

When under a command where your fireteam does “automatic damage” this means that they automatically hit, ignoring the opponents Defense/Dodge. Then the amount of damage is rolled and applied against the opponent’s DR.

Fireteams take their action at the same time as their player’s turn, they can either act before the PC, between PC actions, or after PC actions. Whichever is most advantageous to the player.

The Grunt Pool:

On page 110 we provide a table and some information about the size of your available grunt pool based on resources. This is a reference for players who want to know. In play the size of your grunt pool does not matter as it is assumed that you have an infinite supply of grunts to use as ablative meat. In story, it is as if you are constantly hiring new grunts off camera to replace the ones you lost. At this time we don’t have rules for large-scale combat using multiple fireteams and large forces of grunts to combat enemies with equivalent resources.

Your Grunt pool can’t attack or take damage. Functionally they don’t exist except when called upon for ablative meat.

Ships:

Some of the ship listings do not match exactly to the stats and costs that are noted with each specific ship system. This is because of engineering differences when building a ship as a complete design versus adding systems later.

Compatible upgrades: The list of compatible upgrades for each ship is a guideline. In cases where a description implies an upgrade and the specific list does not, the upgrade is allowable. In most cases if the upgrade is not listed in either the description or compatible upgrade list, it may still be possible to add that to your ship, but it should be a jury-rig skill check with a significant probability of failure. Or a more-expensive than usual cost if you’re having someone else do the work.

The DR stats were omitted from the ship listings in the catalog. They should be as follows:

- Aguirre Galactic Gladius-class Fighter: DR 2
- Aguirre Galactic Pilus Class Longboat: DR 2
- Mitsutendo Yoshi-class Dropship: DR 2
- COF Wyvern-class Gunboat: DR 2
- Doblitz Foundry Harmadillo-class Gunboat: DR 3
- COF Dragon-class Interdiction Cruiser: DR 2

- F&Y Ghostfox Courier: DR 2
- GU Valnus Skytemper Corvette: DR 4
- F&Y Orion-class Cruiser: DR 4
- Tausennigan Ob’enn Teardrop-class Assault Cruiser: DR 2
- GU Valnus Stormrage Frigate: DR 4,
- Dayson-Tingo Harmless Sparrow (or Sparhawk): DR 4
- Aguirre Galactic Ballista-class Destroyer: DR 4
- COF Destroyer: DR 4
- USM Corvette: DR 4
- Doblitz Foundry Badgerwagon Battleship: DR 8
- USM Destroyer: DR 3
- Dayson-Tingo Jugulus-class Battlecruiser: DR 4
- USM Battleship: DR 8
- Dayson-Tingo Cephalus-class Skyfortress: DR 8
- USM Carrier: DR 8
- USM Supercargo Can-hauler: DR 1
- Tausennigan Ob-enn Thunderhead Superfortress: DR 8
- USM Tricorn-class Battleplate: DR 9
- USM Pentagonam-class Battleplate: DR 9

Gear:

Team Defenses such as Bunker Bubbles and Goal tenders do not count as Stacked Armor. Stacked armor rules apply when two sets of form-fitting armor are worn together. Currently this option is only available for Whisper Skin and Phubahr Enforcer Deluxe.

Armor has damage reduction listed even when it also has hull points, because some weapons bypass armor defense, thus requiring a simulation of armor adding “extra health” and the ability to “reduce damage”, all in one package.

Breacher Ammo: This ammo is designed to crack open armor, and the only armor that can easily withstand it is armor that has hull points. It is a good reason to have Damage Reduction as well as a high defense. Note: if a weapon has the Breacher quality, it does not require specialized ammo. However loading specialized ammo can bestow the Breacher quality to a weapon that would not otherwise have it.

Vehicles always use the relevant vehicle skill of the driver as their defense and dodge. Defense is 9+relevant vehicle skill. To dodge roll a skill check. If the roll falls below the base defense, use the base defense instead. (Dodging should only increase your chances, not decrease them.

Questions & Answers

In the comic [thing happened] and it doesn’t seem to be possible according to the rules of the game.

What you’re seeing is limitations imposed by porting a universe from one medium to another one. The comic does not have to provide balance between the stats of various characters. It doesn’t have to make sure that everything fits inside a particular scale to make the game playable. Every effort was made to make the Planet Mercenary game true to the Schlock Mercenary comic, but some adjustments are required or the game would become unplayable.

I didn’t see [piece of equipment] Why not?

Due to physical limitations on book pages and time limitations in delivering to backers, we couldn’t put in every piece of equipment that we thought of or that is mentioned in the comic. If you submitted a missing piece of equipment, it is on the list of things to consider for expansions.

There were some mentions of a Galactic History section, this would be really helpful for GCs when they are crafting stories. Any chance that will happen?

That is something we’d like to supply, but much depends on time. It is a really big project that requires a continuity check with every single Schlock Mercenary comic.

The basic nanny bags found in civilian and military lockers can bag an entire body, the rarer ones can only bag parts, what’s the advantage of using more expensive/harder to source bags?

