



Frequently Asked Questions December 2006

(Added Forum Rulings May 8th, 2007)

Updates legal December 6, 2006. Updates are also tournament legal in Sealed events before this date and at WizKids' discretion. Official Additions after December 2006 are in **BLUE**.

Forums: Any ruling made by the official rules arbitrator on a WizKids' **HorrorClix** forum is an official ruling. The ruling is tournament legal only when the FAQ is published on the WizKids' website. Forum Rulings are in **RED**.

NOTE: This is NOT an official FAQ from Wizkids. It is a combination of the December 6, 2006 Official FAQ and rulings posted on the Wizkids Forum.

Rules - Errata

On **page 18** under “Incapable,” insert the word “attack” after the word “any.”

On **page 24** under “Slaying Victims” in the first sentence of the second paragraph replace “an opposing player” with “the opposing player to that player’s left.”

On **page 26** in section 6, replace the first paragraph of Frenzy with the following:

“When a blooded monster frenzies, it gets two actions for the price of one. Give your blooded monster a move action. When the move action has resolved, the monster can be assigned a close combat action as a free action. At that time you may choose to activate one (and only one) of your monster’s powers marked with the close combat ‘cleaver’ symbol.”

On **page 27** in section 7, insert the words “or replaces” after the word “modifies” in the second sentence of the example.

On **page 34** under “Closed Portals” please add the following paragraph:

“When moving the chosen victim, if there are no monsters in the two spaces on either side of the doorway, then you can move the chosen victim through the doorway as if it were open. If there is a monster on either side of the portal, then the portal is considered to be closed, the doorway edge counts as blocking terrain, and you cannot move the chosen victim through the doorway.”

On **page 35** under “Tree of the Damned” please add the following paragraph:

“If a target of a ranged combat attack is adjacent to a Tree of the Damned, the Tree of the Damned acts as a space of blocking terrain when determining the line of fire. No monster or victim can end its movement on a space occupied by a Tree of the Damned, but it can move through a space occupied by a Tree of the Damned as if it were clear terrain. A Tree of the Damned can be placed only on outdoor sections of maps.”

Rules - Frequently Asked Questions

Attacking Your Own Monster

Question: Can you attack your own non-insane monster?

Answer: No... unless there is a power on the character's dial which allows it to attack friendly monsters.

Flying Monsters

Question: Can flying monsters slay a victim from both hovering and soaring positions?

Answer: Yes.

Question: Can flyers carry?

Answer: No.

Free Action and Power Activation

Question: Can a free action be used to activate a power?

Answer: A free action may not be used to activate a power.

Frenzy

Question: Does a Monster need to declare a Frenzy action to be eligible to make an attack?

Answer: Because there are game effects that can trigger from a monster that frenzies, you should declare that a monster will be frenzying before you move it.

Question: Does a Monster need a valid target to declare a Frenzy?

Answer: No, as some game effects triggered by frenzy may help a monster reach a target.

Question: If a target is declared for Frenzy, may that target be changed before the attack?

Answer: You do not declare a target immediately after declaring a monster will be frenzying. A target is declared when making an attack.

Question: Can a Frenzying Monster elect not to make an attack if it has a valid target?

Answer: A frenzying monster is not required to make an attack.

Rescuing Victims Instead of Slaying Them

Question: Can a monster who is not specifically designated to Rescue (or Slay) victims on it's card choose to Rescue victims instead of Slaying them?

Answer: No. A monster always slays a victim unless their card says they rescue them... in which case they ALWAYS rescue them (unless the character has a power which overrules the basic game mechanic)

Subplot Victim Points and Elimination

Question: If a player has all their monsters eliminated from the game and has scored extra victim points for fulfilling a subplot card text action, are those extra victory points negated by the extinction of his army?

Answer: Yes. If all their monsters are eliminated, the subplot is removed from play per the rules.

Figure - Errata

Demo Figure #demo3, Brine Witch:

This figure's Start B dial should not have orange circles on its defense. Instead, it should have a blue circle on its damage wherever an orange circle on defense appears.

Demo Figure #demo5, Jester:

This figure should have a purple circle on its speed on its first click and again on its last click.

Figure #001, Dog Soldier, Rookie:

This figure should have a red starting line on its fifth click.

Figure #005, Razorvixen, Experienced:

This figure should not have a red circle on its attack value on its first click.

