

ERRATA

AT-43: THE RULEBOOK



- **“Activation phase” chapter (p. 57)**

When a player becomes the active player, he reveals the first card in his activation sequence. The corresponding unit is **activated**. The player declares his actions and resolves them as he goes. If several units may correspond to the card revealed, the active player may choose the one he activates.

- **“Shooting” chapter (p. 61)**

The following paragraph replaces the one in “resolving a shot”:

“The player chooses the type of weapon used to resolve the shot. A type of weapon is the whole of the weapons sharing the same name and same characteristics. All the fighters in the unit equipped with the chosen weapon resolve their shots simultaneously according to the following steps:”

- **“Shooting” chapter (p. 65)**

On an indirect fire test, if all the dice show failures the shot deviates one centimetre (one gradation) per failure on the shooting test, with a minimum of 10 cm (ten gradations).

The template is moved one centimeter in this direction (one gradation) per shooting test failed with a minimum of 10 centimeter.

- **“Combat” chapter (p. 71)**

The following sentence is missing:

“Once a unit has attacked in close combat, it cannot act anymore (shot, move, etc...).”

- **“Recruitment and training” chapter (p. 81)**

At the end of Assault and reinforcement, the following paragraph is added:

“The total A.P. value of assault units must be inferior or equal to the number given by the mission. The cost of the reinforce-

ment units is not important as long as the total value of the company is inferior or equal to the number given by the mission.

Example: *During mission – 3 Hold the positions, each player must compose a company with 1500 A.P. This includes a 1000 A.P. assault force. The 500 A.P. value of the reinforcement group is just an indication. A company including a 900 A.P. assault force and 600 A.P. of reinforcements does respect the limitations of the mission. In fact the total A.P. value of the company is 1500 A.P. (900 + 600 = 1500) and the value of assault group is less than 1000 A.P.”*

- **Therian project, Wraith golgoth (p. 125)**

The standard equipment line is incorrect. The correct equipment is “Medium nucleus **cannon** and medium sonic cannon”.

ARMY BOOK: U.N.A.



- **Operational Organization (p. 19)**

In the “**Standard and maximum number**”, the following sentence should be **ignored**: “And in order to be considered to be at its maximum numbers of fighters, a unit must include the number of special weapon bearers indicated.”

- **Fire Toad “Lancelot” (p. 50)**

This strider’s card contains two mistakes. It indicates a rate of attack of 3/0 and an accuracy of 5 for its two light grenade launchers, but the proper characteristics are those from the *Army Book: U.N.A.* The rate of attack is **1/0** and the accuracy is **4**.



• **Operational Organization (p. 17)**

In the **Standard and maximum number**, the following sentence should be **ignored**: “And in order to be considered to be at its maximum numbers of fighters, a unit must include the number of special weapon bearers indicated.”

• **Sigma Urash, heroic pilot (p. 27)**

Urash can join a unit of **storm golems**.

• **Sigma Urash, Fusion routine (p. 27)**

Sigma Urash may use the Fusion routine on two combat striders of the same rank but belonging to two different units.

• **Sigma Urash, routines “Fusion” and “Transfer”, p.27)**

Sigma Urash and Nimith Urash can use all of Urash’s routines. Urash on foot can therefore use the “Transfer” special routine and Nimith Urash the “Fusion” special routine.

• **Infantry (p. 31)**

In the first print of this book, the following routine was missing from the insert: “Reconstruction (3 LP): One of the unit’s fighters comes back into the game.”

• **Assault golems (p. 33)**

In the first print of this book, the following indications were missing from the “Officers” table:

- Overseer delta: + 15 A.P.
- Overseer omicron: + 25 A.P.
- Overseer sigma: + 50 A.P.
- Overseer omega: + 65 A.P.”



• **Disruption (Sgt. A. Tymofiyeva, p.25; Dragonov kommando, p.39; Sierp, p.47; Arsenal, p.61)**

The Disruption ability can only be used by fielded fighter, not by those in reserve or in reinforcement. This ability is used during the tactical phase.

