

Duel of Ages II Clarifications

Revised May, 2015

New revisions in red

Important Changes/Errata

Guardian Card Symbols: Prison and Card Loss

See the red figure-behind-bars ("Hordes of Orcs!") and card symbol with a red slash through it ("A Passel Of Sprites").

The "in prison" image means that the character is imprisoned. The "X cards" image means that the character loses all of his cards (not Badges). Remember that Henchmen and unleashed Creatures are not cards being carried, so would not be lost.

Combat Achievement, Prisoner Value

This is a mistake in explanation in the rulebook on pages 17 and 20. Imprisonment is intended to be worth one more point than a kill, not three more points. So, the line:

Each enemy locked in your Prison: 3

Should read:

Each enemy locked in your Prison: 1

Core Rules

Ratings

Q: Can character ratings be modified above 9 or below 0?

A: Yes.

Melee

Q: For Wits order of attack, what if the tied characters are in the same team?

A: A tie on the same team is handled in whatever order that team wishes.

Q: Can a character simply move out of melee during his Move phase?

A: Yes. There is no penalty for moving out of melee. However, your opponent can OpFire at you if he/she has a ranged weapon and no other enemies stay in their space.

Q: Is melee optional? Do you have to attack?

A: No. When it is your turn to attack, you can simply refuse. However, your refusal to attack does not prevent the enemy from attacking.

Q: It's my turn, so I get to choose the spaces of melee. Can I decide that no melee can occur in a certain space?

A: No. You get to choose the order of spaces, but all spaces must get their chance.

Line of Sight

Q: Do characters (allies or enemies) block line of sight?

A: Line of sight is not affected by any marker -- character, pet, monument, team marker, etc.

Q: Is line of sight always drawn from the center of the tile to the center of the other tile? For example, if the enemy moves from behind a building that blocks LOS to another building that blocks LOS, is it possible to OpFire between the buildings at what would be the path they took to get to the destination space?

A: You always check line of sight between the center of the attacker's space to the center of the target space. That momentary fleeting shadow in between is just not visible long enough.

Q: Are there markers included to help point out the middle of the tile?

A: The blue star tiles.

Area Attacks

Q: When using area fire against more than one character in the hex, do you draw a single hit card and single damage card and apply them to each character individually?

A: No. Draw new cards for each and every target and ignore any weapon broken result or K marker on the card until you're done.

OpFire

Q: Does the -2 per extra attack penalty apply to OpFire attacks, like it does in the Fire phase.

A: No. OpFire is restricted by the OpFire number of the weapon. The -2 penalty applies only during the Fire phase.

Q: If I shoot at a target with my weapon, does this prevent another character from shooting at the same target, according to the "one shot per target and one shot per space" limitations?

A: No, the target/space limitation is on a weapon-by-weapon basis. The next weapon is not limited in any way by previous weapons. (This is true in the Fire phase as well.)

Auras

Q: Do Auras go out of Domes?

A: Yes, they go out of and into any space, except they cannot pass through Cavern Walls.

Q: How do you determine aura range from a moving character during OpFire?

A: If the moving character is the target, count the aura's range from the space in which he is being attacked.

If the moving character is not the target, count the aura's range from the space in which he ends his movement.

Henchmen

After killing a character, a henchman shares the fate of its victim. If you choose to kill the character, the henchman is also killed. If you choose to imprison, the henchman is also imprisoned.

If a killed master is somehow resuscitated back to life – Emergency Body Doc, Walrus, etc., the henchmen do NOT return. Their contract is over.

Imprisonment

Remember that imprisoned characters are out of the game. Their special abilities are canceled, they are affected by nothing, and they can do nothing until out of prison.

Q: Can I dismiss or banish an imprisoned character out of the Prison?

A: No.

Level Up

Q: When leveling up because of an Amaze Honor bonus, do you use the Level Up symbols on that Amaze card, or draw a new card?

A: Draw a new card.

Q: Is Leveling Up basically a +1 modifier to a rating?

A: It is more than that. It is treated as though it changed the printed rating as shown on the card. It is the only increase that changes the base rating, which is why it cannot increase the rating above 9.

Luck

Q: Is Luck equal to or less than?

A: No, the luck card (roll) must match the exact number required for the luck challenge.

Special Abilities

If you have two special abilities that affect each other and it matters which ability happens first, check the card number. The lower-numbered character/treasure goes first.

Team Markers

Q: When do team markers get placed?

A: Team markers are used in the Labyrinths (p. 22), when destroying a Team Base site (p. 15), and when giving tribute to Lith (p. 19).

Weapon Age Bonus

This does not apply until you have the Master Set with all four terrain ages available.

Adventures and Bases

Encounters

The gold and blue encounter sets are identical, in case one set gets ratty.

