








2ND PRINTING CHANGES

UPDATED COMPONENTS

- The maps are now contained separately within "Mission Mapbook A" and "Mission Mapbook B". "The Mission Mapbooks".
- The "Mission Book" now refers to the book containing mission information and instructions. All 3 books (including the Mapbooks) may collectively be referred to as "the Mission Books". Instructions throughout the Rulebook and other components now reference this updated terminology.
- Training Mission Cards no longer reference specific Mission Book page numbers. Use the mission title to navigate to the matching map title.
- Human Archer and Berserker standees now have wider base.

1ST PRINTING ERRATA

COMPONENT	PAGE	SECTION & PARAGRAPH	CORRECTION
Rulebook	8	Campaign Setup	Optional: Resetting a campaign instructions added.
Rulebook	11	Figure 2 - Mission Setup 2 of 2	Correction: Example image should show a picture of the Horned Helm equipment card in the top equipment slot.
Rulebook	17	Planetary Expedition ¶2	When a new Planetary Expedition card is unlocked (usually by completing a mission), shuffle the unlocked card into the corresponding Expedition deck. The first time a Planetary Expedition is drawn in a campaign, shuffle all 3 Planetary Expedition decks first.
Rulebook	20	Critical Strikes ¶2	Unless otherwise stated, apply critical abilities immediately after Step 7 of an Attack. If a critical ability results in an extra Attack, complete the initial Attack and all resulting effects (such as a counterattack from Vengeful ) before the additional Attack occurs.
Rulebook	20	Fumbles ¶2	New Variant: Variant: When playing missions on Difficulty Rating 1 (including when adjusting the difficulty down), optionally treat both the Fumble  and the Critical Strike  faces as "1" when characters perform an Attack using the Basic Attack die. (Recommended for new players).
Rulebook	20	Guard New section	The Guard value is used during an Attack to modify the incoming damage (see Attack Flow p.21). Guard values apply only as described in the Attack flow, and never modify direct damage, such as that received from the Burning  or Bleeding  conditions.
Rulebook	23	Converting Character Action Cards ¶3 Attack	No other Attacks may be performed by playing Action cards, either before or after the conversion. Critical abilities and temporary  or persistent  effects that grant Attacks may still be used to trigger additional Attacks.
Rulebook	29	Retreat ¶1	Retreat actions are similar to Move actions, but the adversary's goal is different. Instead of trying to reach a space they can Attack from, the adversary uses their Retreat action to travel to the space that is the furthest possible range away from their primary target.
Rulebook	39	Expedition Cards	Note: Starting expedition cards do NOT have an 'X'. Corrected text: B. NUMBER - Each expedition for each planet has an identification number which is used when adding expeditions to a deck. Orbos and Thespara #1-13, and Berkav #1-14 are available at the start of the campaign, the rest are added into the decks as the campaign progresses.
Rulebook	45	Attachment Cards	A. TIER NUMBER - Attachments come in three tiers, with Tier 1 being the most common and Tier 3 being the rarest.

Rulebook	52	Adversary Movement and Tactics	<i>Incorrect:</i> 1. The Slink Archer (L-3) <i>Correct:</i> 1. The Slink Archer (K-3)
Mission Book		Thespara-3	<i>The door is open to start the mission.</i>
Mission Book		Thespara-7	<i>Incorrect:</i> OBJECTIVE: Retrieve the Mission Treasure (N-15) <i>Correct:</i> OBJECTIVE: Defend the Encampment
Mission Book		Orbos-7	New Objective: Defeat All Adversaries <i>Incorrect:</i> Place Human Archers as follows: <i>Correct:</i> Place Slink Archers as follows:
Mission Book		Orbos-7 New Mission Event	<i>Incorrect:</i> Each Adversary present... <i>Correct:</i> Each Timeless Adversary present...