

Errata

Updates & Rules Changes

UPDATED 02/06/06

Current changes, fixes and places where we just plain messed up. Credit is always given to the first person (by date) to write or email in to our offices with the bug. Note also that all page numbers refer to the print edition of the game.

ALTCULT GEAR COSTS (SPOTTED BY EDWARD MCGLYNN)

Important: There is no direct correlation between NCD and Giri. Giri given objects are considered to be "loan" items or "rewards" that often have a far greater dollar value than their Giri amounts. To sell a Giri-granted item is considered to be a serious taboo resulting in losing all Giri with that AltCult. In some cases, selling Giri items is an illegal offense within the AltCult (similar to an Air Force pilot trying to sell his F16!)

EDGERUNNERS

Statchip.....	5NCD
BFG.....	100 GIRI
RBFG.....	150 GIRI
FABFG.....	200 GIRI
FanDisk.....	2,000 NCD
AV4.....	100,000 NCD
AV6.....	500,000 NCD
Gyrocopter.....	75,000 NCD
Jetfan.....	420,000 NCD
CitiZep.....	140,000 NCD

REEFERS

NuScuba.....	100 NCD
Gill Collar.....	400 NCD
Dive Bubble.....	150 NCD
Homing Beacon.....	50 NCD
Torpedo Spear.....	20 GIRI
Missilegun.....	50 GIRI
Monofists.....	20 GIRI
Microsub.....	2-400,000 NCD/

Aquafighter.....	550,000 NCD
Aerosub.....	1.2 million NCD
Cyberdelph.....	320,000 NCD
SeaPanzer.....	800 GIRI

PARKERS (DESNAI)

Howler.....	20 GIRI
Hazer.....	25 GIRI
Scrambler.....	35 GIRI
Splintergun.....	35 GIRI
Park Pod.....	10,000 NCD
Miniblimp.....	75,000 NCD

ROLLERS

Hyperspanner.....	50 NCD
Messkit.....	10 NCD
Campbag.....	25 NCD
Nano Rifle.....	40 GIRI
Peacemaker.....	32 GIRI
Fission blade.....	45 GIRI
Roadcar.....	22,000 NCD
Roadbike.....	10,000 NCD
Combi.....	2000 GIRI
Street Panzer.....	1500 GIRI

DRIFTERS (RIPTIDE)

Hvy Weather Coverall.....	40 NCD
Homing Beacon.....	15 NCD
Petglove.....	10 GIRI
Shock Knuckles.....	20 GIRI
Stun Stave.....	20 GIRI
Stun Tonfa.....	20 GIRI
Duo Katana.....	50 GIRI
Powerboard.....	2,000 NCD
Albatross.....	200 GIRI
Waterscoot.....	1,500 NCD
MiniZep.....	75,000 NCD
Triphibian.....	1000 GIRI

THREEPS (CEE-METAL)

Nano Repair Sprayer.....	150 NCD
Arc Thrower.....	50 GIRI
Bladebuster.....	100 GIRI
Powersword.....	150 GIRI

STUN PG.90 (SPOTTED BY CRUEL ANGEL'S THESIS)

Stun is always calculated as Bodyx5.

PLASTIQUE PG.241 (SPOTTED BY CRUEL ANGEL'S THESIS)

Plastic explosive damage both in the table and the Tables on pg. 304 should read 13D6 per kg.

RAILGUN PG.269,278 (SPOTTED BY CRUEL ANGEL'S THESIS)

Damage for 4mm railgun should read 8D6, with a ROF of 1 and a clip of 10.

KNIFE PG.210 (SPOTTED BY CRUEL ANGEL'S THESIS)

ACS Bowie Knife ends "self-defending (heat) with a period, not a comma.

MORGAN PG.256 (SPOTTED BY CRUEL ANGEL'S THESIS)

Should read: "The surgery is Very Hard (24), requires a hospital, takes six hours and costs 2,500 ncd. It will take Morgan 1.3 days to recover fully (11÷8 REC), but he can be back on the street that afternoon (operating at a Light Wound state)."

EXOTIC WEAPON SKILLS (SPOTTED BY MIRA)

Exotic weapons use the following skills
 Bows.....Archery
 Torpedo Spear.....Athletics
 All others.....Handgun

KILLS, PG. 242 (SPOTTED BY SCOTTY)

Should read: "The fourth and final type is **Kills**, which measure very large or very powerful levels of damage to inanimate objects, but which not used in this game setting."

