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Clear rulings and answers for Cyberpunk RED: Combat Zone, with a source attached to every entry.

Coverage: Seven source errata notices are not reproduced as complete standalone answers: five lack full replacement wording and two await final designer wording. Two historical rulings lack recoverable exact answer text. Consult the official source document for omitted notices; this index does not invent missing wording.

65 answers

THE REFERENCE

Questions & answers

ERRATA · Official published FAQ text

6TH STREET — Cost

Cost: Reduced to 20EB

Combat Zone FAQ & Errata V1.6, PDF p. 7 (6TH STREET) Effective 2026-04

ERRATA · Official published FAQ text

6TH STREET — Factions

Factions: Changed to “6th Street, Zoner, Lawman, Leader”.

Combat Zone FAQ & Errata V1.6, PDF p. 7 (6TH STREET) Effective 2026-04

ERRATA · Official published FAQ text

6TH STREET — Neighborhood Watch

Neighborhood Watch: Replaced with 'Hood Watch which reads: When a visible rival takes out a friendly model, this model may make a free Ranged attack agsint the rival.

Combat Zone FAQ & Errata V1.6, PDF p. 7 (6TH STREET) Effective 2026-04

ERRATA · Official published FAQ text

6TH STREET — Watch Captain (Kickstarter Preview)

Watch Captain (Kickstarter Preview): The Watch Captain has undergone significant revision from the Kickstart preview version.

Combat Zone FAQ & Errata V1.6, PDF p. 7 (6TH STREET) Effective 2026-04

ERRATA · Official published FAQ text

ARASAKA — [New] Net-Suit now reads

[New] Net-Suit now reads: "When this model ends its activation, another visible friendly model may move GREEN."

Combat Zone FAQ & Errata V1.6, PDF p. 7 (ARASAKA) Effective 2026-04

ERRATA · Official published FAQ text

ARASAKA — Grenade

Grenade: Chem: Text should read Blast, Deadly Crits, Discard.

Combat Zone FAQ & Errata V1.6, PDF p. 7 (ARASAKA) Effective 2026-04

Can a model with no ready Action tokens [RE]act using another model's Action tokens if allowed (for instance, by Arasaka's Point Man).

Can a model with no ready Action tokens [RE]act using another model's Action tokens if allowed (for instance, by Arasaka's Point Man).

No. To take a [RE]action, the acting model must have a ready Action token themselves to qualify to make the [RE]action, even if they end up using another model's Action tokens via a special ability.

Combat Zone FAQ & Errata V1.6, PDF p. 2 (FAQ) Effective 2026-04

Can you clarify how the Dead Ringers take actions?

Can you clarify how the Dead Ringers take actions?

The Dead Ringers are effectively one character with two models. They share all equipment and action tokens. For example, if their gear has the Difficult keyword, they can only activate it once per activation (not once each) as they are the same character. When the character activates, you spend 2 Actions taking actions with each model (they have 4 total). The controlling player determines which Action tokens are spent on which Dead Ringer model each activation.

Combat Zone FAQ & Errata V1.6, PDF p. 7 (BOZOS) Effective 2026-04

Can you clarify what happens when the Dead Ringers are taken out?

Can you clarify what happens when the Dead Ringers are taken out?

Neither Dead Ringer is taken out until one of them fails to defend with a Red action token, at which point both models are taken out and leave body tokens that tie to the same character card, for the purposes of Loot Gear (although Loot Goods treats the bodies as separate).

Combat Zone FAQ & Errata V1.6, PDF p. 7 (BOZOS) Effective 2026-04

Classify barrel terrain by dimensions, not by name

How should the barrel in the Dolomine test case be classified for movement and shooting?

Apply normal terrain rules according to the object's physical dimensions and the players' pre-game terrain agreement; do not make barrel a universal category. The discussed barrel below Reach height does not impede movement but remains an obstacle for shooting and can grant the applicable +1 defender bonus. An object over Reach but under Red height is a standard obstacle under normal movement and Parkour rules.

