

PERDITION'S MOUTH - ABYSSAL RIFT -

FAQ, Errata, and Rules Clarifications



2017-01-25

1 Errata

1.1 Rulebook

Page 4 “The Enemy” should be indexed to page 30, not page 29

Page 7 *Place an enemy marker onto the Start action spoke should be Place both enemy markers onto the Start action spoke.*

Page 9 Hero Symbol: NOTE: Every hero has their own symbol.

Page 12 The Discard Pile sidebar should read:

After you play or discard a hero card, put it face up on top of your own discard pile. Discards are only shuffled back into your deck as part of a Rest action. Only the top card should be visible. Players may not look through any discard pile.

Page 12 Under “Play a Move...”: the second line reference should read: *(see The Stone of Destiny, p16)*

Page 16 Special – the second item should read: *You may play special hero cards before and/or after the ability on your hero sheet.*

Page 17 Example: Just a note: The mentioned *Shield Wall* is a KS-exclusive card, and not contained in the Retail edition.

Page 18 Sidebar – under “Does not Block Movement”: Should include open doors and portcullises.


Page 18 Threatened squares illustration: Olazábal is figure (1) and Boneworm is figure (A)

Page 26 Under Movement Priority, the second sentence of the final ‘ paragraph should read:

Move every Rotikka first (the smallest Insectoids), beginning with the Rotikka closest to a hero.

Page 26 Sidebar – under “Abyssal Rift Acting Order” should have Rotikka listed first, followed by Boneworm

Page 27 Blessing Sidebar – The explanation should read: *Give the blessing token to the blessed figure. Blessed figures are immune to any and all Special attacks, such as poison and double attack. Only one figure may have the blessing token at a time.*

Page 34 Gameplay example section, the second to last paragraph on page should end with “This easily beats Olazábal’s 1 .

1.2 Maps

Map 2 – Rubble Room Space K6 should have the 4-point terrain modifier symbol on it, the same as G6. Space L6 should not have any terrain modifier symbol on it. It appears the cultists moved the symbol at the printer’s in an attempt to sow confusion.

1.3 Scenarios

Scenario 1b The Set Up section for Acolytes should read:

3 Acolytes (10H, 4H, 9K)

Scenario 3a The Hard Rules section should read: *Feeding Time: On the two first enemy move actions, all Insectoids will move towards dead victims at 14F.*

Scenario 3b The Hard Rules section should read: *Playtime: At the beginning of every enemy turn, add 1 Rotikka at 11A. They’re there to play with the Heroes, be they dead or alive. Use Rotikkas from the Dead Enemy Pool first.*

Second nest should be at 3M and treasure at 11P.

Scenario 3c Special – The section on Acolytes should read: *Acolytes on this level do not begin alert and will only start acting once one of the portcullises has been opened or broken OR once any cultist has line of sight to any Hero (i.e. any time during the heroes movement).*

Set up: should list 3 portcullises (green)

Scenario 4a Sleeping summoner (inactive until he wakes up and spends his whole turn waking, i.e. he does not move) is laid down on 4B,4C

Scenario 4b Sleeping summoner (inactive until he wakes up and spends his whole turn waking, i.e. he does not move) is laid down on 4B,4C

Scenario 4c Exit 11M is wrong, it should be (1M or 14A)
Acolyte Exit (17B)

Scenario 5a Entrance (12D)
Nests (7D, 7O)

Scenario 6a Entrance (4A) Exit - 13Q is wrong, it should be 5Q, leading to scenario 7a
Alarm/Acolyte Exit - 16A is wrong, it should be 15A
Big cage - when one square is destroyed, just that square is broken

Scenario 6b Exit (17M) leads to scenario 7b 2 Acolytes in range 2 of 11J, preparing sacrifice of the victim. During that time they do not move but attack heroes normally if able. The sacrifice takes place when enemy wheel has moved the full turn to enemy starting point (☒ 0, or ☒ -1 do not finish the ritual). 2 Boneworms feasting on the bodies at (3M,3N)

Scenario 6c Entrance A (2K) Entrance B (4A) Alarm/Acolyte Exit (3M)

Scenario 8b The section “Blood Pool” should read: *Blood Pool: When enemies die within 3 of 10I, place them aside into a special “Blood Pool” (instead of the Dead Enemy Pool). On every primary spawn action, the Demon will raise all dead enemies that are in the “Blood Pool” with full health. These enemies spawn as close to 10I as possible.*

Scenario W1 (Witches Grotto expansion) The Set Up should list: Aisha waits at J2. Give her the *Icon of St. Ben*, T38 when she is rescued.
Cultists spawn from space D1, which is the tunnel to the Abyssal Rift.

