

## GENERAL, RECOIL COMPENSATION CORRECTIONS

Minus symbols should be removed from Recoil Compensation listings for all weapons that have them, including the following: Auto-Assault 16, Franchi Spas-24, GE Vindicator Mini-Gun, SA Nemesis, FN Mag-5, Ultimax MMG, Ruhrmetall SF-20, Ultimax HMG-2

### P. 20, COUGAR FINEBLADE STAT CHANGES

For both the Short and Long blades, increase the Accuracy to 7.

### P. 20, EXOTIC MELEE WEAPONS ADDITION

Chakram fighting is provided as a martial art, but stats for the chakram are not in the book. Here are the stats:

Chakram Acc 4, Reach —, DV (STR)P, Avail 8R, Cost 750¥, use Shuriken range and Skill Exotic Melee Weapon (Chakram)

### P. 25, HARPOON/JAVELIN RANGE

Harpoons and javelins use Aerodynamic Grenade ranges.

### P. 25, URBAN TRIBE TOMAHAWK SKILL AND RANGE

The Urban Tribe tomahawk uses the Throwing Weapons skill with the Thrown Knife range in ranged attacks; for melee attacks, use the Blades skill, with the same damage as the thrown weapon

### P. 26, CLARIFICATION TO ARES SCREECH SONIC RIFLE RESISTANCE

Replace the first sentence of the third paragraph of the game information with the following:

“Targets hit by a beam suffer the effects of disorientation and nausea (p. 409, SR5; use Damage Resistance Test in place of Toxin Resistance Test).”

### P. 26, BLOWGUN RANGE

Blowguns use Taser ranges.

### P. 30 AND 33, CHANGE ON FICHETTI EXECUTIVE ACTION AND SAVALETTE GUARDIAN MODES

Remove the note on these guns stating that Burst Fire requires a Complex Action. These weapons can fire bursts as a Simple Action.

### P. 34, PPSK-4 COLLAPSIBLE MACHINE PISTOL CONCEALABILITY CLARIFICATION

While collapsed, the PPSK-4 offers a concealment of -6

### P. 40, BARRET MODEL 122 STANDARD UPGRADES ADDITION

Sound suppressor should be added as a standard upgrade.

### P. 42, GE VINDICATOR STANDARD UPGRADES ADDITION

Smartgun system should be added as a standard upgrade.

### P. 45, ARES THUNDERSTRUCK GAUSS RIFLE AVAILABILITY

Change the Availability from 12F to 24F.

### P. 52, FOREGRIP MOUNT CLARIFICATION

The second sentence of the description of the foregrip should be changed to read as follows:

“It can be mounted on the Barrel or Underneath slots, and it can not be used on Pistols and Hold-outs.”

### P. 53, RECOIL COMPENSATION COMPATIBILITY CLARIFICATION

Note that “sling” is listed on this table because, while it does not provide recoil compensation, the listed items that provide recoil compensation cannot be used while a sling is also in use.

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## P. 55, FLAME THROWER AMMO, AV ROUNDS, GYROJET ROUNDS, GAUSS ROUNDS MISSING FROM AMMO PRICES

The box does not contain stats for some ammo types mentioned elsewhere in the book. The stats should be as follows:

**Fuel canister:** Avail 16F, Cost 40¥, 4 charges

**AV rounds:** DV —, AP Mod -1/-5(-1 for personal, -5 for vehicle armor), Avail 14R, Cost 175¥

**Gyrojet ammo:** DV -2S(e), AP -5 Avail 14R, Cost 160¥

**Gauss:** DV —, AP —, Avail 18F, Cost 400¥

## P. 61, VASHON ISLAND SLEEPING TIGER WIRELESS BONUS CHANGE

The wireless bonus should be changed to read:

Wireless Bonus: Increase Social Limit by 1

## P. 63, SECOND SKIN WIRELESS BONUS CHANGE

There is no wireless bonus for this item, and the current bonus should be removed.

## P. 78, ARES POLAR SNEAK SUIT WIRELESS BONUS CHANGE

There is no wireless bonus for this item, and the current bonus should be removed.

## P. 84, PULSE WEAVE COST

The cost should be changed from 3,000¥ to Rating x 3,000¥

## P. 86, RUTHENIUM POLYMER COATING STATS

Change the adjustments for the size of the suit from full +2, almost full +1, half +0 to full +0, almost full +1, half +2

## P. 86, RESPONSIVE INTERFACE GEAR STATS

Change the clause reading “takes up 2 Capacity slots in the armor and 1 Capacity slot in the helmet” to “takes up 4 Capacity slots in the armor and 2 Capacity slots in the helmet.”

