A Time of War Companion
(Version 1.1)

This document is a compiled rules errata for the first printing of *A Time of War Companion*, as of 6 June, 2021.

NEW ADDITIONS

Prior to this release there was no compiled errata for this product. All errata here is for the first and only printing (2012) of the *A Time of War Companion*. Please note that, in the interests of brevity, typo and minor formatting corrections have not been listed unless they affect an understanding of the rules.

Credits (p. 5)
Insert the following:

1) Under Playtesters/Proofers/Fact Checkers, add Roberta "Fallguy" Elder

2) Add: Special thanks from Mike Miller to Roberta Elder for kicking me in gear on the system generation rules. Your primary stats table made the whole thing work.

Federated Suns/Federated Commonwealth Rank Table (p. 29)
The rank of Marshal (Fleet Admiral) should occupy the O-9 slot on the table, bumping everything at O-9 slot and higher up one level.

Expanded Implant/Prosthetics Table Table (p. 51)
Replace the +6 and +7 Trait TP entries with the following:

+6
Type 4IE: Improved Enhanced Prosthetics (as Enhanced, with a second feature)
Type 5: Elective Myomer Implant (Limbs)
Type 5E: Cybernetic Eye/Ear/Speech, Recorder/Communications Implants, Improved Enhanced Prosthetics, Pain Shunt
Type 5X: Enhanced Prosthetic Tail, Exotic Cosmetic Implants/Prosthetics
Type 6: Cloned Limb/Organ Replacement*

+7
Type 5: Elective Myomer Implant (Full Body)
Type 5E: Prosthetic Leg MASC, Pheromone Effuser, Vehicular DNI Implant
Type 5IE: Improved Enhanced Prosthetics (as Enhanced, with a second feature), Multi-Modal Eye/Ear/Speech Implants
Type 5S: Filtration Liver/Lung Implants
Type 5X: Enhanced Prosthetic Jaw/Incisor Injectors, Glide Wings, Additional Prosthetic Limbs

Converting from MechWarrior Second Edition to A Time of War (p. 97)
Under "Attributes", fifth sentence

(though some humans could hit 7, and some Clan phenotypes could attain Attributes as high as 9).
<u>Change to:</u>
(though some humans could hit 7, and some Clan phenotypes could attain Attributes as high as 8).

Random Planetary Government Table (p. 148)
Delete the last three entries on the table (High/Colony, High/Colony, and Very High/Lost Colony) entirely.

Modifying Weapons [example text] (p. 160)
Third sentence

If he selects just one of these options, his customized Sternsnacht Claymore will increase in cost to 600 C-bills, while retaining its Equipment rating of C/D/D.
<u>Change to:</u>
If he selects just one of these options, his customized Sternsnacht Claymore will increase in cost to 600 C-bills, and its Equipment Rating to C/E/D.

Converting Weapon Damage (p. 169)
Under "Damage Factor", first sentence

The Damage Factor for a personal weapon takes its BD value, and multiplies that by the sum of the following: 3.5 + one-fifth of the weapon's listed Burst value (rounded up to the nearest whole number) + 1 (if the weapon features a splash damage ability).
<u>Change to:</u>
The Damage Factor for a personal weapon takes its BD value, and multiplies that by the sum of the following: 3.5 + one-fifth of the weapon's listed Burst value (rounded normally to the nearest whole number) + 1 (if the weapon features a splash damage ability).

Infantry Weapons Damage Conversions to Total Warfare (p. 170)
Single dagger footnote

†Round up (Single-shot weapons are treated as if they have Burst of 1)
<u>Change to:</u>
†Round normally (weapons with no Burst value are treated as if they have Burst of 1)

Advanced Combat Practice Equipment (p. 190)
In the table, add a "Mass" column between the "Affiliation" and "Notes" columns, with the following data:

Field Simulation System

		Console-Based Null-Network	
Infantry Practice Mesh	5 kg	Console Interrupt Kit	—
Vehicular Inhibitor Kit	—	Null-Network Server	250 kg
Vehicular Holo-Projector	500 kg		
Field Simulation Server	1,000 kg		

Simulator Pods

Simulator Pod, Basic	245 kg
Simulator Pod, Enhanced	1,500 kg
Pod Command Server	1,000 kg

Advanced Battle Armor Combat Record Sheet (p. 256)
Manipulators on the weapons table should use the skill Martial Arts rather than Piloting/BattleSuit.