

STARSHIPS & SPACEMEN 2e ERRATA

PAGE 7: Column 2 in the Ability Modifiers Table, values for low DEX should be positive not negative.

PAGE 10: Gorrans get a +1 bonus to Combat skill, and this is their only racial skill adjustment. There is no military skill.

PAGE 10: Hykhot requirements list AGL 9 this should be changed to DEX 9 and Ability Adjustments lists AGL +1 this should be DEX +1. Furthermore, any reference to AGL should be read as DEX.

PAGE 13: Navigation officers detect space hazards on a roll of 1-7 on 1d10.

PAGE 14: In the Enlisted Military description, morale is influenced at the rank of Spaceman.

PAGE 14: Technical enlisted men can detect space hazards on a roll of 1-6 on 1d10.

PAGE 16: (Character Aging) Any reference to WIS should be read as PSI.

PAGE 17: Data Recorder range is 50'.

PAGE 17: Beam pistols set to explode do so after 2d4 rounds.

PAGE 21: Telepathy has a PSI cost of 6, not 13.

PAGE 21: The following text from the first paragraph should be ignored:

“A character may make only one psionic attempt on any given adversary during a single encounter. For example, a character cannot try to hypnotize an adversary and, failing that, try to cast an emotion by empathic projection on that same adversary during the same encounter.”

This text was used in the 1st edition, but is a limitation no longer necessary since players must spend PSI points to use powers in 2e.

PAGE 24: This text should be added just prior to the table for the probability of detecting invisible opponents:

Cross reference the creature's level or hits with INT for the probability of detecting any invisible opponents.

PAGE 26: (Psionic Combat) The example is wrong but the description above it is correct (see page 21 for a correct example). It should read:

For example: An alien creature with PSI of 16 attacks a character with PSI of 13. Since $16 - 13 = 3$, the attacker needs to roll 19 or lower on 1d20 to succeed. If the character had a PSI score of 17, the attacker would need to roll 15 or lower to succeed ($16 - 17 = -1$).

PAGE 43: Third paragraph:

“Teleportation is considered to be instantaneous. However, there is a lag period between uses of a teleporter to "recharge" the unit. This lag is 1d8x5 turns. Thus, the lag can vary between 5 and 40 minutes of game time before the teleporter can be used again. Having a Communication officer operate the teleporter allows -3 to the die roll, or -1 for a Technical enlisted man. The lag will always be at least 1 turn.”

The lag should be 1d4 turns. The teleporter may only be operated once per round, but there is no minimum lag. So if a Communications officer rolls three or less, there is no lag.

PAGE 44: Tractor/Pressor beams have a range of 125,000 miles.

PAGE 46: The Dreadnought, Death Carrier, and Sting Carrier have Command Ranks of Admiral.

POINTS OF CLARIFICATION

While not errata, the comments below are directed toward clarifying points of confusion.

PAGE 47: Cost to enter/leave orbit also applies to starbases and ANY time a ship enters or leaves orbit around a stellar body or anything else.