There may not be one. Looks like the retail company Planet Mercenary has been really effective at making their nanny bag fairly ubiquitous. However an individual GC may be able to tell an interesting story around Nanny Bag availability.

Are there instructions for making your own command package? It would be nice to build something like NCO or Cook.

We’re writing this up for the Game Chief Secrets PDF.

How is it determined whether a Goaltender intercepts any particular incoming attack?

If the attack hits, then the Goaltender automatically takes the damage first and reduces that damage by up to Three or five points depending on which type of Goaltender you have.

What if the description of an item of gear seems to imply that it has a quality, but that quality is not listed in the gear stats?

If you feel your gear should have a quality based on its description, make your case with your group and GC. Agree with them if the quality should be added.

The text seems to hint at a lot of limits on what any particular stun weapon can actually affect, but it’s not fully spelled out. Does armor or being an AI provide any extra resistance or immunity to Stun weapons?

The complexities of various forms of stun and the biologies of many sophonts proved to be a can of worms that we didn’t have time to explore in the core book. This is an area where we may expand when we put out additional material for the game.

Why aren’t more troops tempted to use non-lethal weapons on anyone they engage in combat, and then capture or kill at leisure? Just goober or gas or stun anything that moves, and then sort it out.

The key reason to not use non-lethal weapons is there in the small phrase “and then sort it out.” That sorting out can lead to a world of difficulties even if one is employed by a government. A target that remains alive is one that lives to trouble you further. Remember Maxim 35 “That which does not kill me has made a tactical error.”

I want to make up NPCs of non-playable races. Why don’t you have more stats for [fill in sophont type here]?

The Schlockiverse is full of interesting sophonts that you might want stats for. Unfortunately providing stats for all of those sophonts would have required an additional book and 6-12 months of carefully considering and balancing stats to make sure that none of them broke the game. We will definitely be providing stats for more sophont types in expansions.

Fireteams seem very abstracted. No way to up-gear or differentiate fireteams based on species or combat experience?

This is deliberate. Your fireteam is a tool, not a character. It is a way to simulate additional bodies without adding too much complexity to the combat. If we allowed lots of fireteam differentiation, the fireteam would essentially become a second character for each player to manage. This would slow the game down and make it more complicated for everyone.

The description of the Sashiko makes it sound like using it would be cybernetic heresy for an espee. How does that work?

The key is to remember that espees are mechorganic and they grow their components rather than manufacture them. From the outside one set of wings may look identical to another, but the set of wings that were hand-grown by the espee wearing them (or some other espee who gave them or sold them) would be socially acceptable, but the set manufactured by a company would be heresy if they were grafted on. All of the Sashiko armor is lovingly grown by the finest espee engineers.

What happens when one vessel shoots another vessel using Anti-Vehicle weapons?

Not much. Anti-vehicle weapons are really only useful against small targets with one hull point or less.

What happens when an unarmored character gets shot with an AV weapon?

Same rules apply as the AVPL quality.

If AV weapons are only good against vehicles and all the listed vehicles only have a single hull point, then why are there Vessel based AV weapons that do 3 points of damage?

In future expansions there may be vehicles which can have more hull points. We wanted to leave space for those.

Heavy AV weapons do 3 hull, light beam weapons do 2d6 hull. Why would anyone ever pay for medium or heavy AV weapons?

Because STS beam weapons can't be used against vehicles. They're for Ship to ship only.

What skills should I use when a character wants to investigate a scene?

Use both Perception and Insight. Perception is for the physical act of finding clues. Insight is for interpreting them.

Why are the ship stats in the pre-built adventure different from those listed in the vessels section?

This is the difference between a ship that is basic and a ship that has been lived in, upgraded, and adjusted. The crews in the pre-built adventure have tinkered with their ships.

Where is the Fullerene body armor that seems to be a military (and mercenary) standard?

They are best simulated with Whisperskin suits with an added Flight quality.

If a mercenary company buys more than one ship, do they have to buy up a second AI from scratch or are they considered to have the license and be able to just have another AI?

Your ship AI is included in the purchase price of the ship no matter how many ships you purchase, but you may not purchase a ship that requires an AI with a higher rating than your company AI rating. If you have a company AI rating of 4, you can have as many ships as you can afford, but they all have to be able to run with an AI of rating 4 or less.

What is the benefit of the Universal Amorph Interface Kit (UAIK-01) described on page 260? There is no indication that an amorph cannot already use essentially all technology (with the possible exception of something like a commbone), what does an amorph character gain from purchasing and adapting to an UAIK-01?

When Schlock acquired armor, he had to learn how to make it function as an extension of himself. The UAIK-01 exists to enable that experience for in-game amorph characters. There may be equipment in expansions that require a UAIK-01 for an amorph to use.

The Pillbug mini-tank comes with two hardpoints but apparently no weapons?

The base model comes without weapons because the manufacturer assumes you already have weapons that you want to attach. However most sales outlets will package weapons with your tank for a nominal fee that is less than the full purchase price of the weapon.

As a GC, I want more guidance on how to apply the weapons licensing rules in game.

