

# HELLBOY: THE BOARD GAME

## *Official FAQ / Errata Document*

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Hello Agents!

Backers have started receiving their copies of *Hellboy: The Board Game* now, and we're starting to get a few questions about the rules. Overall, we couldn't be happier with how the game's been received – all that development and playtesting time seems to have paid off! Of course, a few things always slip through the cracks during the design and development process, and there will always be rules that seemed *utterly 100% clear* at the time but which, in hindsight, could have been worded better. Such is the life of a game designer!

This document aims to address those little niggles. We'll be updating it as we go – note the version number up above. Any changes from the previous edition will be **highlighted like this**.

If you're not sure about something and you can't find an answer here, please follow these steps:

1. Go to this thread on BoardGameGeek: <https://boardgamegeek.com/article/31687421>
2. Have a look and see if someone's already posted the question. If not, please add it!
3. If you don't have a BGG account and you don't want to make one, you can also contact us at <http://www.needycatgames.com/contact> (but we definitely prefer to keep questions in the BGG thread, if at all possible).

Thank you for supporting *Hellboy: The Board Game*, and we hope you enjoy it!

*Sophie and James  
Needy Cat Games*

## KICKSTARTER BACKER? READ THIS!

We recommend you check out the Wave One Kickstarter Breakdown, which can be found [here](#).

This will help you figure out which components belong with which set (the core set, the expansions or the Kickstarter extras). Also, it will help you identify the components which were upgraded from the retail set (Inferno, Insight, Impending Doom, Information Gathered or Clue markers).

Once you've got everything sorted out, why not [watch this short video](#)? In it, we give you a breakdown of our recommended way to approach the contents of your box.

Happy gaming!

# FREQUENTLY ASKED QUESTIONS

## ACTIONS

### Can an Agent make a Fight action if they don't have a Melee weapon?

Yes indeed! Check the difference between Fight actions on page 16, and Shoot actions on page 17. With Fight actions it says that if the Agent is carrying any Melee weapons, they can pick one to use; with Shoot actions it says that they're only available if the Agent is carrying any Ranged weapons. (You can always swing a punch, but mind-bullets are a little trickier...)

### Can an Agent interrupt a Move action to make another action, then complete their move?

Nope! Actions are distinct and separate, and happen one at a time. Spend a cube, make an action. That means you need to complete the action before the next one is made (by you or someone else). So if you move one area then do another action, you've lost the second area of movement.

Note that this includes free actions. You can't move one area, Explore a new room then complete your move.

## AGENTS

### Does Hellboy need to spend an action cube to use his "Deep Pockets" card?

Nope! It's a freebie. You still need to do it during the Agent phase, though.

### When Johann uses his Projection unique action, can he still make other actions as normal, or can he only act in the area where his action cube is placed?

He can still make other actions in the area his model is in. This is a slight abstraction, we'll admit! Originally we had it so that until the end of your turn you could *only* make Examine and Explore actions in the area with the cube, but between playtest feedback and the need to fit the text on the card (he's got two lengthy Unique Actions and not much space to fit them into) we simplified it down.

### Another one regarding Johann's Projection. Can he do this even if there are enemies in his area, or the area he is projecting to? Do Frog Swarms in his original area and/or the area he is projecting to give downgrades? Can Agents in his original area boost his test? What about Agents in the area he is projecting to?

Simple answer here – as the rule says, he makes the action "as if he was in that area", so you literally treat him as being in the area he's projected to. Completely ignore the area his model is in. (If you're using the resin upgrades this might be more intuitive, as the square he was in will just contain an empty containment suit!)

This means that Enemies in his actual area are ignored\*, Agents in his actual area can't boost his dice, etc. Enemies in the area he is projecting to are counted as normal for downgrades, and Agents in that area can boost his dice.

Oh, and enemies in your area do nothing to prevent either Projection or Examine actions, so the answer to the first question is a resounding "yes".

\*If he's projecting to another area in the same room they'll still give one downgrade, as they're still in his room, they just won't give the *extra* downgrade for also being in his area.

### How do you resolve Liz's Flame Blast?

It's a ranged weapon, so you treat it as a Shoot action. This is *sort of* covered under Weapons on page 22 of the rules, but it's not incredibly clear, so we understand any confusion! In essence, you spend one action cube

to make a Flame Blast attack, which lets you make a Shoot action that uses the Flame Blast as a ranged weapon.

### **Does Living Flame Unleashed come into play if an attack BOTH knocks Liz out AND pushes her Living Flame marker beyond the top of the tracker?**

The Volatile rule applies even if an attack knocks Liz out. So the sequence would be:

- Liz suffers damage, which knocks her out.
- The Volatile Rule kicks in, advancing the Living Flame tracker.
- If this pushes the marker off the top of the tracker, it flips.
- The Living Flame Unleashed rule is enacted. Liz cannot suffer any more damage and cannot be stunned, as she is knocked out. This means that the condition for the second paragraph - "If this knocks her out" - does not apply, so she doesn't go kaboom. So you'd skip straight to the third paragraph, flipping the card and resetting the tracker.

This is what we call the "phew, that was close" outcome.

### **Do you roll for Lobster Johnson's "A Legend in Death" rule in *each* end phase while he's KO'd, or just the one at the end of the round in which he was knocked out?**

Roll for it in each End phase while he's knocked out.

### **Does Roger have a Black FIGHT skill? What's going on there?**

Nope – his FIGHT skill depends on his Living Spark starting card. Read that, and all should become apparent!

## **CASE FILES**

### **Do the Case File numbers (i.e. Missing Persons is #252019) mean anything? Are you meant to play the Case Files in a certain order?**

The Case File numbers are just there for Bureau purposes. Proper filing's important, y'know? You can play the case files in any order you wish, we just recommend Eviction Notice first as it's short, sweet and straightforward. (It's also covered in the tutorial, so that's a winner.)

### **In the setup for Case File #297556, "From Beyond the Stars" (Conqueror Worm expansion), it says that there are Encounter cards with "Nazi HQ" and "Generator Room" printed on the back. What do these look like?**

They look just like normal Encounter cards, but on the back (with the young Hellboy illustration), just beneath the word "Encounter", you'll find the text as noted. Photo to the right for clarity!



## **CASE FILE CONSTRUCTOR**

### **The board layouts on the Environment cards each show three coloured icons in different rooms. What are these for?**

Sometimes they won't matter at all, so don't worry about them! If you need to use them, the Case File deck will very explicitly tell you to.

## CONFRONTATION

**By default, Confrontations end when there are no Enemies left on the board. If there are unexplored rooms, do they count as potential Enemies – i.e. do you need to explore them before the Confrontation can come to an end?**

Nope! You just need to get rid of any Enemy models that are on the board.

## DAMAGE

**When an Agent is targeted by a Ranged attack, and is in an area containing scenery, is the damage applied to the furniture before rolling DEFENCE, or after?**

Make the roll first, figure out how much damage the Agent *should* take, then apply this to the scenery. If the scenery is destroyed, and there's damage remaining, apply it to the Agent.

**When a character suffers damage, do you always reduce the amount suffered by their Resilience value / the result of a DEFEND test?**

Nope!

Resilience is only applied when specifically stated. So mostly during a Fight or Shoot action. The same thing is true with **DEFEND** tests for Agents - you only make them when specifically told to, generally when an Enemy attacks you.

Things that ignore resilience / **DEFEND** tests include (but are not limited to):

- Damage caused by hurled characters.
- Damage caused by being hurled into scenery.
- Damage caused in the End Phase by Inferno markers.
- Liz's Immolate ability.
- Evading Enemies.
- Deck of Doom cards that inflict Damage (unless they specifically say otherwise).

### HOWEVER!

When Johann uses his Possess action, the target enemy's Resilience is used. See "Enemies Attacking Enemies" on page 15 of the Rules.

## DECK OF DOOM

**Do all Agents have a Deck of Doom card?**

Some Agents don't have cards. If you're playing an Agent who doesn't have a card, just don't add their card to the deck. They'll have a marginally easier time than other Agents!

