

# diaspora errata list

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So nobody's perfect. We proofread *Diaspora* many times, but things still escaped us. The following errata were applied to the Lulu file on 14 February 2010. If your book was bought before that (i.e. its copyright date is 2009), then the following changes are needed to make your copy match the most recent edition. If the copyright date is 2010, the following changes have already been made. All page numbers remain unchanged.

The *Diaspora* authors are very grateful to our fans, who responded enthusiastically to our call for errata. In particular we want to recognize Simon Ward and Mark Delsing, who are nit-pickers extraordinaire: we really appreciate their help.

## Significant Errata

- p. xiv: change "Hicks" to "Hicks, Leonard Balsera,"
- p. 10: change "Strength" to "Stamina", twice.
- p. 45: change "Electronic Warfare" to "Communications"
- p. 47: change "system maximum" to "cluster maximum"
- p. 47: change "you also have" to "from the list"
- p. 68: delete "and available fuel"
- p. 70: delete ", since they are not outside the 'design efficiency' envelope for mass versus drive design"
- p. 77: change "The pilot has Brokerage 3" to "The captain has Brokerage 3"
- p. 77: change "as she travels (-2), the contacts are less secure and the base is +1 against the Maintenance 0." to "(T-2 is a difference of 4), the contacts are less secure and the check is 4dF+3 against a target value of 4."
- p. 93: change "MicroG" to "Bureaucracy"
- p. 93: change "Charm on a new world" to "Assets on a new world"
- p. 101: change "Fate) and" to "Fate), spin, and"
- p. 102: in the sidebar, change the last sentence ("But you can't...") to read: "But you can't defend with a skill you've already attacked with this round, or roll the same skill more than once per round."
- p. 103: change "against target zero" to "against target zero or a defender's roll (if against a character)"
- p. 101: change "Fate) and" to "Fate), spin, and"
- p. 105: change "boudoir" to "credenza"
- p. 107: delete "(and this is not instantaneous but rather dependent on the number of boxes and the associated skill)"
- p. 107: delete "All Health and Composure stress hits are erased after a few days relaxing downtime."
- p. 107: change "combat is over." to "the associated stress track is cleared."
- p. 110: delete "(any Health track consequence)"
- p. 113: delete "Brawling weapons do not have Aspects or Stunts."
- p. 114: change "as with a firearm or laser." to "as it is assumed that characters carry multiple devices (grenades in a bandolier, say)."
- p. 115: change "anyone firing a" to "any"
- p. 115: change "anyone with a weapon with minimum range:0." to "any weapon with a minimum range 0."
- p. 116: delete entire section on "aspects" including the entry for "Out of juice"
- p. 116: add a stunt to the stunt list, between Non-lethal and Undetectable:  
**Rechargeable:** weapon has the Aspect "Low battery," which may be compelled to prevent firing.
- p. 118: in the Knife row, change "modal" to "free modal". Also on p. [246].
- p. 119: under energy weapons, delete ", out of juice" six times (note this is already done on p. [247])
- p. 119, under energy weapons, add entry for Disintegrator (see p. [247] for statistics).
- p. 120: under attack, point 11, change "cannot be further modified in a new action." to "can only be modified by spending fate points." Also on p. [248].
- p. 124: after "repair the Data track." Insert "One Gunner fires beams; another torpedoes."
- p. 128: the list of phases should be numbered:
  - 0. Detection
  - 1. Position
  - 2. Electronic warfare
  - 3. Beam
  - 4. Torpedo
  - 5. Damage control

- p. 132: delete "He may apply any value from 1 to the full Beam rating."
- p. 133: delete ", offensive and defensive,"
- p. 133: change "the attacker must declare" to "the defender must declare"
- p. 133: change "defensive Beam used" to "defensive Beam used in one turn"
- p. 135: change "the specified stress track" to "the specified stress track (Frame for beam and torpedoes; Data for electronic warfare)".
- p. 135: change "is captured." to "is captured, without Consequences."
- p. 146: insert, between the minific and the ship stats, the following: "Retrofitted from the Fierce Trader design, the Fierce Escort still retains some trading facility as the People cannot completely shake the idea that trade and violence are connected somehow."
- p. 147: insert "Wild Weasel" between "T2" and "Electronic Warfare Platform"
- p. 147: change the aspect "Wild weasel" to "Wild weasel knows how to bite"
- p. 156: delete ".c. Wherever a defender succeeded by three or more, spin is awarded to the defender." Also on p. [250].
- p. 164: change "player's specific resources" to "character's specific resources" (though conceivably the player's resources are also relevant...)
- p. 165: change "each category" to "each scope"
- p. 169: at the bottom of the page, after "Aspects of TSS." add "Each pseudo-character receives five fate points."
- p. 171: change "and get a little movement, from zone 5 to zone 3, but nothing spectacular" to "but with an unlucky roll TSS fails to get any actual movement"
- p. 171: add "(It is agreed by the table that the pseudo-character can roll C/T.)" after "effectively."
- p. 182: change "or a column" to "or an n-cap column"
- p. 187: change "two shifts" to "one shift (mild), two (medium), or four (severe)"
- p. 197: change "attacks an entire zone instead of individual units" to "unit may attack all units in the target zone with a single roll at -2"
- p. 198: change "Movement checks reduce SPOTTED markers like non-artillery units" to "Unit may use Movement in place of Camouflage"
- p. 206: delete "(higher pass values would still be eroded in the regular way)"
- p. 209: change "shifts by two" to "shifts by 1, 2, or 4". Also on p. [254].
- p. 223: change "damage 1" to "harm 1"
- p. 226: change "twice the Technology rating" to "the technology rating plus two"
- p. 228: replace the description of the stunt "**Dumps heat into another dimension**" with the following:  
T4. No heat track. Can't burn, can't sell down the Heat track and can't take Consequences from a heat-based attack. 3 bp.
- p. 228: replace the description of the aspect "**Huge**" with the following:  
if the Trade value or the V-shift rating is greater than or equal to twice the technology rating, the ship is Huge (implies large amounts of reaction mass).
- p. 232: change "anyone firing a" to "any"
- p. 232: change "anyone with a" to "any"
- p. 234: add a new stunt to the stunt list, between Non-Lethal and Transfer Aspect:  
**Rechargeable:** weapon has the Aspect "Low battery," which may be compelled to prevent firing. Cost -1 bp.
- p. 234: delete entire section on "aspects" including the entry for "Out of juice"
- p. 234: delete the whole entry for "High capacity".
- p. 235: replace the paragraph in the statistics section with the following:  
Armour that isn't light and flexible is hard to move around in, and characters wearing armour suffer a -2 penalty to Agility. This penalty can be offset by buying the Stunts Lightweight and Flexible: either reduces the Agility penalty to -1; both mean that there is no penalty but that costs 5bp. Powered armour stunts can give an Agility bonus.

### Other Errata

In addition to these, there were many tiny errata (spelling mistakes, misplaced punctuation, verb tenses, wrong word used, etc.) all of which have been changed in the corrected printing. We even decided to apply a consistent notation for build point costs. None of these should affect game play, though. For those of you who joined us in the cluster during its first six months, the above should keep you flying straight.