

# THE GREAT WALL

## FAQ / ERRATA, ADVISOR & GENERAL EXPLANATION

### GENERAL CLARIFICATIONS:

- Several cards have trigger effects when some condition is met. Unless otherwise specified treat the condition XY as X at least 1Y (eg. When you Recruit  = When you Recruit at least 1 ). Effects like that only trigger once at a given time.
- Effects and abilities (unless otherwise stated) are optional not mandatory. Eg. Master Merchant advisor ability states: After your activation step, pay 1 , to get 3  except . The game doesn't force you to do so, it's just an option.
- Please remember about the Rule of Thumb: Whenever an effect mentions a component (like a  or an ) without stating its owner, this effect applies only to your components.

1. Can you only play Tactic Cards when you are the Active Player during your Player Turn?
  - No. Each tactics card says the appropriate time you can play it, many of them activate when no one is the active player.
2. I'm not sure the exact steps on Killing or Saving . Say I have 3  on a  card that is defeated and the lethality level is 2. If I Save two of them with 4 , what happens to the 3rd Soldier? Does it go to the rest area or back to the pool?
  - To the Rest Zone. Killed Soldiers go back to the player's pool. Saved and survivors go to the rest zones.
3. It seems that in Co-Op mode the players never get the Honor points for the Horde cards they defeat. Is this intentional, or should they be earned when the Horde card is defeated?
  - You get the Honor immediately after the Horde card is defeated.
4. When Raid occurs and you have to remove Shame tokens do you count Reed Clan or Qin Jiushao towards the number of players?
  - No. You only count human players.
5. Can you Attack with  already placed on a  card (for example using Attack Order card)?
  - No. Placed  stay on a  card until that  is Defeated or they are Killed/Saved.
6. Does Qin Jiushao gain anything during the Overseer's Income Phase?
  - No
7. (SOLO) Does Qin Jiushao pick up his clerks after the location is activated, just like the player, or do they stay on the board?
  - Qin Jiushao picks up his clerks as a player would.
8. Can Overseers only be upgraded one level per activation? Or can they be upgraded as many times as you can afford?
  - One level per activation.
9. (BP) Do you spend supplies from the Warehouse when building War Machines?
  - Yes. It's the same as with Barricades and Walls. First if possible use resources from the Warehouse.
10. (BP) Snake Clan tokens count as soldiers during Horde steps – ie, they count for if you gain the Horde when it is destroyed. However – do these markers get removed as soldiers (ie die) in the check lethality step? If so, do they trigger when a Soldier is Killed effects?
  - Snake Clan tokens can't die. They only return to the pool after the Horde card is Defeated. They also can't be harmed by War Machines.
11. Do you have to Attack with all  when using the Attack Order card or can you leave some of them in the Rest Zone?
  - You must Attack with all .
12. (BP) When Flamethrower attacks you deal 1 Wound to each adjacent Vital spot. What if it's occupied by a Soldier or a Snake Clan Token?
  - You only place Wounds on empty adjacent Vital spots.
13. (BP) Can Tank cover Snake Clan tokens (as it can cover Wound markers but not Soldiers)?
  - No it can't.

