# Consolidated Errata

## Classic TRAVELLER

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## INTRODUCTION

While assisting in the collection of problems with the initial FFE release of the **Classic Traveller** CD-ROM, there were issues that came up with the rules, and questions that people asked me to get answers from Marc. As Marc Miller began preparations for a revision of the FFE **Classic Traveller** CD-ROM, it became obvious that there was a need for collecting the errata from the earliest edition of Traveller. This document not only represents hours of personal research, but great amounts of contributions and suggestions by Classic Traveller fans on the Internet, particularly users on the Citizens of the Imperium forums.

If you have additions, corrections or questions about the material presented in this document, contact me at don.mckinney@gmail.com. This document is intended as a LIVING document—the intention is to allow the **Traveller** community to continue to add to it, making it available for future **Classic Traveller** players and referees.

This errata has been consolidated from several documents, including:
- *Striker* Errata, *JTAS #12*.
- *Scouts* Errata, *JTAS #19*.
- *Fifth Frontier War* errata insert.

This errata provides corrections and elaborations for the entire GDW **Classic Traveller** rules line. Currently included errata covers: **The Traveller Book** (201), **The Traveller Adventure** (202), **Starter Traveller** (251), **Beltstrike** (253), **Aslan** (254), **K'kree** (255), **Atlas of the Imperium** (256), **Vargr** (257), **Zhodani** (258), **Droyne** (259), **Solomani** (260), **Spinward Marches Campaign** (261), **Alien Realms** (262), **Hivers** (263), **Darrians** (265), **Deluxe Traveller** (300), **Basic Traveller** (301), **Mercenary** (304), **The Kinunir** (306), **Snapshot** (307), **High Guard** (308), **The Spinward Marches** (309), **Citizens of the Imperium** (310), **Research Station Gamma** (311), **Twilight's Peak** (314), **Leviathan** (316), **Traders and Gunboats** (318), **Trillion Credit Squadron** (319), **Argon Gambit/Death Station** (321), **Fighting Ships** (324), **Expedition to Zhodane** (325), **Broadsword** (326), **The Solomani Rim** (329), **Scouts** (337), **Safari Ship** (338), **Signal GK** (341), **Merchant Prince** (343), **Robots** (344), **Mayday** (404), **Striker** (704), **Fifth Frontier War** (822), and **Missiles in Traveller** (*JTAS #21*).

As I find errata for *Invasion: Earth* (104), *Imperium* (205), *Tarsus* (252), *1001 Characters* (303), *Animal Encounters* (305), *Shadows/Annic Nova* (312), *Across the Bright Face/Mission on Mithril* (313), *76 Patrons* (315), *Library Data (A-M)* (320), *An Introduction to Traveller* (322), *Marooned/Marooned Alone* (323), *The Chamax Plague/Horde* (327), *Prison Planet* (330), *Divine Intervention/Night of Conquest* (331), *Library Data (N-Z)* (332), *Nomads of the World Ocean* (333), *Forms and Charts* (334), *Veterans* (336), *Murder on Arcturus Station* (339), *Secret of the Ancients* (340), *Dark Nebula* (651), *Azhanti High Lightning* (818), and *Exotic Atmospheres* (*JTAS #17*), and I will add them to this collection.

In addition, this document will support **Classic Traveller** product lines from other publishers, including FASA and Gamelords.

## UPDATES

The latest changes to this document are always marked in **blue** for easy identification.
This section details updates to this document.
- v0.05, 11/15/10: ongoing review of book 2 designs.
- v0.04, 09/01/10: review of starships and combat.
- v0.03, 04/25/10: second pass at corrections.
- v0.02, 08/26/09: first pass at corrections to the first draft.
- v0.01, 08/18/09: creation of the *Consolidated CT Errata* document.

The latest changes to this document (after its original release) will be marked in blue for easy identification.

## EXPLANATION

The errata are broken down into four categories: corrections, omissions, clarifications, or additions.
**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.

## EXPANSIONS

In addition to the errata presented here, the **CT** referee might find other sources useful for specific rules questions:
- Character Generation System Creation, *JTAS #15*.
- Poltroonery, Courts Martial, and the Imperial Code of Military Justice: Ref's Notes, *JTAS #10*.
- Jumpspace, *JTAS #24*.

- Robots: Ref's Notes, *JTAS #2, #3* and *#4*, or *Best of the Journal Vol. 1*.
- Robot Design Revisited, *Travellers' Digest #1, #2* and *#3* (makes the *JTAS* articles compatible with *Striker*).
- A Referee's Guide to Planet-Building, *JTAS #10* and *#11*.

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**BASIC TRAVELLER** (301, 1977 edition)

CHARACTERS AND COMBAT (Book 1, 1977 edition)
**Page 44, Advantageous Dexterity DM, Rifle (correction):** The Advantageous Dexterity DM for rifles should be +1 instead of +2.

STARSHIPS (**Traveller** Book 2, 1977 edition)
The Computer Programming article in *JTAS #1* would be included in the 1981 edition and later **Classic Traveller** releases.
**Page 15, Ship's Vehicles table (correction):** The price of the ATV should be MCr 0.03, and the Air/Raft MCr 0.6.

WORLDS AND ADVENTURES (**Traveller** Book 3, 1977 edition)
**Page 4, Hydrographic Percentage (correction):** The formula should be 2D–7+atmosphere, not 2D–7+size.
**Page 10, Technological Levels, Armor (correction):** Mesh and Cloth are reversed on the Tech Levels table. Mesh should be TL 4, and Cloth TL 7.
**Page 12, Step 2D, Generate Hydrographic Percentage (correction):** The formula should be 2D–7+atmosphere, not 2D–7+size.
**Page 16, Land Vehicles (correction):** Prices for land vehicles should be as follows: Ground Car, CR 4000; All Terrain Vehicle, CR 30000; Armored Fighting Vehicle, CR 70000; Hovercraft, CR 200000.
**Page 17, Air Vehicles (correction):** Prices for air vehicles should be as follows: Primitive Biplane Aircraft, CR 20000; Helicopter, CR 100000; Air/Raft, CR 600000; Grav Belt, CR 100000.