Scenario W2 (Witches Grotto expansion) Cultists spawn from space D1, which is the tunnel to the Abyssal Rift.
Cultists lock the door if there is no other cultist next to the door.

Scenario W3 (Witches Grotto expansion) Entrance HIJ2






Scenario W5 (Witches Grotto expansion) Cultists spawn from space D1, which is the tunnel to the Abyssal Rift.

1.4 Save sheets

Save sheets are missing a row to adjust the threat level for destroyed insectoid nests. As they have the same impact as fled acolytes, you can use that field for counting acolytes and nests. You can download a corrected save sheet from

<http://perditionsmouth.com/wp-content/uploads/sites/11/2017/01/A6-Save-Sheet-Final-corrected.pdf>.

1.5 Cards

Backstab (HF13, Kickstarter only) There are two icons missing from the card. It should read: *You must attack an enemy that is  1 to another hero. That enemy adds another  to it's . Your attack deals 2  if successful. ——— (If played as a  you make a special attack with this card.)*

Treasure Card T1 This is a regular treasure card. The printing on its back *Special treasure – not part of the treasure deck* is wrong.

Treasure Card T2 This is Simma's amulet and should have the text *Special treasure – not part of the treasure deck* on its back. It should not be shuffled into the regular treasure deck.

Treasure Cards The symbols on all treasure cards that have a ranged combat or close combat symbol on them are wrongly colored. The blue color is supposed to be red.

2 FAQ

2.1 Miniatures

Question 1: *A miniature I got has a bent bit. What can I do?*

Answer: Some of the miniatures are made of a resin material that can get bent out of shape in certain steps of the manufacturing process. Resin miniatures can be identified by their slightly lighter natural gray color, and include Neshilim, Aisha, Mogba'gh, and the lever minis. A common technique to fix bent miniatures is to put them in hot water (hot, not cooking: approx. 50-60°C), bend them into correct position and then place them in cold water.

2.2 Hero Cards and Abilities

Question 2: *Does Simma draw checks before every scenario to see whether he can use his Amulet or does he keep it once he has it?*

Answer: He must check before each scenario to see if he can use it.

Question 3: *When the rules say I can draw a hero card, can I draw from any hero deck?*

Answer: Players may only draw from their own deck.

Question 4: *When exactly can I play hero cards with numbers on them to gain ⚔️?*

Answer: Whenever you are able to spend ⚔️ on an action, you are allowed to play numeric Move 🏃 cards to gain ⚔️, as long as you haven't yet drawn a response card for that action.

Question 5: *Can I draw a card from my hero deck even if I am at my hand size limit?*

Answer: Yes, although you'll have to immediately discard any cards you draw if you are already at your limit. This includes wound cards already in your hero deck, which could lead to a useful strategy, if you don't mind spending a draw.

Question 6: *When I take a wound card is it considered a draw?*

Answer: No, when you take damage and have to also take a wound card, the wound is placed directly on top of your hero deck, without looking at it. This is not considered "drawing" a card.

Question 7: *Are heroes able to aid each other if there are one or more monsters between them?*

Answer: Yes. Each square in between decreases the effectivity of the aiding, regardless of what might be in between.

Question 8: *Can Olazabal use his "Explosive Device" hero card in order to get a chest or door open?*

Answer: Yes. Whether that's advisable is another question, altogether.

Question 9: *With Neshilim's "Active Defense" hero card, what happens if LoS to other heroes changes during the monsters' turn?*


Answer: If a monster moves to block LOS to a hero, that hero no longer benefits from Active Defense. Always use the current LOS when determining an effect — that is the rule of thumb for all effects.


2.3 Combat

Question 10: *If the target of the area attack is a large monster, what is the center of the attack?*

Answer: The square closest to the attacker.

Question 11: *Are my Defend tokens "used up" as they provide defense against attacks?*

Answer: No, they are not discarded until the start of your turn. If you have 3 tokens, then you get +3  from each and every attack against you, as long as you have them.

Question 12: *Can I spend  to gain defend tokens at any time while I'm on the Defend spoke?*

Answer: No. You can only gain Defend tokens on your turn when you stop on the Defend spoke.

Question 13: *When Bashing a target 2 squares away with a reach weapon, and the target is in a square "1 over and 2 up" from the attacker (think how a knight moves in chess), what direction does the enemy get pushed, and what direction do you follow?*

Answer: Both moves are 1 square diagonally in the general direction of the attack.

