Specter OPS

FAQ/Errata

Agent

Q. Can the agent double-back or not move at all?
A. Yes.

Q. Is the current turn public knowledge?
A. Yes.

Q. If the agent runs past two spaces where one can be seen by one hunter and the second can be seen by another hunter, do I place two last seen markers?
A. No, only one last seen marker is placed. Note that if the agent is seen by the Gun, she will still get the opportunity to shoot regardless of whether the last seen token is placed in her LOS.

Q. When the hunters use the motion sensor and I moved 2 or fewer spaces on my turn, can I still announce that motion was detected?
A. No, but since you can move 3-4 spaces to get to any space within 0-2 spaces you can always choose to do so (which would trigger the motion sensor).

Q. When announcing the direction motion is detected, is it based on the agent's current position or previous position (or somewhere in between)?
A. It is based on the agent's current position relative to the vehicle's position.

Q. Can I steal the vehicle?
A. No.

Hunter

Q. Can hunters use their special abilities in the vehicle?
A. Yes. But hunters may not attack from within the vehicle. The Beast may use his Enhanced Senses ability as long as he did not move more than 3 spaces.

Q. Can the Prophet and the Gun miss if they are one space away from the agent?
A. Yes. The Prophet gets +2 to his die but a natural roll of '1' is still an automatic miss. The Gun gets to roll two dice and only a result of '1' on both dice is considered an automatic miss. On the same token, if either results in a 6, she may reroll that die and add the results to the total.

Q. Is each die the Gun rolls a separate attack?
A. No, the Gun does only one attack with the dice roll results summed together.

Q. Can hunters use their special abilities while stunned?

A. No. They can only move up to 2 spaces and may not attack.

Q. Can a hunter enter the vehicle and use the motion sensor in the same turn?
A. No, the hunter must start their turn in the vehicle to use the motion sensor.

Q. Can the vehicle's motion sensor be used more than once during the hunters' turn?
A. No, it can only be used once each round.

Q. Can a hunter exit the vehicle and attack on the same turn?
A. Yes. Exiting the vehicle only ends that hunter's movement.

Q. When an agent starts their turn in LOS of the Gun and moves out of LOS placing the last seen token (and figure), does the Gun get to use her Quick Draw?
A. No, Quick Draw will only trigger when the agent is spotted. When an agent is not in LOS of the Gun and moves through the Gun's LOS, then the agent is spotted. When an agent starts their turn in LOS of the Gun and then moves out of LOS leaving the last seen marker, then the Gun has lost sight of agent.

Q. Will the Gun get to use quick draw if the agent was spotted by the Gun but did not leave their last seen token in LOS of the Gun?
A. Yes, as long as the Gun spotted the agent, she gets the opportunity to deal damage. The agent will announce that he/she was spotted by the Gun. The Gun will need to roll equal to or greater than the distance to the last seen marker. Thematically, the last seen marker is not where the Gun is aiming, but just as a measure of the difficulty of the shot.

Q. When using the Beast's Enhanced Senses, does the agent check for a path of four spaces or just a number of spaces ignoring the structures?
A. Ignore the structures. The Beast's enhanced senses works in a 9x9 grid with the Beast in the center of that area.

Q. Can you use the motion sensor and then exit the vehicle?
A. Yes, using the motion sensor is treated as a vehicle ability, the same as driving the vehicle. A hunter can drive the vehicle and step out. Or if the vehicle did not move, use the motion sensor and then step out.

Q. When the Prophet uses Post-Cognition, which location does the agent announce?
A. If it's currently turn 9 (the last filled in turn) then the agent must announce to the Prophet player their location on turn 7.

Q. Can the Gun use Sniper Shot and Quick Draw at the same time?
A. No, activating Sniper Shot disables Quick Draw.

Q. Does the Gun get the chance to use Quick Draw/Sniper Shot on the turn the Agent lands on one of the escape points?

A. Yes, the Gun would get the opportunity to attack before the Agent escapes.

Q. When does the Beast's Enhanced Senses trigger?
A. After the Beast moves 3 or fewer spaces, the Beast player has the option to activate it.

Equipment

Q. Can I throw items over structures?
A. Yes. But the item may not land on a structure.

Q. Do structures block Orangutan's Power Fist equipment?
A. No, the shockwave will still affect a hunter behind structures.

Q. Does a charge of the Tangle Line get used up if Spider misses?
A. No.

Q. When running through the LOS of a hunter and using Blue Jay's Holo-Decoy, do I place two last seen tokens?
A. No. Only one token is placed. Using the Holo-Decoy gets the hunters' attention allowing you to move past them as they are focusing on your decoy.

Q. When the motion sensor is used after using the Holo-Decoy or Stealth Field, is the agent required to announce the direction of the agent or can he/she give the direction of the decoy?
A. You must give the direction of the agent if the agent moved 3 or more spaces.

Q. Do Spider's Evasion and Cobra's Velocity Blade apply their negative modifiers to the Gun's Quick Draw?
A. Yes; Quick Draw is considered an attack.

Q. Does Spider's Evasion apply its negative modifier to the Beast's Brutal Strength?
A. No, the Beast automatically deals damage when landing on the same space as the Agent. Brutal Strength allows the beast to deal 2 damage instead of 1, and it is not considered a separate attack.

5 Player: Traitor Mode

Q. Can the agent communicate secretly with the traitor?
A. Since the hunters are all COM-linked, anything said to the traitor is heard by all hunters. Therefore the agent needs to communicate to the traitor with clues that only the traitor will know how to interpret.

Q. When the agent is shot by the traitor, does the agent lose HP?

A. No, but the agent should still pretend to mark the damage down.

Q. When the traitor uses a special ability, such as the Beast's Enhanced Senses, can the agent give false information?
A. Yes, the agent can give false information when the traitor uses a special ability that reveals information. Note that if there is a non-traitor hunter in the vehicle, the agent may not give false information even if the traitor is the one that activated the motion sensor.

Q. When there are two agents, does the motion sensor work on both agents?
A. Yes. The agent players will collectively report the direction motion was sensed. If both agents moved 3 or more spaces and are located in different sides of the vehicle (e.g. if one agent was to the NE and the other was NW of the vehicle), the agent players will need to report both directions. If the agents are located in the same location and moved 3 or more spaces or only one agent moved 3 or more space while the other only moved 2 or fewer spaces, the agent players will collectively report only one direction.

Q. Does Prophet's Post-Cognition work on both agents?
A. No, the Prophet player chooses one of the two agents to look into their past.

Q. Does the Beast's Enhanced Senses work on both agents?
A. Yes, each agent will have to announce if they are close to the Beast (i.e. within 4 spaces).

Q. If the Puppet player has his vehicle access revoked, can he still use Control Relay or Remote Sensor abilities?
A. No, the Puppet will not be able to use or move the car at all.