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# ISS VANGUARD

## OFFICIAL FAQ / KNOWN ISSUES LIST

v1.1 (October 2022)

### CORE BOX COMPONENTS - FREQUENTLY ASKED QUESTIONS

**Q: The Rulebook component overview lists 14 Ship Book pages and 9 cardholder pages. I only have 12 Ship Book pages and 8 cardholder pages!**

**A:** Some components, including 2 Ship Book pages and 1 cardholder, are hidden at the start of the game. You will unlock them as the campaign progresses. The starting pack should contain only 12 Ship Book pages and 8 Cardholders.

**Q: Can you tell me where the Planet Cards divider goes, as the setup doesn't mention it.**

**A:** This divider is not used at the start of the game. Simply place it aside and the game will inform you when it should be added to the Card Tray.

**Q: My Upgraded Dice package contains 60 Section dice, but this doesn't match the amount of non-upgraded Section dice I have (48). What shall I do with the extra dice?**

**A:** Not all dice are available from the start of the campaign. Universal and Expert dice (see Rulebook page 37) should be set aside until you obtain their non-upgraded version during the campaign.

### CORE BOX RULES - FREQUENTLY ASKED QUESTIONS

**Q: If I Spend a die for an effect that Refreshes some dice, can I Refresh the same die I just Spent?**

**A:** Yes. The die goes to the Spent Pool immediately when you spend it. As Refresh takes dice from Spent Pool, you may pick the same dice to Refresh.

**Q: My Dice Check has an Immediate Special Effect. Should I resolve it right at the start of this Dice Check?**

**A:** No. You resolve the Immediate Special Effect only when you trigger it. All Special Effects are triggered in Step 7 of the Dice Check, from top to bottom and from left to right. The "immediate" part of the name comes from the fact it will immediately conclude your Dice Check when triggered.

**Q: What happens when a Section die is added to the column where I have no more physical slots available (for example, due to Injury Die blocking a slot).**

**A:** Any dice that do not fit in slots available on the board (which means: slots that are physically free & appropriate for your Rank) immediately go to the Spent Pool.

**Q: Are Success tokens limited? If most of my tokens are left in the token bag, can I take them out and move them to the Mission Success Pool so that my crew can Rank Up - or use replacement components?**

**A:** By design, Success tokens are limited. You can never have more than 16 in total. It does mean that if you have too many unspent Success Tokens, you won't be able to Rank-up. You need to spend some Success Tokens first!

**Q: I gained a Discovery during Ship Management. Does its "Ship Management" effect trigger?**

**A:** No. Unless otherwise stated, "When Unloaded" effects only activate on page 28 of Ship Book. Discoveries gained during Ship Management go directly to "Gathered Discoveries".

**Q: Can I use Convert Abilities to trigger Dice Combinations?**

**A:** Yes you can. Dice Combinations require you to spend one or more dice and whenever you're spending dice, you can apply Convert Abilities.

**Q: What happens when a Crewmember gains a fourth Injury? Do they die?**

**A:** A Crewmember can never gain a fourth Injury. Whenever they would gain another Injury after the third, an Evac log of this Planetary Exploration is triggered instead. This means that unless you're playing Deadly Space mode, or the Evac Log itself says otherwise, this Crewmember will return to the ISS Vanguard with three Injuries.

**Q: Should the first Situation card be drawn randomly or be S-01?**

**A:** Until the game tells you to, the Situation cards shouldn't be shuffled. This means that the first Situation drawn during the game will usually be S-01.

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**Q: Can a Crewmember's Skill only be used on/for that Crewmember or can the skill also be used on/for another Crewmember?**

**A:** Unless the Skill specifically says so, its effect only applies to your Crewmember.

**Q: What does "Anytime" timing on a Crewmember Skill cover? Can I use it during a landing procedure?**

**A:** Anytime covers any moment when this Crewmember is on their Crew Board. You can use these Skills during your turn, during another Crewmember's turn, when you are reading a Log, and even during a landing procedure.

## CORE BOX – KNOWN ISSUES

Below you can find any discovered issues with gameplay significance. To easily remember during play that these elements have an officially issued update, we recommend marking them in any way.

- Ship Book, Situation Room steps 1 and 2 (page 17)  
When Solving situations, you may choose Situation cards from the "Awaiting..." Envelope in addition to the cards above the Ship Book.
- Logbook, **Log 149**  
The middle range of possible outcomes should be 5-15 (instead of 10-15).
- Logbook, **Log 171**  
There is an error in the POI name that could cause confusion. POI 373 was incorrectly named (Stable Environment), it should be called (Pulsating Tendrils).
- Logbook, **Log 172**  
This log should have one additional point after the lore text: "Discard Mission card **M52**."
- Logbook, **Log 616**  
This log should have one additional point after the lore text: "Discard **M10** and **M31** Missions card, if revealed."
- Logbook, **Log 799**  
Outcome "If you have 11 or more points" doesn't specify what happens to your Crewmembers. In this case, you should "Return all Crewmembers from the Pool to the Available Crewmembers."
- Logbook, **Log 800**  
This log should have one additional line at the end: "Go to **Log 501**."
- Operations Logbook, **Log 1105**  
This Log mentions you can use Advanced dice but there's no such type. It should mention Universal dice.
- Cards, Unfinished Business (**S06**)  
"When Solved" text should be: 'If Morale is Medium or High, take 1 Crewmember from Resting Crew into corresponding Section player's hand. Shuffle this card into "Possible Situations".'
- Cards, Food Shortage (**S13**)  
Instead of moving this card to the "Awaiting..." Envelope, both Effects should move it to the "Possible Situations" as a last step instead.
- Cards, Idemian Tech (**R14**)  
The "Grants:" part on the front mentions a Research Project, but the card should not and does not give any additional Research Projects.