



FREQUENTLY ASKED QUESTIONS

Version 04 - January 12th, 2015

This document covers the various issues and official responses with the game of Fallen.

In this Version 04

Rule Book correction: Extra text on page 13, 27 30, and 36

Kickstarter Card correction: Protector's Mace

Kickstarter Rule Book correction: Page 8

Version 03

Added: How do I handle a Final Battle card that instructs the Hero to deal Wounds to the active Creature when there is no Creature activated yet?

Added: Does the Wight's Resistance ability block Wounds dealt by Reward tokens?

Rule Book correction: Wrong page number reference.

Kickstarter Rule Book correction: Wrong token name.

Version 02

Added: When a Final Battle card reads "*If the Hero's armor has less than 5 Wounds on it, deal 3 Wounds*", where are those Wounds dealt?

Added: What happens when a player's Power card deck runs out of cards?

Added: Enraged Enemy card correction

Why did two copies of the *Lich* Creature card come with my game?

A misprint was found during production of the game with the *Lich* card, so a corrected version was reprinted and added to every game. Add the correct *Lich* card to your game and remove/destroy the misprinted *Lich* card.

Add the *Lich* Creature card to your level 3 Creature deck with the ability that forces the Hero to lose an Experience token.



Remove from the game the *Lich* Creature card with the ability that forces the Hero to lose a Wound. This card is a misprint and should not be used.



When a Final Battle card reads "*If the Hero's armor has less than 5 Wounds on it, deal 3 Wounds*", where are those Wounds dealt?

Any Final Battle card with this effect (for example *High Ground* or *Channel of Magma*) deal the 3 Wounds to the Hero's armor card.

How do I handle a Final Battle card that instructs the Hero to deal Wounds to the active Creature when there is no Creature activated yet?

After the Final Battle card is read, the Dungeon Lord activates a Creature as usual. The Wounds from the Final Battle card are now dealt to the active Creature. This may give the Dungeon Lord a choice as to which Creature takes the Wounds.

What happens when a player's Power card deck runs out of cards?

As soon the last Power card is drawn from a player's Power card deck, shuffle the player's discarded Power cards and place them face down to create a new Power card deck.

Rule Book corrections:

On page 13, ignore the last sentence on step #7: "*The WINNER of the challenge does the following.*"

On page 27, the section regarding Reward tokens should read "*Some tokens show more than one symbol which gives the player all of the rewards shown.*"

On page 30, the reference should direct you to "*See also the "Fortune from Skills & Quests" box on page 8*" instead of "*the next page*".

On page 36 under the section *Returning to Fallen*, it should read, "...review the Rules to Remember (page 37)..."

On page 37, the last rule to remember should read "*Final Battle stage*" not "*Finale Battle stage*".

KICKSTARTER CONTENT

Does the Wight's *Resistance* ability block Wounds dealt by Reward tokens?

Yes. Since the Wight's *Resistance* ability is innate, it is always in effect. As long as a *Sorcery* Power card is on top of the Dungeon Lord's discard pile, all Wounds dealt by the Hero are blocked.

Card Corrections:

Enraged Enemy: Enraged Enemy should read "*Discard Enraged Enemy at the end of the challenge.*"

Protector's Mace: Protector's Mace should read "*Story wound*" instead of "*Story damage*".

Kickstarter Rule Book corrections:

On page 1 of the Kickstarter rule book under the section *Component List*, it should read, "1 Wound token" not "1 Blood token".

On page 8 of the Kickstarter rule book, ignore the Card Codex entry for "*Rune Master (Skill card)*".