

SMOG FAQ/ERRATA

VI.1

GENERAL QUESTIONS

Q: Pg. 13 under Set-Up mentions that the Nemesis starts with 2 “Basic Chaos cards”. What is this referencing?

A: This is a typo. The Nemesis starts with 2 “Basic Nemesis Power cards” and 2 randomly drawn “Chaos Cards”.

Q: During One-Shot Adventures, does the Nemesis start with the Basic Nemesis Power cards?

A: The Nemesis will *always* have access to their Basic Nemesis Power cards.

Q: During One-Shot Adventures, do the Gentlemen get to choose their additional equipment? What about Upgrades?

A: Additional Equipment should be randomly drawn then assigned by the Gentlemen players. Upgrades should be chosen by the Gentlemen.

Q: When Gentlemen gain Arsenal/Gear cards, do they select which cards they want, or is it drawn randomly?

A: Unless specifically stated otherwise, it is random.

Q: When a Gentleman gains an Upgrade during the Intermission, is it drawn randomly?

A: No, Gentlemen are free to choose which Upgrade they wish gain.

Q: What do Boxes do?

A: Each Chapter that utilizes Boxes will list their effects. In most cases they act as Impassable squares.

Q: With cards or effects that spawn Minions, can I spawn any type of Minions that I want?

A: You may only spawn Minion Types listed for that Chapter.

Q: Some Gentlemen list starting items. Do they get these items at the start of each game?

A: If playing a One-Shot Adventure, yes. If playing a full Campaign, the Gentlemen only get these items the first time they are used (*example: Major Dreadful is selected for Chapter 1. He begins with both Whisky and a Shotgun. At the start of Chapter 2, he would not receive another bottle of free Whisky and another Shotgun. The Unicorn Club does not like to be wasteful!*).

Q: Can players skip slots in the Activation Board, allowing them to “stall out” Activations?

A: No, the Activation Board *must* be filled Left-to-Right without gaps.

Q: What happens if I flip an Activation Card for a model that is no longer on the board?

A: In this case, the Activation would be skipped (*though the Nemesis would still get a chance to activate a Nemesis Power, and any abilities that might trigger at the start of/end of activation may still be used*).

Q: Do Nemesis Powers cost Ether during the Chaos Activation?

A: Yes. The only additional effect of the Chaos Activation is the Nemesis may activate *each* of their Powers once, whereas they would usually be restricted to using only 1 Power.



Q: Can I voluntarily have Minions/Allies attack separately, or must they attack as a group?

A: Minions/Allies *must* attack as a group when targeting the same model. They cannot “split” their attacks.

Q: What happens when different types of Minions/Allies attack the same target?

A: This is a very rare scenario, but in this case, the controlling player should choose 1 attacking model to be the primary “attacker”. The attack will have any boosts/abilities of that model, with the other models only contributing additional dice.

Q: Bobbies only have a Ranged Attack. When they Gang-Up, what happens when some of their attacks would provide Cover while others wouldn't?

A: In this case, separate the attacks that would allow Cover and the ones that wouldn't. Then, roll Attack/Defense Dice accordingly (*noting this would still be a single attack*).

Q: When can the Gentlemen use the Revive Action?

A: The Revive Action can only be used on a Neutralized Gentleman.

Q: Can any model move through Windows and/or open Doors?

A: Yes, any model may move through Windows and/or open Doors, assuming they have the Agility Points to do so.

Q: What does a Crown result do for a Minion/Ally?

A: A Crown result counts as a Hit result for a Minion or Ally.

Q: If I have multiple Attack/Defense Boosts that trigger off of the same result (Hit+, for example) do those effects stack?

A: If the Boosts grant additional effects, yes (*such as 1 Defense Boost making Hit+ Heal 1 HP, and another making Hit+ provide Cover*). If the effect would replace the result, then no (*such as having multiple Boosts that convert Hit+ into 2x Hits*).

Q: Can the Nemesis spawn more Minions than they began with in the Chapter?

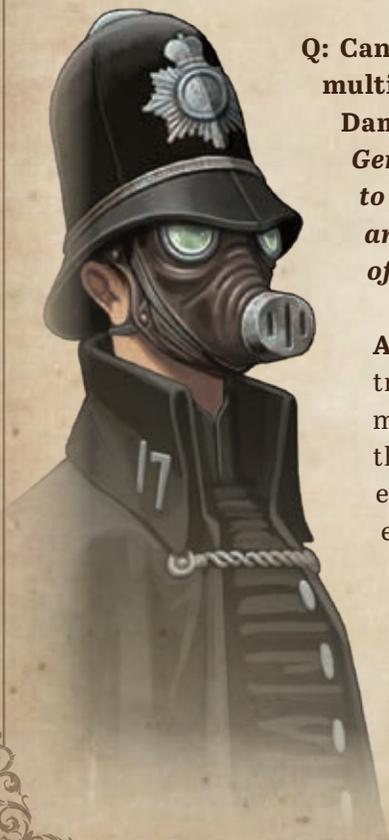
A: Yes, the Nemesis is only limited by the number of Minion models they possess (*Also based on maximum provided by the game. Sorry to those who bought 10 copies to spawn 100 Shambling Zombies*).

Q: Can I target Knocked Down models? Can they use the Counter-Attack ability?

A: Yes, you may target Knocked Down models. The only limits on models being Knocked Down is they must first spend an action to stand up before doing anything else. No, Knocked Down models cannot do anything that would require an Action (*they could, however, do things like trigger Evasion, since it does not require an Action*).

