

Despite our best efforts, a variety of mistakes and errors make their appearance in the text of the 5th edition of **Traveller**. This errata and corrections is our effort to compile and address our failings with authoritative answers and solutions.

The best laid plans of authors often (if not always) go astray when the manuscript is transformed into print, but the eyes of thousands of players help in identifying the various typographical and logical errors which appear in the text of **Traveller**. Those errors are compiled here as a reference database of the latest information about the **Traveller** rules systems.

EXPLANATIONS

The errata are broken down into four categories: corrections, omissions, clarifications, or additions. New items appear in **blue**.

Correction: Could be a typo, could conflict with another rule or publication, but the original item is wrong.

Omission: Perhaps it was an editing problem, but something was just left out of the published material.

Clarification: This is an explanation of something that was difficult to understand, or has confused many players or referees.

Addition: Not in the original material, but it really helps if you use it with the existing material.

GENERAL

Overall, Flux -6/+7 Results (clarification): The intention was to provide a range of appropriate values and allow individual referees to apply appropriate situational mods.

CD-Rom, Missing Files (clarification): Some CDs are missing the "ArmorMaker 1001 Examples" and "GunMaker 1001 Examples" PDFs; these files are available at <http://www.farfutur.net/FFE-Links.html> for download.

TRAVELLER IS A ROLE-PLAYING GAME

p. 13, The Game Rules, second sentence (correction): The sentence should read, "The important concept is consistency."

p. 14, The Galaxy, second sentence (correction): The sentence should read in part, "...and 0.3 kiloparsecs thick..."

A BRIEF HISTORY OF THE UNIVERSE

p. 15, Grandfather Era, right column, second paragraph (correction): The phrase "still yet" should simply be "yet".

p. 16, Grandfather Era, last paragraph (correction): The first sentence should read, "When the Ancient War ended and the Droyne worlds lay in ruins, their humans lived on."

p. 16, The Vilani Era, fourth paragraph (correction): The first sentence should read, "...led to the discovery of the Jump Drive..."

p. 16, The Early Empire, second paragraph (correction): The last sentence should read in part, "and everyone paid taxes and tariffs..."

DICE RESULTS

p. 32, Many Dice, 2D, second paragraph (correction): If reusing the results of (5 1) for rolls through 100D, the result should be (=300 hits).

DISTANCES AND RANGE BANDS

p. 39, 8b Start and Stop Travel (correction): The reference to table 7b should be to table 8b.

p. 41, 2 Space Ranges (correction): Beam lasers should be S=7, not S=5.

BENCHMARKS

p. 52, Costs, Noble Land Grants (omission and correction): The subcolumn headings under Hexes are missing. The left column represents mainworld hexes, and the right column represents non-mainworld hexes, which are then located in worlds in the "Where?" column. Preferred worlds for Counts (E) should be In or Hi.

Preferred worlds for Dukes (f) are Importance 4+ worlds that are not subsector or sector capitals, and preferred worlds for Dukes (F) are subsector or sector capitals.

p. 53, Value, Typical Cost Modifiers (correction): As this table maps to the Tech Level Stage Effects table, the values should match those on page 500.

p. 54, Size, Sizes at Range R (correction): Person is listed as 1.5mm, should be 1.5m.

CHARACTERISTICS

p.59, UPP Layout, bottom of page (clarification): The alternate stats for analogs are shifted one column to the left. For example, C2 should be Dexterity for humans and have listed under it Agility and Grace. Instead, Agility and Grace are listed under Strength.

p. 63, Nobility, Viscount and Count (correction): The section should read, "A character elevated to Soc = e (lower case) is a Viscount (Viscountess). The next increase in Soc elevates the individual to E and the title increases to Count (Countess)."

p. 65, The Personal Day (correction): In the table at the top of the page, under Vigor, Required Sleep should be "Sleep= Personal Day /3". The example below is correct.

p. 65, The Personal Day (correction): The footnote on failure under the table, Characters should fall asleep for 1D minutes in the first instance, and 1D hours in the second instance (with no difference between Endurance, Stamina or Vigor).

p. 67, Substituting C5 (correction): Training and Education can be substituted for each other at *half* value, and Instinct can be substituted for either Training or Education at a value of 4. This matches the table on page 63.

CHARACTERS

p. 70, Birthworlds and Homeworlds, Born In Deep Space (omission): There is no such entry on the Homeworld Skills table (page 81); it is on the Spinward

Marches Homeworlds table (page 82). The skills should be Vacc Suit and Zero-G.

p. 70, Personal Characteristics, Creating the UPP, first paragraph (correction): The last sentence should read in part, "...is creating a new character..."

p. 71, Pre-Career Education, The Educational Process, Major and Minor (correction): First sentence should read in part, "and a Minor from the appropriate Skill..."

p. 72, Command College (correction): A character attends Command College in the first year of the following term after promotion to O4, if they successfully continue.

p. 72, Apprenticeship, third paragraph (correction): The character rolling is Kyle Martin; the phrase "Salton rolls 7..." should read, "Martin rolls 7..."

p. 73, The Process, The Armed Forces (correction): The first paragraph should read as follows:

The Armed Forces (Soldier, Spacer, Marine) Careers require Mods for Branch and Operations: these Mods must be applied against the Risk Roll and (with opposite sign) against the Reward Roll. The player may select the initial sign to apply to both Mods for the Risk roll. The opposite sign is then used for both Mods on the Reward roll.

Then delete the third paragraph completely, starting with "Selecting a positive DM..."

p. 74, Acquiring Skills (omission): Some details were left out of this section.

Some skills include within them several Knowledges (Animals, Driver, Engineer, Fighter, Flyer, Gunner, Heavy Weapons, Language, Pilot, Seafarer).

Acquisition of these skills (except Language as explained in that entry) follows a standard pattern: the character initially learns a subset of the skill, and only later expands this understanding to the full skill (see Language).

The first two times a character receives one of these Skills (typically in Character Generation), he instead receives one of the Skill's contained Knowledges. When (or If) the character acquires such a Skill a third time, he may take the Skill at level-1 instead of one of the knowledges within the Skill. Until then, he has the Knowledges but only Skill-0.

