



# ERRATA and CLARIFICATIONS

## Core Game

- Page 10.

The Game Board: the Crate is marked by #1. It should be marked by #5 like in the image below.

### GAME MECHANICS - GENERAL

#### THE GAME BOARD

**Map Tiles:** The game board is created by arranging map tiles and map tokens as indicated by the mission mini-map.

**Door tokens:** Door tokens represent doors between map tiles. Flip the Door token to switch between Open doors and Closed doors. Add a Damage token if the Door is damaged.

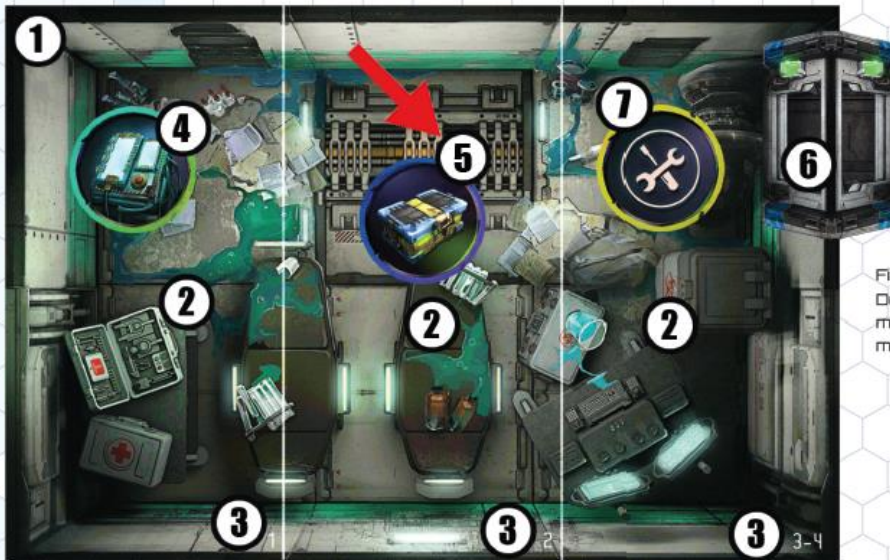


Figure 1: Details of a map tile and map tokens.

1. A map tile representing a room.
2. Three areas in the room.
3. Area spawn numbers.
4. Terminal token.
5. Crate token.
6. Open Door token.
7. Assembly Point (Tech).


**Crate token:** Crate tokens can be searched by the crew for items.

**Terminal token:** Terminal tokens can be used by the crew to perform terminal actions.

**Assembly Point tokens:** Assembly Point tokens indicate an area where a crew member can craft an item. There are two types of Assembly Point tokens: Tech and Science.

It can now be used in combat, and dropped, picked up or traded like any other item.

Tech cards are marked with a yellow RECTANGLE. Science cards are marked with a yellow TRIANGLE. Each card type must be connected next to a matching icon. Different card types cannot be connected.



The correct sentence is:  
“Tech cards are marked with a yellow **TRIANGLE**. Science cards are marked with a yellow **RECTANGLE**.”

### Cards

- *Item Card “USB KEY”. The correct text is: Place a repaired token on one emergency.*





- Alien Boss ID cards (all): The icons for **Attack Bonus** and **Number of Wounds inflicted** are swapped. The statistics are in the correct places; only the icons are swapped.



- *Craftable Small Medkit: On the card there is a **Science icon**. It should be a **Fragility icon** instead.*