Question 14: *What happens when a Hero or an enemy is pushed off of the map?*

Answer: Draw a response card whenever a miniature (Hero or enemy) is pushed outside of the map edge, to check what they may have encountered beyond the map. If they drew an eye icon, they were unlucky and they lose one hit point (Heroes gain a wound because of this). Then put the miniatures on the side of the map, at the place where they were pushed.

In the case of enemies, they'll come back from that spot on next Primary Spawn action. Heroes can return on their next turn, but until then they cannot aid or draw LoS from or to the map, etc, the same as at the beginning of a scenario before they come onto the map..

Question 15: *Does the special terrains concealment or obstruction block or affect cone or area attacks?*

Answer: No. Cone and area attacks ignore them.

Question 16: *Do enemies lose any Hit Points if their attack on a hero fails?*

Answer: No, they don't.

Question 17: *Can enemies attack during the heroes' turn if a Hero moves into the enemy's attack range?*

Answer: No. Monsters only attack during their turn, when the pawn on the Enemy Watchstone enters an Attack action spoke.



Question 18: *When a hero uses a Bash action and pushes a monster into another monster, or into a hero, what happens?*

Answer: Nothing. The monster stays in place, and takes no extra damage.

Question 19: *When aiding a multi-enemy attack, who decides if the aid goes to the whole attack or a single enemy?*

Answer: The player whose turn it is decides.

Question 20: *Is range a minimum, a maximum, or both?*

Answer: Range is a maximum unless otherwise stated. So when something lists " 2" it means "up to a range of 2". But if it says "at  2" it means exactly at that range.

Question 21: *What range is a square from itself?*

Answer: A square is range 0 from itself. So if a hero has a spell with range 1 then the hero could cast the spell on themselves.

Question 22: *Does a hero need a target for a cone-spell?*

Answer: No, a cone spell does not need a target. Only area spells (like fireball) need a target

Question 23: *Can levers be target of attacks?*

Answer: No, you may not attack levers.

2.4 Stone of Destiny

Question 24: *Players may take their turns in any order – does this mean you have to choose a player order at the beginning of each round?*

Answer: No – player order is meant to be fluid. At the start of each round choose one player to take their turn. When their turn is done, choose another player to go next. Once each player has had a turn, move on to the Enemy Phase.


Question 25: *When on the Charge spoke, can I move 0 spaces and then attack someone adjacent to me?*

Answer: When you take the Charge action, you may skip the move and still attack, or you may “move” 0 spaces, whichever you prefer. You could also move and skip the attack. Remember that you may never change the order of actions, as written on the spoke from left to right.

Question 26: *When trying to break a lock, can I play more numeric cards to boost my result once I see the two response cards?*

Answer: This attempt works like an attack against an enemy, so you cannot play additional cards after you draw the response cards.








Question 27: *Why are some of the icons on the Stone of Destiny circled?*

Answer: Circled action icons on the Stone cost double  to use.

Question 28: *When using the Special spoke’s actions, are points I get from numeric move cards I play for additional movement also subject to the 2:1 ratio, just like leftover Action Points?*

Answer: Yes, the number on a move card is effectively converted into Action Points, which can be spent at 2:1 for movement.

Question 29: *Can you give another example of movement on the Special spoke?*

Answer: Sure! Let’s say that after moving to the Special spoke you have 3  left. You use your Special ability and play a Special hero card, then you play a numeric  1 card. You now have 4 , which you could spend (at 2:1) to move out of a threatened square, or to move one square and pull a lever. During a normal move action either of these choices would cost 1 . But since the Move icon on the Special spoke is circled,  costs are all doubled to 2 /action, so with 4  you could just do both.

2.5 Movement

Question 30: *Why do treasure chests and levers block movement?*

Answer: Generally speaking, the “treasure chests” you find in these scenarios are not small wooden crates, and the levers are not simply a rod poking out of the wall. Treasure tends to be secured in large items, from sarcophagi to big shipping crates. Similarly, the levers you’ll encounter are not small mechanical switches, but rather bulky magical devices, powered by mystical energies that have been bound to a portcullis, a door, or anything else the cultists have decided to use it for. Both can be moved, with some effort, but not easily hopped over or scurried around while cultists assault you.

Question 31: *Does it cost action points to use a treasure or give it to another hero?*

Answer: It does not cost ⚡ to use a treasure (except the treasure requires it), but it cost 1 ⚡ to give the treasure to an adjacent hero.