MFC rules-team approval, 2026-09-24; Full notes: Barrel Terrain Classification in the Dolomine Test Case; transcript 00:02:08-00:06:36

DANGER GALS — [New] Net-Suit (both Gear card and Pantera) now

[New] Net-Suit (both Gear card and Pantera) now reads: "When this model ends its activation, another visible friendly model may move GREEN."

Combat Zone FAQ & Errata V1.6, PDF p. 8 (DANGER GALS) Effective 2026-04

ERRATA · Official published FAQ text

DANGER GALS — Grenade

Grenade: Chem: Text should read Blast, Deadly Crits, Discard.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (DANGER GALS) Effective 2026-04

ERRATA · Official published FAQ text

DANGER GALS — Michiko Arasaka is not a Netrunner, and has had the

Michiko Arasaka is not a Netrunner, and has had the Netrunner keyword removed.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (DANGER GALS) Effective 2026-04

ERRATA · Official published FAQ text

DANGER GALS — Mouse's correct EB cost is 10 EB.

Mouse's correct EB cost is 10 EB.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (DANGER GALS) Effective 2026-04

Disengage, move around a corner, then make a ranged attack

Can a character disengage, move around a corner, and then make a ranged attack during the same activation?

Yes, if the character has enough Action tokens and successfully exits the Brawl. Escape and travel around the corner resolve as one normal movement action. The Brawling state ends when that action takes the character out of the Brawl. A remaining valid Action token may then pay for a ranged attack, subject to ordinary range, final-position Path of Attack, visibility, and other attack requirements.

MFC rules-team approval, 2026-09-24; Full notes: Range Attack After Disengaging and Moving Around a Corner; transcript 00:00:06-00:02:08

Do the two objectives in the center overlap, one placed atop the other?

Do the two objectives in the center overlap, one placed atop the other?

Yes. While the map shows them not-overlapped, this is to illustrate two Objective markers are there. Place them both in the center of the board.

Combat Zone FAQ & Errata V1.6, PDF p. 5 (Data Sweep (30"x44")) Effective 2026-04

EDGERUNNERS — Jonathan Powers Veteran

Jonathan Powers Veteran: This card was mistakenly printed without its Veteran Star. The Jonathan Powers card with 3 Yellow Action tokens should have a Veteran Star, as it is the Veteran version of the character.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (EDGERUNNERS) Effective 2026-04

ERRATA · Official published FAQ text

ERRA T A — Buffer Zone

Buffer Zone: Program Effect clarified, it now reads: “Rival models treat the area within RED of the impact token as an obstacle when moving or taking Ranged Attack actions.”

Combat Zone FAQ & Errata V1.6, PDF p. 6 (ERRA T A) Effective 2026-04

ERRATA · Official published FAQ text

ERRA T A — Coordinate Surge

Coordinate Surge: Loaded side text clarified, it now reads: “Target friendly model may make an unobstructed RED move action for free.”

Combat Zone FAQ & Errata V1.6, PDF p. 6 (ERRA T A) Effective 2026-04

ERRATA · Official published FAQ text

ERRA T A — CRaB Drone Control

CRaB Drone Control: Program Effect clarified, it now reads: “When this model makes a basic move action, all friendly CRaB Drones may move the same distance. If a Drone ends a move within reach of a body token, discard the token and the Drone, then this model draws one Loot. If a Drone ends within reach of an enemy, the enemy must win a Reflexes roll vs. the Obstacle die or suffer a wound, then the Drone is discarded.”

Combat Zone FAQ & Errata V1.6, PDF p. 6 (ERRA T A) Effective 2026-04

ERRATA · Official published FAQ text

ERRA T A — Program 7

Program 7: Loaded side text clarified, it now reads:

The target takes a free action of your choice with a target of your choice. This may make a model attack a friendly target.

Launch this program: Flip this card.

Combat Zone FAQ & Errata V1.6, PDF p. 6 (ERRA T A) Effective 2026-04

ERRATA · Official published FAQ text

Errata: Pg 10 (FAQ p. 3)

Pg 10: Reflex Skill now correctly notes that it is used to resist both Ranged and Reflex actions.

