LOCKED & LOADED 1.0 ERRATA [ALL UPDATED IN 1.1 PRINTING]

Page 22 – Combat Lock: "If the target is not wholly hidden from your Model by Solid Objects (prevents Active Lock as well)." should read "If there is no Concealment between your Model and the target and it is not blocked by Solid Objects."

Page 22 – Combat Lock: "If a Model cannot achieve Combat Lock, it may attempt to gain Active Lock." should read "If a Model cannot achieve Combat Lock, it may attempt to gain Active Lock. Active Lock may also be attempted by a Model that has Combat Lock."

Page 25 – Indirect Attacks: "Indirect Attacks are a specialized form of Attack used when you cannot gain Lock on a Target," should read "Indirect Attacks are a specialized form of Attack used when you cannot gain Lock on a Target or feel threat an Indirect Attack would be of better tactical use,"

Page 26 – Rate of Fire Attacks: Add to the end of the second paragraph "Nor may Spray affect any model outside of the Arc of the weapon being fired."

Page 27 – Defender Modifiers: "Defender cannot acquire Lock to Attacker" should read "Defender does not have Lock to Attacker."

Page 27 – Crossfire example: Should be MoS of 3 not MoS of 4.

Page 30 – Hull Down: Hull Down gives terrain values of Light , Heavy , Hard and Solid, should read "Light, Medium, Heavy and Solid" as per page 23.

Page 35: Replace all instances of "Squad Leader" with "Combat Group Leader".

Page 35 – third paragraph: "Commanders may give themselves Command Points without being blocked by ECM." should read "Army Commanders may give themselves Command Points without being blocked by ECM."

Page 35 – Command Points: "Move a model out of sequence" should read "Activate a Model out of Sequence".

Page 43: Breakthrough should be 2 OP.

Page 46: Defensive Turrets should have Attack Skill of 2. All Turrets gain +2 To Attack rolls for being Stationary.

Page 48 – Step 8: Victory Conditions: "At this point, gameplay occurs as per the rules starting on Games last four rounds, plus one round for every 1000TV of game limit or portion thereof." Should read "Games last four rounds, plus one round for every 1000TV of game limit or portion thereof."

Page 70 – Northern Rivalries: Thunder Jaguar to Sabertooth should cost -5 TV, not 0 TV.

Page 71 – WFPA Options: Grizzly to Bear should cost -25 TV, not -30 TV.

Page 76 – Dragoon Squad: Cost to upgrade Hunter to Rabid Grizzly should be +45 TV, not +50.

Page 74 – Strike Squad: "Any Cheetah, Hunter or Jaguar that has a bazooka may swap their IRP for +5 TV." should read "may swap their LRP for an IRP, for +5 TV." HPZF upgrade - should be Limited Ammo:4

Page 78 – Airborne Squad: Should cost 295 TV, not 315 TV.

Page 79 – Strider Squad: "Any Mammoth may swap its ATM for launcher or a second SC" should cost -45 TV, not -55 TV.

Page 81 – Light Tank Squad: "If the squad leader is chosen as the Army Commander, you may upgrade the Commander's tank to a Master Klemm for +0 TV." should read "If the squad leader is chosen as the Army Commander and is in a base model Klemm, you may upgrade it to a Master Klemm for +0 TV."

Page 82: Cavalry Badger should be +80 TV as it is not an upgrade.

Pages 82, 120, 145, and 168 – ORVs: Remove "ORVs do not count as Infantry when attacked by non-AI weapons." and add "ORVs lose the +1 Defense modifier unless at Top Speed."

Page 84: The cost to upgrade the Badger's LACs to an AGM should be +40TV.

Page 88: HMA squad skill values not listed correctly, should be same as for a GP or Fire Support (i.e. extra vehicles get Attack and Defense, not Ld).

Page 108 – High Technology: Arc on the HPLC for the Sagittarius should be FF, not T.

Page 111 – Recon Cadre: "The Combat Group Leader, if in an Iguana, may add a Satellite Uplink and Exposed Auxiliaries for +5 TV."

Page 113 – Fire Support Cadre: Remove Jager to Black Mamba upgrade option in Non-Veteran squads.

Page 115 – Paratroop Cadre: Cost should be 245. Additional Jäger Paratroopers should cost 55 TV, not 60.

Page 117 – Strider Cadre Veteran Options: "Any member may have their Attack and Defense Skills upgraded to Level 3 for +30 TV for Fire Dragons and +20 TV for any other member." should read "Any member may have their Attack Skill upgraded to Level 3 for +15 TV for Fire Dragons and +10 TV for any other member."

