Cats of Mont-Saint-Michel
Clarifications and FAQ as of August/2026

CHARACTER SHEETS

Special Hero anatomy Athena:
Athena's dashboard info of not being able to wear weapons and armor is not present on the deluxe dashboard insert (it is present on her hero sheet so only a concern if you are using the accessory set without consulting the dashboard sheet).

clarification - Special Hero anatomy Tiers-État:
Tiers-État dashboard info of being able to wear 3 weapons instead of 2 is not present on the deluxe dashboard insert (it is present on her hero sheet so only a concern if you are using the accessory set without consulting the dashboard sheet).

LOOT CARDS

Francs cards:
The 10 francs cards belong to the bronze loot deck, the 20 francs cards to the silver loot deck, and the 30 francs cards to the gold loot deck. All three types of loot cards are categorized as Event cards on page 14 of the rulebook. When you draw a francs card, immediately denote the amount of francs found on the Adventure Log, then discard the card. (originally the cards should have an identifying code on them, but somehow that layer was not printed, thus the information to which deck they belong got lost; if you open the pack of cards the first time, they are among the same level of loot cards)

Armour loot cards:
The Helm loot cards and The Queen's Cameo loot card are considered armour loot cards.

SKILL CARDS

Spell Attacks:
Skills like Adara's Magic Missile amongst others are Spell attack actions - they work like regular attack actions and cost 1 AP to be used as an attack. (already specified in the relevant rule section - just not explicitly stated on those cards)

FOE CARDS

Arbalétrier / Precision:
The Arbalétrier tries to move to a space with line of sight to its target and within its attack range, but the line sight it tries to draw from the square it moves towards cannot go through hindering terrain. If possible it will try to stay at the same distance to its target, as long that distance allows it to attack. Otherwise it will move towards a square that has line of sight to its target (but not through hindering terrain) that is closest to itself and farthest away from its target amongst the viable choices within its attack range.

Les Détestables / Toxic Stench:
Toxic stench tokens are not removed from the map, unless all markers are placed and a new one would be needed to be placed. In that case, remove a random one from the map, before placing a new one. (to explain the component limitation)

VERMIN MINIATURE BOX

Miniature counts:
- There is an extra Le Detestable miniature compared to the punchboard tokens, which is not needed for gameplay reasons
- There are less Les Cafard miniatures than punchboard tokens, as their stacking power most of the time allows multiple roaches share the same square.

RULEBOOK

page 5 - Adjacency & Example:
So, for example, a vermin is adjacent to a hero, if it is in one of the four small squares to the immediate left, right, in front of, or behind the hero.
The small squares numbered 1-4 are adjacent to the hero Guy.
(to make clear that the example is not talking about big squares instead)

page 5 - Difficulty Level:
When playing on hard, boss vermin (red vermin marker) cannot be stunned.
(to make clear what the red color on the token means)

page 5 - Adventure Log:
The Adventure Log is designed to record your heroes' progress in the campaign. If you want to put the game away and save your progress, you will do that on this sheet. Write each character's name in the four character spots. You will record their lives, franc totals, items, weapons, armour and any notes on the appropriate spaces. You may also record the last scenario completed. Should a hero fall, record the unfortunate incident in the Notes section and remove them from the Adventure Log. New recruits may then take their place during the Taverne visit. A copy of the Adventure log is provided for photocopying and is also available for download at: Download Section CoMSM.

page 10 - General Movement Action Rules:
This section should come chronologically before the sections for "Prowl, Stride, and Pounce" and applies to all three of those actions. (so, it is clearer that these rules apply to all three actions)

page 11 - Vermin Actions; stunned vermin:
When a stunned vermin is activated, it must spend all its AP to remove its Stun marker. (this was already implied in the table of vermin actions, but not explicitly stated)

page 13 - Line Of Sight (LOS); closed doors and walls:
Closed doors (as indicated in specific scenarios), walls (thick black borders), squares outlined in red, and red lines between squares are considered blocking terrain for LOS. (to define in this specific rule section what walls and closed doors are)

page 14 - Item Cards:
They usually can be used without a cost directly from the Loot slot of your dashboard.

page 14 - Event Cards:
Francs allow heroes to purchase various items, skills and services. They are available in 10 (Level One Loot), 20 (Level 2 Loot) and 30 (Level Three) Gold Franc denominations.