Note that the character has always has the option of choosing a knowledge (either already possessed or as yet unlearned) rather than the skill, up to level-6.

p. 74, Continue, Mandatory Continue, Reserves (omission): Characters in the Reserves (from participation in OTC/NOTC, or Military or Naval Academy attendance) who roll an unmodified "2" exactly do not continue in the current career, but return to their military career for the next term, at their previous rank.

p. 74, The Armed Forces, Branch (correction): Branch provides a Mod which must be applied to Risk and Reward.

p. 74, The Armed Forces, Assignment, third paragraph (correction): Each assignment provides a Mod, not a DM, to Risk and Reward.

p. 74, Marine Captain Sir Mark Poles example (clarification): The last sentence of the first paragraph should read: For the Term, he is rolling Risk and Reward once using these required Mods as negative for Risk and positive for Reward.

p. 75, 5 Mustering Out, first paragraph (correction): At the end of the second sentence, the correct spelling would be, "...to the adventurous."

p. 75, Automatics, Personal Weapons (correction): The Fighting skill should actually be the Fighter skill. The Gunnery skill should actually be the Gunner skill.

p. 75, Automatics, TAS Life Membership (correction): Replace the term "Imperial Treasure Craftsman" with "Craftsman with three perfect masterpieces".

p. 75, Benefits, second paragraph (clarification): If a character has multiple careers and gains an additional roll due to Fame 19+, the player may choose which table to roll against.

p. 75, Benefits, third paragraph (clarification): The DM for Terms is optional, not mandatory, as desired for the character. Note the Duplicate Benefits rule on page 77 allows unwanted benefits to be rerolled.

p. 76, Available Benefits, Knighthood (clarification): Knighthood as a benefit may only be received once. Additional receipts should allow selection of another benefit from the appropriate table. The sentence starting "In the Armed Forces..." should read "In all careers with ranks (such as the Armed Forces)..."

p. 77, Forbidden Knowledge, second paragraph and table (correction): The Fighting skill should actually be the Fighter skill.

p. 77, Proxy, last sentence (correction): The final sentence should read, "Each Proxy has a value of about Cr100,000 per year."

p. 77, Duplicate Benefits (addition): Knighthood should be added to the list of unusable duplicate benefits.

p. 78, Character Generation Checklist, C Consider Education and Training, In-Career Education Options (correction): A character attends Command College in the first year of the following term after promotion to O4, if they successfully continue.

p. 78, Character Generation Checklist, 03 Entertainer (omission): The Entertainer career checklist should end with "Note Muster Out benefits", like the other careers.

p. 79, Checklist, 06 Merchant (correction): Move "Roll Officer Promotion..." to before "If Temp or Rating, Roll R Promotion..." Remove the final "Roll Str to Continue".

p. 79, Checklist, 07 Spacer (correction): The seventh line should read, "If Enlisted, Roll for Commission vs C3." Lines five, six and seven (all involving promotion) should be reordered: Officer Promotion, Enlisted Commission, Enlisted Promotion.

p. 79, Checklist, 08 Soldier (correction): The promotion tasks should be reordered: Officer Promotion, Enlisted Commission, Enlisted Promotion.

p. 79, Checklist, 12 Marine (correction): The promotion tasks should be reordered: Officer Promotion, Enlisted Commission, Enlisted Promotion.

p. 80, Homeworld-1, Homeworld SAHPG (correction): The correct roll for Hydrographics is Flux + Atm, not Flux + Size. This system was not intended to include all options; the full world generation system is detailed in "Star Systems and Their Worlds", pages 426 through 443.

p. 80, Homeworld-1, 2 Worlds and Orbits (correction): In the World column, "World" results should be "Planet", to match the corresponding table on page 432.

p. 80, Homeworld-1, 3 Habitable Zone Orbit (correction): The second column heading should be "> A3", and all other headings moved over one column.

p. 81, Homeworld-2, Trade Classifications (clarification and correction): Code "Wa" requires Siz 3456789A, Atm 3456789 and Hyd A. Code "In" requires

Atm 012479ABC and Pop 9ABC. Pop value of 7 is deliberately not in a population code.

p. 81, Homeworld-2, Secondary (correction): Px (Prison or Exile Camp) is a mainworld code; Pe (Penal Colony) is a secondary code for use on non-mainworlds.

p. 81, Homeworld-2, Skill (correction): The Bureaucracy skill should be Bureaucrat.

p. 82, Homeworlds for the Spinward Marches, Space (correction): The Trade Classifications for Space should be (As Va) rather than (Na Va).

p. 83, 01 Craftsman, If Creation is Successful (correction): Reference to Masterpiece points should be to Master Points.

p. 84, 02 Scholar, C Scholar Skills (correction): Under 5 Conflict, the Fighting skill should be Fighter. [In 6 Vocation, result 1 should be "One Science"](#).

p. 85, 03 Entertainer, C Entertainer Skills (correction and omission): In the 1 Personal column, result 6 should be "C6 +1***". In the 3 Space Travel column, Astrogation should be Astrogator.

p. 86, 04 Citizen, Citizen Life Skills (correction): The Citizen Life Skills table should be revised as shown in the table below.

p. 86, 04 Citizen, C Citizen Skills (omission): In the 1 Personal column, result 6 should be "C6 +1***".

p. 87, 05 Scout, B Skill Eligibility (clarification): Scouts receive 4 skills per term; if they are not volunteering for Courier Duty, they receive 4 additional skills.

p. 87, 05 Scout, C Scout Skills (correction): In the 1 Personal column, result 6 should be "C6 +1***". In the 5 Contact column, result 3 should be Fighter.

p. 88, 06 Merchants, A Merchant (correction): Add event "To Begin Spacehand, Dex" after "To Begin Temp". Move Officer Promotion to before R Promotion. Add "Commission, C5" before Officer Promotion.

p. 88, 06 Merchants, D Muster Out Benefits (clarification and correction): Under Money, result 8 should be Cr 50,000. Ignore the 9-11 rows on this table. Under Benefits, successive receipt of Knighthood should be replaced with escalating Ship Shares.

p. 88, 06 Merchants, C Merchant Skills (correction): In the 1 Personal column, result 6 should be "C6 +1***". Column 2 title should be Academic, not Exploration. [Result 1 in column 3 Space Travel should be Astrogator.](#)

[Result 1 in column 6 Vocation should be Broker.](#) Result 1 in column 7 Technical should be "One Art".

p. 89, 07 Spacers, A Spacers (correction): The Select Branch event should be "Soc for Choice". The Promotion Spacer event should be "Promotion Enlisted". The order of events should be changed to "Promotion Officer", "Commission", and then "Promotion Enlisted".

p. 89, 07 Spacers, Enlisted Naval Ranks (correction): The Auto Skill for R1 Spacehand should be Fighter. The Auto Skill for R4 Petty Officer First should be Gunner.

p. 89, 07 Spacers, Officer Naval Ranks (clarification and correction): The Auto Skill for O1 Ensign should be Astrogator. A character attends Command College in the first year of the following term after promotion to O4, if they successfully continue.

p. 89, 07 Spacers, Naval Branch (correction): Remove the asterisk after Flight.

p. 89, 07 Spacers, Naval Branch/Naval Operations (correction): The Crew columns should be renamed Enlisted. Delete the enlisted Operations column; all Spacers use the "Officer" Operations table.

p. 89, 07 Spacers, ANM School (clarification): The details of ANM School are shown on page 100 with the other educational institutions.