**BASIC TRAVELLER** (301, 1981 edition)

CHARACTERS AND COMBAT (Book 1, 1981 edition)
**Page 17, Blades and Polearms and Guns tables (correction):** The –DMs listed for the Cutlass and the Submachinegun are incorrect. They should be Cutlass, 6–, Submachinegun, 5–. These are correct on the Weapons table on p. 45.
**Page 18, Electronics Skill (addition):** Add the following paragraph to the Referee section: "To generate a specific throw, the referee analyzes the specific circumstances and selects a number to be thrown (usually throw that number or greater to succeed). DMs allowed should be the level of electronics skill, +1 for intelligence above some level (say, 10), +1 for education above some level (say, 9), and appropriate values for lack of tools (perhaps –5) or poor conditions (maybe –3). The throw is then made, and success is determined by the result. Such throws are restricted to one per specific time period, an hour, four hours, a day, or a week, as appropriate."
**Page 19, Gunnery Skill (correction):** The statement "The basic skill of gunnery is covered on page 13" is incorrect. The basic skill is covered on page 17.
**Page 22, Vehicle Skill (clarification and addition):** Change the second and third sentences of the explanation to read, "The groups available are: Aircraft (select Helicopter, Propeller-driven Fixed Wing, or Jet-driven Fixed Wing), Grav Vehicle, Tracked Vehicle, Wheeled Vehicle, and Watercraft (select Small Watercraft, Large Watercraft, Hovercraft, or Submersible). In the case of Aircraft and Watercraft, other similar vehicles within the group may be operated by the individual at skill level minus 1."
**Page 23, Other Skills, Maximum Skills (omission):** This rule (included in *The Traveller Book* and *Starter Traveller*), was left out of Book 1:
As a general rule of thumb, a character may have no more skills (or total of levels of skills) than the sum of his or her intelligence and education. For example, a character with UPP 77894A would be restricted to a total of 13 combined skills and levels of skills. This restriction does not apply to level-0 skills.
**Page 27, Merchant Captain Alexander Jamison (correction):** Jamison should have Cr31,200 in starting cash instead of Cr33,200.
**Page 30, Combat Procedure (clarification and addition):** The following procedure is clearer for combat:

### COMBAT PROCEDURE
1. Determine facts of the encounter.
   A. Which party has surprise?
   B. Initial encounter range?
   C. Escape or avoidance?
2. Begin combat round.
   A. Individual movement status.
   B. Individual targets and attacks.

        1)   Attacker's DMs.

        2)   Defender's DMs.

   C.   If attack succeeds, determine wounds inflicted at end of the round.

   D.   Roll for morale if unit has taken 25% casualties.

   E.   Begin new round (go to 2).

 3.  When combat ends, attend to the wounded and regroup forces.

**Page 32, Escape and Avoidance (omission):** The –1 DM if short range also applies to close range for escape.

**Page 33-34, Wounding and Death (clarification):** Wounds from a second combat should be tracked separately from those from an earlier combat (since they will heal at a different times), unless the characteristic goes to zero; if that happens, just use the newest injury for healing times.

**Page 34, third paragraph, First Blood (clarification):** The so-called first blood rule applies to the first wound a character receives in each combat. Entering a combat wounded from a previous combat does not make you immune to the first blood rule.

**Page 34, Wounding and Death, fourth paragraph (clarification and addition):** Characters who are wounded when a combat ends but never go unconscious (because no characteristic ever is reduced to zero) have their characteristics reset to halfway between the wounded and full strength values. The individual is considered to have sustained minor wounds. For example, a character with a strength of 8 who is wounded to a strength of 4 (and remains conscious throughout the combat) becomes strength 6 at the end of the combat and remains so until recovered; round fractions against the character. A return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest.

**Page 34, Wounding and Death, fourth paragraph (clarification and omission):** For unconscious characters with only one characteristic reduced to zero, a return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest. However, unconscious characters with two characteristics at zero, do not receive the halfway reset after regaining consciousness. In this case, the rule in the fifth paragraph on page 34 applies: "Their characteristics remain at the wounded level (or 1, whichever is higher). Recovery is dependent on medical attention (a medical facility and an individual with Medical-3 skill; recuperation to full strength without medical attention is not possible)." Such medical attention should require between 5 and 30 days (5D) to complete.

**Page 34, Effects of Characteristics (clarification and omission):** Wounds do not affect characteristics during a single combat as they are used to influence blows, swings, or shots. When a character is out of combat and has wounds applied, the resulting wounded levels do apply to any future combats after receiving such wounds. The intention of this rule was to not slow the game down during a combat to deal with such changes. The intention was not that already wounded characters could operate in future combats prior to recovery (or even treatment) as if they were uninjured.

**Page 36, Morale, second paragraph (correction):** The point in time when a party must begin making morale throws should be 25%, not 20%.

**Page 39, Shotgun (correction):** The correct tech level for the shotgun is TL 4, not TL 5.

**Page 39-40, Submachinegun (omission):** Some details were left out of the submachinegun description: Length: 450mm. Weight, unloaded: 2500 grams (loaded magazine: 500 grams). Base price: Cr500 (loaded magazine: Cr20).

**Page 41, Folding Stocks (omission):** When a folding stock is folded, the weapon is less accurate (DM –1 at all ranges). When the stock is extended, there is no effect.

**Page 42, Special Considerations, Throwing Blades (addition):** Polearms (spears, pikes, and halberds) may be thrown using the above procedure, but the thrower must have a Strength characteristic equal to triple the weight of the thrown weapon, in kilograms.

Throwing a blade or polearm counts as a combat blow or swing.