Page 119 – Cavalry Cadre: Additional Caimans should have Defense 2. In veteran options, the Leadership upgrade should be to level 2, not level 3.

Page 120: Hittite options should be in the vehicle section.

Page 131: "POLIC OFFICER CORPS" Should read "PEACE OFFICER CORPS"

Page 135 – Command and Special Units: Add the text: "Infantry Army Commanders pay 20 TV to upgrade their Infantry Skill by one level."

Page 135– Growing Pains: Add the following to the third bullet point: "The Army must contain at least 50% PRDF or POC Combat groups and the Army Commander must be in a PRDF or POC Combat Group."

Page 138 – Patrol Squad: TD upgrade for Skirmishers should be +5 TV, not +10 TV.

Page 139 – Strike Squad: Cost of upgrade from Warrior IV to Crusader IV should be 0 TV, not +15 TV. Similarly, cost of Crusader IV to Cataphract should be +25 TV.

Page 139 – Strike Squad: Add the following option after the Attack and Defense upgrade: "Any Model that does not already have EW Skill at 2 may upgrade it to Level 2 for +5 TV." Additional Models should have same skills as Warrior IVs

Page 140 – Fire Support Squad: Squad cost should be 305 TV. Cost of upgrade from Warrior IV to Crusader IV should be0 TV, not +15 TV. Similarly, cost of Crusader IV to Cataphract should be +25 TV.

Page 140 – Veteran Options: "upgrade the leader's Warrior IV to a Cataphract Lord for +65 TV" should read "upgrade the leader's Chieftain IV to a Cataphract Lord for +30 TV"

Page 141 – Special Forces Squad: Base cost should be 365 TV, not 315 TV. TD upgrade for Skirmishers should be +5 TV, not +10 TV. Swapping Sniper for TD on a Shinobi should cost 0 TV, not +5 TV.

Page 143 – Veteran Options: "One additional Red Bull Mk II (max two) may swap its LFGs for a single HRG" should read "One additional Red Bull Mk II (max two) may swap its LFGs for a single HFG". "One additional Red Bull Mk II (max two) may swap its LFGs for an ATM" costs +15 TV not +25 TV.

Page 143: Cost of veteran EW upgrade should be +10 per Red Bull, +5 per Warrior.

Page 143: Additional Red Bulls (sidebar area) Should also have Defense 3. Add "Additional Models" area in sidebar with same stats as "additional Models" on page 142. Cost of EW upgrade should be +10 TV per Red Bull, +5 TV per other Model.

Page 144 – Cavalry Squad: Should cost 90 TV not 70 TV.

Page 147 – Mobile Gun Team: Should cost 35 Tv not 30 TV.

Page 152 – Ill-Equipped: "except for a Stripped-Down Hunter or Jäger," should read "except for Infantry or a Stripped-Down Hunter/Jäger,"

Page 152 – General Options: EW Skill upgrade should be +5 per action.

Page 154 – Support: The Caiman entry says that Veteran Caimans can swap their MAC/LMG for an HRP for +15TV. Should be +10 TV

Page 154 – Trooper, last bullet: "The Section consists of 2 squads" should read "Each section consists of 2 squads with 3 bases each".

Page 154: Chieftain costs 50 TV not 45 TV. Bobcat costs 50 TV not 55 TV. Bear costs 60 TV not 55 TV. Crusader IV costs 75 TV, not 90 TV.

Page 155: Cavalry Badger costs 55 TV not 65 TV.

Page 156 – Koreshi: Koreshi may take Sniper Rifles as Heavy Weapons, these cost +5TV per Squad. Koreshi Infantry pay +20 TV to upgrade their Army Commander's Infantry Skill by 1 level. This is an exception to normal Leagueless rules regarding leaders.

Page 163, Command, veteran and special Models: Ld upgrade should be 10 TV, not 15.

Page 64 – GP squad: "The Combat Group Leader has" above Leadership 1 should be removed.

Page 166 – Light Hovertank Squad: Cost of upgrading LHT-67 to a LHT-71 is +30 TV, not +20.

Page 172, PAK Painting section: "GOLD BANDING SHADOW GRAY / WHITE" Should read "GOLD BANDING BLOOD RED / GOLDEN YELLOW / WHITE"

Page 178: VLAC should have an extreme range of 48, VHAC should have an extreme range of 72.