• **Zvezda (p. 49)**

The description of the “Detection” ability doesn’t mention it only affects direct fire weapons. In fact it should read:

“**Motion sensors:** The fighters gain the “Detection” ability. They gain + 1 in Accuracy with all their **direct** fire weapons. This bonus is already taken into account in their profile. In addition, they ignore their enemies’ “Stealth” ability.”



ARMY BOOK: KARMANS



“Infantry” had been replaced by “soldier” in the platoon patterns in the English Army book, preventing the Karmans from using support units.

- Libra (“Playing Libra” insert, p.19):
- Infantry unit (★) !
- Infantry unit (★★★★)
- Infantry unit (★/★★/★★★★)
- Infantry unit (★/★★/★★★★)
- Armored fighting vehicle unit (★/★★/★★★★) or Soldier unit (★★★★)

- Nova (“Playing Nova” insert, p.21):
- Infantry unit (★) !
- Infantry unit (★★)
- Infantry unit (★★★★) or vehicle (★★★★)
- Armored fighting vehicle unit (★)
- Armored fighting vehicle unit (★★)

- Flux (“Playing Flux” insert, p.23):
- Infantry unit (★★★★) !
- Infantry unit (★★/★★★★)
- Infantry unit or Vehicle unit (★/★★)
- Armored fighting vehicle unit (★/★★)
- Armored fighting vehicle unit (★/★★/★★★★)

• Anakongas (p.33), Kaptars (p.35), Wendigos (p.37), Yetis (p.39)

At max number, these units can recruit:

- 2 special weapons;
- 0 à 1 specialist (not “ 1 ”);
- 0 à 1 officer (not “ 1 ”).

• Karman TacArm (pp. 40-45)

The quadruped position of the Karmans’ K-armor grants them the “Stability” ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

• Nova Jammer (Saint Anuman) (p. 29)

Heroes are immune to Nova Jammer.

• Guide Darius

Guide Darius can join any rank 1 infantry unit.

• Karman mentors (playcards)

Some karman playcards show wrong characteristics for mentors. The right characteristics are those from the Army Book: Karmans (Authority: 3; CP: 1; Numbers bonus: 0).

ARMY BOOK: COG



• A-volution (p. 23)

There is a mistake in the AP costs of A-volution G18, G36 and G45. It should be:

A-volution G18: + 240 PA
A-volution G36: + 215 PA
A-volution G45: + 215 PA

• C-naps (p. 26)

There is a mistake in the AP costs of C-naps G36. It should be:

C-naps G36: + 215 PA

• G-nocrat (p. 31)

There is a mistake in the AP costs of G-nocrat G27. It should be:

G-nocrat G27: + 100 PA

• Cog support unit (p. 51)

Fighters belonging to support units use the same rule as the gunners : they automatically and freely get the combat drill “ take cover ! ” of they don’t move during their activation:



OPERATION: FROSTBITE



• Support units of the Red Blok (pp. 51, 53 and 55)

There is a mistake in the AP costs of the captain and the colonel for the bunker units of the Red Blok. It should be:

Captain (Cpt.): + 60 AP

Colonel (Col.): + 75 AP

• Bunker rules (p.15)

The table of characteristics for this fortification is missing. Here it is:

					SP/Structure	SP/Roof
Bunker	0	-	17	0	4	2

• Star trooper bunker unit (p.25)

The second row of the table summarizing the numbers and AP costs for the flamer and missile launcher is incorrect. See below the table as it should appear.

• Steel trooper bunker unit (p.28)

The second row of the table summarizing the numbers and AP costs for the flamer and missile launcher is incorrect. See below the table as it should appear.

Cost of star trooper bunker unit

ÉQUIPEMENT	STANDARD NUMBER(1)	MAXIMUM NUMBER(1) (2)	EXTRA FIGHTER
Standard	75 A.P.	200 A.P.	+ 20 A.P.
Missile launcher or Flamer	+25 A.P.	+25 A.P.	-

(1) 2 star troopers including: 2 special weapon bearers.

