

## SPACE INFANTRY ERRATA AND CLARIFICATIONS Ver 1.0.2

### CLARIFICATIONS

#### Command Points

A success level for the *Command* Skill is called a Command Point (CP).

You may perform a *Command* skill check to generate CP at three points during a turn:

- Once during the Node resolution phase
- In the Combat Range Determination Phase (Basic Game only)

Once during each Combat Round

CP can be used to:

- Influence any Unit's skill check (see below) during the Node resolution and during combat.
- Modify the RN during the "Combat Range" step (see 5.1).
- Give Orders to the Squad (Advanced Game only: see 11.2).
- Aborting a mission (see 4.3.A)

The most common use of a CP is to increase the AP of a **single skill check** that another Unit is attempting. **Exception:** The Squad Leader cannot use his *Command* skill to influence skills that are marked with an asterisk on Unit cards.

Generated CP are tracked by placing a number of CP counters on the Squad Leader's Card. CP can be freely used on your Units: as an example you can use all the CP on a single Unit. Unused CP are always lost when the current phase/combat round ends: you cannot accumulate CP. Since CP are generated as Success Levels for the *Command* skill, if you activate a Leader for any other Skill (Communication or Intelligence), you cannot generate CP.

#### Veteran Units cost

The additional cost (+10 Squad points) for Veteran Units must be paid only if you choose a \*new\* Veteran Unit; if you promote a Regular Unit to Veteran (during the Mission Debriefing) you will pay the unit's Regular cost.

This is especially important in the Campaign game: **you always pay for a Unit its Regular cost regardless of its rank** when playing a Campaign game.

#### Multiple skill levels and AP modifiers

When dealing with Units/Enemies with multiple skill levels, you can freely divide CP and positive or negative AP modifiers among the skills. As an example: a Shotgunner with a StymoPack bonus (+2AP) can have the AP associated to one (2AP) or both skill levels (1AP each). Similarly, one CP can be used to

increase one of the skill checks (not both); and again, the +1AP for a Veteran Sniper Unit can be applied to only one of the skill checks.

#### Wound Allocation

Wounds are assigned as follows

*Enemy Wounds:* all wounds must be allocated; when possible a max of half the total number of wounds to a single Enemy, rounded down; all other wounds must be assigned as equally as possible among the other Enemies.

*Example:* with only two Enemies and 3 wounds to allocate, you must allocate 2 wounds to one Enemy and 1 wound to the other. 3 wounds with a single Enemy will be allocated to this single target.

*Friendly Wounds:* Freely assign all wounds among your Units: you can only assign to a Unit a number of wounds equal or less to the Unit's hit points.

#### Armor

Every Armor icon can be used to negate one wound, and one wound can be affected by a single Armor icon. Armor can be used to stop wounds, not avoiding enemy successes; some enemies are capable of causing two or more wounds with a single success: even in this case, one armor icon can be used to cancel one single wound.

#### Vehicles

Vehicles cannot be repaired during a Mission. In the Campaign game, a Vehicle (unless destroyed on a previous mission) always starts a mission with no damage.

### ERRATA

#### 3.4 Operations Phase (updated)

During the Operations Phase, you will activate your Units to advance on the mission map. To move to an unexplored Node, you must satisfy its requirements. After activating your Squad, check for an Event on the Node. This phase will continue until the mission is concluded (the objectives have been met), failed (you reach the last box of the Turn Track) or aborted. The Operations Phase is described in more detail in section 4.

#### 4 Operations Phase (updated)

*(change first paragraph)* Repeat the following sequence of steps until the Mission is completed (the objectives have been met), failed (you reach the last box of the Turn Track) or aborted.

