

## Zeppelin Raider

### Official Errata/Clarifications as of 27 May 2019

Rulebook page 3 (correction) the reference to the “Knight’s Cross” should be the Pour le Mérite.

5.2 (correction) - All references to the Kriegsmarine should be to the Kaiserliche Marine.

6.3 (addition) - You may land at a different base than the one you are currently assigned to (possibly due to fuel or damage considerations.) If you do, lose 1 sortie in time (for time spent shuttling back to your normal base) in addition to any other time lost, and place your Zeppelin marker back at your home base.

6.3 g. & h. (clarification) The bombing and scouting routines referred to in g. occur in h. (you are only rolling for encounters once per travel box.)

6.4 m. (correction) - One experience point is gained for every 5<sup>th</sup> successful mission (see 12.1 and 12.2)

7.1 (clarification) - There are no “vented” counters without either a -1 or -2. You may use either type to mark altitude bands on your Zeppelin Display Mat that have been crossed, or a white blank if desired.

8.0 (clarification) - There is no “wind” in the game for Light Rain or Snow. Obviously, in real life, sometimes there is, but some simplicity’s sake the game models more of a “gentle rain” and a “gently falling snow” as opposed to a “windy light rain” and a “blizzard-like snow.” If you wish more wind in the game, it would be reasonable to roll for wind 50% of the time during Light Rain and Snow.

8.2 (correction) - Since there is no significant wind in game terms with Snow, a change to Snow does not trigger a wind change roll, as there is no wind (in game terms.)

8.3 (correction) - The title to this section should be “Precipitation Effects” instead of “Determine Ship Size & ID.” The rules text of section 8.3 is correct.

10.3.1 (correction) - The text refers to chart [A3]. It should refer to chart [A4].

11.1 (correction) - The text refers to chart [B6]. It should refer to chart [B4].

11.1.4 (clarification) - If there is currently no wind, a Zeppelin with all engines out drifts 1 box per turn in a random direction (roll 1d6 as if rolling for wind direction.)

11.1.6 (correction) – The fuel boxes can be repaired in flight, per chart [B4]. If not fixed in the Repair step (6.3i) then the box is lost. Multiple fuel boxes can be hit per 11.1.6.

12.1.1 (clarification) – Crew skills for “named” crew are purchased separately – for example, if you purchase “expert” for your engineer, he does NOT also get the “mechanical genius” skill. You would have to purchase that at a later date.

12.3.1 (correction) - The Kapitänleutnant section should reference chart [A1] not chart [P1].

Chart A1 (omission) - There should be a (P) indicating a passenger mission for the “5” result for 1915, 1916, and 1917. See section 9.3.

Chart A4 (omission) - There should be a red asterisk for the Short 184 floatplane – it was a seaplane.

Chart B4 (correction) - The wireless is fixed on a 1, still damaged on a 2-4, and inoperable for the rest of the flight on a 5-6, and gives +2 to sea rescue if not working. The rules (11.1.7) are correct.

Chart B4 (correction) – Lifeboats give a +2 to sea rescue if damaged/not present. The rules (11.3.2) are correct.

Chart B5 (correction) - Under the “Gale Hits” result, it takes a full box of fuel to maintain your location against gale force winds, not ½ box. The rules (8.4) are correct.

Charts T1, T2 (correction) – the first note at the bottom should read “Targets with an asterisk(\*) give bombing points when bombed. Targets without do not.” The rules (6.5) are correct. You have to hit something worth hitting, basically, for a successful bombing mission.

Chart T2 (correction) - Targets for Manchester all have a “1” – this should be 1-10 like other targets.

Chart W1 (correction) - The rulebook is correct (4.5.3), the chart has the seasonal increase/decrease of ballast reversed. It should have +1 in the winter months and -1 in the summer months.

Countersheet (correction) - The base marker for “Fuhlsbuttel” is spelled incorrectly. It is missing the letter “s.” This has no impact on play.

Countersheet (correction) – The rank markers should have tiny crowns and not stars, as befitting the Kaiserliche Marine. The stripes are correct for the ranks.

Countersheet (correction) - Each Zeppelin class has two counters; one of each is a spare. The spare counter for the “R” class is missing the Zeppelin image.

Kommandant Cards (correction) - Mathy’s date of death should be 2 October 1916, not 2 January.

Europe Map (clarification) - Hage and Wittmund are both considered adjacent to Area “C.”

Europe Map (clarification) – You may travel from Hage/Wittmund directly to Nordholz as they are considered adjacent areas. The same holds true for Nordholz to Tondern.