(2) 6 star troopers including: 3 special weapon bearers + 0 to 2 fields engineer + 0 to 2 medics + 0 to 1 officer.

Cost of a steel trooper bunker unit

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	75 A.P.	200 A.P.	+ 25 A.P.
Missile launcher	+25 A.P.	+25A.P.	-

(1) 2 steel troopers including: 2 special weapon bearers.

(2) 6 steel troopers including: 3 special weapon bearers + 0 to 2 mechanics+ 0 to 2 medics + 0 to 1 officer.

• Kraken golgoth (p.42)

In the “Unit composition” the type is incorrect. The Kraken is a Type 2 AFV. It should be :

Type: 2

This strider’s card is incorrect it should have a “ ” pictogram instead of “ ” pictogram.

Kraken golgoth

STRUCTURE POINTS: 4 (Frame), 2 (Propulsion)

Range weapon: LIGHT NUCLEUS CANNON (1) [9, 1/1, -, 14/1, 1], LIGHT NUCLEUS CANNON (2) [9, 1/1, -, 14/1, 1]

• Guru Lucius (p.61)

The “Unit Formation” paragraph is incorrect it should read: Guru Lucius can be the officer of any type 1 or 2 infantry unit. Contrary to normal officers, he does not replace a fighter but he is added to the unit. His cost is added to that of the unit. Diamond constitutes a unit on his own.

• Karman TacArm (pp. 62-63)

The quadruped position of the Karmans’ K-armor grants them the “Stability” ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon

ARMY BOOK: ONI



• Operational organization (p.18)

There is a mistranslation in the rules for mercenary units. It should be:

Special: Any company from any army can recruit ONI from the basic ONI platoon pattern by following these rules:

The odd platoon, beginning with the first, adhere to the platoon pattern of the company and are recruited from the fighters stemming from the original army (Red Blok, U.N.A., etc.).

The even platoons, beginning with the second, adhere to the generic platoon pattern for ONI and must recruit only ONI fighters.

The following precision is missing:

ONI platoons hired as mercenaries use all advantages and disadvantages and special abilities of the army which hosts them, including those coming from a faction.

Example: ONI fighters are considered Cogs if they are hired by a cog army and can therefore use the cog force field, follow the cogs rules for moral and can't use cover without the proper combat drill, just like Cogs do. When joining a Libra company of the Karmans, ONI fighters are treated like Karmans belonging to the Libra faction. ONI units must have an officer but can become karmic warriors unit and so on.

• MercForce (p.21)

MercForce disadvantage: An objective controlled by a MercForce company earns one less V.P. for each objective (to a minimum of one).

• Samurai B. Samedi & Saturday Night Special (p.27)

The following ability is missing in the profile of Saturday Night Special:

Mechanic: Saturday Night Special has the "Repair" ability. At the beginning or at the end of its unit activation, it can repair itself or a friendly AFV within 2.5 cm of it. The AFV recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

• ONI super zombies Alpha (p.37)

The buzzsaw has Penetration 7, not 5 as mentioned in the army book.

• ONI super zombies (pp.37 & 38)

There is an error in the cards of these units. The Autoshotgun has Penetration 5, not 4 as mentioned on the reference cards.

• ONI korps UN (p.38)

ONI Korps UN rank and numbers are false.

Rank: 2

Numbers: 6 to 12.

• ONI korps TH (p.40)

ONI Korps TH rank and numbers are false.

Rank: 2

Numbers: 6 to 12.

• Mounted weapons (p.47)

ONI uses medium grasers, not heavy grasers.

• Medium destroyer (p.52)

The sentence "Officer numbers bonus applies" shouldn't be there. All ONI units, including AFV units, use their commanding officer's numbers bonus coming from their commanding officer.

• Medium Enforcer (p.54)

The following equipment is missing: "closed transport".

• Heavy Battletank (p.57)

The Heavy Battletank has 3 SP in the propulsion, not 2.

• Heavy Battletank (p.63)

There is a mistake in the Heavy Battletank summary. It has Armor 16, not 13.

