**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".