

# Errata

Page	old text / image	new text / image
9	column 2 - Re-roll: You may re-roll any 2 dice, or any dice twice, after you roll a Skill Check of the type indicated.	Re-roll: You may re-roll up to 2 dice, or 1 dice up to twice, after you roll a Skill Check of the type indicated.
15	4. Hire additional Builders as needed by repeating steps 1 & 2.	4. Hire additional Builders as needed by repeating steps 2 & 3.
19	Completing an attempt contract order - point 3 uses the bonus icon	Completing an attempt contract order - point 3 should use the boon icon ( )
19	(Point 4) Replace the Contract by drawing	Replace the Contract (if it was on the board) by drawing
19	At the end of point 4 add sentence:	Completed Private Contracts are not replaced in this way.
21	If so, you may attempt that Private Contract following the normal rules for resolving an Attempt Contract Order (See page 18).	If so, you may attempt that Private Contract following the normal rules for resolving an Attempt Contract Order (See page 18), but without replacing the Private Contract if it is completed.
Screen panel 1	Re-roll up to 2 dice, or 1 dice twice.	Re-roll up to 2 dice, or 1 dice up to twice.

## **Stickers**

You may wish to print this page onto a self adhesive label sheet. You can then cut out the sections below and stick them on your original rule book.

Remember to set the print size to 100%/Actual size (not scaled or sized to fit) so that it matches the original.

### **Rule Book**

#### Page 9

**Re-roll:** You may re-roll up to 2 dice, or 1 dice up to twice, after you roll a Skill Check of the type indicated.

#### Page 15

4. Hire additional Builders as needed by repeating steps 2 & 3. You may only hire as many Builders as you can use (see Building Upgrades below).

#### Page 19

- 3. Place the completed Contract near your Order Board. If it has a **Boon effect** place it face up, otherwise place it face down.
- 4. **Replace** the Contract (if it was on the board) by drawing a new Contract card from either the Common, Heroic, or Legendary Contract deck and place it **face down** on the vacated Contract spot on the Board. Completed Private Contracts are not replaced in this way.

#### Page 21

Check whether your team has the Skills required to attempt one of your Private Contracts. If so, you may attempt that Private Contract following the normal rules for **resolving an Attempt Contract Order** (See page 18), but without replacing the Private Contract if it is completed.

#### Screens

#### Panel 1