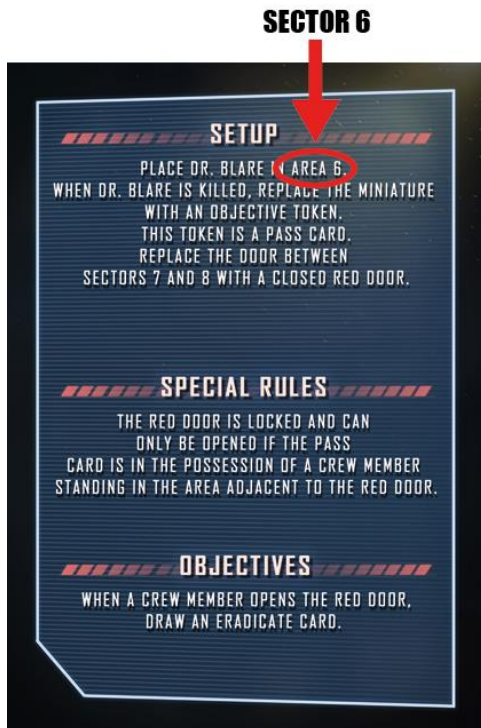


- *Dr. Blare Behavior cards: The yellow **Special Activation icon** is missing.*

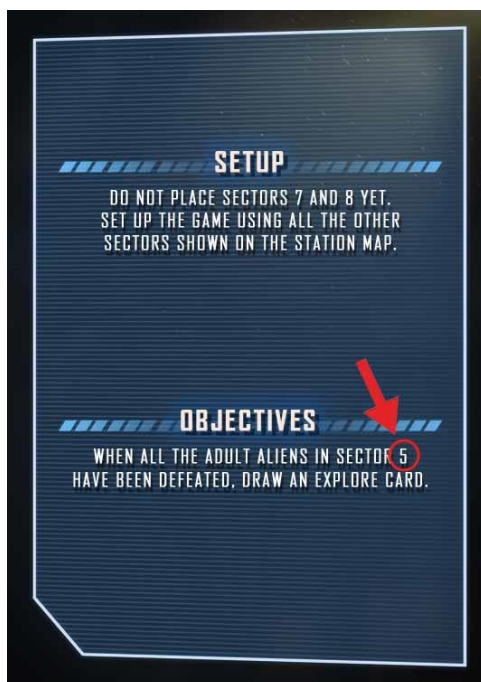
# MISSION GENERATOR

We've identified challenges that backers encountered while setting up the Mission Generator System, especially when using one of the 10 missions included in the core game. This is particularly true for those who are not yet familiar with the game. To simplify the process, we've outlined straightforward steps for you to follow:

- 1) First of all, let's fix a couple of typos.
  - Instead of AREA 6, it should be SECTOR 6.



- Instead of Sector 6, it should be Sector 5.





- 2) Ignore the following 2 commands: “Do not place Sector 7 and 8 yet.” and “Place Sector 7 and 8.”. As you become more familiar with the system, you will learn how to appropriately apply these commands.”

**SETUP**

DO NOT PLACE SECTORS 7 AND 8 YET.  
SET UP THE GAME USING ALL THE OTHER SECTORS SHOWN ON THE STATION MAP.

**OBJECTIVES**

WHEN ALL THE ADULT ALIENS IN SECTOR 6 HAVE BEEN DEFEATED, DRAW AN EXPLORE CARD.

**SETUP**

PLACE SECTORS 7 AND 8.  
PLACE 3 POD COUNTERS IN EACH AREA IN SECTOR 7.  
PLACE AN OBJECTIVE TOKEN IN SECTOR 8, AREA 3-4. THIS IS THE PASS CARD.  
REPLACE THE EXTERIOR DOOR IN SECTOR 7, AREA 4 WITH A CLOSED RED DOOR.

**SPECIAL RULES**

TO PROTECT THE STATION FROM THE COLD, THE RED DOOR CAN ONLY BE OPENED FROM A TERMINAL USING THE PASS STORED IN SECTOR 8, WHILE SECTOR 7 IS SECURE AND HAS NO HUMAN OCCUPANTS.

**OBJECTIVES**

THESE CONDITIONS MUST ALL BE TRUE AT THE SAME TIME:

- THE CREW MUST SECURE SECTOR 7.
- NO CREW MEMBERS MUST BE PRESENT IN SECTOR 7.
- A CREW MEMBER HOLDING THE PASS FROM SECTOR 8 MUST USE THE REMOTE CONTROL DOORS TERMINAL FUNCTION TO OPEN THE RED DOOR IN SECTOR 7.

3) Select one of the following maps and begin your game.

# MAP 1



# MAP 2





# MAP 3



# MAP 4





# MAP 5





# The Third Instar

## Rulebook

- Mission 3: the sectors numbers are missing from the map.  
Here is the correct image with the Sector numbers.



# The Syndicate's Sleeper

- **Mission 3, 4, 6** require to place a **Red Objective token**. Sorry it was a mistake, there is no Red Objective token in the box. Please, replace it with a proxy, like for example a red ring token.

## CLARIFICATION (FAQ)

### Alien Activation:

Q : When a card says that an alien “moves up to x area and attacks crew” and there’s more than 1 crew member in its area, does it make an attack against each of the crew members or only one?

A : It attacks one crew member only, at the player's choice.

Q : When aliens must attack the closest door, do they attack even the locked blue and red doors?

A : No, the Red and Blue doors are fortified; they cannot be broken. Aliens don't target these doors.

### Craftable Items:

Q : When crafting an item, do I choose any card I want to make from the deck or do I have to draw one from the top of the deck or at random?

A : You can choose what card to craft.

Q : How do I use the Exoskeleton?

A : Exoskeleton gives you an attack bonus of +1.

### Items:

Q : How do I use the Night Vision?

A : Night Vision increases the range by 1 area.

### Fire Suppression System:

Q : What happens to the Infestation card if the Fire Suppression System is used in an unexplored Sector?

A : All the aliens are killed, and the Infestation card is removed.

### Compromised Sectors:

Q : What happens to the Infestation card if an unexplored Sector becomes compromised?

A : Nothing, aliens are not affected by compromised sectors.

**Drone:**

Q : When the Drone is the first to enter a room, do we resolve the Infestation card or not?

A : No. The Drone cannot detect aliens.

Q : If an Alien enters an unexplored Sector, do we resolve the Infestation card in that Sector?

A : Yes.