

# Devil May Cry

## THE BLOODY PALACE

# FAQ

Last updated 27 January 2021

## CORE RULES

### HUNTING PHASE

- Q:** Can a Devil Hunter change the way they're facing without stepping, running, following, or bonus movement?
- A:** No. A Devil Hunter can only change facing when moving through stepping, running, following, or bonus movement provided by attack cards.
- Q:** Can a Devil Hunter ever attack or damage another Devil Hunter, even accidentally?
- A:** A Devil Hunter can't attack or damage another Devil Hunter with their attacks or special rules. However, remember that anyone too close to a Hellbat or Pyrobat when one of these enemies is slain will be damaged by its 'explosion'.
- Q:** When an achievement card states "claim this if you deal 5 or more damage with a single attack", does that mean damage caused to a single enemy only?
- A:** No. If an attack hits multiple enemies, this may also cause the achievement to be earned. For example, an attack that causes 3 damage to each of 2 enemies has dealt 6 damage.
- Q:** When two players use an interrupt card at the same time, who gets to resolve their first?
- A:** If one of the interrupting players has the first player token, they should go first. After that, work around each interrupting player going clockwise from the first player.
- Q:** What happens when you follow up a slain enemy?
- A:** Your Devil Hunter may enter the hex vacated by the slain enemy and must keep the same facing.
- Q:** Can I play a blank or wild combo link attack card as the first card of my combo chain?
- A:** Yes. Just remember that if you play a blank link attack card first, the blank links become gold starting links.
- Q:** Does a stage end as soon as the last enemy is slain or can I finish my turn to collect orbs and claim my combo chain?
- A:** No. The stage ends immediately. But remember that orbs on the game board and your combo chain persist into the next stage, if there is one.



## ENEMY PHASE

**Q:** Enemies must turn towards the nearest Devil Hunter after they move. If the enemy in question is large or gigantic, do they have to save one hex of movement for this purpose or is it a “free” pivot?

**A:** Large and gigantic enemies pivot to face the nearest Devil Hunter at the end of their movement to ensure they’re facing their correct direction, even if they’ve no hexes of movement remaining.

**Q:** How do I move an enemy that says to target the closest Devil Hunter and to end its movement with as many Devil Hunters within its front arc as possible?

**A:** Prioritise the closest Devil Hunter. If the enemy can have more than one Devil Hunter within its front arc, including the closest Devil Hunter, then it must do so.

**Q:** If an enemy has stun tokens, but not enough to cause it to be stunned, are the stun tokens removed in the enemy phase?

**A:** No. Stun tokens remain on an enemy until they have enough tokens to be stunned.

**Q:** If an enemy repeats its attack—such as the Cavaliere Angelo or Vergil—does it attack the same Devil Hunter or does this change each time the attack is repeated?

**A:** Each time the attack is repeated, re-check the conditions for which Devil Hunter will be attacked as this can change if miniatures have moved.

**Q:** The Fury card states when it receives 3 stun tokens—needed to stun—immediately activate and perform Disengage. Is it still stunned during the enemy phase or does it shake the stun token during this disengage behavior?

**A:** When this happens, the Fury performs the Disengage behaviour and is then stunned during the enemy phase.

## END OF STAGE SEQUENCE

**Q:** After purchasing upgrade cards, do the players draw back up to 5 cards in their hand?

**A:** Yes. Immediately after shuffling their discarded cards and upgrade cards into their starting deck, step 3 of the end of stage sequence, each player discards any number of cards from their hand before drawing back up to 5 cards.

**Q:** What happens with unclaimed achievements at the end of a stage?

**A:** Unclaimed achievements are shuffled back into the achievement deck before drawing new achievement cards for the next stage.

## SINGLE PLAYER GAMES

**Q:** Not all of the achievement cards seem relevant for a single player game, is this true?

**A:** Yes. When playing a single player game you should remove the following achievement cards from the deck:

- Killstealer
- Saviour

**Q:** Should I remove the Interrupt cards from my starting deck when playing a single player game?

**A:** No. Interrupt cards are still very useful for stepping and dodging enemy attacks!



## DANTE

**Q:** When I use Swordmaster or Gunslinger to remove a card from the middle of my combo chain, what happens to the combo chain?

**A:** Any cards which were to the right of the removed card slide left to fill empty space, regardless of whether the combo links match or not.

## NERO

**Q:** If I play Exceed followed by an attack card which damages multiple enemies, do they all take 1 extra damage or just 1 of them?

**A:** All enemies hit by Nero's melee attacks take 1 extra damage while Exceed is in play.

**Q:** Does Exceed only affect Nero's next attack or all attacks he makes that turn?

**A:** Exceed effects all melee attacks that Nero makes during that turn.

**Q:** Can I play multiple Exceed cards in the same turn?

**A:** Yes. If you do so, Nero's melee attacks will receive a bonus for each one. For example, 2 Exceed cards will grant each melee attack 2 extra damage.

**Q:** When I purchase additional Devil Breakers from Nero's upgrade deck, do those get shuffled into Nero's starting deck?

**A:** No. Newly purchased Devil Breakers are placed with Nero's other basic attack cards.

## V

**Q:** Can V play Checkmate or Gambit if they won't slay an enemy?

**A:** No. An attack card with a hit box can only be played if it will damage at least one enemy.

## SHADOW

**Q:** When Shadow takes damage, does V need to discard his combo chain?

**A:** No.

**Q:** Can the V player discard cards to dodge enemy attacks or step with Shadow?

**A:** No.

**Q:** Can Shadow collect red and green orbs?

**A:** Yes.

## NIGHTMARE

**Q:** When Nightmare takes damage, does V need to discard his combo chain?

**A:** No.

**Q:** Can the V player discard cards to dodge enemy attacks or step with Nightmare?

**A:** No.

**Q:** Can Nightmare collect red and green orbs?

**A:** Yes.

**Q:** Is Nightmare treated like a Devil Hunter for the purposes of being attacked by enemies in the enemy phase? Like Shadow?

**A:** Yes.

## LADY

**Q:** When Lady's grenades detonate, can an enemy be damaged by more than one grenade?

**A:** No. Each enemy can only be damaged by one of Lady's grenades each time she throws them.