



Q: Does this FAQ include any errata?

A: Most of this FAQ is not errata but simply answers to frequently asked questions.

However, a few of the answers in this FAQ include rules clarifications and some small errata. These specific answers will be highlighted in **bold**. None of these are balance updates to Heroes' stats or abilities or to Riot Gear text—these are just clarifications.

GENERAL GAMEPLAY QUESTIONS

Q: When a model is placed on the Bench without being knocked out—such as being affected by Phylactery Grenade—does that model keep its damage?

A: **No. When a model leaves the Arena for any reason (knocked out, sent to the Bench by a special ability or Treasure Chest effect, etc.), remove all damage from that model.**

Q: Can multiple Bounty tokens be within the same space?

A: **Yes.** Because tokens do not occupy spaces, you can have multiple tokens in the same space, and things that do occupy spaces (such as Heroes) can be in the same space as a token.

BOUNTY AND TREASURE SPECIFIC QUESTIONS

Q: If the “Look, a Deathtrap!” Bounty is revealed midgame, and the Trap token is put into play into the same space as Hero, is that Hero immediately knocked out?

A: **Yes.** Standing in the center of the Arena is dangerous. Be careful.

Q: In the “Look, a Deathtrap!” Bounty, can the Trap token move onto barrier spaces such as Spawn Gates or Treasure Beacons?

A: **Yes.** Because tokens do not occupy spaces, they can freely move or be moved onto any space in the Arena.

Q: Two tokens are in play in the same space that can both be picked up by Heroes. One Hero moves into the space and decides to grab Token A, leaving Token B still “on the ground” in its space. Can a Rogue move through that Hero’s space and pick up Token B?

A: **Yes.**

Q: There is an effect on some Treasure cards that says you can “Place a model in your Crew in play adjacent to a Spawn Gate.” Does this mean I can have 5 Heroes in play? Can I take anyone from my Bench?

A: **This card does not affect models on your Bench, and it specifies that this is not Spawning. This card allows you to teleport a model in your Crew that is already in play, and place it next to a Spawn Gate of your choice. So you are not adding a model from outside of the Arena; you are changing the position of a model in your Crew already inside the Arena.**

HERO SPECIFIC QUESTIONS

Q: If Gubbin is adjacent to an Enemy and attacks them with his Too Many Explosives, there is a chance he hits himself with the attack due to the Explosion rule. If he misses himself in this manner, does that trigger his Sidestep ability?

A: **Yes,** Sidestep says when Gubbin is “missed by an attack” not “missed by an Enemy attack”; thus, he can trigger Sidestep from attacks made by models in his own Crew. Including himself!

Q: How does J.A.I.M.s’ Bodyguard work?

A: **New printings of J.A.I.M.s’ Bodyguard now clarify that the ability triggers when a nearby Hero in her Crew is “targeted,” not “hit,” and the ability changes the target to J.A.I.M.s instead of the original target. This means the attacking model rolls their attack against J.A.I.M.s’ DEF, and all abilities that trigger from targeting a model occur against J.A.I.M.s and not the original target.**

Q: So if Orsus the Chained uses his Berserk ability to target J.A.I.M.s and another model in her Crew adjacent to her, can J.A.I.M.s change the target from the other model onto herself? Does that mean Orsus attacks her twice with one roll?

A: **Yes.** The Berserk ability says Orsus makes one die roll and targets all models adjacent to him. In this case, this is still true, but J.A.I.M.s has moved the target from her friend onto herself, though that does not cancel the original target on her. Thus, Orsus rolls once, and possibly hits J.A.I.M.s twice. If he did, note that he would suffer damage from her Spring Blades twice!

Q: If a Hero has already activated, but Bamfist uses his Empower ability later in the round to remove all the Action Dice spent by that Hero, can that Hero activate again?

A: **Yes.** A Hero can always be chosen to activate if they have no Action Dice on them, regardless of if they spent dice and activated earlier in that turn.