

**Note:** The most important Errata notes are marked with an (\*)

<b>General</b>	<b>2</b>
Die from your barracks - Clarification	
Two or more player gaining merit simultaneously - FAQ	
<b>Starting Components</b>	<b>3</b>
<b>Crossroads Cards</b>	<b>3</b>
Crossroad Cards Different from Dead of Winter - FAQ	
Crossroads Cards Relationship - FAQ	
<b>Critical Task Cards</b>	<b>3</b>
Critical Tasks belong to a Division - FAQ	
<b>Officer Performance Episode Objective Card</b>	<b>3</b>
*Officer Awards - Errata	
<b>Operation Task Cards</b>	<b>3</b>
References to Mission Threats- FAQ	
<b>Schema Cards</b>	<b>4</b>
Discarding/Replacing Schema Cards - FAQ	
<b>Ship Log</b>	<b>4</b>
*Condition Section - Errata	
<b>Rulebook Page 8</b>	<b>4</b>
Extra Setup Steps for First Episode - Errata	
Extra Setup Steps for First Episode - FAQ	
<b>Rulebook Page 11</b>	<b>4</b>
Officer Awards - Errata	
Officer Awards - FAQ	
*Status Indicators at Critical - Errata	
<b>Rulebook Page 13</b>	<b>5</b>
Group Seats - FAQ	
<b>Rulebook Page 17</b>	<b>5</b>
*Ship Log > Condition - Errata	
<b>Card Pack B</b>	<b>6</b>
*B6 - Errata	
B7 - Errata	
<b>Card Pack Cc</b>	<b>7</b>
Cc17 - Errata	
<b>Card Pack Ce</b>	<b>8</b>
Ce10 - Errata	
<b>Plot Book 2.a</b>	<b>9</b>
2.a.04 - Errata	
2.a.06 - Errata	
<b>Plot Book 7.c</b>	<b>10</b>
7.c.02 - Errata	
<b>Plot Book 7.e</b>	<b>11</b>
7.e.03 - Errata	
<b>Envelope H</b>	<b>12</b>
Location Effect - Errata	
Location Seats - Clarification	
<b>Envelope I</b>	<b>13</b>
Location Seats - Clarification	
<b>Envelope J</b>	<b>14</b>
Location Effect - FAQ	
<b>Envelope K</b>	<b>15</b>
Special Effects - FAQ	
<b>Envelope R</b>	<b>16</b>
Location Effect - FAQ	

# General

## **Die from your barracks - Clarification**

When the game refers to a die from a barracks it is referring to an unseated die in that barracks.

## **Two or more player gaining merit simultaneously - FAQ**

**Q:** If two people gain merits at the same time (for example, from Group Seats), who moves their merit marker first? This could matter in the case of a tie for end of episode effects.

**A:** The active player moves their marker first and then you follow clockwise from the active player.

# Starting Components

## Crossroads Cards

### Crossroad Cards Different from Dead of Winter - FAQ

**Q:** Do the crossroads cards in Gen7 function differently than they do in Dead of Winter?

**A:** The crossroads cards do work differently than Dead of Winter. A single crossroads card is drawn from the top of the deck at the end of any player turn that involved one or more officer dice being seated. The trigger is evaluated against all of those officers (if more than one, beginning with the active player and following clockwise). If it does not trigger, the crossroads card is placed to the bottom of the deck.

### Crossroads Cards Relationship - FAQ

**Q:** Some of my crossroads cards are triggered if a player had a “relationship” with one of the characters on a crew card.... What is a “relationship”?

**A:** Each player is randomly dealt a crew card at the beginning of a campaign, which will remain with that player through the entire campaign. That crew member is who that player has a relationship with.

## Critical Task Cards



### Critical Tasks belong to a Division - FAQ

**Q:** A crossroads card says "resolve if the officer is" in X division. Does being on a critical task card that belongs to that division count?

**A:** Yes. Critical task cards are part of their listed division. This counts towards crossroads cards, as well as some personal objective cards which describe having the most crew seating within a division.

## Officer Performance Episode Objective Card

### \*Officer Awards - Errata

The last paragraph of this card is in error, the rulebook text under Officer Awards on page 11 is the correct version of what to do for a player who hasn't reached 50 . Replace the current paragraph on this card with: Any player that scored fewer than 50  underlines their current rank on the ship log. If this would be the third time underlining that rank, instead they gain a rank.

## Operation Task Cards

### References to Mission Threats- FAQ

**Q:** Some of my operations task cards reference types of mission threats. What are those?

**A:** Mission threats are not yet in play in Episode 1 and will be revealed later.

## Schema Cards



### Discarding/Replacing Schema Cards - FAQ

**Q:** If you discard a Schema card to make room for another one, but the previous scheme was focused – does the focus transfer to the new schema, or is the focus discarded with the old schema?

**A:** The cool thing about Schema cards is that when you gain (or on the rare occasion lose) one, you may completely rearrange your Schema cards into a new configuration. It's dynamic engine building. So to your question, when you discard a Schema card (because you already have four cards, or six in the case of Logistics) you rearrange the remaining cards by slotting and focusing in whatever configuration you desire.

## Ship Log



### \*Condition Section - Errata

The following sentence under the  section of the ship log: "At the end of each episode, check off a box for each system that is at critical." Should instead read: "If a ship system status marker is placed on critical (the +1 space), it causes a box to be checked. If the status marker goes past critical, it causes another box to be checked for each step that it exceeds critical."

## Rulebook Page 8

### Extra Setup Steps for First Episode - Errata

Add the following bullet point to the first episode setup list:

- Place the /♥ marker on the 0 space of the /♥ track.





