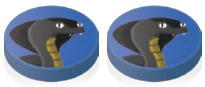
RED BOX Errata List

Catacombs ELZRA™

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Page 2 - Components

The render of the Mythological (blue) Monsters depicts the King Cobras as small discs. This is an error: they are flat discs. Note that the sticker application chart on page 4 is correct on this point as is the sticker sheet included with the expansion. Thematically, as snakes, the King Cobras are meant to be bigger than the Pit Vipers, but still low to the ground.



Page 3 - Components

The correct number of Catacomb boss cards is 6 not 4. The Red Box includes two new Catacomb bosses for Catacombs & Castles second edition, Candle Mass and Achaleth. The latter has four cards instead of the usual two.



Page 4 - Sticker Instructions

The pieces for the Scorched Earth ranged shot are identified as “Wax Spirits”. While thematically correct (that’s what they are), it may lead to some confusion. To be clear these pieces are for the Scorched Earth ranged shot.



The number of Slime Familiar pieces is incorrect. The number is quoted as 4 instead of 1 (the Components list, page 2, is correct on this point).



Page 5 - Co-op / Solo Mode

In the first note box on the page, ignore the following text: “Their line of sight is not blocked by obstacles either. As a result, a hero behind an obstacle is fully visible to a character under AI player control.”

Page 9 - AI Player Behaviour

At the start of the game, the player(s) choose either of the following default behaviours [for the AI player]: line of sight (LOS) checks are not blocked by obstacles or line of sight (LOS) checks are blocked by obstacles.

In the latter case, the AI player suffers more of a handicap and is *not* recommended for advanced players.

Page 9 - AI Player Behaviour

Step #2 text is replaced with the following: “**If obstacles block line of sight (LOS)**, then perform a 360 degree line of sight (LOS) check with the Active Character by using their indicated Ruler template. **Line of sight (LOS) extends beyond the length of the ruler itself to the edge of the playmat.** If there is one target in line of sight (LOS), it becomes the Active Target by default. If more than one enemy characters are in line of sight (LOS), then proceed to target selection below. Otherwise perform the **No Target Action**, then determine the next Active Character (return to step 1).”

This change clarifies that if line of sight is *not* blocked by the obstacles, then all enemy pieces are visible to the AI player.

Page 9 - AI Player Behaviour

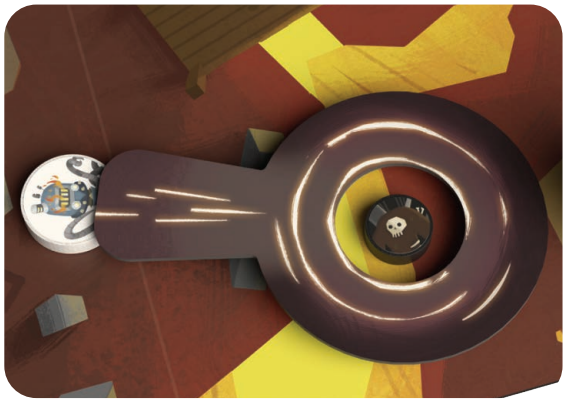
Special Exception box, replace “checking line of sight” with “**performing target selection**”.

Page 9 - AI Player Behaviour

Step #3 text is replaced with the following: “From the perspective of the AI player, enemy characters are considered to be any member of the Heroic Forces including heroes, familiars, allies, mounts, and assistants. The AI player ignores Antients not under its control. When there is more than one enemy character, perform target selection by using the Primary Target Priority column from page 20. If there is still more than one potential target, use the Secondary Target Priority column from page 20. If there is still a tie for the possible target, use the Tie Breaker column from page 20. And if there is still a tie, use the first Direction tile, and in the unlikely event there is still a tie, use the second Direction tile. Note: if there is only one enemy character remaining, they are the Active Target by default.”

Page 11 - Attack Template

"The part of the Attack template shown to the right must partially or completely over the Active Target." should read "The Attack template must partially or completely *cover* (not *over*) the Active Target." The next sentence should be ignored: "Only this part of the Attack template is considered."



The diagram referenced on the right should not show the dotted hatch marks. The Attack template itself does not show anything to indicate that only a certain section should be used.

