

# SPECTRE: OPERATIONS 2ND EDITION ERRATA AND CLARIFICATION

This document is aimed at clarifying points raised by players of Spectre: Operations Second Edition. For ease, the following clarifications and amendments are listed under the Rules Sections that they fall under in Spectre: Operations.

## PLAYING A GAME: COMBAT

### Page 41: Grenade rules clarification

Grenades thrown at targets suffer the same penalties as direct fire shooting (P39). There are no bonuses for throwing grenades from prone.

Examples:

- Throwing through a door -1
- Throwing through a window -2
- Throwing through a bunker slit -3

If a grenade is thrown without LOS to the target, such as a point on the battlefield (page 53) an automatic deviation of D3 is applied in the first RI and D6 in the second.

## COMBATANT RULES

**Page 58:** The first bullet point of 'Tier Special Rules' is missing a page reference number and should read:

- Elite models are not bound by the Unit Cohesion rules (see page 27) and may move independently on the battlefield at any time, but gain the benefit of Commanders if operating as a Squad as normal.

## VEHICLE RULES

**Page 71:** The Vehicle Armour Penetration Table should read as follows for rolls of 6 or 7:

6	Mobility Kill	<p>A vital part of the vehicle is hit. The vehicle moves D6" in a random direction and is then immobilised. Roll a D6; on a roll of 5+ the vehicle rolls onto its side, and its weapons and equipment can no longer be used. Otherwise, all weapons and equipment can still be used.</p> <p>Regardless of whether the vehicle rolls or not, each passenger and crew member suffers a Lethality 5+ hit. If they are not killed, make a Casualty roll for them as normal.</p>
7	Mobility Kill	<p>A vital part of the vehicle is hit. The vehicle moves D6" in a random direction and is then immobilised. Roll a D6; on a roll of 3+ the vehicle rolls onto its side, and its weapons and equipment can no longer be used. Otherwise, all weapons and equipment can still be used.</p> <p>Regardless of whether the vehicle rolls or not, each passenger and crew member suffers a Lethality 4+ hit. If they are not killed, make a Casualty roll for them as normal.</p>

## WEAPON RULES

**Page 94:** In the Heavy Weapons table AFV Cannon AP Ammo 20 -40mm PEN value is 12+D3.

## EQUIPMENT

### Page 104: Battlefield Drones

The first time a tactical drone is hit by weapon and penetrated, it is assumed to be damaged and all stats are halved. If it is hit and penetrated a second time, it is destroyed.

## OFF-TABLE ASSETS

**Page 109:** The following table should be used to replace the existing information under **Attack Helicopter:**  
**Miniguns**

### Attack Helicopter

ATTACK HELICOPTER OTAS	LTY	PEN	FIRE CONSIDERATION	SPECIAL RULES
Miniguns	3+	7	Professional firer, RI 36".	2 miniguns fired from any table edge, Vehicle Mounted, Heavy Weapon, Degrading, Vulnerable to MANPADS.
Cannon	2+	9	Professional firer, if missed, D3 deviation of first hit.	Multi Blast (3), Frag 1", Armour Piercing, Tank Killer, Vulnerable to MANPADS.
Rockets	4+	6	Professional firer, if missed, D3 deviation of first hit.	Multi Blast (4), Frag 2", Armour Piercing, Tank Killer, Vulnerable to MANPADS.
Missile	3+	12 +D6	Automatic hit if indicated by commander.	Frag 4", Armour Piercing, Tank Killer, Vulnerable to MANPADS.

## PREPARING A SCENARIO

**Page 122:** The Civilian Reaction table should read as follows:

D6 ROLL	RESULT
6	Attack the nearest player-controlled model (any player).
5	The model moves D6" in a random direction determined by the drift template.
1-4	Move away from combat and hide at the nearest cover.

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