

DARKROCK VENTURES

RULEBOOK SUPPLEMENT: CLARIFICATIONS, ERRATA, AND FAQS

VI.2 LAST EDITED 2/1/2017

RULEBOOK, PAGE 7. CAPTAINS DELEGATE AUTOMATICALLY???

No! This is an editing error, the Captain does not automatically have the Delegate benefit, you may, however, use Delegate to assign your Captain for it's double-action benefit. Page 7 of the Darkrock Ventures rulebook should read "However, the Captain may be assigned to a Station that is already occupied by another player's Crewmember using the Delegate station."

RULEBOOK, PAGE 12, UNDER RESEARCH STATIONS, SECTION B. MISSING TEXT:

This should say that if you ever have more than 1 Research card in your possession that you must immediately discard down to 1. You may never use more than 1 Research card at a time.

1. IN THE MIDDLE OF MY TURN, WHEN I SPEND CREDITS AND DIP BELOW THE \$10 OR \$20 VALUES, DO I IMMEDIATELY LOSE MY DIE?

The number of dice you get for each round is determined at the beginning of the round. If you have \$20 or more, 3 dice are available to you at the beginning of your turn, and if during your turn you drop below \$20, you will not be able to use the 3rd die again starting at the beginning of your next turn until you once again have \$20 or more.

2. ...SOLAR ARRAY?

The Solar Array station (the hexagonal space where Crewmembers are assigned) and the Solar Array track spaces (the numbered chevrons) are two different things. The hexagonal station space for the Solar Array behaves just like any other assignment station with regard to occupancy, the Captain, Delegate, etc., but the Track spaces are going to be occupied by players of different colors frequently due to the effects of some of the research cards, etc. This is OK, only the location to which the meeples are directly assigned need to follow the rules for crewmembers of different colors being there at the same time.

Reaching the last space on the Solar Array track does not mean that you are forced to leave on the next turn. You can let a Crewmember remain on the Track, (particularly useful if there are not 3 Solar Energy tokens in the supply,) they simply cannot advance any further.

3. HOW DOES THE CAPTAIN WORK ON [LOCATION]?

- The Captain can duplicate the effect of any space except for those outlined in Orange (Delegate & Leader.)
- A Captain on Precision Imaging allows you to add/subtract 1 or 2 from one of your dice.
- A Captain on Rough imaging allows you to add/subtract 3 or 6 from one of your dice.
- A Captain on Rover, can be used to either move two of your Crewmembers on the Asteroid one space each, or move a single Crewmember twice, before collecting from any Mining Stations and each Crewmember on the Asteroid can still only collect once.
- A Captain on a Mining Site may collect twice with the same dice pair.
- A Captain on Rig Mod, triggers the effect twice, but has no actual benefit as you only have 3 dice at maximum. (This may change in a future expansion, so it remains relevant to phrase it this way)
- A Captain on the Solar Array still moves one space at a time, but may collect up to double when they leave.

4. NEUTRONIUM DIE EXPLAINED...

You do not need to pay anything to use the Neutronium die to collect resources from the board. You may pay 1 Neutronium during your turn to reroll it if you haven't yet used it and believe you can improve your chances or reduce your opponents' chances to use it effectively.

5. WHAT TRIGGERS THE FINAL ROUND AND HOW DOES IT WORK?

The Final Round is activated when 3 of the 6 Mining Sites on the Asteroid are fully emptied of their respective resource tokens. The round in which the 3rd Mining Site is emptied gets finished, and then you play one final full round before the end of the game. During this final round, there is no Therion Marauders attack.

6. THE "RESHUFFLE" CARD (THERION MARAUDERS DECK)

When you draw the Reshuffle card, that is the card for the round-- no attack occurs. If you reveal the Reshuffle card by way of "rolling doubles" it doesn't actually trigger a reshuffle of the Therion deck until the Phase where the actual Attack takes place. If the Therion attack does not affect any players, then it missed. You don't need to draw a new one.

7. DO CAPTAINS HAVE THE DELEGATE POWER AUTOMATICALLY?

No. They do, however, prevent other players from using Delegate to assign their crewmembers to your Captain's location.

8. IF ANOTHER PLAYER USES DELEGATE TO PLACE THEIR CAPTAIN ON A LOCATION ALREADY OCCUPIED BY ONE OF MY REGULAR CREWMEMBERS, CAN I ADD ANY MORE CREWMEMBERS TO THAT LOCATION?

Yes. If you already have a "foot-in-the-door" you can continue adding more of your Crewmembers, despite the arrival of another player's Captain.

9. DOES MY CAPTAIN PREVENT ANOTHER PLAYER FROM USING ROVER ON MY MINING SITE?

No, the Rover station does not actually change where a Crewmember/Captain is assigned, so the Captain's blocking benefit does not come into effect in this case.

10. WHEN EXACTLY DO I GET THE BONUS NEUTRONIUM FOR FAILING TO COLLECT FROM ASTEROID WITH CREWMEMBER(S) ON MINING SITES?

The bonus Neutronium is gained at the very end of your turn in the Resolve Crew phase, so it cannot be used or exported until your next turn. A player may only gain one bonus Neutronium in this way per turn, no matter how many of their Crewmembers attempted to mine the asteroid.

11. MY CORPORATE SPONSOR CARD ALLOWS ME TO START THE GAME WITH 2 DICE, SO WHEN EXACTLY DO I GET MY 3RD DIE?

Whenever a Corporate Sponsor card allows a player to start with a second rig die, they can never lose that die. However, they still cannot use their third rig die until they meet or exceed \$20 in credits. Nothing happens when meeting or exceeding \$10 in credits for players that begin the game with 2 rig dice.

Special thanks to Kiloforce for the questions and answers added to v1.2!

EXTRA SPECIAL THANK YOU TO OUR REAL-LIFE RETAIL SUPPORTERS WHO PLEDGED TO CREATE SOME OF OUR FAVORITE CORPORATE SPONSORS CARDS IN DARKROCK VENTURES!



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