

ERRATA

You'd think all those nukes would have wiped out any gremlins in the Wasted West, but turns out it just gave them the Glows and an even nastier disposition. At least they're easier to see at night now. After tracking down those malicious malcontents of malfunctions, here are the alterations and additions for Hell On Earth Reloaded's print edition.

Electronic versions have been updated to include all errata. If your version doesn't include the errata, get the new version from your point of purchase.

Page 54: Under Grenades, the Notes should say...

Notes: Hand Range is 5/10/20. The Range for a grenade launcher is based on the specific type (see page 53).

Page 63: Under the M-240GL, ROF is 2 not 3.

Page 69: Under Doomsayers, replace Requirements with...

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

Also add to Special Rules...

- Any Sufficiently Advanced Science:** Doomsayers may not use Edges that require Arcane Background (Miracles), but they can take the Wizard Edge, substituting their Faith for the Spellcasting requirement (see Savage Worlds).

Page 75: Replace Ghost Edge with...

Page 53: Under Submachine Guns, the HI Blazer and Hi Thunderer should be...

Weapon	Range	Dmg	RoF	Cost	Avail	Wgt	Shots	Min Str
HI Blazer (10mm)	12/24/48	2d6+1	3	\$200	U	12	30	d6
Notes: AP 2; 3RB; Caseless ammunition								
HI Thunderer (9mm)	12/24/48	2d6	3	\$125	R	7	30	-
Notes: AP 2; 3RB; Caseless ammunition								

Ghost

Requirements: Heroic, Harrowed

As his first action during his turn, the Harrowed can become incorporeal with a successful Spirit roll (he can perform no actions, including free actions, before using Ghost). Once incorporeal, he must remain in that state until the beginning of his action on the next round (unless he suffers damage, see below). While ghosted, the Harrowed is intangible—unaffected by the physical world and unable to affect it—though he is still visible and magical attacks affect him normally.

The deader may remain ghosted as long as he wishes, but it requires concentration and thus counts as an action for each round maintained. With a free action, the Harrowed can become tangible again at the beginning of his turn. If he somehow suffers damage (Shaken or one or more wounds)—say, from a magical or supernatural attack—while in this state, he must make a Spirit roll at -2 or immediately become tangible.

Page 77: Under Junkers, replace Requirements, Available Powers, and Weird Science with...

Requirements: Wild Card, Novice, Repair d4+, Weird Science d4+

Available Powers: All in Savage Worlds except disguise, divination, greater healing, shape change, and summon ally.

• **Weird Science:** Junkers use all the rules for Weird Scientists in Savage Worlds, including the Malfunction Table. They may also take any Edges that require Arcane Background (Weird Science).

Page 80: Under Sykers, replace Requirements with...

Requirements: Wild Card, Novice, Psionics d4+, Smarts d8+

And add under Special Rules...

• **Psionics:** Sykers may use Edges that require Arcane Background (Psionics) (see Savage Worlds).

Page 85: Under the slow burn power, change the third paragraph to...

The Power Points required depend on the Armor of the target, as shown on the table below. If a syker wants to burn through a vehicle with 70 Armor, for example, he must spend 6 Power Points, and does 4d10 damage, ignoring all armor, if successful.

Page 86: Under Special Rules add...

• **Miracles:** Templars may take any Edges that require Arcane Background (Miracles) except for Adept (see Savage Worlds).

Page 90: Under Toxic Shamans, replace Requirements with...

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

And add under Special Rules...

• **Miracles:** Toxic shamans may not use Edges that require Arcane Background (Miracles) (see Savage Worlds). They may take a version of Gadgeteer they call Fetish Creator with a requirement of d8+ in Smarts, Spirit, and Faith.

Page 102: Under the Nine result for Spades (Weapons & Armor), swap the first two results, replacing with...

1=HI Thunderer; 2-3= HI Blazer;

Page 138: Under Fat Tony Mulachi, replace the last sentence in his description with...

They're armed with SA XM-40 assault rifles and Tokarev machine pistols.)

And change Tony's Gear to...

Gear: Tokarev machine pistol (Range 10/20/40, Damage 2d6, RoF 3, AP 1) with laser sight.

Page 155: Under War Party replace the second sentence with...

There are 5d6 Changed and 2d6 Veteran Changed (use Raideing Party stats) plus 1d4-2 toxic shamans (page 195).

Page 195: Under the Toxic Shaman, replace Gear with...

Gear: SA XM-40, 40 rounds of .50 rifle ammo, 1 small battery, 1 gallon of spook juice.



The Hell on Earth Companion adds Librarians and Witches to the Wasted West's Arcane Backgrounds. It also includes new weapons, gear, additional rules for post-apocalyptic vehicle combat, an Adventure Generator, and random Survivor Settlements—not to mention a few new irradiated horrors to waste your precious ammo on!

The Worms' Turn is a full-length Plot Point Campaign featuring the aftermath of the climactic battle called "The Harvest." The Iron Alliance has learned a terrifying secret—the Reckoners were keeping other, even older terrors in check. This full-length campaign contains updates on the events of the Wasted West and numerous Savage Tales that can be inserted into your own saga of wasteland woe!