**Page 42, Special Considerations, Weapon Length Effects (omission):** Polearms (spear, halberd and pike) and similar long weapons use the Short range modifier only on the first combat round at short range. Thereafter, use the Close range modifier (even if the actual range remains Short).

**Page 42, Special Considerations, Reloading (omission):** Technically, guns reload themselves after each shot. However, when the magazine capacity of a gun is exhausted, then the shooter must reload the gun with a fully loaded magazine. Unless otherwise stated, the process of reloading a gun with a full magazine takes one combat round, during which time the shooter is treated as evading. Revolvers do not use magazines, and so take two combat rounds (one combat round if not simultaneously evading) to reload.

Empty magazines are, of course, reusable. Ammunition for such magazines can be purchased for approximately half the price of a full magazine. The tedium of reloading empty magazines requires that it be done at leisure, rather than in combat. The process takes several minutes for each magazine.

Laser carbines and laser rifles do not use cartridges; their power packs must be recharged upon being exhausted.

Such a laser weapon may be returned to service by replacing the power pack. Recharging a spent power pack requires approximately an hour at a high-energy power source. When done commercially, there is a cost of Cr200 or Cr300 for the service. Generally, such power packs can be recharged at a ship's power plant at no cost.

**Page 42, Special Considerations, Armor (omission):** With the exception of reflec, no armor may be worn with another type of armor. If reflec is worn in conjunction with another armor type and the wearer is attacked, the better type of armor provides the DM.

**Page 42, Special Considerations, Darkness and Night (omission):** Poor lighting conditions may restrict the ability of an individual to see and attack. Total darkness restricts engagements to close and short range. Gun attacks at greater than short range are subject to DM of –9. Partial darkness (moonlit night, distant illumination, or other weak light sources) reduces visibility range to medium, and attacks with guns are subject to DM of –6.

Electronic sights eliminate negative DMs due to darkness and poor lighting.

**Page 42, Special Considerations, Cover and Concealment (omission):** Cover is any solid object between an attacker and defender capable of protecting the defender from a weapon attack. Concealment is any object that prevents viewing or sighting of the defender. Cover may also be concealment, concealment is not necessarily cover.

Targets are considered under cover if they are behind a solid object which a shot cannot penetrate (such as a wall, rock, or heavy bulkhead). An individual under cover cannot be attacked; an individual in concealment cannot be attacked unless the attacker has some reason to shoot into the area. A target may be partially concealed by walls, objects, atmospheric conditions, or darkness. Targets are considered concealed if they cannot be viewed by an attacker. If fully concealed, a target cannot be attacked.

Individuals who attack from cover become visible and may themselves be attacked; because they retain partial cover they are eligible for a defending DM of –4. Individuals who attack from concealment provide reason to believe they are present, and may be attacked; because they remain partially concealed, they are allowed a defending DM of –1.

**Page 42, Special Considerations, Zero Gravity (omission):** Virtually all weapons have recoil (except laser carbines and laser rifles) and in a zero-G environment, this recoil can disorient or render helpless individuals not trained to compensate for it. When fighting in a zero-G environment, any individual has a chance of losing control of his or her movement/position each combat round. Throw 10+ to avoid losing control.

### ZERO GRAVITY DMs

| | |
|---|---|
| If firing a weapon | –4 |
| If using a handhold | +5 |
| If performing a swing or blow | –6 |
| If Dexterity 9+ | +2 |
| If Dexterity 11+ | +2 |

**Page 46, Weapons Matrix (correction):** The modifier for Dagger against Combat armor should be –7 instead of –5. The modifier for Foil against Combat armor should be –6 instead of –8. The modifier for Carbine against Ablat should be –1 instead of +1. The modifier for Rifle against Cloth should be –3 instead of –2; the modifier for Rifle against Reflec should be +2 instead of +3, and the modifier for Rifle against Combat should be –5 instead of –4.

A footnote is missing for Ablat armor: Each time that laser fire hits ablat armor, it decreases the ablat's DM by 1.

**Page 47, Range Matrix (correction):** Claws wound inflicted should be 2D; Cutlass wound inflicted should be 3D; Body Pistol wound inflicted should be 2D (note that cutlass and body pistol are listed correctly on p. 17). The modifier for submachineguns at Long range should be –3 instead of –6.

STARSHIPS (Book 2, 1981 edition)

**Page 6, Starship Malfunctions, Drive Failure (correction):** The DM for being past the annual maintenance overhaul date is changed from +1 per week to +1 per month.

**Page 19, Scout/Courier (type S) (correction and omission):** Missing notation that this design uses a standard hull. Correct cost should be MCr 29.43 (after discount).

**Page 19, Free Trader (type A) (omission):** Missing notation that this design uses a standard hull.

**Page 19, Subsidized Merchant (type R) (correction and omission):** Missing notation that this design uses a standard hull. There is 15 tons reserved for drive upgrades, and 0.5 tons available in the main hull. The correct cost should be MCr 100.035 (after discount).

**Page 19, Subsidized Liner (type M) (correction and omission):** Missing notation that this design uses a standard hull. There are 2 tons reserved for drive upgrades, and the correct cost should be MCr245.97 (after discount).

**Pages 19-20, Yacht (type Y) (clarification and omission):** Missing notation that this design uses a standard hull, and 13 tons of cargo space. The yacht does not require a steward unless it is used in commercial service. Correct cost should be MCr 51.057 (after discount).

**Page 20, Mercenary Cruiser (type C) (correction and omission):** Missing notation that this design uses a custom hull. The description fails to mention that the eight turrets are triple turrets, and that eight tons has been reserved for fire control. The correct cost should be MCr 429.804 (after discount) and the ship takes 28 months to build.

**Page 20, Patrol Cruiser (type T) (correction and omission):** The fuel tankage should be 160 tons. Pulse lasers are installed. The correct cost is MCr 229.59 (after discount), and the ship takes 16 months to build.