Figure #038, Mr. Fright, Experienced:

This figure should not have a red circle on its defense value on its third click.

Figure # 050, Evil Leprechaun:

This figure's card should list the point value as 50 points.

Figure #057, Ghostfinder, Veteran:

This figure should not have the Hellbound cabal symbol on its card.

Figure #070, Tickler, Rookie:

This figure should not have hourglass symbols on its attack value on its first four clicks. Instead its attack value on its first four clicks should be 9, 8, 8, and 7, respectively, with no color.

Figure #071, Tickler, Experienced:

This figure should not have hourglass symbols on its attack value on its first four clicks. Instead its attack value on its first four clicks should be 9, 8, 8, and 8, respectively, with no color.

Figure #072, Tickler, Veteran:

This figure should not have hourglass symbols on its attack value on its first four clicks. Instead its attack value on its first four clicks should be 9, 9, 9, and 8, respectively, with no color.

Figure #082, Field Agent, Rookie:

This figure should have The Order cabal symbol on its card.

Figure #084, Field Agent, Veteran:

This figure should not have The Order cabal symbol on its card.

Figure #089, Avatar of Cthulhu, Unique:

Some of these figures may not have the correct dials. This figure's starting click should have 6, 9, 18 and 2 for speed, attack, defense and damage, respectively. It should also have an orange circle on defense and blue circle on damage.

Figure #093, Dire Werewolf, Unique:

The Grave ability on this figure's card should read: "When this monster kills a monster, turn this monster's dial to the green starting line and flip over this card."

Figure #098, Blood Vamp, Unique:

This figure's card should not have the "begins game on red starting line" wording.

Figure #107, Jack the Ripper, Unique:

This figure's card should list the point value as 110 points.

Liz Sherman™ #002

Damage value on the sixth click is 2.

Abe Sapien™ #003

Monster card legend for speed should read Dolphin symbol = Shark fin symbol, not Boot symbol = Foot symbol.

Johann Kraus™ #005

Point Value on monster card should be 50, not 55.

Damage value on fifth click is 0.

Johann Kraus does not fly. Ignore the flight stand on this character.

Captain Ben Daimio™ #006

The seventh click on this character should have 3 skull symbols in addition to 3 KO symbols.

Figure - Frequently Asked Questions

Unique and LE Figures

Question: Can a player play the Unique and the Limited Edition figure with the same sculpt on the same team?

Answer: Yes.

Marvel Zombies

Question: Are the Zombie figures from the HeroClix Supernova release legal for play in HorrorClix games?

Answer: Most certainly. Since these are Super Rare figures, they are considered as if they are Limited Edition figures and are playable as soon as a player has them in hand.

Great Cthulhu Cultist Dial

This listing is correct.

Green Line

Click / Movement / Cultist Power / Death Effect

1 / 4 / Gibbering / Rejuvenated

2 / 6 / Stab / Reinforce

3 / 5 / Run Away / Stone Blade

4 / 5 / Worship / Annihilate

5 / 6 / Run Away / Reinforce

6 / 6 / Stab / Stone Blade

7 / 3 / Run Away / Reinforce

8 / 5 / Stab / Rejuvenated

9 / 6 / Run Away / Stone Blade

10 / 4 / Stab / Reinforce

11 / 4 / Gibbering / Annihilate

12 / 6 / Run Away / Reinforce

13 / 4 / Stab / Stone Blade

14 / 6 / Worship / Stone Blade

15 / 3 / Stab / Rejuvenated

16 / 6 / Run Away / Reinforce

17 / 5 / Gibbering / Stone Blade

18 / 4 / Worship / Annihilate

19 / 4 / Run Away / Reinforce

20 / 4 / Stab / Stone Blade

Green Line

Alien Queen

Question: Can an enemy monster attack the Egg Sack dial?

Answer: No, monsters cannot attack the egg sack dial. It's there just to determine what actions the dial and minions do.

Question: If the Alien Queen ends her movement on multiple Victims, can she make multiple Slaying Attempts?

Answer: Yes.

Question: Does the Alien Queen still need LoF to targets for Ranged Combat Attacks, or just range?

Answer: The Alien Queen still requires line of fire/sight to a target. She can simply make a ranged combat attack even if another monster is in an adjacent space.

Question: When you say the Alien Queen can't move through indoor blocking terrain can she move through a single square that has indoor blocking terrain on either side of it or must her entire base be able to fit through?