Page 174 – AP Charges: "measured from the Model or its base." should read "measured from the Target Model or its base."

Page 174 – Autopilot: "When the Model moves" should read "At the beginning of the Models' Activation" Also, "this round." should read "until its next activation."

Page 183 – Smoke Launchers: Smoke from Smoke Launchers lasts until the end of the Misc Phase. This is implied in the Misc phase description, but never stated.

REVISED OBJECTIVES

ESCAPE! [3 OP]:

On your way back to base, you are ambushed! You must get back to base as quickly as possible, but to get there, you must go through the enemy. One randomly determined Combat Group from your force must attempt to exit your opponent's table Edge. Do not include Infantry Groups without transport options when determining the Group chosen, but do count Combat groups held in Reserve. You gain 2 VP if ½ or more of the Combat Group manages to leave the Table, and an additional 1 VP if no member of the Combat Group has been killed, Destoyed or Critically Damaged. On larger tables, choose a point 25" or more down one edge. Any Model that moves off that edge farther down than that point counts as having Escaped. Models Escaping do not count as Destroyed.

RECON [2 OP]:

An enemy Model is of interest to Command, but just which one is unclear. Randomly choose a Combat Group with 3 or more Models not held in Reserve. If no Combat Group with 3 or more Models is available, randomize between all Combat Groups. If at the end of the Battle, you have gained Active Lock on all members of the designated Combat Group, you gain 2 VPs. If you have gained Active Lock on at least half the designated Combat Group, you gain 1 VP. Active Lock must be achieved on a Model before it can be destroyed. If a player destroys his own Models, the opponent is considered to have achieved an Active Lock prior to its destruction.

SCOUT [1 OP]:

A Randomly chosen Terrain piece or Static Model in your opponents' deployment area needs to be scouted. If a Model from your force is able to successfully Forward Observe the Target two rounds in succession from within its Detect Rating in inches, you gain 1 VP. The Target may be Observed by any Model in your force, but Models may not combine efforts.

WIPE THEM OUT [2 OP]:

One randomly chosen enemy Combat Group consisting of 3 or more Models must be destroyed, regardless of the consequences. If no Combat Group with 3 or more Models is available, randomize between all Combat Groups. You gain 1 VP if ½ or more of the Combat Group is Destroyed or Critically Damaged, and an additional 1 VP if the whole Combat Group is Killed or Destroyed. The Target of this Objective may not be one held in Reserve.

REVISED SUPPORT OPTIONS

AIRSTRIKES

Airstrikes are a Support Asset that, if bought, may be "called in" by Combat Group Leaders and Army Commanders, and will then arrive in the Airstrike Phase of Step 3 of the Round in which they were called.

CALLING AIRSTRIKES

If you have uncalled Airstrikes during your turn, your Army Commander or a Combat group Leader may attempt to call in an Airstrike. The Model must spend an Action and performs a Comm Event. If the Comm Event is Blocked, the Airstrike is not called and remains available for later attempts. If the Event is successful, one Airstrike of the player's choice is ready for use in the Support Phase of this Round. The Model must then make a Leadership Skill test against a Threshold of 5. If the Leadership roll is successful (MoS of 1 or higher), the Airstrike may enter from any non-enemy table edge of the player's choice during the Support Phase, otherwise it may only enter from the player's home edge.

USING AIRSTRIKES

At the beginning of the Airstrike Phase, both players alternate placing counters or models representing their Airstrikes as noted on page 17. Once this is done, players alternate moving their Airstrikes. Each Airstrike will move multiple times during the phase, but only has a fixed, limited number of Turns based on its type. Once the Airstrike has expended all these Turns, it may not change its facing again and must continue to move in a straight line until it leaves the board.

When moving an Airstrike, you must move at least the minimum number of inches and at most the maximum number of inches. Airstrikes may make Attacks at any point during their movement, but may only use a Turn at the end of a move. A Turn allows an Airstrike to change its facing by up to sixty degrees left or right. Once all Airstrikes have moved once, repeat the process from the beginning until all Airstrikes have moved off the table or been destroyed. Airstrikes that have successfully left the Table are no longer available for any use. Airstrikes have a Skill of 2 in Attack and Defense, and 1 in Electronic Warfare.