**Page 21, Building Ships, Retrofitting Components (omission):** The following paragraphs were omitted from the 1981 edition:

*Computers:* Larger of smaller computer models may be installed or retrofitted to a starship, regardless of the model originally called for. In new construction, the different model is in lieu of the originally specified model; in retrofitting situations, the old model of computer can generally be traded in at 25% of original cost.

*Turrets:* Turrets may be installed after construction at hardpoints specified on the ship's hull. Previously installed turrets may be removed and replaced by turrets of different sizes. Because they are options, they may be added to, or deleted from, the specifications of standard design ships. Used turrets removed in the case of renovation or retrofitting may be sold for 25% of their original cost. Turrets are considered to be streamlined.

**Page 29, Laser Fire, Pulse Lasers (omission):** Pulse lasers are less accurate but more powerful than beam lasers. A pulse laser fires with a DM of –1 to hit; however, if it hits the target suffers two damage rolls instead of one.

**Page 34, Special Considerations, Expendables (omission):** Details on expendables was dropped from the 1981 edition:

Certain materials for starship (and non-starship) operation are not considered to be routine operating expenses, but nevertheless involve occasional purchases on an irregular basis, such as ammunition.

*Missiles:* Missiles for missile launch racks are expended when they are fired; replacements must be obtained for reloading purposes when the situation warrants. Basically, a missile is of the homing type, costing about Cr5000 each. Such missiles are committed to a specific target when fired, and after launch, home towards that target until either the missile or the target is destroyed. Other types of missiles are possible (for example, jump capable message torpedoes, or bombs for attacks against planetary surfaces), but such require either specific alterations to ordinary torpedoes, or location of an arms supplier who deals in such items. Specific attributes of such non-standard missiles are the realm of the referee.

*Sand:* The abrasive particles used in the sandcaster are of a special composition, combining prismatic crystals and ablative particles, which allows interference with laser beams and pulses, as well as inflicting minor damage on ships which it touches. Ordinary sand or particles are not considered to be an adequate substitute. Sand must be procured from arms merchants, generally pre-packed in a sandcaster canister, weighing about 50 kilograms. Base price for a canister of sand is set at Cr400.

**Page 35, Starship Encounters Table (correction):** Since naval bases can only be in systems with class A or B starports, the C and D starport columns of the table should have no entry for rolls of 14 or 15.

**Page 46, Trade and Commerce, Non-Agricultural world (correction):** The entry for Non-Agricultural world is incorrect; it should be: **Non-Agricultural:** atmos 3–, hydro 3–, popul 6+.

**Page 47, Trade and Speculation Table, Base Price (correction):** The base prices for the following items should be changed: Air/Raft, Cr600,000; All Terrain Vehicles, Cr30,000; Armored Vehicles, Cr70,000. The quantity for petrochemicals should be 6Dx5.

WORLDS AND ADVENTURES (Book 3, 1981 edition)

**Page 5, Gas Giants (clarification):** This section notes that refueling in this fashion (skimming from a gas giant) generally requires a week. This should be considered to include travel time to and from the gas giant. The actual skimming procedure requires eight hours.

**Page 12, World Generation Checklist, step 6D (correction):** While the World Creation section (p. 7) shows the Hydrographics formula as 2D–7+atmosphere, the checklist incorrectly shows the Hydrographics formula as 2D–7+size.

**Page 30, Animal Wounds (correction):** Contrary to the example in this section, the Weapons Range Matrix in Book 1 (page 47) shows teeth as inflicting 2D hits, not 1D. The example should be corrected to use 2D rather than 1D.

**Page 46, Psionic Ranges (addition):** Add Far Orbital to the list of ranges, with the following values in the table: 7, 5, –, 6.

THE TRAVELLER BOOK (201, 1982)

**Page 26, first column, Jack of All Trades (omission):** The last paragraph was dropped: "Jack of All Trades, however, is never sufficient for an individual to achieve standing in another skill. Use of the skill in medical situations does not imply medic skill. Use of the skill to pilot a ship in an emergency does not imply pilot skill."

**Page 27, second column, Ship's Boat (correction):** The DMs in the Referee section are misprinted. The corrected section should read, "Throw 10+ for the pinnace to escape on contact and avoid the attack; DM +2 based on the skill. Throw 8+ to avoid being hit by enemy fire if the escape attempt fails; DM *+2*, again based on the skill. Alternate these throws until either escape succeeds or the craft is hit."

**Page 35, Wounding and Death (clarification):** Wounds from a second combat should be tracked separately from those from an earlier combat (since they will heal at a different times), unless the characteristic goes to zero; if that happens, just use the newest injury for healing times.

**Page 35, Wounding and Death, third paragraph, First Blood (clarification):** The so-called first blood rule applies to the first wound a character receives in each combat. Entering a combat wounded from a previous combat does not make you immune to the first blood rule.

**Page 36, Wounding and Death, first paragraph (clarification and addition):** Characters who are wounded when a combat ends but never go unconscious (because no characteristic ever is reduced to zero) have their characteristics reset to halfway between the wounded and full strength values. The individual is considered to have sustained minor wounds. For example, a character with a strength of 8 who is wounded to a strength of 4 (and remains conscious throughout the combat) becomes strength 6 at the end of the combat and remains so until recovered; round fractions against the character. A return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest.

**Page 36, Wounding and Death, second paragraph (clarification and omission):** For unconscious characters with only one characteristic reduced to zero, a return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest. However, unconscious characters with two characteristics at zero, do not receive the halfway reset after regaining consciousness. In this case, the rule in this paragraph applies: "Their characteristics remain at the wounded level (or 1, whichever is higher). Recovery is dependent on medical attention (a medical facility and an individual with Medical-3 skill; recuperation to full strength without medical attention is not possible)." Such medical attention should require between 5 and 30 days (5D) to complete.