Question 32: *Do enemies move in a particular order?*

Answer: Yes, you can find details in the rulebook under Enemy movement.

Question 33: *Can Insectoids open doors?*

Answer: No, but Cultists can. In case the doors are the only way to reach a hero, the insectoids attack closed doors, portcullis or blocking insectoid nests.

Question 34: *Can a Hero be on top of a Treasure or Lever?*

Answer: No. Figures (Hero or enemy) cannot share a space with chests or levers. Once a treasure is unlocked the treasure token/miniature is removed and the square is vacated. Then any Hero or enemy can move into the space. Lever miniatures are not removed from the map when used.

Question 35: *Does a warp stone block movement into a square?*

Answer: No, it acts as a feature of the square, like a trapdoor.

Question 36: *What happens when a hero is on top of the warp stone?*

Answer: No insectoid can reach it as long as he’s there. Too bad for the insectoids!

Question 37: *The rules talk about “Large” enemies, but doesn’t define the term. What makes an enemy “Large”?*

Answer: An enemy is “Large” if its base takes up at least two spaces on the board. With the base game this includes Chi’leen, the Tharnix, and the Demon.

Question 38: *Follow up question – how does this compare to the rules about the order of enemy sizes under move and attack priorities, which is referred to as “Smallest to Largest”?*

Answer: Movement and attack priority goes in relative size order (within the faction), from “smallest” to “largest”, which is how the enemies are listed on the reference sheets, from top to bottom. So the Rotikka always moves and attacks first, followed by the Boneworm, Chi’leen, Tharnix, Acolyte, Guard, Summoner, Dread Monk, and Demon.

Question 39: *Can you clarify the terrain movement penalty rule? Is the penalty an additional cost to enter special terrain?*

Answer: The word “penalty” isn’t intended to mean these costs are in addition to the normal 1 point cost to enter a square, but rather the numbers listed on P.20 of the rulebook replace the normal movement cost. So it costs 2 movement points to enter Uneven terrain, not 3.

Question 40: *So the above also applies to the cultist movement penalty chart on P26?*

Answer: Yes, the small chart in the sidebar just duplicates the information on page 20, which lists the total cost in movement points to enter special terrain, which also affects cultists. They just have an additional rule for moving into special terrain, as outlined in that same sidebar.

Question 41: *How much does it cost cultists to close (and lock) doors behind themselves?*

Answer: The exact costs are 1 to unlock and open (i.e. both together, not 1 for unlock and one for open), and 1 to close and lock (i.e. again both together, not 1 for lock and 1 for close).

2.6 LoS (Line of Sight)

Question 42: *Does the special terrain concealment prevent LoS into or out of the square, or only through the square?*

Answer: LoS is only traced “through” a square, not into or out of. This is why adjacent figures can always attack one another without worrying about LoS.

Question 43: *How can LoS be blocked by a figure that you don’t have LoS to?*

Answer: Since LoS is drawn from the center of each square, and a figure effectively takes up an entire square for purposes of LoS, then your LoS could indeed be blocked by a figure that is in a square you don’t have LoS to. The LoS rules are somewhat simplified for ease and speed of play, so you don’t have to try and figure out how much actual physical space individual figures are taking up and blocking, etc.

Question 44: *Can you trace LoS through two blocked squares that touch each other at one corner if there aren’t any other blocked squares in the way? For example two figures standing diagonally adjacent.*

Answer: No, even though the two squares appear to share a corner, this would count as “two corners of blocked squares” as described on p22 of the rules.

2.7 First Turn

Question 45: *On the first turn, the rules state that I “cannot play cards or use actions other than to move onto the map”. Does that mean I can play cards and use actions that would give me Action Points or otherwise help move onto the map?*

Answer: Yes, you may play such cards for this purpose, either to gain ☠️ or to directly facilitate movement onto the map (e.g. Simma's "Squeeze" card).

Question 46: *Can I use the Aimed Shot spoke as my first action to move onto the map?*

Answer: Yes. Although you'll probably be stuck on the entrance square then, preventing anyone behind you from getting on the map.

Question 47: *What about Elisa? Can she use the Special spoke to teleport onto the map as her first action?*

Answer: Yes, she can use her special ability Blink during her first action and teleport onto the board. In such case, count the entrance as the first square of the movement.

2.8 Spawning Enemies

Question 48: *Do players choose which enemies will spawn, and where?*

Answer: Yes, as long as enemies are placed according to the placement rules and the number of enemies indicated by the threat level are spawned.

