

INFILTRATION

Errata and FAQ Version 1.0 – Updated 8/28/2012

ERRATA

REMOTE DRONE

The “Remote Drone” item card text should read:

“Place ‘Remote Drone’ in your current room. Activate the **INTERFACE** function in each revealed room adjacent to ‘Remote Drone,’ in any order. Discard ‘Remote Drone’ at the end of the round.”

FAQ

GENERAL

Q: When an operative resolves a card effect that allows him to move through multiple rooms, is he required to resolve the ENTER functions and/or item card effects in each room he enters?

A: Yes. The operative resolves all **ENTER** functions and item card effects in each room he enters, including the last room he enters, unless another effect instructs otherwise (e.g., “Spring Whip” or “Jump Pack”).

Q: Is an operative in the entry room able to move backward (or continue moving backward) due to an item card effect or INTERFACE function?

A: No. There is no effect in the game that forces an operative to move backward from the entry room.

Q: When an item or room card instructs an operative to play a card, can he play a card that is already in his play area?

A: No. An operative can play a card only from his hand.

ACTION/ITEM CARDS

Q: When an operative resolves “Secretaries,” can he decrease the alarm dial to -1?

A: Yes.

Q: Do players resolve “Extract” cards in turn order?

A: Yes. Players resolve “Extract” cards and collect DF tokens in turn order. If a room has no available DF tokens, any operative resolving an “Extract” card in that room does not collect any DF tokens.

Q: Do operatives resolve “Extract” cards before resolving the “Semtex Charge” card at the end of the Resolution Phase?

A: Yes.

ROOM CARDS

Q: When an operative activates the INTERFACE function in the “Motion Performance Testing Area,” is he required to declare either the number of rooms or the direction he wants to move before moving?

A: No. The operative may simply move forward or backward up to three rooms.

Example: *An operative discards his “Gauss Pistol” to activate the **INTERFACE** function in the “Motion Performance Testing Area.” He moves forward one room to the “Loading Dock.” Then, he moves forward one room to the “Research Admin Office.” He decides not to move forward again and remains in the “Research Admin Office.”*

Q: Is an operative allowed to discard a special card (such as “Prototype”) instead of an item card in order to activate a room’s INTERFACE function?

A: No.

Q: When a wounded operative activates the INTERFACE function in the “Incinerator” room, does he take a card from the item discard pile?

A: No.

DELAYED OPERATIVES

Q: Can a delayed operative play his “Advance” or “Retreat” card during the Resolution Phase if instructed by an item card effect or INTERFACE function?

A: Yes. A delayed operative is no longer delayed at the end of the Selection Phase.