**Page 36, Effects of Characteristics (clarification):** The statement "wounds do not affect characteristics as they are used to influence blows, swings, or shots" applies only to a single combat. When a character is out of combat and has wounds applied, the resulting wounded levels do apply to any future combats after receiving such wounds. The intention of this rule was to not slow the game down during a combat to deal with such changes. The intention was not that already wounded characters could operate in future combats prior to recovery (or even treatment) as if they were uninjured.

**Page 37, second column, Morale (correction):** The point in time when a party must begin making morale throws should be 25%, not 20%.

**Page 43, first column, Folding Stocks (omission):** When a folding stock is folded, the weapon is less accurate (DM –1 at all ranges). When the stock is extended, there is no effect.

**Page 43, Special Considerations, Throwing Blades, second paragraph (correction):** The Strength characteristic requirement for throwing polearms is equal to triple the weight of the thrown weapon *in kilograms*.

**Page 43, Special Considerations, Weapon Length Effects (omission):** Polearms (spear, halberd and pike) and similar long weapons use the Short range modifier only on the first combat round at short range. Thereafter, use the Close range modifier (even if the actual range remains Short).

**Page 44, Weapons and Equipment, Automatic Pistol (correction):** The Advantageous Dexterity DM for Auto Pistols was misprinted as –1 instead of +1.

**Page 45, first column, Terrain DMs (correction and omission):** One row is missing, and one is misprinted. The correct entries are: Arctic, +2; City, –4.

**Page 46, Weapons and Range Matrix (corrections):** The modifier for Dagger at Short range should be –1 instead of +2. The modifier for Foil against Combat armor should be –6 instead of –8. Body Pistol should have a Wound Inflicted of 2D. Note that this is listed correctly on p. 25.

A footnote is missing for Ablat armor: Each time that laser fire hits ablat armor, it decreases the ablat's DM by 1.

**Page 48, Archaic Firearms (omission):** A section on Archaic Firearms in the 1981 edition of *Characters & Combat* was left out of *The Traveller Book*:

The guns shown previously are those available in interstellar societies and which travelers granted free choice might want to purchase. Firearms, however, are also available at lower tech levels in less developed forms. Adventurers on primitive worlds may encounter them, and may conceivably be required to use them. A few types of archaic firearms are given below. Prices are extremely variable.

*Hand Cannon* (5000 grams; TL 2): Literally a small, hand-held, muzzle-loading cannon, it takes 2 rounds to load with powder and a ball, and is fired by holding a flame to the touchhole. It fires as body pistol, but may not fire at close range.

*Flintlock Musket* (4000 grams, TL3): A long smoothbore weapon relying on sparks struck from a flint to ignite the powder. It requires 1 round to reload during which time the firer may not evade, and when fired may misfire (roll 4+ to avoid); if a misfire occurs, the weapon will not fire, but the firer may attempt to fire it in the next round. The musket fires as a carbine, but may not fire at very long range.

*Percussion Rifle* (4000 grams, TL4): A muzzle-loading rifle relying on an explosive cap to ignite the powder. Loading is the same as for a musket but there is no chance of a misfire. The weapon fires as a rifle.

*Muzzle-loading Pistol* (1500 grams, TL 3 or 4): A single-shot pistol, either flintlock or percussion (with the same loading characteristics as described above). It fires as a body pistol.

*Percussion Revolver* (1000 grams, TL 4): A six-shot revolver, with each chamber individually loaded with powder, ball, and a percussion cap. The gun may be reloaded in 8 rounds, or the cylinder may be detached and another, previously loaded cylinder may be put on in 2 rounds (cylinder weight: 300 grams). It fires as a revolver. All these weapons require that the owner also carry gunpowder and properly sized lead balls; percussion weapons also require a supply of percussion caps.

**Page 51, Starship Malfunctions, Drive Failure (correction):** The DM for being past the annual maintenance overhaul date is changed from +1 per week to +1 per month.

**Page 57, The Hull, first column, first paragraph (correction):** The last sentence is incorrect; it should read, "An 800-ton hull equipped with jump drive-K can produce jump-2."

**Page 58, Software List (omission):** The Library program was dropped off the list; it requires 1 space, and costs 0.3 MCr.

**Page 64, Scout/Courier (type S) (correction and omission):** Missing notation that this design uses a standard hull.

**Page 64, Free Trader (type A) (correction):** Missing notation that this design uses a standard hull. The fuel sentence should read, "Fuel tankage for 30 tons supports the *power plant* and one jump-1."

**Page 64, Subsidized Merchant (Type R) (correction and omission):** Missing notation that this design uses a standard hull. There is 15 tons reserved for drive upgrades, and 0.5 tons available in the main hull. The ship can only carry 9 low passengers, as there are only 9 low berths. The correct cost should be MCr 100.035 (after discount).

**Page 64-65, Subsidized Liner (type M) (correction and omission):** Missing notation that this design uses a standard hull. Part of the description is missing: Adjacent to the bridge is a computer Model/3. There are thirty staterooms and twenty low berths. There are 2 tons reserved for drive upgrades, and the correct cost should be MCr 245.97 (after discount).

**Pages 65, Yacht (type Y) (clarification and omission):** Missing notation that this design uses a standard hull, and 13 tons of cargo space. The yacht does not require a steward unless it is used in commercial service. Correct cost should be MCr 51.057 (after discount).

**Page 65, Mercenary Cruiser (type C) (correction and omission):** Missing notation that this design uses a custom hull. The description fails to mention that the eight turrets are triple turrets, and that eight tons has been reserved for fire control. The correct cost should be MCr 429.804 (after discount) and the ship takes 28 months to build.

**Page 66, Patrol Cruiser (type T) (correction and omission):** Pulse lasers are installed. 8 troops can be carried if the gunners and troops are at double occupancy. The correct cost is MCr 229.59 (after discount), and the ship takes 16 months to build.

