

HARRY POTTER MINIATURES ADVENTURE GAME FAQs

JULY 2019 v1.00

FAQS

'FAQs' stands for 'Frequently Asked Questions'. Generally speaking, these are simply the design team's ruling on common queries, where some ambiguity might exist, or where an example perhaps isn't clear enough.

Q. What does the Stealth Trait do?

A. *Stealth* is still unreleased for the moment; stay tuned!

Q. How many spaces does a model with a 40mm base occupy (like Hagrid)?

A. 4 spaces, because it doesn't fit into 1 space.

Q. Which Quest cards do I put in my deck?

A. The Core Box comes with two identical decks of Quest cards, one for each player. A Quest deck cannot contain duplicate cards.

Q. How do Mystery dice work?

A. Mystery dice are added to a roll, but once all the dice are rolled you only count three of the dice (or 4 if you have a special rule that gives you an extra die). So, in the case of a standard roll with 3 dice, plus 1 Lucky Mystery die, you must roll the four dice, and keep only the 3 dice with the highest results, discarding the one die with the lowest result. Finally, note that if you receive Lucky and Jinxed dice at the same time, they cancel each other on a 1:1 basis.

Q. Can you cancel a Patronus marker with a Finite Incantatem Spell?

A. No.

Q. Can you pay the Upkeep of a Spell even though the target is no longer in range?

A. Yes.

Q. Can you pay the Upkeep of a Spell if the caster is not in play?

A. No.

Q. Can you pay the Upkeep of a Spell if the caster is Petrified?

A. Yes.

Q. If a Duelling card that modifies the Damage of a Spell that affects more than one model (like a Bombarda Maxima Spell), is the Damage modified for all the models affected by the Spell?

A. Yes.

Q. If Damage does not have a Type, is it affected by rules like Armor?

A. No.

Q. Can you resolve a Challenge during a Move Action (thereby interrupting the Action)?

A. Yes, unless the Challenge requires an Action to resolve it – in that case, you would have to complete one Action (Move) before performing the second.

Q. How exactly does the Imperio Spell work?

A. The player that takes the control of the target model treats that model as one of its group for all rule purposes until the effect ends.

Q. Can you attack your own models?

A. No.

Q. Can you purchase more than one Spell, Artefact or Potion card with the same name for the same model?

A. No.

Q. If your group includes the Nagini model, allowing you to benefit from the Horcrux rule, How many random cards with the Horcrux word do you draw?

A. It depends on which version of the Lord Voldemort model you include. With the HP039 Voldemort, the Nagini upgrade is free – you draw 3 additional Horcrux cards and all 4 cards can be used with the Horcrux rule. With the HP061 Voldemort, you draw 3 additional Horcrux cards, but the Nagini Artefact card cannot be used with the Horcrux rule.

Q. If you purchase Artefacts with the Horcrux keyword for your group, do they use the Horcrux rule?

A. No, only Artefacts randomly drawn by the Horcrux rule, and the Nagini model bought for the group, use the Horcrux rule.

Q. Do models with the Animagus trait perform Duels from the Wizarding Wars rules while in their animal form?

A. No.

Q. Nagini's attack produces the Poison effect, but it has no value – how many Poison markers Are produced by the attack?

A. 1.

Q. Can a model with the Fly trait pass over other models without incurring a movement penalty?

A. No, the Fly trait only allows you to ignore Difficult and impassable Terrain while moving (a model is neither of these).

Q. Is a Reaction is considered an Action for other rules that trigger when an Action is performed (like Fire)?

A. Yes, even if they don't use an Action from those available to a model, they are still Actions.

Q: Do you need to place terrain overlays onto the extra game boards (such as the Ministry of Magic boards)?

A: No, these gameboards and the accompanying scenarios are designed without the need for overlays. However, if all players agree, you can place overlays in order to modify the scenarios for replay value.

ERRATAS

Errata are mistakes that range from typos to minor amendments that didn't get inputted into the final files. Sadly, no matter how many editors and playtesters see a set of rules, there are so many variables at play that a few of these niggles manage to get through. Luckily, we're here to catch them! Errata are 100% official.

Page 49 of the rulebook: Replace 'may carry X Potions instead of just one', with 'may carry X+1 Potions instead of just one'.

Page 58 of the rulebook: Replace 'Affiliation: Voldemort' with 'Affiliation: Death-Eaters'.

Page 70 of the rulebook: Add the following text:

Deployment:

- Player A: Deploy all models within the marked spaces.
- Player B: Deploy all models within the marked spaces.

Page 86 of the rulebook: In The Challenge scenario, replace 'each player places four Objective markers up to 5 spaces away from any board edge' with: 'each player places four Objective markers up to 5 spaces away from a Deployment Zone'.

Acromantula Swarm Character Card (normal and Cooperative cards): Add the Swarm (5) Trait.

Arthur Weasley Character Card: The effect of the Innate Spell is: All friendly models in range add 1 die to their Defense rolls until the end of the round.

Elder Wand Upgrade card (pre-order): 'Magical Sinergy' should be 'Cunning.'

Treasure Trove card: This card can only be resolved by friendly models.

Unicorn Blood Artefact: Add the following text at the start of the description: During this model activation...