

SNIPER KILL CONFIRMED

Clarifications & Errata sheet (31 Jan 2023)

Game Components

(correction) There are 55 counters in the game.

2.3 Counters

(clarification) Patrol counters do not need to be placed in an opaque cup.

3.1 Location Cards

(correction) The player receives a critical wound if a location card says tripwire.

(clarification) If you draw a tripwire or claymore for zone 1, you draw your action cards before resolving those events.

4.3 Enemy Hostiles

(clarification): Successful spotting of all hostiles is for the duration of the *single fire card*. Snipers and VIP do NOT need to be spotted.

Modifiers per fire card apply for both shots equally, whereas tactical cards are for single use only (single shot).

4.5 VIP Cards

(clarification) When entering zone 5, draw a “hostile card” in addition to the VIP card.

6.0 Radio Comms

(clarification) Airstrikes cannot affect the VIP.

10.0 Campaign

(correction) You spend **kill** points to buy weapons.