



F.A.Q.



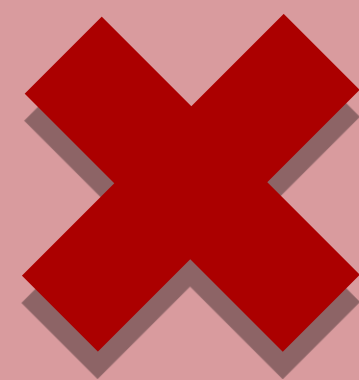
Errata!

Updated
19th Nov 2021

Rulebook, page 5, 1st paragraph.

Instead of:

“The card must have at least one floor square (not wall square) joining orthogonally (not diagonally) onto another floor square on the Dungeon card that the revealing hero is standing on.”



It should read:

“The card must have at least one floor square (not wall square) joining orthogonally or diagonally onto another floor square on the Dungeon card that the revealing hero is standing on.”



F.A.Q.

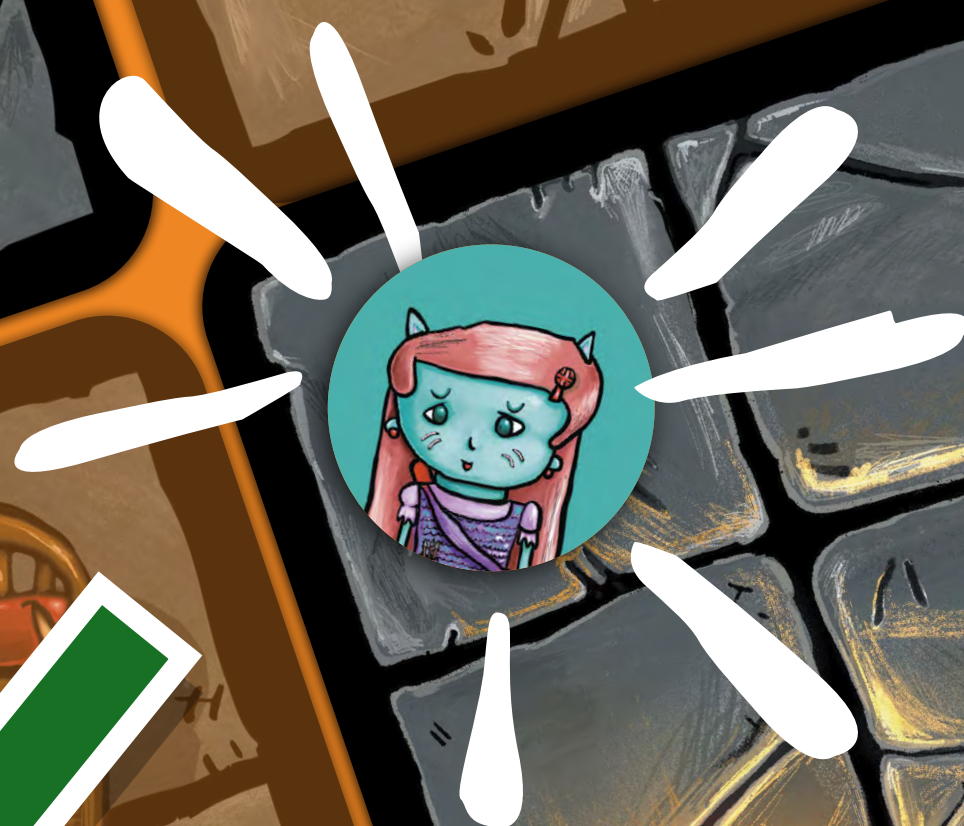
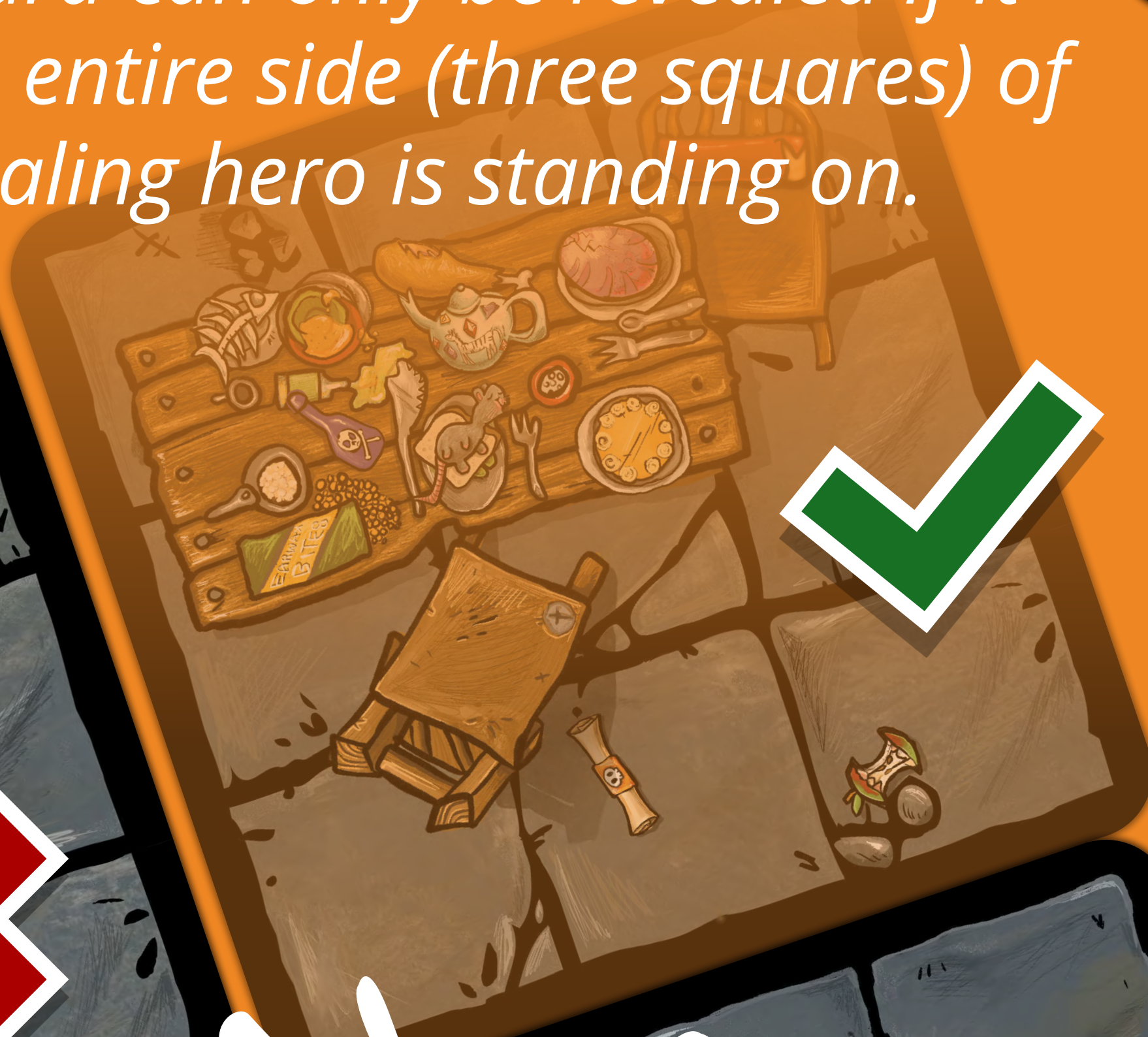
Updated
11th Jan 2022