AIRSTRIKES AND ATTACKS

All Airstrike weaponry is assumed to be Fixed Forward Arc unless stated otherwise. Airstrikes attacking Ground Models only count Cover and Concealment within 4" of the Ground Model. Ground Models attacking Airstrikes likewise only count cover and concealment within 4" of themselves. Airstrikes may attack other airstrikes without needing the AA trait. Models on the ground may only attack Airstrikes with weapons with the AA trait, and do so using the normal Reaction Fire rules. Some table effects or weather effects may affect all Models on the table, including Airstrikes. When measuring to and from Airstrikes, use only the Base or hex-counter, not the model.

AIRSTRIKES AND DAMAGE

Airstrikes take Damage like other models, but due to their simplified nature do not suffer the same penalties. Rather, they take a -1 modifier to all skill rolls for each box of damage they have taken, excluding Sturdy Boxes (if any). If an Airstrike is destroyed outright, simply remove it from the table. If it is killed due to cumulative damage, it will crash. Move it directly forward its Maximum Movement, then apply deviation as if it were an IF attack that had missed. Direction 1 is directly forward of the Airstrike and it will deviate 1d6 plus its Minimum Move in inches. A crash is treated as an Blast (3) attack with a DM equal to the Armor of the Airstrike and an unmodified Attack Skill of 2. Airstrikes never benefit from CPs unless granted by the calling Model.

Airstrikes Forward Observe like any other Model, and any Models on Stand-By may fire as normal if a friendly Airstrike Observes a Target. Note that the Actions listed are for the Airstrike's entire time on the table. Weapons with Limited Ammo may only fire the weapon in question a number of times equal to the number of ammo circles listed beside the weapon. This is an exception to the single attack per weapon per turn restriction in the Ranged Attacks section on Page 25.

	Fighter	Fighter-bomber	Bomber
Min/Max Move	6/18	8/16	10/15
Turns	2	1	0
Defense	+1	0	-1
Armor	11	17	21
Damage	LH	LH	LHC
Detect	3	3	3
Sensors	+1	0	0
Auto Comm	5	3	4
Comm	0	+1	+1
Actions for Round	2	2	3
Weapons	2xLAC (Linked)	LAC, AGM OO	AGM OO, ATM OO
Perks and Flaws	AMS, TD1	TD1, AMS	TD2, AMS
Cost	3 SP	4 SP	6 SP

Bombers may only be taken in Forces of PL 3 or higher.

ANTI-AIR ASSETS

Anti-Air assets come in two forms. The first is an AA drone, which grants each model in the Combat Group the AA ability on their longest ranged machine gun, pack gun, autocannon, rifle, LRG or laser weapon as long as it is not docked. The drone costs 1 SP and only one drone may be bought per Combat Group. It must be assigned to a single Model (which may not already be equipped with a drone) and follows it as per the Hunter-Killer Drone.

The second is a Turret as per the Defensive Assets section (use the HAC Turret), armed with a pair of linked-LAACs, rather than the standard weaponry. The AA Turret costs 2 SP.

ARTILLERY

Artillery is a Support Asset that, if bought, may be "called in" by a Model during its Activation and arrives in the Artillery Phase of Step 3 of the Round in which it was called.

CALLING IN ARTILLERY

Calling Artillery is a special form of Forward Observation. It may be on a table location rather than a Model, but if this is done the FO only applies to artillery. If the FO is successful, the FOing model may spend an Action (normally the free one granted by the FO) to roll Leadership versus a Threshold of 4. If there is a MoS, it will subtract from the scatter distance (min 0 Scatter) and if there is a MoF, it will subtract from the Artillery Attack Roll.

The Attack is resolved as a standard IF attack with an unmodified Attack Skill of 2, but against a Threshold of 5 rather than 4 and in the Artillery Phase of Step 3. If both players have Artillery strikes in the Phase, alternate attacks as per the rules on page 17. If the Artillery Strike scatters, roll for scatter exactly as described in the Indirect Fire section (p 25). Treat direction 1 as being directly away from the Target in a straight line from the center of the attacking player's home edge.

Type	DM	Traits	Cost
Light	x12	Blast (2)	1 SP for 2 Strikes
Medium	x18	Blast (3)	1 SP
Heavy	x22	Blast (4)	2 SP

By spending one additional SP, you may grant all Artillery strikes in a single choice the Guided Trait.

ARTILLERY EXAMPLE

Nick wishes to call in an Artillery Strike on a Bunker. He successfully Forward Observes the Bunker with a Headhunter (Sensors 0) and spends an action to roll it's Leadership Skill versus a 4. The Headhunter's Leadership is a 2, and he rolls a 4. Not enough to reduce Scatter, but enough not to increase the attack difficulty.

