

FIRST PRINTING VS SECOND PRINTING

Some of these errors were caught between the first and second printings of BESM2, and the reprinted version has been corrected. In several cases, unfortunately, the error still exists. You can find the Printing Edition and Date on the very first page of credits, immediately under the copyright and trademark information.

PAGE 44-45 & 80-81 SPECIAL ATTRIBUTES AND DEFECTS CHARTS

The Special Attributes and Defects chart occasionally uses the term Magical, for the Type of certain Attributes (Magic/Psionics, Swarm). In all cases, Magical should be considered Paranormal.

PAGE 127 SAMPLE MECHA

Mecha example refers to "Armour Level 2" — it should be "Heavy Armour Level 2."

PAGE 161 AURA ABILITIES

Aura is incompatible with the Backblast, Melee, and Short Range Disabilities.

PAGE 165 LINKED (ATTACK) ABILITY

Linked (Attack) cannot be taken in combination with the Low Penetration Disability.

PAGE 216 WEAPONRY AND EQUIPMENT CHART

The chart has incorrect stats for the *katana* [(long sword)]. It should read:

Katana (long sword)

Damage: 10*, Abilities: None, Disabilities: Melee*, Skill: Melee (sword), Item: minor.

* requires two-hands to wield properly; a *katana* can be used one-handed, but does +5 Damage (15) if used with both hands.

PAGE 218 BODY ARMOUR

Several errors were made here. The proper text should read:

Partial Metal Armour

Stops 7 points of damage.

Complete Heavy Metal Armour

Light Armour Level 4; Stops 10 points of damage.

Tactical Body Armour

Stops 12 points of damage.