

## Heavy Gear Blitz Errata. Date: 25 May 2007

### **Main Rulebook:**

**Page 14:** under Stand-By, should be: "It may "stand-by" any or all of its actions, allowing it to attack even after its activation when it receives coordinates from a Forward Observer or a "tag" from a Target Designator." IE, the unit may only fire immediately after receiving coordinates or a tag.

**Page 14:** under Stationary, Add sentence "Stationary units moving to Combat Speed may choose any Movement Mode they possess."

**Page 16:** under Movement Modes, Add sentence "The exception is stationary units moving to Combat Speed, which may also switch to any Movement Mode they possess." after "This means that a Unit cannot switch speed and Movement Mode in the same Round."

**Page 19:** Under Active Detection, the list of modifiers is a formula, not a chart. Cover value is the base Threshold to which modifiers are added. Concealment was listed separately for clarity, however Cover+Concealment could be listed as Total Obscurement.

**Page 20:** Multiple attacker penalty should be from each successive "Attacker" in combat group, not "Attack"

**Page 35:** Weapon tables: MAAC should have the same ranges as HAAC. VLAC should have the same ranges as LAC.

**Page 35:** Weapon Tables: The codes for the four rifle weapons should be VLRF, LRF, MRF, and HRF. The code for the Frag. Cannon should be FGC.

**Page 36:** The Anti-Air Missile should have the Minimum Range trait.

**Page 37:** The Assault Rifle should have an accuracy of 0 and an RoF of 1.

**Page 37:** the Sniper Rifle should have an ACC of +1 and a RoF of 0.

**Page 37:** Several infantry weapons are indented too far and part of the Light Mortar's Notes have migrated to the next line.

**Page 39:** Add the following to Slow Burn: In order for a weapon with Slow Burn to continue to cause damage, it must have dealt at least a Light damage (before Sturdy boxes) on the initial attack.

**Page 41:** Camo Netting Should state "+1 concealment if there is any concealment granted by cover other than Solid cover."

**Page 41:** Sniper System only applies to the weapon it is listed for.

**Page 51:** Strike squad should be 390 TV.

**Page 56:** Convict Cadre, and page 59, Infantry: change "Non-Conscript" to "Non-Convict".

**Page 56:** General Purpose Squad: Paratrooper option: Reloads should only be for LAC.

**Page 57:** Strike Cadre should be 330 TV. An additional Jäger should be +70TV.

**Page 63:** Strike Squad should be 475 TV.

**Page 69:** Result 4 on the mission table should be "Defend."

**Page 69:** In the Rearguard mission, Victory Points Lost should be for enemy Units in your deployment zone at the end of the Game, not your own.

**Page 71:** Deployment, Paragraph is missing end text, should read (bolded is the missing text) "... until they no longer have any to deploy. Players must state Movement Mode and speed of each unit as it is deployed."

**Page 72:** Jaguar's Walker defense should be -2/+1/+2, not -2/-1/+2.

**Page 73:** KODIAK - LPA should be x10 damage

**Page 74:** ALLER - LPLC should be x20, not x12

**Page 75:** SPITTING COBRA - LMG range is wrong is wrong - should read 1/3/6/12/24

**Page 75:** KING COBRA - LAC should be FF arc, HRP should be F arc and have RoF 3, MRP should be RoF4.

**Page 75:** VISIGOTH - The Visigoth should only have one Sturdy box.

**Page 76:** Warrior IV: Should have the Airdroppable perk.

**Page 76:** CRUSADER IV - VA should be Acc -1, LGM can be changed to a LFM to bring in line with Shields of Faith.

### **Box Datacard Errata:**

**Northern GP Squad (All Cards):** Snub cannon should not have Reloads, LPZF should have x10 damage.

**Southern GP Squad (All Cards):** LGL should not have reloads, LBZK should not have reloads.

#### **PRDF GP Squad:**

-All Cards: RFB is mislisted as RFBZ, FGC is mislisted as FC.

-Unit overview card: All Units may swap their LAC to MAC. It is not limited to 3. Only 2 units may upgrade to a FGC or a RFB

**PRDF Strike Squad: (All cards):** RFB is mislisted as RFBZ, FGC is mislisted as FC.

#### **Northern Strike Squad:**

-Jaguar card: Ground Defense mods are wrong, should be -2/+2/+3, SC should not have Reloads

-Hunter Card: Walker Defense mods wrong, should be -3/-1/+1. Ground Defense Mods are wrong, should be -3/+0/+2

-All cards have MBZK ranges incorrectly listed, should be: 3/6/12/24/48

When in doubt, use book stats for weapons, keeping in mind the book errata.

