

Incorrections on the "PLAYING WITH OLDER CARD PRINTINGS" section of the CE RuleBook (pgs. 40-44):

## PILOTS

Missing from the list:

Elizabeth O'Bannon	Arsenal	Inner Sphere
Hohiro Kurita	Mercenaries	Inner Sphere-Kurita
1st reference changes to Units		
Kai Allard-Liao	First Edition	Inner Sphere-Davion-SIC
1st reference changes to Units		
Kell Hounds Pilot	First Edition	Inner Sphere
Solaris Games Veteran	MechWarrior	Inner Sphere
Tanya O'Bannon	Arsenal	Inner Sphere
Targeting Ace	Mercenaries	none
Victor Steiner-Davion	First Edition	Inner Sphere-Davion-Steiner
2nd reference changes to Units		
Wolf's Dragoons Pilot	First Edition	Inner Sphere

Incorrect wording:

Fanatical Leader	is generic, not IS
Kamikaze MechWarrior	is Kurita, not Steiner
Phelan Ward	missing: 1st reference changes to Units
Reassigned Pilot	is not a Pilot, it's a mission!

## OTHER CARDS

Some of the listed cards did change 'Mech to Unit, and so they shouldn't be there:

- Evantha Fetladral
- Pryde's Pride
- Reactor Breach

Others should be there and are not listed:

- Rolling Hills
- Single Combat

\*For the Chancellor! - 2nd reference only does not change to Unit

\*Intimidating Paint Job - 1st reference only does not change to Unit

\*Solaris Games Veteran - it is a Pilot and should be listed above not here

## CARDS HAVING FUNCTIONAL CHANGES

Missing in this list are:

- Bait and Switch : Unit is removed from the battle
- Blitzkrieg : Units are removed from the battle
- Com Guard Response Team : IS generic, not ComStar
- Contract with Eridani Light Horse : +5 armor instead of +2
- Fanatical Leader : now generic and not IS only, attack bonus is included in the ability
- Forged Mission Orders : Unit is removed from the battle
- OmniMech Pod Cache : Stockpile is shuffled afterwards
- Phelan Ward : 4T buyout becomes 2T
- Point Defense System : can only be scrapped during a mission
- Quick Salvage Operation : Unit is not put into play tapped anymore
- Reactor Breach : triggered only during damage resolution
- Solaris Games Veteran : not Unique anymore
- The Remembrance : it works on several Units, not on a single Unit
- Tracking System Failure : played on an opposing Unit
- Trapped! : during any player's missions phase
- Work Stoppage : does not work only during construction anymore (upkeep also)

Should not be there:

- Heroic Sacrifice : no changes