

# DARK SOULS

## THE BOARD GAME

Last updated 11 April 2017

### FAQ

**Q** If your character's items have a combined 0 Dodge value, can you still choose to dodge?

**A** Yes, you can. Your character can still move one node but will automatically be hit by the attack if the dodge difficulty is 1 or higher.

**Q** When you are pushed off a boss's node, you can only be pushed onto a node in the same arc. If a boss's attack has a push, do you need to stay in the same arc?

**A** No. Any time a character is pushed by an attack, it simply needs to be moved farther from the attacking model (p. 21).

**Q** An enemy's movement has a push but does not cause damage. Can I choose to dodge in order to reposition my character?

**A** No, a character can only dodge an attack that targets them (p. 25), and this is not an attack.

**Q** An enemy's attack does not reach my character but would have targeted me if I had been closer. Can I choose to dodge in order to reposition my character?

**A** No, you can dodge only when you are the target of an attack, and you are only the target of an attack when you must defend against it (p. 20).

**Q** How does a failed dodge work against an attack with a push?

**A** As listed on p. 25 of the *Dark Souls™: The Board Game* rulebook, when a character chooses to dodge, they pay 1 Stamina and can move one node in any direction (step 2). Then they roll the dice (steps 3 and 4) and determine if the dodge succeeds or fails (step 5).

If the dodge fails, the character is hit and will suffer the attack's full damage as well as any pushes or conditions. A push would move the character from the node they occupied after their dodge move to an adjacent node that is farther from the attacker.

**Q** An enemy's movement has a push and causes damage. If I'm on the same node as the enemy, am I attacked before it even moves?

**A** No. Movement that includes a push attack only 'targets all characters on each node the enemy moves into', per p. 25. The damage does not begin until the enemy starts trampling forwards over its hapless victims.

**Q** If a model were suffering the poison and bleed conditions, would the poison damage trigger the effect of the bleed condition?

**A** Yes it would!

### ERRATA

#### p. 27 Behaviour Cards

Replace the second paragraph with the following: 'Bosses don't have a single **attack range** or **dodge difficulty** like other enemies. Instead, each behaviour card has its own attack range and dodge difficulty, representing how far the varied boss attacks can reach and how difficult they are to avoid.'

#### Mini Boss Icons

The Boreal Outrider Knight, Gargoyle, Titanite Demon, and Winged Knight are all mini bosses as noted on p. 5 of the rulebook. If the boss data card icon differs from the rulebook in your printing of *Dark Souls™: The Board Game*, the rulebook takes precedence.