

BLIGHTED REACH CAMPAIGN

FAQ & ERRATA v.1.1 - 1/13/25

A FATES

1. STEWARD

F1.03 Dealmakers

Q: When exactly do I refill the Court after my Rival **secures** the card?

A: *Refill it before you influence and secure.*

F1.05 Council Intrigue

Q: Can I flip the Council while it is not in the Court?

A: *Yes! In this case, return it to the Court. It won't resolve this round.*

F1.07 Hunter Squads

Q: Can I reroll this multiple times?

A: *No, only once.*

F1.10, F1.11, F1.20, F1.21 Lesser Regent

Q: Can I discard this even if there are no Available ambition markers?

A: *Yes. Any card that says you can discard it to do something else can simply be discarded.*

F1.16 Council Insiders

Q: Does this card ability trigger when I **secure** it from the Court?

A: *No. Securing Council Insiders does not trigger its own Secure modifier.*

F1.17 Galactic Bards

Q: In what order do you choose to seize the initiative and declare an ambition?

A: *Either order.*

Q: How does this interact with '7' action cards and Faithful Cards?

A: *For '7' action cards, you may declare any ambition. For Faithful cards, you may declare an ambition based on the current Faith, such as Pluralistic Faith.*

F1.23 Imperial Sponsor

Q: Does the Sponsored token return somewhere when the Sponsored ambition is declared?

A: *No. It remains on its current ambition.*

Q: Can I still place a resource on the Imperial Trust if the Sponsored token did not move?

A: *Yes!*

F1.24 Govern with Authority

Q: For the Imperial Action on the War Policy, am I exempt from giving a resource if the Trust has no Weapons?

A: *No. You have to try to give the maximum amount prompted. So if it has a Weapon but no other resource, give a Weapon. If it has no Weapon but it does have another resource, give the resource.*

2. FOUNDER

F2.08, F2.09, F2.10, F2.11 Construction and Admin Unions

Q: When do you collect the action card?

A: *At the end of the round, after all players have finished their turns.*

Q: Can this be stolen once it has been played but not resolved?

A: *Only cards in the holder's play area can be stolen, so once played this card cannot be stolen.*

F2.14 Commonwealth Ambition

Q: What happens to the Commonwealth ambition marker after scoring?

A: *It returns to the Fate card of the Founder of the Commonwealth.*

Q: If I place a Conspiracy marker with Conspiracies, can I still place a Commonwealth ambition marker on it?

A: *Yes, as you still declared an ambition, even though you placed something different.*

Q: What happens if a Commonwealth ambition marker is in an ambition box without another ambition marker, such as if ?

A: *It returns during scoring even if the ambition did not score any points.*

F2.24 Spirit of Freedom

Q: Can I **secure** the card if I am in a three-way tie with a Commonwealth Member and a non-Member?

A: Yes!

3. MAGNATE

F3.01 Act I Objective

Q: Can I advance my Close Deals with Rivals objectives by returning Favors in the Call to Order?

A: No. You can only advance in Summit Negotiations.

F3.02 Merchant League

Q: Can someone force me to give them a resource off this card by returning my Favor during the Summit's Call to Order?

A: Yes.

F3.04 Elder Broker

Q: Is Trade blocked by Sworn Guardians?

A: The Trade action is not stealing and is not blocked by Sworn Guardians.

F3.07, F3.08, F3.09, F3.10, F3.11 Cartels

Q: How does the supply on this card interact with other cards and abilities?

A: The resources count towards ambitions and Keeper's Solidarity, but they cannot be discarded for Relic Fence or be stolen.

Q: Do rivals discard even if Tycoon wasn't scored?

A: Yes.

Q: Can I discard this even if there is nothing to steal?

A: Yes. Any card that says you can discard it to do something else can simply be discarded.

F3.12 Act II Objective

Q: Do I advance with Corner the Market if I take a Monopoly from another player?

A: No. You have to take it from the supply.

F3.19 Monopoly Consent

Q: In the Call to Order, if I want to force a Monopoly holder to give me a resource they have the Monopoly for, how many Favors do I need to return to them?

A: Only the Favors needed for the Transfer Asset action; so if the resource in question has one key, then one Favor. You do not need to give them another Favor to get Monopoly consent.