### **Hammers of Faith Errata:**

**Page 23:** The Recon Squad line in the Northern Guard Gear Regiment Formation is shifted one column to the left.

**Page 30:** Remove Snub cannon reference in Panzerfaust and IRP swap note.

**Page 32:** The Veteran Strike Squad should be able to swap an additional Hunter (maximum of 3) for a *Grizzly* for +45 TV.

**Page 33:** Due to new parts available in the Northern Fire Support Squad box, we've decided that the Northern Fire Support Squad should allow Gears with an LAC to upgrade to an MAC for +5 TV.

**Page 34:** The Veteran Dragoon Squad option to swap a Grizzly for a Jaguar should be -30 TV.

**Pages 34 and 36:** The cost for giving a Jaguar 2 MRPs should be +25 TV, not +10 TV. The link cost is unaffected by this change.

**Page 42:** The cost to upgrade Veteran Infantry from Level 2 Infantry Skill to level 3 should be +10 TV, not +30 TV.

**Page 45:** The Assault Grizzly upgrade option for the HMA Squad is an error. It should be the same as the MBZK swap option from the Strike Squad on page 32.

**Page 58:** The Assault Rifle should have an RoF of 1. [b]\*new\*[b] The Sniper rifle should have an ACC of +1 and a RoF of 0.

**Page 64:** Hunter-Killer Drone: Switch Movement mode to Hover. Recon Drone: Remove Backup Sensors, increase Sensors to +1, Comms to +1 Auto Comms to 5, Detect to 4, add ECCM 1. Cost in list stays the same for both.

## **Swords of Pride Errata:**

**Page 2, Playtesters:** Gambit's Grenadiers are missing from the playtesters list.

### **Page 27, MILICIA Armor Regiment Organization:**

- Paratrooper line should be: 0 0-1 0-1v 0-2v

### **Page 38, MP Cadre:**

- The upgrade cost listed in the veteran options for Iguana MP to Black Mamba MP should be +15 TV.  
- A Razor Fang Black Mamba MP should be +5 TV from a Black Mamba MP.

### **Page 39, Paratroop Cadre:**

- Jäger Paratrooper to Black Mamba should be +10 TV. Jäger Paratrooper to Iguana Paratrooper should be free.  
- The veteran option should allow the commander to upgrade to a Razor Fang Black Mamba from a Black Mamba at +5 TV.

### **Page 41, Strider Cadre:**

- Should be "Cadre" not Squad. Cost should be 120, not 165.  
- Cost of Recon drone is 20, not 25.  
- Fire Dragons should pay an additional 5 TV when upgrading ATT, DEF or EW (20 TV each)

### **Page 42, Tank Cadre:**

- Composition should read: A Tank Cadre consists of 2 Hun Light Tanks.  
- Visigoths should pay an additional 5 TV when upgrading ATT, DEF (20 TV each) or EW ( 15 TV).

### **Page 43, Cavalry Cadre:**

- Composition should read: A Cavalry Cadre consists of 2 Caiman APCs. Cost should be 30 TV.

### **Page 44, Infantry Platoon:**

- Amphibious should not be listed in Normal options, it is veteran only.  
Cost of Caiman should be 15 TV, +5 TV to upgrade to command Caiman.

### **Page 45, Sniper Escouade:**

Sniper Escouades should be per *Platoon* of Infantry, rather than per *Section*.

**Page 58:** The Sniper Rifle should have an ACC of +1 and a RoF of 0.

### **Page 59:**

- Jäger Paratrooper should have a "CR" Melee weapon with DM x7 and a x6 Physical Attack.

### **Page 60:**

- Iguana MP should have Detect 3 and Sensors 0.  
- Iguana Paratrooper should have a "CR" Melee weapon with DM x7 and a x6 Physical Attack.

Page 61:

- King Cobra Physical Attack DM should be x7, x8 with CR.  
- Anolis R LRP/16 should have x12 damage.  
- Basilisk: LRP/24 should be x12 DM

### **Page 63:**

- Fire Dragon LACs should be L and Ri, HRP/48 should be T and have x20 Damage, Sensor Dep. listed twice.  
- Visigoth HAC should be T

### **Page 64:**

- Hittite should have Comm +1  
- Demo Drone should have +0 Combat Speed Def Mod, has Armor listed twice, should not have Exp. Move  
- Recon Drone should not have Exp. Move. Armor 3 should not be listed, Armor is 4 as per armor box.