## P. 87, INSTALLED GEAR AND CAPACITY TABLE

Remove skinlink from the Communications Gear section of the table, as mechanics for this piece of gear have not yet been presented in *Shadowrun, Fifth Edition*. Also, change RFID Tag-Sim Module [2] to RFID Tag-Sim Module [1].

## P. 98, MISSING LIMIT IN COMBAT MANEUVER TESTS

The Combat Maneuver Test should be written as Small Unit Tactics + Intuition Test [Mental].

## P. 102, PAINT GRENADE BLAST CHANGE

Change “-2/m” to “10m radius.”

## P. 103, BATTERING RAM CLARIFICATION

Replace the last sentence of the battering ram description with the following:

Battering rams use Strength + Agility for the attack test (see **Destroying Barriers**, p.197, SR5).

## P. 105, ADJUSTMENTS IN PERSONAL INTEGRATED TACTICAL NETWORK COSTS

Costs are changed as follows:

**Level I:** Avail 12R, cost 115,000¥

**Level II:** Avail 18R, cost 325,000¥

**Level III:** Avail 18F, cost 855,000¥

## P. 105, PERSONAL INTEGRATED TACTICAL NETWORK SKILLS BONUS CORRECTION

For Level II and Level III networks, on the list of Combat Skills for which users can get a bonus, change Armed Combat to Close Combat

## P. 105, PERSONAL INTEGRATED TACTICAL NETWORK PHRASING CORRECTION

For Level II networks, change the sentence “In addition to the functions of Level I, the Level II includes:” to “Level II includes the basic functions of Level I, with upgrades and additions as follows:” Similarly, for Level II, change the sentence to “In addition to the functions of Level I and Level II, the Level III includes:” to “Level III includes the basic functions of Levels I and II, with upgrades and additions as follows:”

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### P. 110, PROGRESSIVE RECOIL CALCULATION CORRECTION

In the second paragraph of this section, change the first sentence from “The basic rules allow every character to fire 2 bullets before taking recoil penalties (1 free + STR/2(rounded up)), but after that they really start to add up” to “The basic rules allow every character to fire a certain amount of bullets before taking recoil penalties (the amount is 1 free + STR/3(rounded up)), but after that they really start to add up.”

### P. 116, BULLS-EYE DOUBLE TAP/BURST CLARIFICATION

The last sentence under the **Effects** sub-header should be changed from “The attack results in an AP increase equal to the base AP multiplied by the number of bullets in the burst with a maximum modifier of x3” to “The attack results in an AP increase equal to the base weapon AP multiplied by the number of bullets in the burst with a maximum modifier of x3.”

### P. 116, CHANGE IN AVAILABLE AMMO TYPES FOR FINGER POPPER

Gyrojet Plus ammo is not in the book and should be removed from this list, making it just Explosive, Gel, and Hollow Points.

### P. 116, FLAME ON! DESCRIPTION

Add the following descriptive text at the beginning of the entry:

“Target loose cloth to ensure your opponent has to stop, drop, and roll.”

### P. 116, CHANGE IN AVAILABLE AMMO TYPES FOR HERE'S MUCK IN YOUR EYE

Gyrojet Plus ammo is not in the book and should be removed from this list, making it just Explosive, Frangible, and Hollow Points.

### P. 117, RICOCHET SHOT AMMO CORRECTION

Change available ammo types from “Hi-C, Gyrojet” to “Gel, Gyrojet”

### P. 117, CHANGE IN AVAILABLE AMMO TYPES FOR SHAKE, RATTLE, AND POP!

Gyrojet Plus ammo is not in the book and should be removed from this list, making it just Explosive.

### P. 117, CHANGE IN AVAILABLE AMMO TYPES FOR TAG!

Gyrojet Tracker ammo is not in the book and should be removed from this list, making it just Tracker.

### P. 117, THAT HIT THE SPOT! DESCRIPTION

Add the following descriptive text at the beginning of the entry:

“Take out a specific bodily function with an exceedingly precise shot.”

### P. 118, CALLED SHOTS BY AMMO TYPE TABLE CORRECTIONS

Remove the Hi-C line, and add Ricochet Shot to the to Gel line.

