Cats of Mont-Saint-Michel
Typos and Erratas as of August/2026

CHARACTER SHEETS

typo - Guy's starting weapon should read: Flintlock Pistol not Pistol on the dashboard (there is no item called Pistol).

typo - Athena's innate hero attack name should read: Talons not Claws on the dashboard and deluxe dashboard insert (Athena's Skills refer to Talons).

LOOT CARDS

typo - Missal of St. Gertrude should read: Loot marker instead of Objective marker.

errata - Sticky Bomb - add text: End of Round: Remove the Molasses marker.

SKILL CARDS

errata - Leon's 1 Star Inspiring should read: This round all **other** Cats in LOS of Leon gain a +1 DRM to all attacks.

typo - Leon's 2 Star Riposte Rebound should read: After performing an ~~an~~ Attack action with a Range 0 weapon [...]

errata - Friedrich's 2 Star Good Dog is missing some text:
This card does not refresh normally.
When Friedrich did not perform attack actions during his activation, refresh this card.

errata - Sekhmet's 1 Star Khamsin is missing a keyword: The skill should start with the **Exhaust** keyword.

FOE CARDS

typo - Les Cafards: Roaches should have * instead of 1+ for their Wound and Stun values as they do not roll dice for their attacks and always hit.

typo - Muscadin / Extra Motivation vermin power should read: [...] When this figure finishes its ~~turn~~ **activation**, roll 1d12 ...

RULEBOOK

errata - page 11 - Blocking terrain: Figures cannot move **or attack** into or through squares with blocking terrain. **Walls (thick black borders) and closed doors (as indicated in specific scenarios) count also as blocking terrain.**

printing error - page 15 - Range example:
The orange boxes did not print correct, here is the correct image:



errata- page 21 - Muscadin and Norwegian Brown: Both vermin should not be classified as boss vermin (their marker should remain orange).

typo - page 22 - Extra Motivation vermin power should read: [...] When this figure finishes its ~~turn~~ **activation**, roll 1d12 [...]

typo - page 27 - entry 9 - rules: If the square is occupied, place any figures in the square in any adjacent **small** squares of your choice. (specifying that it shouldn't be an adjacent big square)

errata - page 40 - entry 70 - Vermin Powers: Remove the Power **Shield** from this special enemy.

typo - page 50 - scenario 4 - Vermin Pool: Arbalétrier should be written in orange.

errata - page 50 - special rules All Out Brawl: When any vermin **within** the Fighting Pit is attacked **by a party member, that started the scenario outside the Fighting Pit**, all spawn locations become active.

errata - page 52 - scenario 9 - Vermin Pool: Remove the Power **Shield** from The Crimson Cardinal.

errata - page 52 - scenario 9 - Special Rules - The Crimson Cardinal: When Cardinal Ratilieu Yersine activates, he will spend his AP on the following actions **in the following priority:**
1) If he or another boss vermin is wounded, he will use 1 AP for the power: Heal.
2) If a party member is within Range 5 and he did not use the power: Heal, he will use 1 AP for the power: Magic Missile.
3) Once the Round Track marker reaches the * space on the Round Track for the first time, he will spend all remaining AP to progress the Dark Blessing track by 1 space.

errata - page 55 - scenario 13 - special rules - Mischievous Kittens, add an additional line:
- If any unrevealed vermin marker enters a small square adjacent to a Kitten, reveal it.

errata - page 55 - scenario 13: The Random Spawn Location table is missing **S4 to S6.**

Random Spawn Location

Result	Spawn Location
1-2	S1
3-4	S2
5-6	S3
7-8	S4
9-10	S5
11-12	S6

errata - page 56 - scenario 15 - Special Rules - Vermin Hordes: Add an additional line: **When L'Abbesse is eliminated, place her marker aside.**

errata - page 56 - scenario 16 - Special Rules - Cages: Heroes with a red Objective token cannot perform any Move or Attack actions **and vermin performing Attack actions targeting them receive an additional -2DRM.**

errata - page 57 - scenario 17 - Entry Text - first bullet point should read: If you have "**Invitation Card**" denoted on your Adventure Log, you may read entry #30 on page 32.

errata - page 61 - scenario 23 - Special Rules - Timing the Crash of the Ballon Gondolas should read: If the Altitude marker of either balloon reaches the Crash space, read the suitable entry:
- If any of the balloons crash moves off the last space of the first Round Track, read entry #47 on page 35.
- If both balloons crash before the Round Track marker moves off the last space of the Second Round Track, you win the scenario.
When the Round Track marker moves off the last space of the first Round Track, read entry #50 on page 36, then move it to the first space of the Second Round Track.
When the Round Track marker moves off the last space of the Second Round Track, read entry #51 on page 36.

SCENARIO BOOK

errata - scenario 1 - special rules - Add a new Rule:
Safe Environment
Remove the Ambush and Booby Trap! Loot cards from the Loot deck. You cannot perform Attack and Reload actions during this scenario.

errata - scenario 2 - special rules - Closing Off the Cistern: [...] Each hero may only carry 1 Objective token ~~**and if they carry one, they gain 1 fewer AP at the start of their activation**~~.

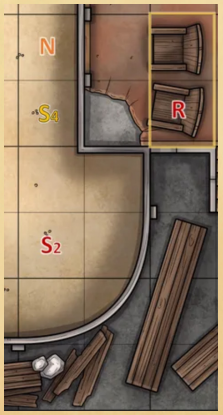
errata - scenario 3 - scenario map:
- Removed 1 blue L in the top box outlined in red
- Moved 1 red R from the red box 2 spaces to the left



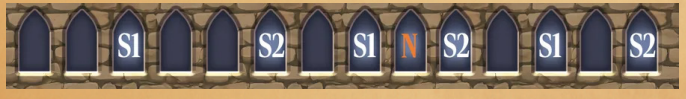


errata - scenario 4 - scenario map:
- Moved S4 into the sandpit to resolve a narrative dissonance with the narrative text of an entry

- Moved one R from the bottom left into the now vacant seating on the podium



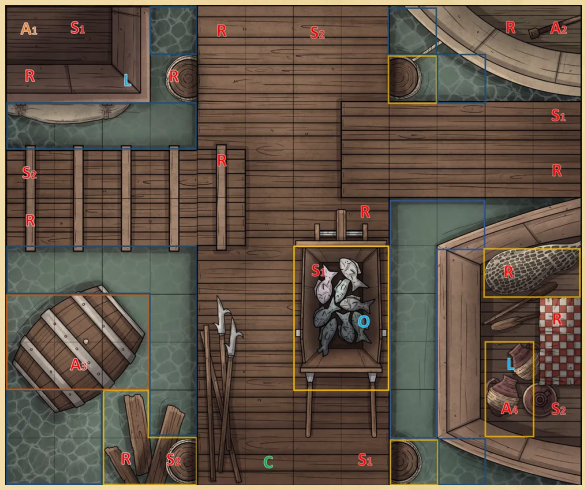
errata - scenario 5 - scenario round tracker:
The orange N is missing on the round tracker.



errata - scenario 6 - scenario map: The Spawn points S are split into S1 and S2 to lessen the rate of vermin respawns



errata - scenario 7 - scenario map: The Spawn points S are split into S1 and S2 to lessen the rate of vermin respawns





errata - scenario 9 - scenario round tracker:An orange * is missing on the round tracker.



typo - scenario 13 - objective: Destroy at least 4 roach nests **O**.

errata - scenario 19 - vermin pool: L'Abbesse with the powers: ~~**Dodge**~~ **Shield** and Swarm Queen

errata - scenario 21 - round track: Remove the **white M** on space 3 - it serves no function.