The Artillery Strike rolls a total of 6 to hit the target spot, which means the Attack does not Deviate and does damage as a normal Indirect Attack.
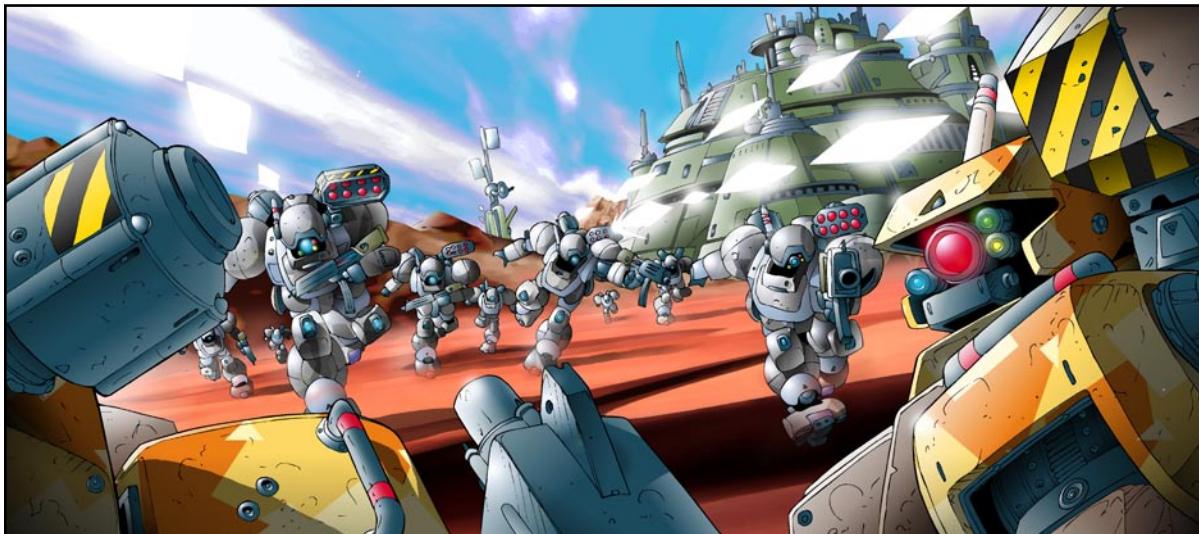
DEFENSIVE ASSETS

Defensive Assets represent emplacements or similar that have been erected or co-opted by a force. Defensive Assets are considered Structures and may be damaged as normal for Static Models. Defensive assets are deployed as individual Combat Groups within your Deployment Zone during setup, unless you buy Infiltration for them. Each asset counts as a single Combat Group for Deployment and infiltration, but must allocate its action prior to the start of each turn to either Reaction Fire or Stand-by for Coordinates. Defensive Assets may receive CPs as normal.

Name	HAC Turret	HRP Turret	Observation Bunker	Heavy Bunker	Blind
Armor	25	25	25	45	n/a (terrain)
Damage	SLHC	SLHC	SSLHC	SSLHC	n/a (terrain)
Size	5	5	8 (2"x2"x1")◆	8 (2"x2"x1")◆	❖
Actions	1	1	0	0	0
Detect/Sensors:	3/0	3/0	n/a	n/a	n/a
Weapons	2xHAC (T), Linked, Reloads	2x HRP/48 (T)RoF3 Linked, Reloads	n/a	n/a	n/a
Perks/Flaws	n/a	n/a	Rf(5), Stealth (2)	Rf (10)	n/a
Cost	2 SP	3SP	1 SP	2 SP	2 SP

◆ A bunker may hold two squads or Infantry as if it were a Transport. Infantry may fire out of the bunker using the height of the bunker when determining Cover. Bunkers count their Stealth, if any, at all times.

◆ Blinds are open on one side, allow one Model of up to Size 14 to enter and will hide up to 1" (has a port for a turreted tank gun to fire in a FF arc), giving any Model inside a Hull Down value of 4, if they choose to go Hull Down and remain Stationary. The Blind will only protect the Front Arc of the Model.

Bunkers and Turrets always count as rolling a 3 for Defense.

INFILTRATORS

A Combat group may be made Infiltrators at the cost of 2 SP per Combat Group. You may only have a maximum number of Infiltrating Combat Groups equal to your Priority Level. Infiltrators are not deployed with the rest of your forces, but are instead deployed after all non-infiltrating units have been placed on the table. If both sides have Infiltrators, normal order applies at that point. Infiltrators may be placed anywhere outside of your opponent's Deployment zone as long as no enemy model may gain Lock to them without using Active Lock. Obviously, Models with Stealth make good Infiltrators and terrain placement will factor in greatly.