Answer: There only needs to be room for the Alien Queen's base at the end of her movement.

Question: Can the Chained Queen dial attack the Harness dial?

Answer: No

Gyrus

Question: Can you possess multiple targets?

Answer: Currently, yes.

Question: When firing on two ranged targets can you do 2 damage to one target and zero to the other target and then possess the one that you did zero to?

Answer: No. "The target is possessed instead."

Question: If you can't do either, please explain what you can and can't do with Gyrus's abilities and multiple or single targets.

Answer: See above.

Question: Also, do you HAVE to use the possession ability if its on the dial?

Answer: No.

Mi-Go

Question: In the rule book it says soaring monsters ignore line of sight for ranged combat, do creatures targeting Mi-Go ignore line of sight as well?

Answer: Yes.

Power - Errata

GHOST Ability:

This ability should read: “This monster automatically breaks away and ignores the effects of hindering terrain, monsters, portals, victims, and walls for movement purposes.”

LEAP/CLIMB Ability:

This ability should read: “This monster automatically breaks away and ignores the effects of monsters, victims, hindering terrain, and outdoor blocking terrain for movement purposes.”

Power - Frequently Asked Questions

Insanity

Question: Is there an official ruling on insanity yet?

Answer: The victory conditions clearly state the game ends when one player controls all of the monsters left on the map. Insanity's description also clearly states that when the owner of the insane character's turn ends, the next active player controls the insane monster. An owner is the party who brought the figure to the event as a part of their team. The controlling player is the active player who may legally give the figure an action per the rules. Only the owner (when he is the active player) has to make the roll for insanity.

Question: If a player loses his last monster to Insanity during a multi-player game, is he eliminated?

Answer: No. The game rules state that the game ends when one player controls all of the monsters on the map. Since there would technically still be more than one player in control of the monsters, the game continues and the monster may revert back to control of the player who owns the monster at the beginning of their next turn.

Question: Can you attack your own monster on your own turn if it fails its insanity roll that turn?

Answer: No. An insane monster is still friendly to its owner until the beginning of the opponent's turn (again, ... unless there is a power on the character's dial which allows it to attack friendly monsters).

Question: Can your opponent attack your monster if it failed its Insanity roll?

Answer: No. Since the monster reverts to the control of the active player at the beginning of their turn, it is considered friendly and cannot be attacked (again, ... unless there is a power on the character's dial which allows it to attack friendly monsters).

Question: Injection – when does insanity take effect?

Answer: The state of insanity gained from the Injection power takes place immediately.

Question: Is there an Insanity roll related to Injection or is it equivalent to an automatically failed roll?

Answer: There is no roll. The character does not GAIN the Insanity power; they are insane as per the game mechanic as described on page 36 of the rule book.

Question: When does Insanity end?

Answer: Per the rules, at the beginning of the next turn of the owning player.

Question: Who gets points for a victim slain by a monster while it is insane?

Answer: The player who controlled the monster while the victim is slain receives the points for the slaying. The monster IS considered blooded for the rest of the game, barring any special powers or effects.

Question: Does a insane monster clear tokens at the start of the owning players turn if he makes his roll and gains control of the figure again?

Answer: It does not. An insane monster does not clear tokens when the owner regains control of it.

Cabal Powers

Question: Which Cabal powers apply to all of that Cabal's members and which apply only to the Cabal leader?

Answer: The key words to look for are "this monster". Cabal Powers that will effectively be used ONLY by their leader are currently present on: Stoker, Dire Werewolf

Question: Does the Dire Werewolf receive the Cabal bonus from himself?

Answer: No. The character needs another friendly member of the Cabal adjacent to the target of his attack to obtain the benefit of the Cabal power.

Question: Does the extra action granted to the Furies by the Headless Horseman require that an action token be given?

Answer: Yes.

Focus

Question: Is Morgana's card correct? The Focus power says she gets a negative modifier to her defense.

Answer: Her card is correct. The power has a negative influence on her stats and its cost is such that it has a negative effect on her point cost.

Dodge/Martial Artist

Question: Does a critical hit override a successful roll on Dodge/Martial Artist?

Answer: No, if a character rolls successfully for the Dodge or Martial Artist power, the monster evades the attack, even if a critical hit was rolled by the attacking figure.

