
Commissioned Unofficial Frequently Asked Questions

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Commissioned Unofficial FAQ v1.4

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1. If an apostle or missionary is imprisoned, may he move as a result of scattering?

Imprisoned apostles and missionaries may not move during the Move step of the Live phase. Scattering does not occur during the Move step. Therefore, an imprisoned apostle or missionary may move as a result of a general scatter effect or apostle-specific scatter effect. Think of it as though the apostle or missionary is transferred to another prison.

2. What do you do if an apostle who is imprisoned is imprisoned again?

The imprisonments overlap. An apostle who draws an *Imprisoned* trial card may be subjected to the effect of an *Apostles Imprisoned* trial card drawn on a subsequent turn by another apostle. In a two-player martyr-level game, the apostle may draw a second *Imprisoned* card on the third phase of his imprisonment. In the first case, there's no additional effect; the apostle is already imprisoned by the *Imprisoned* card. In the second case, the apostle will be imprisoned for two additional phases beyond the original three. The third phase of imprisonment by the first card overlaps with the first phase of the second card.

3. In the *Appeal to Caesar* scenario, if Paul is forced to scatter, may he stray from his specified movement route?

No. Paul may scatter only to a city or ship along the movement route specified by the scenario.

4. Does the *Perform Miracles* trial card grant +2 church members per apostle or missionary on the board or only in the Elder's location?

Perform Miracles grants +2 church members per apostle or missionary in all locations containing an apostle or missionary. Therefore, if you haven't lost any missionaries, you will gain a total of 12 church members.

¹ <https://www.savarese.org/>

A location containing one apostle and one missionary will gain 4 church members. A location containing 3 apostles will gain 6 church members. A location containing only one apostle will gain 2 church members.

5. Is church growth from card effects optional? In other words, may you add less members than specified by a card?

No. Only growth during the grow action is optional. If you play a card that adds church members, the only way you may add less members than specified is if the supply runs out.

6. If two or more churches are tied for largest population (in the region or on the board) on Board B, which church is extinguished or persecuted when directed by a trial card?

On Board A, the church closest to Jerusalem is affected. On Board B, the church closest to its region's scenario start city is affected. In both cases, if there is still a tie, the Elder decides.

7. If a church with *Converted City Leaders* is extinguished through loss of population, does it also lose *Converted City Leaders*?

Yes. A city that loses its church loses its *Converted City Leaders* protection. You should remove *Converted City Leaders* when its associated city no longer has a church.

8. When *Mount Vesuvius Erupts* is drawn, does it affect the two largest churches at the time the card is drawn or is the second church affected the largest church after the effects of the first extinguishment is resolved?

The churches affected are the two largest churches at the time the card is drawn. If there is only one church on the board, then extinguish it and place two extinguished tokens. If apostles fleeing the first extinguished church make a church they flee to (call it *Church C*) larger than the second largest church at the time the card was drawn (call it *Church B*, you still extinguish *Church B* and not *Church C*.

9. When apostles move to an adjacent church after a *Worldly Priorities* or *Mount Vesuvius Erupts* extinguishment, are the rules for scattering vis-à-vis ships followed? In other words, do stops follow the apostles to their destination(s) after a ship is extinguished.

Yes. Stops on an extinguished ship follow the apostles to their destination(s). Treat the post-extinguishment flight as a scatter apostles effect where you can only scatter to a church and not an empty location.