Page 12 - Clock Template

The clock template explanation is replaced with the following: "A character must sometimes move in a **random direction**. This happens when no zero value Damage tokens were drawn and resolved by the AI player and simulates an enemy character being pushed away by the impact. Note that damage does not necessarily have to be inflicted for this effect to be triggered as the active target may be invulnerable. If a hero is riding a wyvern or a mount, they are considered to have been knocked off. Only the rider is moved is randomly - the mount or wyvern remain in place. A character must move in a random direction when resolving the effects of the fear shot modifier or the vortex ranged shot. It can also happen for the character's No Target action. To do this, place the **Clock template** over the character with the 12 pointed directly towards the Hero Start Zone.

Roll the D12 and move the character according to the distance of their line of sight Ruler. If there is an obstacle or another character piece that blocks their way, move the character's piece adjacent to it. When a character is at the edge of the playmat, flip the Clock template to the reverse side and place it such that the 12 points towards the center of the playmat. Roll the D12 and move the character according to the distance of their line of sight Ruler."

Page 16 - Portal Trap Results

For result #12 at the bottom of the page: "Unoccupied room" should read "Unoccupied **rune**".

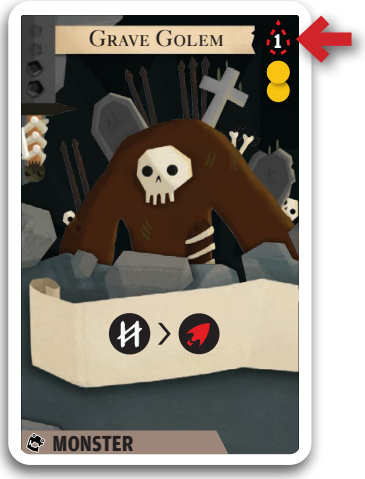


Page 20 - AI Player Table

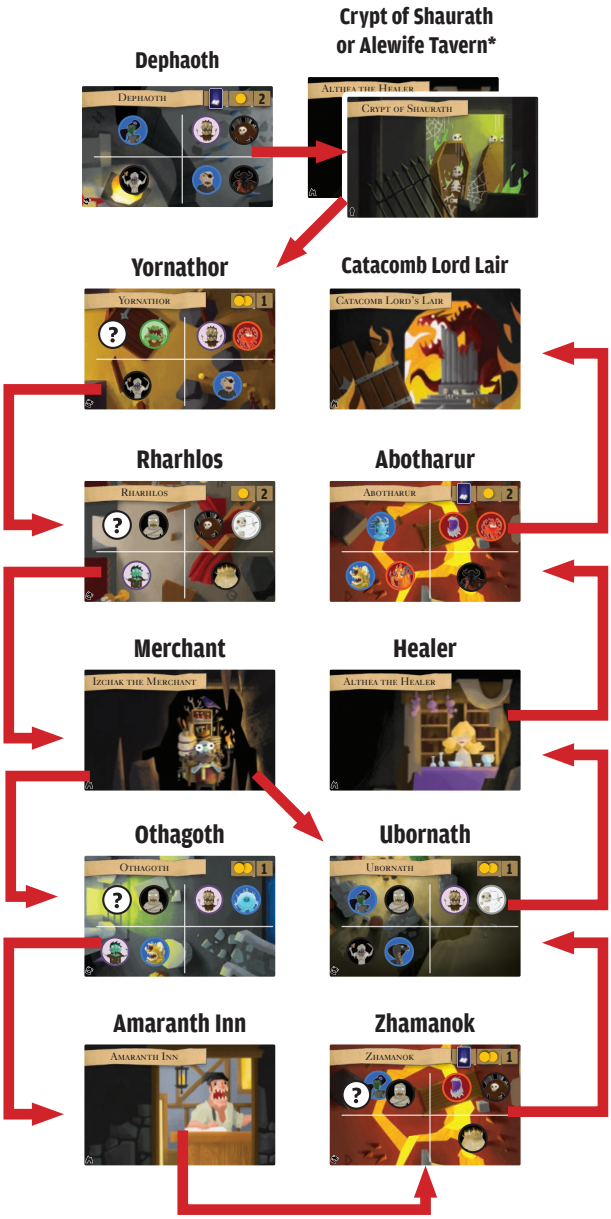
For the orange row, last column, ignore "within LOS".

Character Type	No Target Action
Orange	if already behind obstacle, remains behind obstacle, else moves towards nearest obstacle

Grave Golem Monster Card



Page 19 -Pharaoh Campaign



*The heroes may visit either the Crypt of Shaurath or the Alewife Tavern