

# CARPE ASTRA

## Seize the Stars

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### Errata and FAQ





## Errata

In the diagram at the bottom of page 6 and the text at the top of page 7 it states that agents must be placed adjacent to an existing agent of yours on the board. This is not the case, agents do not have to be placed next to an existing agent, but if you don't connect all your agents together by the end of the Infiltrate Guilds phase of your turn, then you must remove agents from the board until you have a single, connected network.

This means, during your turn if your network has been broken by opponent removing your agents from the board you do not have to reconnect it, but if you don't you will have to remove some agents.

Also, you can choose to start a new network (e.g. centred on an opponent to Slander them), and then choose to remove the old network and keep the new network if they are not connected.

## FAQ

### **Do we have to play with the characters shown in the setup diagrams?**

No choose a character based on whatever criteria you like - e.g. favourite colour or coolest looking!

### **In the Change Tack phase, how many times may I pay to draw extra cards?**

Just the once. Pay a credit, draw two extra cards from either deck (Network or Slander) and then discard any two cards from your enlarged hand.

### **Explain the Make New Contacts phase to me again!**

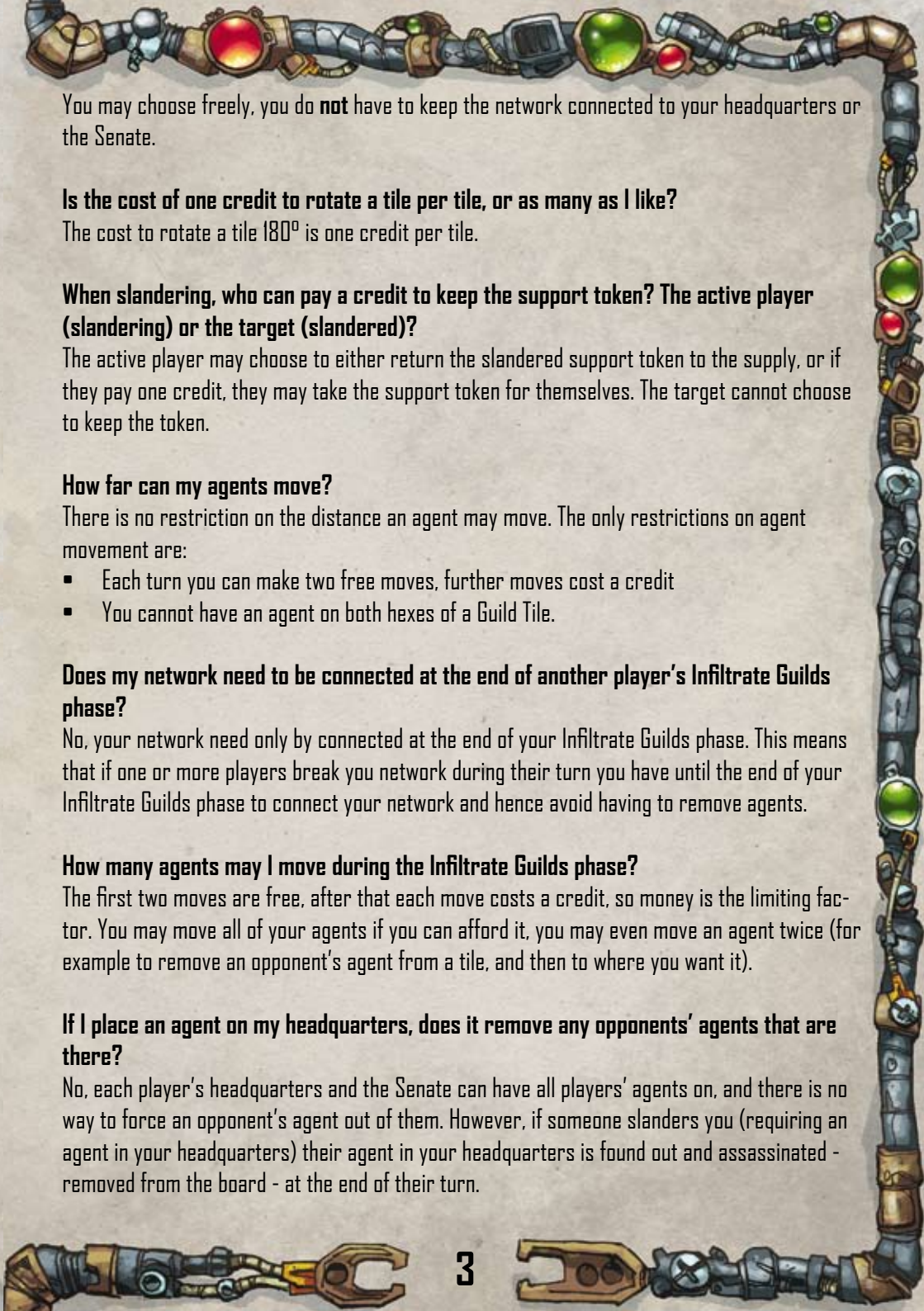
First you may (but you don't have to) pay a credit to clear the three face-up Guild Tiles and draw three new ones from the stack. You can do this as many times as you like, providing you pay a credit each time.

