

TACTICAL ESPIONAGE ACTION
METAL GEAR
 SOLID
 THE BOARD GAME




FAQ AND ERRATA 1.0

► PSYCHO MANTIS - CODEC BOOK REFERENCE ADJUSTMENT:

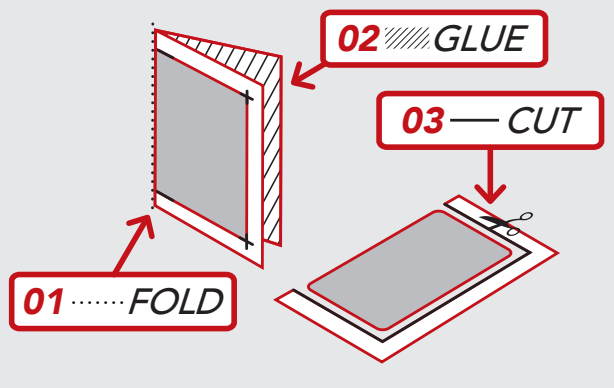
[MINOR SPOILERS] During the Psycho Mantis Boss Mission, any reference in the Codec book to **3.14** should instead be interpreted as **3.11**. This correction ensures alignment with the intended gameplay experience.

► OCELOT BOSS CARD - RELOAD ABILITY:

The RELOAD ability on Ocelot's boss card is a Reaction and should be marked with a reaction icon . A printable, updated card is provided below.

PRINT AT HOME ERRATA CARDS

Print and assemble the cards in the following order:



OCELOT - RELOAD

REVOLVER OCELOT



© KONAMI

OCELOT - RELOAD

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OCELOT - RELOAD

"Better hurry up. The old man is not going to last long."

► **ACTION**

Move away from the nearest player.
Place 1 damage on Kenneth Baker.

"There's nothing better than the feeling of slamming a long, silver bullet into a well-greased chamber."

► **RELOAD**

Move 1 away from the active player. Return this card to the top of the deck.

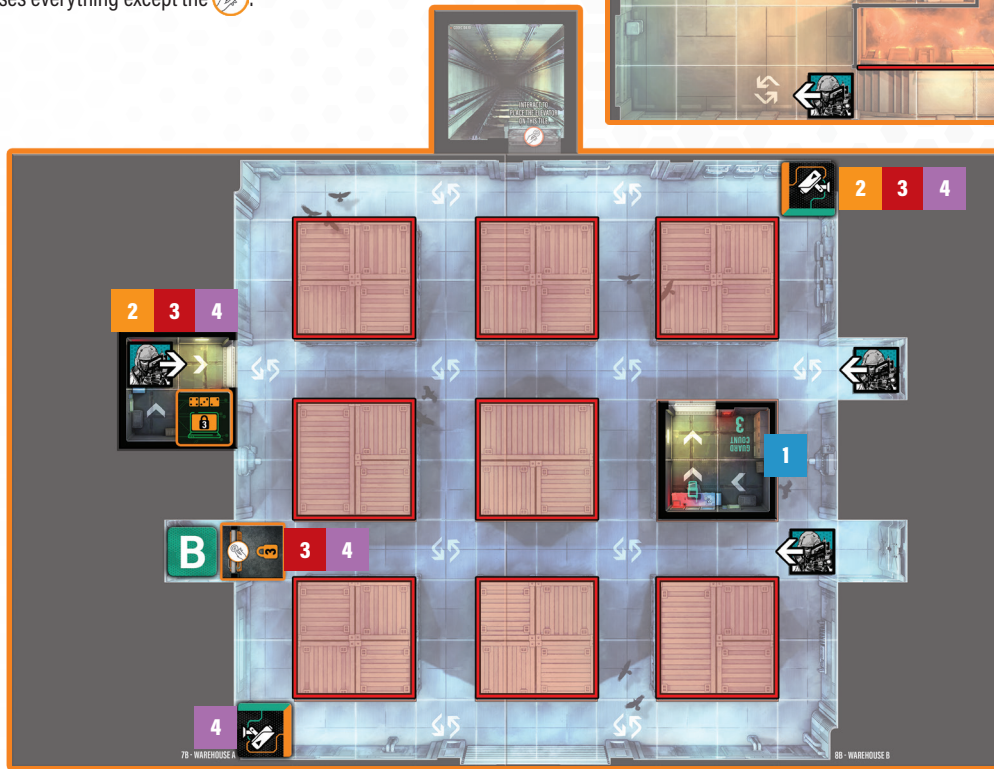
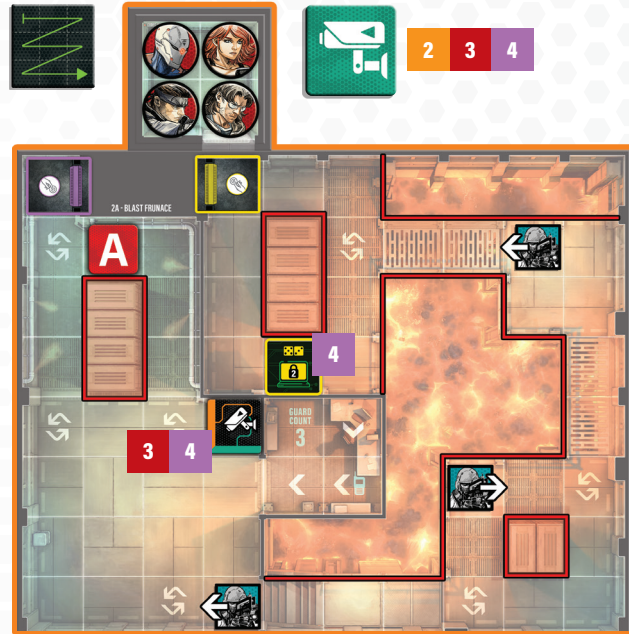
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► STAGE 13 - MAP ICON CORRECTIONS:

In Stage 13, only 1 Barracks tile should be in the Warehouse at any player count. The Barracks with the Terminal was missing the "2/3/4" icon, included for Otacon at higher player counts. Additionally, an extraneous "1" icon has been removed from the Barracks in the Underground Base. A printable updated page is provided below.

► SPECIAL SETUP

- 1** : No locked doors. No Camera tokens. Use the . Place the Barracks Tile as indicated in the Warehouse. Treat all Barracks to say **Guard Count 2**.
- 2** : Use the camera in the top right of **Warehouse B**. Use the locked yellow door on the **Underground Base**. Use .
- 3** : Use the camera in the top right of the **Warehouse B** and the camera on the **Blast Furnace**. Use all locked doors. Does not use the .
- 4** : Uses everything except the .



STAGE SETUP