Labyrinths

Q: Is there only one active Guardian per Labyrinth, or do you use a different one for each of the paths?

A: Only one active Guardian per Labyrinth.

Lith

Q: Does raiding an enemy Vault and destroying an enemy vault require the same challenge (a 5 Wits adventure)?

A: Correct, as is destroying the Vault.

Q: Does a character need to offer both a Tribute item AND an unrevealed card? Or can you do one or the other?

A: The two types of Lith Tribute are 1) Tribute Items and 2) unrevealed cards. You can offer any mix of whatever you want to lay at her

feet -- Tribute Item only, unrevealed cards only, or both at the same time.

Prison

Q: If I destroy the Prison, are the prisoners let free?

A: No. Destroying the prison and freeing prisoners are two separate adventures. You can only do one, since both will dismiss you. Destroying the prison does not free current prisoners.

Vault

Q: If I destroy the enemy Vault, do I get the cards in the Vault?

A: No. Raiding the Vault and destroying the Vault are two separate options. Both cause you to be dismissed, so you won't be able to do both. Destroying the Vault does not let you steal the cards in the Vault. Raiding the Vault lets you steal the cards, but does not harm the Vault. You can raid a destroyed Vault.

Maps, Missions and Teams

More than one player on a team

Q: What level of autonomy is each player meant to have? Do all players on a team discuss everything?

A: Players divide into two teams and divide the characters between them. Players can discuss and plan as much as they wish.

Characters not yet on the map

Remember that a character not yet on the map cannot use any his special abilities, cards, etc.

Building the map

Q: In what order can you put the keys on the map?

A: In any order that you wish, but you must save enough slots to get the necessary adventure keys on the map – Labyrinths, Lith, Team Bases, etc.

Q: Do you have to place different types of Dome keys? For example, do you need to place a Dome keys with the black Domes?

A: There is no restriction. A map might have no black Dome keys at all.

Guardians

Q: Is there only one active Guardian per Labyrinth, or one per Labyrinth path?

A: Only one per Labyrinth.

Obstacles

Q: I'm having trouble deciding what terrain are Obstacles.

A: See p. 23. There are only five Obstacles – the Colossus, the Catacombs serpent, the Monument, the Painted Desert rock, and the Shipwreck.

Victory Tie-Breakers

Q: What do you do if both teams tied for number of achievements?

A: A game can end in a draw. If you cannot bear the thought of that, you can play one game round at a time until the tie is broken.

Alamo

Q: Is the Alamo all Building terrain?

A: Yes.

Silver Country

Q: Are those caverns through the mesa? Can you be on top of the mesa or in the cavern?

A: Yes. The same is true on the Grand Tunnel map found in the Collectors Bundle.

Flags (Master Compendium)

Q: The rules for flags say that they need to be placed not on a character and 6 spaces from a team marker. I thought these were only placed before characters were revealed/placed and I would have thought no team markers would be placed yet. Am I missing something? Also, I assume that there is no dismissal/banishment after placing a flag?

A: Flags are placed like Encounters, after the map is built. Scenarios in the future may use Dome Distance character entry and flags in combination. The rule about not placing in the same space as a character simply anticipates this. "6 spaces from an enemy or allied team marker" is a little confusing. It should read "6 spaces from enemy or allied flags." You are not dismissed after reaching your HQ and placing the flag. You'll need to walk back out.

Characters

Ardin Glynn

Q: What are team markers?

A: They are not enemy characters. The "team markers" are those small round markers placed on the board after successfully

passing an adventure. They have the white symbol on one side and the black symbol on the other.

Avindel

*Q: Is Avindel's move cost one in *all* Swamp, Rough and Water or only Ancient Swamp, Ancient Rough and Ancient Water?*

A: Ancient.

Blackbeard

Q: Can I do the Wailing Cave adventure after drawing my special ability Elite card?

A: Yes. Drawing your Elite card does not cause you to be dismissed, so there you are, standing on the Wailing Cave adventure space with your 8 Wits...

Brad The Slacker

Q: Does Brad gain/lose speed bonus as he moves into/out of aura of five of an enemy?

A: No. His Speed is determined at the start of the Move phase.

Dr. Hume

Q: Dr. Hume "gains +6 Stealth for all purposes." Does this mean his Stealth is 11, or does it max out at 9? What triggers this Stealth gain? How do enemies negate the stealth bonus?

A: He has 11 Stealth for all purposes, including adventuring. (Ratings can be modified above 9 and below 0.) However, there are characters and equipment that negate any Stealth bonus gained from special abilities. So, if an attacker has, say, the IR Goggles, Dr. Hume is clearly seen by that attacker and the +6 Stealth is bye-bye for his attack.

Dr. Marla Ulf

Q: Is six the maximum Ulf's at a time or the max number that can ever exist during the entirety of a game?

