. RULES ERRATA .

Page 45

Scav Marksman. This model is incorrectly named and should be called 'Scav Sniper'.

Pages 45 & 51

Combat Knife. This item is incorrectly named and should be called 'Combat Blade'.

Page 54

The example for equipping a Scav Pit Boss is incorrect due to a Pit Boss having an EAL of 3. This entire example should be replaced with the following text:

Hector is building a Patrol and wants to kit out his Scav Pit Boss, which has an EAL of 3. It can therefore can access items up to EAL 3 and has 3 equipment slots.

Hector decides that the Pit Boss has enough armour, but wants to increase its effectiveness in a firefight. He purchases Scout helmet (EAL2) for 5 Creds. Next, he purchases a KPS Mangler Assault Shotgun (EAL2) for 4 Creds, which will replace the Pit Boss's Scav Combat Shotgun. Finally, he purchases an ITB Mutilator Fist (EAL3) for 6 Creds, which will replace the Pit Boss's Combat Blade.

Hector has used all of the equipment slots on the Pit Boss, however knowing that combat drugs do not take up equipment slots, he decides to spend the last few Creds on 2 doses of Shatter. He records all his equipment purchases on his Patrol roster and heads off into the Cannibal Sector!

Page 59

KPS Manger Assault Shotgun. This item is incorrectly titled and should be called 'KPS Mangler Assault Shotgun'.

Page 64

Pineal Stim. This item is incorrectly titled and should be called 'Shatter'. Note: some Agent cards incorrectly refer to Shatter as Pineal Stim.