ERRATA - GURPS Spaceships - October 25, 2007

P. 19. The Jump Gate costs are incorrect for SM+13 and up. They should be:

SM+13	SM+14	SM+15
15B	50B	150B

P. 40. Under *Atmospheric Landings*, second paragraph: replace "a very low-velocity collision" with "a 0.1 mps collision."

P. 42. Under *Docking*, last sentence: replace "a minimal-speed collision" with "a 0.1 mps collision."

P. 45. Under *Countermeasures*, the formula in "-2 * (TL - 4) if using stealth hull" is incorrect. It should be "-2 * (TL - 6)" to match the formula on page 30.

P. 48. In the *Scale Table*, the Acceleration column, third line, the repeated .05G+ entry should be 0.5G+.

P. 59. The *Base Relative Velocity Table* should have the following numbers:

Scale	Close	Standard	Distant
20-second turn	1	10	100
1-minute turn	1/3	3	30
3-minute turn	1/10	1	10
10-minute turn	0	1/3	3
If rendezvous	0	0	0
If engaged	1/6	1/3	1/2

Weapon	Minimum Velocity*
Conventional gun	1

Electromagnetic gun	2
Grav gun	5
Missile, TL7-8	1/3 or 1†
Missile, TL9-12	1 or 2†
Missile, super	50 or 100†**
Warp missile	180,000**

Below the table, add to the end of the "**" note: "Optional for super missiles."

P. 65. In Main Radiators in Combat (Optional), replace "its fusion, antimatter, and total conversion power plants have" with "those of its systems requiring exposed radiators (p. 31) have."

Errata corrected in the current version of the PDF:

P. 1. Add Dan Smith to the list of illustrator credits.

P. 16. In the *Factory* Table, the $/hr for SM +14/+15 should be 50M/150M.

In the *Force Screen* Table:

TL 11^ dDR	20	30	50	70	100	150	200	300	500	700	1,000
TL 12^ dDR	30	50	70	100	150	200	300	500	700	1,000	1,500

P. 17. In the *Fuel Tank* Table, the Cost ($) for SM +15 should be 1B.

P. 19. In the *Jump Gate* Table, Workspaces for SM +9 should be 0.

The second paragraph of "Open Space" has "Twenty open spaces are . . ." which should be "Twenty areas are . . ."

P. 20. Under *Power Plant, Chemical Energy*. In the Cost line of the table, the progression skips two steps beginning at SM+7. The correct Cost line on the table should be:

+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
15K	50K	150K	500K	1.5M	5M	15M	50M	150M	500M	1.5B

P. 22. *Reaction Engine, Nuclear Pulse*, third paragraph (Fusion Pulse Drive). "Each engine gives

0.01G acceleration (TL 9) . . ." should be "Each engine gives 0.02G acceleration (TL 9) . . ."

P. 23. *Reaction Engine, Total Conversion and Antimatter*, last paragraph (Options): "(5x acceleration, 1/5x delta-V . . ." should be "(2x acceleration, 1/2x delta-V . . ."

P. 26. In the *Stasis Web* Table, the Cost ($) progression should be:

2M	5M	10M	20M

after which the rest is correct.

In the *Major Battery* Table, D-damage for SM +15 should be 2dx100.

P. 27. In the *Medium Battery* Table: Gun shots for SM +14/+15 should be 1,500/2,000.

Immediately after Gun shots, add Missile shots, with this progression:

Missile shots	5	7	10	15	20	30	50	70	100	150	200

In the *Secondary Battery* Table:

- Gun shots for SM +15 should be 1,500.
- Missile shots for SM +15 should be 150.
- Uninstalled for SM +15 should be 15,000.

P. 28. In the *Spinal Weapon Battery* Table:

- D-damage for SM +9 should be 3dx10.
- D-damage for SM +14 should be 2dx100.
- D-damage for SM +15 should be 3dx100.

P. 30. In the *Stealth Options* Table:

- SM +5 for Stealth should be $200K.
- SM +9 for Chameleon should be $3.5M.

P. 35. The second paragraph of *Air Performance* includes "accelerations of 0.5G to 10G; divide . . ." which should be "accelerations of 1.0G to 10G; divide . . ."

Just below the *Air Performance* Table, delete the entire sentence starting "For half-G increments round up . . ."

P. 39. *Blast Off!*, in the first paragraph "anacceleration less" should be "an acceleration greater".

Under *Space Journey (short voyages)*, the equation "T = 26 x [square . . ." should be "T = 0.43 x (square . . ."

P. 41. *Jump Drive*, third paragraph: "powered up for a total of 60/FTL hours, . . ." should be "powered up for a total of 60/FTL minutes, . . ."

P. 47. *Gun and Missile Ammunition* Table. Starting with the 48cm line, the table should read:

48cm	3	1.5	3	+2
56cm	4	2	4	+2
64cm	7.5	4	7.5	+3
80cm	-	-	15	+3
96cm	-	-	25	+4
112cm	-	-	40	+4

P. 58. RoF Table: Rapid Fire Beam or Gun should have a "*" after each number, just like the other lines.

P. 66. In the first paragraph on the page, "or 1 turn at 10-minute scale . . ." should be "or 3 turns at 10-minute scale . . ."

P. 68. In the Conventional Warhead Damage Table, the dDamage column progression should be:

3d
3d+2
4d
5d
6d
7d
9d
11d
6dx2
3dx5
6dx3
3dx7

and a "0" chopped off the end of all of the other numbers.

Just below the *Conventional Warhead Damage* Table, "6d x 140 x 10 = 6d x 1,400 damage" should be "6d x 14 x 10 = 6d x 140 damage".

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