

NOTE: The following FAQ is intended for use with HellRail: 2nd Perdition only.

Q: If you are rammed into a Circle, do you get to decide whether or not to use the Circle's effect?

A: No, you do not get to use a Circle's effect if you are rammed into a Circle. You may only use a Circle Effect when you move into a Circle on your own turn. In other words, being moved into a Circle is not equivalent to moving into a Circle.

Q: On cards with two tracks diverging to either side and no straight track there are separate first ties on each route. [Is that correct?]

A: Unfortunately the graphics on the cards are not entirely clear regarding which ties are shared between segments. The intention was that whenever two or three rail segments terminate on the same side of a card, the tie closest to that edge of the card on each segment is a single, shared tie. On some of the cards, this appears as intended, but on others it looks like two overlapping ties; regardless, these should always be considered shared. On other cards, a shared tie does not quite appear to span all of the segments, but all curved segments actually have 3 ties and all straight segments actually have 4 ties.

Q: I'm a bit puzzled by the rule on ramming an opponent's engine. The second paragraph [of the Ramming section] in the 2nd Perdition rulebook states "...the opponent's Engine Token will stop on the first tie of that segment...". Which tie is the first tie?

A: The wording you quoted is slightly misleading. What the passage truly means is that if you choose to go one way at a fork, and you no longer wish to push the opponent's engine in front of yours, it gets left on the first tie that is exclusive to the segment it has been shoved onto. Basically, you are shoving it out of your path. So, as an example, if you're ramming another engine and you come to a choice between a curved segment and a straight segment, and you want to take the straight segment but wish to discontinue shoving the other engine, it will come to rest on the middle tie of the curved segment.

Q: Circle #4's effect places a coin on a tie which could cause a player to lose loaded cars or derail. What happens if this section of rail is upgraded?

A: The coin remains on the card it was originally placed on, and the upgraded card sits on top (so the coin is no longer in effect). If the upgrade card ever gets removed (by use of Circle 7's effect), the coin will once again be showing and in effect.

Q: Can a Heresy token be used to force a player who already has more cards in hand than any other to perform the action on Circle #3, effectively causing them to use up their hand?

A: Yes, you may use a Heresy token to force such a player to end the turn with no cards. Since having fewer cards than another player is not stated as a condition for using Circle 3's effect, the player can still use (or be forced to use) the effect. In such a case, the player would draw no cards, and must end the turn with an empty hand.

Q: When moving an engine do you recommend that an engine straddle the tie on which it finishes moving or should the cowcatcher point to that tie?

A: We recommend straddling the tie (front wheels in front of the tie, and back wheels behind the tie). This seems to make token placement the least ambiguous.

Q: Are the points for cars which have been delivered public or hidden?

A: Once they are delivered, the points are hidden and are not to be revealed until the game ends (you may not even view or count your own points). However, the actual delivery of a card is public, so it is legal for a player to attempt to remember the running totals that players are accumulating. Although it is not explicitly stated in the rules, keeping written records of running totals is not allowed.