Attendees

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| Corey Saracco |
| Breaunna Atwell |
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Notes

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| Item | Corrected? |
| 1. You cannot choose who you attack. If you attack a square, the defender always can defend with infantry first. If a tile only has a Builder, you can single target it. |  |
| 1. Cut the RVM circle in half to have both pieces. Or reconsider how “movement” and “resource” is used token wise on the resource tile so both can easily be updated. | Yes |
| 1. Don’t make edge resource tiles, allow top most resource to decay to bottom side. Adds more randomness to initial deal of resource tiles. | Yes |
| 1. Utilize a drone attack as an incident card. |  |
| 1. Create a way off shuffling the incident deck to not allow a Divide right off turn one. |  |
| 1. Should you pay the movement cost of the tile you are on and leaving, or the tile you are going to? | Discarded |
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