### P. 118, CHANGE IN AVAILABLE AMMO TYPES FOR UP THE ANTE

AV Assault Cannon ammo is not in the book and should be removed from this list, making it just Assault Cannon and AV.

### P. 126, SHADOW BLOCK EXAMPLE CORRECTION

Change the second sentence of the first paragraph from “Ikareteru knows Skua is a good shot, so he decides to play it safe and declares a Dodge Interrupt Action” to “Ikareteru knows Skua is a good shot, so he decides to play it safe and declares a Full Defense Interrupt Action.” In the second sentence, change “Gymnastics + Reaction + Intuition” to “Willpower + Reaction + Intuition.”

### P. 128, CHAKRAM FIGHTING TECHNIQUES CHANGE

Under Chakram Fighting, change Knucklebreaker (Blast out of Hands) to Knucklebreaker (Disarm).

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## P. 133, OKICHITAW TECHNIQUES CORRECTION

Change “Hard Technique (Parry)” to “Opposing Force (Parry).”

## P. 135, MARTIAL ARTS STYLES ADDITIONS

The Martial Arts Styles table should read as follows:

### MARTIAL ART STYLES

Each style can be used as a skill specialization. Some of these styles can be a specialization for a combination of skills, or do not easily fit into a single skill and so are not listed here. The gamemaster makes judgment calls about what specializations may be applied to which skills.

*Examples:* Chakram Fighting can be applied to both the Exotic Ranged and Melee Weapon skill; Gun Kata can be applied to both firearms and clubs.

### UNARMED COMBAT

52 Blocks  
Akido  
Boxing (Classic Style)  
Boxing (Brawler style)  
Boxing (Swarmers Style)  
Capoeira  
Carromeleg  
Drunken Boxing  
Jeet Kune Do  
Jujitsu  
Karate  
Krav Maga  
Muay Thai  
Sangre y Acero Wrestling (MMA style)  
Tae Kwon Do  
Wildcat  
Wrestling (Professional style)  
Wrestling (Sport style)  
Wrestling (Sumo Style)

### FIREARMS

Firefight  
Gun Kata  
Knight Errant Tactical  
Lone Star Tactical  
The Cowboy Way

### GYMNASTICS

Parkour

### BLADES

Fiore dei Liberi (Two Weapon Sword Fighting)  
Kenjutsu  
Kunst des Fechtens (Long Sword Fighting)  
Okichataw  
La Verdadera Destreza (Rapier Fighting)  
Pentjak-Silat  
Wudang Sword

### CLUBS

Arnis de Mano  
Bartitsu  
Jogo Du Pau  
Okichataw  
Quarterstaff Fighting

### ARCHERY

Kyujutsu  
Turkish Archery

## P. 139, KNUCKLEBREAKER CORRECTION

Remove the “(Close Combat only)” sub-head here.

## P. 143, BROKEN WEAPONS REPAIR COST CORRECTION

Replace the fourth sentence of the third paragraph to read as follows:

“The materials to repair an item cost two percent of the original cost per box of damage being repaired, ten percent of the original cost of the weapon for each point of Reach lost, five percent of the original cost for each point of AP, and three percent for each point of Accuracy.”

Similarly, under **All the Other Broken Drek**, change the second sentence of the first paragraph to read:

“The same general costs apply; two percent of the original cost per box of damage being repaired for the materials.”

## P. 190, MISSING EXPLOSIVE STATS

The following stats are for explosives listing on Making Explosives table but not included elsewhere (info is for each kilo of explosives):

**Dynamite:** Rating 3, Avail 8R, Cost 350  
**Nitroglycerin:** Rating 6, Avail 11F, Cost 350  
**TNT:** Rating 5, Avail 12R, Cost 200

## **P. 194, NITROGLYCERIN DESCRIPTION ADDITION**

After the sentence reading “Have the passengers resist damage from the explosion before having the vehicle resist damage, subtracting any hits the passengers get on their Damage Resistance Tests,” add the following sentence:

“If anyone carrying nitroglycerin is knocked down, or if nitroglycerin is falls more than half a meter for any reason, the shock may make it detonate. Roll an Object Resistance dice pool of 8; on a glitch, the nitro accidentally detonates.”

## **P. 211, ARGENTUM COAT STAT BLOCK**

The stat block should read: Armor 12 / +4, Cap 14, Avail 10, Cost 3,600¥

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