INFANTRY

Models with the infantry Perk represent smaller mobile Models such as a person on foot , all-terrain Vehicles, hovercycles, Jeeps and other off-road vehicles or riding a beast. Infantry follow the rules for Combined Models in addition to the rules below:

For simplicity, Infantry are given a single Skill rating they use for all tests. This Skill Rating is also used for their Auto Comm and Detect Ratings, and their Sensors and Comms are considered 0. Infantry are affected by Anti-Infantry Weapons, have a Walker movement of 2/4 and have the Improved Off-road Perk. ATVs, ORVs Hovercycles, and other movement upgrades are in addition to the Walker movement. In this case, Infantry does not "dismount" to use Walker, it simply represents the Infantry taking things slow and the vehicles being smaller than normal vehicles of their type. Infantry have an Attack profile of +1 at Stationary, +0 at Combat Speed and -3 at Top Speed. Infantry have a Defense Modifier of +1, regardless of Movement Type or Speed. Infantry never run out of ammo, but may be affected by Limited Ammo.

Infantry are considered size 2 for a single base, unless increased by an upgrade. Unless noted otherwise, one of the Infantry Bases in each squad has a heavy weapon with the Stabilizer Perk, however all bases in the squad are equipped with small arms. Since Infantry Heavy Weapons and commanders are not designated as being on any particular base, they are assumed to be in the last Base removed, regardless of what Bases were removed. As per the Combined Models rules on the previous page, when an Action is spent for an Attack, all Bases would fire with their small arms and the base with heavy weapon may also fire at the same target.

Infantry who do not have movement upgrades of any sort may enter Buildings, Bunkers or other Static models as if they were a Transport, unless otherwise noted. If moving through Static Models, they treat the Model as Rough Terrain, although Infantry movement upgrades may cause the Model to be considered impassible or Very Rough. This should be discussed before the game begins to ensure fairness. If they take the Hull Down Special action while inside a Static Model, they count as being Hull Down and having Partial cover from all directions. Infantry may make Ranged Attacks out of any Static Model they enter, including Defensive Assets and Bunkers. In this case, the Static Model does not block the Infantry's Attacks and you count Concealment to the Building. Range for Attacks is measured to and from the Building.

REVISED WEAPON TRAITS

Anti-Infantry [AI]: Infantry are especially vulnerable to AI weapons and as such Weapons with the AI trait gain a +2 to hit Infantry Perk

REVISED PERKS

Demo Drone: Must be placed anywhere within the double the Auto Comm radius of the owner after movement is completed, but must be Docked if the Owner wishes to move faster than Combat Speed. If the Owner moves faster than Combat Speed without Docking the Drone, the Drone will self-detonate its SDG, regardless of location or friendly Models. Demo Drones may be directed to Self-detonate their SDG at the cost of one Action. Demo Drones count as having a Skill of 2 for Self Detonation. Note this does not benefit from Crossfire or Coordinated Attack. Demo drones are destroyed and removed from the table after detonation of their SDG.

Recon Drone: Must be placed anywhere within the Auto Comm radius of the owner after movement is completed. The owner may use the Drone's location when attempting Forward Observation or determining concealment to another Model for Combat lock or Active Lock. The Drone Counts as having a Target Designator with Rating 1. Recon Drones may not be used for LoS for Attacks from the Owning Model. If a FO is made from the Drone, the Drone is considered to be Size 2 and have the same Modifiers to concealment from movement as the owning Model for purposes of Detecting the Drone for EW purposes only.

Stealth (X): Models with Stealth take the higher of their Concealment Value or their Stealth Rating as long as the Model is not capable of being Auto-Detected. The Stealth Rating will be increased by 1 if the Model is Stationary, and lowered by 1 if the Model is at Top Speed. Stealth is affected by Perks and Flaws such as Large Sensor Profile. Models undertaking the Hiding Special Action count their Stealth Rating as 1 point Higher. Firing Weapons reduces the Stealth Rating as if it were Concealment. At Night, Models may not gain Combat Lock to a Model with Stealth unless the Detecting Model's Detect Rating is equal to or higher than the Stealthed Model's Stealth Rating (accounting for all modifiers).

