

# POSTHUMAN

## SURVIVE / EVOLVE

v02.01 (29/5/2016)

### RULEBOOK ERRATA

#### Supply Cards (Page 4)

##### After this sentence:

*"Players may only ever take supplies from each tile once when it is completed."*

##### Add:

If the supply deck is empty when a player would draw from it, reshuffle all used and discarded supplies to form a new deck, then draw from that.

#### Completed Tiles (Page 4)

*"They also place a tile completed marker on it, forageable side up This tile may now be foraged once using a forage action"*

##### Should read:

They also place a tile completed marker on it, forageable side up. This tile may now be foraged once using a forage action. Note that if the last zone of the tile is a safe house you do not move the posthuman meeple off that zone and onto the completed tile marker. The character on the safe house zone gains the benefits for it **until they move off the zone**. If they enter the tile again they move onto the completed marker. Completed markers do not count as safe houses.

#### Action – Camp (Page 5)

*"While camping you gain 2 health. If you are in a safe house (light blue zones), you can choose to gain either an additional 1 health or 1 morale. Moreover, you do not need to pay 1 food to be considered fed."*

##### Should read:

While camping you gain 2 health. If you are in a safe house (light blue zones), you do not need to eat and can choose to gain either an additional 1 health or 1 morale.

##### Add to the Camp section:

If your health and morale are both at maximum, you may not camp in your starting tile.

#### Inventory (Page 6:)

*"When you draw or trade an item card (be it equipment or weapon), you have to place that card in your hand, which is limited to 3 items Cards can be traded away directly from your hand If you receive a card through a trade, you have to immediately put it in play"*

##### Should read:

When you draw an item card (be it equipment or weapon), you have to place that card in your hand, which is limited to 3 items. Cards can be traded away directly from your hand. If you receive a card through a trade, you have to immediately put it in play.

#### Shooting (Page 7)

🔵 "Skill shot – count as 🎯 if you have"

##### should read:

🔵 Skill shot – count as 🎯 if combatant has.

#### Melee (Page 8)

🗡️ "Warrior – counts as 1 🩸 if you have the warrior ability."

##### Should read:

🗡️ Warrior – count as 1 🗡️ if combatant (enemy or player) has a melee stat of 5

#### Discarding food and ammo tokens (Page 9)

*"Remove all cards except scars and discard them to their respective discard piles"*

##### This sentence should read:

Remove all cards and tokens (food & ammo) except scars and discard them to their respective discard piles. Remove your Posthuman meeples from the terrain tile and journey track.

*"If you receive 5 or more scars you must turn immediately."*

##### Should read:

If you receive 5 or more mutation scars you must turn immediately. 'Just a scar' cards do not count towards this total.

#### Solo Game (page 10)

The following card names should change in the solo section:

- » "Raider" should be "raiding"
- » "Thief" should be "looting"
- » "Travelling Storyteller" should be "Storytelling"

##### "Remove the following cards"

- » shouldn't include "Togetherness" or "Trader Caravan"

#### Winning (Page 10) & Rules Summary (Page 11)

*Hunger: 1 point per each empty slot to the right of your hunger marker...*

*Scars: 1 point per scar card with a mutation on it*

##### Should read:

Hunger: -1 point per each empty slot to the right of your hunger marker...

Scars: -1 point per scar card with a mutation on it

#### Melee (Page 11)

*"If one side outnumber the other, they roll an additional die."*

##### Should read:

*"if enemies outnumber the player, they roll an additional die."*

### CARD ERRATA

#### Cards: All weapon cards that have a ?

- » Should have both a 🗡️ and 🎯

#### Cards: All characters starting with pistol

- » Card reads: "pistol" as starting item
- » Should read "Kalt 9mm"

#### Card: Gamer character card

- » Skill reads "Stealthy"
- » Should read "Stealth"

#### Card: Runner character card

- » Skill reads "Athlete"
- » Should read "Athletics"

#### Card: Footwork

- » Card states you may re-roll 🎲.
- » You may re-roll both 🎲 and 🎲.



## RULES FAQ

### Are special tiles abilities used only one time or can you come back to them?

Special tiles abilities remain in effect until you leave the zone. Once you do, the zone on the tile completed counter is the only one that remains active.

### Are safehouses used only once?

Like special tile zones, safehouses remain in effect until you leave the zone. Once you do, the zone on the tile completed counter is the only one that remains active.