Combat Zone FAQ & Errata V1.6, PDF p. 3 (ERRA T A) Effective 2026-04

ERRATA · Official published FAQ text

Errata: Pg 22 (FAQ p. 3)

Pg 22: Vertical movement has been revised. Models may now jump larger gaps than RED and may climb without starting in contact with the vertical barrier.

Combat Zone FAQ & Errata V1.6, PDF p. 3 (ERRA T A) Effective 2026-04

Errata: Pg 27 (FAQ p. 4)

Pg 27: Shooting into a Brawl updated to clarify how Blast and Torrent attacks function when fired into a Brawl. The following sentence was added:
When firing a blast or torrent weapon into a brawl, resolve the attack against the target(s) as you normally would for those weapon types.

Combat Zone FAQ & Errata V1.6, PDF p. 4 (CLARIFICATION ERRATA) Effective 2026-04

Errata: Pg 40 (FAQ p. 3)

Pg 40: Fumbling Blast Actions now reads:
If you Fumble a Blast action, the targeted rival places the Impact token in base contact with the attacker and the Blast is resolved as a “miss” against the Obstacle die (instead of the original result). If the weapon is also DANGEROUS the Blast will cause an automatic wound to the attacker, too.

Combat Zone FAQ & Errata V1.6, PDF p. 3 (FREE MOVEMENT) Effective 2026-04

Errata: Pg 41 (FAQ p. 4)

Pg 41: Rapid [X] replaces the word repeat with the word take: It now reads:
Rapid actions allow you to take the same action X times without using additional Actions.

Combat Zone FAQ & Errata V1.6, PDF p. 4 (CLARIFICATION ERRATA) Effective 2026-04

Errata: Pg 42 (FAQ p. 4)

Pg 42: Campaign Basics opening paragraphs edited to more generally explain campaigns to new players.

It now reads:

Groups, clubs, or event organizers may wish to run a campaign: a series of games that tell a larger narrative about the denizens of the Combat Zone as you guide your team through its story and track its progress.

Winning games and achieving objectives earns your team Street Cred. Once they've earned enough notoriety, your team may attempt its faction's Prove Your Worth mission. It's tough, but if you're victorious, you've won the campaign!

Combat Zone FAQ & Errata V1.6, PDF p. 4 (CLARIFICATION ERRATA) Effective 2026-04

Errata: Pg 5 (FAQ p. 3)

Pg 5: Gang name "Combat Zoners" updated to "Zoners".

Combat Zone FAQ & Errata V1.6, PDF p. 3 (ERRATA) Effective 2026-04

Errata: Pg 5 (FAQ p. 3)

Pg 5: Gang name "Neocorporate" updated to "Arasaka".

Combat Zone FAQ & Errata V1.6, PDF p. 3 (ERRATA) Effective 2026-04

Errata: Pg 53 (FAQ p. 3)

Pg 53: Specialist definition added, it reads:

Specialist – Specialists are rare individuals. Your team may only include one of this model (but may include other Specialist models).

Combat Zone FAQ & Errata V1.6, PDF p. 3 (FREE MOVEMENT) Effective 2026-04

Errata: Pg 6 (FAQ p. 3)

Pg 6: Models now win ties against the Obstacle die.

The text now reads:

Models are considered “the defender” when rolling against the Obstacle die, and win in the case of a tie.

Combat Zone FAQ & Errata V1.6, PDF p. 3 (ERRA T A) Effective 2026-04

Errata: Pg 7 (FAQ p. 4)

Pg 7: Definitions of model's base and figure added.

Models are mechanically defined in two parts; the figure and the base. The figure is the sculpture of a character which determines which card and abilities the model uses in game. The base is a round disk at the bottom, which keeps the model upright and is used for measuring distances and position mechanics. The standard [RE]action base is 27mm in diameter, but some models may be issued with larger bases if the model requires.

Combat Zone FAQ & Errata V1.6, PDF p. 4 (CLARIFICA TION ERRA T A) Effective 2026-04

ERRATA · Official published FAQ text

Frame Up (30"x44") — Errata

Errata: There is no Objective token 1. Use Objective token 2, instead. In addition, increase the value required in The Win from 5 to 6.