A: Max at a time. Killed Ulf's go back in the stack.

Q: Does "item" in the special ability mean "card"?

A: Yes.

Q: Do I lose a K weapon each time I kill an Ulf?

A: The Ulf's are one character with multiple duplicates. Only when the last one dies is there an actual kill. ("If only one Ulf remains, that Ulf can be killed...") So a K weapon is

lost only on the death/imprisonment of the last Ulf.

Q: How do the different Ulf's share cards?

Each card can be in only one Ulf's hands during a turn. Assuming you have 4 cards, one Ulf could use all four cards, or one could use one and another could use three, etc. What you cannot do is have the same card used by more than one Ulf in the same turn.

Any action taken with the card, including trading/picking up, is considered "use" in this case (normally, "use" means to employ the card normally, and does not include trading cards or using cards for payment). The Ulf that received a card in trade is the only Ulf that can touch it/have it exist for them that turn. Next turn, a different Ulf could trade it away.

Q: How do Badges and other effects like Honor bonuses affect Ulf's?

A: Badges affect all Ulf's. Other effects are tracked individually.

Q: If an Ulf escapes the board, what happens to the others?

A: They all disappear.

El Cid

Q: Does a not-yet-dead El Cid count as alive or dead for a Valor Instant Victory?

A: Alive. He's not dead yet.

Enrak the Fury

Q: May he use his natural melee attack twice?

A: Yes.

Erik Merit

Because he cannot attack, Erik cannot stop an enemy from moving through his space or trading cards. Because enemies could attack Erik if they wanted to, Erik does not get the same benefit.

Frostdancer

To clarify, Frostdancer cannot end her Move phase in the same space as an ally. Remember that all movement is simultaneous, so "her" move means merely the Move phase for her team.

Gana

Q: If Gana reverts to normal can Gana shape shift to the form of a previously mimicked enemy during melee?

A: Yes, but only if that enemy is in her space.

Q: Can Gana mimic a henchman?

A: Yes. She uses her own ratings for missing ratings (such as Point, Throw, and sometimes Aim).

Greymede

Q: If something like the Insurance Salesman stops Greymede or his companion from moving, what happens?

A: The two must remain together, and so they remain immobile.

Lia Vestri

Q: Does she count as two of the characters I am allowed in a scenario?

A: She is two characters for all purposes, but when initially receiving your team she is only one character card. So, if you are playing an 8-character game, she would be one of the eight characters received, not two of the eight.

Napoleon

Q: Do allies gain the speed bonus if they enter Napoleon's aura of three while moving? Do they lose it if they exit his aura of three?

A: No. The bonus is determined at the start of the Move phase.

Nerve Puppet

Q: If Nerve Puppet causes an enemy character to become a nerve puppet does the new host nerve puppet switch sides? Does it gain Nerve Puppet's special abilities?

A: Yes, it is a new, complete Nerve Puppet character on the side of the Nerve Puppet's team. If a henchman, it becomes a henchman of the Nerve Puppet.

Ophelia of Omri

Q: Does Ophelia's special ability apply to enemies and allies?

A: No, allies only.

Paradox

Q: Do you apply the ratings flip after you apply modifiers to a rating?

A: No, always flip the rating as listed on the character card, then apply modifiers. The only exception to this is ratings increases due to Level Up, which directly change the printed card rating.

Shifter

“Attempting” a Hit means you try, whether successful or not.

The ratings increase applies after the event that causes the ratings increase, not before.

For example, you do not gain the increase before you attempt a Hit, but afterward.

Sir Bodkin

Q: What is an “event”.

A: Any single thing that causes damage. So, if an enemy damages Bodkin with a sword and then applies damage with a Poison card afterward, these are two separate events.

Specialist Njeri

Q: Can Njeri heal herself if she is at half Health or less?

A: Yes, healing herself works the same as healing others.

Thotus

If Thotus is imprisoned, his side-switched victims return back to the opposing team. On the other hand, if one were to switch sides permanently (such as from Gregory or Jolie), imprisoning the switch-causer would not reverse the switch, because it happened permanently in the past.

Thotus's attack is a Hit challenge using Intellect vs. Intellect.

Three-U

Three-U's aura does not apply to himself.

Xin the She-Kelpie

Q: What happens to Xin's rider if Xin dies (via opfire) in deep water if the rider may not go in deep water?

A: Place him in the space prior to the water.

Xecttyl

Q: Does Xecttyl have to be in the same space as an enemy character in order to use this ability?

A: No. She can melee attack everyone in the aura, from a distance, on every Melee phase whether there is an enemy in her space or not. Xecttyl conducts a melee attack on every enemy in that aura. Those enemies cannot attack her unless they are in her space. If a melee between other characters is happening in one of those spaces, she waits her turn normally based on her Wits before conducting those attacks.