F3.26 Closed Economy

Q: In a Closed Economy, can a Regent Lord **tax** a Vassal City under Imperial control?

A: No. A Regent Lord is bound by the Truce law when taxing a Regent Vassal city under Imperial control, and bound by Closed Economy when taxing an Outlaw Vassal city under Imperial control. An Outlaw Lord can always tax Vassal cities regardless of Empire control.

4. ADVOCATE

F4.03 Guild Overseers

Q: Do I fulfill the requirement if I am in second place for the lowest ambition, which gives 0 Power?

A: Yes. The clarification text in italics is generally true but misleading in this specific case.

Q: Does this block card abilities like Galactic Bards?

A: No, just Prelude actions and New actions.

F4.10 Diplomatic Fiasco

Q: Do you count agents before or after returning the agents that were on this card?

A: In this instance, the agents should be returned first, then the supply counted.

F4.13 Advocate's Demand

Q: What happens if I demand a protected Guild card?

A: The holder simply gives you a Favor, since they cannot actually give you the card. Sucks for them.

F4.14 Guild Negotiations

Q: In the Call to Order, if I want to force the Advocate to give me a Guild card, how many Favors do I need to return to them?

A: Only the Favors needed for the Transfer Guild Support action; so if the Guild card in question has two keys, then two Favors. You do not need to give them another Favor to get Advocate consent.

5. CARETAKER

F5.03 Golem Hearth

Q: If a Rival of the Caretaker spends a Golem and no one has resource slots on their player boards, do they keep the Golem or put it on Golem Hearth?

A: *It returns to the Golem Hearth. The Golem Hearth can hold, or in other words "has slots for," any number of Golems.*

F5.05 Golems

Q: Can I trade Golems in the Summit?

A: *Not in Act I. If the Caretaker continues to Act II, Knowledge Set Free allows for Golem trading.*

Q: When exactly does someone keep a Golem after using it?

A: *If the player with the Golem Hearth uses a Golem and nobody else has slots. As long as the Golem Hearth is in the game, its holder will always have slots for Golems.*

Q: Can I override the Imperial Truce Law with the Warrior Golem?

A: *Nope!*

Q: Are Golems resources?

A: *Nope! The text 'can be spent for actions like resources' just means that you spend them in your Prelude to take their listed actions like you do with resources. You can't spend them to take New Actions or, for example, or as inputs for Loyal cards like Loyal Engineers.*

F5.09 Unstable Seeker

Q: Does this trigger Gate Ports?

A: *Yes!*

F5.13 Librarians

Q: Does securing Librarians trigger its **Secure** power?

A: *No. Broadly, to trigger a card effect it needs to be in your play area at the start of the trigger.*

F5.14 Knowledge Set Free

Q: When I transfer Lore with resources on it, what happens to the resources?

A: *They remain on the transferred Lore card.*

F5.20 Act III Objective

Q: When I scrap Lore with resources on it, what happens to the resources?

A: *They return to the general supply.*

6. PARTISAN

F6.01 Act I Objective

Q: Do I advance for Sow Division in the Reach if I already have the initiative and hold it at the end of the round?

A: *No. You need to get it from somewhere else.*

F6.03, F6.16 Partisan Seizing

Q: If I pivot to a new Fate in Act III, do I clear my Outrage?

A: *No. At this point, the relevant card is tucked outside your play area, and this part of the ability is no longer relevant.*

F6.10 Galactic Bards

Q: In what order do you choose to seize the initiative and declare an ambition?

A: *Either order.*

Q: How does this interact with '7' action cards and Faithful Cards?

A: *For '7' action cards, you may declare any ambition. For Faithful cards, you may declare an ambition based on the current Faith, such as Pluralistic Faith.*

F6.11, F6.12, F6.22, F6.23 Spacing and Arms Union

Q: When do you collect the action card?

A: *At the end of the round, after all players have finished their turns.*

Q: Can this be stolen once it has been played but not resolved?

A: *Only cards in the holder's play area can be stolen, so once played this card cannot be stolen.*

F6.19 Guilds Decry Terror

Q: What do you do if there is already a card attached to the Council?

A: *Attach it to the Council, keeping the other attached card attached as well.*

F6.20, F6.21 **Terror Strike**

Q: If I **secure** the card, does this count as harming others? Do I take Trophies? What happens exactly?

