

BATTLELORDS OF THE 23RD CENTURY

ERRATA

DON'T PANIC! ARM AGENTS INFILTRATED OUR EDITING PROCESS. THOSE RESPONSIBLE FOR THE THIS
BREAKDOWN IN SECURITY, HAVE BEEN SACKED. ON FURTHER INSPECTION BY GALACTIC X AGENTS,
THOSE RESPONSIBLE FOR SACKING SECURITY, HAVE THEMSELVES BEEN SACKED. WE WILL NOW
PROCEED IN A COMPLETELY DIFFERENT FASHION...

BATTLELORDS OF THE 23RD CENTURY

ERRATA, CLARIFICATION, & ADDENDUM FIRST PRINTING OF KICKSTARTER EDITION (AKA 7TH EDITION).

PDF Version 1.19

Many of the changes listed below have already been made to the most current PDF version of the Battlelords of the 23rd Century (Kickstarter Edition). If you need an updated copy of the PDF, please contact the vendor where you purchased it or email us at info@23rdcentury.net.

ERRATA

CREDITS

Special Thanks To & Kickstarter Backers, pg3

Roll of the Dice Podcast should be Role of the Dice Podcast. Our Apologies.

Scott M.A105 Coultas should be Scott Coultas, but he insists it is his Gen Human ID.

SPECIES

Keen: Keen Hearing, pg 41

The echolocation call of the Keen is audible.

CHARACTER CREATION

Encumbrance, pg 83

The abbreviation for Unencumbered is L ENC.

I WAS JUST GROWING UP 01, pg 86

Result 31-33: Replace "Mini-Sphere k-sat" with "decoy drone."

SOLDIER AND MERCENARY OCCUPATION TABLE, pg 91

Result 46-48: Replace "white count injection" with "Biological Redux Agent."

COMBAT

Initiative Reductions Table, pg 123

Lightly Encumbered should be Unencumbered.

Kick Damage, pg 134

The damage for kicking should be listed as 3 (6 for Fotts) + DA.

Snap Shot Penalty, pg 130

A Snap Shot penalty that is triggered by an event during the character's initiative (e.g. Changing Targets) only affects attacks they make after the event that triggered it. GM's Discretion.

Limb Loss and Max Damage Per Hit, pg 135 & 138

As stated in the rule, the max damage per hit does not apply to attacks that measure damage in HP. If a target loses a limb due to a hit from weapon that does damage in Heavy Points (HP) the GM should select one of the following depending on the type of weapon:

- 01. Explosion or Area Effect Weapon:** Divide the remaining damage among other Body Sections for an explosion or area effect weapon. Armor and hard cover still protects those sections unless the weapon description or the GM states otherwise.
- 02. Any Other Weapon:** Apply any remaining damage to the torso. If the torso is destroyed the GM has the option of applying any remaining damage to a random Body Section that hasn't already been vaporized if they feel the weapon used warrants it. If that section is destroyed, remaining damage is ignored. Armor and hard cover still protects those sections unless the weapon description or the GM states otherwise.

As always the GM has the discretion to modify this rule as they see fit for the situation.

Knocked off your feet, pg 139

Standing up requires ALL Actions, not Half.

Bomb Drop Table, pg 154

RB6 height should have a bomb drop time of 8 seconds.

ARMOR

Cub Armor, pg 169

Cub Armor costs 3,100 and has a weight of 13 kilograms.

Table Key, pg 185

The LOC entry in the table key should state the following. "A or L means Arm or Leg. H or T means Helm or Torso. Legs (plural) means both legs. Arms (plural) means both arms. B means the entire body or all sections."

Misc. Armor Option Chart, pg 196

Integrity Repair Unit SIZE should be 1.

Misc. Armor Option Chart, pg 196

Snow Shoes LOC should read "Legs".

Carrying Case, pg 197

Carrying Case cost should be 1% of Armor's cost, before adjusting for Size Class or adding any options.

Protection (Armor Option), pg 201

Protection (Armor Option) costs should be 1% of the Armor's cost, before adjusting for Size Class or adding any options, per section protected.

Molecular Phase System, pg 202

Molecular Phase System can be used 5 times before requiring a recharge (5 EU/use).

Phase Lock System, pg 203

Phase Lock System can be used for 25 Combat Rounds before requiring a recharge (1 EU/Combat Round).

Mobility System Table, pg 210

Flight System (MARS) SIZE should be 12 (2).

Mobility System Table, pg 210

Limited Flight Pack SIZE should be 8 (2).

WEAPONS**Illustration, pg 237**

The illustration indicates the cost of the BS-2 Laser pistol is ♡12,225. It ♡900 credits.

Fluid Gun Ammunition, pg 252

Ignore the Fluid Gun Ammunition table on page 253. It is duplicative of the table on page 248 and the Units column is listed by mistake.

LASER MACHINE GUNS**BC-Flayer, pg 217**

Q should be 20. WGT should be 19. This weapon uses the Medium Backpack.

Valley Green, pg 217

Q should be 26. WGT should be 18. This weapon uses the Medium Backpack.

Valley Green Express, pg 217

Q should be 26. WGT should be 19. This weapon uses the Large Backpack.

PULSE WEAPONS**BC-Terminator Description, pg 238**

The description should state: "The two settings allow the user to choose between 4d6 or 5d8 damage."

RP-4 Cannon Description, pg 239

The description should state: "Increasing the power output damages damage yield to 6d10 but reduces the Q by 2 with each shot."

EQUIPMENT & CYBERNETICS**Arm & Hand Implants, pg 299**

There is no CON Loss listed. Climbing Claws -2 CON, Gyro -5 CON, Independent hand 0 CON, MD Enhance -5, CON per increase, Talons -8 CON. Con loss only occurs if the hand or limb is not already replaced.

