

# ERRATA AND FAQ

## SACRED LAND EXPANSION

### RULEBOOK

#### Pg6, Components

Correct number of Nora Trapper upgrade cards to 14.  
Correct number of Nora Scavenger upgrade cards to 14.

### ENEMY CARDS



**Fire Bellowback behaviour card 1**  
Increase range of first action on 'no' tree to 3.



**Freeze Bellowback behaviour card 1**  
Increase range of first action on 'no' tree to 3.



### TILES



#### Tile 4N

On the 1-2 player side, follow direction as shown.

## SOLDIERS OF THE SUN EXPANSION

### TRACKING DECK CARDS



#### Late Encounter 1

Rotate tile 1C so that marker is in bottom right-hand corner.







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## STORMBIRD EXPANSION

### RULEBOOK

Add the following attack effect to this rulebook



Stun

Some enemies stun the hunters with a burst of grit or dust as part of their attack. When an enemy performs an attack against a hunter with the stun symbol, the hunter must discard a card from their hand before making their evade roll.

### ENEMY BEHAVIOUR CARDS



**Stormbird Landed behaviour card 2**  
Amend card as shown above.

## FAQ

### GENERAL

**Is there a set sequence I should follow when playing expansion content?**

None at all - it's entirely up to you.

**Can I mix and match encounter cards from different encounters to create a bespoke tracking deck?**

Absolutely!

**Can a hunter make a ranged attack and a melee attack in the same activation?**

Yes, as both are different types of action.

**Do I have to inflict damage during an attack to inflict a condition on an enemy?**

No. Apply all effects of an attack as part of step 7 of the attack sequence, irrespective of whether the attack inflicted damage or not. Note that this is an amendment to simplify previous rulings, which required an attack to inflict damage in order to apply conditions.

**But what about the Fire Arrow? The wording on the card states that it only inflicts the fire condition if the attack causes damage.**

That's correct. The Fire Arrow is an exception to this ruling.

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**If I inflict damage with a critical hit, does this ignore armour?**

That's correct. Damage caused by critical hits is not reduced by enemy armour, as it is for damage from non-critical hits.

**Isn't the Scrapper's Radar Sweep redundant? Once the machine is alert it ignores tall grass anyhow.**

In most cases yes, although bear in mind that some expansion hunters are able to return enemies to an un-alert state.



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