A: *Securing this card triggers the Crisis itself, which means you are not harming anyone, you take no Trophies, you do not cause Outrage, and so on. You have plausible deniability.*

7. ADMIRAL

F7.01 **Act 1 Objective**

Q: Do trophies taken as part of ransacking the court count towards Admiral's objective?

A: *Yes, if Ransacking the Court is triggered by destroying a city in battle and not by some other means. You are destroying pieces in the battle, and Ransacking the Court happens as part of destroying a city.*

F7.06, F7.07 **Rogue Admirals**

Q: Can a Regent with Rogue Admiral attack the Empire alone?

A: *Yes. In this case, the Empire defends with all Imperial ships in the battle system.*

Q: What happens with a Regent with Rogue Admirals attacks another Regent?

A: *The attacker can add any number of Imperial ships in the system to their attacking ships. Remaining Imperial ships are defending ships. (This is modeling the Empire breaking up into rival admiralities who each have a claim on the Empire's military, who's loyal, and who's a traitor.)*

F7.13 **Command Chaos**

Q: How does the Crisis work if the Imperial Officers is discarded or in the Court deck?

A: *The Crisis does not work while the card is discarded or in the Court deck.*

F7.17, F7.18 **Mass Uprising**

Q: If I Ransack the Court to **secure** this during a **battle**, do ships I place in the battle system count as attacking ships?

A: No.

F7.20, F7.21 **Martial Law**

Q: Does this ever override the power of Imperial Authority?

A: No.

Q: Does this mean that Regents can battle each other in Imperial systems now?

A: *No. Even though it prevents some Regents from Commanding the Imperial Fleet, you still have to follow the Truce Law.*

8. BELIEVER

F8.03 **Spreading the Faith**

Q: If we are playing with split discard piles, where do I scrap from?

A: *The facedown pile. If there is none, shuffle the face-up pile to form a facedown pile first.*

F8.17 **Plot to Kidnap**

Q: Can you use Plot to Kidnap to take an action card from the face up discard if playing with Split Discards?

A: *Yes. Resolve the card by searching through both the face-up and facedown discard piles, then shuffle the facedown discard pile.*

Q: How does the Crisis work if The Young Light or The Prophet is discarded, in the Court deck, or in the card play area?

A: *The Crisis does not work while the card is discarded or in the Court deck. It does work if the card is in the card play area.*

F8.23 **Doctrinal Faith**

Q: What happens if I declare an ambition without an Ideal but there are no Ideal markers left in the supply?

A: *Do not place an Ideal marker on it. You can still declare it.*

F8.30 **Dominant Faith**

Q: Does this limit how I can declare ambitions in nonstandard ways, like with Galactic Bards?

A: Yes.

Q: What happens if I declare an ambition without an Ideal but there are no Ideal markers left in the supply?

A: *Do not place an Ideal marker on it. You can still declare it.*

B FATES

9. PATHFINDER

F9.02 Uncovering Clues

Q: Do cities and starports on Flagships count toward this effect?

A: *No, they must be on the planet in question.*

F9.06 Portal Seekers

Q: Can I score from fulfilling this grand ambition even if I have a C Fate?

A: *Yes. You can still score this one even if your Fate does not give you more that you can fulfill.*

10. HEGEMON

- No Entries -

11. PLANET BREAKER

F11.02 Sycophants

Q: If a player provokes Psionic Outrage once and then Weapon Outrage twice on the same turn, how many ships would Sycophant place?

A: *2 ships total. The 2 ships is once per turn, not once per turn per Outrage.*

Q: If this triggers during **battle**, do the ships I place in the battle system count as attacking ships?

A: *No.*

F11.03 Breaking Worlds

Q: Does this trigger Ransack the Court?

A: *No. There is nothing left to Ransack. The world is pretty blown up.*

Q: How does this interact with Bunkers and Banners of Hegemony?

A: *They are removed and added to this card.*

Q: Can I rebuild Bunkers or Banners of Hegemony or Cloud Cities on a broken world?

A: *Yes! There are enough scraps to build a small bunker, plant a flag, or build in the ashen clouds.*

Q: Does taking this action at all trigger Empathy for All?

A: *Yes! Even if you do not end up controlling the planet and thus breaking it.*

F11.05, F11.06, F11.07, F11.08, F11.09 Refugees

Q: Do I have to **build** the Free city in order to gain the other benefits of the Resettle action?