Then (whether or not you choose to clear tiles) you may (but again you don't have to) pay a credit to add a tile to the board. You may only do this once.

### **Do I get my two free agent's moves every turn?**

Yes. During each of your Infiltrate Guilds phases you may move two agents for free. Additional moves during that phase cost one credit each.

### **If my network is split, which network do I keep?**



You may choose freely, you do **not** have to keep the network connected to your headquarters or the Senate.

### **Is the cost of one credit to rotate a tile per tile, or as many as I like?**

The cost to rotate a tile 180° is one credit per tile.

### **When slandering, who can pay a credit to keep the support token? The active player (slandering) or the target (slandered)?**

The active player may choose to either return the slandered support token to the supply, or if they pay one credit, they may take the support token for themselves. The target cannot choose to keep the token.

### **How far can my agents move?**

There is no restriction on the distance an agent may move. The only restrictions on agent movement are:

- Each turn you can make two free moves, further moves cost a credit
- You cannot have an agent on both hexes of a Guild Tile.

### **Does my network need to be connected at the end of another player's Infiltrate Guilds phase?**

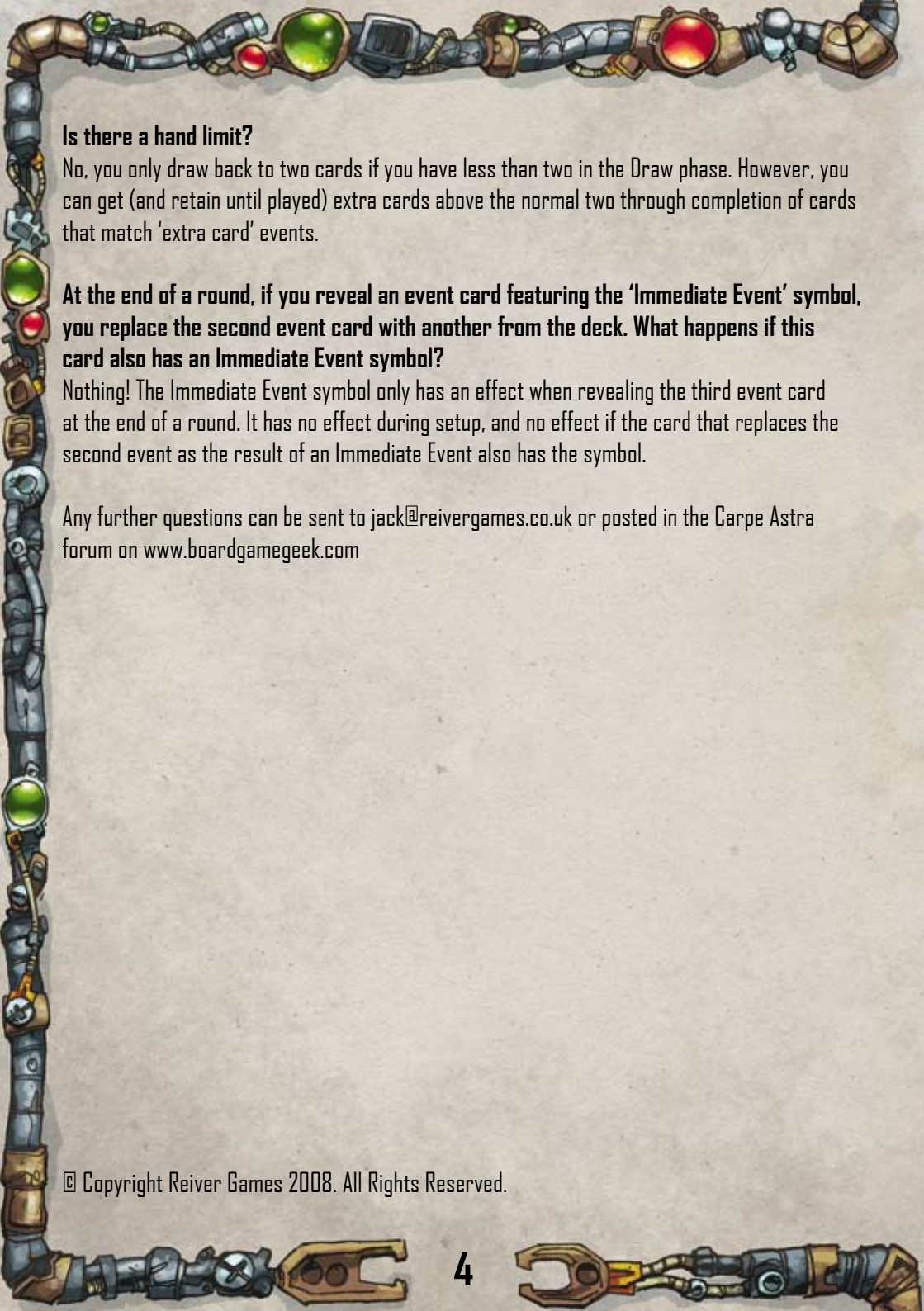
No, your network need only be connected at the end of your Infiltrate Guilds phase. This means that if one or more players break your network during their turn you have until the end of your Infiltrate Guilds phase to connect your network and hence avoid having to remove agents.