- 14.** (SG) Does Bannerman count as  for game rules(as SG rulebook suggests)?
- Only Special Soldiers from the Black Powder Expansion count as .
- 15.** (SOLO) Qin Jiushao Work Harder card. How should Build the lowest Wall be understood?  
Does this action use resources from the Warehouse or is it free?
- Qin Jiushao will take as much resources as needed from the Warehouse, then if it wasn't enough we assume that he has the needed rest to pay from his own pool.
- 16.** How does the +1 side of the Time token work? Does it increase the amount of Hordes added during Spring?  
Does it increase Hordes Lethality?
- This token is the reminder to increase the amount of Hordes added during Setup and every year during Spring
- 17.** (BP) Can I use the effects of my advisor(like “Spiritual Leader”, “Stone Mason”, “Alchemist”, “Manufacturer” and “Woodcarver”) or other effects that trigger when you Upgrade Overseer, during step 18 of Setup, in which I may upgrade three Overseers to level 1 (as I get starting Advisor earlier)?
- Yes.
- 18.** What does the highest Wall mean(for cards like Hou Yi Bow)?
- It means the highest built Wall level among your Walls. So if you have 3 Walls at level 1 they all count but with 2 Walls at level 1 and one Wall at level 2 only  on level 2 Wall will count (for Hou Yi Bow).
- 19.** What happens to the  in a Tower during Breach? Are they removed from the game or just returned to the pool?
- They are returned to the pool.
- 20.** If the Battering Ram moves to the first row with its first ability, will its second ability apply immediately?
- Yes it will.
- 21.** With the Boosted effect of Tactic Restless can I Upgrade the same Overseer twice?
- No, you have to Upgrade two different Overseers.
- 22.** How many Shame tokens are in the pool of 2–player game? 20 or 30?
- 20 Shame tokens.
- 23.** Tank Special Soldier question. Does every Horde card have the same Vital's spot grid(2x6) or Leader Horde card has (1x6)?
- Every Horde card Vital's spot grid is 2x6.
- 24.** Do we treat Genghis Khan's skill cards as parts of his card or as separate card?  
Can we place a horseman, covering 1 spot on Genghis Khan and 1 on his skill?
- You treat his skill as separate cards.
- 25.** Genghis Khan skills are only active on the Wall Section containing Genghis Khan. So if Genghis Khan has “Let them Fear us!” skill(pay 2  to Attack) and I Attack Genghis from another section. Do I have to pay?
- No, you don't have to pay .
- 26.** Where are the built War Machines placed?
- War Machines are placed in Rest Zones of Wall Sections
- 27.** Yinglong – Final form. “In the Location with Yinglong: You may Donate a Resource for each  in this Location (instead of only 1). Does this mean if I have 3 Clerks there and want to Donate, I must do 3 times or up to 3 times?
- You can Donate up to 3 times.
- 28.** White Tiger – Final form. Its last ability says “Each time you Save , pay 1  less.”  
1 less of Total Cost or 1 less for each ?  
1 less  of Total Cost.
- 29.** There are 2 Battering Ram in the same wall section. One is in the 1st row and the other is in the 2nd row.  
After the Assault phase should I swap them? If so, how many Wall levels have to be destroyed, 2 or 1?
- Don't swap them. Destroy only 1 level of the Wall.

- 30.** Siege of Diaoyucheng – Sending Archers to Fortress. If a player Recruits 2 , can that player send 2  paying 2  or only 1 archer for 1  since it's simultaneous?
- You can send any number of Recruited , by paying 1  for each you want to send.
- 31.** Siege of Diaoyucheng – There are Special actions (in the Logistic Center and Builder's Encampment). Are there additional options of what you can do in those Locations or bonus action? Like in Builder's Encampment you can build Barricade/Wall/Increase defense or it's build Barricade/Wall and then you can increase defense?
- Special actions in the Logistic center and Builders encampment are considered additional options to normal actions e.g. for each  in the Logistic Center, you have to choose if you want to move a  between wall sections or send it to the fortress.
- 32.** Ao – Final Form. Do resources from the Warehouse count toward Honor points generated by building a Wall?
- No. Only your own resources spent count.
- 33.** What happens when the Rocket Shoot deck is empty? Shall I reshuffle discarded cards or I can no longer use Rocket Launchers?
- Just reshuffle all used Rocket Shoot cards.
- 34.** In this Scenario, the Builders' Encampment has a special action that may be used to increase the Fortress' Defense. Can the resources in the warehouse be used for this special action?
- No, you can only use your own Resources.
- 35.** Can you use the Betrayal card to copy the Reed Clan's Command card? What about Qin Jiushao Command cards?
- You can't copy Reed Clan's Command card. You can copy Qin Jiushao Command cards but you resolve them as corresponding human player Command cards.
- 36.** Are  and Bannerman considered  for game rules?
- Yes they are.
- 37.** Is Bannerman considered  for game rules such as Attacking Genghis Khan?
- No.
- 38.** In co-op games is Reed Clan considered a player for number of the Emperor's Requests and for the purpose of discarding resources or sacrificing units?
- No it's not.
- 39.** Can you decide no to shoot with Archers/Special Soldiers when you are instructed to Attack with them (Winter or Attack order)?
- You must shoot with them when you Attack.
- 40.** Can you specify when I can play Tactic cards?
- Tactic cards can have one of the following restrictions:
    - Play when a  is Defeated – When all Vital spots are covered on a Horde card, but before a sequence of steps is performed. Each player may play 1 card with this restriction. Each Defeated  is considered a separate triggered event.
    - Play when you Defeat a  – When  is Defeated and you cover the most Vital spots. You can play 1 card with this restriction.
    - Play when you Attack with your  – When YOU attack with at least 1  you can play 1 card with this restriction. Remember that if you play Attack Order it has two timings of Attack for you.
    - Play when you deal the last  to a  – You can play 1 card with this restriction when YOU Attack with at least 1  and YOU deal the last  to at least 1 , before cards when  is Defeated are played.
    - Play when any of your  is Killed – You can play 1 card with this restriction each time at least 1  is Killed. Remember that  are Defeated separately but all Kills from Breach occur at the same time for a single Wall Section.
    - Play after your Command step – You can play 1 card with this restriction, after each player has resolved the effect of your Command card but before the Activation step.
    - Play when you Recruit in a Wall Section with any  – You can play 1 card with this restriction after you Recruit at least 1  in Wall Section with at least 1 .

