# WASTE KNIGHTS

## SECOND EDITION

# OFFICIAL ERRATA AND FAQ

All changes and additions made to this document since the previous version are marked in red.

This document contains an overview of frequently asked questions, rules clarifications, and errata for *Waste Knights: Second Edition* (KS and retail versions).

# ERRATA

This section describes official changes to rule text, cards and errata for the Book of Tales. Please remember that the updated version of the Book of Tales can be found on the official Galakta webpage and on the BoardGameGeek page of the game.

## PERSONAL UPGRADE CARDS

### REVEREND EVANS, THE PRIEST

Rosary of All Faiths: the card should have on both sides the Utility icon 🔭 instead of the Armor icon 👕.

## EXPLORATION CARDS

The card with the following icons in the highway section:

1 🂠, 1 🂠, 1 🂠, 2 🗡

should have the following icons:

1 🂠, 1 🗡, 1 🂠, 2 🗡

## BOOK OF TALES

### SAFE HAVEN (KS AND RETAIL VERSION)
**Page 29, entry 12**

The entry should start with the following effect:

Discard 1 chosen gear card.

"Piece of the base plan, 142" entry token should read:

"Piece of the base plan, 12". However, all tokens with this name have the same effect and all of their entry markings can be ignored.

**Page 33, entry 50**

The first sentence of the entry effect should read:

Each knight suffers 1 ☣ […]

**Page 45, entry 144**

The last sentence of the entry should read:

"Each knights suffers 2 💀. **See 268.**

**Page 47, entry 161**

The following part of the second bullet point should be a separate paragraph:

Starting from the first player […] to normal rules.

**Page 51, entry 200**

The third paragraph of the entry effect should read:

Place all your gear cards (except for those in your hands and armor slots) […]

**Page 59, entry 262**

The second sentence of the entry effect should read:

If any active knight's **Survival** is at least 1 green die, this is a **Survival (1)** test instead.

**Page 64, entry 300**

The third paragraph of the entry effect should read:

Place all your gear cards (except for those in your hands and armor slots) […]

**Page 65, entry 307**

The last sentence of the entry effect should read:

[…] move the group marker to the **HMAS Farncomb (5)** space.

### SUNKEN TREASURES (KS AND RETAIL VERSION)
**Page 119, entry 7**

The last sentence of the entry effect should read:

Move the time marker to the next space of the excavation track.

**Page 120, entry 22**

The following sentence should be added to the entry effect before the sentence starting with "When":

The next knight and each knight afterwards repeats placing and passing cards according to the rules above.

**Page 121, entry 25**

The last sentence of the entry effect should read:

Move the time marker to the next space of the excavation track.

### RISE OF THE RED LORD (KS VERSION ONLY)
**Page 151, entry 31**

The second sentence of the entry effect should read:

Suffer 1 💀.

**Page 154, entry 50**

The third bullet point should read:

**No special card is assigned to Horseman War's card.** […]

## SPREADING CORRUPTION (KS VERSION ONLY)

**The following special card numbers are erroneous in the whole adventure:**

- the special card number 11 should be the special card number 18

- the special card number 12 should be the special card number 19

The errors appear in the following entries: 37, 44, 48, 57, 58, 59, 62, 68, 72, 92, 93, 99, 106, 109, 110, 113, 123, 124, 126, 135, 138, 139, 140, 144, 145, 146, 150.

**All instances of the non-player character's name in the whole adventure read: Shorty, or Shorty McBride.**

They should read: Lefty, or Lefty McBride.

The errors appear in the following entries: 61, 82, 84, 147.

### Page 179, entry 96

The following should be removed from this entry: *(96, epilogue)*. There is no special epilogue entry for this note and it is for narrative purposes only.

### Page 180, entry 107

The following sentence should be added at the end of this entry:

Otherwise, nothing happens.

### Page 181, entry 114

The following should be removed from this entry: *(114, epilogue)*. There is no special epilogue entry for this note and it is for narrative purposes only.

## DEADLY CARGO (KS VERSION ONLY)

### Page 199, entry 76

The third sentence of the entry should read:

You may discard any number of 🗡 to gain the same number of additional ☀.

## LOST GARRISON (KS VERSION ONLY)

### Page 205, entry 15

The first sentence of the entry effect should read:

Move the special marker to the **highway space with the ☣ danger icon next to space 0** [ … ]

### Page 222, entry 165

The third sentence of the entry effect should read:

Take 1 challenge token with the ⚹ danger icon from the pool [ … ]

## LANDMARK CARDS (KS VERSION ONLY)

### Page 239, entry L20

The last sentence of the entry effect should read:

Suffer 1 ⚹ and 1 ☠ for each point of **Exploration** missing to 3.