**The Rookie Mode card "Favour of Old Gods" says: "An Agent can discard a marker cube from this card after making a test to re-roll any one of the test dice." Can you discard multiple marker cubes to re-roll multiple dice? Can you re-roll the same die multiple times?**

No to both – you can discard **one** marker cube per test to re-roll a single die.

**The “Difficulty Settings” new rules card (KS Extras) states how many cards with the “Q” (grey) icon you should include in the Deck of Doom for various difficulty levels, and it seems to imply that you should only ever have 12 cards of that type in regular play. Is this right, or should you always use all available cards of that type?**

As a default you should use all available cards, but remember that in the Kickstarter box you get everything all at once – see the first page of this document for our recommendation for how to break down what’s in the box, and what order to play it all in. As such, when you play with the core set, you should just use the core set cards. Then, as you add expansions, add in any additional cards with the relevant icon.

## **ENEMIES**

**If you need to place an Enemy in an area which is already full (because of other models and/or scenery), what do you do?**

Place the Enemy as close as possible to the area where it was supposed to go - this usually means an adjacent area. The Lead Agent chooses the specific area, following this guideline.

**What happens if an Enemy needs to move into an area, but can’t because it’s already full as described above? For example, a Minion with the Brawler tag should move towards the nearest area containing an Agent – what happens if that area’s full?**

Move the Minion as close as it can get to that area. As usual, the Lead Agent is free to interpret the detail as long as they follow this guideline.

**When a Boss spawns new Minions (due to a behaviour card or special rule), do these Minions activate in the same Enemy phase?**

If you're following the normal activation order - boss first then minions - then yes! There's no distinction between enemies that have just shown up and ones that were there all along.

Basically, the answer is yes! However, if you were playing a case file where the Boss activates after the Minions – if such a case file even exists! – the answer would be no.

If you’re following the normal activation order – Boss first then Minions – then yes! There’s no distinction between enemies that have just shown up and ones that were there all along.

Basically, the answer is yes. However, if you were playing a Case File where the Boss activates after the minions – if such a Case File even exists! - the answer would be no.

**What do tags such as “Frog”, “Military” and “Arcanist” mean?**

On their own, not much! They’re mainly there for other rules to interact with. (For example, there might be a Deck of Doom card that lets all “Frog” enemies heal damage.) The only tags that have an explicit rules effect are Boss, Fiend, Minion, Ranged, Cowardly and Brawler.

**Can an enemy with the Ranged tag make a Ranged attack while there’s an Agent in their area?**

Nope – see “Activating Minions” on page 14. If an Enemy has an Agent in its area when it is activated, it makes a melee attack, regardless of its tag.

**When a Boss is activated, do you just do what the Boss Behaviour card says, or does the Boss move as well?**

You just do what the card says, and nothing else (unless a Boss specifically has a rule that says otherwise).

**If there are multiple Bosses on the board and there are no instructions for how they act, how should this be resolved? For example, if a Boss has been placed on the board with an Unexpected Threat card, then the Confrontation begins, do they have two separate Boss Behaviour decks? If so, how do you build this?**

In the rare event that a second (or third, or fourth!) Boss arrives on the board and the Case File doesn't specifically give you instructions for how to deal with it, add any Boss Behaviour cards to the deck for the new Boss that aren't already in there. At the start of the Enemy phase, the Bosses are activated in the order that they were placed on the board – the one that was on the board first goes first, and so on. Each time a Boss is activated, draw a card from the deck and check its icon; if it does not match one of the icons on that Boss' card, discard it and draw another.

Oh, and good luck. You might need it.

## EXPANSIONS

**When I play Case Files from an expansion (such as The Conqueror Worm), do I just use the Deck of Doom / Encounter cards with the Conqueror Worm logo, or the ones from the core set as well?**

The intention is that the cards with an expansion icon are shuffled into the core decks when you introduce that expansion. If you then add another expansion later, it's up to you whether you want to remove the Conqueror Worm cards or leave them in.

We recommend that you leave all the expansion content in the box at first, and play through the core game by itself – then introduce the expansions one at a time. See the "Kickstarter Backers" note at the start of this document for more information.

