

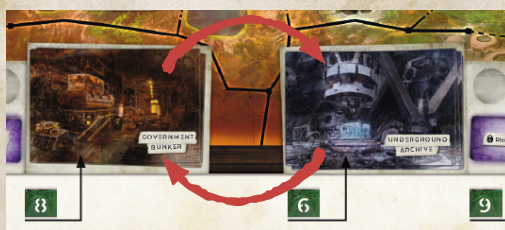
# ERRATA



## ZONA

### RULEBOOK, PAGE 5

"Government Bunker" and "Underground Archive" should be switched.



### RULEBOOK, PAGE 9

#### NOW:

Locations adjacent to secret facilities (marked by dashed-line borders) are called secret entrances.

#### CHANGE TO:

Locations adjacent to secret facilities (marked by dashed-line borders) are called entrance locations.

### RULEBOOK, PAGE 20

#### NOW:

Opening a secret location is an action. In order to perform this action, you must be on a secret entrance (the location adjacent to the secret location).

#### CHANGE TO:

Opening a secret location is an action. In order to perform this action, you must be on an entrance location (the location adjacent to the secret location).

### RULEBOOK, PAGE 20

#### NOW:

If the token requires increasing fatigue, you do not fulfill the requirement if you would exceed the maximum fatigue.

#### CHANGE TO:

If the token requires increasing fatigue, you do not fulfill the requirement if you would exceed the maximum fatigue. If the token requires deterioration of reputation, you do not fulfill the requirement if your reputation is already bad.

### RULEBOOK, PAGE 21

#### ADD:

6. Place the emission marker on the "0" spot of the emission track.

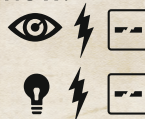
### CARDS

You can print, cut out and glue the card corrections to the cards in question.

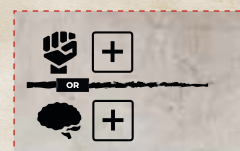
### CHOCOLATE

(Junk item)

#### NOW:



#### CHANGE TO:



### RADIOACTIVE WIND

(rumor card)

#### NOW:

Any scavenger that begins or ends their turn at that location suffers 1

#### CHANGE TO:

Choose a green or yellow location and place the rumor token there. Any scavenger that begins or ends their turn (during the action phase) at that location suffers 1

### AID CARD

#### NOW:

ENCOUNTER – Resolve an encounter with a threat token at your current location.

#### CHANGE TO:

► **SEARCHING** – Resolve an encounter with a threat token at your current location.

rebel