

From BoardGameGeek forum 12/07

The following questions and answers go a long way to resolving the gaping holes that exist in the printed rules. Answers provided by WotC Customer Support and should be considered official.

1. Does all damage that you do to opponent's Bystanders go into your Victory Point pile?

**ANSWER:** You do gain Victory Points directly from Hit Points when damaging a Bystander.

2. What if you only damaged a Bystander but did not knock the Bystander out, where do those Hit Points go?

**ANSWER:** You gain the HP in VP even if you do not knock out the Bystander.

3. If you knock out an Adventurer, but the knocked out Adventurer's player does not have enough Victory Points to pay the Knockout Bonus listed on the character's card, does the player scoring the knockout supplement the difference from the bank or just get what is available, possibly nothing?

**ANSWER:** If your Adventurer is knocked out and you do not have enough VP to pay the knockout bonus, you pay as much as you can, possibly zero.

4. Does Xxyzzt's player continue making Power attacks as long as he continues to roll High damage or does he only get one extra Power attack each turn?

**ANSWER:** The Eye Ray will continue to attack as long as high results are rolled.

5. Where Xxyzzt Adventurer card says 'any other target', does this mean of any player or merely any character of the initial valid target (namely the player with the most Victory Points)?

**ANSWER:** The secondary Eye Ray attacks can be directed any any target, not just the one with the highest VPs.

6. Does identical attack mean that each time Xxyzzt's player rolls his extra Power attack he includes the same bonus from dice showing the Power attack symbol?

**ANSWER:** These secondary attacks will use the same bonus as the first.

7. If your Adventurer is at full Hit Points and you roll an Ale action can you take one?

**ANSWER:** You can take an Ale action at full hit points, you opponent still loses VP equal to the number of mugs showing, but you do not gain any hit points.

8. When you are the player with the most Victory Points and your adventurer is unhurt can you take the Ale action to prevent the next player from getting a certain Ale action?

**ANSWER:** If you are the player with the highest VPs when an ale action come up, you can take it, but any VP's not used to heal you will go to the bank.

9. If you are the player with the most Victory Points can you ever make a Power attack?

**ANSWER:** Since you cannot attack yourself, you can still make a power attack against the opponent with the next highest VP total, choosing in case of ties.

10. When you use the Ale or Luck Action, do you reroll all the dice, or just those 'cashed' out from the bank?

**ANSWER:** After resolving the Ale or Luck Action, reroll all six dice. You must bank the Ale and Luck results of this roll, but can not take an Ale or Luck Action again this turn.

11. If your attack target of a Punch or Kick is currently Knocked Out, can you attack the next player in that direction?

**ANSWER:** The Punch, Kick and Power results specify the player to your left, right or most VP (your choice if a tie), not the player in that direction with an Adventurer. If that player's Adventurer is Knocked Out, then no attack can be made on that player's characters, wasting the option.