A: *Yes!*

12. PIRATE

F12.07 Silver-Tongues

Q: Can I discard this even if I cannot steal anything?

A: *Yes. Any card that says you can discard it to do something else can simply be discarded.*

F12.08 Act III Objective

Q: If someone has an agent on my True Rumor, can I fulfill my second grand ambition?

A: *No. They have a Loyal piece in the Pirate Haven's system.*

F12.11 Rumors of the Haven

Q: Do my agents on Rumor tokens count as Loyal pieces for things like building in the system?

A: *Yes!*

13. BLIGHT SPEAKER

F13.04 Blight Fury

Q: Is it legal to take a Catapult move with ships and Blight, as long as I drop the Blight off in the first system?

A: *No. Blight cannot Catapult move, period. This includes with the Seeker Golem.*

14. PACIFIST

F14.01 Act II Objective

Q: How does the Spread Empathy objective interact with Loyal guild cards?

A: *Only Psionic resources count.*

F14.02 Witnesses

Q: Do you have to control Witnesses to Catapult move them?

A: *Yes. The control requisite still applies to Catapult Moves.*

Q: Do you have to flip a Witness token in Prelude to declare Empath?

A: *Yes. You must do the first part to declare Empath.*

F14.02 Witnesses

Q: Do you have to control Witnesses to Catapult move them?

A: Yes. The control requisite still applies to Catapult Moves.

Q: Do you have to flip a Witness token in Prelude to declare Empath?

A: Yes. You must do the first part to declare Empath.

F14.11 Reconcile with the Outraged

Q: How does this interact with Psionic Monopoly?

A: The consent of the Monopoly holder is still required to give Psionic. As noted on Monopoly Consent, consent can be forced by returning their Favor in the Call to Order.

15. PEACEKEEPER

F15.02 Oath of Peace

Q: What happens if I am a Member of the Commonwealth and the Commonwealth scores Warlord with the Commonwealth Ambition on it?

A: You do not score any Power for it. Your unscored Power is **not** scored by other Members.

F15.08 Ceasefires

Q: If a player plays a non-Aggression card to **battle** in a cluster at Peace, do they need to spend 1 or 2 Weapons? Is it one weapon per flip if a player wants to flip more than 1 Ceasefire token?

A: It would cost 2 weapons: One to apply Battle to the Action Card via the standard Prelude ability of a Weapon, and one to flip the Ceasefire token. It is also one Weapon per flip.

16. WARDEN

F16.03, F16.04, F16.05, F16.06, F16.07, F16.08 Lords of Clusters

Q: In a Closed Economy, can a Regent Lord **tax** a Vassal City under Imperial control?

A: No. A Regent Lord is bound by the Truce law when taxing a Regent Vassal city under Imperial control, and bound by Closed Economy when taxing an Outlaw Vassal city under Imperial control. An Outlaw Lord can always tax Vassal cities regardless of Empire control.

F16.12 Warden's Levy

Q: Which hits to the ships on the card take?

A: The ships are on the card take hits for self-hit damage (flame icons and intercept)

F16.15 Skirmishers

Q: Can I reroll this multiple times?

A: No, only once.

F16.18 Feudal Courts

Q: Where does the Court token go when I **secure** a card with it?

A: If you're a Lord, return it to the general supply. If you're a Vassal, keep it on the refilled card.

C FATES

17. OVERLORD

F17.01 Act III Objective

Q: How does Rule by Fear Alone interact with Monopolies?

A: You are considered to "have" these resources, so you do advance for them.

F17.01 Sycophants

Q: If a player provokes Psionic Outrage once and then Weapon Outrage twice on the same turn, how many ships would Sycophant place?

A: 2 ships total. The 2 ships is once per turn, not once per turn per Outrage.

Q: If this triggers during **battle**, do the ships I place in the battle system count as attacking ships?

A: No.

18. SURVIVALIST

F18.02 Vow of Survival

Q: If I win the Commonwealth Ambition, how much Power do I gain?

A: You gain Power for second place alone.

F18.04 Bunkers

Q: Can I **repair** my bunkers once they are damaged?

A: Yes!

Q: Do bunkers protect my other buildings on the planet from being raided?