p. 89, 07 Spacers, C Spacer Skills (correction): In column 3 Battle, Fighting skill should be Fighter. In column 4 Patrol/Strike, Astrogation should be Astrogator. [In column 6 Mission, result 1 should be Diplomat.](#) [In column 7 Technical, result 5 should be Zero-G.](#)

p. 90, 08 Soldier, Enlisted Army Ranks, Auto Skill (correction): Fighting skill should be Fighter, Gunnery should be Leader.

p. 90, 08 Soldier, Officer Army Ranks (clarification and correction): 02 1st Lieutenant auto skill should be Leader, Major should be Tactics. [Colonel should be Leader.](#) A character attends Command College in the first year of the following term after promotion to O4, if they successfully continue.

p. 90, 08 Soldier, Army Branch table (omission): The notations are missing at the bottom of the table indicating that rolls receive a +2 DM if Edu 10+, and the Mods apply to Risk and Reward.

p. 90, 08 Soldier, ANM School (clarification): The details of ANM School are shown on page 100 with the other educational institutions.

p. 90, 08 Soldier, Army Operations table (correction and omission): In the Infantry/Artillery/Cavalry table, result 2 should be Mission, and results 3 and 4 Peacekeeper. In the Commando/Protected Forces table, result 1 should be Combat, and results 3 and 4 Peacekeeper. In the Technical/Medical table, result 1 should be Combat (with a Mod of 3), results 2 and 3 Peacekeeper, and result 4 Occupation (with a Mod of 0). Also, the notations are missing at the bottom of the table indicating that rolls receive a +2 DM if Edu 10+, and Mods apply to Risk and Reward.

p. 90, 08 Soldier, A Soldiers (clarification and correction): Select Branch should be "Soc for Choice". The Promotion event

CITIZEN LIFE SKILLS AND KNOWLEDGES

		C					
A	B	1	2	3	4	5	6
1	1	ACV	Comms	High-G	Steward	Ordnance	Naval Arch
1	2	JOT	Rider	Sensors	Fwd Obs	Survival	Streetwise
1	3	LTA	Spines	Flapper	Seafarer	No Skill	Astrogator
1	4	WMD	Leader	Tracked	Engineer	Computer	Navigation
1	5	Chef	Survey	Animals	Fluidics	Bay Wpns	Explosives
1	6	Mole	Dancer	Tactics	Launcher	Magnetics	Jump Drive
2	1	Grav	Artist	Turrets	Teamster	Photonics	Counsellor
2	2	Boat	Legged	Teacher	Designer	Vacc Suit	Submersible
2	3	Ship	Sapper	Unarmed	Engineer	Artillery	Aeronautics
2	4	Wing	Driver	Exotics	Language	Craftsman	Aquanautics
2	5	Recon	Gunner	Stealth	Musician	Gravitics	BattleDress
2	6	Actor	Blades	Trainer	Strategy	Forensics	Electronics
3	1	Flyer	Zero-G	Animals	Maneuver	Biologics	Hostile Env
3	2	Pilot	Author	Liaison	Polymers	Ortillery	Power System
3	3	Rotor	Broker	Athlete	Advocate	Automotive	Life Support
3	4	Admin	Trader	Fighter	Computer	Bureaucrat	Slug Thrower
3	5	Beams	Sprays	Wheeled	Diplomat	Heavy Wpns	Fleet Tactics
3	6	Medic	Gambler	Screens	Mechanic	Programmer	Spacecraft

Roll three dice to determine a specific skill: Roll A (reroll if >3), then roll B, and top row C.

should be "Promotion Enlisted". Missing Commission event, throw should be Soc. The order of events should be changed to "Promotion Officer", "Commission", and then "Promotion Enlisted". Continue event is missing Mod +Terms. Wound badges (WB) and Medals are detailed on page 109.

p. 90, 08 Soldier, B Skill Eligibility (correction): The first When Promoted event should be When Commissioned.

p. 90, 08 Soldier, C Soldier Skills (correction): The column headings should be: 2 Base and 6 Mission. In all columns, Fighting should be Fighter, and Gunner (which is a starship weapons skill) should be replaced with Heavy Weapons. In column 4, Hostile Environ is misspelled. **In column 6 Mission, result 1 should be "Soldier Skill".**

p. 91, 09 Agent, B Skill Eligibility (correction): For successful missions, the Agent receives 4 Skills.

p. 91, 09 Agent, C Agent Skills, 5 Conflict (correction): The first occurrence of Fighting skill should be Fighter; the second occurrence of Fighting should be replaced with "Soldier Skill".

p. 91, 09 Agent, Undercover Assignment table (correction): Result A=2, B=5 should be Citizen, result A=3, B=5 should be Functionary, and result A=3, B=6 should be Noble. **Result 3 for Noble should be Marquis, rather than Marquis or Count.** The notation at the bottom of the table should read, "Roll three dice for a specific assignment: Roll A (reroll if >3), then roll B, and finally top row C (reroll if >3) if required."

p. 92, 10 Rogue, B Skill Eligibility (correction): For a Successful Scheme, the Rogue receives 4 Skills.

p. 92, 10 Rogue, C Rogue Skills (correction): In column 2 Academic, result 1, "One Science", should not have an asterisk. In column 2 Academic, result 5 should be Gambler. In column 4 Space Travel, Astrogation should be Astrogator. In column 5, result 6 should be Fighter. In column 7, result 4 should be "Soldier Skill", and result 5 should be Stealth.

p. 92, 10 Rogue, D Muster Out Benefits (clarification and correction): In the Benefits column, result 11 should be Ship Share, and result 12 should be Knighthood (remove Barony).

p. 92, 10 Rogue, Rogue Schemes and Payoff (correction): Revise the Rogue Schemes table and Payoff procedure as shown below:

SCHEME PAYOFF

$$P = V \times (1 + CC + \text{Mods} - R).$$

P= Payoff

V= Scheme Value

R= Reward Die Roll

CC= Controlling Characteristic

Mods= Reward Mods

Payoff is a multiple of the Scheme Value based on the Reward Roll.

ROGUE SCHEMES

1D	Career	Value
1	Craftsman	Cr200,000
2	Scholar	Cr100,000
3	Entertainer	Cr300,000
4	Citizen	Cr 50,000
5	Scout	one Ship Share
6	Merchant	one Ship Share
7	Spacer	Cr100,000
8	Soldier	Cr 50,000
9	Agent	Cr100,000

10 Rogue Cr100,000

11 Noble Cr500,000

12 Marine Cr 50,000

13 Functionary Cr100,000

Create a DM to apply to the 1D Roll (any value from 0 to 7 which then defines the six possible scheme careers.

