FALLOUT: THE TABLETOP ROLEPLAYING GAME

ERRATA LOG

Changes 8th April 2021:

- Missing page references completed throughout.
- **p.60:** *"Each time you take this perk, the level requirement increases by 4."* added to the Armorer perk text.
- **p.66:** The Gun Nut perk has 4 ranks, not 3.
- **p.78:** The Super Mutant Skirmisher can no longer choose a raider armor head piece, as it does not exist.
- **p.100:** Shielded Barrel mod has been added to the Small Gun Mods table, under Barrel Mods.
- **p.100:** Magazine mods have been added to the Small Gun Mods table.
- **p.195:** The page reference to randomly generating locations now correctly references the Gamemaster's Toolkit.
- **p.216–217:** The beverage items listed no longer repeat 3 times.
- **p.255:** The Room Encounters and Wacky Wasteland Tables now correctly list "1d20 Result" in the header.
- **p.342:** The deathclaw's health points have been increased to 31, and its Defense lowered to 1.

Changes 6th April 2022:

- **p.28:** Added the following hit locations listings:

Hit Locations (Quadruped)

D20 Roll	Hit Location
1-2	Head
3-8	Torso
9-11	Left Front Leg
12-14	Right Front Leg
15-17	Left Hind Leg
18-20	Right Hind Leg

Hit Locations (Flying Insect)

D20 Roll	Hit Location
1-2	Head
3-8	Torso
9-11	Left Wing (as leg)
12-14	Ring Wing (as leg)
15-17	Legs
18-20	Legs

- **p.29**: after the Increasing Damage section, add a new section with the header "Random Quantities" and under it add the following body text: "Combat dice are also used to randomly determine how many items you scavenge. Where it is listed in the loot tables (p.200), roll the number of combat dice listed and add the result to the static amount listed."

- **p.70**: Change second sentence to "When you make a ranged attack, you may spend 2 AP to increase the Fire Rate of your gun by +2 for that attack."

- **p.80**: Change "wares: 3 rolls each..." bullet point to "Wares: Roll 3 times each on the random ammunition table (p.200), random chem table (p.204), and Random Oddities and Valuables table (p.207)."

- **p.104**: Science perk has 4 ranks, not 3.

- **p.107:** Add "Gun Nut 1" to the perk column of all Flamer mods, except Huge Tank and Vaporization Nozzle, which have the requirement "Gun Nut 2".

- **p.136**: Armour Upgrade Mods table incorrectly lists "Laminated", "Resin", and "Microcarbon" options, and have been replaced by "Lighter Build", "Pocketed", and "Deep Pocketed" and their respective effects.

- **p.137**: Weight and Cost columns for all power armor entries have been swapped back correctly.

- **p.204**: Added the bottom row to the Random Ranged Weapons table, adding Laser Rifle, Auto Pipe Rifle, and Combat Rifle.

- **p.339:** The bloodbug's proboscis attack TN should be 7.

- **p.341:** The brahmin's headbutt attack TN should be 7.

- **p.342:** The deathclaw's slam attack TN should be 14

- **p.342**: Under the deathclaw's 'Weak Spot' special ability, the effect doesn't apply to random hits to the torso, not head.

- **p.345:** The mirelurk hunter's pincers attack TN should be 13.

- **p.349:** The mutant hound's bite attack TN should be 12.

- **p.351:** Both the radscorpion's attack TNs should be 12.

- **p.356:** The glowing one's Unarmed attack TN should be 13.

- **p.360:** Mister Handy's flamer attack should be **PER + Energy Weapons** (TN 10).

- **p.362:** Mister Gutsy's pincer attack TN should be 9.

- **p.362:** Mister Gutsy's10mm auto pistol attack TN should be 11.

- **p.362:** Mister Gutsy's flamer attack should be **PER + Energy Weapons** (TN 11).

- **p.363:** The protectron's arm lasers attack should be **BODY + Guns** (TN 7)

- **p.365:** The sentry bot's missile launcher attack should be **BODY + Guns** (TN 15)

- **p.368:** The super mutant behemoth's missile launcher attack has been removed.

- **p.370:** The super mutant master's minigun attack should be **END + Big Guns** (TN 9)

- **p.370:** The super mutant master's missile launcher attack TN should be 9.

- **p.371:** The super mutant suicider's pipe bolt action rifle attack TN should be 9.

- **p.374:** The synth courser's institute laser attack should be **PER + Energy Weapons** (TN 12).

- **p.382:** The brotherhood elder's long laser rifle attack should be **PER + Energy Weapons** (TN 12)

- **p.383:** The brotherhood knight's long laser rifle attack should be **PER + Energy Weapons** (TN 10)

- **p.384:** The brotherhood paladin's improved long laser rifle attack should be **PER + Energy Weapons** (TN 14).

- **p.385:** The brotherhood scribe laser pistol attack should be **PER + Energy Weapons** (TN 8).

- **p.385:** The brotherhood lancer long laser rifle attack should be **PER + Energy Weapons** (TN 9).

- **p.387:** The raider boss's frag grenade attack should be **PER + Explosives** (TN 11)

- **p.388:** The raider psycho's Molotov cocktail attack TN should be 6.

- **p.390:** The raider veteran's Molotov cocktail damage should be 4 combat dice.

- **p.391:** The children of atom's gamma gun attack should be **PER + Energy Weapons** (TN 8).

- **p.392:** The gunner's laser gun attack should be **PER + Energy Weapons** (TN 9).

- **p.393:** The mercenary's double-barrelled shotgun attack TN should be 9.

- **p.393:** The mercenary's Molotov cocktail attack TN should be 6.

- **p.394:** The minute man's laser musket attack should be **PER + Energy Weapons** (TN 10).

- **p.395:** The Institute scientist's Institute laser attack should be **PER + Energy Weapons** (TN 10).

- **p.396:** The trader/caravan merchant's Molotov cocktail attack TN should be 6.

- **p.396:** The vault dweller's unarmed strike attack TN should be 6.

- **p.397:** The wastelander's unarmed strike attack TN should be 8.

- **p.397:** The wastelander's machete attack TN should be 9.