### Extra Setup Steps for First Episode - FAQ

**Q:** When dealing crew cards to players, should those crew cards match their player barracks color?

**A:** No, they should be dealt randomly, their color is not of consequence. Note: Crew cards do not represent player characters, but rather a relationship each player has aboard the ship. This relationship is not necessarily with a crew member within the player's barracks.

## Rulebook Page 11

### Officer Awards - Errata

Add the following sentence to the beginning of this section: Award each player 1  for each full set of 25  they have acquired (e.g. a player completing an episode with 56  would be awarded 2 .

Add the following sentence to the end of the second to last paragraph: "An officer may not have two copies of the same Officer Perk."

### Officer Awards - FAQ

**Q:** When spending stars to acquire officer perks, what if multiple people want to acquire the same perk and there aren't enough of them?

**A:** If players cannot reach a resolution, perks should be acquired 1 at a time in turn order, starting with the Operations Chief.

**Q:** Are the discarded Officer Perk cards accessible for acquiring by someone else?

**A:** Yes.

### **\*Status Indicators at Critical - Errata**

Remove the first sentence that reads: "On the Ship Log under the Condition section, check off a box for each status indicator marker at critical."

Add this sentence to the end of this section: "A location cannot be chosen if doing so would cause it to be completely filled with  markers at the beginning of a game."

## **Rulebook Page 13**

### **Group Seats - FAQ**


**Q:** When soliciting help for Group Seats, how is this done?

**A:** The active player describes a Group Seat they want to fill and may solicit help from others. If multiple players offer their assistance, the active player chooses among those who will actually contribute dice to the Group Seat. The active player cannot force any other player to join them. The active player, after asking for help, could choose to fill the seats with their own dice or simply choose to perform a different seating altogether and ignore the Group Seat for the moment. At no time should a player place a die into a Group Seat and hope it gets filled in later.

## **Rulebook Page 17**

### **\*Ship Log > Condition - Errata**

The following sentence should be eliminated from this paragraph: Upon the first occurrence, card B1 is retrieved from pack B.

The following sentence: "At the end of each episode, a box is checked off for each status indicator marker at critical." Should instead read: "If a ship system status marker is placed on critical (the +1 space), it causes a box to be checked. If the status marker goes past critical, it causes another box to be checked for each step that it exceeds critical."

# Card Pack B

## **\*B6 - Errata**



The following sentence from the End of Episode Paragraph: “The mission does not trigger rules card B1 Failing Systems.” should be replaced with: Check off a box as usual when the mission status goes to critical, but do not choose a location for the Notes section of your Ship Log

## **B7 - Errata**

A ~~die~~ does not prevent a seat from being filled. During the Crew Retrieval step, an officer or colonist die seated on a ~~die~~ must be rerolled

# Card Pack Cc

## Cc17 - Errata

The  symbol is an old version of the merit point symbol. The symbol that should have been used here is: .

# Card Pack Ce

## Ce10 - Errata

The heading 'Option 1' should read 'Thumbs Up Option' and the heading 'Option 2' should read 'Thumbs Down Option'. The resolution effect under Option 2 (Thumbs Down Option) should read: "The player with the highest valued unseated colonist..."



# Plot Book 2.a

## 2.a.04 - Errata

**Special Setup:** Remove: "Retrieve rules card B6 "The Mission" from pack B. Open envelope T. Open pack Td. These will now be part of the standard setup for each upcoming episode until instructed otherwise." This was already done at the end of episode 1.

## 2.a.06 - Errata

**Special Setup:** Remove: "Retrieve rules card B6 "The Mission" from pack B. Open envelope T. Open pack Td. These will now be part of the standard setup for each upcoming episode until instructed otherwise." This was already done at the end of episode 1.

# Plot Book 7.c

## 7.c.02 - Errata

**Advance:** The page you are advancing to in both instances should be 7.c.03 not 7.c.02.

# Plot Book 7.e

## 7.e.03 - Errata

**Third Special Setup:** Remove the Outsider Barracks placard, outsider officer die and rules card B4 from the game, but retain the outsider colonist dice.

# Envelope H

## Location Effect - Errata

### Deserted Habitat > Traumatized

During the Crew Retrieval step, *each* officer *and* colonist die seated here must first be re-rolled.

## Location Seats - Clarification

The Deserted Habitat contains 2 different group seats (each containing 2 seats). Each time a player(s) fills 1 of the group seats (requiring 2 dice, or possibly 1 robot die) they perform the salvage action.

# Envelope I

## Location Seats - Clarification

The Central Hub contains 2 separate group seats. Any rule referring to 'a' group seat at the Central Hub is referring to 1 of the 2 group seats.

# Envelope J

## Location Effect - FAQ

**Q:** Is the Robotics Barracks affected by the Erratic Robot Crew location rule?

**A:** No, those rules only apply to robots obtained from the Robotics v.2 location.



# Envelope K

## Special Effects - FAQ

**Q:** When dice get placed on the Black Swan placard do we ever get them back?

**A:** No, they will remain part of the Black Swan until the end of the episode.

**Q:** How exactly does the Deserted Habitat work now that the Black Swan rules are in play?

**A:** The  icons printed on the Deserted Habitat seats are now treated like there is permanently a  marker on that seat. The Traumatized effect printed on the Deserted Habitat is now ignored.

# Envelope R

## Location Effect - FAQ

**Q:** Can the Robotics Barracks still use their “Reprogram” ability to remove one of the Robot Bay’s dice from a seat?

**A:** Yes, but that robot die now belongs to the Robot Bay and so would return there if reprogramed.