A Rogue may select for his Scheme any previous career rather than roll.

p. 93, 11 Noble, Noble Land Grants (correction and omission): The subcolumn headings under Hexes are missing. The left column represents mainworld hexes, and the right column represents non-mainworld hexes, which are then located in worlds in the "Where?" column. Preferred worlds for Counts (E) should be In or Hi.

Preferred worlds for Dukes (f) are Importance 4+ worlds that are not subsector or sector capitals, and preferred worlds for Dukes (F) are subsector or sector capitals.

p. 93, 11 Noble, A Noble (correction): To Begin event should be "Automatic (if Soc B+)".

p. 93, 11 Noble, C Noble Skills, 6 Vocation (clarification): Capital actually means World Knowledge (world of highest land grant).

p. 93, 11 Noble, C Noble Skills, 1 Personal (clarification): Nobles should not have C6 available on the Personal column. This result is replaced by "Any Skill", and it is recommended to throw on the Citizen Life Skills table (page 86) to randomly select a skill.

p. 94, 12 Marine, The Marine Career, second paragraph (correction): The sentence should read, "...the Marine determines branch..."

p. 94, 12 Marine, Enlisted Marine Ranks, Auto Skill (correction): Fighting skill should be Fighter, Gunnery should be Leader.

p. 94, 12 Marine, Officer Marine Ranks, Auto Skill (correction and clarification): 02 1st Lieutenant should be Leader, Force Commander should be Tactics, Colonel receives no auto skill. The ranks of Lt Colonel and Colonel are NOT misspelled. A character attends Command College in the first year of the following term after promotion to O4, if they successfully continue.

p. 94, 12 Marine, Marine Branch table (omission): The notations are missing at the bottom of the table indicating that rolls receive a +2 DM if Edu 10+, and Mods apply to Risk and Reward.

p. 94, 12 Marine, ANM School (clarification): The details of ANM School are shown on page 100 with the other educational institutions.

p. 94, 12 Marine, Marine Operations table (correction and omission): In the Infantry/Artillery/Cavalry table, result 2 should be Mission, and results 3 and 4 Peacekeeper. In the Commando/Protected Forces table, result 1 should be Combat, and results 3 and 4 Peacekeeper, and result 5 Mission. In the Technical/Medical table, result 1 should be Combat (with a Mod of 2), results 2 and 3 Peacekeeper, and result 4 Occupation (with a Mod of 0). Also, the notations are missing at the bottom of the table indicating that rolls receive a +2 DM if Edu 10+, and Mods apply to Risk and Reward.

p. 94, 12 Marine, A Marines (clarification and correction): Missing Select Branch event, throw should be "Soc for Choice". The order of events should be changed to "Promotion Officer", "Commission", "Promotion Enlisted" (rather than "Marine Promotion"). Wound badges (WB) and Medals are detailed on page 109.

p. 94, 12 Marine, C Marine Skills (correction): Column heading 3 should be Combat, 6 should be Mission. In all columns, Fighting should be Fighter, and

Gunner (which is a starship weapons skill) should be replaced with Soldier Skill. In column 2 Garrison, replace Driver with Athlete. In column 4 Peacekeeper, Hostile Environ is misspelled. [In column 6 Mission, result 1 should be Soldier Skill.](#)

p. 95, 13 Functionary, A Functionaries (correction): The Office Politics event needs to have the C1 C2 C3 C4 in the Throw column.

p. 95, 13 Functionary, Table of Functionary Ranks, Auto Skill (correction): Rank F0 Clerk receives Admin, and F3 Manager receives Leader.

p. 95, 13 Functionary, C Functionary Skills (clarification): For column 4 (General), result 4, Any Skill, it is recommended to throw on the Citizen Life Skills table (page 86) to randomly select a skill.

p. 96, Noble Lands, Imperial Fiefs (clarification): Under normal circumstances, worlds with the Forbidden (Fo) trade classification do not have nobles.

p. 96, Noble Lands, Noble Land Grants (correction and omission): The subcolumn headings under Hexes are missing. The left column represents mainworld hexes, and the right column represents non-mainworld hexes, which are then located in worlds in the "Where?" column. Preferred worlds for Counts (E) should be In or Hi. Preferred worlds for Dukes (f) are Importance 4+ worlds that are not subsector or sector capitals, and preferred worlds for Dukes (F) are subsector or sector capitals.

p. 96, Noble Proxies, Weighted Voting (correction): Dukes have four votes.

p. 100, Education-1, Educational Institutions (clarification): For Colleges, Universities (including Masters and Doctorates), and Military Academies, if the graduating character already possess an Education of equal to or greater value, these institutions give a +1 Edu increase.

p. 100, Education-1, College (correction): Table states College: Pass/Fail 2x Int or Edu. Per page 71 should be College: Pass/Fail 4x Int or Edu.

p. 100, Education-1, Law School (correction): Table indicates Pass/Fail: 3x Int or Edu, should be 2x.

p. 100, Education-1, Honors (omission): Service Academy students are also eligible for Honors. College, University, and Service Academy Honors graduates may attend Medical School or Law School. OTC/NOTC or Service Academy Honors graduates may attend Flight School.

p. 100, Education-1, OTC/NOTC (correction): Section should read, "...and make one Pass/Fail roll...", and the sentence should end with ")." [The phrase "Army Officer1" should read "Soldier Officer1". The phrase "Navy Officer1" should read "Spacer Officer1".](#)

p. 100, Education-1, Med School (correction): The Medical skill should be Medic.

p. 100, Education-1, Military Schools, Service Academy (clarification): Service Academies do give Bachelor degrees, which do allow graduates to attend Universities for Masters and Doctors degrees.

p. 100, Education-1, ANM School (correction): P-Plants should be Power Systems.

p. 100, Education-1, Flight School (correction and clarification): OTC/NOTC or Service Academy Honors graduates may attend Flight School. The only skill available at Flight School is Pilot (which has three Knowledges available).

p. 100, Education-1, Command College (clarification and correction): A character attends Command College in the first year of the following term after promotion to O4, if they successfully continue. A

character who fails Command College may not roll for Promotion or Continue in the service. The table should indicate that Pass/Fail is 1x Int or C5, and Duration is 1 year.

p. 106, Character Card, UPP/DNA (correction): [At the top of the Character Card, Edu is listed twice. The first occurrence should be End rather than Edu.](#)

p. 106, Character Card, Volatiles, Smell (correction): The listed Smell details are S-16-3, but should be S-10-2.

p. 106, Character Card, Contact, Touch (correction): The listed Touch details are T-16-3, but should be T-06-2.

p. 109, Fame, Expressing Fame (correction): [References to Fame-9 should be Fame-10. A world famous entertainer has Fame-10.](#)

p. 109, Fame, Calculating Fame, Other Sources (omission): Craftsman should gain x5 for Perfect Masterpieces, in place of the x3 for ordinary Masterpieces. [Imperial Nobles gain Fame equal to Soc x1.5.](#)

p. 109, Fame, Medals Table (omission): The Medal Mods were left off the table. These should be: [XS/MCUF/MCG=1, SEH=2, *SEH*=3, 12+ *SEH*=4.](#)

p. 109, Fame, Commendations, Format (correction): The correct format should be `<Undercover Career> Commendation-N`.

