Solo Ops Errata

p. 35, Stunts. Abilities can only be depleted once. If you somehow Stunt twice with the same Ability (say, by spending an Edge that gives you a bonus die, bringing you up to the two dice needed to power a Stunt), the Ability isn’t depleted further.

In other words – disregarding Problem cards, you always have at least 1 die in every Ability.

p. 51, Advancement. You gain one advancement tick automatically at the end of every adventure. Some adventures may offer bonus ticks as Edges; if you get more than one tick, you still can’t apply more than one tick to any General Ability.

p. 128. Edge 2, “No Turning Back” should be “No Going Back”

p. 133. Run “I’ve Got A Bad Feeling About This” during the scene “Cross Country Escape”.

The Problem “Pursued Into The Woods” is Problem 13, not 12.

p. 135. Edge 9, “Memories of Eczes” should be “Eczes”.

p. 145. Replace “Gain Edge 14, Survivor” with “Gain Edge 17, Iron Will”

p. 146: “Holy Ground” is Edge 18, Not Edge 17

p. 155-157. Problem 41 was removed, but the subsequent cards weren’t renumbered. So, Problem 42 is referred to in the mission text as Problem 41, Problem 43 should be 42, and so forth up to Problem 49, which is referred to on p. 157 as Problem 48.

p. 170. Use the starting problems on this page, not the ones on p. 207

p. 177. Change the Hold result to: “You intercept one of the assassins; turns out, he’s got backup. Go to the Challenge, “Dodging the Sniper”.

p. 196. Problem 37 “Still At Large” should be Problem 36, “Still at Large”

p. 196. Problem 38 “Still on the Loose” should be Problem 36, “Still At Large”

p. 237. Edge 15 “Phage Culture” should be Edge 15, “Culture”

p. 251. Problem 10 “Shaken” isn’t used in the adventure.