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First Printing Core Book Errata (last updated 03 Jul 2010)

Moderator: smokewolf

new topic

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[Print view](#)[Previous topic](#) | [Next topic](#)**Author****Message****Tegyrius****Post subject:** First Printing Core Book Errata (last updated 03 Jul 2010) **Posted:** Tue Jun 30, 2009 8:24 pm

offline

Sergeant Major

**Joined:** Wed Jan 11, 2006 6:21 pm**Posts:** 3738**Location:** 49°10'28"N
14°22'34"E

Standard disclaimers apply, as per the earlier errata thread on the PDF.

This thread will remain locked to keep it clutter-free. Consider this post the official errata list for the first printing of the **Twilight: 2013** core rulebook, as well as the current PDF (earlier purchasers of the PDF may wish to contact Keith about obtaining a corrected copy).

If you have an issue that you believe needs attention for possible errata treatment, *post it to the Rules/Q&A forum with a subject line beginning with [Errata]*. Otherwise, I may not notice it for a while. Please mention page number and section heading in your post, as it's a big damn PDF. Once an errata issue is resolved, I'll fl ag it with **[Resolved]**. Or with something snarky, if it turns out to not be a mistake in the book. 😊

Previous Update (18 Jun 2010): Made LBE not just dead weight.

Latest Update (03 Jul 2010): Significant updates to vehicle traits; tweak to heavy machine gun calibers.

– C.

Clayton A. Oliver
Writer of Fortune

One way or another, it's all just shrapnel.
– Jamie Hyneman, *MythBusters*, "Mythssion Control"

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Tegyrius

Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)

📅 **Posted:** Tue Jun 30, 2009 9:05 pm

offline

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Chapter Three: Systems

Reserved for future mistakes.

Tegyrius

Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)

📅 **Posted:** Tue Jun 30, 2009 9:05 pm

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Sergeant Major



Chapter Four: Survivors

Intelligence Arm Phases > Analysis (p. 114): Prerequisites should be as follows: Attributes: Awareness 7+, Cognition 7+. If character is commissioned, Rank may not exceed 6.



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Intelligence Arm Phases > Technical Intelligence (p. 115):
Prerequisites should be as follows: Attributes: Awareness 8+,
Cognition 7+. If character is commissioned, Rank may not exceed
6.

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Tegyrus

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Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)

Posted: Tue Jun 30, 2009 9:06 pm

Chapter Five: Combat

Moderate Injuries, Arm (p. 153): The sentence beginning "In addition, a slight arm injury..." should begin "In addition, a *moderate* arm injury..." Treatment by Halloween.

Moderate Injuries, Leg (p. 153): As above.

Serious Injuries, Leg (p. 153): As above, but – all together, now – *serious*.

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Tegyrus

offline

Sergeant Major



Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)

Posted: Tue Jun 30, 2009 9:06 pm

Chapter Six: Maintenance and Survival

Foraging (p. 169): As implied but not actually stated, each foraging attempt targets one square kilometer of wilderness. Food service by Halloween.

Receiving Psychological Damage (p. 183): The reference to "Table 6x: Stress Inducing Factor" should point to "Table 6m:



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Stress Inducing Factors." Counseling by Halloween.

Training (p. 199): In the second paragraph (top of the right column), the instructor's value in the skill being trained must exceed the *value* each student has in that skill. The intent here: you can't train someone with a skill value higher than your own. Schooled by Rubberduck.

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Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)

Posted: Tue Jun 30, 2009 9:06 pm

Chapter Seven: Equipment (1 of 3 – general rules)

Group equipment example (p. 210): You can't fit 15 pounds of crap in a 10-pound bag, and you can't fit 300 liters of biodiesel in a 200-liter drum. Matt should receive only 200 liters, as per the container's actual capacity. Weights and measures corrected by Halloween.

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Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)

Posted: Tue Jun 30, 2009 9:06 pm

Chapter Seven: Equipment (2 of 3 – stuff other than weapons)

Helmet visor (p. 215): We have descriptive text for this item but it got left out of Table 7k. Weight 0.5 kg, Barter Value GG150, Street Price \$300.



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Load-Bearing Equipment (p. 218, sidebar): Properly-adjusted LBE or MLBE has the same effect as a properly-adjusted frame pack, reducing its contents' effective weight by 10% for encumbrance purposes. This weight reduction applies to the LBE or MLBE itself, but not to any body armor on which it's mounted. Mahatatain did the heavy lifting.

Navigation software (p. 241): The page reference in this entry should point to the entry for maps and charts on p. 225. Navigation corrected by Rubberduck.

Eyeglasses, reading (p. 243): Reading glasses mitigate one level of the Farsighted disadvantage, not the Nearsighted disadvantage. Credit goes to OpenSent's sharp eyes.

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Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)
Posted: Tue Jun 30, 2009 9:07 pm

Chapter Seven: Equipment (3 of 3 – weapons)

Colt M1911A1, .45 ACP (p. 254): Recoil should be 9, not 7. Calibrated by bs001 and Joel.

Colt M1911A1, .38 Super (p. 254): Recoil should be 7, not 9. Calibrated by bs001 and Joel.