# FAQ

In the section below you can find FAQ from the BGG forum and our playtesting groups. At the end of this section you can also find the list of special spaces along with their numbers and terrain types as well as the list of icons appearing on different game components.

**Q: I defeated an enemy from a wasteland card and gained 1 gear card for it. Should the card be in broken or in working state?**

A: The gear card should be broken. During the game setup all gear cards are placed in the gear deck holder so that their broken side is visible. They are also drawn in this state from the back of the deck. Whenever you gain a gear card – as a reward for defeating an enemy, Bartering, exploring, or as part of an entry resolution – you always draw the card broken unless clearly stated otherwise.

**Q: I'm performing the Explore Action. My Exploration is 3. Does it mean that I can draw and resolve 3 exploration cards?**

A: No, you can't. You can only resolve 1 exploration card per action, based on its section matching the terrain type of your space. Your **Exploration** value informs you how many times you can draw from the exploration deck, each time deciding that you accept or refuse to resolve a given section. However, if you cannot draw any more exploration cards, you must resolve the last card drawn. Additionally, you cannot "backtrack" and resolve an exploration card you previously drew.

**Q: The *Jammer* enemy rolls 2 or more 🗡 icons in combat with my knight equipped with a working weapon. Is the weapon simply broken or should I discard it?**

A: You should discard it as each 🗡 causes the weapon to break once and you must resolve all dice icons. Additionally, the general rules state that if you must break a gear card that is already broken, you discard it instead.

**Q: At the beginning of the game I take a deck of Personal Upgrade Cards. There are some unique gear cards inside. Can I use such cards from the beginning of the game?**

A: No, you can acquire them only during the game once you gain enough ≫ (usually 6 or more). For the moment set all your upgrades aside.

**Q: According to the rulebook, the ◖ and ◣ icons are considered blanks when making tests outside of combat. If my knight may "re-roll blanks" thanks to some effect, can I re-roll one of the other icons as well in this situation?**

A: Yes, you can.

**Q: I'm on a City space. Can I perform the Explore Action there to look for resources, or is the City Action only available there?**

A: You can perform all types of actions on a city space – it is considered a normal space in addition to being a city. Its terrain type is marked inside a small window next to the artwork. The only difference is that the City Action is available in addition to all other action types, while it cannot normally be performed outside of a City space.

**Q: I have a *Pistol* in one hand slot and the *Barbwire Club* in the other hand slot. Does it mean I can attack twice per combat – once in the Ranged Attacks step and once in the Melee Attacks step?**

A: No, it does not. You can only attack once per combat. The fact that you have two different weapons means you may choose your mode of attack, strategize whether to use ammo and shoot or save it for later, adjust your tactic to the enemy you are fighting, etc.

**Q: I have the *Frag Grenade* gear card in my vehicle. Do I have to use it in the Advance step of combat? Do I need to keep it in my hand slot, if I want to use it?**

A: No, you do not have to use it. It is completely optional to use "Advance" effects from gear cards. Also, you do not place the *Frag Grenade* – or any other gear card for that matter – in your hand slot in order to use it unless the card has at least 1 ✋ icon.

**Q: I have a *Knife* starting gear card in my vehicle. Can I discard it in the Advance step of combat to deal 1 ✵ to my enemy just like I do with, say, the *Frag Grenade*? What happens if I have the *Knife* in my hand slot?**

A: You cannot use the *Knife* from your vehicle. This gear card has the ✋ icon, meaning it can only be used when equipped in the hand slot. Otherwise, its effects cannot be used.

When the *Knife* is in your hand slot, it can be used in two ways. Firstly, you can use it as described above by discarding it in the Advance step of combat to deal 1✵ to your enemy. Secondly, you can use it just like any other melee weapon by choosing it in step 2 of the combat. Of course, if you discard the *Knife* in the Advance step, you will have to fight bare-handed in the Melee Attacks step.

**Q: Can I declare my current space as the last space of my Move Action? In other words – can I travel in circles? If not, why?**

A: No, you have to end your Move Action on a space different than the one you started from. It is because the Waste is a dangerous place, and travelling around in circles means you needlessly risk your life. No sane knight would do it, right? Besides, you can perform all other action types on your space without needing to move anywhere.

