

GRIMCOVEN

OFFICIAL GAME FAQ V1.2 (January 2026)

GENERAL QUESTIONS

Damage dealt vs Hunger

Q: Most Corruption cards instruct to deal damage and discard Hunger tokens for each damage dealt. If this damage was blocked with the Defense token, do I still discard Hunger?

A: No. The damage blocked by the Defense tokens does not count as dealt. This applies to other effects such as one of the Actions of Duality's *Assault Armor*. Also, if you have for example 6 Hunger and you have dealt only 3 due to the fact that the attacked Hunter had only 3 Health left, you discard only 3 Hunger. This is because you have dealt only 3 damage and not 6.

Multiple Stun/Curse tokens on a single Action

Q: Can I place multiple Status tokens on a single Action?

A: No.

Space fully occupied by the Griefbound/Environment

Q: There can be a situation in which all 4 model slots on a space are occupied by the Griefbound and Environment models (e.g. *Convergence's Tornadoes*). Can a Hunter enter such a space?

A: No. This space cannot be entered by any model (even another Environment). Teleport effects to such a space cannot be performed. Models can still move through such space, but cannot end their movement there.

"Move X" versus "Move up to X"

Q: Is there a difference between "Move X" and "Move up to X"?

A: For Hunter's effects – no. A Hunter may always perform a shorter movement if they choose to do so. Unless it is a forced movement (see below).

Voluntary vs forced movement

Q: How do I differentiate between "voluntary" and "forced" movement?

A: When a Hunter performs a movement as their own Action or an effect coming from a "friendly" source (other Hunter, Companion, etc.) it is called a voluntary movement, and it can be shorter than the effect suggests (e.g., instead of Move 3, Hunter Moves 1).

When a Hunter is moved by an outside "hostile" effect like an Enemy, Environment, or Hunger, it is considered a "forced" movement. It must be resolved to the fullest extent possible.

Enemy movement

Q: If an Enemy has to "Move 3" and it is 2 spaces away from me, does the Enemy resolve a full movement of 3 and moves past me?

A: No. The Enemies usually want to get as close to a Hunter as they can so if they have to Move 3 and the closest Hunter is 2 spaces away, the Enemy will only Move 2, disregarding the last point of movement. Some effects may change this rule.

On enter effect

Q: Does the "on enter" effect happen if I cross a space with such an effect, or only if I end my movement there?

A: The effect happens only if a model ENDS its movement on a space with "on enter" effect.

Q: Does "on enter" happen on teleport effects? What about the forced movement?

A: Yes, both those effects trigger "on enter".

Q: If I'm already on a space/terrain with an "on enter" effect, does it trigger on any of my Actions (similar to picking up Treasure and Lament)?

A: No.

Q: Can "on enter" trigger on itself? E.g. when the River terrain card moves me by 1 space down the river, does another "on enter" effect happen immediately?

A: No.

Q: I'm on a Tormentor's Torture Device tile. I'm forced to Move 1 towards the closest Torture device. I do not move because I'm already on a Torture Device. Do I resolve the "on enter" effect?

A: No.

Refreshing the Assist Action

Q: What happens if I Refresh the die placed in the Assist slot? Do I take the Assist marker back from the Player?

A: No. The Assist marker remains in that Player's possession until the Refresh phase. Until then, the Assist marker mimics the die placed in your Action slot. In this case, it has nothing to copy, so the Assist marker is treated as a "faceless" and "colorless" die.

Refreshing the Action with itself

Q: Can an Action Refresh itself? E.g. *Hunger Overflow* has an effect "Refresh 1 Action". In this case, can the *Hunger Overflow* Refresh itself?

A: No.

Target vs Enemy

Q: Some card effects allow the player to include additional "targets". What is the difference between an Enemy and a "target"?

A: Target is a broader classification. The game contains entities that are not Enemies, but still can be damaged – e.g. Undead General's Banners or Ironclad Safe on one of the Secret cards. While not being Enemies, those Actions can include them as "additional targets".

On kill effects and Opportunity cards, order of resolution

Q: If I kill a Griefbound's Attack card, what happens first – the Opportunity or "On a kill" effect from my Evolution card?

A: Players may decide the order of resolution.

Tokens on a card that is being discarded

Q: I'm instructed to discard a card/return a card to the deck, and there are tokens/dice on this card. What happens to those tokens/dice?

A: They are also discarded. The tokens return to the common pool (or their owner if this token was Hunter specific), and dice are placed in the discarded pool of their owner.

COREBOX HUNTERS/GRIEFBOUND QUESTIONS

Death Jester multiple Gambles

Q: How to resolve a card that allows me to “Gamble any number of times”? How does it interact with passive effects “on a Successful Gamble”?

A: After placing dice on the Action but before resolving it, you may Gamble any number of times. You may decide to stop Gambling after each one. On a failed Gamble, all successes are lost, the Action has no effect, and you cannot Gamble further. You still resolve any “on a failed Gamble” effects.

After each successful Gamble, you may decide to stop, resolve the Gamble effect (usually, repeating an Action X times), and cash out all “on a successful Gamble” effects (each such effect is resolved X times, where X is the number of successful Gambles).

Death Jester Corrupted form “flip the Fate deck”

Q: After the Fate deck is flipped face up, can I look through it or is only the top card visible?

A: Only the top card is visible.

Mannequin String cards

Q: When I flip an Arm card to the String side after the *Bloodless Husk* effect, is this String given to the chosen Hunter or do I keep it?

A: The Mannequin player keeps the card in String form.

Q: If I lose/flip an Arm card due to an effect, how can I regain/flip it back?

A: By any effect that allows for it. Regaining Arms is very rare – in some form, it is done after reaching a Corrupted Form (Corruption 15). Flipping the String cards back can be done by a single card in the Evolution deck.

Technomancer attachment power-ups

Q: Since the “All Weapon/Armor attachment power-ups are now active” Action on Technomancer’s Weapon/Armor card is considered a Weapon/Armor, does it automatically trigger all attachment bonuses of its kind?

A: No. It allows those bonuses to be activated later by other Weapon/Armor Actions.

EXPANSIONS HUNTERS/GRIEFBOUND QUESTIONS

Clockwork Giant status tokens

Q: There are Stun tokens/ Curse tokens/ dice on a Gear card, and I have to change Gear. What happens to the tokens?

A: The tokens/dice are discarded.