## CORE BOX:

**Rulebook – Page 11; 2 Player Mode; point 14 Should be:** “Additionally place 1 Reed Clan Clerk in each of the 3 following Locations: Lumber Mill, Quarry, and Gold Mine.”

**Rulebook – Page 13; Qin Jiushao Location Activation** Fourth paragraph should be: “When Activating Locations during his turn, Qin Jiushao always Activates Locations with his Clerks on them first – in the order indicated on the Location track – from the **Highest to the Lowest**. The order of Activating all other Locations is up to the player.”

**Rulebook – Page 14; Event Step First paragraph should be:** “Each Year, at the end of **Winter** (after the Request step), reveal 1 Event card.”

**Command cards – Betrayal Alternative effect should be:** “Move up to 2 of your  to any **1 or 2 Locations**.”

**Player Screen – Right Wing; Shame Tokens First bullet should be:** “Place it under any  in your pool – these  cannot be used in any way.”

## BLACK POWDER:

**Rulebook – Page 3; Setup; point 19 (X) should be ignored**

**Rulebook – Page 3; War Machines; The Ballista; Effect** Should be: “Deal 2 Wounds as indicated on the **Ballista** Shot card, to any single Horde card in the Ballista’s Wall Section.”

**Rulebook – Page 4; New Soldiers** Text in the reminder box should be: “Bombers and Crossbowmen in **Firing spots** do not grant 2 Honor when a Horde is Defeated on the same Wall section, **but they are Killed in the same way as Archers when Breach happens.**”

**Rulebook – Page 4; New Horde Cards;** Names of New Horde cards should be “**Battering Ram; Trebuchet; Ladders; Veterans.**”

**Rulebook – Page 4; New Horde Cards; Ladders;** Special ability Should be: If Ladders card is in the first row of the Horde slots **during Assault phase, its Wall Section is automatically Breached**. Additionally all Soldiers in this Wall Section (even in Rest Zone) are Killed (they can still be Saved) and all War Machines in this Wall Section are discarded (returned to the pool).

**Rulebook – Page 4 New Icons** (new paragraph)  – War Machine  – Special soldier  – Snake Clan token

**War Machine cards – Cannon** Should be: “Get 1 . Choose 1  in the same Wall Section. Look at the Cannon Shot card and deal  as indicated.  placed on empty or covered places are lost.”

**Special Soldier Help cards – Monkey Clan:** Name should be: “**Warrior Monk**”

**Special Soldier Help cards – Panda Clan:** Name should be “**Bomber**”

**Special Soldier Help cards – Turtle Clan:** Fourth paragraph should be: “Tanks must cover at least 1 Vital spot and cannot exceed Vital spot grid of the .

**Hordes cards – Ladders:** First rules line should be: “When this  is in the first row during Assault phase: This Wall Section is automatically Breached. Additionally Kill all  and discard any  in the Rest Zone of this Wall Section.”

## ANCIENT BEASTS:

**Rulebook – Page 2; point 20** Should be: “In Tea order, each player places 1 Ancient Beast miniature on the board (in a 3–player game, the first player places the first and the last Beast **and in a 2–player game, the first player places the first and the third Beast and the second player places the second and the last Beast**). Each Ancient Beast card indicates the areas where that Beast can be placed.”

**Ancient Beasts cards – Second Ao (Orange head and Green snake); Upgrade; Cost** Should be: “**3 **”

**Tactics cards – Zealot:** First line in both, effect and boosted effect should be: “Play when you Recruit  in a Wall Section with any .

## STRETCH GOALS

### RAT:

**SGRulebook – Page 7; Rat Expansion; Setup; point 11** Ignore this point as there are no Rat Advisors.

**SGRulebook – Page 7; Rat Cards** Second Paragraph should be: “Each Fall, after the Horde Defeat check step, the player who meets the condition displayed on the active Rat card (or, in case of a draw, the higher player on the Tea track) **must Move the Rat miniature to any other** Location of their choice (except Warehouse).”