Question 49: *...but how can it be challenging if players choose which enemies to spawn?*

Answer: The spawn pools are limited and players must choose from the remaining available enemies. If you start with spawning only weak enemies, you might end up having all the tougher enemies in one go. That will probably not go well for the heroes.

Question 50: *Can the spawn pools run empty?*

Answer: Yes, they can. This is one way to complete some scenarios. Destroying nests can also stop Insectoids from spawning.

Question 51: *If the Set Up section of a scenario doesn't mention a starting location for an enemy, where does it start?*

Answer: Any enemies listed without a starting location are placed at the players' discretion using the normal spawn rules.

Question 52: *What if a scenario calls for enemies in the reserve pool but there aren't enough miniatures to meet the listed setup (e.g. Scenario 3a)?*






Answer: In such a case the first enemies killed that meet the criteria are put into the reserve pool as they are defeated. For example, in the setup for scenario 3a all 5 Chi'leen miniatures start on the board, but it also lists 2 in reserve. Therefore, the first two Chi'leen the players defeat are put into the reserve pool to be potentially spawned later.

2.9 Death

Question 53: *Can we loot or resurrect a hero that dies from infestation?*

Answer: No, the transformation to insectoid is so horrible that no corpse remains.

3 Rules Clarifications

1. When aiding / boosting your own action it must be of the same kind as the original action. Example: Eliza's cone attack (*Torrent of Fire*) is a Special attack , even when it performs an attack , so you need special action  for aiding/boosting, not an attack action .
2. All damage, even those happening by wounds, or self inflicted (e.g. as effect of a card or ability) triggers a new wound (card).
3. Setup: Treasure Cards for each campaign
AR AR treasure cards: T1, T3 - T8, T10-T13, T15, T18, T28, T36, T57
W 5 random from AR + Witch Grotto treasure cards: T9, T17, T29, T33
H 5 random from AR + Hideout treasure cards: T14, T19, T30, T31, T32, T34 T37
4. Which treasure cards are obtainable at the variant trader and which at the hideout trader? The trader variant is supposed to be the "I-dont-want-to-buy-HO"-variant. HO owners should just use the HO rules, paying the same price as in the standard trader variant, but having a different selection to choose from (more cards, because HO has additional cards, but also less, as not all kind of traders are available).
5. Trait rules: Take 3 times the penalty (use a trait token on the card to mark it) and then you can activate the ability on the other side of the card once. After using the ability you have to refresh it by retaking the penalty 3 times again. The trait tokens do not carry over from scenario to scenario.
6. Nests, levers and treasure chests can be pushed (by effects or abilities, like the Chi'leen trample ability).
7. Nests do NOT attack (i.e. no 0 + response card attack), and they do NOT impose a *threat*. They are effected by passive moves, like push or banish.
8. There is a difference between attack- and move-priorities! Some object/spells only impact one of them. E.g. Eliza's decoy spell and the *Shadow Cloak of Geraka*(T23) only influence the attack of the opponents, not their movement and their decision who is closest. When moving towards such an enemy, they move till they could actually attack. Chi'leens, guards and summoner move to a range which actually allows an attack, which is for a wearer of the cloak  1.
9. Is there any kind of dead lock resolution for monster movement? No. If this happens: Congrats that you lured them into blocking each other.
10. Not only can heroes aid each other, but also other persons or objects, including civilians, portcullis, doors and enemies (e.g. to help a nest against a fireball).
11. Victim cards are received and can only be used for the rest of the scenario by the rescuer. Between scenarios the victim cards can be put into a different hero

deck.

12. Victim cards are 🎯-bonus cards (i.e. you can support/aid all kind of actions with it).
13. Some victim cards seem not to have a numerical value. A closer look at them reveals the response card logo. This means you draw a response card for their value.
14. Enemies take one 🩸 per 2 🦠 (this can happen by traits that move fatigue markers from a hero to an enemy, or when an enemy is forced to attack another enemy).
15. Treasure cards have a type. It can be either
 - 🕸 trap
 - 🔪 weapon
 - 🛡 armor
 - 🍷 potion
 - ✳ other item.
16. *Gloom of Kilforth* is considered an infestation wound card.
17. Proposed changes for Tyras deck:
 - HT1: Taunt. Should include: *You draw* 🎯
 - HT3: Bloodlust: Should include: *You may remove one* 🦠
 - HT5: Add Defense Symbol and should include: *You draw* 🎯