ISS VANGUARD
OFFICIAL FAQ / KNOWN ISSUES LIST

v1.6 (February 2024)

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.

Q: I can't find pages 10, 20 and 22 of Ship Book. Am I missing something?

A: No. Those are empty back pages (the three sheets that contain them are 9-10, 19-20 and 21-22). These back pages have no content, so the page numbers were intentionally not printed on them.

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: Are Command and Energy tokens also limited by the number of physical tokens?

A: Yes.

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.

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.

Q: Is it possible to move some equipment by "placing it again"? For example, Mining Probe, Defense System, Medbay, Heavy Mining Laser, etc.

A: No. Once a Mission Equipment is placed on the Planet board its Action that allows placement is no longer available. You can move those Equipment tokens with effects like Engineering Section card - Redeployment.

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 70**

  Fifth point should be: "The Section this Crewmember belonged to immediately draws 5 new Recruit cards, chooses 1, places it in the Rank 1 sleeve, and adds it to the "Resting Crew".

- 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 401**

  First point in this Log should be: "If the current Global Condition is Solar Flare – Place Global Condition card **G17** on top of the current card."

- Logbook, **Log 616**

  This log should have one additional point after the lore text: "Discard **M10** and **M31** Missions card, if revealed."

- Logbook, **Log 731**

  This Log should have one additional line at the end: "Go to **Log 736**."

- 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**."

- Logbook, **Log 802**

  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 839**

  First choice should read: "» **Touch the keystone** – Go to **Log 95**."

- Logbook, **Log 990**

  First bullet of 2nd point in that Log should be: "Shuffle all non-Unique Discoveries and other cards on the Lander back into their decks."

- Operations Logbook, **Log 1087**

  Second line of rules should be: If you're playing the campaign, remove the **L18** Landing card from the game – further landings on this planet are not possible. Then, each Crewmember in the Away Team Ranks-Up. For each Crewmember that was already Rank 3, gain 1 ⬆ instead.

- Operations Logbook, **Log 1105**

  This Log mentions you can use Advanced dice but there's no such type. This information should be: "Players may use any Section dice in this Operation".

- Personnel Files, **File 91**

  Last line should be: "Go to File 192."

- Personnel Files, **File 119**

  The correct story text of Entry 119 should be:

```
Giana,

I cannot thank you enough for your letter about Camelia, all those years ago. Me and her had never been
very close, probably because of my scientific career, but your letter awakened my dormant feelings for
her. We started exchanging letters and videos as if I wanted to make up for those years of emotional
silence between us.

Would you believe that she has graduated onboard the ISS Vanguard? You were right that smothering love
of Padre and his never-sleeping eye hindered and even paralyzed her attempts to find something she could
call her own. She had to leave the planet to feel free, you know? And there she did find it.

It isn't biology, sorella. It isn't chemistry and not even technology. She majored in linguistics.
Linguistics! And now, she is completing the first grammar book and dictionary of one species they
have met.

She still doesn't want Padre to know, but I will tell him this month when we meet in Naples. You know
that Francesca is pregnant again, don't you?

How does she find the time for all this?

Love and kisses,

Louise
```

- Personnel Files, **File 133**

  The correct story text of Entry 13 should be:

  ```
  To: ISS Vanguard Commanding Officer

  Concerning: General condition of Gaspard Fabron

  Dear Sir,

  Our recent mission has been a relative success, just like my recent therapy session with Gaspard Fabron.

  Our appointment was terminated well before time, as Fabron was eager to answer all my questions as fast
  as he could and ran out of the room when he deemed the interview no longer relevant. I have hardly seen
  such impatience, which can be explained only by his eagerness to come back to classifying specimens he
  gathered during his mission.

  I am glad to report that Gaspard Fabron is no longer a liability, despite his obsessive ambition. Now,
  as he has plenty of specimens to analyze and research, I expect him to channel his efforts into his
  scientific work, potentially benefiting us all.

  Best regards,

  Joshua Bell, Chief Physician
  ```

- 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.

- Cards, Quantum AI (**R18**)

  Both sides of this card refer to Lander Upgrade but it should refer to Lander Mod.

- Cards, Secret of the Steles (**R23**)

  The "Grants:" part on the front should mention Story Log not Research Project.

- Cards, Monomolecular Materials (**R24**)

  First bullet point on the back side should be: "**A20** (Inflatable Storage)"

- Cards, Starshoal (**L7**)

  Text under Mission Type should read: There's no ground to explore in the nebula. It's unlikely we'll set foot out of the lander. Section cards and Equipment that don't specifically refer to Dice Checks won't have any effect in this Mission.

ISS VANGUARD LOST FLEET

LOST FLEET RULES – FREQUENTLY ASKED QUESTIONS

Q: The last sentence of the log refers to the last Crewmember. Is it the last Crewmember to roll the dice or the last player left in the game?
A: Proceed with the last sentence of the **Log 1232** only when all Crewmembers have been eliminated from Planetary Exploration. In other cases, continue the game.

LOST FLEET – 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.

- Global Conditions, **G06**
  In the Time Track outcome, instead of **Log 1336** there should be **Log 1366**.

- Point of Interest, **P455**
  In the green outcome, instead of **Log 1921** there should be **Log 1978**.

