
ISS VANGUARD

OFFICIAL FAQ / KNOWN ISSUES LIST

v1.0 (September 2022)

CORE BOX – 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 physically fit in slots available on the board (which means: slots that are physically free & appropriate for your Rank) immediately go to the Spent Pool.

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 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**.”

- **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.