GENETICS

p. 116, The Gender Symbols (correction): The Gender Four symbol duplicates Egg Donor; it should be unique (and is the Solomani symbol; V).

CLONES

p. 119, Offspring Clones, right column, second and third paragraphs (correction): Captain Alexander Jamison starts off the example; the remainder should refer to Jamison's son Ank Jamison.

TASKS

p. 129, Many Types of Tasks (correction): Should be "Uncertain Tasks", not Uncertain.

p. 131, The Master Mods Table (correction): Sentence should end, "...the Mods that *players* expect."

p. 134, Cautious, second paragraph (correction): The second sentence should not have a parenthesis at the end.

p. 135, Opposed Tasks, Example Tasks (correction): All references to Brawling should be to Unarmed, and in the discussion paragraph, the highest result (the loser) should take 3D damage.

p. 135, Uncertain Tasks, second paragraph (correction): The third sentence should read in part, "...or is *high* enough to understand that the task was a failure."

p. 136, Special Approaches to Tasks, Training, Practice and Rehearsal (correction): In the "To cram for a test" task definition, it should be "Characteristic + Skill".

p. 136, Spectacular Success, Three Ones, second paragraph (correction): First sentence should read, "...next door to a clandestine Imperial *communications* monitor." Last sentence should read, "...on *the* planetary *communications* grid..."

p. 137, left column, first paragraph (correction): First sentence should read, "...next door to a clandestine Imperial *communications* monitor."

p. 140, Three Characters Learn Explosives, fourth paragraph (correction): The sentence should read, "Now they try a hard task."

p. 141, Maneuver Tasks, second paragraph, third sentence (correction): The third sentence should read, "The opponent receives *Advantage*-3 in the upcoming dogfight."

p. 141, Dogfight Tasks paragraph, fifth sentence (correction): The fifth sentence should read, "His opponent (Dex+7 + Small Craft-3 = 10 rolls 7) succeeds."

SKILLS

p. 142, 6 Soldier Skills (correction): The second listed skill should be spelled, "Forward Obs".

p. 143, Skills Define Abilities, In This Chapter (correction): "In This Chapter" should obviously be the heading of the following paragraphs.

p. 144, Weapon Skills (correction): The details of personal combat are covered in *Personal Combat*. The details of space combat are in *Starship Combat*.

p. 144, Choosing Knowledge Instead (correction): The first sentence should read, "...of its contained *Knowledges*..." In the second paragraph, the second sentence should read, "The first time he *received* Starship Skill..."

p. 145, Stacking Knowledges and Skills (correction): The second sentence should read "An Engineer with *Engineer*-7 and Power Systems-4..."

p. 149, Astrogator, Calculating Jumps (correction): The first sentence requires only one period.

p. 149, Astrogator, right column, example (correction): The astrogator in the example is named Arv Dinsha, not Ank.

p. 151, Biologics, last paragraph (correction): The first sentence (Biologics is one...) should be in bold.

p. 154, Craftsman, Evaluation (correction): The correct characteristic for evaluating Reliability should be Int.

p. 154, Craftsman, Masterpieces, Master Points, eighth paragraph (correction): In the last sentence, the increase of value should be about 1% per year.

p. 156, Driver, Types of Vehicles, Mole (correction): The word "burroughs" should be "burrows".

p. 157-158, Engineer, Governing Characteristics (correction): This section should be dropped, as it no longer applies.

p. 158, Fighter, second and third paragraphs (correction): Fighting should be Fighter in these paragraphs.

p. 159, Fluidics, last paragraph (correction): The first sentence (Fluidics is one...) should be in bold.

p. 161, Gambler, third paragraph (correction): The words Situational Analysis should be in bold.

p. 162, Heavy Weapons, Weapon Repair (correction): The sentence should read, "Heavy Weapons skill is sufficient to allow basic repairs..."

p. 162, Heavy Weapons, Types of Heavy Weapons, fourth paragraph (omission): Ordnance is explained as a knowledge on page 174. There should be a blank line after the WMD paragraph.

p. 166, Musician, Knowledge Skill (correction): The first occurrence of the word Knowledge should be deleted. The second sentence should read in part, "... (or Knowledge-2 in the previous *instrument*)..."

p. 171, Skills, Header (correction): Stealth should be Stealth.

p. 172, Evaluating QREBS table (correction): The correct characteristic for evaluating Reliability should be Int.

p. 172, Trader, Appraisal (correction): The correct characteristic for evaluating Reliability should be Int.

p. 181, 00 Master Mods Index (clarification): The asterisks for the Respect and Rewards entries should be removed. Row 12-13 is not spaced correctly (each letter of QREBS should be in its own column).

p. 182, Master Mods Tables, 08 Typical Mods, Sounds (clarification): This column would better reflect the Sound Intensity rules on page 202 if +7, Explosion, were on the table.

p. 183, Master Mods Tables, 11 Typical Mods (correction): Note that the last four columns of this table are directly related to the Behind-The-Screen Damage rules on page 233. This table title should have an asterisk (like table 10), as it uses Bad Flux. The "Wound" column should be titled "Injury". The 0 result on the Injury column should be "Scratch (1 pt)".

THE SENSES

p. 198, The Sense Actions (correction): For Perception, PVoice should be replaced with Poice.

p. 202, Hearing-1, Benchmark (clarification): The "minus Range" should be determined by the Referee based on the situation and circumstances. The Sound Intensity values should map to the Sounds column of table 08 on page 182, from -2 to +7.

p. 204, Smell-1, Universal Odor Profile (correction): Replace Olfactory with Odor.

p. 204, Smell-1, Example (correction): As Human was described above as S-10-2, Eneri should be S-10-2 here.

p. 205, The Pheromone Catalog (clarification and correction): The "0" code for Undefined is intended to be used when a particular scent's details are unknown. The effect of Pheromones in play is intended primarily for roleplaying purposes, although Referees may designate other environmental effects, for example, Substance or Respiratory Effects. These were not intended as an exhaustive list, but simply as an example of possible effects.

p. 206, Touch-1, Range (clarification): Since Touch is only usable at Range touch, delete this paragraph.

p. 206, Touch-1, Benchmark (correction): The missing text should direct to the missing table:

Textures	
Intensity	Benchmarks
-4	Xfaint
-3	Vfaint
-2	Faint
-1	VSmall
0	Small
+1	Grooved
+2	Coarse
+3	Rough
+4	VRough

p. 206, Touch-1, For Example (correction): Human touch is given above as T-06-2, rather than Darren Buck's T-06-3 in the example.

p. 207, Perception-1, Perception Code (correction): PVoice should be Poice. Types of Poice are listed on page 556.

