MAJESTIC 13

Errata

Psight-Ops, page 33, Psionic Gear: replace instances of Psionic Equipment in this paragraph with non-Weapon equipment:

*When requisitioning equipment as part of the post-game process in Step 3 (see page 107), you may treat one piece of **non-weapon** equipment as Phase 1 even if it is labeled as Phase 2 (i.e. you may request it even when your team is in Phase 1). You may not make more than one such request during each post-game process. If your team is already in Phase 2, your team receives +1 to the Bureaucracy roll (see Page 108) for any **non-weapon** equipment.*

Enemy AI, Stalker, page 64: Amend Step 3 to include the following sentence at the end of the current paragraph:

If this Alien does not have an action or ability to become hidden, it will instead move to the enemy with the most damage it can see within its movement range and attack that enemy. If multiple enemies are equally damaged, randomly determine which enemy it moves toward and attacks. If no enemies are in range, it will move its full movement toward the most wounded enemy it can see, ending in cover if possible.

Bureaucracy Table, page 70: Change the entry for 25-38 (Location Information Confused) to 25-28 (Location Information Confused). The 38 should be 28.

FUBAR, page 75: Add the following text. Once a FUBAR event has occurred, you no longer roll for any additional FUBAR events. No more than one FUBAR event can occur in a single game.

Ocular Enigma Phase 2, page 136: replace ACU 38 with ACU 28

Questions

Can my team member have a one-handed weapon, a two handed weapon and something like a shield? What happens in that scenario when I attack? Can I use non-weapon equipment such as a med-kit when using a two-handed weapon.

Yes, your team member may have multiple weapons. When the team member activates, as per the normal rules, they must choose a single weapon to make that attack. This means you must choose either the one-handed weapon or the two-handed weapon. If you choose the one-handed weapon, you may claim the benefit of the shield (i.e., the bonus to defense). If you choose the two-handed weapon, you may not utilize the shield nor gain its bonus. This choice remains until you activate next. You may utilize any non-weapon equipment regardless of your weapons.

Do area attacks still require Line of Sight? If a monster is choosing the closest target, and that closest target is NOT in line of sight, can the monster choose that target?

Yes, area attacks are still ranged attacks, and as such, require Line of Sight. This also means if an attack triggers only when X or more targets are within range, this is only counting targets that are in Line of Sight. If a monster is ever forced to choose a closest target (or any target) it cannot include an enemy not in its Line of Sight. This means it will move to the closest enemy that it can see in that scenario.

When does a mission actually end? If the alien is killed, can the team move around the board to complete any secondary objectives?
A mission concludes at the end of turn 5 as per the rules. This means that if an alien is killed before the end of Round 5, the team is free to move for the remaining time and complete any secondary objectives without opposition (though there may still be dangerous terrain and you must continue rolling for FUBAR as normal if that has not yet occurred).

When a team member spots a hidden enemy, is it revealed for all team members?
Yes, when a hidden enemy is revealed, they lose the Hidden status and may be targeted until the Alien becomes hidden again.

Can you repeat Base Upgrades?
No.

Cloning – when you get a clone of a dead team member, what stays on that clone? (i.e. do previous changes from the Injury & Death table stay)?
All changes due to previous Injury & Death modification stay in place (i.e. symbiotes, chromosomal damage, etc.) for the new version of the team member. The exceptions to this are any implants, which are lost if the team member is cloned and the injury of Arm Amputation, the new clone has both limbs restored.

The Restrained condition causes the model to fail all Dexterity stat checks. Does this mean that they automatically fail the check to clear the restrained condition?
No, the check to clear the restrained condition at the start of a model's activation is made as normal and does not automatically fail.

Does the Alien always have to follow the AI exactly? For example, Tracking Beacons prevent an Alien from becoming Hidden unless the target takes an action to remove it, but the Alien AI will never prescribe the alien to remove the beacon.
The short answer here is to follow the prescribed AI for the aliens. That being said, the game is meant to be fun, and ultimately as the player, I do want to empower you to make decisions about how to have fun in your game. If changing what the alien does in the moment to be something you feel would be more logical for them to do, then you should feel free to do so. Ultimately, there is no set of AI that we as designers can write that will truly be as reactive, variable and logical as a human. If you aren't comfortable changing things then of course feel free to simply follow the AI, that will provide a tested and positive play experience. If you want a fun house rule, you could simply roll a D20 at the start of each turn, and on an 11+, the tracking beacon falls out and no longer works. If you are comfortable with changing things, then feel free to do so, it's your game.

What is the stat check to spot members of the Dispersed when they start the mission hidden?
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