

# DEAD & CELLS

THE ROGUE-LITE BOARD GAME

Official FAQ - V1.5 - December 2024

## FAQ

◆ = V1.5 update

### ERRATA

- The Flayed should not lose 1 HP the first time he gets a Survival upgrade, he should only receive the Round 0 Shield bonus.



- Ignore all Spider Runes in Encounter spaces. This was a misprint from a previous version of the game.



- The Level 3 Potion should be During Game, like the previous Potions, not at the Start of Game.
- ◆ Bobby's Feat cards should tell you to draw from the bottom of the Deck of Secrets.

### PURGE

#### Q: How does the Purge action work?

A: Purging is when you slide a card into the slot in the tray to remove it permanently from the game. When no specific deck is mentioned, you can choose a card from the Equipment deck or any Beheaded deck (including Serenade).

#### Q: Is there a minimum Combat Deck size?

A: 6 for the Beheaded, 3 for Serenade.

### BIOME SETUP

#### Q: When setting up a Biome, do we always use the same Equipment deck? And what exactly is a Biome's Blueprint deck?

A: The Equipment deck is a deck that changes over time; it starts just with cards with the ST code at the bottom, but over the course of the game you will add Blueprint cards to this deck. This Equipment deck is always used when you set up a new Biome.

Blueprints, on the other hand, are Biome-specific. They are in their own deck (under the card with the Blueprint icon):

Their code begins with B and a biome-specific number (B1 for the first Biome, for example). Any Blueprint cards that are added to your Equipment deck immediately become Equipment cards, and are no longer considered Blueprints.



### DECK

#### Q: After gaining new cards from upgrades, do I have to keep using the starter cards or can I make the deck I want with whatever new cards I have unlocked?

A: You have to keep using Combat cards you gain from upgrades, you can only remove starter cards from a deck by using the PURGE action.

#### ◆ Q: Do you have to use all new Improved Combat cards every Run, or can you choose which ones to put in your Beheaded decks every time?

A: In every Run, you must use all Improved Combat cards that you have unlocked. You cannot store them in an unused deck. Only the Purge action can remove cards from your deck.

#### Q: When do we shuffle our Discard pile to form a new deck?

A: When you need to draw, as the discard may impact the Quartered and Serenade.

# FAQ

## CHARACTER ABILITIES

- ◆ **Q: What is the maximum health of a Beheaded? (The spaces on the Beheaded board can be exceeded through a certain Start of Game card, and also with the Flayed errata).**

A: The Maximum Health marker can be removed from the Beheaded board to reveal the last heart, which is the maximum possible Health for this character.

- ◆ **Q: Is the Quartered able to activate/repeat the Action of the top card of their discard multiple times in one round?**

A: No, all Actions on Scroll tracks can only be activated once per Combat round.



- ◆ **Q: Can the Quartered's last Skill Action be used on itself, creating unlimited actions?**

A: No, all Actions on Scroll tracks can only be activated once per Combat round.



## EQUIPMENT

- ◆ **Q: What happens when you are supposed to draw a Blueprint and the deck is empty?**

A: Nothing happens

- ◆ **Q: Are you allowed to voluntarily discard Equipment cards, so that you can use a Weapon that must be your only Equipment, for example?**

A: Yes, but you can only discard Equipment when you Equip a new Equipment card, or during the Interbiome.

- ◆ **Q: Some Equipment scales with the Scroll track (Brutality, Tactics, Survival), but what is the number that should be used?**

A: The number that should be used is the Level you have attained on the Scroll track in question, as indicated by the number just below your Scroll marker on the Beheaded Board.

- ◆ **Q: How does Equipment work, exactly? Can I use the same Equipment card multiple times in the same Combat round?**

A: Equipment has been clarified in the new version of the rules, available here: <https://deadcellstheboardgame.com/FAQ/>. There are now 3 different classes of Equipment: **Timed**, **Always Active**, and **Skill**.

**Timed Equipment** is used in a specific Combat round (or rounds), like the Beginner's Bow. Timed Equipment can only be used once per Combat Round. Only 1 piece of Timed Equipment can be used per Combat card in a Combat round.



