

## Community-Created Optional House Rules for ISS Vanguard v1.2

These rules are designed to enhance your gameplay experience and should not be combined simultaneously; instead, select the ones that best fit your group's playstyle. If you have a house rule from your games that you would like to share, please let me know, and I will add it to the list.

### General

- Choose crewmembers from the full set in the box instead of selecting them randomly.
- Lander: allow one Suit, one additional Crew item (helmet icon), and two Small Items per section.

### Sections

- Play sections in any order.
- Play with as many sections as desired.
- Tutorial section cards are included in each section's deck and are not removed from the game.
- Discard any unwanted section cards during your turn and draw up to your limit.
- Crewmembers can bring any section cards from their deck, regardless of rank.
- Crewmembers may bring all dice from their section, regardless of rank.

### Dice Checks

- Spend an available section die to re-roll any number of dice after a dice check.
- Spend an available section die to set a single die to any face after a dice check.
- Split multiple icon results to cover various items across POI cards, Section cards, Global Condition cards, etc.
- Replace all section dice with standard colored d6 dice: treat 4+ as successful; treat 3+ as successful if the conversion ability matches the current check.

### Injury

- Sacrifice an available section die to remove one injury die or injury card. Normal injury rules apply once you have only four section dice remaining.

### Resting

- Resting: spend one supply to refresh all spent dice.
- If no supplies are left, refresh only half of spent dice.

### Assisting

- Assist from anywhere on the map.
- Assisting crewmembers can use their conversion abilities.
- At any time, assist another player with either a die or a card.

### Story Mode (for quicker and easier playthrough)

- Section cards and dice can be disregarded; perform actions as if you passed.
- Ignore the Special Action limit of once per turn.
- Ignore discovery cards and research project costs.