

AFTERMATH™

FAQ & ERRATA

UPDATED: 12/3/2019

RULES CLARIFICATIONS

SKILL TESTS

When resolving a regular skill test, players must play an action card from their hand with a matching attribute symbol (👉, 🗡️, 🍷 or 🔦). Each subsequent card played into the skill test must either match the COLOR or NUMBER of the first card played.

ATTRIBUTE BONUSES

Your character card and certain item cards have printed attribute bonuses (+👉, +🗡️, +🍷 and +🔦.) These bonuses are applied to skill tests when the corresponding attribute symbol is being used. Note that many melee and ranged weapon items have attribute for ranged or melee attacks (+🗡️ and +🍷). These bonuses are only applied when performing a ranged or melee attack.

CALAMITY 🌀

The Calamity 🌀 card has no effect when drawn if a Calamity 🌀 effect has already been resolved on the current page. This means that any page will only ever have at most one Calamity 🌀 effect resolve.

EXIT 🏠

Any character occupying a 🏠 space can choose to leave the page on their turn, even if enemies or other characters are still in play. When all characters have left the page, consult the Exit 🏠 entry on that page for instructions on what to do next. Note that there are many pages in which characters cannot leave the page until certain conditions have been met. Always consult the Exit 🏠 entry before leaving for any character.

INFLUENCE CARDS

Influence cards begin the game out of play. When the Adventure Book instructs players to add their influence card, each player adds the corresponding influence card to the hand of that character. When playing an influence card it works just like an action card and are discarded normally, at which point any player that draws them can use them.

DISCARDING

Items with discard effects can be discarded at any time on a player's turn or while nesting or during the colony phase. When discarding an item for any other reason do not trigger its discard effect.

NEW ABILITIES

When the Adventure Book instructs players to choose a new ability for a character, the ability must match that character's class. Once a character has gained an ability, it will stay with them for the rest of the campaign. Note that when instructed by the game to gain a new ability for all characters this includes those not currently being used.

ERRATA

PAGE 9

Star ★: Entry text changed to, "If the situation is safe and the sentries are still in play read the following. Otherwise discard the objective token without effect."

PAGE 17

Low Visibility special rule text changed to, "The low visibility environment card only applies if the attack's target is occupying an interior wall space."

AIM

(Ability Card, Knows it, Base Game)

Text changed to, "Use before rolling the resolution dice before a ranged attack. Reduce the difficulty of the skill test for that attack by 3."

BLADE BIKERS

(Enemy Vehicle Card, Base Game)

1-2 BOARDING ATTACK text changed to, "After attacking: Encounter: 1 Scrapper. Place it on spot B of the character vehicle schematic."

SCRAPPER LEADER

(Enemy Card, Base Game)

3 RUSTED WRENCH attack 🗡️ value changed to 7.

NAIL GUN

(Item Card, Base Game)

This item gains the Noisy trait.

FREQUENTLY ASKED ?'S

Do you choose a mission at random from those available at the start of each game?

- No, players can always choose to play up to 1 Main Mission and up to one Side Mission from those available in their Colony Supply.

When travelling to a page I've encountered before, do I still follow the page instructions?

- Yes, pages are persistent, and players will always follow the setup instructions for a page when they arrive on it. The page setup will detail special cases for any revisited locations.

Are Encounter Cards sent to the Banished box after being completed?

- It depends, but generally no. The Encounter discard pile will be shuffled and reused in future sessions of play, but there are times when the game instructs players to banish certain encounter cards. This should be the only time this occurs.

Do Encounter card special rules remain in play for the rest of the game?

- No, Encounter card special rules only apply to the page they were drawn on.

Do characters keep wounds from previous sessions?

- No, Characters always start a mission with any previous wounds (normal or toxic) removed.

Can I initiate a Skill Test with a White card?

- Yes, but each subsequent card in that skill test must either be White or the same number, regardless of the type of skill test.

Can I initiate a Group Task with a White card?

- Again, yes, but just as above each subsequent card in that skill test must either be white or the same number. Because White cards are also used to activate abilities, this might cause a difficult situation for your group, so be careful!

Can I cross solid red/green/blue lines with White cards?

- No, a movement card of the same color must be used to cross solid red/green/blue lines (However, you can always pay 3 movement points of any color, even white, to cross solid colored lines).

Does the Blade Biker's 'Hand Grenade' attack affect the targeted vehicle as well?

- No, the targeted vehicle is not affected by this attack.

Can I use the Throw ability on an enemy sharing my space?

- No, Throw can only target characters or heavy objects.

Can I use the Team Focus ability on an attack?

- No, Team Focus can only be used for regular skill tests.

Can I use the Muscle ability in any space?

- If you would normally need to be in a certain space to contribute to a group task, you must be in that spot to contribute with Muscle.

Are \mathcal{Q} tokens discarded with the Forage ability returned to the supply?

- No, discarded \mathcal{Q} tokens are removed from play.

Do I have to discard Tox Grenade after making any attack?

- No, only after making an attack with Tox grenade equipped and benefiting from the attribute bonus and ability text.

Do only characters used gain new abilities?

- No, when instructed to gain new ability cards, all characters gain new abilities, even those not used in the current mission.