Combat Zone FAQ & Errata V1.6, PDF p. 5 (Frame Up (30"x44")) Effective 2026-04

ERRATA · Official published FAQ text

GEN RED — Baringo

Baringo: Shotgun gear should have an Attack symbol, this action is an Attack action.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (GEN RED) Effective 2026-04

ERRATA · Official published FAQ text

GEN RED — Inconspicuous Hoody (Gear)

Inconspicuous Hoody (Gear): Cybergear keyword was removed.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (GEN RED) Effective 2026-04

ERRATA · Official published FAQ text

GEN RED — Objective

Objective: Keep Your Head Down should have no Street Cred value (instead of -1 as shown).

Combat Zone FAQ & Errata V1.6, PDF p. 8 (GEN RED) Effective 2026-04

ERRATA · Official published FAQ text

GEN RED — Objective

Objective: She Knows To Much should have no Street Cred value (instead of -1 as shown).

Combat Zone FAQ & Errata V1.6, PDF p. 8 (GEN RED) Effective 2026-04

ERRATA · Official published FAQ text

Heist (30"x44") — ERRATA

ERRATA: Send Signal's skill is now Tech. In addition, the action text now reads:
[Complex, Difficult] The opposed Obstacle die gains +1 for each terminal with a Defender's model in base contact. If this action succeeds remove a terminal in base contact with the acting model. If this fails, suffer 1 wound.

Combat Zone FAQ & Errata V1.6, PDF p. 5 (Heist (30"x44")) Effective 2026-04

FAQ · Official published FAQ text

How big is a "small building".

How big is a "small building".

A small building can be formed by using two corner pieces of the ruin terrain included in the Core Box. Alternatively, the cargo container makes an excellent stand in for a small building when playing on the smaller 22"x30" battlespace.

Combat Zone FAQ & Errata V1.6, PDF p. 5 (ERRATA) Effective 2026-04

How do the Dead Ringers make use of Full Body Conversions?

How do the Dead Ringers make use of Full Body Conversions?

FBCs pose a particularly unique issue with the Dead Ringers. Making the Dead Ringers properly use the FBCs would require an errata of the existing Dead Ringers and the FBC rules that is logistically problematic. For simplicity sake, the Dead Ringers may not equip Full Body Conversions at this time.

Combat Zone FAQ & Errata V1.6, PDF p. 3 (CONVERSIONS) Effective 2026-04

If a character is touching an impact marker during a blast, and moves RED directly away from the blast marker (as part of the blast rules), does it count as “within RED”.

If a character is touching an impact marker during a blast, and moves RED directly away from the blast marker (as part of the blast rules), does it count as “within RED”.

This is a tricky interaction to visualize, but if a model moves directly away from the impact marker it technically can move out of RED range (it would just be touching the infinitely thin line where RED range ends.). Therefore, if nothing impedes movement, you can move RED to escape a blast under normal circumstances.

Combat Zone FAQ & Errata V1.6, PDF p. 2 (FAQ) Effective 2026-04

In games with 3 or more players, what order to players resolve events when multiple rivals trigger events at the same time?

In games with 3 or more players, what order to players resolve events when multiple rivals trigger events at the same time?

If multiple players trigger events at the same time, first the Active player resolves their events, then the rivals resolve their events in an order determined by the Active player.

Combat Zone FAQ & Errata V1.6, PDF p. 2 (NEW FAQ QUESTIONS) Effective 2026-04

Interact with objects while Brawling

May a Brawling character target an object with an Interact action?

Brawling is not a blanket prohibition on interacting with objects. An appropriate Interact action may target an object within Reach of the Brawl. An object outside Reach may not be targeted while the model is Brawling even if that action normally has longer range. Ordinary terrain effects and movement interactions continue under their normal rules.

MFC rules-team approval, 2026-09-24; Full notes: Model Versus Object Restrictions While Within Reach; transcript 00:06:36-00:07:51

MAELSTROM — Berserker

Berserker: Correct EB cost is 18 EB.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (MAELSTROM) Effective 2026-04

ERRATA · Official published FAQ text

MAELSTROM — Crusher

Crusher: Brawler ability clarified, it now reads:

“This model ignores Unwieldy on Gear. After an attack against this model succeeds, immediately refresh its Action tokens.”