#### 4.1 Advance Turn (updated)

"If the Time Marker reaches the box labeled '0' then the mission ends in failure"

#### 4.2.A.2.2 The Command Skill (updated)

The Squad Leader has excellent leadership skills that contribute to his Squad's success. A success level for the *Command Skill* is called a Command Point (CP). You may perform a *Command skill* check to generate CP at three points during a turn:

- Once during the Node resolution phase
- In the Combat Range Determination Phase (Basic Game only)

Once during each Combat Round

CP can be used to:

- Influence any Unit's skill check (see below) during the Node resolution and during combat.
- Modify the RN during the "Combat Range" step (see 5.1).
- Give Orders to the Squad (Advanced Game only; see 11.2).  
Aborting a mission (see 4.3.A)

The most common use of a CP is to increase the AP of a **single skill check** that another Unit is attempting.

**Exception:** The Squad Leader cannot use his *Command* skill to influence skills that are marked with an asterisk on Unit cards.

*Example: A Squad Leader with a Command skill of "3" is activated. A RN is drawn, giving a result of "5 AP." Success levels gained:  $5 \div 3 = 1$ . The Squad Leader may use this 1 success level to increase the total AP of another Unit's skill check during this turn. One of the Fire Teams (with a Fire skill of "3") was activated this turn. A RN is drawn, giving a result of "2 AP." Success levels gained:  $2 \div 3 = 0$ . Using the Squad Leader's previous success level to add 1 to the Fire Team's AP, the success levels gained become:  $2$  (Fire Team's AP) +  $1$  (Squad Leader's Command success level)  $\div 3$  (skill value) =  $1$ .*

Generated CP are tracked by placing a number of CP counters on the Squad Leader's Card. CP can be freely used on your Units: as an example you can use all the CP on a single Unit. Unused CP are always lost when the current phase/combat round ends: you cannot accumulate CP. Since CP are generated as Success Levels for the Command skill, if you activate a Leader for any other Skill (Communication or Intelligence), you cannot generate CP.

#### 4.2.B Move to a Previously Explored Node

(updated)

If you want to move your Squad to a previously explored Node, draw a RN:

- On a result of 0:** A class "A" Event occurs (regardless the presence of an Event marker in the Node). Resolve the Event normally.
- On a result of 1–5:** The Squad proceeds directly to the Node without any hostile Event.
- On a result of 6+:** The move is very easy (you are using a shortcut or the area is strongly secured). Move the time marker to the previous space of the Turn Track.

Regardless of the result, move your Squad to the explored Node and mark your new position on the map. When you move to an Explored Node there is not an Event Check Phase (4.2.A.3) and hence you don't place an Event marker on a result of '0' nor you take in consideration any Event marker already present in the Node.

#### 4.3.A Aborting a Mission (new)

You can voluntarily abort a mission when the Squad counter is on an outdoor Node (i.e., not a Node inside a cave or a building). You must spend 1 CP to call the dropship for an emergency evacuation. You can abort an Hive mission (see 9.0) only if your Squad is located in the Entry Point sector. If you abort a mission, the current game ends immediately; remove all counters from the mission map and proceed to Mission Debriefing (see section 7). During a Campaign, aborted missions can be reattempted (see section 10.5.A).

*Note: A voluntary aborting usually occurs when you realize that the current mission cannot be completed and you want to preserve your Squad.*

#### 5.2 Action Point Allocation (updated)

(Change the example) Example: A Sniper has Fire skill levels of "3" and "4." When activated in Fire combat, you draw two RNs and apply the first RN to the "3" and the second RN to the "4".

#### 5.3 Attack Resolution (updated)

(change the Wounds allocation)

**Enemy Wounds:** all wounds must be allocated; when possible a max of half the total number of wounds to a single Enemy, rounded down; all other wounds must be assigned equally among the other Enemies.

**Friendly Wounds:** Freely assign all wounds among your Units: you can only assign to a Unit a number of wounds equal or less to the Unit's Hit Points.

#### 6.3 Resource Caches (updated)

(change the third paragraph) The letter in the icon defines the type of Resource that is available at the cache; exception: in the (G) resource caches you can find G, SG and A resources (the RN defines the total amount of resources available but you can pick any mix you want).