- Logbook, **Log 1253**
  In the second bullet point, instead of **Log 226** there should be **Log 1264**.

- Logbook, **Log 1304**
  The last two sentences in this Log should have markable boxes at the beginning.

- Logbook, **Log 1311**
  In the first bullet point, instead of **Log 1302** there should be **Log 1305**.

- Logbook, **Log 1338**
  The second sentence should refer to "Planidian Guard standee" instead of "Distorted Planidian standee".

- Logbook, **Log 1487**
  The last sentence should refer to card **P559** instead of **P599**.

- Logbook, **Log 1507**
  The last bullet point should refer to "box in **Log 1565**" instead of "box B in **Log 1565**".

- Logbook, **Log 1525**
  The last sentence should refer to "box in **Log 1565**" instead of "box B in **Log 1565**".

- Operations Book, **Log 1712**
  The third sentence should state "If the box is already marked, mark and resolve the first unmarked box under it.".

- Operations Book, **Log 1904**
  The second sentence in the "Slip" option in the Landing table should state "Otherwise, each Crewmember rolls [DDI].".

- Rulebook, Campaign Setup, Prepare the Logbook step
  The ninth bullet point should state "If box B in the base game **Log 960** [...]" instead of "If box C in the base game **Log 960** [...]".

ISS VANGUARD
DEADLY FRONTIER

DEADLY FRONTIER RULES – FREQUENTLY ASKED QUESTIONS

Q: Discovery card Malleable Chromium and Armored Arachnid:
A single Crewmember may Refresh 1@AD, correct?
A: Yes, a single Crewmember may Refresh 1 @any.

Q: Discovery card Spindly Ctenophora:
Discard all Injury cards and Injury dice, correct?
A: Yes.

Q: POI card P188:
Please explain the second part here: Threats ignore any rules that come with this sector?
A: Threats treat the sector with this POI as nonexsistent. They can't enter this sector, plan their movement through this sector, their special rules don't influence this sector, and so on.

Q: Threat card Hunter:
Should it read "towards" instead of "to" here similar to other Threat powers like "Siege", "Slow Flight", "Fast flight" etc.? "To the sector" implies that this threat is placed directly in the designated sector (the one with the highest number), but this would not be possible twice.
A: This effect should be considered as follows: Move this Threat to the highest-numbered connected Sector. Then, move this Threat to the highest-numbered connected Sector.

Q: Planetopedia, page 4-5
Rules under the Sector 1, 2, 3, 4 If you want to perform the check and there is a marker in the Contamination Slot, you discard it an roll @DDA1?
A: Yes, this is how it should work

Q: Logbook - Log 2034
"Those" meaning the chosen Available Crewmembers that were moved to the "Awaiting…" envelope?
A: Yes

DEADLY FRONTIER – 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.

- Rulebook, page **8**,
  "PREPARE CARDS TRAY" paragraph:
  Last bullet point in Discoveries section should be "all *Live Specimen* Discoveries except for:"

- Rulebook, page **6**
  There is an error in the following sentence:
  There is no Situation Room in the Ship Book, so Situation cards are a little different – they do not have the "Completion" part.

  Should be:
  There is no Situation Room in the Ship Book, so Situation cards are a little different – they do not have the "When Solved" part.

- Colony card N15
  Should be: You may Assign 1 Rank 1 Crewmember to gain 1 *Live Specimen* Discovery.

- Logbook, **Log 2041**
  Move card **E15** (Rocket Boots) from "Unavailable Equipment" (Card Tray B) to the "Armory."

- Logbook, **Log 2257**

  Sentence "Released water flows freely, ending its journey in the lake far south." shulde be:

  "If the following box is unmarked, mark it and resolve its text."Logbook,

- **Log 2019**

  [Tohn]: My envoy was a diplomat, not a spy, but this is probably how they were treated. They reported being followed, and soon our contact broke off. I haven't heard from them for months now.

- Logbook, **Log 2033**

  [Mission leader]: Capcom, this is ICRM mission leader. We have got video footage showing the Uplanders preparing to attack the Islanders. The video must get verified, but if you ask me, it looks real.

- Logbook, **Log 2463**

  [Crewmember 2]: True. And it makes them angry.

- Logbook, **Log 2199**

  [Crewmember 1]: And not even any species of small organisms here. Extensive nuclear bombing is alway sfollowed by nuclear winter, a death sentence to entire ecosystems.

  [Crewmember 2]: Yes, but a nuclear war cannot wipe out life completely, especially sentient life. We should have found some signs of civilization. I have anothert heory. Capcom? Do you copy?

  [Capcom]: Loud and clear.

  [Crewmember 2]: Can you run a quick sensor check of the surface? Try to locate more regular craters like this one?

  [Capcom]: On it.

  *** after a pause ***

  [Capcom]: We have located seventeen—

  [Crewmember 3]: Seventeen!

  [Capcom]: —on this hemisphere only.

  [Crewmember 2]: Thanks, Capcom. All right, it's clear. This planet was an uninhabited nuclear test site.

  [Crewmember 1]: I wonder who was behind it. Someone truly powerful, I would say. And rather angry. How about we collect some samples? Perhaps they will take us closer to the truth.