## ENCOUNTER CARDS

**What are Sinister Birds? They're mentioned on several of the Encounter cards.**

They're part of the BPRD Archives expansion – you'll find a rules card in there. If you're seeing these and you're not sure about how they work, that sounds like you haven't split your boxed set into the Core Game and its Expansions. Check the first page of this document for details!

**When the Confrontation begins, what happens to any remaining face-down Encounter cards?**

They stay face-down, unless the Confrontation rules say otherwise. This means you can keep exploring – if you don't mind the risk of finding even more enemies!

**Some cards have a small white hexagon next to their icon. What does this mean?**

This shows which cards are used in the Tutorial. Otherwise, they are just treated as normal cards of their type.

**If a room's Encounter card is flipped and resolved due to a game effect that *isn't* an Explore action – say, if a Case File tells you to flip and resolve a number of Encounter cards – do those rooms count as having been explored? Do their Doors count as being open?**

Yep, as soon as a room doesn't have a face-down Encounter card it counts as "explored", so its doors can be seen and moved through.

## GAME BOARD

### What is an “explored area”?

This is any **area** (i.e. a “square” on a room tile) that is in a room that does **not** have a face-down Encounter card.

## HQ BOARD

### Some rules refer to the “rightmost” Insight marker on the Information Gathered track. What does this mean?

During development, the Impending Doom track was a straight line – and this made sense, honest!

Whenever a rule says this, it refers to the Insight marker that’s on the highest-numbered space.

## HURL

### Do characters suffer any damage when they are hurled?

Only if they are hurled into an area containing scenery. Either way, though, they still inflict damage on other characters in their area – see Hurl on page 22 of the Rules.

### If an attack that causes Hurl causes the target to be removed from the board, are they still hurled? In other words, can they still damage other characters in the area they are hurled into?

Yes indeed – this can also destroy scenery in that area. It wouldn’t be Hellboy if you couldn’t punch a monster into oblivion and hurl its corpse at its buddies.

### Can a character be hurled into an area that is already at full capacity?

Nope. They’d need to be hurled into a different adjacent area. If there are none, they simply aren’t hurled.

## INFERNOS

### Can I target an empty area with a ranged attack that does fire damage, in order to place an Inferno in that area? If so, how does this work?

Yes indeed! In fact, it’s covered in the rules for Fire on page 22 of the Rules. You don’t inflict any damage, and don’t need to roll any dice – you just place an Inferno. How very Liz of you.

## KNOCKED OUT AGENTS

### When you recover from being knocked out, either when Taking Time or with a Last-Ditch Recovery during the Confrontation, what happens to your health track? Do you discard any damage markers?

Your health stays exactly as it is. You’ve regained consciousness, but that doesn’t mean you’ve magically healed! Remember, the rule is that you get knocked out if your health track is full of injury markers *and then you take more damage*. That means that, unless you specifically heal up, one point of damage will knock you out again! You generally recover from unconsciousness at the start of the Rest phase, so you immediately get a chance to Recuperate, but if you’re hauling yourself to your feet during a Confrontation... well, it ain’t called a Last-Ditch Recovery for nothing!

### **If all Agents are knocked out, but there are still Backup Agents on the board, does this trigger the Confrontation?**

Yes, it does – if as there's a Case File card in the in-play area that says "If all Agents are knocked out, flip this card", this would cause the card to be flipped.

### **If an Agent is Knocked Out before the Confrontation begins, can they still attempt a Last-Ditch Recovery? Where are they placed if they return to play?**

They can indeed. If they return to play, they are placed in the Lead Agent's area if there is room – otherwise, they are placed as close as possible to that area.

## **PLAYER COUNT**

### **Which elements of the game change based on the number of players?**

It can vary from Case File to Case File, but the things that generally change are:

- The number of Requisition Points you have to spend (this is fixed, regardless of the Case File).
- The setup of the Encounter Deck (you'll get tougher encounters the more players you have).
- How long you have before the Confrontation (the trigger marker gets placed further along the Impending Doom track when you have fewer players).

Also, note that it's technically the number of Agents, not the number of players – solo play uses 2 Agents, for example, so there's no difference in difficulty from a 2-player game.

## **POINTS OF INTEREST**

### **Do Points of Interest count as scenery / clues? Are they destroyed by Infernos, or by characters being hurled into their area?**

No, no and no.

