

CHANGE LOG FROM 1ST EDITION FIELD MAUAL TO REVISED FIELD MANUAL

ERRATA NOTE: TYPOS THAT DO NOT EFFECT GAMEPLAY HAVE BEEN CORRECTED BUT ARE NOT LISTED IN THIS DOCUMENT.

Page 3

Field Guide list: Heavy Gear Perfect Storm: NuCoal Field Guide: Add Port Arthur Korps (Updated)

Page 7

STEP 1: PLAYER ORDER: "- If player has fewer combat groups add +1"

Page 7

STEP 1: PLAYER ORDER: "- If player has the highest Leadership Skill add +1"

Page 10

Flow chart: "Roll EW + Sensor bonus against concealment rating of the target."

Page 10

Active lock: "Active Lock may also be attempted by a Model that has Combat Lock, in which case it is automatically succesful."

Page 10

Forward Observation: "A Model may Forward Observe for a number of friendly models equal to its EW skill rating." (line removed)

Page 13

Ranged attacks: "Ranged Attacks made against a Target in Melee range of friendly Models will not necessarily hit the intended target and should be randomized in a mutually acceptable manner between the initial Target Model and all friendly Models in Melee Range of it (except the Attacker)."

Page 13

Flowchart - Attack box: "Note that Weapons with the AP Trait still succeed on a MoF 0 and are exceptions to this rule."

Page 13

Crossfire illustration:
"A + B Cannot get Crossfire
B + C Cannot get Crossfire
A + C can get Crossfire"

Page 18

Damage Levels - Heavy: "The Model suffers a -1 penalty to all Skill rolls"

Page 19

Hull Down: "Unless otherwise noted in a specific scenario, Models may not begin the game in Hull Down." (Added)

Page 19

Hiding : "Unless otherwise noted in a specific scenario, Models may not begin the game in Hiding." (Added)

Page 22

Command Points: "Command Points (CPs) are an abstract method of representing tactical awareness, pre-battle planning and the Army Commander's (AC) capabilities on the table. Command Points can be issued at any time by both forces. The effects of the Command Points are resolved as they were declared. In the event of both players declaring the useage of a Command Point at the same time, both players should roll their Army Commander's LD to determine which Command Point effect has gone into play first."

Page 27

Objectives & Victory Points: "See Victory Conditions on Page 32"

Page 33 LOCKED & LOADED CORE RULEBOOK

Page 118, 142: "Southern Tank Cadre & Peace River Light TankStrider Squad."

Page 39**Traits - Area Effect:**

"Any Model within the rating of this Trait in inches from either the Landing Point (of an Indirect or Thrown Attack) or the Target Point (of a Placed Attack) must defend against the result of the Attack. The distance is measured from either the center of the Model's base, or the center of its hull."

Page 39

Traits - Reloads [R]: "This weapon can remove an Out Of Ammo result if the carrying model spends an action." (Added)

Page 35**FIELD MANUAL TV ADJUSTMENTS:**

CEF Interdiction Frame Squad (Return to Cats Eye Page 18): "Increase the Cost of additional F6-16s to +40TV each."

CEF Heavy Frame Squad (Return to Cats Eye Page 19): "Increase the Cost of additional F6-16s to +40TV each."

Peace River Cavalry Squad (Locked & Loaded Page 144): "Increase the Cost of the Combat Group to 110TV."

Added:

PAK Field Guide: Command, Veterans and Special Models (Locked & Loaded Page 163): Increase the Cost of the Command HPC-64 to 85TV.

Added:

Northern Dragoon Squad (Locked & Loaded Page 76): In Veteran Options decrease the "any Grizzly swap to a Jaguar cost to -25TV."

Added:

Southern MP Cadre (Locked & Loaded Page 114): The swap from Iguana MPs to Black Adders or Desert Vipers is now +15TV each.

Added:

PRDF & POC Special Rules - Growing Pains (Locked & Loaded Page 135) Increased TV cost for: Any Crusader IV may be swapped for a Grizzly at +10 TV per Model or a Spitting Cobra for +5 TV per Model.

Added:

Peace River Strike Squad (Locked & Loaded Page 139): In Veteran Options Two additional Warrior IVs may be upgraded to Crusader IVs for +0 TV each.

In Veteran Options One additional Crusader IV (max of two) may be upgraded to a Cataphract for +25 TV.

Page 54

PAK LHT 67 and LHT 71 Datacards: MRP accuracy is -1

Page 56

CEF LHT 67 Datacard: MRP accuracy is -1

Page 59

Armiger RE-101 Datacard: Sturdy box added



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Page 35

Northern Dragoon Squad (Locked & Loaded Page 76): "In Veteran Options decrease the Grizzly to a Jaguar swap cost to -25TV each."

Page 35

Peace River Infantry Section (Locked & Loaded Pages 145-147): "Increase the cost of the Hoplite APC to +40TV each.
Mobile Gun Crew: Increase the Cost of the Combat Group to 45TV."

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Page 6

Before the game: "The table must then be set-up and terrain effects agreed on. (See the Scenario section on pages 25 and 26 for more information on terrain setup.)"

Page 6

Step Three : Support Events: "Full details for Airstrikes, Artillery, and Reserves are detailed in Scenarios on pages 29 to 32."

Page 8

Walker: "As a result of this ability, Walkers do not use the standard Reverse Speed rules while at Combat Speed."

Page 17

Melee Combat: Melee Combat occurs when a Model attempts to Attack another Model using a melee weapon. For the purpose of Melee Combat, Ranged weapons with the Melee [M] trait are not considered Melee weapons.

Page 48

Black Mamba Datacard: "LRP/16 is a LRP/32 with ROF 4"

Page 51

Naga Datacard: "Actions is 2"

Add Variant Option: Command Naga: Remove one ATM Launcher. Add ECM (2), ECCM (3), Backup Comm, Sat. Uplink. Increase Comm to +1, Auto Comm to 5

Page 52

Hetairoi Datacard: "Actions is 2"

Page 57

Dark Mamba Datacard: "SLC is RoF 0"

FIELD MANUAL FAQ

Q: Do Melee combat attacks have an arc? (I.e. Can you hit someone behind you with a free attack)

A: Melee combat attacks have arcs that are based on the weapon system. Physical Attack (Punches, Rams, Kicks etc) can attack in any arc.

Q: If a Model has a Combat Lock and attempts an Active Lock, can it still be jammed?

A: Active Lock for Forward Observation can be Jammed. Active Lock for the detecting model and any units in Auto Comm rating of the detecting model are unaffected by ECM jams per the rule on page 21 regarding Automatic Communications.

Q: Active lock can be used for ECM purposes, but ECM is a reaction to a comm event. What timing does such a sequence follow?

A: 1. Model Active Locks. Go ahead and resolve active lock roll. Retain results if ECM fails.
2. Opposing force can declare reaction ECM to Active Lock.
3. Perform ECM check. If the ECM fails, use active lock results from step 1; If the ECM works, the active lock does not transmit to any stand-by models unless they are in AutoComm range of the detecting unit.

Q: Can a CP be used during an Out-of-Order Activation ?

A: Yes.

Q: Can a CP be used for ECM/ECCM ?

A: Yes.

Q: Is there a gap for a CP between a successful FO and Stand-By fire?

A: Stand-By Fire is immediately resolved once FO is successfully transmitted. CPs cannot interrupt current actions.

Q: Is movement an action?

A: No.

Q: For the purpose of the "reaction fire" rules on page 19, does "if it stops" mean "if it finishes its activation" ?

A: Yes.