Spaces for Implanted Devices Tables, pg 299

Smaller than Limb. Entry for SC 5 & SC 6 should be 1d6/2.

VEHICLES**Harpoon, pg 319**

The Harpoon can be released by command or manually. Range: 50 m for small, 100 m for Large. Cable SI: 100 per meter, THR: 3. Magnetic Harpoon: SI: 300, THR: 12"

CLARIFICATIONS & ADDENDA**SPECIES**

Everyone is assumed to speak their own language and Galactic Standard.

Genetic Modification Table, pg 38

If you get a roll of 02 on the table "Pick one from this list" you may not select result 01 you Munchkins!

SKILLS

Specialties lists are not all encompassing. For clarity, we note that Urban is a Survival skill specialty.

COMBAT**Initiative Modifiers, pg 123**

If a player does not disclose that they are using a weapon or ability that changes their Initiative Modifier (IM) or Initiative when providing the GM with their Initiative result, they do not gain the benefit of that Initiative alteration. Game Masters should use their best judgment when dealing with a Chatilian's Initiative bonus based on proximity or a character that changes to a melee weapon that provides a -2 IM in mid-Combat Round.

Actively Dodging, pg 127 & 140

The Combat action table lists actively dodging as a FULL, whereas the description lists it as HALF. The table is incorrect. Actively Dodging requires HALF of your Actions.

ARMOR

Integrity Repair Units, pg 196

The table lists "B" for size on the integrity repair unit. It should be 1. I.e. 1 armor slot in 1 armor section

Integrity Repair Units, pg 199

Multiple units can be mounted in the same armor suit.

Missile Racks, pg 202

Only one missile rack capable of holding Reflex Missiles per suit of armor, unless the description of the rack states otherwise.

When firing a salvo of rockets or missiles from a rack or launcher using BURST or FULL value you must roll to see if each missile hits. Roll a d6 for location for each hit.

Sensor Packages, pg 210

For ease of play we suggest changing Sensor Package LOC to ANY for all entries in the Sensor Packages table.

WEAPONS

1 Heavy Point (HP) = 100 points of damage

Primitive Ranged Weapons, pg 214

In the table for Primitive Ranged Weapons, Crossbow (Light) is misspelled as Crossbow (Kight)

Machine Gun Laser, pg 235

Lasers Machine Guns drain their onboard batteries very rapidly, and should be hooked up to a generator, vehicle, or larger power pack for sustained fire.

Batteries, pg 241

Typo "as the name suggest" should be "as the name suggests".

Missile Launchers, pg 243

When firing a salvo of rockets or missiles from a rack or launcher using BURST or FULL value you must roll to see if each missile hits. Roll a d6 for location for each hit.

Missile Launchers, pg 243

Missile launchers are purchased empty. The missiles sold separately.

Batteries, pg 250

When swapping out batteries divide the remaining EU in the battery by the Charges (CHG) the weapon requires to determine the Quantity (Q) of shots for the weapon.

Goo Table, pg 252

The goo table for goo ammunition can be ignored.

Mag Grenades, pg 257

Any Mag Grenade can be set to detonate on impact or 1-10 seconds after impact.

Misc. Change table, pg 402

The table should be deleted as it is already on pg 399 with all the other matrix manipulation tables.

MACHINE GUN LASER

The following table show the Q value for Laser Machine Guns each standard Energy Cell (E-Mag).

Battery Size, pg 217, 233

E-MAG SIZE

LASER MG MODEL	RIFLE	RIFLE EXT	SMALL BP	MEDIUM BP	LARGE BP	PORTABLE FUSION GENERATOR	CHARGES / SHOT
BC-Flayer	2	3	10	20*	40*	2 / Rd	20
Valley Green	1	2	6	13*	26	1 / Rd	30
Valley Green Express	1	2	6	13	26*	1 / Rd	30

* Indicates the battery size that comes with weapon

**Portable Fusion Generators are best used to charge the batteries rather than directly power the laser MGs.

MISSILES LAUNCHERS, PG 243

If you're firing missiles in Direct Fire mode the normal Snap Shot penalty for changing targets applies if you divide a salvo of missiles between multiple targets. One Snap Shot penalty is applied for each target after the first that the salvo If the missiles are on Automated Mode then technically they're each aiming themselves, so there would be no penalty for engaging multiple targets.

VEHICLES

1 Heavy Point (HP) = 100 points of damage

SPACECRAFT

1 Heavy Point (HP) = 100 points of damage

THE BATTLELORDS UNIVERSE

Concentration Skill Requirement Clarification, pg 478

Each concentration lists skills, usually at least 6, which represent the skills required to have a job in that concentration, though you don't need to have every one of them. In order to advance in rank,

the total skill levels of all the concentration skills the character possess must equal a certain number, which is listed in the column "Total Concentration."

Corpsman Concentration, pg 478

If the GM wants the Corpsman to have the same capacity for advancement as other concentrations, we suggest adding the Physical Fitness skill to the Corpsman concentration skills.

Construction Concentration, pg 478

If the GM wants the Construction to have the same capacity for advancement as other concentrations, we suggest adding the Pilot: Skimmer (Ground Vehicle) skill to the Construction concentration skills.

THE GAME MASTER

Pirate Captain character sheet, pg 540

The Pirate Captain should have Commo and Sensor 1 in Helm armor option slots 3 and 4. Punch damage should be 2. Kick damage should be 4.

Tarsk character sheet, pg 541

Change STR to 95 (47), Change Punch Damage to 7 and Kick damage to 9.

Add Commo to helm slot 4 and add Actuator and QSU to UR and UL arm in Armor Options slots 1 and 2. Tarsk has the Displacement Device Armor Option, Slot 6 in the Torso.