



## FAQ AND ERRATA

Updated 07-17-09

This document contains frequently asked questions, clarifications, and errata for the **World of Warcraft: The Adventure Game**. All new entries will be in **red**.

### ERRATA

#### Character Cards

In some printings, Burbonn Fang's green and yellow character cards have an incorrect armor icon on them. The icons on these cards should be the same as those found on his grey and red character cards.

In some printings, Sandrai Darkshine's green character card lists the wrong attack, defense and damage numbers. The card should read: 1 Attack, 4 Defense, and 1 Damage.

#### Green Item Restriction Icons

Two green items, "Bloodspattered Surcoat" and "Shining Silver Breastplate," have an incorrect restriction icon on them. They should have the "Heavy Armor" icon (the icon that only appears on Grumbaz Crowsblood's character card.)

#### Item Types

Two armor items, "Black Mageweave Vest" and "Corsair's Overshirt," have the incorrect item type written on them. They should both say "Armor."

#### Scarlet Chestpiece Armor Item

The attack icon on the upper left corner of this card should be a defense icon.

#### Brebo Bigshot

Brebo's "Pyroblast" ability should read: "Play instead of using a weapon in battle."

#### Wennu Bloodsinger

The "Band of the Unicorn" item card should be red level.

#### Permafrost Ability Card

The improved ability of Sofeea Icecall's Permafrost ability card should read: "While attached, each enemy character with at least 1 of your ability cards attached skips his next challenge phase."

#### Rulebook Example

The example on page 24 of the rulebook has a graphical error. The Grumbaz Crowsblood character card in the example should be green level, so he can equip the "Fine Leather Armor" green item.

Additionally, the example on page 22 lists the incorrect defense value for the "Rotten Ghoul" (it should list 5 instead of 4).

### FREQUENTLY ASKED QUESTIONS

*Q: What is the difference between an encounter, encounter marker, and encounter token?*

A: Components referring to an encounter are referring to those printed on the board as well as those represented by encounter markers. Components referring to encounter markers do not affect encounters that are printed on the game board. Encounter tokens and encounter markers are two names for the same component.

*Q: Can a character move out of a space containing an Aggro encounter marker by using an ability card?*

A: He may only do this if the ability card specifically allows him to ignore aggro encounter markers.

*Q: Can a player use a "Flight Path" resource to move out of a space containing an Aggro encounter marker?*

A: No. However, a player may activate other resources while in the same space as an Aggro encounter marker.

*Q: Can a player use multiple mana potions to discount the cost of a single ability card?*

A: Yes.

*Q: Are "Trap" ability cards played faceup or facedown?*

A: Faceup. When an ability card is played, it is placed faceup on the table, and the text is read to all players.

*Q: Can Burbonn Fang be damaged by another player encountering his "Explosive Trap" ability card? Can Sandrai Darkshine be damaged by her own "Seed of Corruption" ability card?*

A: Yes to both questions.

*Q: If I draw a location event encounter during my challenge step that happens to be placed in my space, do I continue to draw challenge cards or do I then encounter that location event?*

A: You will continue to draw challenge cards until you draw an encounter card and battle it.



*Q. Are location events such as the Darkmoon Faire discarded after they are encountered, or do they remain in play for multiple encounters?*

A. Location events are only discarded when specified by the card. This often occurs when the card is flipped.

*Q. Can I use a special movement ability such as the Warlock's Ritual of Summoning, the Druid's Challenging Roar, or a False Map to move a character to a space that is higher level than him?*

A. No. All such forced or special movement must still be legal, and players may never move onto spaces that are higher level than they are.

*Q. If an encounter that deals damage "at the end of the battle," such as Kel'Thuzad, deals enough damage to defeat me with that "at the end of the battle" damage, do I still receive the reward if I defeated that encounter as well?*

A. No. Be cautious when battling such creatures!