PERSONAL COMBAT

p. 218, Attack, Target Size (correction): If Vehicle is behind something, or a person is crouching, reduce Size by 1. If person is prone, reduce Size by 2.

p. 233, Behind-The-Screen Damage (correction):

Note that these rules are related to the Injury and Damage columns of table 11 of the Master Mods tables on page 183. On the Damage table, the Wound column should be Injury, and the note below the table should read: "Injury applies to characters." On the Mods table, Dodging should be Evading.

GUNMAKER

p. 247, Weapon Stage, Sniper and Target

Descriptors (correction): The Sniper and Target descriptors should apply both Q=+2 and E=+2.

p. 247, QREBS (correction): In the first sentence, QREBS=50000.

p. 250, 02 GunMaker, Weapon FillForm

(clarification): For the FillForm, the D value from GunMaker 05, Burden and Stage (page 253) applies to both D1 and D2.

p. 251, 03 GunMaker, Categories (correction): The qreBs values have been inverted for all categories. So, for Artillery, the Burden values should be +1, +2, +4, +4; for carbines, -1; for machineguns, +1; for designators, +1; for launchers and multi-launchers, +1.

p. 252, 04 Gunmaker, Weapon Descriptors

(correction): The Assault descriptor should be corrected to have Blast as H2 and Bang as H3.

ARMORMAKER

p. 264, QREBS (correction): In the first sentence,

QREBS=50000.

p. 271, 03 ArmorMaker, Basic Body Armors

(correction): The values for Ar= and Ca= are switched for the Basic Body Armors, as are the values for Se= and In=.

VEHICLEMAKER

p. 285, Stage, Advanced/Early/Improved/Alternate

(clarification): The phrase "The vehicle is powered by a Fusion Module." should be removed from these paragraphs.

p. 285, QREBS (correction): In the first sentence, QREBS=50000.

p. 287, Airports and Landing Grounds (correction):

For size 1 and 5, Additional Locations, Archology should be Arcology.

p. 298, 10 Ground Vehicles, M Military Vehicles, A

Type (correction): The Tank, Carrier and Vehicle listings should not have a Tech Level entry, as that is determined by the Motive selection.

p. 300, 12 Vehicle Enhancers, G Options

(correction): Passenger module should have a -3 Mod to Load, not Speed.

p. 300, 12 Vehicle Enhancers, G Options

(correction): The Luxury option should be Q=A, not Q=4.

STARPORTS

p. 304, A Typical Starport, Class A (clarification

and omission): This is really the first page of the Starports chapter. The page has no page number.

p. 307, Peripheral Facilities, Starport Defense

Establishment (correction): In the very last sentence, LDE should be SDE.

STARSHIP DESIGN

p. 313, Tonnages (clarification): Despite what the

text reads here, the intention is that Small Craft and Adventure Class Ships should use the same design system (the one appearing here in the book).

p. 321, Skip Drive, third paragraph (correction): The first sentence should read in part, "...fuel equal to 0.1% of the hull volume..."

p. 321, Skip Drive, Performance (correction): The first sentence should read in part, "...Skips measured in hundreds of parsecs..."

p. 325, 17 Controls, Assigning Control Panels (clarification): The FillForm "Con" column is actually "Consoles" on FillForm1 on page 350.

p. 332, 04 Hull Configuration, Hull Characteristics, Winged Airframe Hull (clarification): This type is referred to elsewhere simply as an "Airframe Hull".

p. 332, 04 Hull Configuration, Hull Configuration, L Lifting Body (clarification): The traditional scout/courier does in fact use a Lifting Body hull configuration.

p. 334, 06 Hull Fittings, E Starship Hull Fittings,

Lifters (clarification): Lifters are intended as slow functioning landing/takeoff fittings. They are not intended for high speed movement, including fine-grained maneuvers while travelling nap-of-earth style above a world's surface.

p. 335, 07 Jump Fields (clarification): Jump Drives are further explained in the How Jump Works chapter, page 367.

p. 336, 08 Armor, A Hull Armor Layers

(clarification): The table starts with Layer1, which has no tonnage cost listed as it is integral to the Hull.

p. 336, 338, 341-343, Tech Level Stage Effects

(clarification): The design system is not intended to require repeated Flux rolls for components over and over, introducing wild varieties in components between starships of the same class. Most vessels typically use Standard sensors, weapons, and defenses, which are Certified (page 600) to work with no bonuses or penalties.

p. 337, 09 Drive Formulae (clarification and

correction): Maneuver Drives are further explained in the How Maneuver Works chapter, page 363. Power Systems are further explained in the How Power Systems Work chapter, page 376. The correct formula for Jump Drives is in the Jump Drive table, = (H x J / 200) x 5 + 5 (the formula given in the Drive Formulae table is incorrect).

p. 337, 09 Drive Formulae, Drive Formulae table

(clarification): Minimum tons listed are before stage effects are applied.

p. 341, 13 Sensors (clarification): Sensors are further explained in the How Sensors Work chapter, page 379.

p. 341, 13 Sensors, A Sensors, Mounts

(clarification and correction): Radar, EMS, and Scanner intentionally do not require antenna mounts. Extendable and Deployable apply only to turrets, barbets and antennas. Extendable and Deployable are defined on pages 323 and 353. Extendable should be Tons +2, Mod +3.

p. 341, 13 Sensors, D Space Sensor Range Effects

(clarification): Extending sensors to Long Range does allow smaller ships a role to act as a "forward observer" for opposing enemy capital ships. This is intentional.

p. 341-343, B Tech Level Stage Effects (correction):

The Tech Level Stage Effects table on page 500 should be used instead for applying cost changes.

p. 342, 14 Weapons (clarification): Weapons are further explained in the How Weapons Work chapter, page 386.

p. 342, 14 Weapons, C Weapon Mounts

(clarification): Extendable and Deployable apply only to turrets and barbets. Extendable and Deployable are defined on pages 323 and 353.

p. 342-343, 15 Defenses, A Defenses (correction and clarification): SandCasters should cost MCr 0.1. Costs missing from this table should be on the Weapons table on page 342. Note that H Tractor/Pressor on the Defenses table is the same as U Tractor/Pressor on the Weapons table. The cost of a Black Globe should be MCr 5.5

p. 343, 15 Defenses (clarification): Screens are further explained in the How Screens Work chapter, page 395.

p. 343, 15 Weapons, C Weapon Mounts (clarification and correction): Extendable and Deployable apply only to turrets and barbets. Extendable and Deployable are defined on pages 323 and 353. Extendable should be Tons +2, Mod +3.

