

## Zeppelin Raider

Official Errata as of 3 April 2019

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.

6.4 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.

8.3 (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.

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.)

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