



AE-WWII European Theater Core Rules Errata

- (Page 94) Change the third sentence of the 'Inspiring' ability to the following:
 - o Routing models that enter an inspiring model's area of effect rally and are no longer in rout.
- (Page 97) Add the following sentence to 'Mental':
 - o Weapons with this trait do not affect models with the 'Unintelligent' ability.
- (Page 116) Change the first sentence under 'Special Orders' for the 'Mounted Detachment' to begin 'Mounted Detachments may select...'
- (Page 120) Add the following sentence to the 'Precognition' Special Order:
 - o A single die can only be re-rolled once, no matter how many re-rolls a player is allowed.
- (Page 120) Add the following sentence to the 'Regroup!' Special Order:
 - o Units in rout cannot be activated in this way.
- (Page 120) Remove the last line from the 'Sandbags' Special Order.
- (Page 121) Change the second sentence in the last paragraph of the 'Eccentric Millionaire' hero type to the following:
 - o Detachments with an Eccentric Millionaire are allowed to select an additional special order.
- (Page 124) Add the following sentence to the 'Astrologer' hero type:
 - o A single die can only be re-rolled once, no matter how many re-rolls a player is allowed.
- (Page 126) Add the following sentence to the 'Astrologer' hero type:
 - o A single die can only be re-rolled once, no matter how many re-rolls a player is allowed.
- (Page 165) Remove the 'Solo' ability from the 'Krieghexe'.
- (Page 165) Change the 'Base Size' of the 'Krieghexe' to 'Small'.
- (Page 166) Add the following sentence to the Special Ability of the 'Mad Doktor':
 - o The Mad Doktor can inoculate an enemy model, but only after beating them in a close combat attack; the effects of the inoculation are in place of any standard damage.
- (Page 166) Change the second sentence of the 'Chemical Rage' compound to the following:
 - o Once inoculated, the target gains +1 Strength as well as the *berserk* and *unstoppable* abilities.
- (Page 168) Remove the 'Solo' ability from the 'Vampire'.
- (Page 170) Remove the 'Solo' ability from the 'Draugr'.
- (Page 172) Change the 'Move' attribute of the Hell Hound to '5'.
- (Page 174) Change the 'Base Size' of the SS Knight to 'Large'.
- (Page 175) Remove the 'Solo' ability from the 'Sturmmaffe'.
- (Page 177) Change the 'Troop Type' of the Waffen SS Heavy Weapon Team to 'Support'.
- (Page 179) Change the 'Troop Type' of the Wehrmacht Heavy Weapon Team to 'Support'.
- (Page 181) Change the 'Troop Type' of the Waffen SS Conscript Heavy Weapon Team to 'Support'.
- (Page 181) Change the 'RC' attribute of the Waffen SS Conscript Heavy Weapon Team to '5+'.





- (Page 185) Add 'Base Size: Small' to Oberscharfuhrer Johann Bursch.
- (Page 190) Remove the 'Solo' ability from the 'Hoodoo Conjurer'.
- (Page 191) Remove the 'Solo' ability from the 'Native Medicine Man'.
- (Page 190) Remove the 'Solo' ability from the 'Hoodoo Conjurer'.
- (Page 195) Remove the 'Solo' ability from the 'Buffalo Power Armor'.
- (Page 197) Remove the 'Solo' ability from the 'Skinwalkers'.
- (Page 198) Remove the 'Solo' ability from the 'Wendigo'.
- (Page 190) Remove the 'Solo' ability from the 'Hoodoo Conjurer'.
- (Page 191) Remove the 'Solo' ability from the 'Native Medicine Man'.
- (Page 201) Remove the 'Solo' ability from the 'Homonculus'.
- (Page 202) Remove the 'Solo' ability from the 'Robot Trooper'.
- (Page 205) The 'Not a Step Back!' ability can only target friendly models in rout and the bonus Drive applies only to friendly Soviet models.
- (Page 208) Add the following line to the end of the 'Explosive' ability:
 - o This does not require any AP and all models within 1½" of the dog when it explodes suffer a Strength 6+2d6 hit.
- (Page 210) Remove the 'Weapon Team' ability from the Psi Cannon Team.
- (Page 212) Add the following to the 'Soviet Guard Heavy Weapon Team':
 - o Notes: The soldier carrying the heavy weapon does not possess an SVT-40.
- (Page 212) Add 'Branch: Red Army' to the Soviet Kazak Cavalry.
- (Page 217) Remove the 'Solo' ability from the 'Druid'.
- (Page 219) Change 'Equipment' on the 'British Chaplain' to 'Pistol'.
- (Page 220) Remove the 'Solo' ability from the 'Golem'.
- (Page 220) Remove the 'Solo' ability from the 'Greenman'.
- (Page 223) Remove the 'Solo' ability from the 'Child of the Apocalypse'.
- (Page 225) Remove the 'Solo' ability from the 'Beast of the Apocalypse'.
- (Page 226) Remove the 'Solo' ability from the 'Follower of the Apocalypse'.
- (Page 227) Add the following to the 'ROA Heavy Weapon Team':
 - o Notes: The soldier carrying the heavy weapon does not possess an GEW-43.
- (Page 228) Add the following unit entry:
 - o ROA Soldiers (Squad)
 - o M: 3, RC: 4+, CC: 3, A: 4, S: 2, DR: 4, W: 1
 - o Branch: ROA
 - o Training Level: Regular or Veteran
 - o Type: Infantry
 - o Composition: 2 ROA Soldiers
 - o Equipment: GEW-43, Pistol, Grenades
 - o Special Abilities: Vulnerable (Holy)
 - o Base Size: Small
 - o Options: Any member of the squad may exchange their GEW-43 with a KAR98k.
- (Page 230) Remove the 'Solo' ability from the 'Spawn of the Apocalypse'.
- (Page 230) Add the following to the 'ROA Militia Heavy Weapon Team':
 - o Notes: The soldier carrying the heavy weapon does not possess an GEW-43.
- (Page 233) Change 'Branch' for the M2 Half-Track Car to 'US Army, Red Army'.
- (Page 235) Remove the extra 'Belt-Fed' from the T4 Tumbleweed.
- (Page 235) Change the 'Armament' of the SdKfz 221 Armored Car to 'MG34 (turret)'.





- (Page 236) Add 'Training Level: Regular' to the SdKfz 251/1 and change 'Type' to 'Cavalry'.
- (Page 236) Add the 'Belt Fed' special ability to the SdKfz 251/1v.
- (Page 237) Add 'Training Level: Regular' to the BA-10 and change 'Type' to 'Cavalry'.
- (Page 242) Change the 'Armor' attribute of the ROA Soldiers entry to '4'.

