Errata for Weird Wars II, Blood On The Rhine

Burst Radius

The burst radius listed for personal explosives (such as hand grenades) is listed in yards.

Ignore the text on page 90 that says all grenades have a Range Increment of 15 feet. The table is correct.

Improved Healing

The Medic's power Improved Healing is also slightly confusing as the text says one thing and the table says the other. The text is correct (the Medic adds half his level to his healing roll). Ignore the "plusses" from the table.

Blood Mages

The box at the top of page 150 states "All mages cast spells in Weird Wars according to the process in Chapter Seven"; and "Blood Mages are identical to adepts in class and special abilities, but gain one additional benefit as well." It goes on to describe the effects of "oppressive area" and "Death Camps" on Blood Mage spellcasting. On page 162 in the description of Waffen SS Blood Mage under Special Qualities it includes "Blood Magic: The blood mage suffers no fatigue cost from casting spells."

It should say "The blood mage has reduced fatigue costs when casting spells, see the sidebar on page 150."

Aiming, Telescopic Sites, Full-Round Actions

An "aimed attack" is simply a full-round shot. If a soldier takes a full-round action while using his telescopic site, he gets the bonus. The same applies for other feats that use the term "aimed attack."

Medal Table

D20 Roll	US Decoration	British Decoration	French Decoration	ΧP
1-20	None	None	None	0
21-24	Bronze Star	Mentioned in Dispatches	Mentioned in Dispatches	250
25-27	Silver Star	Military Medal		500
28-29	Legion of Merit	Distinguished Conduct Medal	Medaille Militaire	750
30-31	Distinguished Service Cross	Distinguished Service Order		1000
32+	Medal of Honor	Victoria Cross	Legion de Honeur	2000

Collision Table

Feet/Rnd	PV Modifier	Base Dmg	MPH
0-30	1/8	1d4	0-3
31-60	1/4	1d6	3-7
61-120	1/2	2d6	7-14
121-240	1	3d6	14-27
241-480	2	4d6	27-55
481-960	4	5d6	55-109
961+	8	6d6	109+