**Rulebook – Page 7; Rat Cards** Add fourth Paragraph: “**If you run out of Rat cards (because you reached sixth year), shuffle discard pile to create new Rat deck.**”

**Artifact – Zhaoyao Jing:** Should be: “3  for each  in all Wall Sections with the highest built .

## ANCIENT CHRONICLES:

**SGRulebook – Page 5; Emperor’s Visit; Sending Clerks to Warehouse** In the Emperor’s Visit Scenario, the players may send their Clerks to the Warehouse Location. This Location, however, still does not Activate during the Activation Step, and cannot be a target for Advanced Activation as well. Instead, after resolving the Assault phase during Winter, the player who has the most Clerks in the Warehouse (or, in case of a draw, the highest player on the Tea track) **must** move the Wound marker on the Emperor’s card to **another** chosen space (it is not allowed to leave the Wound marker on the same space). Then, all Clerks in the Warehouse are placed back in their owners’ pools.

**Scenario cards – Hungry Ghost Festival (back):** Vengeful Spirits second point should be: “At the start of the next **Assault** phase, discard all  from the board.”

Fourth point should be: “Each time you Defeat , you may **discard** 1  from any Location”

**Scenario cards– Freezing Weather (back):** Ignore word “**Setup:**” as this is a mistake. First point should be: **After the Horde Defeat check step during your Turn**, you may choose 4 Resources of the same type in your pool and remove them from the game to place  on the corresponding Resource symbol of this card.

## GENGHIS KHAN:

**Skill cards – No retreat Should be:** “During each Assault phase all  on all  cards in this Wall Section are Killed.”

## IRON DRAGON:

**Iron Dragon Help card(back); Rules** First point should be „This card acts as a Location with 3  slots for games with 1–3 players, and with 4  slots for games with 4–5 players.”

## ADVISOR CARDS

### CORE BOX

**Forest Guide** – Should be: “Each time you play a , discard 1 .

**Manufacturer/Alchemist/Spiritual Leader/Stone Mason** – After you upgrade any overseer (even the same as card allows you to) you may upgrade /// overseer for 2 /// less, even you have no clerks in Lumber Mill/Gold Mine/Temple/Quarry

**Spiritual Leader** – Should be: “Each time you Upgrade , Upgrade  for 2  less.”

**Jinshi** – You may move that 1 extra  during your turn after you resolved Command card, but before Activating Locations.

**Smuggler** – His ability only works when another player plays Command card with an effect that lets you move 2 clerks to 2 different locations (so no Betrayal or Attack Order). Extra  can be Moved to any location (even one you chose before).

**Glory Stealer** – Should be: “For each last  you deal to a , discard 1 .

**Tactician Monk** – Should be: “For each last  you deal to a , draw 2 .

**Herald** – Each spearman you Recruit costs 1 stone less, so for 3 spearmen you should pay 3 stone and 3 wood.

**Survivalist** – Should be: “Each time at least 1 of your soldiers would be killed, you may save 1 of them for free.”

### 5TH PLAYER

**Court Musician** – Should be: “When you get , you may pay 1  to discard 1 . You may repeat it for each  you get.”

**Sifu** – You have to use this effect if you have Sifu, it is not optional.

**Landowner** – Whenever you would gain resources from  you choose what resources you want to get from your overseer (in any combination), but you can't choose  (even from ). You can earn  from other sources normally.

### ANCIENT CHRONICLES

**Miner/Tao Follower** – This ability only affects Resources gained during the Gather Resources step. It does not affect Overseers from those locations.

**Mongolian Traitor** – You can only Attack in the same Wall Section. You can Attack both with Saved and Survived Soldiers. You Attack after Hordes are Moved closer to the Wall.

**Foreign Merchant** – You can only pay 1 type of Resource and get 1 type of Resource.

### GENGHIS KHAN

**Captain of Lancer Regiment** – If you attack with  on two different Wall Sections at once, you can attack with 1  on both Wall Sections or 2  in one Wall Section.

**Woodcarver** – This is an additional donation above the regular donation of 1 resource. You can donate 1/2/3 /stone/gold (depending on Overseer level) and get 2 points for each resource donated. You are not obligated to donate the resource linked with the upgraded location. This effect also triggers from special upgrades, like “Economy” Command card.

### ANCIENT BEASTS

**Fortune Teller** – You may Attack with a number of  equal to the level of  after an Upgrade and it can be done in any Wall Sections.