#### 7.0 Mission Debriefing (updated)

(change the second paragraph) "If the mission was aborted or failed, allocate 1 XP to each Unit."

#### 9.3.B: Infiltration Zone Generation (updated)

(in the 1st paragraph), replace "(see section 9.4.3)" with "(see section 9.3.C)".

#### 9.4.A "Base" Node Requirements (updated)

Some Nodes have a Node Requirement of "Base"; each mission specifies the skill and success levels for all Nodes that are labeled as "Base." If the Hive mission

Base Node includes an Event string, this string supersedes the string on the Hive sector map.

#### **9.4.A Move to a Previously Explored Node** (updated)

The complex network of tunnels and the higher Enemy presence makes securing the path that you are following very difficult. For this reason when you move to an already explored Node, you still have to check for a special Event [5+/A] instead of following the procedure described in 4.2.B.

If your Squad moves to an explored Node during a Hive mission, use the string [5+/A]. After the Event (if any), move your Squad to the explored Node. As in 4.2.B, you don't place an Event marker on a result of '5' or more, nor you take in consideration any Event marker already present in the Node.

#### **9.5.D Complex Tunnel Network** (updated)

(*add to the end*). Explored and Event Markers are not placed in the Nodes of a Complex Tunnel Network.

#### **10.6 Strategic Options** (updated)

(*change second paragraph for Mortar Support*) Mortar support can only be used once per mission (i.e. one single combat phase): if you decide to spend the Mortar Support on a combat phase, you can fire it once per combat turn if your Squad is at "Fire" Range (in other words, if you are in Melee range, you are too close to leverage the Mortar support).

#### **10.7 Squad Selection** (updated)

(*add at the end*) You don't need to keep track of Specialists since are always available and cannot be improved in the Campaign Game.

- #### **10.8 Campaign Mission Debriefing** (updated)
1. Recover any Units under medical treatment ("T" status) by clearing the Unit's status on the Squad Roster (erase any status letter).
  2. Promote Green Units to Regular Units by removing their "Green" label from the Squad Roster.
  3. If a Vehicle is destroyed during a mission, then it is considered "killed"; vehicles are never incapacitated, only destroyed. Place a "K" counter over the vehicle's status on the Squad Roster. Damaged Vehicles are fully repaired.
  4. Draw a RN for each Unit that was incapacitated during the last mission and consult the following list:
    - 1 or less: The Unit is killed. Write a "K" in the Unit's status on the Squad Roster.
    - 2-4: The Unit requires medical treatment. Write a "T" in the Unit's status on the Squad Roster.
    - 5-6: The Unit recovers quickly from his wounds. Erase any letter from the Unit's status on the

Squad Roster.

5. Score Victory points (see 10.8.A)
6. Check for Leader Awards (see 10.8.B)
7. Calculate and spend XP (as in 7.0)

No XPs need to be spent for actions 1-4.

#### **11.2.B Spending Command Points**

(*change first paragraph*). These Orders have a lasting effect, which is only canceled when issuing a "Regroup!" Order: in addition, lasting effects are automatically over at the end of a Combat.

**Take Cover** (*updated*): During combat when at Fire range, your Units benefit from a "-1 AP" modifier that is applied to all Fire attacks made against them. This order is also canceled when you move at Melee range.

#### **Example of play (13.0)**

Node resolution: the Assault team gets a RN of "4", not "0". The Success Levels are then

"Assault Team:  $4 \text{ AP} \div 3 \text{ (Advance)} = 1 \text{ success level}$ "

Final Action Point Allocation; the Enemy gained two successes: the first one is assigned to the C/C Unit (negated by the Armor), the second one is assigned to Fire Team/B.

**Alert Level 3 Counter:** the Alert Level 3 counter should have a 6 inside the circle instead of 5.