A: Nope. Bunkers by themselves do not enable raiding.

19. REDEEMER

F19.01 Act III Objective

Q: How does this card interact with Relic Cartel?

A: *This is a simultaneous resolution, so the player with initiative chooses which effect happens first. As a result, the Redeemer might lose the Relics before getting to scrap them!*

Q: Can I scrap Relics that I have on Relic Monopoly?

A: *Yes, you are considered to "have" these Relics.*

20. GUARDIAN

F20.02 Green Vault

Q: What happens to the Material and Fuel on Green Vault when Tyrant is scored?

A: *They are returned to the general supply.*

Q: What happens if this is transferred with Knowledge Set Free or scrapped from the Caretaker Act III Objective?

A: *Your resources in your Captives box are still Captives, but they are no longer frozen.*

F20.04 Edenguard Ambition

Q: Can the Guardian, with Ire of the Tycoons still declare the Edenguard ambition?

A: *Edenguard is an alternative to Tycoon and Guardian would be able to declare it.*

22. GATE WRAITH

F22.03 Breaking Gates & Placing Passages

Q: If there are multiple ways to Catapult move to break a gate, what happens?

A: *Choose any one legal starport or Slipstream Drive. Only that one is destroyed.*

F22.04 The Dead Live

Q: If Blight Hunger is in play, where do destroyed pieces go?

A: *The Dead Live specifies that pieces that would return to supply are instead placed on the card. Blight Hunger places the pieces on its card before they would return to supply, so Blight Hunger takes precedence.*

F22.05 Passages & The Twisted Passage

Q: Can I use Galactic Rifles to shoot in our out of the Twisted Passage?

A: *No, since the systems are not technically adjacent.*

F22.06 Passage Storms

Q: When I **secure** this card, what happens to the agents on it?

A: *They are returned and taken as Captives, as normal. Only the card remains in the Court.*

23. CONSPIRATOR

F23.02 Farseers

Q: Can you give me an example of this Prelude action if I discarded 2 cards plus Farseers?

A: *You would draw 3 cards from the bottom of the action card discard pile.*

Q: Can I discard zero cards beyond this one?

A: *Yes! In this case, just draw 1 card.*

Q: What happens if the discard pile is very small when I use this?

A: *Shuffle all of the cards you are discarding before placing them on the discard pile. This is one of the few situations where discard order matters in the game.*

F23.03 Conspiracies

Q: Can conspirator refill the court with the same guild they just secured to place a conspiracy?

A: *Yes! Refill is the last step of secure, after you've taken the card.*

Q: When I declare an ambition to place a conspiracy, does this still count as declaring an ambition for cards like Farseers, Parade Fleets, Doctrinal Faith, and so on?

A: *Yes! You are still declaring an ambition.*

F23.05 Foiling Conspiracies

Q: If I guess a Conspiracy token incorrectly, is it revealed?

A: *No, it stays face down.*

24. JUDGE

F24.03 The Arbiter

Q: Do resource slots limit the number of Captives or Trophies I can give?

A: *No, the limit of resource slots refers only to giving resources.*

Q: How does this interact with cards like Well of Empathy that give unlimited resource slots?

A: *Feel free! Cards that hold resources are considered to have unlimited resource slots for that resource.*

F24.04 Judge's Chosen

Q: Is the Chosen allowed to perform all the actions granted by upgrades on the Judge's Flagship?

A: *The Judge's Flagship is indeed their Loyal ship. You could use their Flagship to build ships, Catapult move, tax using Control Array, etc.*

Q: Can I start a **battle** using only the Judge's ships as attacking ships?

A: Yes.

Q: If I **move** ships of the Judge into a gate starport from Gate Ports, whose agent is captured?

A: *The Judge's agent is captured, since it is their ship.*

LORE

L.02 Galactic Rifles

Q: Is Fire Rifles modified by abilities that modify **Battle**?

A: *Abilities that modify Battle do not apply to Fire Rifles. For example, you cannot use Skirmishers to reroll the dice, and you cannot use Gatekeepers to collect more dice.*

L.03 Sprinter Drives

Q: Can Sprinter Drives activate more uses of Sprinter Drives?

A: *No, it is not recursive. The more verbose but correct text is: When you move fresh Loyal ships but not with Sprinter Drives, you may move any of them one more time.*

Q: Can the bonus move be a Catapult move?