Zoe Burroughs

Q: Do enemies of Zoe have to stop in her space?

A: While in Mole status, Zoe is a non-combatant. She cannot stop enemies who

move into her space, prevent them from trading, etc.

Treasure

Branding Iron

The enemy must provide Pets and Mounts to you, revealed or unrevealed (cheating is a little difficult, since cards do not trade about extensively). Unleashed Pets return to being a Treasure card carried, and are removed from the map.

Broken Weapons

Q: Can I fix a broken weapon?

A: No. It is discarded.

Buckler

Q: What does the "+2 melee" Bonus mean?

It means +2 Armor versus melee attacks only. (This is a misprint. It should read "+2 melee Armor.")

Cruelty & Mercy

Q: If I cannot kill because of Mercy, and our Prison is broken, what happens?

A: Enemies can be reduced to 1 Health, but they cannot be killed or imprisoned.

Cunning Cube and Prowess Cube

Q: Do these affect the user, and must enemies be within 6 aura to benefit?

A: It does not affect the user, and all those affected must be within 6 aura.

Dragonfly

Q: The card says that the user must fly. Does this mean the only way to not fly is to destroy, trade or otherwise remove the card?

A: Mounts are always optional. But if you do decide to use the Dragonfly during one of your Move phases, you must fly.

Fong's Prison

You must be using Fong in the Melee phase to get the Wits bonuses. You only need to own it and have it revealed to suffer the -3 Stealth penalty.

Frog Poison

Q: If damage of the weapon's attack is downgraded resulting in 0 damage inflicted, does that negate the effect of the frog poison, since no damage was actually caused on the initial hit?

A: Correct, the delivering attack -- the Melee card you are using -- must cause at least 1 damage.

Q: If I kill someone with Poison, do I lose both the poison and the weapon that delivered the poison, as K cards?

A: No, only the poison. It is the item that caused the killing damage.

Henchmen

Q: Are Henchmen considered Treasure cards? Can they be dropped, destroyed or stolen?

A: No. Henchmen are not considered Treasure cards. They are never carried.

Hoverskid

Q: Does this work in Deep Water?

A: No. "Deep" Water is always specifically stated as "Deep".

Hunters

Q: If the Hunter's target is imprisoned, does the Hunter remain on the map?

A: No. It is removed.

Q: If you have the Pet/Bot Bonus for a Hunter, and you can release a Hunter in the Melee phase, do you have to be in melee to do so?

A: No, you simply release at the start of the Melee phase the same way you release in Free Action -- at any target in line of sight.

Lith Achievement Cards

Q: When can you play an Achievement card? Do you have to play it immediately upon drawing it?

A: No. Hold onto it and play it immediately upon satisfying the conditions.

Monuments

Q: Do placed Monuments block Line-of-Sight. Does the space become impassable?

A: Do not confuse the map called Monument with the Monument Treasure cards. Like all other markers, placed Monument cards do not block line of sight. Monuments do not block movement.

Q: Are Monuments permanent? Do they stay in your hand once placed?

Monuments are permanent unless another Monument is placed in the space. The Monument card leaves the character and is set aside, in the same way as a Pet.

Revealing Treasure

You do not need to reveal Treasure until you need to. For weapons, this means at the moment of attack. As an example, you do not need to reveal the Stunglasses until after an enemy attempted a Hit and that Hit had the necessary Luck.

You are not required to use a card. For example, you could choose not to use (and therefore not need to reveal) a piece of armor even if you were hit.

You cannot reveal a card if there is not a need, and especially not to avoid a theft or destruction of that card due to some special ability.

Secret Passage

Q: Can I use this to enter bases?

A: Yes. They are Caverns with Cavern Walls.

Sentinels

Q: If my character has the Pet or Bot Bonus and I can set up the Sentinel in the Free Action phase, do I still have to use all my Movement?

A: No.

Sky Gopher

Q: Can I unleash the Sky Gopher in a Dome?

A: Yes. It does not need a seen target, and so can be released anywhere.

Synchronize Watches

The characters must be allied characters.

Taming the Beast

Only one enemy character can be the Beast. If you already killed (not imprisoned) that enemy by the time you get this card, you cannot satisfy this Achievement.

“You” refers to your team as whole. The owner of the secret does not need to be the one that causes the imprisonment.

Timebender Cube

Q: During my timebender turn, do I treat all enemies as non-hostile (p. 19)?

A: Yes, since they cannot attack you in Melee.

“Use”

“Using” a card means to employ the card normally, and does not include trading cards

or using cards for payment. Examples: Primeval Fog, Jade.

(Dr. Ulf’s duplicate card use is an exception, and includes any activity with a card.)