### **If an Agent is "carrying" a Point of Interest (this can happen in some Case Files), can they give it to another Agent with a Trade action?**

They can't – Trade actions can only be used on Requisition and Starting cards.

## **REQUISITION CARDS**

### **Lobster Johnson's pistols never "run out of ammo" – does this mean he can never lose a specialist Ammo requisition card?**

If Lobster Johnson's pistols are loaded with special ammo and a Skull is rolled during a Shoot action that uses them, discard the ammo.

### **How does the Ancient Blade's special rule work? Does it mean you can double a die twice?**

Short answer, yes! When you roll the BPRD symbol you immediately double the result of one test die, then choose how to use the BPRD symbol. If you want, you could use it to double the result of another test die. Note that this can't stack, though; you'd have to double a different die.

### **Can Hellboy use a Melee weapon (such as the Ancient Blade) on a Big Right Hook?**

Yes indeed – the Big Right Hook says "make a Fight action", so all of the standard rules apply, therefore you can use Melee weapons. Talk about overkill.

## **Does it cost an action to use a Concussive Grenade / Stun Grenade?**

Yes! Anything that says Ranged Weapon needs to be used as part of a Shoot action (just like anything that says Melee Weapon needs to be used as part of a Fight action).

## **How does the Concussive Grenade work, exactly?**

The concussive grenade isn't as clear as it should be - my apologies for that. Here's how you should use it.

It's a Ranged weapon, so you have to use it with a Shoot action. Spend an action cube, choose an Enemy in a visible area, then test SHOOT as normal - however, you treat your SHOOT skill as being red (hexagon) regardless of what it normally is.

As it's a Shoot action, downgrade 1 die for each character in the path of the shot, and for each character in the target area other than the Enemy you chose to be the target. Other upgrades and downgrades apply as normal. Work out your test score as you normally would.

Now apply damage to the Enemies in the area, in an order of your choice. For each one, deduct their Resilience from the Test Score to see how much damage they suffer. If there is scenery in the area, damage is applied to it for each enemy until it is destroyed.

## **...and Stun Grenades?**

Stun grenades are really easy. First, you have to be able to make a Shoot action (i.e. there can't be any Enemies in your area). Then you pick a visible target area, and stun each character (Agents and Enemies) in that area. Yes, Stun grenades affect Agents as well!

## **Can the Mystic Sigil be used when another Agent rolls a test, or just the Agent carrying it?**

Just the Agent carrying it. All of the Requisition cards (and Starting cards) are written as direct instructions to the player holding that card, i.e. the player whose Agent is equipped with it. So when it says "after rolling a test", this means "after **you** roll a test". Similarly, only **you** can spend an Action to use Field Dressings you're carrying, only Hellboy can rummage in his Deep Pockets, and so on.

## **Can you start a Case with special ammo (Incendiary, Armour-piercing etc) loaded into one of my guns?**

Nope! Agency protocol recommends that specialist ammunition is kept in reserve and only deployed when its use is confirmed to be necessary.

# **REST PHASE**

## **Can you only Rest when there are no enemies on the board, or just in your area / room?**

The board needs to be entirely clear of Enemies. It's not like they'd stand around politely waiting for you!

## **If a rule says "When the Agents take time...", when in the Rest phase does this occur? (E.g. Backup Agents giving remote support or being sent away, requisition / starting cards flipping, etc).**

Any rules like this happen as soon as the Agents take time, i.e. before their Rest actions. If there are multiple effects triggered at the same time, the Lead Agent chooses the order they go in (note that this is before the Agents prepare, so before the Target Priority track is reset).

# **SHOOTING**

## **Do Shoot actions have a limited range?**

Not unless the Ranged Weapon being used specifically states a range.

## Can you shoot diagonally / through doors?

You can target an Enemy in any visible area. This is detailed (with examples) on page 13 of the Rules.

## SINISTER BIRDS

### Are Sinister Birds removed in the End phase if they're in the same area as an Inferno? If so, how does this interact with the part of their rules that says they are replaced with Harpies?