Q: Can the same enemy cause multiple instances of Escape Damage? (Example: A Gentleman begins adjacent to a Minion, then moves around it, exiting a total of 3 squares as they move)

A: Escape Damage is triggered anytime a model leaves a square that is adjacent to an enemy, regardless of the enemy model, or number of enemy models. In the above example, the Gentleman would suffer 3 damage, 1 for each time they left a square adjacent to an enemy.



Q: When performing a Charge Action, do I need to move in a straight line?

A: No, the only stipulation on movement with a Charge is you must end adjacent to your target.

Q: Can I make Melee Attacks through Windows?

A: Yes.

Q: Can I move diagonally through Doors and/or Windows? What about if there is an enemy model in front of the Door/Window?

A: All diagonal movement is permitted. If an enemy is in the way, you could still move around (*suffering Escape Damage as normal*).



CORE GAME QUESTIONS

Q: Chapter 1 Campaign states “Q: Were Tobias or Emerson neutralized? A: (If Yes). The Body was never found. Next Chapter, the formally-slain Agent counts as a Zombie and may perform only 1 Action when activated this way.” What does this mean?

A: This is in specific reference to Ira Kodich’s *Command Undead* ability. During their normal Activation, Tobias/Emmerson act as normal, including their 2 Actions. If they are activated via Command Undead (since they are now Zombies) they will only perform 1 Action, rather than a full Activation.

Q: During Chapter 2, how does Blackmore move to the Points of Interest?

A: After the roll, he is placed on that Point of Interest, e.g. he does not use Agility to move to it.

Q: Does Blackmore do anything during his Activation other than teleport to a Point of Interest and hand out creepy knowledge? If so, why does he have stats?

A: No, in this Chapter, that is all he does. Who is to say what he might do in the future, however (*or in custom-made Chapters*)?

Q: Chapter 3, the Barricade, does only Sutcliffe benefit from its “can only be attacked with Melee Attacks” or any figure on it?

A: Any figure.

Q: Chapter 3, Escape With the Fragment, “If a Gentleman is standing on an Exit square, the Agent may not escape until that Gentleman is Neutralized”. Does this mean that if any Gentleman is standing on any Exit square, no Agent can escape the board?

A: No, that text is referring to *that specific* Exit square, not *all* Exit Squares.

Q: Chapter 4, Sewers, “The manhole squares at the Overlay 11B count as Sewer Plates.” What does this mean?

A: These spaces specifically interact with cards that deal with Sewers, such as the Chaos Card “From the Depths”. On their own they have no effect.

Q: Can Tobias trigger Spare Parts from taking Escape Damage?

A: Yes.





Q: Can Major Dreadful's Steam Fist boost Ranged Attacks (specifically, the Hit+ = 2x Hit part of the effect?)

A: Yes (the extra stability does wonders for his accuracy).

Q: What happens if a Shambling Zombie moves onto a Fire Token, but I don't have any more Flaming Zombies to spawn?

A: The Shambling Zombie is incinerated to ashes and removed from the board (*we would recommend against trying to make more Flaming Zombies if you do not have any left to create*).

Q: Does the Killer Clown Funny Bones ability prevent them from being killed by effects that automatically deal 1 damage?

A: No, it only stops damage when they are *Attacked*.

Q: How much Ether do Lamias start with? How many Actions do they get?

A: Lamias (as a collective group) start with 4 Ether and share it among all models. When Lamias are activated the Nemesis has 2 Actions total to split among them (*example: a single Lamia could perform 2 Actions, or two separate Lamias could perform 1 Action each*).

Q: How is damage tracked on Lamias?

A: Lamias each have their own pool of Hit Points and it is tracked individually.

ERRATA V1.1

THE DRAGON EXPANSION

Chapter 1, Factory Overlays: Overlay 12B should be included as a Factory Overlay on Chapter rules (page 12):

“...inside other buildings that aren’t the Factories (Overlays 8B and 2A) ...”

Overlay 12B is not a Factory either, so the correct should be:

“...inside other buildings that aren’t the Factories (Overlays 8B, 2A and 12B) ...”

Chapter 2 & Chapter 3, Poison Zombies: Even though there is no mention to *Poison Zombies* on both chapters Setup, those Minions can still be spawned by Nemesis Powers and Effetets.

Note that *Corrupted Bobbies* work in a different way: They start the game on the board, but no additional Bobbie can be spawned by the Nemesis.

Chapter 3, Boat Doors and area: The map layout on page 19, Tile 7A, should have a green zone marked to represent the boat area, and Door representations:



THE WHEEL EXPANSION

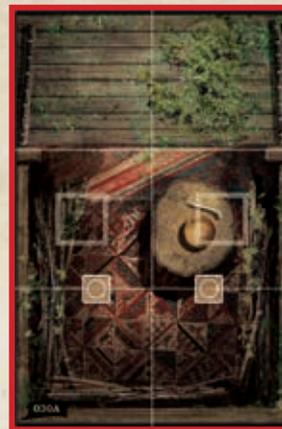
Chapter 1, Vents: On Chapter 1 rules description (page 11), the same Vent rules (that can be found on Chapter 2) is missing:

“Small Vents: Rubble tokens are used to represent small openings on some Walls. They block Line of Sight and only Minions can move through them”

The map layout representation (page 12) is missing the indication of Vents (Rubble tokens):



Chapter 2, Caravan Overlay: The Caravan Overlay (30A) had its doors printed on the wrong position, and there weren’t supposed to be square symbols on the Overlay.



Incorrect



Correct

THE EMBASSY EXPANSION

Elisabeth Sparkle: Elisabeth’s Gentlemen Dashboard is missing her unique, permanent, **Meka-Fist** Equipment Card.