

HELL DORADO

Here at Cipher Studios we work hard to attempt to bring you an error free gaming experience. Unfortunately we are only human, so sometimes we miss things or mess them up. Sorry. This document is to help answer frequently asked questions or issue any errata (changes) to the Hell Dorado core rulebook.

FREQUENTLY ASKED QUESTIONS:

Q: *How exactly do the conflict zone rules work, the section on page 216 is confusing?*

A: Each type of battlefield has 3 possible conflict zones. At the beginning of the game roll a d6. 1-2 means that the 1st zone will be used. A 3-4 means the 2nd zone will be used. A 5-6 means that the 3rd zone will be used. The determined zone will be used throughout the game. During each turns upkeep phase the dominant player rolls a d6. If that d6 rolls equal to or greater than the frequency noted on the table on pg. 216, based on how many conflict zones (or areas) there are on the board, then the conflict zone that was determined before the game began triggers. Apply the effects as outlined under the specific conflict zone.

ERRATA:

On pg. 74 the Strider ability was left out entirely. The following text should be between the Spite and Teleportation abilities

“Strider - Units with this ability don't have to pay CMD to be able to Run or Charge through difficult terrain. Lemures must have this ability to be able to enter and or end their activation in difficult terrain.”

On pg. 105 the base size for Tsilla is obscured and hard to read. It says “Regular.”

On pg. 130 the Hunting Eagle doesn't have a unit type listed. It should be an Independent.

On pg. 199 Peasants are listed as an Independent unit. They should be Troopers.

On pg. 220 the Field of Ruins element is listed as being cluster size. It should be plot size.