

# COLD SHADOWS



## ERRATA AND FAQ

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### INTRODUCTION

With any publishing venture, there are hiccups and issues. At the time, Cold Shadows was the biggest game that Gallant Knight Games had done, but it was funded while we were owned by Nocturnal Media.

However, with the passing of our dear founder and mentor Stewart, Cold Shadows began a long, hard road to production. Job insecurity, mourning, and general life all made producing this game far more difficult than it had been intended to be.

There are some errors in the text. While we can't address those in the print edition (due to having gone to print before they were caught) we can at least attempt to address them as quickly and concisely as we can.

This errata document is intended to clarify some issues with the text, and ease some of these mistakes we've created in the text of this game.

## GENERAL NOTES

Whenever **Provinces** are referred to, it means **Agencies**. (pg 61.)

Whenever **Cunning** is referred to, it means **Intellect**. (pg 62.)

## THERE IS SOME CONFUSION AROUND THE QUARTERMASTER SYSTEM:

- It says that that everyone gets Normal Gear.
- It says that the Quartermaster can make Normal Gear up to their Rank.

First, it is assumed that every spy has the basics they need (as decided by your group and the Narrator.) Remember that gear is a narrative choice in Cold Shadows, providing only small benefits. We generally assume this to be a silenced pistol, a cell phone (or appropriate communication device), enough clothes and maybe a subtle car. The group should work this out.

The second bullet refers to specialized gear that the Quartermaster might make for a particular mission. This would be a unique bug and microphone set up, or perhaps a modified sniper rifle for an assassination. Gear that the player characters would not simply have on hand and easy access to. Normally this gear is made at normal rank.

“Each Season, your Quartermaster can take a Season Action to provide one of your Agents with a Normal- Quality weapon. The Rank of your Quartermaster equals the number of Normal-Quality weapons and other equipment your Agents can acquire and maintain each Season.”

The equipment in the above quotation are assumed to be above and beyond the normal pistol that each spy has. As the example in the following paragraph states, it might be a weapon or piece of your equipment you wish to keep between seasons instead of turning it in.

## THE EXAMPLE IN GIVEN ON PAGE 52 IS AN ERROR.

“For example, a Rank 2 Quartermaster can supply two Normal-Quality pistols or a single Fine-Quality pistol. A Rank 3 Quartermaster can supply three Normal-Quality pistols or one Exquisite-Quality pistol.”

Fine should be Good, and Exquisite should be Fine, as the Good rank of equipment occupies the space between Normal and Fine, so the example should read as this:

“For example, a Rank 2 Quartermaster can supply two Normal-Quality pistols or a single Good-Quality pistol. A Rank 3 Quartermaster can supply three Normal-Quality pistols or one Fine-Quality pistol.”

## FAQ

**p29** “Less then 10” - if nobody beat target number Narrator gets privilege? If so, how with PC vs NPC - Narrator gets privilege with total fail and with win of NPC

*That is correct. There are three possible outcomes:*

- *Player wins, has privilege.*
- *NPC (Narrator) wins, has privilege.*
- *Both fail, NPC (Narrator) has privilege.*

*While this might seem unfair or imbalanced, it ensures that the Narrator has the appropriate amount of chances to drive the story and provide organization and oversight.*

**p56** “Resources” - do I understand correctly, that Agency gets Resources only if it have Slush Fund?

*That is correct. It's assumed that an Agency has enough Resources to function, but nothing extra. A Slush Fund provides additional resources for discretionary use.*

**p56** “Agents and Resources” - “We assume all Agents are well-paid”, but in p58 “Equipment and Resources” we have “If an Agent has any Resources, then we assume they have enough Resources to pay for any mundane needs”. Also “Agents are well-paid” and “A Resource represents enough money to supply, pay and care for an Agent” don't combine - Agents either don't need Resources for living, or need.

- *Salary is not a concern for Agents. It comes in and is spent, handling its life off screen.*
- *Resources mean an Agent has significant spare capital. Buying a burner phone, taking a cab, ordering a drink at a café, none of those will reduce that Resource, as those are mundane needs. Bribing a state official would, as that is not a mundane need.*
- *The rest of the text is confusing, and could be better clarified.*
  1. *As a unit of measurement, a Resource represents enough money to supply, pay and care for an Agent.*
  2. *Agents do not need resources for living.*
- *Both are true, as we're using an Agent's “living expenses” as the benchmark for a single Resource.*

**p60** “Escalation” - “increase the War Rank with that Province”. What Province?

*Province refers to Agencies that operate in the same city as you. It is an error in the text as a legacy artifact from Blood & Honor and World of Dew.*

**p63** “Waging war” - all players are from the same Agency - there is no reason to use secret orders.

*That is untrue. There is potential (especially in Cold Shadow) for a double Agent or someone who wishes to undermine the Agency. The secret orders help preserve the mystery and paranoia. Additionally, advanced players may wish to tell stories from the perspective of multiple Agencies at the same time (which is entirely possible.) This text is there for that scenario.*