

WEIRD WAR II ERRATA

THE FIRST LESSON OF WAR

Buck privates fresh from the farm and Westpointers alike learn the same thing the same way—no plan survives contact with the enemy. Authors and editors learn something similar—no book survives contact with the public.

BLOOD MAGIC

Replace the existing two paragraphs under Blood Magic (page 92) with the following three paragraphs:

Blood mages do not track Power Points. They may cast their powers at will using the vast energies of the thralls they've enslaved, who must be kept somewhere within 13 miles.

Maintenance: Blood Mages can maintain their spells after the base duration at no Power Point cost, but suffer -1 to their Spellcasting for each power maintained.

Backlash: If a blood mage has fewer thralls in range than the initial PP cost for a spell and fails a Spellcasting roll, he suffers 3d6 damage, or 4d6 if he rolls a 1 on the skill die. Liberating thralls is a very valuable tactic. This is in addition to the normal backlash for AB: Magic in the core rulebook.

IS THAT IT?

We hope this omission is our only error in *Weird War II*, but the past tells us that is highly unlikely. If we can't take a lesson from history for a book about World War II, where will we?

If you find other errors, visit the Pinnacle Entertainment Group web forums at www.peginc.com/forum and let us know so we can update this document.

Thanks for your help, and fight the good fight!

EYE FOR TERRAIN EDGE

Remove the otherwise-deleted Eye for Terrain Edge from the Scout MOS on page 10.

SACHEL CHARGES

Update the Common Ordnance chart (page 41) as below.

TORPEDOES

The Torpedoes table was inadvertently left out of the final printed book. You can use the table below for most World War II torpedoes.

COMMON ORDNANCE

Explosives				
Satchel Charge, Small	3/6/12*	4d6	Large	2 lbs.
Satchel Charge, Large	2/4/8*	4d8+2	Large	15 lbs.

TORPEDOES

Type	Range (Miles)	Damage	RoF	Burst	AP	Notes*
Air Launched	3/6/9	5d20	1	Med	40	HW
Surface/Sub-Launched	4/8/12	5d20	1	Med	50	HW
Japanese "Long Lance"	6/12/18	5d20	1	Med	55	HW

* HW = Heavy Weapon