DAMAGE LOCATION TABLE, PG. 90 (SPOTTED BY SCOTTY)

This Damage table is incorrect. Default to the tables on pgs. 242 and 304.

STUN SAVES, PG. 245 (SPOTTED BY WILLIAM MILLER)

Characters with a CON of 10 or greater cannot be instantly stunned by taser or other "stunning" type weapons. However, they can be brought down by cumulative stun damage.

STABILIZATION , PG. 253 (SPOTTED BY WILLIAM MILLER)

Should read: " A successful Stabilization is made by making a Skill Check greater than 10, plus one for every point below 0.

AMMUNITION COSTS FOR WEAPONS (MIKE BLACKETT)

TYPE	NCD COST
12.7 gatling per 100.....	600
14mm antitank round (1).....	10
20mm Rifle (1).....	25
Acid/drug pellets per 100.....	30
Airgun paint pellets per 100.....	6
Airgun drug or acid pellets per 100.....	30
Arrows/X-Bow bolts per 12.....	20
Assault Rifle (all types) per 100.....	40
BFG per 100.....	100
Dartgun rounds per 100.....	35
FABFG per 100.....	150
Flamer reload (1).....	50
Hvy Pistol/SMG per 100.....	35
Light Pistol/SMG per 100.....	15
Med Pistol/SMG per 100.....	30
Microflamer reload (1).....	10
Micromissiles (4).....	100
Minigun load per 100.....	20
Missile reload (100).....	1000
Missilegun per 10.....	250
MK9 Torpedo.....	2000
Needle/splinter gun rounds per 100.....	50
Railgun round (1).....	45
RBFG per 100.....	125
RPG reload.....	500
Shotgun per 12.....	15
V.Hvy Pistol per 100.....	40

HVY A UTOPISTOL TABLE (SPOTTED BY EAGLE 707)

Damage for HVY Autopistol on all tables should be **6D6**, not 6D16.

EMP MISSING PARA., PG. 196 (SPOTTED BY CKP)

Should read "The bane of oldschool Edgerunners, EMP usually doesn't affect NuCybe. If hit by an EMP pulse, ther is a mere 5% chance that the result will temporarily deactivate each peice of cyberware for 1D6/2 phases (rool for each)."

POWER ON

HEART/EYE DAMAGE (SPOTTED BY VDAVELISA)

Damage for Heart/Eyes and critical areas should always be x3, not x4.

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INCOMPLETE PARAGRAPH , PG. 153 (SPOTTED BY KENCYR)

Should end "...rerolling any scores of less than 2.

GIRI COSTS FOR BASIC REQUIREMENTS (SPOTTED BY KENCYR)

Basic requirements for a given Alt Tech (such as biopods or link tap) must be purchased from the player's 150 point Giri Pool.

GIRI COSTS FOR WEAPONS (SPOTTED BY RICHARD KREY)

- NANO ACCELERATOR RIFLEGIRI=40
- PEACEMAKER PISTOLGIRI=32
- FISSION BLADEGIRI=45

CORRECTED ACS STATS (SPOTTED BY RICHARD KREY)

ACS LONGBOW 150M
GIRI=44

EX	+5	N	U	4D6+1	12	1	VR
BONUS: +5 Archery Skill				SDP: 10			
OPTIONS: owner aware, scent traceable, self accurizing, self defending (shock), self-destruct, self -repairing							

ACS DERRINGER30MGIRI=55

P	+4	P	U	3D6(11MM)	2	2	VR
BONUS: +4 Handgun Skill				SDP: 10			
OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self-destruct, self -repairing, independent firing.							

ACS HANDGUN50MGIRI=64

P	+5	J	U	4D6(12MM)	8	1	VR
BONUS: +5 Handgun Skill				SDP: 10			
OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self defending (shock), self-destruct, self -repairing, independent firing.							

ACS RIFLE400MGIRI=61

RIF	+5	N	U	5D6(5.56)	30	30	VR
BONUS: +5 Rifle Skill				SDP: 10			
OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self defending (heat), self -repairing, independent firing.							

ACS LONG RIFLE1600MGIRI=44

RIF	+5	N	U	2D10	30	2	VR
BONUS: +5 Rifle Skill				SDP: 10			
OPTIONS: owner aware, scent traceable, self cleaning, self accurizing, self defending (shock), self-destruct, self -repairing,							