ABM Revision — (applies to all ABMs and all datacards with ABMs, notabley HT-72s): Replace AE3 with Blast (2)

GENERAL ARMY UPGRADES AVAILABLE TO ALL ARMIES

◆ Any Infantry Group allowed the use of a Sniper Rifle May swap it for an Anti Gear Rifle for 0 TV, unless listed otherwise in your army.

◆ One non-infantry Veteran Combat Group in a Priority Level 4 force may be "the best of the best" and may upgrade their Attack and Defence Skills to Level 4 for +10 TV per Action per Model. The Combat Group Leader and any members who have ECM, ECCM or Satellite Uplinks may upgrade their EW Skill to level 3 for +5 TV per Model per Action. In all cases, the Models must already have the previous Skill Level(s) before upgrading. This option is not available for the Black Talons, FLAILs or GRELs. A Tank with 3 actions would pay 30 TV to upgrade its ATT and DEF, while a one-action gear would pay 10 TV.

NORTHERN GP SQUAD (REVISION, PAGE 72)

The FGC swap should upgrade any HGs on the Model to HHGs. The HPZF option should be Limited Ammo 4, rather than 2. The costs of both options remain the same.

NORTHERN LIGHT TANK SQUAD (REVISION, PAGE 81)

The Master Klemm upgrade should specify the Combat Group Leader must be in a Klemm, not a Bandit Hunter or any other variant. WFPA forces may take the Master Klemm as CG Leader instead of the Bandit Hunter if the vehicle is the Army Commander.

SOUTHERN CONVICTS (REVISION, PAGE 107)

Replace section with:

Any GP Cadres or Infantry Platoons may be designated as Convicts (Cadre/Platoon de Bagnard). Infantry Platoon are discounted by 10 TV when designated. The entire Infantry Platoon is considered a single Combined Model with one Action for Activation (and RoF) purposes. Convict Infantry Platoons may never take Heavy Weapons, Caimans, or Paratrooper upgrades and do not count toward Sniper Cadre requirements. Convict infantry may not embark upon any Model with the Transport perk, but may take ATVs, ORVs or Riding Beasts.

Convict GP Cadres receive no discount unless playing with Morale, at which point they are discounted 10 TV per Cadre. Convict GP Cadres may only be composed of Stripped Down Jägers or Asps and may not take any weapon swaps, unless Veteran, at which point the Asp may upgrade its HMG to a LAC (F, no reloads) for +5 TV. Asps are -10 TV from a Stripped-down Jäger.

Convict Combat Groups must have all members within Auto Comms range of the Squad Leader (or his Infantry Squad) at all times. If Any Model is outside of this range at the end of the Miscellaneous Phase, it is assumed they flee and are counted as destroyed. If the Combat Group Leader is killed, the Model or Combined Model in the Combat Group with the most members of the Combat Group within its Auto Comms Range will become the new Squad leader, using their own Ld skill. You may measure to any base with a combined Model when determining the new Combat group Leader.

If a Gear from an MP Cadre is not within 10 inches of a Convict Gear or Escouade, the Convict Model may not receive Command Points. A Convict Cadre may never be the Army Command Cadre. If using Morale, Convicts do not count as friendly Models for non-Convict Models for Morale. Convicts are often used for "special recon" and Convict Groups are often referred to as "les condamné" (the condemned)."
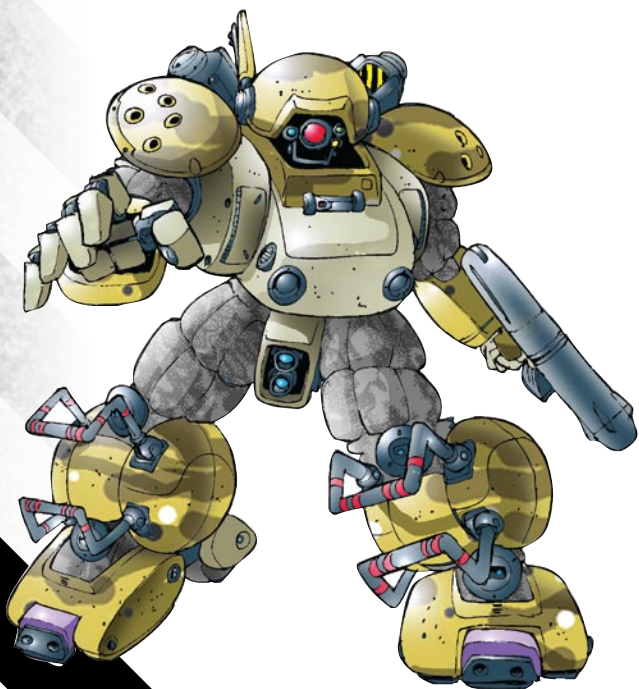
SIGN OF STATION [REVISION, PAGE 108]

Those Peacekeepers who have shown great devotion often wear a specially crafted Vibrokatana as a sign of station. One Squad per full 750 TV may have their Gears carry one for +5 TV per Gear. The Vibrokatana counts as a Vibroblade with the AP quality and any Gear with both a Vibrokatana and a Vibroblade gains a +1 modifier when Defending against non-Ram Melee Attacks.