**Q: I'm playing Jenny Burns, the Huntress (KS version only). Her ability says that I gain 1 white die when fighting an enemy with Threat 2 or higher. During my Move Action, I have drawn the *Cerbero Finest* enemy as my wasteland card. He has Threat 1. However, when moving I also passed a space with the Threat danger icon ❗. Should I add those Threats together? Does it mean that *Cerbero Finest* has Threat 2 now and I can use my knight's ability?**

A: Yes, you can use your ability. The **Threat** trait is cumulative, so basically once you have ended your movement you add all **Threat** sources (from your route, effects, the wasteland card you have drawn, etc.) and then draw threat tokens from the bag. In this case, you get **Threat 1** from your route, and **Threat 1** from your enemy card. Therefore, you get **Threat 2**, which makes you draw 2 tokens from the threat bag, but also triggers Jenny Burns' ability.

# SPECIAL LOCATIONS LIST
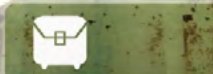
This section lists special locations found on the board. As the artwork on some spaces may be a bit confusing, the locations are listed with their terrain type for clarity.

| Number | Terrain Type | Number | Terrain Type |
|---|---|---|---|
| 0 | Highway | 19 | Scrub |
| 1 | Highway | 20 | Highway |
| 2 | Mountains | 21 | Scrub |
| 3 | Desert | 22 | Mountains |
| 4 | Desert | 23 | Highway |
| 5 | Highway | 24 | Highway |
| 6 | Desert | 25 | Mountains |
| 7 | Scrub | 26 | Scrub |
| 8 | Mountains | 27 | Mountains |
| 9 | Highway | 28 | Desert |
| 10 | Desert | 29 | Desert |
| 11 | Desert | 30 | Scrub |
| 12 | Desert | 31 | Desert |
| 13 | Scrub | 32 | Desert |
| 14 | Desert | 33 | Scrub |
| 15 | Mountains | 34 | Highway |
| 16 | Desert | 35 | Highway |
| 17 | Desert | 36 | Desert |
| 18 | Mountains | | |

# ICONS LIST

This section lists different icons appearing on different game components. Full-color elements appear on the board, cards, sheets, tokens etc., while their B-W counterparts can be found in the Book of Tales and black effects text.

| | Full-color | B-W |
|---|:---:|:---:|
| Danger Icon – Biohazard | ☣ | ☣ |
| Danger Icon – Radiation | ☢ | ☢ |
| Danger Icon – Threat | ! | ! |
| Ammo resource (cost to pay or reward/finding to gain) | | |
| Fuel resource (cost to pay or reward/finding to gain, Tank on vehicles) | | |
| Meds resource (cost to pay or reward/finding to gain) | | |
| Gear Card (reward/finding to gain – usually in broken state) | | |
| Botch (on dice and in effects) | | |
| Fate (on dice and in effects) | | ♠ |
| Success (on dice and in effects) | | |
| Experience Point (XP) | | |
| Health (bonus or penalty to base stat) | | ♥ |
| Contaminated Wound (suffered) | | |
| Damage (suffered to vehicle) | | |
| Radiation (suffered) | | |
| Wound (dealt or suffered) | | |
| 1 Hand / 1-handed (knight sheet slot/weapon or attack trait) | | |

| | | |
|---|---|---|
| **2 Hands / 2-handed (knight sheet slot/weapon or attack trait)** | | 🖐🖐 |
| **Melee (weapon/enemy attack type)** | | ✊ |
| **Ranged (weapon/enemy attack type)** | | ⊕ |
| **Gear Card – Armor** | 👕 👕 | 👕 |
| **Gear Card – Drug** | 💉 💉 | 💉 |
| **Gear Card – Utility** | 🔭 🔭 | 🔭 |
| **Gear Card – Weapon** | 🔫 🔫 | 🔫 |
| **Protection Level (armor value on gear cards)** | | ▬ |
| **Full-auto (re-roll ability on weapon gear cards)** | | ▮▮▮ |
| **Capacity (mostly on vehicles)** | 💼 | 💼 |
| **Speed (on vehicles)** | ◎ | ◎ |
| **Enemy Type – Beast (for triggering effects – no innate rule)** | ◆ | 🦘 |
| **Enemy Type – Cult (for triggering effects – no innate rule)** | ◆ | 👁 |
| **Enemy Type – Gang (for triggering effects – no innate rule)** | ◆ | ⭕ |
| **Enemy Type – Machine (for triggering effects – no innate rule)** | ◆ | ⚙ |
| **Enemy Type – Mutant (for triggering effects – no innate rule)** | ◆ | ☇ |
| **Starting Number of Knights** | | 👥 |
| **Threat Token – Ambush trait** | | ⬯ |
| **Threat Token – Armor Piercing trait** | | ➤➤ |