Reveal Dungeon

Can a hero reveal a Dungeon card diagonally if they are standing on a corner?

No, a dungeon card can only be revealed if it lines up with one entire side (three squares) of the card the revealing hero is standing on.



If you can't spawn an enemy where the instructions tell you to, what should you do?

Spawn the enemy in the closest square possible to the originally instructed square instead. If there is a tie for the closest, then the players get to choose.



When spiders spawn they are placed on the central square of all Dungeon cards with a web on. As Wizard Woman is already on the central square, players can choose where to put the token.

When you reveal a Story Dungeon card and the instructions tell you to take a Special Item card, does the hero need to be standing on that Story Dungeon card to take it?

No, the revealing hero does not need to be standing on the Story Dungeon card to take the Special Item card.



Items

Can a healing potion give a hero more health than they started with?

No, a healing potion cannot take a hero's health above their health given on their Hero card.

Maximum
Health



Is there any limit on how many items a hero can carry?

No, there are no limits on the number of item cards a hero may have.

Do the effects of armour “stack” with each other? So can a hero use leather armour and the shield at the same time?

No, you may only defend with one item of armour at a time.



What are the coins on the Item cards for?

The coins are used in some of the adventures.

They do not have any in-game effects unless it is otherwise stated in the adventure you are playing.

Does Healer Cat's Bodyguard Cat have its own standee?

No, the rules for the bodyguard Cat are the same as for all normal weapons.

Healer cat tells her bodyguard who to attack, and it runs off and hits them (it never likes to be too far from Healer Cat's side however).