**In a 2-Player game, you can use 2 different Timed Equipment cards in the same round, as long as you use them on different Combat cards.**

**Always Active Equipment** is automatically triggered during Combat. These items may be used as many times in the same round as they are triggered (such as the Knockback Shield, which does 1 Damage to an Enemy every time a Shield token is used).



**Skill Equipment** (like the Cleaver) is activated using a Gear Action, and may be used as many times as you have Gear Actions.



- ◆ **Q: Can I use the Old Wooden Shield multiple times in the same Combat Round?**

A: No, this Equipment blocks only one Damage (the first one), and can only be used in Combat Round II.

- ◆ **Q: Can you use an equipment with a slash (/) action if it would replace an empty action?**

A: Yes

- ◆ **Q: Can you use an equipment with a plus (+) action if you play an empty action?**

A: Yes

## MONSTERS

- ◆ **Q: In the Toxic Sewers there is the Kamikaze Monster. It has a small Tombstone shown at the right side of the Round III row. What does this mean?**

A: The Kamikaze dies after the attack, and you get its loot, if any.

- ◆ **Q: If you Freeze a Kamikaze's action in Round III, does it die at the end of Round III?**

A: No, this action was cancelled.

## COMBAT

- ◆ **Q: We are supposed to remove all tokens after Combat. Does that mean that you completely heal every Beheaded?**

A: Only Shields and States are removed.

- ◆ **Q: If an Enemy becomes invisible during a round, is it only invisible once its Action takes place, or for the whole round?**

A: The Enemy is invisible for the entire round, including during the Beheadeds' Actions.

- ◆ **Q: Can an invisible enemy be targeted with an ALL effect?**

A: No

- ◆ **Q: Does the Frozen state disable invisible?**

A: If the Frozen state was applied BEFORE the Round in which the Monster became invisible, then yes, it disables the Invisible action. But once an Enemy is Invisible, it cannot be targeted by a Frozen Action (or any other one).

- ◆ **Q: If you deal Unblockable Damage to a Marked Target, is the +1 damage also Unblockable?**

A: Yes, the 'Marked' bonus applies when a Damage token is placed on the Enemy card.

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**Q: If a Damage is blocked, does the Marked bonus apply?**

A: No, Damage must be dealt to apply the Marked bonus

**Q: Can you stack Marked tokens?**

A: Yes

**Q: Is there a way to remove the Bleeding state before the round ends?**

A: Yes, Enemies that deal Bleeding have a Death Bonus that removes Bleeding.

**Q: What is the resolution order in Round 0?**

A: It is the same order as Rounds 1-3, following the line from left to right.

**Q: What does the Wall/Hole token do?**

A: Some Equipment cards (like the Rapier for example) and other game elements have an influence on gameplay when a Wall or Hole is present in Combat.

◆ **Q: Do Combat cards have to be played in full?**

A: Yes, Actions must be applied if you are able to perform them.

◆ **Q: If an Enemy performs multiple Actions in a single Combat Round, are they treated separately, from left to right? If so, can they be interrupted?**

A: Multiple Actions in a Combat Round are treated separately, and can therefore be interrupted. So if a Monster kills itself through a 'SELF' Action, or if it performs an Attack followed by a 2nd Action, and the Attack triggers a riposte that kills it (such as the effect of the Knockback Shield), it does not perform its 2nd Action in that Combat Round.

Bear in mind that the 'Deal 1 Damage to 2 different Opponents'   Action, as well as any ALL Attack  ALL are considered ONE Action (with multiple targets) and therefore do NOT get interrupted. For example, if a Beheaded uses the Knockback Shield to deal  to an Enemy performing the   Action, and that Damage kills it, the Enemy still deals the 2nd Damage (because it is considered one Action).

◆ **Q: Are tokens limited by the number in the box?**

A: No, you may use other items as substitutes for any tokens you run out of.

## BOSS FIGHT

**Q: If a Beheaded dies during a Boss Combat, are we supposed to finish the entire Combat, or just the Turn in which the Beheaded died?**

A: If a Beheaded dies, the Run ends at the end of the Turn (all Combat rounds in the current Turn).

**Q: If we defeat the Boss in the same turn as a Beheaded dies, does it count as a victory?**

A: No, all Beheaded must survive the Combat to be victorious.

**Q: When exactly do you flip the Boss Card, and what is kept and what is discarded?**

A: When the Boss has taken enough damage to be defeated, the Turn ends immediately; ignore all remaining Actions. Flip the Boss card, remove all tokens from the Boss, and all STATES from the Beheaded, and start a new Combat, from Round 0. All excess Damage dealt to the first instance of the Boss is ignored. **Special Boss cards and tokens, such as Fire Strikes and Shuriken remain in play.**

**Q: Does the Boss move towards the Beheaded at the end of a Round?**

A: No, only Monsters move at the end of a Round.

**Q: Do we continue the Combat even after the Boss is beaten?**

A: No. The Combat ends the moment the Boss dies.

**Q: During the Time Keeper fight, how many Shuriken are removed by a Loot Action?**

A: One Shuriken per Loot Action.

◆ **Q: How long does freeze last on a Boss?**

Freeze tokens are removed at the end of the Turn.

## 2-PLAYER GAME

**Q: In what order are cards played/resolved/discarded?**

A: The First Player's cards are played and resolved in the order they choose at the start of the Combat. They are discarded in that same order.

**Q: If a Freeze marker is applied to the First Player, what happens? Are both of their cards Frozen for the next round, or just the first card?**

A: The first played card receives the token.

**Q: If the first player must discard a card, what happens?**

A: The first played card is discarded.



# FAQ

## SOLO GAME

**Q: When does Serenade reveal its card?**

**Before the player has revealed their cards, or after?**

A: After; the player must choose their Combat cards before seeing Serenade's card.

**Q: In the Forbidden Sepulchre, does Serenade count as a Beheaded for lighting Lanterns?**

A: Yes, you must discard 2 ⚡ cards to light a Lantern.

**Q: Can Serenade be assigned State tokens?**

A: Yes, including Worm and Malaise tokens.

**Q: On Serenade's second level, can the vial be used to heal Serenade, or only the Beheaded?**

A: Only the Beheaded.

**Q: In what order are the player's 2 Combat cards discarded?**

A: In the same order they were played (first card discarded first, and second card discarded on top of that one).

**Q: Can you assign Equipment cards to Serenade?**

A: No

## DEATH

**Q: What happens to unspent Cells?**

**Can I keep them for the next run?**

A: No, any unspent Cells are lost at the end of the run.

## BIOMES



**(SPOILER) Q: Does this symbol on tile B2-07 mean that if we succeed at the check, we gain the Vine Rune?**

A: Yes.



**Q: What do the icons on tile B4-10 mean?**

A: You can Purge an Equipment or Action card for the cost of 2 Gold Teeth.



**Q: What do the icons on tile B7-15 mean?**

A: You can purchase a card from the Deck of Secrets for 5 Gold Teeth, but then you must Purge that tile

## SPOILER: BOSS CELLS

**Q: When the Boss Cell is active, the first Monster is always placed behind the group. When a monster has a special placement icon on their card (such as a Dark Tracker, who must be placed in the third slot) which one takes priority?**

A: The one on the card, the Boss Cell replaces Monsters' normal starting position.

### ◆ Errata

The text on the Boss Cell card should read:

*Draw the bottom card from the Deck of Secrets the first time you do any of the following with the Boss Cell card in play: Beat the Angry Concierge; Beat the Angry Time Keeper; Beat the Hand of the King; Ring the 3 Bells.*

## SPOILER QUESTIONS

◆ **Q: If/when the Time Keeper moves from the space behind the Group to the rightmost space, does she get to repeat her Action that round after the Beheaded Actions?**

A: Yes, as we follow the Golden Rule of Combat, as usual (left to right).

◆ **Q: What does it mean to have to defeat a Hand of the King Sword card in the current Combat Round?**

A: Ignore the reference to 'the current Combat Round'. You must simply defeat Sword cards before you can do any damage to the Hand of the King.

◆ **Q: Does the Stamina Mutation apply to Serenade?**

A: No; Serenade doesn't have a Health track marker.

