

**Page: 11 - Result Table**

The following information is missing from the bottom of the result table:

A: All. The Result APs are equal to the effect value.  
 C: Cancel. One +10 Row cancels one +10 Column.  
 N: No Effect. The Action has no effect on the target.  
 See page 352 for a Result Table with this information listed.

**Page: 35 - AP Purchase Chart**

The last number on the AP Purchase Chart, in the bottom right corner should be +1100, **not** +1050

**Page: 83 - Laser Beam Power**

The laser beam power is a DICE action, **not** an AUTO action.

**Page: 125 - Result Table**

The following information is missing from the bottom of the result table:

A: All. The Result APs are equal to the effect value.  
 C: Cancel. One +10 Row cancels one +10 Column.  
 N: No Effect. The Action has no effect on the target.  
 See page 352 for a Result Table with this information listed.

**Page 159 - Villain Points**

The term VP is short for Villain points. Villain points can be spend in exactly the same manner as Hero Points, but are earned in a different manner. See page 34 for more details.

**Page 169 - Calculating Gadget Cost**

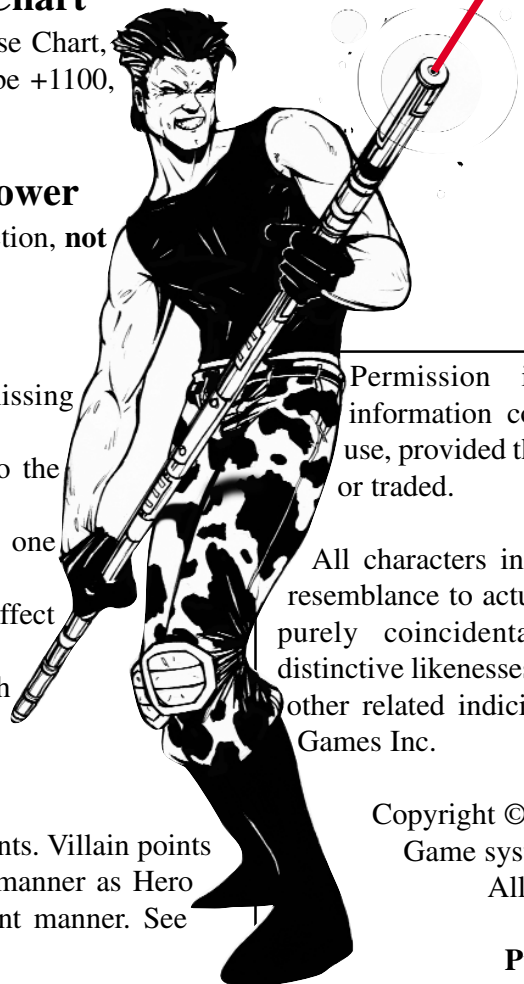
When calculating the HP cost of a gadget, you only have to calculate AV, EV and Range, **not** OV.

**Page 223 - Energy vs. Kinetics**

The Energy vs. Kinetics chart is on page 224, **not** on page 217 as listed.

**Page 276 - Striker**

Striker's Cannot Heal draw - back does not - apply to his mental and myst- ical attributes. He can't heal physical damage since the majority of his body has been replaced by cybernetics.



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