that each Character provides to your deck is secret.

Q: Symbols indicated during an Action Roll (Major Lunah's Aimed shot, for example) are part of the result as if they were on another imaginary die. If there are multiple symbols to add to the Roll, is it considered that they appear on the same imaginary die? Or each symbol appears on a different imaginary die?

A: It is considered that each symbol appears on a different imaginary die.

Q: What are the color tokens "B/O/G/R" from the Core Box?

A: In the Reference Guide, page 6, "COUNTERS" section, the function of these tokens is explained. The blue one serves as a reminder of Scoring Zones, the red one to keep track of Action Points, the Green for movement Points. Certain Scenarios or effects can require the use of these tokens.


Q: When making a Face to Face Roll to Disengage, what happens if I *Displace* myself with the effect of a Switch and end up adjacent to another Enemy? If the Roll is successful, could I move a space without having to Disengage this new enemy, or would I have to Disengage a second time without having moved? If I have to Disengage a second time without moving, would I be forced to move 2 Spaces if I succeed with my second Disengage?



A: The successful result when Disengaging forces you to move the Character that disengages, then the disengaged model must declare this mandatory movement and will have to make a new Face to Face Roll to Disengage the second model. If it's successful again, the Disengaging Character must move only once.




Q: The "Access Denied" Timing says: "At the beginning of hEXx3r Activation". Can I play this Tactic if hEXx3r starts her Activation in the Bench?



A: The Tactics that has the Timing that reads "At the beginning of the Activation of..." must be changed to "At the beginning of the Actions Step of the Activation of..." Hence, hEXx3r can play that Tactic after returning from the Bench, since that happens during the Preparation Step.

Q: Do  Stunned State Effects apply before or after the Critical Block Step?

A: The Effects of the  Stunned State must be applied after the Critical Block Step, and before the Switches Step.

Q: If a Character is  Marked and  Hidden, can an Attack be declared against them?



A:  Hidden prevents Line of Sight from being drawn to the Target, but  Marked allows the Character to be eligible as Target even without having the LoS that is hidden. Therefore: yes, you can declare an Attack (an Action) on the  Marked target.

Q: If I have Dart in my Team and she's in a  Focused State, can I play "Ambush" and then apply "Fairy Dust", and remove the  Dazzled State that "Ambush" imposes? How should I apply Effects that have the same Timing?

A: Yes, you can. Both "Ambush" and "Fairy Dust" share the same Timing: "At the beginning of the Actions Phase..." Since there is no conflict to be resolved with your opponent, the Player who decides to execute the order applies the Effects.

Q: Can I perform an Action (for example, Deus Vult! from Padre-Inquisidor Mendoza) without declaring a Target?

A: Actions that have a Range need a Target since Range implies the need for a Target to determine distance and Line of Sight. Some Actions such as Doumu Gift, Super Jump or Nebula specify what their objective is in its Effects entry on the card.

Q: Eclipse attacks Major Lunah, and during the States step, the  Dazzled State is imposed on her. Can Major Lunah use her Successes while  Dazzled?

A: Yes, the Requirements to perform an Attack are kept until its Resolution.

Q: How can Obstacles provide Cover if it says "Obstacles and the spaces they're on don't block Line of Sight"?

A: The previous point of the Reference Guide states that: "A Space with an Obstacle [...] provides Cover", that is, for the purpose of calculating Line of Sight, and only for this purpose, they must be considered a Blocked Space.

TACTICS

Q: How many duplicates of Tactics can I have when building my Tactics Deck?


A: You must have Tactics from 009 to 018 in play and then add two different Tactics per each Character in your Team. Even though some Tactics have the same name, effect or even art, the numbers on it must be different.



Q: Can I play a NO! to cancel another NO!?

A: Absolutely. A NO! played right after another NO! cancels its effects.





MAXIMUS



Q: Is Maximus forced to suffer all the  Damage dealt if I choose to activate his Automatic Skill "Get behind me!"?

A: No, he's not. You can split the  Damage between Maximus and the Target as you see fit, as long as all that  Damage is allocated.