Similar to Event cards immediately resolve them, by adding their value to the Adventure Log, then discard the Loot card.

Francs loot cards should have an example picture here too, as they are counted as event cards too. (Francs were already implied to be event cards, just not specifically called out as such)

page 14 - For Loot cards in general:
Loot cards that are discarded for whatever reason, e.g. being dropped to clear inventory slots, or dropped when a character dies, are placed in a separate discard pile and are re-shuffled when the deck is empty. Loot cards not purchased from Big Gus, or sold to Big Gus during a Taverne visit, are returned to the Loot deck. (to reiterate that the loot deck is always reshuffled at the start of each scenario as mentioned in the scenario setup)

page 14 - Weapon Statistics - Rules:
Any special rules pertaining to attacks performed with this specific weapon. Its rules do not apply to attacks performed with other weapons, skills, or unarmed attacks. (weapon powers only apply to the specific weapon itself)

page 15 - Counting Range applies not only to attacks but to everything:
When performing an attack or using an effect on a loot card or skill card, determine the Range by counting the number of small or big squares from the figure to the target, including the target's square, but not the original figure's square.

page 18 - Scratch Rule:
At the end of a scenario, denote any leftover scratch tokens on the Adventure Log. At the start of the next scenario gain those scratch tokens. (scratch markers persists between scenarios; which was already implied, just not fully spelled out)

page 20 - Les Cafard - Attack Stats:
They should have * instead of 1+ for their Wound and Stun values as they do not roll dice for their attacks and always hit. (As mentioned in their introduction)

page 20 - Les Cafard - innate powers:
As a reminder, if a roach is stunned, it is eliminated. (As mentioned in the attack result section of the rules)

page 22 - Toxic Stench:
Toxic stench tokens are not removed from the map, unless all markers are placed and a new one would be needed to be placed. In that case, remove a random one from the map, before placing a new one.

page 24 - Gossip and Rumour:
After every scenario the first thing to do when visiting la Taverne is to see if there is anything particularly interesting happening. Shuffle the Taverne Event Deck and draw a Taverne Event card. Read it aloud and follow its instructions. Then put the card back in the game box. Taverne events happen only once per campaign.

page 24 - Purchase Gear:
In this step items can be freely traded between heroes and freely rearranged.

page 24 - Character Death:
If any hero loses their last life, the hero dies. Record the perished hero on your Adventure Log, discard all their Loot cards, and denote the number and level of skills they processed.
During the next Taverne visit, choose one of the yet unused and still alive characters from the remaining available heroes. They start with a weapon of your choice from among the bronze level Loot cards and the same amount and level of skill cards as denoted on your Adventure log of the perished hero they are replacing.

SCENARIO BOOK

scenario 2 - special rules:
Slaying the Massive Rat
When the Norwegian Brown is eliminated **for the first time**, place its marker aside, then read entry #2 on page 26 of the Rulebook.

scenario 3 - Setup:
Spawn 1 roach on each square P and J. They are Pierre and Justin. **Place a blue objective marker on both roaches.**
(to easier track which roaches are those two over the course of the scenario)

scenario 3 - Objective:
Eliminate all vermin, other than Pierre and Justin (blue objective markers).

scenario 3 - Secondary Objective:
If either Pierre or Justin is eliminated, you lose the scenario.

scenario 16 - Vermin pool:
Rat Lieutenant (Muscadin): with the power Toxic Stench **(instead of the powers: Armoured and Extra Motivation)**-.

scenario 8 - scenario map:
The brown outline was printed darker than intented which results in low visibility for it. Some printed books also have a miss-cut for the left page here; so here is an updated image:



scenario 11 - scenario map:
Some outlines were printed darker than intended - here is an updated image:

