

Devil in the Wilderness Errata
2022-01-03

Question: How do you use the trap/treasure tokens?

Answer: The treasure/trap tokens are used in two ways: normally, they are placed on the table when one of the objective cards (“Could be a Trap?”) comes into play. Alternately, they can be deployed as part of a scenario as a fixed objective. When a figure moves adjacent to the token, it is turned over to reveal whether it is a treasure or a trap. The goal is to obtain the three treasure tokens. If it is a trap, the opposing player gets a free Item card from the appropriate deck.

Question: Can different characters search the same location on their activations during the same turn? I know you can only play one of each type of card per turn (e.g., Recruit, Spell, etc.) but what about search?

Answer: Yes, you can initiate as many searches in one location in a single turn as you have characters/activations for.

Question: With the werewolf card, he shows up and is placed 8" from the character. On die roll he either attacks the opposition or turns on the cardholder. At 8" he can only reach a character by running which takes both his actions. He has no weapons except “tooth and claw”, so must attack hand to hand. Does the attacked then get a chance to take a shot at him before his next turn? Do the characters keep taking turns until one or the other is defeated? How is this encounter resolved? After the turn, does the werewolf run away? What happens to him?

Answer: The werewolf is placed 8" from a character and is then moved toward the nearest character. If he doesn't make contact, he stays on the board and will continue to move toward the nearest character at the end of each turn. (Note that the werewolf expansion rules are slightly different.) If he comes in contact, he attacks and the attacked gets to melee back. Melee is always simultaneous, unless you have a “first strike” card (United Colonies).

Question: With the “Let it Fly” Witch spell, what does a successful hit mean? Does it mean that you cause ANY hit points of damage and you turn the target into a zombie? Or does it mean that you have to remove ALL the hit points before the target turns into a zombie?

Answer: A successful hit means ANY damage. There is no need to remove HP, just remove the character card from play and replace the miniature and card with that of a Zombie.

Question: How many Objective cards should you have in your hand? How do they work? Do you select an Objective (or more) and hold the card(s) until the objectives are met?

Answer: You should only have one Objective card in your hand at a time. You do not draw another Objective card until the one you are holding has been met. Note that these cards are not needed if you are playing a pre-made scenario which has fixed objectives.

Question: The Witch Hunter's Objective card "Bring in the Daily Catch" says "place 2 witches and 3 militia" Are the Militia aligned to the Witch Hunter faction or are they unaligned ? In respect to the witches, I am assuming they are not supernatural but what set of characteristics do they use?

Answer: The 3 militia are aligned with the Witch Hunters and the witches are aligned with the Witches in a "captured" (see rules for captured characters) state. They use the same characteristics as Skadegamut.

Question: When a spell/event brings a character/creature onto the table, do they immediately act (i.e., go into melee) or wait until the next turn?

Answer: If the card brings in an NPC, it follows the rules of the card, or activates at the end of the turn. If the card brings in a character/creature under player control, it can activate immediately, as long as the controlling player has activations left to spend.

Question: Do you require activations for non-aligned creatures who act at the end of a turn or do they just act?

Answer: All NPCs get two activations at the end of the turn.

Question: Are the Search Location cards discarded or do they just go back in the deck? It seems that if an item is found it stays in the player's deck.

Answer: All cards that are spent go into a discard pile for that deck. Once the deck is depleted the discard pile is shuffled and returned to play. This process is followed for all decks – if the card remains in the player's hand, it will not be shuffled back into the deck. Found items require that the player holds both the Search Item card and the Item card in their hand until the item is used, at which point both cards are placed in the discard pile.

Question: When I recruit additional figures, where do they appear on the table?

Answer: Recruited figures should appear as close as possible to the senior character in the faction. For example, recruited Witch Hunter figures will appear next to Cotton Mather. If the senior figure is dead, the player may choose which subordinate to place them with (in this case, either John Alden or Increase Mather). If all characters are dead, you may place them anywhere close to figures in the faction, but they may not appear closer than 8" to any non-player figures unless other player figures are closer to those non-player figures. (If you are in this situation you are likely to already be toast, so it may not make a lot of difference!)

Question: Can Spell cards in your hand be played as a reaction (i.e., during your opponent's phase)?

Answer: Yes, as long as you haven't played that card type yet that turn.

Question: If all your characters are killed, does the game go on if victory conditions have not been met and you have figures on the table?

Answer: In a word, "yes" – you may continue playing until the victory conditions are met. In practical terms, we leave that up to the players – a graceful conceding of the game may well be in order! If all the core characters are killed, a win condition is difficult, but not impossible, so the game may be played out until a player is truly "tabled" if that is what you want to do.

Question: Diplomacy seems to be infrequently used. Do you apply this to all tests identified on cards or just when it specifically says to use diplomacy rating?

Answer: Diplomacy is only used when specified explicitly on the cards for the test in question. (We expect that this characteristic will be used much more in future.)

Explanation of Activations

You can think of activations as your ability to issue commands to figures on your side. Each character with “free” activations provides some basic command ability, and then a die roll determines the number added to that basic ability for the turn. The resulting number of activations can then be spent as desired to perform actions with any of the figures on that side. (e.g., Cotton Mather can issue commands to his followers, or use them himself by doing something.)

For example, if a Witch Hunter faction has Cotton Mather, Increase Mather, and John Alden on the table, accompanied by three Militia, the calculation will be as follows:

- Cotton Mather gives two “free” activations
- Increase Mather and John Alden each give one “free” activation
- A die roll is added to this total

If you roll a 6, you end up with a total of 10 activations: 4 “free” ones (2 + 1 + 1) and the 6 you rolled.

You may choose to spend either one or two activations on a figure each turn, depending on what you want them to do. Most actions require a single activation but running requires two. You may never spend more than two activations on a figure during the turn.

You may not carry over activations: they are calculated each turn for each faction, and any unused activations are lost.

There are some limits on how activations can be spent, as shown in the following list:

Activations (maximum 2 per character):

- You can **move** for 1 activation (two **move** actions cannot be made on a single turn), or you can use 2 activations and make a **run** action
- You can **shoot** for 1 activation
- You can **reload** for 1 activation, but not on the same turn as a **shoot** action
- You can **search** for 1 activation (only once per character, per turn)

Note that playing cards such as using items or spells does not require any activations – these are in addition to the activations used to perform actions listed above.

Explanation of Item Cards

Item cards are put into a separate pile from your faction’s standard deck. You can draw up to two on the first turn. The item cards are held in your hand and discarded when spent, unless otherwise stated. Some item cards, while in your hand, are not accessible until you have “found” them, per the instructions on the card. When you “find” an item, hold onto that search card as well, until you have spent the item. (See the question above regarding this.)