Combat Zone FAQ & Errata V1.6, PDF p. 8 (MAELSTROM) Effective 2026-04

ERRATA · Official published FAQ text

MAELSTROM — Death Dealer

Death Dealer: Program Effect clarified, it now reads: “When a friendly character is taken out, they may make a free basic RED attack before being removed.”

Combat Zone FAQ & Errata V1.6, PDF p. 8 (MAELSTROM) Effective 2026-04

ERRATA · Official published FAQ text

MAELSTROM — Flenser

Flenser: correct EB cost is 20 EB.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (MAELSTROM) Effective 2026-04

ERRATA · Official published FAQ text

MAELSTROM — Puppet Master

Puppet Master: Loaded side text clarified, it now reads:

The target takes a free action of your choice with a target of your choice. This may make a model attack a friendly target.

Launch this program: Flip this card.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (MAELSTROM) Effective 2026-04

OFFICIAL_RULING · Approved rules-team ruling

Mechanical meaning of freely leave a Brawl

What does 'freely leave' mean in the outnumbering rule?

The model may leave the Brawl without making the normal escape roll. This is a specific mechanical permission; ordinary movement action cost and other movement rules still apply unless another effect changes them.

MFC rules-team approval, 2026-09-24; Full notes: Meaning of the Phrase Freely Leave; transcript 00:07:51-00:10:00

ERRATA · Official published FAQ text

PIRANHAS — Block Party

Block Party: Replaced with the RED range Influence action Mandatory Fun which reads: Stun 1. If this Crits, Stun 2 instead. This targets all rival models within range.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (PIRANHAS) Effective 2026-04

ERRATA · Official published FAQ text

PIRANHAS — Cost

Cost: Reduced to 15EB

Combat Zone FAQ & Errata V1.6, PDF p. 8 (PIRANHAS) Effective 2026-04

ERRATA · Official published FAQ text

PIRANHAS — Factions

Factions: Changed to “Piranha, Zoner, Bozo, Leader”.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (PIRANHAS) Effective 2026-04

ERRATA · Official published FAQ text

PIRANHAS — Piranhas (Kickstarter Preview)

Piranhas (Kickstarter Preview): The Block Boss has undergone significant revision from the Kickstart preview version.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (PIRANHAS) Effective 2026-04

ERRATA · Official published FAQ text

PIRANHAS — Skills

Skills: Basic version skills are now Ranged 2, Melee 1, Influence 3. Veteran skills are now Range 2, Melee 2, and Influence 4.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (PIRANHAS) Effective 2026-04

ERRATA · Official published FAQ text

PIRANHAS — Uzi

Uzi: Replaced with Party Hard action reads: Your models may take the Party Hard action.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (PIRANHAS) Effective 2026-04

ERRATA · Official published FAQ text

Quarter Mile (22"x30") — Errata

Errata: The defender sets up their team first, with all models full within RED of one of the short board edges of the board.

Combat Zone FAQ & Errata V1.6, PDF p. 5 (Quarter Mile (22"x30")) Effective 2026-04

ERRATA · Official published FAQ text

The Mule (22"x30") — Errata

Errata: The attacker deploys their team first, with all models fully within RED of the short board edge of their choice.

Combat Zone FAQ & Errata V1.6, PDF p. 5 (The Mule (22"x30")) Effective 2026-04

ERRATA · Official published FAQ text

TYGER CLAWS — Death Mark

Death Mark: The running side mistakenly lists the Street Cred as 1. The Street Cred appears on the Loaded (red) side, and is 2.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (TYGER CLAWS) Effective 2026-04

UNIVERSAL — Flashbang Grenade

Flashbang Grenade: - The Universal Flashbang Grenade in the Netflix Edgerunner's box has the incorrect range. It's range should be YELLOW and GREEN only (not RED).

Combat Zone FAQ & Errata V1.6, PDF p. 8 (UNIVERSAL) Effective 2026-04

What exactly is Parkour, how does Baringo function?

What exactly is Parkour, how does Baringo function?