This is coming in the GC secrets PDF.

I have questions about how healing and med-tech works specifically.

We'll expand on some of these issues in the GC secrets PDF.

How much damage does an unarmed attack do for someone without listed natural weapons?

1d3 damage.

Do you have to buy the Variable Ammo quality once for each extra ammo type you wish to add?

Yes

Can AI Sophonts wear regular suits of armour?

Yes

I submitted a question or concern and it is not addressed in this document.

Some questions were too large for an errata document. Questions about design and why we made certain decisions will be covered in the GC secrets PDF where Alan will discuss the guiding principles of the game and how it affected choices we made while creating the game. Some suggestions and concerns about fundamental structures of the game are things which we will consider for rules addendums and/or game expansions. (Alan already has ideas for an "Advanced Planet Mercenary" for players who enjoy more number crunching than this system supplies.) Any change to the fundamental character creation, economy, or points systems is something that requires additional play testing to make sure that the change doesn't un-balance some other part of the system. These aren't something we can confidently apply as a "quick fix."

On the planetmercenary.com website we plan to have a section where you can submit your personal fixes to share with others.

Page Corrections

P14 In the example the GC tells a player to use Pistols skill to attack with a Plasgun. It should be Heavy Weapons skill.

P60 The Pilot background lists a +2 Bonus to Influence, but neither the skill descriptions nor the character sheet list Influence as a skill. Give pilot characters +2 Empathy and the Influence specialty which falls under Empathy.

P83 Under "Further Data" it refers to "those wars" the wars meant are the Tausennigan wars during which the Obënn attempted to eradicate the Kss'thrata and the Kss'thrata managed the mass emigration of an entire planetary population.

P83 Final paragraphs. The word "individuals" should have been part of the sentence "Now that the Tausennigan Wars are over, individual warrior/soldiers find themselves at loose ends."

P89 The Armor section of special rules for amorphs should be one sentence long. Everything after that first sentence is part of the rules for Memory.

P123 COF Dragon-class Interdiction Cruiser should be listed with a Milspec annie plant.

P137 & 160 in Qualities and notes for R1P-A Goaltender it should say "after absorbing 3 hits" for the RiP-W Goaltender it should say "after absorbing 5 hits"

P138 text about Scatterguns should read: Scatterguns have the same form factor as Carbines, but the ammo disperses before impact making them do some damage even if the shot misses.

P142 & 172 Use mechanism for Strohl 7mm Rotary Mag-rail Deluxe should be PEA

P143 & 179 Use mechanism for Schockbeads should be PEA (Weapons with stun as their ammunition type do not need to load Schockbeads to function.)

P153 - Lightweight polymer "recoil composition" should be "recoil compensation"

P173 The listing for Strohl 7 mm Rotary Mag-Rail Deluxe has "Gunfoam" listed as the ammo type, while the description describes proprietary smart flechettes. This is because when you run out of smart flechettes (which increase your chances of hitting), the weapon can still fire normal Gunfoam based flechettes that do 3d6 damage.

P176 Chainsaber damage should be 3d6

P180 P.E.A. should be PEA.

P199 Period missing after Perception Check in Liutas-class LEC

P258 Looks like Terl'Kris was really focused on the horrors, because he used the word twice instead of once.

P343 It should be Mayhem Die, singular instead of plural.

P350 Human special forces should reference to page 296

Terminology:

Many places in the book refer to "weapon upgrades" To upgrade your weapon, you add a quality to it. Sorry we didn't catch all the references to upgrades and get them switched over to clarify qualities were meant.

In the specialized ammo "uses" = number of times you can attack before needing to purchase more uses.

House Rules: Many of the questions we've gotten about the game system were essentially "Can I tweak this rule?" The answer is "Yes, as long as everyone at the table is okay with the rule tweak and it is agreed upon before the rule comes into play." Make sure that your rule tweaks are designed to make the game more fun to play.

Contracts Vs. Negotiation: The Contracts skill is only used when negotiating a contract for a job. There are far more in-game uses for Negotiation than for Contracts. Separating them out was necessary to balance some of the game mechanics.

Mayhem Cards: We like you Better: While this card is in effect one player will have two fireteams and another player will have none. As with most Mayhem cards the effect only lasts until the end of the current combat or scene. However if your entire group (including the player who is now sans fireteam) are amused by the story created by the card, your group can decide it lasts longer.

AnFireteams:

Character sheet lacks a spot to write down the damage your fireteam can dish out. We recommend putting it in parentheses on the Combat line. Remember your fireteam automatically comes with a base damage of 1d6.

Fireteams' defense value is 10+their combat score this is noted in the sidebar on p108.

When an enemy is attacking your fireteam, use regular to hit rules to determine whether or not the attack hits. Then roll a d3 to determine which fireteam member was hit. Then use ablative meat rules to determine whether that team member dies or survives.

There is a clear combat advantage in giving orders to your fireteam. It increases their ability to hit. If you do not issue orders that affect their hits, the team defaults to rolling their combat skill to hit.