Drawn by Fay, one of Ian O'Toole's daughters :)





Move

Can heroes and enemies move diagonally between two walls (see diagram)?

Yes, heroes and enemies can always move orthogonally or diagonally providing the square they are moving to (or through) is not occupied by an opposing character or a wall.

If this feels a little wrong to you visually then it may help to consider it a

“secret passage”!





Special Abilities

Do you have to choose to use Halfling and Wizard Woman's special abilities before the dice are rolled?

No, you can choose to use their special abilities after the dice are rolled.

Can the halfling avoid damage from traps with their ability?

No, they can only avoid damage from attacks.

Can Healer Cat heal herself?

No, Healer cat can only heal other heroes.



When using their special ability, can the dwarf move and attack in any order?

Yes, they can move then attack, or attack then move.

In the customisation guide, do the abilities “Ignore other characters when determining line of sight” and “If you are attacking an orc, add one white dice to your roll” last for just one attack or the whole turn?

They last for the whole turn.

3. Choose your Special Ability

We have included a list of possible Special Abilities to get you started, feel free to come up with your own. Try not to make them too powerful however, as that can actually make the game less fun.

⚔ Increase range by up to 4 for one Attack.

⚔ Take three actions if you use all three to Move.

⚔ Move a hero in line of sight up to 2 squares.

⚔ When you Search for treasure, draw 2 cards from the Treasure deck and pick the one you would like. Put the other card at the bottom of the deck.

⚔ When you Attack, replace one white dice with a red dice.

⚔ Look at the top card of the Dungeon deck and then put it back.

⚔ When you hit, do one extra damage.

⚔ Ignore other characters when determining line of sight.

⚔ If you are attacking an orc, add one white dice to your roll.

⚔ Heal one damage you have taken.

⚔ When another hero gets damaged, take that damage yourself instead.

4. Draw and make your hero

Draw a picture of your hero. Remember your character doesn't have to be perfect! You can use a drawing app to create and upload it to our web app to print out, or you can draw it on a piece of card and make it into a standee yourself. (Card from cereal boxes can work too.)

Or alternatively, you can make your own hero using the rules and make up your own if you want to. You can change and you can change whatever you want. You can even add new rules to see what happens!

But remember these are just hints!
You can make any ability
or rule you want!

CoraQuest is made by you!!



Attack

Heroes

Can a hero attack with two weapons at the same time?

No, a hero can only use one weapon per attack action

Do the effects of armour “stack” with each other? So can a hero use leather armour and the shield at the same time?

No, you may only defend with one item of armour at a time.

Helmet

If you

For every
roll remove
from the

22

Long Bow

Catapult

4

9

Can line of sight be drawn if it passes between two diagonally adjacent walls or characters?

Yes. As long as an imaginary straight line can be drawn from any corner of the attackers square to any corner of the defenders square without passing through, or along the side of, a square containing either a wall or character then you have line of sight. The point that two diagonally adjacent squares meet is not considered a "part" of either square.

Halfling's catapult
can hit any   
squares



Enemies

Do Enemies ever become determined?

No, only Heroes become determined.

Why are the spider tokens a different colour on each side?

If you are using the “tough” version of the spiders (see page 13) you can flip the token from the orange tough side to the grey standard side, to show the spider has taken one point of damage.

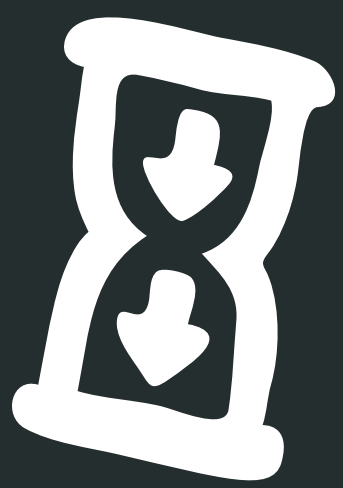


When an enemy is defeated is their standee out of the game for good?

The standees are not single use, when defeated they are removed from the dungeon but not the game.

For example when a Gremlin is defeated it's standee is removed from the dungeon and put to one side. Later, when a new dungeon card is placed that spawns Gremlins, the previous standee can be reused and placed on the revealed symbol.

Standees can be reused in this manner multiple times within the same adventure. Returning standees are considered to be a new enemy with a full health allocation.



Countdown Phase

Does the Threat marker still move down on the Countdown track if you can't take a Reveal dungeon action as there are no cards left in the Dungeon deck?

Yes, if you have run out of Dungeon cards to draw, the Threat marker will move down one space on the countdown track during every Countdown Phase.