Mosin-Nagant (p. 255): Damage should be 9, not 8.

Dragunov SVD (p. 255): Damage should be 9, not 8.

PKM (p. 255): Damage should be 9, not 8.

Heavy Machine Gun Calibers (p. 255–257): The heavy machine gun calibers (.50 BMG, 12.7x108mm, and 14.5x114mm ammunition) are innately AP, not ball; thus, their Penetration cannot be further reduced. All three of these are available in API (p. 263) for the same markup that lesser calibers experience when buying AP instead of ball. In addition, they ignore body armor (both soft and hard), though they function normally against cover and vehicle armor.

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[Top](#)[profile](#)**Post subject:** Re: First Printing Core Book Errata (last updated 30 June 2009)☐ **Posted:** Tue Jun 30, 2009 9:07 pm

Chapter Eight: Vehicles and Travel (1 of 2 – travel)

Reserved for future mistakes.

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2006 6:21 pm
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Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)☐ **Posted:** Tue Jun 30, 2009 9:07 pm

Chapter Eight: Vehicles and Travel (2 of 2 – vehicles)

Vehicle Armor Values (pp. 287–293): Updated as follows:

Tactical Truck, Up-Armored: HF 9–Cp, HS 8–Cp, HR 7–Cp; Susp 3.

Armored Car: HF 5, HS 4, HR 4; Susp 4.

Mine-Protected Vehicle: HF 9–Cp, HS 8–Cp, HR 7–Cp; Susp 4. Hull AVs double against explosions from beneath (mines, IEDs, hobbits with RPGs) and triples against blast and fragmentation.

BTR-80: HF 16, HS 8, HR 4; TF 16, TS 6, TR 5; Susp 5.

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M1126 Stryker ICV: HF 27–Cp, HS 23–Cp, HR 21–Cp; TF 8, TS 4, TR 4; Susp 7.

Wz551: HF 18, HS 9, HR 5; TF 15, TS 8, TR 6; Susp 6.

FV510 Warrior: HF 27–Sp, HS 24–Sp, HR 18; TF 27, TS 24, TR 12; Susp 15.

M113 (and M577 TOC): HF 20, HS 13, HR 12; Susp 11.

BMP–2: HF 17, HS 10, HR 10; TF 19, TS 10, TR 7; Susp 11.

M2A3 Bradley: HF 40–Cp, HS 34–Sp, HR 22–Sp; TF 29–Cp, TS 24–Sp, TR 22–Sp; Susp 17.

M88A2 HERCULES: HF 25, HS 22, HR 13; Susp 20.

TPz Fuchs: HF 18–Cp, HS 16–Cp, HR 12–Cp; Susp 8.

Leopard 2: HF 124–Cp, HS 32–Sp, HR 20; TF 188–Cp, TS 60–Cp, TR 49; Susp 24.

T–55: HF 38, HS 16, HR 12; TF 43, TS 31, TR 13; Susp 19.

T–72: HF 97–Cp, HS 41, HR 31; TF 110, TS 79, TR 33; Susp 19.

Vehicle Sensor Values (pp. 287–293): Updated as follows:

Stryker: Headlights; variable magnification (Mag–0 to Mag–5) optical gunsight (C); variable magnification (Mag–0 to Mag–3) thermal gunsight (C); thermal imager (D); military GPS receiver.

Warrior: Headlights; variable magnification (Mag–0 to Mag–3) optical gunsight (C, G); variable magnification (Mag–1 to Mag–2) thermal gunsight (C, G); night vision system (D); laser rangefinder; military GPS receiver.

BMP–2: Headlights; variable magnification (Mag–0 to Mag–2) optical gunsight (C); Mag–2 night vision gunsight (C); variable magnification (Mag–2 to Mag–4) optical gunsight (G); variable magnification (Mag–2 to Mag–4) night vision gunsight (G); laser rangefinder.

Bradley: Headlights; variable magnification (Mag-2 or Mag-4) optical gunsights (C, G); variable magnification (Mag-2 to Mag-3) thermal gunsights (C, G); thermal imaging system (D); laser rangefinder.

Leopard 2: Headlights; variable magnification (Mag-2 to Mag-4) optical gunsights (C, G); variable magnification (Mag-2 to Mag-3) thermal gunsights (C, G); night vision system (D).

T-55: Headlights; variable magnification (Mag-2 to Mag-3) optical gunsight (G); night-vision gunsights (C, G); optical rangefinder; IR searchlight; night vision system (D).

T-72: Headlights; Mag-2 optical gunsight (C); Mag-3 optical gunsight (G); Mag-2 night-vision gunsight (C); Mag-3 night-vision gunsight (G); laser rangefinder; IR searchlight; night vision system (D).

Many vehicular gunsights are listed as having variable magnification. Assume changing magnification is a free action that the user performs in conjunction with whatever else he's doing through the sight.

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Post subject: Re: First Printing Core Book Errata (last updated 30 June 2009)

Posted: Sat Jul 11, 2009 8:53 pm

Chapter Nine: GM Toolkit

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Last bumped by Tegyrius on Sat Jul 11, 2009 8:53 pm.

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