

Baptism of Fire



Errata

1.4

- On page 203, the ammunition listed for the hull mounted Besa machinegun is indeed 30 caliber, but it would have been more useful to list it as 7.92, the same way as the coax mounted machinegun was listed. It's even more useful to know that the 7.92 is actually the same as the 8mm Mauser. While it is ironic that the British were using a weapon that fired the most commonly used German ammunition of the war, it is not too surprising that they called it by another name.

1.3

- On page 195, under "Hull Template Special Rules" it should read, "A roll of 2 from a head on attack has a 20% chance of striking higher up on the hull and hitting the hull mounted machine gun."
- On page 198, under "Turret Template Special Rules" it should read, "A side roll of 1 or a frontal roll of 2 has a 25% chance of hitting the tank's primary weapon."

1.2

- "Stamina" and "Vitality" are the same thing. It was decided that "stamina" really fit what we were trying to convey. This change may not have been made to every instance where the term "vitality" was used, particularly notable on character sheets.
- Hit Dice = Number of Stamina points.
- In addition to their other starting feats, Armored class characters should also start with the Pistol and Automatic Weapon feats.
- "Surveillance" should be listed under class skills for the Resistance class.
- On the class skill table on page 32, the "Diplomacy" skill should have been "Negotiation."
- On the class skill table on page 33, the "Survival" skill should have been "Wilderness Lore."
- On page 118, the weight of the M1 Carbine was cut off by the image of the M1 Garand. The weight of the M1 Carbine is 5.
- Changing the firing mode of a weapon should be considered a partial action, not a standard action as stated on page 122. Characters firing a full burst and a short burst use the same firing mode on the weapon.
- The to-hit modifier for the shooter being under small arms fire is +3, not -3.
- The to-hit modifiers for the shooter being under heavy fire is +8, not -8.

- Upon review it has been decided that the massive damage rules on page 97 should be disregarded as they are unclear and add an unnecessary death mechanic to the game.
- It has been decided that side hits on any armored vehicle have a 50% chance of hitting higher up on the vehicle and thus hitting the vehicle's side armor rather than its wheels or tracks. If this happens, skip the first column of the impacted side and start with the next column over when determining damage due to penetration. Any shot taken when using the Track /Wheel shot feet will miss entirely if unsuccessful, but will automatically hit a vehicle's track or wheel if the shot hits.
- The text on page 195, under **Hull Template Special Rules** should read "A roll of **2** from a head on attack has a 20% chance of striking higher up on the hull and hitting the hull mounted machine-gun." Not "A roll of 3...". This is because British designed tanks often placed their hull mounted machinegun on the left side of the tank, instead of on the right.
- The text on page 198 under **Turret Template Special Rules** should read "A side roll of 1 or a frontal roll of 2 has a 20% chance of hitting the tank's primary weapon."
- The 2nd sentence on page 279 should read "A roll of 3-4 indicates that the shot hit above the tracks."

Please feel free to pass on any questions or suggestions by e-mailing Blackclaw Games.

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