SOUTHERN INFANTRY PLATOON [ADDITION, PAGE 120]

Infantry Backup: Asps are "heavy infantry gears" used to bulk out occupying forces inexpensively. One Asp may be taken per Infantry Escouade for +10 TV. The number of bases in the Escouade "upgraded" drops to 2, and the Asp counts as a separate Model in the Combat Group. If Veteran, the Asp may swap its HMG for a LAC (F, Reloads) for +5 TV and/or take MPZFs (F, limited ammo 3) for +5 TV. Asps may not be included in Convict Infantry Escouades, as all Asps used for convicts are used with other Gears. Infantry squads may buy ORVs, ATVs and similar for Squads with Asps for the normal cost.

LEAGUELESS [ADDITION, PAGE 154]

Add the following to Trooper gears:

BRICKLAYER/STONE MASON - 15 TV

- ◆ May swap the LAC for a FGC (F, Reloads) for +5 TV.
- ◆ May swap LAC for a SC (F, limited ammo 3) for +10 TV or 2x CS (F, linked) for +5 TV.
- ◆ May not take "Ill-Equipped" options.
- ◆ Note that the SC and CS options will need to be converted or modeled using spare parts.

JUMP JETS [EXPANDED FROM PAGE 182]

While Jump Jets do not count toward moving, a Model using Jump Jets counts as moving one Speed Band faster than their current Speed Band (Stationary becomes Combat, Combat becomes Top, Top stays Top) for the duration of the Jump and for Attack purposes only. Count normal Speed Bands for Defence and all other purposes. Jump Jets may interrupt slides and other movement. In this case, the jump occurs in the direction the player wishes and then the slide or other movement continues as normal. Use of Jump Jets more than once per Round will result in the Model adding their Jump Jet rating to their Large Sensor Profile (or gaining LSP equal to their Jump Jet rating if they do not already have LSP).

If a Model is more than an inch above a surface at the conclusion of all Jump Jet movement, it will be subject to an unintentional impact (page 28 Locked and Loaded) on its underside modified by front/rear arc if applicable. If the Jump is strictly vertical, no arc is used, it is strictly underside. If more than ½ of the base or footage of the Model is not on the level landed, it must make a Difficult Terrain Test (page 21 Locked and Loaded). If the test is successful, it should be moved fully onto the level it planned to land on. If the test was unsuccessful, it will fall off the edge of the level. If any part of the Model comes in contact with another Model during the Jump or landing consequences, treat it as an unintentional impact, as normal.

RETURN TO CAT'S EYE ERRATA

Page 43: Additional Heavy mounts starting Ld should be 1, not 2.

Page 55: "Any Gear may upgrade its EW Skill top Level 3 for +5 TV for Dark Series or +10 TV for Claw series." should be "Level 2"

Page 58 — FORT: All Models should have EW2, not 1.

Tactical Assistence Team (p.61) and Tactical Assault Team (p.62): "Add a MRP/18 (FF, no reloads, RoF 3) to any Model for +15 TV or +10 TV if the Combat Group Leader or a Dark Cobra." Change "Combat Group Leader" to Owl C3.

Page 63: replace Veteran "Any Dark Naga may swap one or both...." with:
Any Dark Naga may swap one or both HRPs for a HGLC (F, no Reloads) for +0 TV per weapon swapped or one or both HRPs for a an ATM (F, Limited Ammo 4) for +45 TV per weapon swapped.
Add into Veteran: Any Dark Naga may swap one or both HRPs for a HGL (F, no Reloads) for -5 TV per weapon swapped.

DATACARDS

Coyote: Ground Stationary should be -3, not -4. Improved Off road should be (W only)

Meggido: Cbt mod should be 0, not +1

Vulture Heavy: HVS should be AC.

Dark Coyote: LSP should be W only, not G only.

Dark Hoplite: transport should be 2 Squads

Bricklayer and Stone Mason: should have a badlands logo for their cards.