### **How many agents may I move during the Infiltrate Guilds phase?**

The first two moves are free, after that each move costs a credit, so money is the limiting factor. You may move all of your agents if you can afford it, you may even move an agent twice (for example to remove an opponent's agent from a tile, and then to where you want it).

### **If I place an agent on my headquarters, does it remove any opponents' agents that are there?**

No, each player's headquarters and the Senate can have all players' agents on, and there is no way to force an opponent's agent out of them. However, if someone slanders you (requiring an agent in your headquarters) their agent in your headquarters is found out and assassinated - removed from the board - at the end of their turn.



**Is there a hand limit?**

No, you only draw back to two cards if you have less than two in the Draw phase. However, you can get (and retain until played) extra cards above the normal two through completion of cards that match 'extra card' events.

**At the end of a round, if you reveal an event card featuring the 'Immediate Event' symbol, you replace the second event card with another from the deck. What happens if this card also has an Immediate Event symbol?**

Nothing! The Immediate Event symbol only has an effect when revealing the third event card at the end of a round. It has no effect during setup, and no effect if the card that replaces the second event as the result of an Immediate Event also has the symbol.

Any further questions can be sent to [jack@reivergames.co.uk](mailto:jack@reivergames.co.uk) or posted in the Carpe Astra forum on [www.boardgamegeek.com](http://www.boardgamegeek.com)