

DEPARTMENTAL CHAIN OF COMMAND:

In the chain of command on **Page 42-43**, the Department of Shocks, Shares and Bonds should read Stocks, Shares and Bonds.

GAME SYSTEM:

The Stormer's Movement Rate listed on **Page 149** is correct, giving Stormers a movement of:
WALK:1 RUN:2.5 SPRINT:4.

SKILL DESCRIPTIONS:

Rival Company skill description is not mentioned in the SLA Industries rulebook. The description is as follows:
"This skill represents the characters' knowledge of the companies who oppose SLA Industries. This is a generic knowledge of company workings, recognition of company figures and associated symbols and equipment used by these companies."

Electronic Forgery skill description is not mentioned in the SLA Industries rulebook. The description is as follows:

"This skill is the next step up from Manual Forgery. It allows the character to create fraudulent documents which will fool most humans and some machines, eg credit cards and electronic lock passes for door entry systems."

ADVANTAGES/DISADVANTAGES:

The money mentioned under the Advantage / Disadvantage of Finance should be in ₧, and not in ₭ as stated.

The Advantage / Disadvantage of Income is described at the end of the Housing Advantage / Disadvantage.

The Vehicle Advantage can be taken and the character can then sell the vehicle, but only for Ranks 1 to 3, as the other ranks are vehicles which are only leased to you from the company and therefore are not truly owned by you. This rule was being taken to extremes in some cases with Players taking Vehicle Rank 10 and selling it, then starting play with Dogeybone armour and 17mm rifles!

FLOW OF THE EBB:

Formulae can be increased through experience but not during Character Generation. This reflects the Characters' increasing knowledge through the use of the Ebb (similar to a swordsman practising his craft - learning through experience)

Ebb Ability Blast: Rank 5 (Blast 3) should cost 5 Flux and not 4 as listed.

The Thermal gauge functions in the same way for both Thermal powers (Blue and Red) as the Flintlock does for Blast (**Page 222** SLA Industries rulebook).

EQUIPMENT & HARDWARE:

The FEN 204 'Gunhead' 10mm SMG, KK20 'Panther' and KK30 'Ripper' all use the Pistol skill instead of Rifle.

The armour descriptions on **Page 252** are incorrect. The top picture shows 'Heavy Exo' armour and not 'HARD' armour as stated. The bottom picture shows 'Powercell' and not 'Crackshot'.

Pages 258-260: The prices listed for equipment are in Dollars, they should be in Credits.

COMPANY RIVALS:

Thresher weaponry recoil: The need to give this weaponry recoil was removed because it was being wielded by troops in power assisted armour which due to its size and strength, effectively reduces the recoil to zero (the armour can take the kick back with ease). Most of the weaponry of this type is actually powered by the armour instead of having a separate power supply. Some of the weapons are independent of the suit however and could be picked up by a player in a gun battle situation. These weapons and their recoils are as follows:

SHEER 0023/B1 Assault Rifle RECOIL: 12
FLAY AUTO 1701/C6 Automatic Pistol RECOIL: 9
VAPH III 0600/C12 Assault Cannon RECOIL: 21

The Tek Trex drones (**Page 281-282**) are fitted with 5mm Sub Machine guns. These SMGs have the following Statistics:

CLIP	CAL	ROF	RCL	RNG	WGT
*	5mm	10	7	12m	1kg

*The clip size differs per drone. The Vito and the Buzzard have 200 round ammunition bins, and the Scarab has a 300 round ammunition bin.

5mm AMMUNITION STATISTICS

TYPE	PEN	DMG	AD
STD*	2	3	1

*The Tek Trex drones only use Standard ammunition.

AMMUNITION COSTS:

SLA & BLACK MARKET PRICES*

CALIBRE	STD	AP	HP	HEAP	HESH
CAF	1u	-	-	-	-
8mm	2c/40u	3c/60u	-	3c/60u	-
10mm	1c/20u	2c/40u	3c/60u	2c/40u	-
12mm	3c/60u	4c/80u	5c/100u	4c/80u	6c/120u
12.7mm	3c/60u	5c/100u	6c/120u	5c/100u	7c/100u
17mm	8c/160u	10c/200u	12c/240u	10c/200u	15c/300u
10ga.shot	3c/60u	-	-	-	-
10ga.slug	4c/80u	-	-	-	-

*Prices listed are per bullet.

Specialised Ammunition

TYPE	COST	WEIGHT	WEAPON
Vibro discs	5c/100u	0.01kg	SP Vibro disc
Chopper Packs	3c/60u	0.1kg	AGB Chopper

KARMA ERRATA

DOPPELGANGER INSTITUTE:

Xenos and Chagrins regenerate as they are both variants of the Stormer and as such are extremely similar in genetic make-up (even though they radically differ in physical appearance!). However, the Xeno's regenerative qualities are far superior that of the other Stormers. This is to make up for the fact that the only armour it may wear is that which it has created. The regeneration rate of a Xeno is one wound every two rounds.

The Xeno's and Chagrin's claws are identical in every respect to the claws of a Stormer 313 (PEN:1 DMG:1 AD:0). The only difference is the amount of physical strength of the wielder.

The Chagrin's tusks have PEN:2 DMG:2 AD:0.

The Xeno should have Detect skill at Rank 2. Add this to the list of Racial Skills for the Xeno (Page 77).

Stealth is listed under skills for the Vevaphon Character Class (Page 72). This is a typographical error, replace the word Stealth with Sneak.

NON - PLAYER CHARACTERS:

The weapon description of the FEN 25 (04) Warmonger (Page 133, Ex- War Criminal description) should read as follows:

FEN 25 (04) Warmonger "Standard FEN 24 with underslung 40mm gauss fed and fired grenade launcher."

