

Errata

BCG Page 8 - Always Round Down

Change the order of operations so that the halving always happens at the end instead of happening at the beginning unless stated otherwise.

This rule was written at a time when the game included abilities that modified Attributes directly (For example, Overbooster granted a Speed bonus and Active Defenses granted Guard bonuses). Not only do these abilities no longer exist, making the rule useless, but some abilities from the expansion (Notably Miniature Model and Remora Frame) were balanced with a different order of operations in mind by mistake. Making it so that halving happens at the end fixes those balancing issues without noticeable collateral damage.

BCG Page 30 - Zones and Ranges

Units cannot share Zones unless they're in a Duel (or one of them has an ability like that of Colossus or Base Unit to let them represent being used as platforms).

Technically there isn't anything anywhere that says friendly units can't stay in the same Zone. This can have... Strange side effects with regard to targeting rules, so it is now forbidden.

BCG Page 51 - Phasing

In the bolded rules text, where it says "...attacks youfor each...", add a space between "you" and "for".
Editing is hard.

BCG Page 67 - Come At Me Bro

Added "This Power has no effect while you are Docked onto another Unit." at the end.

BCG Page 67 - My Pain is your Pain

After the first sentence, add "The Damage dealt by this Power happens after the Enemy resolves the Damage against you." .

Previously, by the rules as written, you could technically use this Power to destroy someone and cancel the rest of their attack.

BCG Page 83 - Anti-Gravity.

Rewrite to "At the beginning of your Turn, you may spend 2 Energy to Fly for a Round. Flying has the following effects:

- You may ignore the effects of Difficult, Defensive, Extreme, Impassable, Sliding and Withering Terrain (unless they're Anti-Air Terrain variants).
- You may shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. Enemies may also ignore any cover that you would provide for your Allies or that your Allies and Impassable Terrain would provide for you.
- You cannot benefit from Defensive Terrain (unless it is the Anti-Air Terrain variant).

This Upgrade has no effect underwater or in space."

The original Upgrade was a mess. Some of the effects felt inconsistent narratively (You ignored your own Defensive Terrain and cover from your Enemies but couldn't ignore their Defensive Terrain) while also being nonsense mechanically (You could only cross or shoot through Impassable Terrain if it was directly below you but not otherwise) The effects are now more consistent and cleaner to read. The consistency fixes are sort of a nerf but the Impassable Terrain fix should make up for it.

BCG Page 87 - Flier

Rewrite to "You always move by Flying. Flight has the following effects:

- You may ignore the effects of Difficult, Defensive, Extreme, Impassable, Sliding and Withering Terrain (unless they're Anti-Air Terrain variants).
- You may shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. Enemies may also ignore any cover that you would provide for your Allies or that your Allies and Impassable Terrain would provide for you.
- You cannot benefit from Defensive Terrain (unless it is the Anti-Air Terrain variant).

You may not Move as part of your Actions while underwater or after being forced to land."

See the above entry.

BCG Page 92 - Superheavy Machinegun

Rewrite to "Line, Long Range, Unreliable. This Weapon inflicts an additional Disadvantage when using the Suppress Action. You can't Move when using this Weapon. If you're unable to Move for whatever reason, you cannot use it either."

The old version was unclear on whether you could Move or not while not Suppressing. This version is more clear.

BCZ Page 11 - Call System

This Trait should say (Specialist) next to the name, allowing characters to take it multiple times.

A simple fix for a simple omission.

BCZ Page 11 - Tracking Device

Add "While on the target, the device will tell you how far away the target is and in which direction they are until the target notices the device and removes it at the end of the current Episode" to the end of the rules text.

The Tracking Device didn't have any rules explaining how it actually worked. Now it does.

BCZ Page 11 - Smart Manacles

The first sentence should say "You may spend an Action to restrain a target that is Defeated, helpless to resist or willing to be restrained with these cuffs." Then, after the second sentence, add "While restrained like this, a character cannot take Actions or perform Tests except the aforementioned Finesse Test unless explicitly allowed to do so. At the user's criteria, the target may also be forbidden from speaking."

Another ability that had rules for taking it off but lacked proper rules for putting it to use.

BCZ Page 17 - Pierce the Heavens

The second sentence should read "If the Tension bonus of the Might test is..."

Right now it says "or" instead of "of" which was worse than most typos as it affected the rules.

BCZ Page 16 - Lightspeed Assault

Add "You can use this Power once per Round" to the second to last sentence.

While it's not like you could use this multiple times per Round since it uses your Action as a resource all rush powers should specify that they can only be used 1/Round to prevent the question.

BCZ Page 31 - Gravity Blast

Rewrite to "Beam (Boost 1), Blast (2). When you Boost this Weapon, it turns the affected Zones into Difficult Terrain for a Round and all Units within lose the benefits of Anti-Gravity or any other abilities that grant flight as well for the same duration."

Another case of bad writing. The text was confusing and implied the ability would work on Anti-Gravity but not Flyer.

BCG Page 67 - Come At Me Bro

Added "This Power has no effect while you are Docked onto another Unit." at the end.

If you are docked into another unit while this ability is active, enemies can target your host without triggering your free attack.