Anytime a character makes multiple Reflexes rolls against the Obstacle die to traverse during a single move action, that is Parkour. In the example of Baringo, every roll after the first automatically succeeds, but Baringo must roll the first check.

Combat Zone FAQ & Errata V1.6, PDF p. 2 (NEW FAQ QUESTIONS) Effective 2026-04

What happens if the defending player is taken out using an attack other than the They're Mine action?

What happens if the defending player is taken out using an attack other than the They're Mine action?

The Attacking player loses, unless they can take out every defender before being reduced to half their models, in which case the game ends in a draw.

Combat Zone FAQ & Errata V1.6, PDF p. 5 (Corporate Ladder (22"x30")) Effective 2026-04

What happens when the Dead Ringers are taken out while equipped with The Last Laugh?

What happens when the Dead Ringers are taken out while equipped with The Last Laugh?

The Last Laugh places a single Impact token, which means only one is placed. However, as there are two models, the controlling player may choose which model the Impact token contacts.

Combat Zone FAQ & Errata V1.6, PDF p. 7 (BOZOS) Effective 2026-04

When a Character suffers a wound instead of another model (such as Combat Tech), does this wound trigger [RE]actions for the original target, or the wounded model? What about other effects such as Stun?

When a Character suffers a wound instead of another model (such as Combat Tech), does this wound trigger [RE]actions for the original target, or the wounded model? What about other effects such as Stun?

The new model (Combat Tech in this instance) may [RE]act, as [RE]actions are triggered when a model suffers a wound. All non-damage effects of the action (such as Stun) are applied to the original target.

Combat Zone FAQ & Errata V1.6, PDF p. 2 (NEW FAQ QUESTIONS) Effective 2026-04

When an attack has both Deadly and Deadly Crits, do the effects stack to deal 3 damage on a crit?

When an attack has both Deadly and Deadly Crits, do the effects stack to deal 3 damage on a crit?

No. Deadly Crits bestows the Deadly keyword to the attack when a crit is scored (see Deadly on page 40). Deadly as a keyword only affects an attack once.

Combat Zone FAQ & Errata V1.6, PDF p. 2 (FAQ) Effective 2026-04

ZONERS — Chainsaw

Chainsaw: - Correct range is RED only.

Combat Zone FAQ & Errata V1.6, PDF p. 8 (ZONERS) Effective 2026-04

WHAT'S CHANGED

FAQ updates

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Published in official FAQ & Errata V1.6

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2026-04	ERRATA Errata: Pg 10 (FAQ p. 3) Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA ERRA T A — Program 7 Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA ERRA T A — CRaB Drone Control Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA ERRA T A — Coordinate Surge Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA ERRA T A — Buffer Zone Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA EDGERUNNERS — Jonathan Powers Veteran Published in official FAQ & Errata V1.6	↗
2026-04	FAQ	↗

Do the two objectives in the center overlap, one placed atop the other?

Published in official FAQ & Errata V1.6

2026-04	ERRATA DANGER GALS — [New] Net-Suit (both Gear card and Pantera) now Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA DANGER GALS — Mouse's correct EB cost is 10 EB. Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA DANGER GALS — Michiko Arasaka is not a Netrunner, and has had the Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA DANGER GALS — Grenade Published in official FAQ & Errata V1.6	↗
2026-04	FAQ Can you clarify what happens when the Dead Ringers are taken out? Published in official FAQ & Errata V1.6	↗
2026-04	FAQ Can you clarify how the Dead Ringers take actions? Published in official FAQ & Errata V1.6	↗
2026-04	FAQ Can a model with no ready Action tokens [RE]act using another model's Action tokens if allowed (for instance, by Arasaka's Point Man). Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA ARASAKA — [New] Net-Suit now reads Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA	↗

ARASAKA — Grenade

Published in official FAQ & Errata V1.6

2026-04	ERRATA 6TH STREET — Watch Captain (Kickstarter Preview) Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA 6TH STREET — Neighborhood Watch Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA 6TH STREET — Factions Published in official FAQ & Errata V1.6	↗
2026-04	ERRATA 6TH STREET — Cost Published in official FAQ & Errata V1.6	↗