



FILE VERSION: 7 – 07.FEB.2024

FREQUENTLY ASKED QUESTIONS

CORE GAME

Q: Why don't the QR codes work?

A: We are concentrating on finishing the expansion books now. But soon we will start creating the English and later the other language videos for those QR codes as well. As soon as they are online you can watch videos for an explanation of the corresponding chapters in the book. It is the same for the support application. We will create that once after the physical books are completed.

Q: When to round up.

In general, we avoid complex calculations with this rule, so rounding up usually happens at each step of the calculation. If you apply damage in Ground Combat to an enemy with armor 3, and you have a damage 5 weapon with armor piercing effect, you will first half its armor which results in $3/2=1.5$, round that up to 2, then reduce your 5 damage by it. That way $5-2=3$ damage will strike through its armor. If you then need to apply an enemy resistance against this specific armor type, you must half the damage: $3/2=1.5$, which again gets rounded up to 2, so the enemy takes 2 damage points.

There is one "exception", if you are buy or sell things at a shop, you must calculate all prices together before you pay / or receive money. So if you sell 3 items, each worth 5 Credits, you will add their value together $3 \times 5 = 15$ and then half it because you are selling, so you will get $7.5 = 8$ Credits. You cannot individually sell the 3, 5 Credit items for half price $5/2 = 2.5 = 3$ which would result in $3 \times 3 = 9$ Credits in the same shop.

Q: How to acquire a neutral Trait:

A: You can use a Level up to gain a single neutral Trait instead of increasing an attribute, and if you have an unused Trait slot.

Q: Can I use healing items or PSI-powers during a Space Combat:

A: If you spend a Crew Member's activation for you can use a single Item. It does not matter who carries this Item or if it is stocked in your Ship's Inventory. PSI-powers cannot be used.

Q: How often can I use the Prototype Oxygen Tank "Teleport refill":

A: It's limited to 10 usages per Dungeon Exploration.

Q: During the Ship Construction phase, can I also buy regular Ship Systems like if I visited a shop?

A: No, you cannot. You must visit a Shop to do so. In this phase you can only use your Crew to slowly build the components yourself.

Q: IF CREATURES FROM HELL are spawning are other enemies (second primary and minions) spawned as well?

A: No, if you start a Ground Combat with a Creature from Hell there won't be any other Primaries or Minions.

Q: Can I erase / delete a Crew Member any time?

A: Yes, you can remove a Crew Member at any time even if you are not at a Shop, you may also keep their Equipment. But you receive no Credits without a Shop.

Q: How are Traits applied to Heroes at the start of the game?:

A: We did this with our predefined Heroes and of course you can do it as well. A positive Trait needs two Level up points, so it's worth the same as 2 Attribute points. Adding a positive Trait means you need to lower your total attribute points by 2 when creating a Hero. Adding a negative Trait is the opposite. If you add a negative and a positive Trait they will negate each other's effects and you won't lose or gain Attribute points. Adding a neutral Trait will not increase or decrease your Attribute points.

Q: Can I teleport away in the middle of a battle?

A: No, you may only teleport in Dungeon Exploration, if you are in teleporting range, no Disruptor are present, and if you have a Teleporter ship system.

Q: Can an aggressive (Trait) Hero flank or berserk attack as an action instead of regular attacking?

A: Yes, this is allowed.

Q: In Ground Combat does the Enemy ability 'Ausweichen' (Evasion) trigger on an attack during the reaction phase?

A: Yes, the Enemy will try to evade if you attack during the reaction phase, but this exhausts the Trait as usual until the end of this Ground Combat turn (for the first turn in this case).

Q: Can I open already locked bulkheads using a Weapon and its Ammo? Or is this method also blocked after 3 failed attempts?

A: You can open locked doors that way, so apply it after the first 3 failed attempts.

Q: Will the heroes ranged bonus be applied to both Weapons or only to the first (as is the case for multiple attacks with one Weapon)?

A: You can only use the Attribute points once per activation. For multiple attack Weapons the Attribute bonus can only be applied to the first attack. When using multiple weapons, as with the Two Handed / Warrior Traits, you may split the Attribute bonus over each Weapon's first attack. For example you may use 4 Attribute points to boost the damage of each of the two Weapons first attacks by +1.