A: *You can Catapult move with the bonus move.*

Q: If I catapult move and drop off ships in gates along my path, can each ship move again?

A: *Each fresh Loyal ship that moved can move one more time, independently and to a different destination.*

L.06 Signal Breaker

Q: Can you limit which ships are battling?

A: *Attacker's Loyal ships in the battle system are all "attacking ships". Therefore, all Loyal ships in the battle system must be fresh at the start of battle to use Signal Breaker.*

Q: Does Signal Break block the Intercept generated by Mirror Plating?

A: *Signal Breaker lets you "ignore one intercept you roll". However, this cannot ignore the intercept added by Mirror Plating, because it is not rolled.*

Q: Does Signal Break take effect before Railgun Arrays?

A: *Signal Breaker checks if all the attacking ships are fresh at the beginning of the battle, before Railgun Arrays deals one hit.*

L.08 Gate Ports

- Q: What happens if this is transferred with Knowledge Set Free or scrapped from the Caretaker Act III Objective?
- A: *Your starports in gates can still build ships and enable Catapult moves, but you can no longer take Captives with them.*
- Q: If this card has changed hands, can multiple players have a starport in the same gate?
- A: *No, it is a maximum of one total.*

L.08 Gate Ports

- Q: Can I spend a resource to **build** a city while outraged in that resource?
- A: *Yes, Outrage does not stop you from spending the resource at all. It only stops you from spending it for its standard Prelude action.*
- Q: Do I need to have the resource to build the city?
- A: *Building a Cloud City requires spending a resource of the planet type.*
- Q: If this card has changed hands, can multiple players have an extra city on the same planet?
- A: *No, it is a maximum of one total.*

L.11 Gate Stations

- Q: What happens if the cluster has no cities?
- A: *If a Gate Station is in a cluster with no other city, it has no type. Destroying it provokes no Outrage. Taxing it yields no resource, but it can still be taxed.*
- Q: What happens if this is transferred with Knowledge Set Free or scrapped from the Caretaker Act III Objective?
- A: *If transferred, your cities in gates still operate in the same way. If scrapped, your cities in gates no longer have a type, so they no longer produce resources when taxed and no longer Provoke Outrage when destroyed.*
- Q: If this card has changed hands, can multiple players have a city in the same gate?
- A: *No, it is a maximum of one total.*

L.13 Ancient Holdings

- Q: Can Ancient Holdings hold Golems?
- A: *Yes, Ancient Holdings provides a resource slot that holds one Golem.*

L.14 Seeker Torpedoes

- Q: Can I reroll this multiple times?
- A: *No, only once.*

L.16 Force Beams

- Q: Does this trigger Gate Ports?
- A: *No, since this ignores move modifiers.*
- Q: Can you use Force Beams to do a Catapult Move?
- A: *No, Force Beams is strictly to an adjacent system. It cannot start a Catapult move.*
- Q: How does this interact with Passages & The Twisted Passage?
- A: *You can use Force Beams to Guide ships into the Twisted Passage, but not out of it.*

L.17 Raider Exosuits

- Q: When the defender has no buildings on the map and I could collect more than 1 raid die, am I restricted by Raider Exosuits?
- A: *If the defender doesn't have any building on the map, you are not subject to the raid dice limit and can collect more than one raid die.*

L.18 Survival Overrides

- Q: Can I use this to simply destroy one of my own ships, even if it does not destroy a non-Loyal one?
- A: *Sure, if you want. Bash it into a planet or asteroid.*

L.20 Empath's Bond

- Q: How does Empath's Bond interact with the Empire, who is not a Rival?
- A: *This card should have errata provided to change the final sentence to "Build ships damaged in systems controlled by anyone else."*

L.21 Keeper's Trust

- Q: Does this interact with Cartel cards?
- A: *A player has the resources on Cartel cards. This means Keeper's Trust applies to those resources.*

L.22 Keeper's Solidarity

- Q: How does this interact with Cartel cards?
- A: *A player has the resources on Cartel cards. This means Keeper's Solidarity applies to those resources.*

L.26 Tyrant's Authority

Q: What if I have none of the matching building in my supply?

A: *You cannot Annex a building if the corresponding Loyal building supply is empty.*

L.27 Tycoon's Ambition

Q: If I have no Material or Fuel, can I use Tycoon's Ambition?