May and Must Wording

Question: I've been having a lot of problems with the "May" and "Must" wording about monster transformation. At this point, I need an official ruling on it, since every time I read and/ or search, I get a different interpretation of the rule.

For example: Nosferatu slays a victim. He now "MAY" turn to the red line, but if you chose not to, he may not transform. When will he be able to transform then?

a) When he slays another victim?

b) When he slays a monster?

c) At any point the player wants too, since he is already blooded and has the required victim to transform?

Answer: "Must" powers are automatic. They have to be performed immediately once the condition is met.

"May" powers are up to the owner of the figure. They can choose to perform the required result once the condition is met or not. Once they make the choice, that's it... no "waiting a turn" to do it. As such, the answer to your specific question is, indeed, "A".

Blooded

Question: If a character with the Blooded power loses the power before it's able to make the Attack action during a Frenzy (for example, it takes damage from a plot twist card), is it still able to make the attack?

Answer: No. Since the character is technically no longer considered blooded prior to the attack roll, it is not able to make the attack.

Grenade

Question: Would a critical hit add another click of damage on the adjacent figures?

Answer: It would not. Critical hit damage only affects the target; the adjacent monsters are not targets of the attack.

Once Per Turn

Question: When the power says 'once per turn', which player's turn is it referring to? Or is it once per each player's turn?

Answer: It is once per turn, which is once per any player's turn.

Spiritual Guidance

Question: On whom can Spiritual Guidance be used?

Answer: Spiritual Guidance can be used for Johann, or for adjacent monsters, whether they are friendly or opposing.

Question: Does "attack roll made for this monster" mean "attack roll made by or targeting this monster", or only "attack roll made by this monster"?

Answer: When Johann makes an attack roll, or when a monster adjacent to Johann makes an attack roll, you may choose to reroll the attack roll.

Question: I would assume that the phrase "you must use the rerolled result" means that this power will not work in combination with the reroll Plot Twists.

Answer: Correct.

Question: With it stating "Once per turn you may choose to reroll an attack roll made for this monster or a monster adjacent to this monster; you must use the rerolled result," does this mean that, during an opponent's turn, I use Charmed on a monster targeting me, do I get to reroll the attack against me?

Answer: Whoever made the initial roll makes the re-roll, if necessary. This is usually how it works unless a rule states otherwise.

Immobilize

Question: If you use this ability, do you still assign YOUR monster an action? I assume so since it doesn't say it's a free action. Also, can you use this ability as part of a frenzy?

Answer: Since the power has a cleaver next to it you must give the monster a close combat action in order to use it and yes you can activate it as part of a frenzy since it is a close combat power

Mindfog

Question: Can you frenzy and mindfog?

Answer: Yes. Mind Fog can be used during the attack made as a free action.

Plot Twist - Errata

None

Plot Twist - Frequently Asked Questions

A Chosen Few

Question: Is the final verdict in on A Chosen Few?

Answer: Yes. The card is correct as is. The player is awarded additional victory points for all victims rescued and all victims remaining on the map at the end of the game.

Hairspray Blowtorch

Question: I think that Hairspray Blowtorch being able to damage intangible monsters is pretty universally agreed upon to be "yes", but that has been discussed a lot.

Answer: Intangible has NOTHING in it stating that a character cannot take or be dealt damage. Plot twist cards are not an attack. It works.

Plot Twist Timing

Question: Timing of Plot Twist Cards

Answer: After a few weeks of playing thru all of the permutations, the following will hopefully allow players to understand the various times Plot Twist Cards are allowed to be played:

The Preview Phase

Who may play Plot Twist Cards: The active player How many: One

The Suspense Phase

Who may play Plot Twist Cards: The opponent to the active player's left How many: One per chosen victim

The Hunting Phase

Who may play Plot Twist Cards: An opponent (starting with the player to the active player's left) has the ability to play one Plot twist card (or use a monster power) to prevent the slaying (or rescue) of a victim.

How many: One per action (slaying/rescue attempt)

Note: Some plot twist cards may supersede these rulings. If they are allowed to be played at other times, they will have language specific to when they may be played. Current examples include the reroll text on Cold Spot, Stuck Door, and Broke A Heel.

Experimental Injection

Question: Do I play this BEFORE or AFTER they've used said power?

Answer: Play this card after the dependant power has been used.

Bolus Infusion

Question: What happens on a 1-4? Does the slaying attempt fail? Does the slaying attempt succeed, but the monster does not get the extra token?

