

### **Errata and Typos:**

Page 80, Table 6.10: Memory Loss modifiers should be positive, not negative, as they modify the TN.

Page 81, Table 6.11: All modifiers should be to the TN.

Page 88, second paragraph under "Unarmed Attack Test": The second sentence should begin with "The attackers rolls 1d6 + STR modifier to determine the damage he inflicts"

Page 90: Table 6.18 should be modified to show the following for each listed weapon's Damage/Parry Bonus:

- Ahn-woon: 1d3+grapple/-3
- Bat'leth: 2d6+5/+2
- Club: 1d6+1/+1
- D'k tahg: 1d6+2/-2(-1)
- Knife: 1d6+2/-2
- Lirpa: 2d6+4 (blade) or 2d6+1 (club)/+1
- Mace: 2d6+1 (2d6+3 if spiked)/-1
- Mek'leth: 2d6+3/+1
- Staff: 1d6+2/+2
- Sword: 2d6+1/+0
- Bow & arrow: 2d6
- Crossbow: 2d6+1
- Javelin: 2d6+4
- Kligat: 1d6+3
- Throwing Knife: 1d6+2
- Thrown Spear: 2d6+3 (Range should be listed as 5/10/20/40/+5)

Page 91, column 1, paragraph 3: Kill Attacks do not get a Reaction test to lessen the effect.

Page 96, Table 6.27: Add column "Rest Needed" with entries of 10 minutes (Winded), 1 hour (Tired), 2 hours (Fatigued), 4 hours (Exhausted).

Page 114, Table 7.9: Some effects need to be modified as follows

- Strength 9's effect should read "Bridge panel shorts! (TN 10 Stamina to shrug off or stunned 1d6 rounds)"
- Strength 4's effect should read "Shield threshold reduced by 1 (minimum 0)"

Page 114, second paragraph under "Battle Damage": The third sentence should read "If the penetration is higher than the threshold, on the other hand, apply the difference as damage to the opponent's structure."

Page 115, first column, first paragraph: Remove the second sentence (it's redundant given the next section discusses that very thing).

Page 115, first column, second paragraph: Example should be under "System Damage".

Page 115, under "System Damage": First sentence should read, "For every 5 points of damage the ship suffers, individual ship systems suffer damage."

Page 115: System Damage Tracks: The effects listed should be modified as follows

- Life support E should read "Console explodes! TN 10 Stamina or stun 1d3 rounds"
- Life Support D should read "Console explodes! TN 10 Quickness or 1d6 wounds"
- Life Support B should read "Thin atmosphere: TN 10 Stamina or stun 1d6 rounds"
- Propulsion A should read "System offline: core breach!"

- Shields A should read "System offline: shields down"  
Chapter Nine: Remove all Availability Dates.

Page 139, under "Transporters": Add the following: "This provides a number of additional transporters equal to the ship's initial allotment."

Page 141, Table 9.11: Microtorpedo should have an Offensive Value of 1.

Page 143, second column, fourth paragraph: Remove "This edge may only be given to individual starships."

Page 146: Photon Torpedo reliability should be changed to B (2245 model) and C (2273 model).

Page 147: Change Warp System reliability to C.

Page 148: Change Warp System reliability to D.

Page 149: Change Warp System reliability to D.

Page 150: Change Warp System Reliability to B (2275 model) and C (2341 model).

Page 155: Change Warp System Reliability to C (2267 model only).

#### **Rules Clarifications (Q/A):**

Page 115: Q: If I have a shipboard system with a reliability of B, do I automatically suffer the penalties for levels C through E even though I never had those levels?

A: No. Nor do you acquire those penalties as soon as you take damage. Not having additional levels is penalty enough.

Page 137: Q: When exchanging free Space for Structure, is it correct that this is done on a one-to-one basis?

A: Not exactly. Yes, you can exchange space for structure as well as the reverse, but any such exchanges must be made in blocks of 5 points of structure/space.

Page 138: Q: When purchasing additional cargo space, would it cost 5 space to get 5 more units of cargo space?

A: No. It costs 1 space per block of 5 cargo units.

Page 139: Q: How much does an Emergency Separation System cost?

A: Since the two components of an emergency separation system cannot be rejoined without the use of a shipyard, such a system costs 1 point of space.

Page 140-142: Q: Do I combine all of my weapons offense values to determine penetration?

A: Only by type of weapon. If you have two different types of beam weapons, though, you would total both types' Offensive Values for one Penetration rating. (See the Galor-class on page 153 for an example.) The only time you total both beam and missile weapons' Offensive Values is when determining Weapons System Reliability.

Chapter 14: Q: Do the skills listed for each NPC include all modifiers?

A: No. They only show the skill levels.