Samhain ERRATA

Page 10, "**Expansion of the Clan"** Section
The new Clan Member is exhausted and can be placed on any card that is not full and ...

Page 10, Italian version, "**Espansione del Clan"** Section
Il nuovo membro del clan si piazza esausto su qualsiasi carta non piena...

Page 14, Italian version, "**Fine del gioco"** Section

... il giocatore (o i giocatori) che hanno speso le risorse dei Romani sono da considerarsi corrotti e perdono 1 PV per ogni risorsa dei Romani che hanno speso.

Samhain FAQ

As Graveyard card spaces available depend on player number, how I can remember how many are available?
You can cover the unavailable spaces with the VP counter discs of the unused colors.

When a player exceeds 27 VPs, how can I score the additional VPs?
He/she will restart at the beginning of the track (at 1 VP), placing the second VPs counter disc of his color under the first one.

If a player activates Action 12 or Action 17, but does not have the minimum numbers of objects to gain VPs, does he/she take a Will-o-wisp or simply does not gain any VPs?
The player must take 1 Will-o-wisp, because he/she can not complete the action.

If a player gains 2 Will-o-wisps, and there is only one in the reserve, what is going to happen?
The player takes 1 Will-o-wisp, then Will-o-wisp event takes place.

What is the difference between sacrifice and kill a clan member?
To sacrifice means that the player must send to the graveyard a member of HIS/HER clan. To kill, instead, means that the player must send to the graveyard an opponent clan member.

EXPANSIONS: LOCATION CARDS
In the starting setup, is it possible to place clan members on the Location cards (Sacred Oak, Spring, Stone Circle, Hollow Tree)?
Yes, but they do not give PD in any temple.

The location cards have only one action, so are they available in each turn?

Yes, both day and night and, mostly, in every moment, also in an opponent turn, as long as there is a your active clan member on the place card to activate.

Can a player move one his/her clan member on a Location card with a standard move (from an adjacent action/location card)?

Yes, of course.

Is it possible to add clan members directly on a Location card (expanding the clan)?

Yes, as long as the chosen Location card is adjacent to a card on which there is at least one your clan member.

If a player activates a Location and has more clan members on it, what is going to happen?

As for the Action cards, the player must activate the Location Action a number of times equal to the number of clan members who are there.

Spring: Can I use an opponent object even if it has been previously exhausted by that opponent?

Yes.

Sacred Oak: if activated by more clan members, will this action be performed multiple times?

Yes, exactly as all the other actions.

EXPANSIONS: ITEMS

Are the 3 extra objects (Gladio, Magic Potion, Magic Cauldron) considered by the actions 12 and Hollow Tree?
No, only the 5 base objects are considered by this actions.

Gladio: If 1 of 2 clan members necessary to activate the action under the gladio is exhausted, is the action activable and, so, you can move the gladio?
No, all clan members must be active.

Gladio: if the 2 clan members necessary to activate the action under the gladio belong to two different players, is the action activable and, so, you can the gladio?
Yes, Romans are intimidated by the presence of 2 members of any clan.

Can the Gladio be moved on the same card in which the Magic Potion is, and vice versa?
Yes, so long as there are not any clan member on (or, if on every action cards in the game there are 1 or more clan members, it is the card that has less members).

Magic Cauldron: Can I move a clan member also from a temple or from my reserve?
No, the clan member must be in game on an action card.

The Magic Potion, when used, gives the player 3 MPs, so can I use 3 resources? Or 3 VPs?
Yes.

EXPANSIONS: VILLAGE MEEPLES

How can I use the <u>Village Meeples</u>*?*
Each player, after choosing the own color, replaces all his/her cubes with the Village Meeples of the same color, always complying with the maximum number of clan members given by the number of players.

Are the <u>Village Meeples</u> *different from the normal cubes?*
No, even if they have 14 different designs, they all behave in the same way.

If a player has the <u>Magic Cauldron</u> *and another player pays 2 DPs, does he/she steal it?*
No, the Cauldron can be bought only if it is in the general reserve.

How can I place in the better way <u>Village Meeples</u> *on temples?*
When more than a player got the same devotion score, we suggest to place the additional Meeples on the left of the light track (for the day devotion) and on the right of the dark track (for the night devotion).

Check the following picture as example: