

## Double Move Sigils

In the ACTION DESCRIPTIONS section, under the Move heading, "Each Double Move sigil can be used for moving a space, rotating one facing, or one of each" should read "Each Double Move sigil can be used for moving **two spaces**, rotating **two facings**, or one of each."

Basically, for a Move action, just count up the number of square symbols on the warrior you want to move (Single Move = 1, Vaulted Move = 1, Double Move = 2, Move-type Holy Relic = 4, no matter what corner of the warrior each sigil is on) and for **each** "point" of movement, you can:

- a) move one empty space, **or**
- b) rotate one facing (90 degrees).

## Special Victory Condition

In the OBJECT section, "A de facto victory is awarded to a player who slays all opposing warriors that have any type of Melee or Ranged sigils" should read "You are awarded a de facto victory if your opponent's highest possible Melee or Ranged quality could not defeat your current Relic Bearer's lowest quality Defense corner."

How's that for confusing? Here's what it really means... Let's say your Holy Relic is Defense. Assuming your current Relic Bearer does not have a Defense sigil in all four of his corners, that means his lowest quality Defense corner is of single quality. So, according to the reworded rule above, if you eliminate your opponents' last warrior that has any way of achieving a double quality Melee or Ranged attack (including his Holy Relic or possible Melee Support), then you win, since your opponent simply has no way to slay your Relic Bearer.