Q: The Hero also has the sniper Trait (all ranged rolls are 1 easier). Does the sniper bonus affect both weapons or only the first?

A: The Sniper Trait is not limited and is applied to any single shot / weapon and attack.

Q) The Hero uses flank and passes his 8+ Agility test. Will the +3 damage bonus be applied to both weapons or only to the first?

A) Only for one of the two weapons and its first attack if it has multiple attacks.

Q) Can I fire a single weapon multiple times in a Space Combat Turn?

A) No, at the moment you select the weapons (usually 4) to fire you cannot fire a single weapon multiple time. You must select a single weapon for each attack. As example: If you have only 2 weapons you may only fire up to those two per Space Combat Turn. If you have 6, you must select 4 of them. But there are special conditions increasing that limit of 4 Weapons.

Q) If I buy a weapon, does it come fully loaded, or empty? In other words, do I have to buy ammunition before using the weapon?

A newly bought Weapon or a Weapon from a treasure drop comes fully loaded.

Q) Can you take out the magazine of a weapon? Or is it rather 'spend' when loading the weapon?

A) In the core game ammo left in a weapon is lost if you reload it with a full magazine. The Crazy Maneuver Expansion comes with extra rules including rules for deeper realism allowing you to unload partly used magazines and even includes experimental ammo with special effects.

Q) Does it make a price difference when selling a fully loaded or an empty weapon?

A) No, this doesn't influence the price.

Q) Does the negative ability "decadence" also apply to ammo dealers (who are not shops after all)?

A) It only applies to Shops. Ammo Dealers and others are not affected.

Q) Does the ability "decadence" stack? Meaning if two heroes have it, do shop prices increase by 20%?

A) What's worse than one decadent person? Two of them! Yes, it stacks, if your entire crew of 4 have that trait prices will increase by 40%, because only the best of the best will be good enough for you.

Q) About the Enemy trait "smoke X": If this results in target rolls of 7+ do they become an auto fail, or is a 6 always a hit?

A) It will become an auto fail.

Q) The rules state any hero can do a "Berserk attack" as an action in ground combat. There is also a hero ability called "berserk" that does the same. Is this an error or is the idea to get the ability in order to use berserk twice and spend up to 6HP?

A) Its an error. We added it allow to finish off strong Enemies in the general rules and forget to remove it from the list of hero traits. No premade hero has it, so we going to remove it in future prints. You can just use it as explained in the rules section and ignore the trait.

Q) Flight option "smuggle goods".

You get the money, if the flight is successful. When is a flight considered not successful?

A) A flight is not successful if you lose a space combat, you escape from it or if you avoid it. The smuggle goods reward is then lost.

Q) Enemy ability "Ethereal": When does the enemy get his damage? before it's activation? after activation? end of round?

A) This is explained in the Enemies Trait: "This Enemy is invulnerable to all damage but loses 1 HP at the end of each turn." To be precise it's at the end of the Ground Combat turn. In German we corrected the translation because "end of each turn" was lost in translation.

Q) Add the same weapon mod twice? If you pay the triple price, can also choose to get the same bonus twice instead of both? So, getting either +2 damage or +100% ammo.

A) Every mod can be only added once only. You can apply each mod once for +1 damage and +50% damage max.

The Crazy Maneuvers Expansion comes with a third mod, but the limit of 2 mods max still counts. Here you can select 2 out of those 3 options, and each mod not more than a single time.

Q) If you clear a map, do bulkheads also open up?

A) No, they are not affected and work as usual.

Q) Multiplayer – Mascot: Just to be sure: The "hunger rolls" at the start of a round, of a space combat, of a dungeon exploration and at the start of each ground battle are ALL MANDATORY, right? The only "hunger effect" it MUST resolve is at the beginning of a round (after the hunger roll), correct?