Yes indeed – as per their rules card, they can be removed by anything that would remove a Frog Swarm, so you can read the first paragraph of “B) RESOLVE INFERNOS” (page 20 of the rules) as “remove one clue, one frog swarm, one sinister bird and any scenery in the area”.

The rule for replacing sinister birds with Harpies states that it happens in the End phase, which places it in step D (“Other Effects”), so if enough birds are removed by Infernos this can prevent Harpies from being placed.

## STUN

### How exactly do Stunned characters affect play?

We've had lots of questions about what Stunned enemies do and don't do. Short answer: if the stun rules don't say they do it, they don't do it.

Long answer: Stunned characters still count as being in their area, for the purposes of any rules that apply. This means:

- Stunned Enemies still cause downgrades during Fight, Shoot and Examine actions.
- Stunned Enemies still take up space in their area.
- Stunned Enemies still prevent Agents in their area from making Shoot, Interact and Clear actions, and Trade free actions.
- Stunned characters that have "area effect" special rules - for example, automatically upgrading or downgrading dice - still have these rules while Stunned.
- Stunned enemies still affect Agents' movement - they need to be evaded, or they'll move with you.

...and so on.

### Stunned Agents spend two of their action cubes to stand up. What can they do with their third?

Anything they like! As soon as they stand up they are no longer stunned, so they no longer suffer any restrictions on what they can do. You've got one action... make it count!

### If a Stunned Agent has fewer than two Action Cubes at the start of the Agent phase (because of Injuries or other game effects), what happens?

They spend all their available action cubes – even if that's somehow none! – and stand up.

## TARGET PRIORITY

We've made a short video to cover a lot of the most common questions about Target Priority. You can see it here: <https://youtu.be/qcY41YO7puq>

### If a rule or game effect calls out the “Lead Agent”, does this move their marker to the back of the Target Priority queue?

This is a great question.

There are two wordings that are used – “use Target Priority to choose an Agent”, or “the Lead Agent [does a thing, or more likely has something happen to them”.

When you are instructed to use Target Priority, the eligible Agent who is furthest forward in the queue is selected, and their marker moves to the back of the queue.

When the rules call out the Lead Agent, this refers to the Agent whose marker is at the front of the queue – and this does *not* move its marker to the back of the queue.

## TERMINOLOGY

### What is a Character defined as? Is a Boss an Enemy? Are Frog Swarms characters?

Page 3 of the Rules clarifies this, but in short:

- The good guys, controlled by players, are called Agents.
- The bad guys, controlled by the game, are called Enemies.
- There are two types of enemies: Minions and Bosses.
- Collectively, all Agents and Enemies are referred to as Characters.
- Frog Swarms aren't characters, even though the rules (foolishly!) say that the term character is used to refer to “any miniature” – this is a hangover from when we were using tokens, not minis, to represent frog swarms. (Oh, and when you get to the B.P.R.D. expansion, Sinister Birds aren't characters either.)

So, if a rule targets “all Enemies in an area”, it hits all Minions and Bosses. If a rule targets “all Characters in an area”, it hits all Minions, Bosses and Agents.

## TESTS

**Can a test die result be doubled more than once? For example, if I'm using the Ancient Blade and I roll a 2, 3, 4 and a B.P.R.D. icon on the Effect die, can I double the 4 to an 8 with the Ancient Blade's rule, then use the B.P.R.D. icon as a “x2” result to double the 8 to a 16?**

You can't double a dice more than once. In this case you could double the 4 to an 8, and the 3 to a 6.

**If you roll a Catastrophe result on the Effect die, and there are multiple dice that all show the highest score, do you remove one of them or all of them?**

Just the one – that's bad enough! So if you rolled 2, 3, 3 and Catastrophe, you'd remove one 3, giving you a score of 5.

**If a die cannot be upgraded / downgraded more than once, does this mean there's no additional affect for getting 4 or more upgrades / downgrades on a single test?**

Yes, technically! However, additional upgrades/downgrades will have an effect if you have *both* upgrades and downgrades, as they cancel out. Three upgrades and four upgrades are the same if there are no downgrades – they upgrade all three dice – but if you've got a downgrade as well, they'll be different.