**Tongji** – You can use this ability during your Turn but before your Command Step.

### BLACK POWDER

**Military Investor** – Each Special Soldier you Recruit costs 2  less.

**Gunsmith** – You don't get an additional Shoot you just don't pay the Shoot cost

**Watchman** – When you are allowed to place a Spearman on a Tower you can choose any Tower on board.

**Spotter** – Should be: “When  is Defeated, if you have  on both Towers of its Wall Section, get 4  for each  instead of 2.”

## GENERAL CARDS

### CORE BOX

**Yang Miaozhen** – You additionally Recruit those Spearman and for each you pay any combination of 2 resources.

**Zhou Tong** – Should be: “During the Overseer Income step, get 2 for each Wall Section **with at least 1 of your** on Firing spots.”

**Cai Xiang** – Should be: “Each time a **Special Location** is Activated, get 2 if there are at least 2 of your in this Location.” Also remember that Locations are activated one by one, so if you have at least 2 clerks in x locations, this effect will trigger x times.

**Qin Hui** – Qin Hui Clerks only count as Clerks during activation of Location so they don't occupy more slots in Locations nor they count towards effects like Ancient Beast: Fenghuan's (after Activation gain Honor for each Clerk at that location). It also does not multiply with effects like Raise Banner (you just choose one of those effects).

**Tong Guan** – This happens after the Activation step but before the Horde Defeat check step. Additional Attacks may be in different Wall Sections. A single Soldier can't Attack more than once per this ability trigger.

**Qui Juishao** – Name of the general should be: “**Qin Jiushao**.”

**Xin Qiji** – Additional Attacks may be in different Wall Sections, a single Soldier can't Attack more than once per this ability trigger (so you can't make additional Attacks with Archers you just Recruited).

**Yang Ye** – Setup Should be: “ 2 4 3 7 2 55”

**Di Qing** – Reclaiming a Command card is additional to the one you get normally from building a Wall in Co-op. You can choose yourself (so you would Reclaim 2 cards).

**Wan Yi** – This must be from a different (fifth Advisor does not upgrade this ability).

### 5TH PLAYER

**Su Dongpo** – Should be: “After revealing Command cards, get for each Command card with the same name as the one you played (**including your Command card**.)” So if you have 2 Advisors and you played Raise Banners and 2 other players also played Raise Banners you get total of  $2*(1+2)=6$  any resources. His Setup should be: “Setup: 4 6 4 6 2 98”

**Wen Tianxiang** – His ability triggers after Setup and after Reclaim Command cards step. You don't have to Reclaim your cards. Each Soldier you take back allows you to use an ability only for 1 specific instance e.g. Keng Hsien-Seng has two abilities (“You may use as any.” and “In Overseer Income step get 2 ”). For 1 Soldier you can either get gold during the Income step or use gold as during 1 payment.

**Bi Sheng** – Should be: “You cannot Upgrade **and use** . Each of your counts as **in each Location except Gold Mine.**”

Bi Sheng Clerks only count as Clerks during activation of Location so they don't occupy more slots in Locations nor they count towards effects like Ancient Beast: Fenghuan's (after Activation gain Honor for each Clerk at that location). It also does not multiply with effects like Raise Banner (you just choose one of those effects). In games with Black Powder expansion you won't Upgrade your Overseers during Setup.

**She Saihua** – Command cards have some additional effects for matching cards. For example “Work Harder” has it “For each Attack Order Card on the Command track”. So for example She Saihua with 2 supporting advisors playing “Work Harder” with only one “Attack Order” of another player would trigger additional effect up to 3 times (1 per Attack Order + 2 per supporting advisors).

### ANCIENT CHRONICLES

**Che Kung** – You get 1 for each Spearman and 1 for each Horseman. You don't need to Attack with both types of .

**Yang Paifeng** – When you Attack more than 1 Horde at the same time you deal additional wounds only on 1 chosen Horde that you Attacked with at least 1 Spearman.

**Zhang Jun** – Zhang Jun works each time you pay with your \*own\* gold so you don't get if you use gold from the Warehouse.

### BLACK POWDER

**Lu Xiufu** – You don't have to deal the last wound with a or a . It simply needs to be on the Horde card when it's Defeated to trigger this effect.

**Jia Sidao** – Should be: “Each time **any** is Killed, get 2 .” This ability triggers each time ANY Special Soldier is killed, not only yours (this is an exception to rule of thumb).

**Su Song** – Should be: “Each time you **Shoot** , get 2 and 1 .” You can't Shoot with War Machine if there is no Horde card in its Wall Section.

**Shen Kuo** – His Setup should be: “Setup: 4 5 3 4 1 26”