Defiance: Vital Ground PDF Errata – 04/28/06

*Please note: These errata are the result of meticulous combing of the rules and army lists by ourselves and serious gamers. It is therefore worth noting that many are relatively minor spelling and grammar changes that would have had little impact on game play. So don't feel overwhelmed by the size of this list; we're just very obsessive about catching errors. ☺

Page 4: under "Generic Sci-fi army lists, change "Eldar" to "Elder"

Page 12: under "Hero Cost", replace the last phrase "…and no matrix quality frame may be made into a hero." With "and matrix frames will pay a point cost premium to become heroes."

Page 12: under "Primary Weapon" and "Support Weapon" replace the word "figure" with the word "frame" and add the following sentence to the end of the paragraph under "Primary Weapon": Units that contain different frames define primary and support weapons by frame.

Page 13: under "Unit Quality", change "bene" to "been"

Page 39: in the "Phase Weapon Fire" example, change "(field piercing)" to "(vehicle piercing)"

Page 54: under "Covert Operations", remove the mid-paragraph sentence that reads "Only armies of tech level 2 or 3 may use these rules".

Page 54: in "Hiding and Detecting", 2nd paragraph, 2nd sentence: remove the word "number" from "Each unit is assigned a number CO value"

Page 55: 1st column, the paragraph under the 2nd example, 2nd sentence:
Change "Even if their coordinates designation is clearly able to be seen" to "Even if their coordinates designation is clearly seen"

Page 58: In "Army Restrictions" box, change Starslayer to Defiance

Page 70: under "Combo Weapons", change "two" to "*up to four*" [italics]

Page 71: in "Standard Army Limitation Profile" box, change 2 to 4 as the number of frames needed to trade for an extra vehicle frame

Page 73: under "[3]", replace 3rd and 4th sentence with the following: "The ideal target force size for a competitive battle is between 2,000 and 4,000 PV per side. If forces are smaller than 1,000 PV or larger than 5,000 PV, the VP system will begin to break down."

Page 77, under "Assign Vehicle Weapon Choices", change "two weapons" to "two weapon choices", and "No weapon from the same slot" to "No vehicle weapon"

Page 81: under [9], change the first sentence to: "Players may also create "combo weapons", that is combinations of *up to four* different weapon frames". Replace second sentence to end of paragraph with: "Armies may contain a number of combo weapons equal to their tech level times two (2, 4 or 6). Individual sub-frames of a combo weapon do not count towards total frames unless they are also available separately. Their costs are limited by normal SI, PI and VE restrictions. To calculate cost, first choose between tandem and parallel types.

Page 81: under [9], at the end of the last paragraph before examples, add the sentence: "Combo weapons with more than two frames add a +5 PV surcharge for each additional frame past the second (+5 PV for three frames, +10 PV for four frames)."

Page 81: under "Comprehensive Weapon Examples", final cost of Amygdala Stimulus should be 63 PV, not 75 PV.

Page 82: change "Wide Frag" grenade radius to 3" (vs. 2")

Page 87: under [3], remove the words "…of a particular frame" and remove its associated indexed subscript.

Page 89: change the text under Gyro-Stabilized Harness to read "A figure with this augmentation may fire while moving at sprinting speed. Such fire receives a -3 LOF penalty. This augmentation has no effect on figures without sprint capability."

Page 92: under "Passenger Survival System", remove the word "capacity".

Page 93: The PV cost of Weapon Stabilizers should be +15 PV per fire action

Page 93: change the text under Weapon Stabilizers to read "A vehicle with this augmentation may fire while moving at sprinting speed. Such fire receives a -3 LOF penalty. This augmentation has no effect on vehicles without sprint capability."

Page 93: bottom right last paragraph: change "an 9+" to "a 9+"

Page 101: change the cone weapon effector and IR costs to the following (written as K/B/A/F/V/U/S/T/IR):

Frame 59	+9/+10/+14/+18/+23/+33/-9/-21/+12
Frame 60	+18/+20/+27/+36/+45/+66/-18/-42/+24
Frame 61	+27/+30/+41/+54/+68/+99/-27/-63/+36

Page 114: under [3], under "Infantry Squads", remove the words "…and counts…" from the third bullet point.

Page 127: M16 stats should be:

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(3)	-	-	20	40	60	-	-	-	un

      Notes: often modified by the addition of a grenade launcher or bayonet (Honed Blade augmentation).