Q: A Gata, in contact with her ally Maximus, suffers an Attack from Miyamoto, that ends up in a result of 7 . How is the Automatic Skill "Behind me!" applied?

A: Before inflicting the  Damage you must decide how much of that  Damage is suffered by Maximus, and the rest is applied to the Target of the Attack (in this case Gata). In our example, Maximus could receive 6  , so that Gata will only suffer 1 .

Q: How much  Damage can Maximus take with his Automatic Skill "Behind me!"?

A: He can take any amount of  Damage, even if this surpasses his  Wound characteristic.

Q: Is an Attack canceled if Maximus blocks the Attacker's Line of Sight after activating Implacable?

A: No, it's not. The Attacker only needs to check the requirements for the Attack before the declaration step. Thus, even if the requirements are no longer met after that point, the Attack will continue.

Q: Can I spend a  to Nullify Maximus'  in  Agility during a Disengage Roll?

A: Yes. Symbols listed alongside other dice count as a dice themselves.

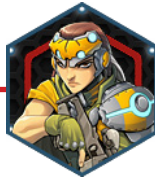
8-BALL



Q: If 8-Ball is the target of an Attack during the Switches Phase of the Face Roll Phase and he activates his Switch to *Displace* out of Range, does the attack take place?

A: Yes. The only moment when requirements for an Action are checked is during the Declaration Phase. From that moment on, the Action (an Attack in this case) will be executed even if the requirements are no longer met.

MAJOR LUNAH



Q: When can I play Spot an Opening?

A: The timing text in the card says: 'Before the Critical Block and Switches of a Combat Roll [...]'. So, you can play this Tactic after rolling the dice, but before any player applies any Critical Blocks or activates any Switch.

Q: Does that mean that I have to play that Tactic (Spot an Opening) before anyone uses the 🗡️ to Nullify an opponent's die?

A: Yes. You can ask your opponent to re-roll the green die even if it produced a 🗡️.

Q: In a Combat Roll on which the Tactic "Open Defense" is played, would I be able to add extra Dice to the Roll using other Tactics?

A: No. "Open Defense" Tactic forces the rival to reroll the dice selected by the Attacker, but it is not a new Roll. Tactics adding dice to a Roll have the trigger saying "Before making a Roll", so the requirement is not met in order to play them.

Q: If I have Holographic Sight canceled with a NO!, am I required to declare the Action and spend the Action Points?

A: No.

WILD BILL



Q: Do I have to show the Tactic I recovered to my opponent after playing Ace of Hearts?

A: No, you don't.

MIYAMOTO MUSHASHI



Q: Can I Attack a Barrier to Activate the Kaze Tachinu Effect?

A: Barriers cannot suffer 🔴 Damage. This means Kaze Tachinu cannot be applied.

Q: During a Combat Roll, Miyamoto obtains ★★★★★ as the result, but the Target has only 3 ♥️ Hit Points left. How many *Displacements* does Miyamoto obtain from his Automatic Skill Kaze Tachinu in this situation: 5 or 3?

A: Three. Kaze Tachinu only takes into account actual 🔴 Damage, and any exceeding ★ that amount don't become ♥️ if the Target has already reached their ♥️ Hit Points limit.

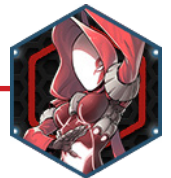
GATA



Q: Can Gata perform her Freerun Action to jump once for every Movement Point spent, effectively advancing up to 10 spaces with just 5 Movement Points?

A: Yes, she can. Given the right conditions in the HexaDome, Gata is unstoppable.

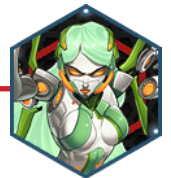
HEXX3R



Q: Unlimited Power says I should play it during hEXx3r's Activation, once she has already received as many Action Points as her EEnergy Attribute's current value. When I play the mentioned Tactic, hEXx3r receives a -2 ⚡ State token. How does this work?