p. 344, 16 Operations, A Troop Accommodations (correction): Accommodations was misspelled.

p. 344, 16 Operations, A Troop Accommodations (clarification): The second paragraph mentions that Ship's Troops are assigned as crew for one weapon or defense per squad. In this case, the squad represents crew fully staffed in shifts (as on page 326).

p. 344, 16 Operations, C Life Support (clarification): Luxury and adaptable are modifiers to the other types of life support, and so Tons and MCr should have "+" next to them.

p. 344, 16 Operations, Vehicle Hull Connectors (correction): Bracket has a "maximum 10 tons"; that limitation should also apply to Streamlined.

p. 347, 19 Payload, Accommodations (correction): The Emergency Low Berth should contain 4 individuals, not 10 individuals, matching page 625.

p. 350, 22 FillForm1 (correction): There should not be a Layer0 Armor listing. These should be labeled Layer1 through Layer5.

p. 358, Adventure Class Starships 1 (correction and clarification): The Scout/Courier should be TL 11. The Far Trader should have two hardpoints, not six. The Free Trader should have two hardpoints. The 500-ton unstreamlined Yacht is a new version of the traditional Yacht, and is 300 tons larger on purpose.

HOW JUMP WORKS

p. 371, Preparation for Jump, Selecting the Destination (clarification): An astrogator can select a specific destination based on one of several different principles: central star, main world, some other world/body, range band from a world, a specific star orbit (i.e. a "range band" from a star). Selecting an empty location in an empty stellar hex is (in effect) a star orbit from a nearby star – a specific point which can be referenced by its relationship to other stellar masses. Scatter (page 373) would occur based on the actual targeted location.

HOW POWER SYSTEMS WORK

p. 376, How Power Systems Work (correction): The title should be "...Work", not "...Works".

HOW JUMP WORKS

p. 370, Managing Jump Drives, Jump Governors, Fantastic Drive Governors (correction): The last two sentences should read, "A Hop-3 drive without a governor can hop 30 parsecs. A Hop-3 drive with a governor can hop 10, 20 or 30 parsecs."

p. 372, 4 The End of Jump, Jump Exit Flash (correction): The flash for exit should be Ship Size plus Mod +2, not +4.

HOW WEAPONS WORK

p. 392, S Sandcaster, second paragraph (correction): Remove second period at end of sentence.

HOW SCREENS WORK

p. 394, Screen Generator Mounts (correction): In the top section, the center picture should be labeled "Double Mount R=6". In the middle section, the last picture should be labeled, "Starship Mount".

p. 397, Baseline Device, Option Magnetic (correction): The first sentence should read, "Option Magnetic constructs the device using *Magnetic* principles".

STARSHIP COMBAT

p. 411, Sensors, Space Sensors chart (correction): Sentence should read, "Mark the specific Sensor values for routine use in the *grids* below (or copies) for reference."

p. 412, Missiles, AM Mode Weapons (correction): The Pulse Laser (K) and Beam Laser (L) codes are switched.

CHARTING THE STARS

p. 420, Sectors, first paragraph (correction): The second sentence should read, "These locations are structured as 32 columns..."

p. 421, Populating Sector Maps (Version 2), Asteroids (clarification): As method three is a restatement of method one, it can be removed.

STAR SYSTEMS AND THEIR WORLDS

p. 428, F NABZ NIL, Nobility/Travel Zones (clarification): Under normal circumstances, worlds with the Forbidden (Fo) trade classification do not have nobles.

p. 430, The Regina System (correction): Several details should be corrected regarding Regina, to match T5 Second Survey characteristics.

The Tech Level should be $6 + 6 = 12$. TL-12. The "Approximately 2100 AD" should be dropped.

The Economic Extension should be (D7E+4).
Resources = $10 + 3 + 0 = 13 = D$. Infrastructure = $10 + 4 = 14 = E$. Efficiencies = Flux = +4.

The Cultural Extension should be [9C6D].
Homogeneity = $8 + 1 = 9$. Strangeness = 6. Symbols = $12 + 1 = 13 = D$.

Nobility = BcCeF = Knight, Baronet, Baron, Viscount and Duke, based on Any, Rich, Pre-Ag, Pre-High, and subsector capital.

Under stellar data, the Far Star should be M3 V. (Spectral Decimal = 3.)

Total Worlds in the System = $1 + 3 + 0 + 10 = 14$.

p. 431, A Worldgen Checklist, Elements of System Data, PBG Population (omission): While the population significant digit is explained here, the detail for generating it was left off the checklist. P = 2D-2, rerolling "0" results unless Pop=0, in which case P=0.

p. 432, B Worldgen Basics, Checklist (omission and clarification): The Population Multiple was left off the checklist. The Population Multiple should be "4. Population Multiple. Roll 2D-2, rerolling "0" results. If Pop=0, PM=0." Planetoid Belts should come next as #5, and then Gas Giants as #6.

p. 434, WorldGen TCS, Trade Classifications (clarification and correction): Code "Wa" requires Siz 3456789A, Atm 3456789 and Hyd A. Code "Hi" requires Pop 9ABCDEF. Code "Na" requires Atm 0123, Hyd 0123, and Pop 6789ABCDEF. Code "In" requires Atm

012479ABC and Pop 9ABCDEF. Pop value of 7 is deliberately not in a population code.

p. 434, WorldGen TCS, Secondary (correction): Px (Prison or Exile Camp) is a mainworld code; Pe (Penal Colony) is a secondary code for use on non-mainworlds.

p. 436, F WorldGen NABZ NIL, Nobility (clarification and correction): A single world may have several nobles of differing ranks. Soc A individuals are not nobles, so Gentlemen/Peer should not appear on this table. The TC for Count (E) should be Hi or In, and there should be no TC for either Duke (f or F). Dukes (f) appear on Importance 4+ worlds that are not subsector or sector capitals, and Dukes (F) at subsector or sector capitals. The nobles of a given world are noted in a string; for example, Regina's nobility are "BcCeF", noting that Regina has a single Duke (F), a single Viscount (e), a single Baron (C), a single Baronet (c) and a single Knight (B). The titles of the lower ranking nobles may or may not be "of Regina", but could be of world locations within their land grants.

p. 436, F WorldGen NABZ NIL, 2 Spectral Type and Size (clarification): The entry OB is meant to include both O and B stars.

p. 438, H1 Worldgen Remote Systems (clarification): Habitable zones are not missing for G IV stars; they are included in the F9-K3 IV entry.

p. 443, K2 Worldgen Remote Fillform (correction): This page is inadvertently labeled J2 instead of K2. In the Occupied Orbits table, while orbit 13 is indicated on the previous page as part of the Remote system, it is missing from this table.

