Attendees

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| Corey Saracco |
| Chris Hyman |
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Notes

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| Item | Corrected? |
| 1. Change resource roll to be greater than the RVM or equal to. | Yes |
| 1. Add Squadron tokens to game. Allows people to remove many units from the game board. |  |
| 1. Add coordinate system for identifying tiles. | Yes |
| 1. Consider having resources collapse after resource value = 13. If this is carried out, remove using incident cards to collapse resources. |  |
| 1. If we allow resource effects to go over the boarder to the a tile instead of having no effect, should we reconsider movement in allowing people to move the same? |  |
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