

LEVEL 7[®]

[OMEGA PROTOCOL]

ERRATA

CARDS

COUNTERMEASURES CONCENTRATING STANCE CARD

Replace the card text with:

Increase the range of Countermeasures kit card abilities by +2.

COUNTERMEASURES DISRUPTOR KIT CARD

Replace the first sentence with:

Enemies that begin the Activate Enemies step of an Overseer Phase within a four-space aura of you cost the overseer one additional adrenaline to activate.

WARRIOR CLONE STAT CARD

Replace the Seeker text with:

If this figure does not move during an activation, it can make an attack against any target within the range of this weapon, ignoring LOS.

RULEBOOK

P. 2, COMPONENT LIST

Replace "4 Rubble markers" with "6 Rubble markers."

P. 10, CORROSIVE GAS

Replace the last sentence of the first paragraph with:

An active commando moving into or beginning a turn in a corrosive gas cloud gains one wound token.

P. 12, DIAGONALS

Add the following sentence to the fourth paragraph:

A shortest path cannot use two diagonals in a row unless it uses only diagonals.

P. 12

Add the following section:

SAME NAMED EFFECTS

Unless otherwise specified, multiple instances of the same named effect on a character are not cumulative.

Example: The Team Leader increases his adrenaline by one to use his Keep Your Head Down kit card on the Rifleman. He cannot

increase his adrenaline again to use Keep Your Head Down a second time on the Rifleman during the same attack roll because he is already gaining a benefit from that card.

Effects, benefits, and penalties from differently named sources are cumulative with each other, however, even if they happen to apply the same modifier to a character.

Example: The Rifleman is adjacent to the Taunter Drone, so his Ranged and Melee Defenses are +1. The Team Leader can use Keep Your Head Down on the Rifleman to add another +1 to his defenses because it comes from a different ability.

P. 13, MOVEMENT

Replace the first sentence of the third paragraph with:

Commando figures and markers, the Sentry Drone, and the Lab Tech can move through spaces containing other commando figures and markers, the Sentry Drone, and/or the Lab Tech.

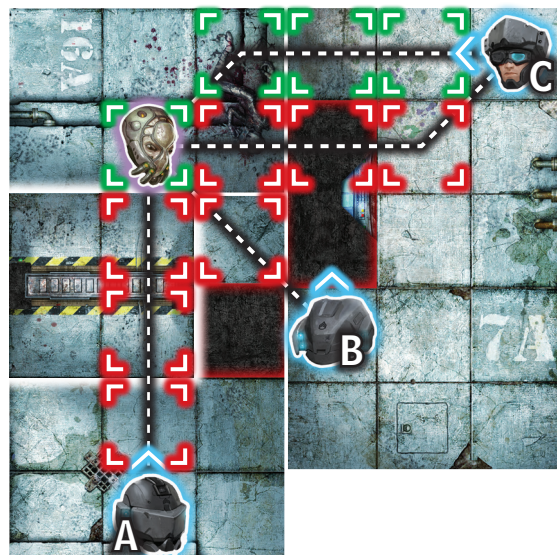
P. 14, STEP 2: CHECK LINE OF SIGHT

Replace the last sentence in the fourth paragraph with:

A shortest path cannot use two diagonals in a row unless it uses only diagonals.

P. 14, SHORTEST PATH DIAGRAM

Replace the bottom image with:

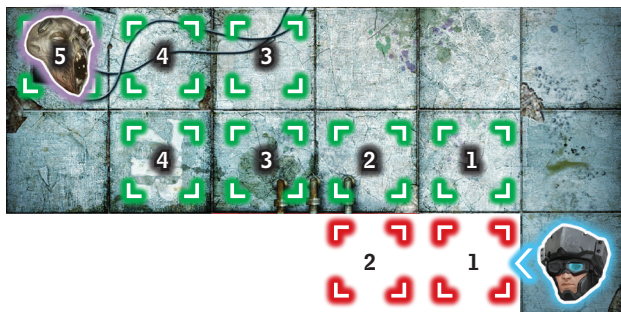


Replace the second caption paragraph with:

Commando B does not have a shortest path to the target that does not pass between two adjacent wall spaces. Therefore his LOS to the target is blocked.

P. 15, COVER DIAGRAM

Replace image with:



P. 16, DOWNED

Add after the first sentence of the first paragraph:

If a commando is downed during his turn, it immediately ends.

P. 19, THE OVERSEER AND DOORS

Add to the end of the paragraph:

If there are no hidden rooms on the map, the overseer can open any door unless it is specifically listed as a door he cannot open.

P. 23, HAZARD [X]

Replace the second and third sentences of the paragraph with:

If a figure or combatant marker is in a space where a hazard is placed or moves into a space with a hazard, he rolls dice equal to the rating of that hazard. A figure or combatant marker cannot roll for hazard damage more than once a turn, even if it moves into multiple hazard spaces. The hazard rating is listed in brackets.