WORLD MAPPING

p. 457, 11 Creating World Maps, World Details (correction): The "B" space should be an "E" for the Economic Extension.

p. 457, 11 Creating World Maps, Generating The World Map (correction): In item #21, Archologies should be Arcologies.

p. 457, 11 Creating World Maps, Available Terrain Type (correction): Archology should be Arcology.

p. 459, 12b Populating World Hexes (correction): For No. 53, Archology should be Arcology.

p. 461, 13b Populating Terrain Hexes (correction): For No. 53, Archology should be Arcology.

p. 463, 14b Populating Local Hexes (correction): For Single Hex= Archology, Archology should be Arcology.

TRADE AND COMMERCE

p. 478, The Cargo ID, Identifying Cargos (correction): Remove bracket (]) at beginning of section.

p. 486, Random Trade Goods, Ag-1/Ag-2 (clarification): The user should randomly determine which Ag Random Trade Goods table to use.

p. 489, Random Trade Goods, Cp (clarification): Trade codes Cs and Cx should be considered as Cp for purposes of the Trade and Commerce rules.

p. 496, WorldGen TCS, Trade Classifications (clarification and correction): Code "Wa" requires Siz 3456789A, Atm 3456789 and Hyd A. Code "Hi" requires Pop 9ABCDEF. Code "Na" requires Atm 0123, Hyd 0123, and Pop 6789ABCDEF. Code "In" requires Atm 012479ABC and Pop 9ABCDEF. Pop value of 7 is deliberately not in a population code.

p. 496, WorldGen TCS, Secondary (correction): Px (Prison or Exile Camp) is a mainworld code; Pe (Penal Colony) is a secondary code for use on non-mainworlds.

COMPUTERS, CONSOLES, AND CONTROLLERS

p. 521, Tech Level Stage Effects (correction): The Tech Level Stage Effects table on page 500 should be used instead for applying cost changes.

PSIONICS

p. 529, Psionic Education and Training (correction): The last sentence of the first paragraph should read in part, "...which investigate the *character's* psionic abilities".

SOPHONTS

p. 549, Native Evolutionary Origins (clarification): Once you have determined Native Terrain using Flux, a 1D throw on the same table row determines Locomotion.

p. 549, C Ecological Niche, Omnivore column (clarification): H/G stands for "Hunter/Gatherer".

p. 550, 06 Sophont Characteristics, A Sophont Characteristics (correction): In the notes below the table, the instruction to roll Flux obviously does not apply to Str (C1) or Int (C4). The modifiers for Flyer, Swimmer and Diver apply only to C2, C3, and C5.

p. 550, 06 Sophont Characteristics, B Characteristic Values (correction): Remove the asterisk from the note following the table. The instruction for values of 4D or greater to use a base value of 12 for the first 2D should apply to all characteristics.

p. 551, B Caste Table Creation (correction and clarification): In the Special column, DeMinimus should be DeMinimis. Advisor+ and Advisor- refer to perspectives on societal change (negative being opposed to change, and positive embracing changes). Special results are rolled for the race as a whole.

p. 554, B Vision, Band/Star (clarification): For Vision, the Constant (C) is determined by Flux, but the star defines the range bands.

p. 555, B Body Features, Mods (correction): The table mods should read, "DM +1 if Swimmer. DM -1 if Flyer. The phrase "Body Feature Terms" is the heading for the set of terms at the right bottom of the page.

p. 556, Caste Skills, Short or Expanded (clarification): Rather than use either of these tables, the Citizens Life Skills table can be used, with all applicable errata.

BEASTMAKER

p. 581, 01 Basic Beast Information, 2 Quantity (correction): As there are no mods for a result of 0 or 7, and those results are the same as 1 and 6, the 0/7 results should be dropped from the table.

p. 581, 01 Basic Beast Information, 3 Size (correction): Result +6, VColossal, should be size 9. Drop the -6 result from the table, and treat all results of less than -5 as -5.

p. 581, 01 Basic Beast Information, 6 Speed (correction): To better match up with other rules, in the Speed2 column, change "Slow" to "VSlow" and "Run" to "Slow".

p. 582, 02 Beast Body Structure, Create Body Structure, A Body Structure Elements, Symmetry (clarification): Change DMs to -2 if Swimmer or Diver, +2 if Flyer. Remove the Grace and Agility comments.

p. 582, 02 Beast Body Structure, B Body Features, Mods (correction): The table mods should read, "DM +1 if Swimmer. DM -1 if Flyer. The phrase "Body Feature Terms" is the heading for the set of terms at the right bottom of the page.

p. 582, 02 Beast Body Structure, B Body Features, Terms (correction): The notes on Stance should be on page 583.

THINGMAKER

p. 596, Describing A Device, Signature (correction): End of line has period where other lines do not.

p. 597, Form, Size, second sentence (correction): Second sentence should read, "...showing the *object's* largest dimension..."

p. 598, Form, Dimensions, Profile, fourth paragraph (correction): Second sentence should read, "...and Cylinders can be longer or..."

p. 600, Special Situations and Design Constraints, Certified (correction): QREBS should be "50000".

p. 600, Protective Cases, last example (correction): Substitute Construction= Foamed for Textile
 $12 \times 0.8 \times (0.3 + 0.1 + 0.1) = 4.8 \text{ liters} = 4.8 \text{ kilograms}$.
 $\text{In} = (\text{Density} \times 3 + \text{Coating} + \text{Coating}) = 15$."

To be consistent with previous examples, this should be "In= 15 (Density x 3 + Coating + Coating)".

p. 600, Naming Equipment, Brandname (correction): The "All New Foto-Naasirkaa-11"—should be "Naasirka A-11"?

p. 600, Equipment Catalog Entry, Binox-5 long detail (correction): The longer description should read, "...allowing user to use both eyes to see..."

EQUIPMENT

p. 608, Reading Catalog Entries, Certified (clarification): Certified is explained on page 600. QREBS should be "50000".

p. 619, Liquids, Water (correction): If this contains one half-liter of water, then by definition, it should be 500g, not 200g.

p. 626, Combat Drug (clarification): The effect of combat drug should be listed as, "...increases personal strength and endurance (1D distributed between the characteristics as evenly as possible)."

p. 627, S Structures, Shelters (correction): The Airlock should displace 0.5 tons, matching the ACS description on page 347.

STARSHIP RECOGNITION GUIDES

p. 654-655, The Green List (clarification): The ship profiles on pages 654-655 are older than the information on pages 358-359, and need correction in a few places:

The QSP for the Broadsword is incorrect. It should be C-HS33. The Broadsword should be 800 tons, not 2,000 tons.

The Imperial Navy Corvette is a 5G, Jump-3 ship (see page 358). Therefore, its QSP should be E-EA53, not E-EA42.

The Subsidized Liner is a Jump-3 ship, incapable of entering an atmosphere, so it should have a Braced hull, making the QSP M-FB13.

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