**If a rule lets you “re-roll any dice on a test”, does this mean you can re-roll any one single die, or any number of dice?**

It means you can re-roll any number of dice in the roll (we were fairly careful to only use “dice” as a plural throughout the rules).

## TIMING

If two game effects happen at the same time (i.e. both happen “in the End phase” or “after the Agents take time”), how do you decide which order they happen in?

The Lead Agent gets to choose. Lucky for them.

## TUTORIAL

**The Encounter cards that are used in the Tutorial are not the same as the ones you’d normally use in a two-player game with the Eviction Notice case file. Is this a mistake?**

This was intentional, to make the Tutorial a little bit easier - but it looks like I forgot that halfway through writing the Tutorial booklet! It should have called this out in two places:

- The fourth paragraph of "The Game Board" on page 2, which should have pointed out that the setup you've just done is a bit easier than a regular case file.
- The last paragraph on page 8 - it should have said that if you carry on playing, you're still playing on an easier setting than you would be if you'd just set it up from scratch.

# ERRATA – CORE GAME

## CASE FILE DECK

### CASE FILE #252019, MISSING PERSONS

#### Card 2 of 6, front

The following text should be inserted before the first paragraph: "Put Insight markers on spaces 3, 6, 9, 12 and 15 of the Information Gathered track."

### CASE FILE #165481, DOWNWARD SPIRAL

There are two separate Encounter cards in this Case File (ones marked with a black square and 1) that both instruct you to place Point of Interest (1). One of these should be Point of Interest (2). It actually doesn't matter which way around you place them – as long as two different Points of Interest are placed, it's all okay.

## THE RULES

### PAGE 31, PREPARE THE ENCOUNTER DECK

The example in the third paragraph is wrong! It should say "For example, using the Case File card shown opposite in a two-player game".

### THE MISSING BOSS MOVEMENT RULE ("OUT OF MY WAY!")

During late-stage testing, a rule came up that should have been added to the rulebook, but for whatever reason it never was. Sorry about this!

If a Boss is instructed to move into an area but cannot fit because of other characters or scenery, follow these steps:

1. Destroy the largest piece of scenery in the area. The Boss' move then ends, without it entering the area.
2. If there was no scenery in the area, characters in the area are hurled until there is room for the Boss. Enemies are hurled first, then Agents (or Backup Agents). The Lead Agent chooses the exact order in which character are hurled. Then the Boss moves into the area.

## TUTORIAL "READ THIS FIRST" BOOKLET

### PAGE 4

Two of the diagrams show an image of a Giant Frog Monster. This is wrong – that should be a Rampaging Frog Monster.

### PAGE 7

The final paragraph on the page says that Abe picks up an Insight marker from the '3' space – however, the Case File tells you to set them up on spaces 2 and 4 (among others). If you read it as Abe rolling a 6, which lets him advance the marker by 2, he can pick up the Insight marker on the 4 space instead.

# ERRATA – THE CONQUEROR WORM EXPANSION

## CASE FILE #315497, THE COLD SHOULDER

### Card 1 of 6, Back

The Board Layout map is incorrect; there should be a door linking the Starting Area to the room to its right, and the room with the pipes (towards the top of the map) is incorrect – this should be substituted with an unused 2x2 room from the core tile set. A corrected map can be seen to the right.



# ERRATA – B.P.R.D. ARCHIVES EXPANSION

## CASE FILE CONSTRUCTOR DECK

### ENVIRONMENT CARDS

On the back of one of the “Short” environment cards, the Board Layout shows the same room tile twice. (This is the card with the wooden floorboards instead of flagstones; the two rooms are the ones with the yellow and blue rune icons). You should use a different tile for one of these.

# ERRATA – KICKSTARTER EXTRAS

## CASE FILE CONSTRUCTOR DECK

### CONFRONTATION CARDS

The Confrontation with Kriegaffe by himself (not the one with both Kriegaffe and von Klempt) has a wrong Boss Behaviour icon. Ignore the white triangle with the “S” rune, and add the red triangle with the “T” rune.

## DECK OF DOOM

### UNMENSCH, FETCH!

*Add this to the card text:*

Set up Unmensch in the starting area.