A: *You can use its ability even if you have zero Material and Fuel.*

Q: How does this interact with Material Cartel or Fuel Cartel?

A: *Nothing happens to the Material and Fuel on those cards. You can still use Tycoon's Ambition.*

Q: In the campaign, how does this interact with frozen resources?

A: *They are not discarded. You can still use Tycoon's Ambition.*

cc.07 Lattice Spies

Q: Can I discard this even if I cannot seize?

A: *Yes. Any card that says you can discard it to do something else can simply be discarded.*

cc.10 Elder Broker

Q: Is Trade blocked by Sworn Guardians?

A: *The Trade action is not stealing and is not blocked by Sworn Guardians.*

cc.11 Populist Demands

Q: If I remove an ambition marker from a box with a Commonwealth Ambition marker, what happens?

A: *The Commonwealth Ambition marker remains in the box. After scoring, it is removed even if its marked ambition did not score.*

cc.12 Council Intrigue

Q: Can I flip the Council while it is not in the Court?

A: *Yes! In this case, return it to the Court. It won't resolve this round.*

cc.13 Diplomatic Fiasco

Q: Do you count agents before or after returning the agents that were on this card?

A: *In this instance, the agents should be returned first, then the supply counted.*

cc.14 Song of Freedom

Q: In the campaign, do I have to control a Loyal city in order to free it?

A: *Yes!*

Q: In the campaign, can I free cities on Flagships?

A: *No.*

Q: In the campaign Crisis, what happens if players are tied for most Power?

A: *The player closest in turn order to the player with initiative is affected.*

CAMPAIGN COURT

cc.02 Construction Union

Q: When do you collect the action card?

A: *At the end of the round, after all players have finished their turns.*

Q: Can this be stolen once it has been played but not resolved?

A: *Only cards in the holder's play area can be stolen, so once played this card cannot be stolen.*

cc.05 Skirmishers

Q: Can I reroll this multiple times?

A: *No, only once.*

cc.06 Arms Union

Q: When do you collect the action card?

A: *At the end of the round, after all players have finished their turns.*

Q: Can this be stolen once it has been played but not resolved?

A: *Only cards in the holder's play area can be stolen, so once played this card cannot be stolen.*

A FATES ERRATA

1. STEWARD

F1.10, F1.11, F1.20, F1.21 Lesser Regent

ERRATA This action should include the text 'Don't place the zero marker.'

F1.14 Act II Resolution

ERRATA The Lesser Regent card references should say '20-21'.

F1.15 Navy Reprisal

ERRATA This card is misprinted as an event card in the first printing of Arcs: The Blighted Reach Expansion. We will be issuing a professionally printed correction. As of June 2024, our plan right now is to wait a month or two in case any other errors of this nature crop up. At that point, we'll be offering an errata pack on our store with free shipping (it may have a nominal cost of 1 dollar or so). We'll also include a corrected copy in the next Arcs product.

F1.22 Steward - Act III Setup

ERRATA The Govern the Imperial Reach card references should say '03-05'.

2. FOUNDER

F2.03 Act I Resolution

ERRATA The card reference for 'Founder's next Resolution card' should be '23.'

F2.08, F2.09, F2.10, F2.11 Construction and Admin Unions

ERRATA The campaign version should include the text 'without a Union placed by it' to indicate that it cannot be played if a duplicate card has been played on it.

F2.16, F2.17 Armistice

ERRATA For clarity, this card should say 'from the attached card' rather than 'from here'.

F2.18, F2.19, F2.20, F2.21 Member of the Commonwealth

ERRATA The text 'harms a Free city' should read 'harms a Free building.'

F2.22 Commonwealth Membership

ERRATA The text 'harms a Free city' should read 'harms a Free building.'

F2.22 Commonwealth Membership

ERRATA The text 'harms a Free city' should read 'harms a Free building.'

3. MAGNATE

F3.21 Act II Resolution

ERRATA The reference to 'Fuel Interest' should read 'Shipping Interest'.

4. ADVOCATE

F4.05, F4.06, F4.08, F4.09 Liaisons

ERRATA This action should include the text 'Don't place the zero marker.'

F4.24 Guild Loyalty

ERRATA This card's ability should read '...you do not discard Guild cards.'

