ERRATA FOR JAGGED ALLIANCE THE BOARD GAME

V1.3 JULY 2019

CARD TEXTS

Ammunition Rationing - "Grunt" instead of "Redshirt"

Setup Card - "Donut Token" instead of "Tracker Token"

Reinforcements Event Cards x2 - "Grunt" instead of "Redshirt"

Deserters + Garrison Spawn Cards - "Grunt" instead of "Redshirt"

Sgt. Krott Reward should be "Card 091 - Auto Rocket Rifle"

Crepitus Queen Reward should be "Card 092 - Royal Jelly"

Dictator Threat 10 abilities are meant so say "..reset the Threat Track", not Tracker. Which means you also add Counter-Attack Tokens to the track again.

INCREASED DIFFICULTY

5 PLAYER GAME

In a 5 player game the difficulty can be a little low and we have not tested this extensively, but if you want to try it, here is what we are working with:

- From Scenario 3 onwards, start the Dictator at base level plus 3 Threat (if the Dictator already adds Threat, add this on top) and add a Threat Token to the Board every turn (regardless of whether it is day or night).

- Do not use the green set-up card (so Dictator Events happen at the end of your first turn)

- Give everyone one less Fatigue

Note that in a 5 player game your starting equipment will be stretched a little thin, so not everyone will get an armor but everyone HAS to get a weapon, otherwise they cannot attack!

CLARIFICATIONS/FAQ

Threat increase - rules page 30: "Threat will increase by 1 during daytime...". Will Threat automatically increase or is Threat token is added to Dictator board?

➔ Threat never increases automatically (other than through an event), instead a threat token is always added to the board and then resolved during the Dictator Phase as described in the rules.

What if I run out of threat tokens?

➔ Then you are rushing things a little 😊. But just use any other token for this turn if more Threat needs to be added.

Do I get a reward if the reward area on a Spawn Card is just green and does not show a symbol?

➔ *NO. Our card reference in the rules is misleading. Unless you see a reward box symbol, there is no specific rewards for liberating a sector.*

Spawn Card "Grenade"

➔ The effect on the card is immediately triggered (before revealing any "?" tokens in areas you entered the sector in), and not every time when revealing a new "?" token.

Spawn Card Difficulty

➔ When increasing (or lowering) the difficulty of spawn cards, the lowest difficulty is a Questionmark and the toughest difficulty 3 skulls. Increasing the difficulty of a 3 skull sector therefore does nothing to the sector.

Can a Shaped Charge be used to resolve a "kill all enemies" mission task?

➔ NO. The mission task in this case requires an "outside" action and cannot be resolved by a Shaped Charge

Retrying Scenarios

➔ When retrying a scenario there are no changes to setup. Even if you already took a resource token or solved a mission that got removed from the campaign, you place it again. You even receive all your income again. You are not supposed to fail, just barely make it ;)

Can Lieutenants be placed into occupied "?" sectors?

➔ Yes, you may put Lieutenants found through Gather Information or the Intel card in any occupied sector, even "?" ones. You've done some legwork and found them in a weak position or found out their travel route, so you decide where to ambush them! As opposed when lieutenants are added through scenario setup, they are usually in a fortified position, as they are stationed there and you did not put any effort into it to reveal them.

Does Suppressed half the modified damage value of an enemy?

➔ When determining damage of suppressed enemies that deal additional damage through a mission or when shooting a mercenary in a swamp area, page 25 of the rulebook states that an enemy's **unmodified** damage value is halved (and the additional damage added afterwards).

Can I use durability effects of Rangefinder on other items?

➔ When using a "durability" effect on a card, this effect ONLY augments the action of its card (e.g.: you cannot use the "3 Range" effect from the rangefinder to give another weapon 3 range)

LUCAS SANTINO (DICTATOR)

➔ Lucas starts with an orange event already active. This means, BEFORE it's the player's turn, place and execute an orange event.

Can I use Dart Gun to ignore the TANK armor ability

➔ No. The Tank's special ability (via tank tokens) is not affected by armor piercing or similar effects

Camouflage

➔ Camouflage grants you expertise for your Stealth/Armor rolls in Urban/Jungle areas only (no additional success, those are depicted by stars on cards).

Hidden Sniper Tokens

➔ Every ability that targets Encounter tokens, can also target Crepitus Encounter or Hidden Sniper tokens!

Selling Items

➔ When selling items you can combine several items and sell them together for half of their combines cost (e.g. selling two 1$ items for 1$). Selling a 1$ item alone would yield 0$ (half of 1$ rounded down equals 0).

How does Expertise work?

Rolling Expertise grants you another die of that color that is immediately rolled and adds to your total. That newly rolled die can have expertise again, so you roll another die and add it (they "explode").

You can do so **only** when you have expertise for that roll! By default you cannot use the Expertise symbols. The ally "Wolf" for example adds Expertise to your Mechanical rolls, while Lynx' special ability allows him to gain Expertise for an attack by taking one Fatigue.

How do Counter Attacks work?

You use the number of skulls shown next to the counter-attack symbol (so 1,2 or 3) as a threshold you need to reach. Then spend rebels to roll as many orange dice as you spent and discard them afterwards (unless they have been stationed in a sector through a command action) and roll at least as many successes as there are skulls shown on the threat level.

PRO TIP: If you find the game becoming too easy for you through too many rebels being available, simply use yellow instead of orange dice for the counter-attack.

How much durability can/must I spend?

You can spend 1 durability to activate your weapon's/armor's durability-ability before rolling. You cannot spend more durability to activate that ability multiple times for the same roll.

Upgrades that allow you to spend durability for an effect, require an additional durability to be spent. The upgrade tells you to "Spend one durability to gain...".

When applying Conditions, do I immediately profit from them (with the same attack that caused them)?
No, conditions are applied after damage is rolled and applied. You profit from conditions (like Mark or Corrode) only when the target already has the condition when choosing to attack it.