A) These are two different things, there are "Hunger Rolls" which you must always roll if you start a Dungeon Exploration, initiate a Space Combat, or start a new Ground Combat and if failed make you hungrier. And there is a check for "Hunger Effect", which is not a dice roll, and which you MUST do at the beginning of each new game turn. This may trigger some reaction effect like eating Crew Members! But you only need to check this once at the beginning of a new game turn, not at the start of Dungeon Exploration, Space Combat, or new Ground Combats. So, you have some time to feed your Mascot before it runs wild.

Q) How can I sell Spaceships and Ship Systems?

A) Regular shops will buy and sell Ships and Ship Systems. If you sell them, you receive half the purchase price as usual. If you buy a new Spaceship, you may transfer old Ship Systems to the new Ship without selling and rebuying them again providing the new Ship supports this kind of System (the systems are listed as purchasable on their spaceship sheet).

Q) Is there a limit for which Ships and Ship Systems I can buy in a shop?

A) No there is not even a grade for Ship Systems and Ships, you can buy and sell any of them in any Shop even if it has only grade 1.

CRAZY MANEUVERS - EXPANSION

SPECIES COMPENDIUM - EXPANSION

WORLDS COMPENDIUM - EXPANSION

ERRATA

Depending onto the file version you download, or printed version you receive some of these details are possibly already fixed.

SPACE KRAKEN - CORE GAME

In the Tutorial Brochure:

Captain Mars loses HP during Space Combat boarding, and he should be knocked out after taking more damage during Ground Combat later on. We fixed this issue by letting him use his Nanokit Item to recover HP the moment after it was bought.

In the Tutorial Brochure at page 8, under ENEMY FIRE:

The scout should have caused a damage of 4 points instead of 5. This has also a slight impact later on to the Structure Point damage the enemies did with their second attack.

In the Tutorial Brochure at page 9, under Map-IDs:

The correct number of Map-IDs we need to roll is 8, as defined under Depth a few points above.

Missing PSI-rule detail:

Rolling a '1' during PSI-power checks always counts as a miss. This wasn't stated in the rules yet.

Missing label for event '3N' on page 32:

The label for the 3N event is missing. It should follow the 3M event and begin with the text "During a quiet moment...".

Core Game only EN & GE version:

The Grey species now have Ice effect Weapons. Please check their newest sheets.

Multiplayer sheets, Mascot, Predator powers, Garbage Monster power:

The range for 'nothing' should be 2-4 rather than 3-4.

PSI-Powers error in the German version:

Some PSI-Powers are labeled as 'IR' which is wrong, its not 'Ignoriert Rüstung' even if that is understandable, the right term and short version is 'IP' which stands for 'Ignoriert Panzerung'.

Page 177, Brents assault rifle:

Must have ammo 4 instead of 3.

Underground Map 17 error:

The E2 has been changed to B2.

Space Station Map 7 error:

The SB has been changed to B.

Space Station Map 9 error:

Both SB has been changed to B.

Space Station Map 12 error:

The E2 has been changed to B2.

Overland Map 9 error:

The SB has been changed to B4.

Core Rules page 145 only in the German Version, at 'Mehrfachangriff':

The last sentence must be: 'Feinde beenden einen Mehrfachangriff wenn sie eine „1" würfeln.'

Rules page 147 only in the German Version:

Bei 'Flucht von Feinden' muss es am Ende 'Hinweis: Geflüchtete Feinde gewähren Erfahrungspunkte aber keine Schätze.' heissen.

Crew Section page 179 DENIZ and 181 BASHIER only in the German Version:

The 'supporter' trait was not translated in the first print. It should be 'Unterstützer'.

Terra Spaceship sheet page 187:

The drone bay at this spaceships sheet most costs 25 credits (it was false stated with 15 credits).

French Coregame:

Crew Section: Deniz and Benders Trait "Renouvellement" right term is "Remplissage". With that term it is found in the Trait list.

CRAZY MANEUVERS - EXPANSION

SPECIES COMPENDIUM - EXPANSION

WORLDS COMPENDIUM - EXPANSION

The German and English translation will follow. Currently we are concentrating on finishing the extra books, so they can be printed and sent to the backers.

ALL COPYRIGHTS BY MARKUS GEIGER WWW.3DARTLAB.DE