### If you get a free forage (as in the Dark Days event, for example) and you're not on the last zone of a tile, does this mean that you get a supply card immediately? Do you use up the single forage for that tile?

You can only do a legally allowed free action. If you are not on a completed tile you cannot perform the forage action as per the normal foraging rules. If you are on a completed tile you use up the one forage action allowed on that tile and flip over the completed tile counter as you would on a normal forage action.

### When on a completed tile counter do you need to take an encounter to do a forage or scout action for example?

No you only take encounter cards when moving into a zone, not when standing on it.

### Do enemies shoot the player even if the player forgoes their shooting round?

Yes enemies always shoot at the player. If the player doesn't want to waste ammo for a shot it's up to them.

### Are Mutant Action Cards discarded once they are put in play?

Once a mutant action is on the table face down, they are either played then discarded, or they may be discarded un-played in favour of a default mutant action. This means that if the mutant player placed a face down action in front of them that is no longer applicable because their intended target changed terrain type, for example, they may discard the chosen action and play a default one instead.

### Do enemies with Melee 5 count as an attack in the same way players do?

Yes.

### Do cards using "you" refer to both human and mutant players?

If a card is on a mutant action or scar card the "you" refers to mutant players, otherwise it refers to human players.

### With events cards that are collected by one player such as Protector and Killer Instinct, do they need to be discarded immediately or can they be kept?

The player can keep them and play them when indicated.

### Does the player that gain the Guide event card benefit need to discard the food or ammo immediately or can they keep the card and do it later?

No they must discard the food or ammo immediately to gain the extra journey point.

### What do I do with my map tiles, meeple, XP, weapons and items when I turn mutant?






They are all removed from the game. You do not have a presence on the journey track or a map. Your location is simulated by the terrain type icon on the mutant action cards when it is pertinent. You do not keep any items or weapons.

### Are my mutant weapons equipped one at a time like the human players? Or do I simply choose which I use for any given action?

You simply choose which one to use for any given action.

## CARD RELATED FAQS:

### Mutant Action cards "Charge":

"If they have , they may negate 1  per  rolled." This means that if the attacked player has evade dice available they may roll them to negate 1  per  rolled.

### Do players need to eat during a Hurricane event?

Yes, players need to eat normally during a hurricane event.

### Is a mutant player still considered a player for the purposes of resolving the "Togetherness" event card?

No "Togetherness" only applies to human players.

### If I have 4 scar cards and then receive multiple scar cards during combat, do I take all scars and then turn mutant, or stop immediately upon receiving the 5th card and resolve the turning mutant rules?

You stop immediately upon receiving the 5th card and resolve the turning mutant rules (as per page 9).

### When playing solo with a premade character, can I use equipment and weapons listed on the character card that have a minimum player requirement on the card?

Yes. The minimum player requirement only comes into effect when creating characters so in the case of premade characters you give them whatever equipment is listed on the card regardless of any minimum player requirements.

### Can a weapon have multiple different pieces of equipment mounted on it? Can a weapon have the same equipment mounted on it twice?

Each weapon can have only one piece of equipment attached to it.



### Do traded weapons retain their mounted equipment or can they be removed?

Traded weapons retain their mounted equipment. These cannot be removed and become part of the weapon.

### If I am camping in a safe house, do I still resolve the negative effects of hunger (morale and health loss) even though I don't need to eat?

You always suffer the effects of hunger indicated on the hunger track. So if you're on a -1 morale slot on the hunger track you suffer -1 morale regardless of your being in a safe house or not. The difference with being in a safehouse is that you do not move further down the hunger track if you don't eat that turn. Of course you can always eat 1 food to bump your position up on the hunger track.

### Does the Gunscope equipment card affect the number of dice only for the weapon, or the total number of dice that the player rolls? For example, will a Kalt 9mm suffer any negative effect from this card?

The Gunscope only reduces the number of  you roll for the weapon, and can never reduce a weapon to less than 1 , so a Kalt 9mm for example would still give a player one blue die to roll in addition to any from their shooting skill stat.

### Do Events that require me to compare something (e.g. tiles revealed on my map or progress on the journey track) against another player still get resolved if there are no other human players in the game?

No, these events are discarded without effect if there is only one human player left in the game.



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