A: You must flip that State token at the end of her Activation, as per the States rules, thus revealing the -1 ⚡ side of the State token. That means she will never suffer the full -2 ⚡ because of the effects of this Tactic.

PARVATI



Q: When should I play Field Analysis, before or after my opponent flips their Initiative Card?

A: You should play it afterwards. You can wait and see your opponent's Initiative card before you decide whether or not you want to play Field Analysis.

VALKYRIE



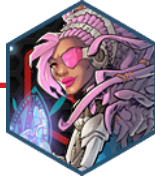
Q: Can Valkyrie *Displace* herself after the resolution of a "Valkyrie's Charge" if the Target ends in the Infirmary?

A: No.

Q: Valkyrie declares an Attack on a Target that is an ally of Maximus. Even though Maximus is GImmobilized he activates "Implacable" in order to *Displace* and ends up in contact with his Ally and Valkyrie. Does Valkyrie gain a 🗡️ due to "Freyja's Blessing"?

A: Yes. Freyja's Blessing is an Automatic Skill and that means it would be activated and have effect.

LAXMEE



Q: Since symbols act as imaginary die rolls, does Atom prevent symbols from being added to the Roll by Switches such as Miyamoto's?

A: Atom forces the opponent to make its Roll only with the chosen die. The symbols in Attack Rolls, such as Major Lunah's Called Shot, are not added. Once the Roll is made, Switches and other Effects can add symbols to the result.

HANNIBAL



Q: Can I apply the "Pointman" Effect on a Marked Target with which Hannibal has no Line of Sight?

A: No, since "Pointman" expressly indicates that Hannibal must have Line of Sight with the Target, and the Marked State does not grant Line of Sight.

KOZMO



Q: When I play the "Asteroid Belt" Tactic, Kozmo and the Enemy Attacker stop having Line of Sight between them. Can they use their Successes to inflict Damage on this Attack?

A: Yes. The statement was made correctly, and its requirements are maintained, so that Kozmo and the Attacker can take Damage since the Attacker and the Defender have Line of Sight.

Q: If Kozmo plays Asteroid Belt and the Ally who is being attacked is ☹Marked and there is no Line of Sight, what happens with Kozmo? What if Kozmo were ➡Hidden?

A: Once the Attack is declared, it has to be performed even if the conditions change. When playing Asteroid Belt, Kozmo becomes the Target of the Attack under the same circumstances of the declaration of the Attack. The Requirements under which the Attack is performed are maintained until its Resolution.

MURTAIR



Q: Can Murtair apply the "Berseker Charge" and "Unbridled Fury" Effects if Maximus absorbs the Damage inflicted?

A: No, because if Maximus absorbs it, no Damage has been effectively inflicted.

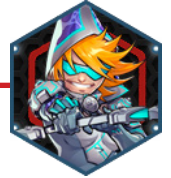
PADRE-INQ. MENDOZA



Q: Can I perform Deus Vult! on an Obstacle and activate its Switch to impose the ABurning State to an Enemy?

A: Yes.

DART



Q: What happens if I attack with Dart after playing Ambush? Can the Defender make its Defense Roll? What about using her Switches?

A: When Dart plays Ambush, no Enemy can make her the Target of an Attack, but if Dart attacks an Enemy, she automatically becomes the Defender's target. The Defender must make its Defense Roll, but it cannot activate their Switches that affect Dart. It doesn't apply to Switches that affect both players' Rolls.

PRYSM



Q: Can I play Tactics during my Activation if I am ☹Taunted by Prysm, and within Range I-5, to remove the ☹Taunted State or Displace myself out of the Range of "Pulsing Light"?

A: "Pulsing Light" is applied before anything else once the Active Character's Actions Step begins. You can play any Tactic and activate any Automatic Skill which Timing is within the "Beginning of the Actions Step". This means that you can activate Laxmee's "Fairy Dust" to remove the ☹Taunted State.

Q: I am ☹Taunted by Prysm and I must apply "Pulsing Light": What happens if my Character has an Attack that costs 2 Energy? Do I have to Attack twice during my Activation?

