

SPACE STATION ZERO™

Frequently Asked Questions and Errata

Version 1.0
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Model Questions

What enemy models do I need for Space Station Zero?

You need six robotic enemies and six organic/mutant enemies total per crew participating. If you would like to have more detailed models, the following will allow you to model specific models for the various enemies in Space Station Zero. All numbers are per crew participating:

- Six old robots
- Four guard robots with ranged weapons
- Four starving mutants
- Three swarm drones
- Three medical drones
- Four deranged mutants
- Two experimental mutants
- Six flying drones
- Six worker drones
- Four plant mutants
- Two repair drones
- Three sludge mutants
- Six trash mutants

What base size do the models use for Space Station Zero?

We recommend base sizes between 25mm and 40mm for optimal play experience.

General Questions

Can you move out of close range (within 1") without penalty? Can you fire at enemies engaged in close range without penalty?

Yes to both questions. Your crew members (and enemies) may leave close range or combat without any penalty and other crew members may fire into melee combats without penalty.

Does the Commander count as one of my crew members (e.g. is it one of the 4, 6 or 8 crew members)?

The Commander is in addition to your other crew members, making the total size of possible crews five, seven or nine members.

The Ace Pilot (page 34) lists the War Ship, but the War Ship (page 28) does not list Ace Pilot – which is correct?

Page 28 is correct. The War Ship may NOT select Ace Pilot.

Can you transfer equipment between crew members?

Yes, inbetween Challenges you may exchange gear between crew members.

If a crew member dies – what happens to their gear?

This is one of those questions that doesn't have an easy answer. The easy answer would be to say no, or give you a random roll – but neither of those serve the ultimate narrative of desperate survival. Instead, this is left to you as the payer. If your crew member died in such a way that it is believable that the gear can be recovered, then you are free to retain the gear. If the crew member died in such a way that the gear would be lost, it is lost. I trust you as players to make the judgment call and create your own narrative.

Does your crew member's Life reset to full after each Challenge?

Yes, after each Challenge, it is assumed there is downtime where your crew could treat their wounds and remove any damage they have suffered.

If a crew member selects multiple weapons of the same type (for example, two sidearms), do the bonuses to the Combat stat stack?

No, though crew members may alternate between weapons when attacking (using a melee weapon for a close attack and a ranged weapon otherwise, etc.)

What happens if an enemy cannot see any crew members when they are activated and fits no other actions within the Enemy AI?

The enemy will use its actions to move toward and/or into the nearest source of cover from the last position it was aware of the enemy occupying. If there is no such cover, the enemy will take no action.

If your crew has access to Advanced Weapons (such as the War Ship) – can you choose the one free weapon for each crew member from the Advanced Weapons?

Yes, with all equipment choices and bonus equipment choices, they may be selected from the lists the crew has access to unless the specific ability says otherwise (such as Smugglers).

What is the benefit to the General Equipment Melee Weapon? It seems objectively worse than the General Equipment Sidearm.

It is present as an option, as knives are a piece of equipment that exists, but knives are worse than guns in most scenarios.

Can you intentionally fall down terrain?

This very much feels like a gamey question to exploit movement. That being said: Yes, crew members can fall down terrain intentionally, but they will suffer falling damage and their current move ends.

Can Explorer Crews select multiple advanced crew members (despite the prohibition on page 32)?

Yes, this crew is meant to be an exception to the normal rules, they may select up to one Chief Engineer and one Ace Pilot as a replacement of their normal variants.

What happens if all crew members die?

If all crew members are put out of action, but

NOT dead, then your crew will roll on the Injury & Death table as normal. They may then resume either replaying that challenge or selecting a different branching path. If all crew members are killed and dead (either through the rules of the Challenge or through the Injury and Death table), then they are dead and this particular play-through is over. A new crew will need to be selected and the game will be restarted from Challenge 1.

Does using a Point-to-Point Teleporter count as Movement for any traps that trigger upon movement?

Yes

Challenge Questions (WARNING – SPOILERS)

Do Live Wires and Collapsing Floors (Challenge 1) affect enemies?

No, unless otherwise stated, obstacles that cause damage do not affect enemies.

Challenge 1: The conditions for victory say all enemies must be defeated, what happens if I do not roll any enemies on the random table?

The text should be updated to read “The challenge ends when all enemies and/or obstacles are defeated.”

Challenge 7: This challenge has been determined to be a little more difficult for crews that our playtesting revealed. As such, the following changes and clarifications apply to Challenge 7:

- Clarification: The Black Hole that is created is a 1mm point in the center of the randomly determined Experiment Pile (EP) it is NOT the entire Experiment Pile.
- Clarification: Can the Black Hole pull you through walls and/or does it pull terrain? No to both questions. If your crew member would move toward the black hole and would be stopped by terrain more than 1” tall, they are not pulled any further toward the black hole.
- Errata: Change “If this or any movement should bring a crew member to within 3”

of a black hole” to “If this or any movement should bring a crew member to within 2” of a black hole,” – this will reduce ease of suffering the damage if the crew members are pulled toward the black hole.

- Errata: Change the Movement Save to avoid the Black Hole from “1+the current turn number” to “the current turn number.” For clarity, the current obstacle would start at Movement Save 3 on Turn 2 but will now start at Movement Save 2 on turn 2.

Challenge 14: The ‘GL’ objective is currently missing from the map.

It should be in the top center of the map (15” from each side) and 1” down from the top edge of the map.

Challenge 16: Hacking the Warship

- Under Hacking the Warship: Armor Down, it says the Warship’s Armor is reduced to 4 from 8, but the Warship has an armor of 6. The correct text is “the Armor of the Warship is now 4 instead of 6.”
- Under Hacking the Warship: Targeting System: It says the Warships combat is reduced to 5 from 8. The correct text is “The Warship’s Combat is now 5 instead of 7 (or 8 if this is a Co-Op mission).