Savage Worlds Deluxe

Errata

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Even we can't escape the chance of rolling snake eyes now and then. Below is a list of our "I thought I fixed that" and "How the heck did that get left out/put in there" moments for Savage Worlds Deluxe.

► **Page 20 under Android:** Change "Androids are often mistrust or misunderstand androids." to "Organic races often mistrust or misunderstand androids."

► **Page 22 under +1 Abilities:** Change "+5 Power Points for use with a single racial Power (as described above)." to "+5 Power Points for use with a specific Arcane Background (cannot be same AB as the +2 Ability described above)."

► **Page 35 Counterattack:** Should say "Once per round (if not Shaken), the character receives one free Fighting attack against one adjacent foe who failed a Fighting attack against him."

► **Page 35 Dodge:** Change to "Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their ranged attack rolls when targeting them."

► **Page 36 Sweep:** Add "**Requirements:** Novice, Strength d8+, Fighting d8+"

► **Page 38 Adept:** Change to "**Requirements:** Novice, Arcane Background (Miracles), Martial Artist, Faith d8+, Fighting d8+" and change the second paragraph to "As a free action, an adept can spend 1 Power Point to gain AP 2 with all of his unarmed attacks until his next action."

► **Page 48 under Gear:** Change "Auto: The weapon may fire on full-auto (see page 71)." to "Auto: This full-auto weapon may fire in automatic (single shot) mode."

► **Page 51 Flamethrower:** Remove "Raises on the attacker's Shooting roll have no additional effect—targets are flamed or not." Replace with "Like other area effect weapons, flamethrowers typically bypass most body armor (see **Area Effect Attacks**)."

► **Page 54 M2 Browning:** Add Auto designation to Notes.

► **Page 54 under Machine Guns:** Add "AP 2, Auto, Snapfire" to the 7.7. MG.

► **Page 55 AT and Tank Guns:**

Add "20mm Cannon, Range: 50/100/200, AP Rounds Damage: 2d12, AP 4, HE Rounds Damage: —, RoF: 4, Notes: Heavy Weapon"

The 25mm Cannon Range should be 50/100/200 and AP and HE damage values should be switched.

The 40mm Cannon HE damage should be 3d8, AP 2, MBT.

The 76mm AT / Tank Gun (USSR) HE damage should be 3d8, AP 4, MBT.

► **Page 58 Vehicle Toughness:** Change "Toughness is the vehicle's base durability Armor, which is already figured into its Toughness (in parentheses)." to "Toughness is the vehicle's base durability including Armor (in parentheses); vehicles with three numbers listed have different values for Front/Sides/Rear."

► **Page 59 Modern Fighting Vehicles:** On the T-72 and T-80, all 12.7mm MGs should be DTMGs.

► **Page 60 Modern Military Aircraft:** Under AH-64 Apache Weapons, change 30mm Chaingun to "30mm Cannon" and under AV-8B Harrier Weapons, change 20mm Cannon to "25mm Cannon."

► **Page 60 Patrol Boat, River:** Toughness and Crew and switched.

► **Page 65 under Hold:** Change "If a character is Shaken while on Hold, he loses his 'Hold' status." to "A character on Hold who remains Shaken at the end of another character's action must act at that time."

► **Page 69 Bleeding Out:** Remove last sentence under Failure result leaving "The character dies from blood loss."

► **Page 69 under Soak Rolls:** Change "A Wild Card may spend a Benny to make a 'Soak' roll, which is a Vigor check." to "A character may spend a Benny to make a 'Soak' roll, which is a Vigor check."

► **Page 69 Soak Rolla:** Change "If the character is left with any wounds from an attack, he's still Shaken. Don't count the wound modifiers you're about to suffer when making this roll." to "If the character Soaks *all* of the wounds from an attack, he removes his Shaken condition too (even from a previous source). Don't count the wound modifiers you're *about* to suffer when making this roll."

► **Page 70 Area Effect Attacks:**

Change last two sentences under second paragraph to "Everything under (or partially under) the template is affected, rolling damage separately for each Wild Card or group of Extras."

Add "Targets use their lowest armor value against area effect damage—armor must cover the entire body without gaps to provide any protection at all."

