

THE DAY AFTER RAGNAROK

Savage Worlds Errata v 3.0

This errata is current as of January 31, 2011

HEROES SECTION

Page 20, Background Edges - Paragraph 1 has been changed to the following:

The world of the arcane is dark, twisted, and dangerous in this world, poisoned by the Serpent and by the magics of Thule. The Arcane Background Edge costs double the normal cost for an Edge in *Savage Worlds*. A hero who wants to take an Arcane Background at the beginning of the game must either:

- Take a Major Hindrance *and* use his free beginning Edge, or
- Take a Major Hindrance *and* two Minor Hindrances, or
- Take two Minor Hindrances *and* use his free beginning Edge.

Page 22, Combat Edges - The Martial Arts edges have been changed to the following:

MARTIAL ARTS TRAINING

Requirements: Novice, Fighting d8+

You're a trained boxer, or perhaps ... one of those locals! Even when your hero fights unarmed, he is considered armed. In addition, your unarmed damage with either fists and feet or grappling increases to Str+d4. (Pick one when you take this edge.)

IMPROVED MARTIAL ARTS TRAINING

Requirements: Seasoned, Martial Arts Training

Your unarmed damage increases to Str+d8, even if your Strength die type is lower than a d8.

Page 36=37, Weapons - The statistics for the Machete, Winchester 1897, Bren Mk II and M-1918A2 BAR have been modified.

TYPE	DAMAGE	WEIGHT	COST	NOTES
Machete	Str+d6	2	\$5	No additional damage on a raise

TYPE	RANGE	DAMAGE	ROF	COST	WEIGHT	SHOTS	MIN. STR	NOTES
Winchester 1897 Pump (12g)	2/5/10	1-3d6	1	\$45	8	5	—	Pump-Action, See note
Bren Mk II (.303)	24/48/96	2d8	3	\$120	26	30	—	AP 2, -2 to Shooting if moving
M-1918A2 BAR (.30-06)	24/48/96	2d8	3	\$50	32	20	—	AP 2, -2 to Shooting if moving

GAME MASTER'S SECTION

Page 94: The Kraken - The Kraken's viscous composition special ability has been altered:

- **VISCOUS COMPOSITION:** Some krakens are seemingly composed of a weird jelly-like substance that bullets simply pass through when they hit, doing minimum damage automatically.