**Page 66, Lab Ship (type L) (correction and omission):** Missing notation that this design uses a standard hull. Power plant should be D, and the fuel tankage 100 tons, which supports the power plant and one jump-2. The ship can carry 15 passengers (35 if double occupancy). Cargo capacity should only be 13 tons, but there is 7 tons of space reserved for drive upgrades. The cost of lab space is MCr 0.2 per ton. Correct cost is MCr 128.16 (after discount).

**Page 66, Safari Ship (type K) (correction and omission):** Missing notation that this design uses a custom hull. No steward or navigator is required as crew. The cost of the capture tanks is MCr 0.1 per ton. Correct cost is MCr 80.19 (after discount).

**Page 67, Building Custom Ships, Retrofitting Components (omission):** The following paragraphs were omitted from *The Traveller Book*:

*Computers:* Larger of smaller computer models may be installed or retrofitted to a starship, regardless of the model originally called for. In new construction, the different model is in lieu of the originally specified model; in retrofitting situations, the old model of computer can generally be traded in at 25% of original cost.

*Turrets:* Turrets may be installed after construction at hardpoints specified on the ship's hull. Previously installed turrets may be removed and replaced by turrets of different sizes. Because they are options, they may be added to, or deleted from, the specifications of standard design ships. Used turrets removed in the case of renovation or retrofitting may be sold for 25% of their original cost. Turrets are considered to be streamlined.

**Page 75, Starship Encounters Table (correction):** Since naval bases can only be in systems with class A or B starports, the C and D starport columns of the table should have no entry for rolls of 14 or 15.

**Page 76, Laser Fire, Pulse Lasers (omission):** Pulse lasers are less accurate but more powerful than beam lasers. A pulse laser fires with a DM of –1 to hit; however, if it hits the target suffers two damage rolls instead of one.

**Page 78, Special Considerations, Expendables (omission):** Details on expendables was dropped from *The Traveller Book*:

Certain materials for starship (and non-starship) operation are not considered to be routine operating expenses, but nevertheless involve occasional purchases on an irregular basis, such as ammunition.

*Missiles:* Missiles for missile launch racks are expended when they are fired; replacements must be obtained for reloading purposes when the situation warrants. Basically, a missile is of the homing type, costing Cr5600 each. Such missiles are committed to a specific target when fired, and after launch, home towards that target until either the missile or the target is destroyed. Other types of missiles are possible (for example, bombs for attacks against planetary surfaces), but such require either specific alterations to ordinary torpedoes, or location of an arms supplier who deals in such items. Specific attributes of such non-standard missiles are the realm of the referee.

*Sand:* The abrasive particles used in the sandcaster are of a special composition, combining prismatic crystals and ablative particles, which allows interference with laser beams and pulses, as well as inflicting minor damage on ships which it touches. Ordinary sand or particles are not considered to be an adequate substitute. Sand must be procured from arms merchants, generally pre-packed in a sandcaster canister, weighing about 50 kilograms. Base price for a canister of sand is set at Cr400.

**Page 80, Gas Giants (clarification):** This section notes that refueling in this fashion (skimming from a gas giant) generally requires a week. This contradicts p. 51, which notes that the procedure takes approximately eight hours. Assume that the discussion on page 80 includes system travel time to and from the gas giant, while page 51 describes specifically the skimming process.

**Page 85, World Generation Checklist, step 6D (correction):** While the World Creation section (p. 82) shows the Hydrographics formula as 2D–7+atmosphere, the checklist incorrectly shows the Hydrographics formula as 2D–7+size.

**Page 91, Animal Wounds (correction):** Contrary to the example in this section, the Weapons Range Matrix in Personal Combat (page 46) shows teeth as inflicting 2D hits, not 1D. The example should be corrected to use 2D rather than 1D.

**Page 100, Legal Encounters (correction):** The once per day throw for legal encounters should be Law Level or greater, not Law Level or less.

**Page 105, Trade and Speculation Table, Quantity (correction):** The quantity for petrochemicals should be 6Dx5.

**Page 105, Trade and Speculation DMs (correction):** The entry for Non-Agricultural world is incorrect; it should read, "*Non-Agricultural:* Atmosphere 3–, hydrographics 3–, population 6+."

**Page 115, Psionic Ranges (addition):** Add Far Orbital to the list of ranges, with the following values in the table: 7, 5, –, 6.

**Page 152, Regina Subsector data (correction):** Regina (0310) should have TL code of "C". Roup (0407) should have a TL code of "7". Yori (0510) should have a TL code of "A". Kinorb (0602) should have a TL code of "8".


**STARTER TRAVELLER** (251, 1983)
*Rules Booklet:*
**Page 15, first column, Jack of All Trades (omission):** The last paragraph was dropped: "Jack of All Trades, however, is never sufficient for an individual to achieve standing in another skill. Use of the skill in medical situations does not imply medic skill. Use of the skill to pilot a ship in an emergency does not imply pilot skill."

**Page 16, first column, Ship's Boat (correction):** The DMs in the Referee section are misprinted. The corrected section should read, "Throw 10+ for the pinnace to escape on contact and avoid the attack; DM *+2* based on the skill. Throw 8+ to avoid being hit by enemy fire if the escape attempt fails; DM *+2*, again based on the skill. Alternate these throws until either escape succeeds or the craft is hit."

**Page 21, Wounding and Death (clarification):** Wounds from a second combat should be tracked separately from those from an earlier combat (since they will heal at a different times), unless the characteristic goes to zero; if that happens, just use the newest injury for healing times.

**Page 21, Wounding and Death, first column, third paragraph, First Blood (clarification):** The so-called first blood rule applies to the first wound a character receives in each combat. Entering a combat wounded from a previous combat does not make you immune to the first blood rule.

**Page 21, Wounding and Death, second column (clarification and addition):** Characters who are wounded when a combat ends but never go unconscious (because no characteristic ever is reduced to zero) have their characteristics reset to halfway between the wounded and full strength values. The individual is considered to have sustained minor wounds. For example, a character with a strength of 8 who is wounded to a strength of 4 (and remains conscious throughout the combat) becomes strength 6 at the end of the combat and remains so until recovered. Round

fractions against the character. A return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest.