Page 128: change "Sharp Blade" to "Honed Blade" for FAL and Garand

Page 128: M72 LAW should be ammo 1

Page 128: change the subscript under the German Mauser to read: players may want to use the slow to load weapon effector to represent the fact that poorly trained units often had difficulty achieving a high rate-of-fire with the bolt action design.

Page 139: under "The Church of the Starslayer Reclamation", second paragraph, last sentence, remove the second instance of the word "instead".

Page 143: in the first paragraph of "Treatise on Interplanetary Warfare", remove the second instance of the phrase and subsequent sentence that begins: "…enemy distracted…"

Page 168: Change Tactical Advantage from "Cower" to "Reserves"; change "Failed Figure Morale Test: Regroup" to "Failed Individual Morale Test: Cower"; change Failed Unit Morale Test from "Reserves" to "Regroup"

Page 169: Replace "Personal EMS Computer" under Boer Protectorate infantry unit augmentations with "Extra Weapon Training (+10 PV per Heavy Kommando per Assault Rifle)".

Page 169: Replace "Bionic Limb" under Mongol Fiefdoms infantry unit augmentations with "Combat Drugs (+5 PV per Harem Warrior)".

Page 170: Under "Standard Units", the "Artillery Team" should be exclusive.

Page 172,174,186: Flamethrower cost should be 40 PV from 37 to 40 PV.

Page 174: Assault Trooper augmentation should be "none"

Page 177,182,188: Trench Shotgun/Flamethrower cost should be 55 PV, not 52 PV.

Page 179: Replace "Personal EMS Computer" under Heavy Kommando augmentation with "Extra Weapon Training (+10 PV per Assault Rifle)".

Page 182: Replace "Bionic Limb" under Harem Warrior augmentation with "Combat Drugs (+5)".

Page 188: text under Plasma Rifle/Phase Carbine should read: "May fire as either Plasma Rifle or Phase Carbine"

Page 189: Plasma Burst Cannon should be ammo 5

Page 197: under "Infantry Unit Augmentations", the cost for the weapon link should be "+62 PV"

Page 198: CITF Trooper's augmentation "Refractive Coat" should read "Refractive Cloak"

Pages 198-199: "Lazer" is accidentally used instead of "Laser" for several troop types.

Page 200: The Phase Spider box should indicate that an image file can be found on Page 195.

Page 202: In the Boxcar Beast profile, the second instance of "Laser Spread" should also be followed by "CDW"

Page 206: Change "Kunstler Rifle" the "Kunstler Assault Rifle"

Page 206: Grav Mortar stats should be:

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	40	50	60	4",5+S	-	yes	6

Page 207: The Gatling Laser should be an SI weapon, not a PI weapon.

Page 217: Change Tactical Advantage from "Instinct" to "Fluidity"; change "Failed Figure Morale Test: Group Selection" to "Failed Individual Morale Test: Instinct"; change Failed Unit Morale Test from "Fluidity" to "Group Selection"

Page 218: The Crimson Vanguard unit should be exclusive

Page 229: under "Galactopolitics", 2nd paragraph, 2nd sentence, replace "a mere light-second away from" with "very close to".

Page 230: Change Tactical Advantage from "War Cry" to "Faith"; change "Failed Figure Morale Test: Cower" to "Failed Individual Morale Test: War Cry"; change Failed Unit Morale Test from "Faith" to "Regroup"

Page 231: Under "Standard Units", replace "Meraxillan" with "Altai"

Page 231: The Battle Tomb Sect should consist of 5-9 Masochists, and the Controller Sect should consist of 4-9 Controllers.

Page 231: The Bionic Limb augmentation should be an infantry individual augmentations, not an infantry unit augmentation, with a cost of "+15 PV per hero or officer".

Page 232: Berserker augmentation should be "none"

Page 232: Under Sapling, change "Kintetic" to "Kinetic"

Page 233: Alpha Artifact cost should be +31 PV, not +39 PV.

Pages 233, 235, 237: Amygdala Stimulus cost is 63 PV, not 75 PV.

Page 233: Alpha Artifact cost is 31 PV, not 39 PV.

Page 237: Kinetic Wave effector should be K, not A.

Page 238: Focus Grenade text should read: "One advantage of the underlying rage inherent in the Altai race is the complete lack of fear seen in many of their warriors, who brazenly move close enough to enemy vehicles to hurl these anti-armor devices." Stats are correct.

Page 245: 4" template should be 3". 1" template is not generally used.

Page 246: POI stands for "point of impact"