Answer: If the result is not 5 or 6, everything happens just the way it always does.

No Way That's Real

This card is to be playable during the suspense phase.

Popcorn Trail

This card is to be playable during the suspense phase.

Tire Iron

Question: If a Monster dies from damage dealt using the Tire Iron Plot Twist, does the victim still die?

Answer: No.

Question: If a Monster dies from damage dealt using the Tire Iron Plot Twist, does the victim still die?

Answer: My own opinion is that yes, the victim is still slain as the card does not indicate that the slaying attempt fails. However, I know some sensitive Zombie Masters like to give the victim the benefit of the doubt.

Question: How does this work?

Answer: When the card is played and a d6 is rolled, if the result is 1, 2, or 3 the slaying attempt fails, the monster is dealt 1 damage, and the d6 is rolled again. On another result of 1, 2, or 3, the slaying attempt fails, the monster is dealt 1 damage and the d6 is rolled again. If the result is 4, 5, or 6, the victim is slain. Essentially, the victim WILL be slain eventually, but the question is how painful will the victim make it for the monster?

Question: Is the damage applied all at once or is it applied one at a time? I ask in the case of monsters with damage reduction powers.

Answer: One at a time. Roll, deal damage, roll again, deal damage . . . Please note the wording is important. Deal damage. The monster does not take damage.

Minion Making Subplots

Question: Shouldn't it say "During your suspense phase,". Presumably I can't move my Minions during an opponent's suspense phase, but the way it's worded . . .

Answer: It is during YOUR suspense phase.

Matrix of R'yleh

Question: Do you play Matrix of R'yleh and switch your monsters when the player announces a close combat attack or after the attack roll is made?

Answer: After the target is declared, before the attack roll is made.

Question: Can I use the Matrix of R'Lyeh to swap my monster with one of my monster's that is intangible (hourglass showing on defense)? If so does the attacker waste an action being unable to attack the intangible monster?

Answer: Yes, you can choose one that is intangible. The attacker would have wasted an action.

Victim - Errata

None

Victim - Frequently Asked Questions

Movement

Question: When moving a monster, we all know we have to stop when coming adjacent to an opposing monster. What about victims? Do monsters have to stop adjacent to victims? The rule supposes that the opponent would 'engage' the monster, thus forcing a stop. Victims, but definition, would not want to stop a monster.

Answer: No. Victims do not have to stop when they become adjacent to a monster.

Points for Victims

Question: When a monster is slain are the victims it "slayed"/rescued removed from play or do you still get points for them?

Answer: You still get points for them.

Closed Doors

Question: Can victims move through closed doors if there are no other victims or monsters present? If so, would another victim prevent a victim from moving through a closed door?

Answer: See the current Rules Errata. This addition overrules the previous ruling from the official rules arbitrator on the WizKids' HorrorClix forum.

Minion - Errata

Alien Egg Minion

The Facehugger power for the Alien Egg minions should have a gun icon instead of a cleaver icon.

Minion - Frequently Asked Questions

Blooded and Minions

Question: If a monster creates minions instead of slaying or rescuing them, does he become blooded?

Answer: No.

Points for Slaying a Minion

Question: You create a minion token, scoring the points for the victim, does your opponent score points for killing a minion?

Answer: A minion is a monster, not a victim, and does not provide points that slaying a victim would provide.

Plot Twists and Minions

Question: Are minions affected by plot twists that relate to moving a victim?

Answer: Minions are monsters, not victims. (see page 36 of the complete rules)

Actions and Minions

Question: During your turn can you use an action to move your minion or attack with your minion?

Answer: Yes.

Suspense Phase and Minions

Question: Can I move a Minion during my Suspense phase and make it Attack during my Hunting phase?

Answer: If a game effect allows you to, yes.

Question: Do they get an action token during the suspense phase too?

Answer: If a game effect allows you to move a minion during the suspense phase, it does not get an action token.

Question: If they have 2 action tokens on them, can you move them during the Suspense Phase?

Answer: Yes, if a game effect allows you to move a minion during the suspense phase.

Question: Can you move a single minion both during the Suspense and the Hunting Phase?

Answer: Yes, if a game effect allows you to move a minion during the suspense phase.

Question: Can a minion slay a victim during the suspense phase? Can minions create other minions during the suspense phase?