**Page 21, Wounding and Death, second column, first paragraph (clarification and omission):** For unconscious characters with only one characteristic reduced to zero, a return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest. However, unconscious characters with two characteristics at zero, do not receive the halfway reset after regaining consciousness. In this case, the rule in this paragraph applies: "Their characteristics remain at the wounded level (or 1, whichever is higher). Recovery is dependent on medical attention (a medical facility and an individual with Medical-3 skill; recuperation to full strength without medical attention is not possible)." Such medical attention should require between 5 and 30 days (5D) to complete.

**Page 21, Effects of Characteristics (clarification):** The statement "wounds do not affect characteristics as they are used to influence blows, swings, or shots" applies only to a single combat. When a character is out of combat and has wounds applied, the resulting wounded levels do apply to any future combats after receiving such wounds. The intention of this rule was to not slow the game down during a combat to deal with such changes. The intention was not that already wounded characters could operate in future combats prior to recovery (or even treatment) as if they were uninjured.

**Page 25, second column, Folding Stocks (omission):** When a folding stock is folded, the weapon is less accurate (DM –1 at all ranges). When the stock is extended, there is no effect.

**Page 26, Special Considerations, Weapon Length Effects (omission):** Polearms (spear, halberd and pike) and similar long weapons use the Short range modifier only on the first combat round at short range. Thereafter, use the Close range modifier (even if the actual range remains Short).

**Page 31, The Hull, first column, first paragraph (correction):** The last sentence is incorrect; it should read, "An 800-ton hull equipped with jump drive-K can produce jump-2."

**Page 35, Scout/Courier (type S) (correction and omission):** Missing notation that this design uses a standard hull. Correct cost should be MCr 29.43 (after discount).

**Page 35, Free Trader (type A) (correction):** Missing notation that this design uses a standard hull. The fuel sentence should read, "Fuel tankage for 30 tons supports the *power plant* and one jump-1."

**Page 35, Subsidized Merchant (Type R) (correction and omission):** Missing notation that this design uses a standard hull. There is 15 tons reserved for drive upgrades, and 0.5 tons available in the main hull. The correct cost should be MCr 100.035 (after discount).

**Page 35, Subsidized Liner (type M) (correction and omission):** Missing notation that this design uses a standard hull. There are 2 tons reserved for drive upgrades, and the correct cost should be MCr 245.97 (after discount).

**Pages 35-36, Yacht (type Y) (clarification and omission):** Missing notation that this design uses a standard hull, and 13 tons of cargo space. The yacht does not require a steward unless it is used in commercial service. Correct cost should be MCr 51.057 (after discount).

**Page 36, Mercenary Cruiser (type C) (correction and omission):** Missing notation that this design uses a custom hull. The correct cost should be MCr 429.804 (after discount) and the ship takes 28 months to build.

**Page 36-37, Patrol Cruiser (type T) (correction and omission):** Pulse lasers are installed. The correct cost is MCr 229.59 (after discount), and the ship takes 16 months to build.

**Page 37, Lab Ship (type L) (correction and omission):** Missing notation that this design uses a standard hull. Power plant should be D, and the fuel tankage 100 tons, which supports the power plant and one jump-2. The ship can carry 15 passengers (35 if double occupancy). Cargo capacity should only be 13 tons, but there is 7 tons of space reserved for drive upgrades. The cost of lab space is MCr 0.2 per ton. Correct cost is MCr 128.16 (after discount).

**Page 37, Safari Ship (type K) (correction and omission):** Missing notation that this design uses a custom hull. No steward or navigator is required as crew. The cost of the capture tanks is MCr 0.1 per ton. Correct cost is MCr 80.19 (after discount).

**Page 43, Gas Giants (clarification):** This section notes that refueling in this fashion (skimming from a gas giant) generally requires a week. This contradicts p. 29, which notes that the procedure takes approximately eight hours. Assume that the discussion on page 43 includes system travel time to and from the gas giant, while page 51 describes specifically the skimming process.

**Page 47, Animal Wounds (correction):** Contrary to the example in this section, the Weapons Range Matrix in *Rules and Charts* (page 6) shows teeth as inflicting 2D hits, not 1D. The example should be corrected to use 2D rather than 1D.

*Charts and Tables Booklet:*

**Page 4, Weapons and Equipment, Automatic Pistol (correction):** The Advantageous Dexterity DM for Auto Pistols was misprinted as –1 instead of +1.

**Page 6, Weapons and Range Matrix (corrections):** The modifier for Dagger at Short range should be –1 instead of +2. The modifier for Foil against Combat armor should be –6 instead of –8. Body Pistol should have a Wound Inflicted of 2D.

A footnote is missing for Ablat armor: Each time that laser fire hits ablat armor, it decreases the ablat's DM by 1.

**Page 7, Wounding and Death, Critical Hits (clarification):** The critical hits rule applies to the first wound a character receives in each combat. Entering a combat wounded from a previous combat does not make you immune to the critical hits rule. This is referred to as First Blood in the Rules Booklet.

**Page 7, Wounding and Death, Unconscious (clarification and addition):** Characters who are wounded when a combat ends but never go unconscious (because no characteristic ever is reduced to zero) have their characteristics reset to halfway between the wounded and full strength values. The individual is considered to have sustained minor wounds. For example, a character with a strength of 8 who is wounded to a strength of 4 (and remains conscious throughout the combat) becomes strength 6 at the end of the combat and remains so until recovered; round fractions against the character. A return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest.