A: In addition to your Attack that costs 2 Energy, you also have a "Contender" Attack that costs 3 Energy. So you have to declare Attacks that cost 2 Energy or one that costs 2 Energy and a "Contender" Attack.

Q: My Character has a I-I Range Attack, but at the moment of my Activation I begin within Prysm's 2-5 Range. Can I move first and then make that Attack against her?

A: No, in that case you will have to declare that you are going to Attack her with your "Contender".

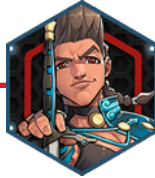
Q: The Timing of "Reflection" says: "During the Actions Step of Prysm's Activation". If I have this Tactic because I previously played "Mind Reading", or because I have Prysm on my team, can I play "Reflection" during the Activation of an opposing Enemy Prysm?

A: No. The Tactics with a Timing that reads "During the Actions Step of the Activation of..." can only be played if you are the active player. In this case, you can only play it during the Activation of the Prysm of your Team.

Q: If at the beginning of her Activation, a Character triggered by Prysm has a Tactic in its hand that allows them to perform an Attack (such as Shona Carano's Amputate or Wiillmaaa!!!), are you obligated to play the Tactic?

A: Characters ☹Taunted by Prysm are required to perform an Attack described in their Character Card or Contender, not to play Tactics.

SHONA CARANO



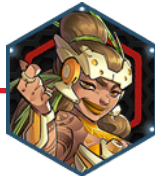
Q: Can Shona Carano use her Defense at a Distance Automatic Skill against an Enemy in Contact if Taunted by Prysm?

A: Defense at a Distance establishes an implicit condition: Shona may *Displace* herself if (and only if) she can perform an Attack against the Enemy with which she begins Adjacent. That means that Shona must be able to perform Broadsword, fulfilling all its Range requirements, Line of Sight and Action Points needed. If Shona is Taunted by Prysm, she won't be able to perform Broadsword against the Enemy (unless it's Prysm herself), therefore, she doesn't get *Displaced*.

Q: What happens if I play Barrel Through when Shona Carano activates her Defense at a Distance?

A: If Shona Carano is *Displaced* to a space from which he cannot declare his Attack, Defense at a Distance is interrupted, without costing Shona Carano any Action Points.

KOORIE QUEEN



Q: Can I execute Bounce (activating the Boomerang Switch) at the end of the Boomerang Resolution if the Target dies?

A: Switches are activated before the Resolution, although in this case, its application may not be immediate. When the Switch is activated, it will be established if there will be a Rebound and to whom. This Rebound is resolved after the Resolution of the Attack.

BACHMANN



Q: Can Bachmann have several Silenced Actions at the same time?

A: Yes.

Q: What happens if Bachmann has Inoculate Silenced and then receives the Silenced State on Flux Capacitor? Is the Silenced to Inoculate removed? What happens if at that time you have several State tokens of the same type?

A: When Silencing Flux Capacitor, the previous Silenced tokens he had will be removed. The Character who Silence decides which repeated State tokens Bachmann gets.

Q: In the case that Bachmann uses Samples to impose another Character's Silenced token, who decides which Action or Automatic Skill is Silenced?

A: Bachmann.

Q: If Bachmann has Immunized Silenced, what happens with his Burning and Poisoned States?

A: When not being immunized, all the State tokens on their blue side are removed, and then all those showing their red face are rotated. This includes the Silenced State token itself, so the effects of Burning and Poisoned do not apply.

Q: When Bachmann uses Inoculate to impose a Silenced State, does he choose which Action or Automatic Skill is Silenced from the Target or does it remain a Silenced State over Bachmann's Automatic Action or Skill?

A: Bachmann chooses a Target's Action or Automatic Skill.

Q: When Bachmann imposes a Taunted State, does he become the Character that Taunts?

A: No, Bachmann only transfers the State token by keeping the original Taunt source. We use the term "impose" to remember that the State tokens should always be on their red side, even if Bachmann has them on their blue side.