



RULES COMPENDIUM FAQ AND ERRATA

(REVISED 24 NOVEMBER 2015)

Auto-repair/Advanced Auto-repair (14.0, p. 54) (Clarification):

Bulkheads may not be repaired by these systems, and change the parenthetical portion of the last sentence of Advanced Auto-repair to read: *effectively making this system only available to Signature 1 or larger vehicles*

Vehicular Personalities and Hits (16.0, p. 67) (Clarification):

Damage that would normally be allocated to a vehicle may be instead be scored as a Hit against a Personality occupying the vehicle (not in addition to the vehicular damage) at the owning player's option. A Vehicular Personality loses all of its assigned Traits when the Personality loses its last available Hit, or when the vehicle becomes *Destroyed* or *Brewed Up*.

Vehicle Construction, 5c Other Systems Table (pp. 105-106):

Change the *Smokescreen* entry to read:

OTHER SYSTEMS (CONTINUED)	TL	SP	CP COST	SEE NOTE
Smokescreen/5+	2	2	90	8

Add Note 18 to the end of the Notes column:

18. Limited to Signature 1 or larger vehicles.

Note 18 applies to *Auto-repair*, *Advanced Auto-repair* and *Repair Bay* systems.

Personnel Construction, Team Attributes Table (18D, p. 122):

Add the following entry to table 18D:

ATTRIBUTE	TL	CP COST	SEE NOTE
Autonomous	6	50	

Personalities Construction, 21B Hits (p. 127):

Add the following paragraph at the end of the existing rule:

The CP cost for multiple hits on a vehicle-based Personality is the combined CP cost of the vehicle's movement and weapons, multiplied by the number of hits desired (2 or 3).

Filling Out Data Cards (23.10), p. 132:

Add the following after the 2nd paragraph of the 2nd (righthand) column of p. 132:

Large vehicles with signatures of 0 to 2 have a [2] entered next to the Weapons damage boxes in the Primary damage track of their Data Card; signatures of -1 to -4 enter a [1] instead.

Data Card Errata

Protectorate T24 Scout Car: change the PV to 42.

Protectorate H751 Scout: change the PV to 62.

5th Russik T29 Scout Car: change the PV to 99.

Derali Javelin: add *Streamlining* to the vehicle's Systems and change the PV to 132.

Derali Serechnya: add *Streamlining* to the vehicle's Systems and change the PV to 452.