P. 23, INTERRUPT

Add to the end of the paragraph:

An interrupt ability can be activated only once for each action.

P. 23, SURE-FOOTED

Replace with:

A figure with this ability does not spend an extra movement point to move out of rubble.

MISSION GUIDE

MISSION 3: P. 10, GAMEPLAY

Add after the second sentence of the paragraph:

A commando can perform only one hacking challenge during his turn.

P. 17, GAMEPLAY

Replace the third sentence with:

At the end of every round that Cronos is in the final room, the overseer draws an enemy spawn card, looks at it, and adds it to that room's stack.

DASHBOARD

CAVE IN

Replace the first sentence with:

Place two rubble markers on any tiles at least three spaces apart and not in the same space as a figure or combatant marker.

FAQ

DASHBOARD ABILITIES

Q: Can a commando be hit multiple times by the Cave In dashboard ability if the tiles are positioned in such a way that both are adjacent to him?

A: Yes. The text on Cave In states that any figure adjacent to a marker when it is placed suffers a melee attack. This means that if both rubble markers are placed adjacent to a commando, he would be attacked by each of them.

Q: The Clone Reinforcements dashboard ability says you can't spawn more clones than the number of commandos that started the game. Does that limit just the number of clones spawned for that particular action, or does it limit the total number of clones on the board?

A: The limit is per spawn action, so when you use that ability you can spawn only as many clones as the number of commandos that started the game. The number of clones that can be in play at one time is limited by the number of figures in the reserves.

Q: How does the ready cost of the overseer dashboard ability Clone Reinforcements work with rules that reduce the cost of abilities that spawn clones?

A: The "2" in the cost circle for the Clone Reinforcements ability is the base cost. The text of the ability allows the overseer to spend more adrenaline tokens when paying that cost to add more clones to the number spawned. All the tokens placed in its well when you activate it are "the cost." This means that spawning three clones costs six adrenaline normally but costs only five adrenaline if the cost of spawning clones is -1.

Q: What is the definition of an "acting" commando related to the Surprise Attack dashboard ability?

A: Any commando that is doing an action is an acting commando, including commandos who are doing free actions. For example, the Reposition kit card allows another commando to move two spaces when the Team Leader uses it. That movement counts as a move action, so it can be interrupted.

DOWNED

Q: Are downed commandos killed when they move into a corrosive gas cloud?

A: No. As p. 12 explains, Vitality is the number of wounds a commando can take. A downed commando has as many wounds as his Vitality, so he cannot gain more. As detailed in the rules, however, a downed commando that takes damage from a peril or an explosion is killed.

Q: Does the Sentry Drone continue to act normally if the Rifleman is downed?

A: No. Because the Sentry Drone is part of the Rifleman's kit, it does not function while he is downed.

INTERRUPTS

Q: In the Key Game Terms section, an interrupt is described as "An ability that can be used during another player's turn." Does that mean I can't use it during my own turn?

A: An interrupt can be used on any player's turn. It isn't limited to being used on your own turn like other actions.

Q: Is it possible to interrupt an interrupt?

A: An interrupt can be used whenever its rules are applicable. For example, the Team Leader declares he is moving away from a rogue clone, and the overseer interrupts the move with a Surprise Attack. The Team Leader can respond to Surprise Attack by using his Keep Your Head Down kit card to raise his melee defense.

Q: Can I use the interrupt ability on my Cautious Advance stance cards anytime an enemy moves into a space that is in my line of sight or only the first time?

A: You can use the Cautious Advance interrupt anytime an enemy moves into a space in your LOS that is within the range of the ability. Note, however, that when an enemy moves it is one action, which means that it can be interrupted by each commando only one time.

WEAPONS

Q: Does a commando have to equip a weapon drawn from the Investigate deck when he draws it?

A: No. When you draw an Investigate card that is a basic weapon, you can choose whether to equip it or not.

Q: Does a basic weapon card drawn from the Investigate deck have to overlay an existing weapon in order to be functional?

A: Yes. If the item isn't equipped, you can't use it. If you equip a new basic weapon, it replaces the one printed on the character sheet.

Q: Can a player discard a basic weapon he has equipped?

A: No. The only way to get rid of a weapon you have equipped is by trading it. In the base game there are only two basic weapons that aren't on character sheets: the Stun Stick, which has a trade icon, and the M501, which doesn't. If the Rifleman chooses the M501 during setup, it overlays his M18, and he can't switch weapons during a mission. A character using a Stun Stick can decide to trade it to another player later in the mission.

OTHER

Q: On pp. 12 and 13, the rulebook says that only one diagonal can be used per turn. Is this correct, or should it be one per move action?

A: Once a turn is accurate, regardless of the number of move actions taken during that turn.

Q: Is there a limit to how many Investigate cards a commando can carry?

A: No.