5. CARETAKER

F5.08, F5.09, F5.10, F5.11 Unstable Golems

ERRATA To improve game flow, add this sentence: 'Scrap this if the Seeker is not in play.'

6. PARTISAN

F6.11, F6.12, F6.22, F6.23 Spacing and Arms Union

ERRATA The campaign version should include the text 'without a Union placed by it' to indicate that it cannot be played if a duplicate card has been played on it.

F6.15 Act II Setup

ERRATA The Partisan Seizing card reference should say '03'.

F6.19 Guilds Decry Terror

ERRATA Add the text 'Shuffle the Court deck.'

8. BELIEVER

ERRATA The Teach action should have the attach and scrap sentences swapped. You cannot scrap unless you attach.

F8.29 Act III Setup

ERRATA This setup should remind you to place the Ideal markers in the same ambitions as they were in at the end of the previous Act.

B FATES ERRATA

11. PLANET BREAKER

F11.03 Breaking Worlds

ERRATA To clarify various interactions, we have rewritten step 3 of this card to the following: 'Destroy all buildings on the planet, placing them here, not in Trophies. Nobody Ransacks the Court.' and swapped it with step 2.

13. BLIGHT SPEAKER

F13.04 Blight Fury

ERRATA The text 'They can't Catapult' should be in body text, not in italics and parentheses.

14. PACIFIST

F14.02 Witnesses

ERRATA The Prelude ability should read 'You may flip a Witness you control at a Psionic planet to its Psionic resource side and take it. If you do, you may declare Empath without placing the zero marker.'

F14.02 Psionic Liaisons

ERRATA This action should include the text 'Don't place the zero marker.'

F14.08 Act III Setup

ERRATA The card references should read '09' through '12' in the order listed.

16. WARDEN

F16.09 Seats & Fiefs

ERRATA This card should say 'if a city with a Seat is removed' rather than 'if a city with a Seat is destroyed' to cover cases where the city is removed from the map in other ways.

F16.13, F16.14 Feast Day

ERRATA The first sentence should end with, 'keeping its Seat.' to clarify that replacing the city does not remove it.

F16.18 Feudal Courts

ERRATA To clarify the intended effect, we have added 'If a Vassal secures a card with a Court token, the Court token remains on the refilled card.'

ERRATA Add the following text 'If a Seat is returned, return its Court token.'

C FATES ERRATA

19. REDEEMER

F19.02 Ire of the Keepers

ERRATA The second sentence should read 'You can not tax cities on Relic planets that you do not control.'

20. GUARDIAN

F20.03 Ire of the Tycoons

ERRATA The second sentence should read 'You can not tax cities on Material and Fuel planets that you do not control.'

21. NATURALIST

F21.02 Blight Society

ERRATA The text 'They can't Catapult' should be in body text, not in italics and parentheses.

22. GATE WRAITH

F22.01 Act III Setup

ERRATA 'Explain it and to everyone' should read 'Explain it to everyone.'

F22.03 Breaking Gates & Placing Passages

ERRATA Change points 2 and 3 to the following:

2. Place all ships and tokens from the gate onto the Twisted Passage, the central map area. The ships end their Catapult move.
3. Return the building you used to Catapult--the starport on the map, or your Flagship's Slipstream Drive Upgrade and its Armor--as well as all buildings on the gate. (Don't take any of these as Trophies. This does not count as harm.)

23. CONSPIRATOR

F23.05 Foiling Conspiracies

ERRATA The Conspirator cannot guess their own Conspiracies. Instead of 'When you secure...' this card should read 'When a Rival of the Conspirator secures...'

LORE ERRATA

L.20 Empath's Bond

ERRATA The term 'blockaded' present in the first printing clarification is an old term for controlled by anything other than you.' In the base game, all that matters is Rival control. In the campaign, this can include control by the Empire, etc.

CAMPAIGN COURT ERRATA

CC.02 Construction Union

ERRATA The campaign version should include the text 'without a Union placed by it' to indicate that it cannot be played if a duplicate card has been played on it.

CC.06 Arms Union

ERRATA The campaign version should include the text 'without a Union placed by it' to indicate that it cannot be played if a duplicate card has been played on it.

CC.11 Populist Demands

ERRATA This action should include the text 'Don't place the zero marker.'