

1 February 2024

Fear God & Dread Nought 2nd Edition Errata

Page 2-4, Sample Ship Reference Sheet: In the Searchlight Data, on the Probability of Detection & Range table, change “90%” to “100%”

Page 6-5: Delete the following modifier from the Gunfire Hit Chance Modifier Table for GS I/II:

- Coincidence rangefinders in poor visibility ($\leq 40\%$) – Extreme range band only -1

Page 6-14, Torpedo Attack Tables 1910 – 1925, Torpedo Table I. There is an error in the table for Salvo Size = 4. In the “1” column, change the chance for a hit at 11,000 yards from .16 to .14

Page 6-15, Torpedo Attack Tables 1910 – 1925, Torpedo Table IV.

There are two errors in the table for Salvo Size = 3. In the “1” column, change the chance for a hit at 10,000 yards from .03 to .04. Change the chance for a hit at 12,000 yards from .04 to .03.

On the Salvo Size = 4 table, in the “1” column, change the chance for a hit at 10,000 yards from .04 to .07

Page 8-2, section 8.1 Applying Damage, bullet point for the Resolution Phase (on page 8-2): In the example, the flooding damage is applied immediately, because it is from a torpedo. The fire damage is applied in the Resolution Phase of Turn 1209.

Page 8-4, section 8.1.7, Armor and Torpedoes: After the sentence ending “... outside the armor belt or the torpedo protection system.” Add the following sentences: “Divide the torpedo’s damage by two. An extreme bow or stern hit wasted a lot of its energy moving water and not damaging the ship.”

Thanks to Greg Wong