► **Page 70 Automatic Fire:**

Change RoF 3 notation to read "Automatic weapons (those with a RoF of 2 or higher) fire much faster—and inherently differently—than regular firearms."

Change "Unless a weapon says otherwise, you can fire a single shot (and also ignore the automatic fire penalty of –2)." to "If a weapon has selectable automatic use (Auto), you can fire a single shot (and also ignore the full-auto penalty of –2)."

► **Page 75 Nonlethal Damage Example:** Change "Because he was doing nonlethal damage, Virginia is simply knocked out for 1d6 hours and has a temporary injury." to "Because he was doing nonlethal damage, Virginia is simply knocked out for 1d6 hours."

► **Page 75 Push:** Change Bash option to "**Bash:** Push the target 1" for a success and 2" on a raise on the Strength roll. If the defender hits an obstacle, he suffers 1d6 damage for every 1" he would have moved."

► **Page 75 Rapid Attack:** Add at end of second paragraph "Both the melee and ranged version inflict a -2 penalty to Parry."

► **Page 75 Tests of Will:** Change "More subjective effects are outlined for the Game Master in roleplaying situations." to "More subjective effects are determined by the Game Master in roleplaying situations."

► **Page 79 Example of Combat:** Lt. Griffith's Jacks of Spades action, "Dan" references should read "Lt. Griffith."

► **Page 79 Example of Combat:** Zombies 10 of Clubs action change second sentence in second paragraph to "Since Zombie F is in contact as well, this gives them +2 on their Fighting rolls due to the Gang Up Bonus (page 73)."

► **Page 89 Poison:** Change bullet points to "**Recovery:** Fatigue levels from poison recover in 24 hours." and "**Incapacitation:** Characters Incapacitated by accrued Fatigue recover as above. Other effects from the table below are handled separately."

► **Page 83 Chases:** Add "**Force:** A driver with advantage may attempt to distract or even ram another vehicle in the chase as a normal action. The 'trappings' may vary, but it is treated as an opposed maneuvering Trait roll modified by range. (Cooperative rolls may be allowed as usual.) On a success, the target suffers a –2 to his next maneuvering Trait roll. On a raise, the target is affected as if they hit an obstacle (see Complications)."

► **Page 93 under Example:** The Invasion of Earth: Change "That destroys one of the invaders' tokens and 10% of their force." to "That destroys two of the invaders' tokens and 20% of their force."

► **Page 98 under Turning:** The captions are switched. Also change "The car has moved 4"." to "The car has moved 5."

► **Page 106 under Acid (Burn):** Change "For instance, an acid bolt causes 2d4 when it hits and 2d4 on the caster's action as well (unless the target neutralizes it with liquid)." to "For instance, a 2 PP acid bolt causes 3d4 when it hits and 2d4 on the caster's action as well (unless the target neutralizes it with liquid)."

► **Page 106 under Darkness (Shroud):** Change "Targets of negative powers suffer a –1 penalty to all vision-based trait rolls until their next action." to "Targets of negative powers suffer a –1 penalty to all vision-based trait rolls while the power is active or on their next action for Instant powers."

► **Page 107 under Light (Glow):** Change "Use the same rules as for catching a target blinded by darkness, above." to "The character must take their action immediately after the caster's turn to gain the benefit."

► **Page 113 under Entangle:** Change "Each following round, an entangled target may make a Strength or Agility roll to break free." to "Each following action, an entangled target may make a Strength or Agility roll to break free."

► **Page 113 under Environmental Protection:** Change "With a raise on the casting roll, maintaining the power becomes 1 Power Point per two hours (for that particular target)." to "With a raise on the casting roll, maintaining the power becomes 1 Power Point per two hours."

► **Page 124 Combat Ratings:** Should read "So a fighter with a d8 Strength and a short sword (Str+d6 damage) has a Damage Rating of 7 (14/2)."

► **Page 131 Gargantuan:** Last sentence should remove "ranged" and say "Gargantuans suffer the penalty for being Huge: +4 to attack rolls from man-sized creatures."

► **Page 137 Giant Worm:** Updated Special Ability to "**Gargantuan:** The worms are Huge and thus suffer +4 to attacks against them. Their attacks count as Heavy Weapons, and their Armor is Heavy Armor."