Answer: Yes. Yes.

Question: When a Minion attempts to Slay a Victim during the Suspense Phase, is the opposing player allowed to play a Plot Twist for the Slaying Attempt?

Answer: Yes.

Action Tokens and Minions

Question: Do minions get action tokens?

Answer: Yes.

Question: So minions are monsters. Easy enough, but do they use up your actions? I would figure they would, as having 6+ minions for attacks would be pretty nasty.

Answer: If given an action during a phase other than the hunting phase, no. Don't over think the minions TOO much; they are just monsters, after all, with maybe a little extra something during the suspense phase with the proper scenario, subplot, etc.

Minion Powers

Question: Do minion powers stack?

Answer: The powers do not "stack."

Insanity and Minions

Question: Can minions go insane? Become possessed?

Answer: Yes. Minions are monsters, not victims. (see page 36 of the complete rules)

LE Minions

Question: Are LE minions considered unique? If so, can you re-play an LE minion if you slay another victim after the LE minion is killed?

Answer: Uniques are defined as having silver rings. If the minion has a silver ring, it is unique. LE minions are NOT unique.

Question: If LE minions ARE Unique, can they be re-deployed after their death so there is only one in play at a time?

Answer: See previous answer.

Minion Making Subplots

During the suspense phase, if you have any Minions in play, you may choose and move a Minion instead of a victim.

Question: Can I give him only movement action, but no combat action?

Answer: Move only. No combat action.

Question: If I give him a movement action, can I use a movement related power?

Answer: Yes, if the minion has one.

Question: Do I have to assign him action token? And does that action token will be subtracted from my total of action per turn?

Answer: No. No.

Question: Does he move like a victim, without stopping when adjacent to enemy monster?

Answer: No. Minions are monsters, not victims.

Transforming and Minions

Question: Ok so here's a question that hasn't been asked, my werewolves slays a victim to become a minion, does my werewolf still transform?

Answer: Yes. The victim has still been slain.

Removing Minions

Question: If I'm playing both Pod Mother and Tendril Queen (for example) and have Zombie Minions (for example) in play. When one of the monsters is killed must all of my Zombie Minions be removed or do they remain until both "masters" are killed?

Answer: When one is killed, they must be removed.

Breakaway and Minions

Question: Since you can move minions during the suspense phase with subplot cards and they don't receive action tokens for that movement, do they automatically breakaway then? Is the movement given to a minion during the suspense phase considered a free action or is it not an action at all?

Answer: Minions that are allowed to move during the suspense phase with a subplot card are not being given an action (of any kind) to do so. Let me add that if a minion is adjacent to an opposing monster it must make a breakaway roll to move, no matter what phase it's being moved in.

Damage and Minions

Question: When the rules say that minions can take 1 damage before being removed from the game, do they mean that if 1 damage is taken, the minion is dead?

Answer: Yes.

Slaying/Rescuing Victims

Question: Uh... ok a minion can kill a monster... but it can also slay a victim?

Answer: Yes, but note that it does not become blooded from slaying/rescuing victims.

Question: Can Guardian Minions deputize victims?

Answer: If a game effect or scenario allows Guardians to do so, yes.

Victory Points and Minions

Question: Are minions worth VP?

Answer: If there is a scenario, subplot, or other game effect that makes them so, then yes. They are not "automatically" worth victory points.

Keywords and Minions

Question: Do all minions have the ability to create other minions? Since they don't have cards like normal monsters do they even have a monster type i.e. vampire, slasher, guardian, zombie...or is their type just minion?

Answer: Minions are monsters, and they have the keyword of their type; Vampire, Zombie, Guardian, Occultist, Werewolf, Slasher.

Map - Errata

O page 35 under “Maps” the Crumbling Mausoleum map should be listed as outdoor, not indoor/outdoor. Haunted House indoor map: this map should have a 12th victim starting location at position H-11. Crumbling Mausoleum outdoor map: this map should have a 12th victim starting location at position F-14.

Map - Frequently Asked Questions

None

Object - Errata

None

Object - Frequently Asked Questions

Tree of the Damned

While I can see the rules going either way on the Tree of the Damned, I am tempted to stay with one action regardless of the number of victims slain adjacent to the Tree (and only one action even if the victim is adjacent to multiple Trees.) However, if there are multiple Trees in play, each Tree should give an action if a victim is slain adjacent to it.