

Rack & Ruin Core Rulebook

Clarifications and Errata

Errata

Friendly Miniatures

On page 12 replace the description presented with the following description:

“Friendly Miniatures are members of this miniature’s party, other than itself.”

Fortune’s Favour

On page 20 replace the first sentence of the description with the following, the rest of the description is the same:

“If a player rolls a “6” on both dice when making a feat or opposed roll for a miniature, the player rolls an additional d6 and adds that number to her total.”

Aiding

On page 30 the second paragraph should read:

“...to an action’s feat or opposed roll.”

On page 31 ignore the last paragraph. Add in the following paragraph:

“Magic is highly personal and comprehending the way one spell caster may use her art is nigh impossible. Unless a miniature has an effect that specifically states otherwise it may not aid in spell casting.”

Break Check

On page 37, add a second paragraph:

“A miniature may only attempt one break check each round.”

The Winner

On page 38 add a second paragraph:

“If multiple players are tied for the same amount of victory points then all such players get the rewards of winning.”

Pilfer

On page 46, in the first sentence it says “one Miniature in the party may attempt to Pilfer...”

It should read “a Miniature in the party may attempt to Pilfer...”

Multiple Miniatures in a single party may take the out of game action to Pilfer.

Create Item

On page 47 the accurate chapter is 6.

The mark of this roll is now 8 + the cost of the item.

Cover

On page 48, ignore the entire paragraph that starts with “Unless an effect...”.

The correct cover bonus is listed on page 50-51 under “Playing at Night”.

Faefall

On page 51, end the first paragraph after the word “Reset”. Ignore the remainder of the paragraph.

Add the following paragraph:

On the following round Players take their turn as normal. At the beginning of each Player’s turn, during required rolls, she may nominate one of her Miniatures currently standing in terrain, which has not already had an entering effect rolled since the reset. That Miniature is considered to be the one triggering the entering effect.

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Once any of these required rolls are complete a player may continue her turn as normal.

Panic

On Page 53; "All Miniature's in this Miniature's party (including itself) suffer a -2 to control checks until this miniature stops being confused."

It should read:

"All Miniature's in this Miniature's party (including itself) suffer a -2 to resolve rolls until the next time this miniature checks for confusion."

Poisoned

On page 54, the first sentence should read:

"During the Required Rolls segment at the beginning of each round..."

Fleeing

On page 56, the third sentence should read as follows:

"...will run around terrain it cannot move through and friendly miniatures, always taking the shortest possible route."

Attacking a Fleeing Miniature

On page 56, the second sentence should read as follows:

"If the miniature fails the morale check, it is automatically reduced to 0 health or structure."

Also add the following paragraph:

"A player may choose to not have her miniature attack a fleeing miniature that runs into base contact with her miniature."

Resolve

On page 68 it is stated that a resolve test will "require the player to make a Feat Roll equal to the Miniature's Resolve score".

This is not accurate. Resolve tests are done the same as any Feat Roll, rolling 2d6 and adding the Miniature's Resolve score. The mark of a Resolve test is standard unless an effect states otherwise.

Melee Attack

On page 68 please replace the paragraph under this title with the following:

A miniature's MAtt is dependent on what weapon it is using. In fact, it is possible for a miniature using different weapons to have multiple MAtt scores for each attack.

The MAtt for an attack is calculated by adding a miniature's agility + the relevant weapon skill + the attack bonus of the weapon.

Greater Follower

On page 71 under traits, add the following sentence to the paragraph:

A follower may only be given additional traits in exchange for challenge at creation.

Beastmen

On page 77, under Breeding, Beastmen may no longer increase their challenge by +1 to gain additional Breeding traits. Beastmen may still take a weak attribute in exchange for more Breeding traits.

Eternal

On page 83, it should state the miniature gains "3 ranks" in a skill not levels.

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Powering Up

On page 84, party captains gain ranks of the Leadership Skill, not levels.

Furious

On page 86 change the first sentence to read:

“Before the attack portion of a Charge action, this Character is attempting, or after this Miniature takes damage and is not downed he may take an immediate Intimidate action as a reaction. This ability will only trigger from a Charge if the charge ended in base contact. The reaction to taking damage has no range restriction.”

Breaker

On page 92, replace the first sentence with the following:

“Each rank of this Character’s Muscle Skill adds +1 to the bashing characteristic of his non-firearm, heavy weapon attacks.”

Duellist

On page 93, please replace the second paragraph with the following:

“This Character may Flurry when taking the Charge action, however, he may not make any attacks with heavy weapons.”

Quicker Than the Eye

On page 98, please use the following wording:

“Once per turn, if a Character with this trait has a cover bonus he may Commit Burglary or Scan as a quick action.”

Defender

On page 99, the first paragraph should read:

“A character with this trait gains 1 victory point the first time, each round, he is attacked and suffers no effect.”

Looter

On page 100 replace the Trait description with the following:

“The first time each round this Character finds treasure due to an entering effect or skill roll then adds it to his capacity he gains 1vp.”

Vanguard

On page 101, please change the description to read:

“If this character is the first to miniature in his party to successfully target an opposing miniature with an action he generates 2vp.”

Binding Spray

On page 102, there is a sentence missing in the second paragraph.

After the sentence detailing the opposed roll please add another sentence. “If the save fails the target becomes tangled, see page 54 for details on being tangled.”

Construct

On page 104, the second sentence of the fourth paragraph should read:

“Runes may be placed on the natural weapons of a construct (see Rite of Rune Carving on page 139).”

Venom Spit

On page 111, this action is considered an attack.

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Magical Training

On page 111, add the following paragraph.

“If this miniature’s commander has a trait that allows it to cast spells this miniature may use the aid action when its commander is casting spells.”

Celestial Illumination

On page 120, change the save to the following:

Agility + Alertness vs 7 + Spell Power

Command Person

On page 126, change the save to the following:

Wisdom + Alertness vs 7 + Spell Power

Baleful Aura

On page 123, please add the following:

Declaration: This spell may be cast while in base contact with an opposing miniature.

Secondary Effect: Treat this miniature as though it had taken the Defend action, using Wisdom rather than Agility.

Invigorate

On page 129, please change the second sentence of the primary effect to read as follows:

“The target of this spell may immediately take the Defend action.”

Weapon Table

On page 146 the following entry should be included:

UNARMED ATTACK

Cost: 0, Attack: +0, Defense: +0, Damage: +8

WHIP

The damage is listed at -+8, it should be +8.