**Page 7, Wounding and Death, Unconscious (clarification and omission):** For unconscious characters with only one characteristic reduced to zero, a return to full strength for the character requires medical attention (30 minutes with a medical kit and an individual with at least medical-1 skill) or three days of rest. However, unconscious characters with two characteristics at zero, do not receive the halfway reset after regaining consciousness. In this case, the rule in this paragraph applies: "Their characteristics remain at the wounded level (or 1, whichever is higher). Recovery is dependent on medical attention (a medical facility and an individual with Medical-3 skill; recuperation to full strength without medical attention is not possible)." Such medical attention should require between 5 and 30 days (5D) to complete.

**Page 10, Software List (omission):** The Library program was dropped off the list; it requires 1 space, and costs 0.3 MCr.

**Page 13, Starship Encounters Table (correction):** Since naval bases can only be in systems with class A or B starports, the C and D starport columns of the table should have no entry for rolls of 14 or 15.

**Page 15, World Generation Checklist, step 6D (correction):** While the World Creation section (rules booklet, p. 44) shows the Hydrographics formula as 2D–7+atmosphere, the checklist incorrectly shows the Hydrographics formula as 2D–7+size.

**Page 22, Trade and Speculation Table, Quantity (correction):** The quantity for petrochemicals should be 6Dx5.

**Page 22, Trade and Speculation DMs (correction):** The entry for Non-Agricultural world is incorrect; it should read, "*Non-Agricultural:* Atmosphere 3–, hydrographics 3–, population 6+."

**Page 24, Psionic Ranges (addition):** Add Far Orbital to the list of ranges, with the following values in the table: 7, 5, –, 6.


## AN INTRODUCTION TO TRAVELLER (322, Book 0, 1981)
No errata identified.


## MERCENARY (304, Book 4, 1979)
For mercenary characters, the articles Mercenary Character Generation Procedure Outline (*JTAS #3)* and Military Academy: An Option for Mercenary (*JTAS #10*) are very useful.

The corrections noted on page 43 apply as written to the 1977 edition books. These corrections are noted in the entries above. Note that the TL changes to Mesh and Cloth armor were handled differently in the 1981 edition and later rules sets.


## HIGH GUARD (308, Book 5, 1979 edition)
The Starship Construction and Space Combat chapters were *completely replaced* in the 1980 edition.


## HIGH GUARD (308, Book 5, 1980 edition)
In 1981, *Adventure 5 – Trillion Credit Squadron* was released. The "Rules and Rulings" section (p. 12–16) of *Trillion Credit Squadron* should be considered official changes to the *High Guard* rules. In addition, *JTAS #15* presented some optional rules for High Guard; the Crew Casualties, Powering Down and Evacuation rules from that article should be considered official and are presented below with modifications to cover other clarifications.

**Page 8, Service Skills, Shore Duty Life DMs (correction):** The numbers are reversed; the correct modifier is "+4 if O1".

**Page 25, Turret Weapons Table, Weight (clarification, correction and addition):** Eliminate the word "weight", simply use "Tons". Change the explanation to read: "Tons is the volume requirement of the turret containing the type of ordnance described, regardless of…"

**Page 26, Computer Models (clarification):** The "Ship" Column is poorly explained as "the ship requiring this computer as a minimum", which leads to the question: "Is a Model/1 computer required for all hulls from 0 to 699 tons, or for hulls from 600 to 999 tons?" In addition to the requirements from this table, the Computer rule on page 28 requires that all vessels 100 tons and over have a central computer, and that the computer model indicates what size jump the computer can control. Interpreting the table to allow for larger hull sizes at lower TLs gives us the following result:

| Minimum Computer Required | Tonnage Range | Code Range |
|---|---|---|
| None | 0 to 99 | 0 |
| Model/1 | 100 to 999 | 1-9 |
| Model/2 | 1000 to 3999 | A-C |
| Model/3 | 4000 to 9999 | D-J |
| Model/4 | 10,000 to 49,999 | K-N |
| Model/5 | 50,000 to 99,999 | P-Q |
| Model/6 | 100,000 to 999,999 | R-X |
| Model/7 | 1,000,000+ | Y |

This minimum computer requirement applies only to design and construction; should damage bring the effective computer factor below the minimum on this table, there are no additional ill effects – the vessel does not suffer the effects of the "Computer Destroyed" critical hit.

**Page 28, Powering Weapons, Shields, and Computers (correction):** Where the text uses the word "shields", it should read "screens".

**Page 28, Agility (clarification):** Any vessel using emergency agility cannot use any weapons (except sandcasters) or screens (except black globes). The published text led to missile-armed vessels designed to use emergency agility at all times, which was not intended.

**Page 28, Computers, CPU and Storage (clarification):** CPU and storage capacity are included for compatibility with the Book 2 rules for computer programming only. The Computer programming rules from Book 2 are not used in *High Guard* combat, and not recommended for use in situations involving more than a handful of vessels.

**Page 29, Armor (clarification):** The text reads, "The armor table indicates formulae for the computation of armor tonnage and cost, based on the factor selected." If no armor is selected, no tonnage is required. The Hull Armor table was not intended to apply when the Armor USP is zero.

**Page 29, Batteries (clarification):** The text is somewhat confusing. In order to use the HG Combat rules, all ships must organize their weapons into batteries. All weapons in a mixed turret must be organized as single weapon batteries, even if a mixed turret has more than one of the same weapon in it, and weapons in a mixed turret cannot be organized into batteries with weapons from other turrets (including other identical mixed turrets).

**Page 30, Bay Weapons (clarification):** When installing hardpoints and bays, the tonnage requirement per item is the minimum needed to allow its installation. That means, a ship from 100 to 199 tons is allowed one hardpoint and the minimum size ship in which a bay may be found is 1000. The rules for small craft mountings are the only exception to this and allow the fixed weapons of a small craft to be quantified for *High Guard* weapons battery classification.

**Page 32, Crew (clarification and addition):** In the present system, each USP factor of crew strength represents a power of ten crewmembers. A ship with a code of 3 has 1000 to 9999 men aboard; a code of 1 represents 10 to 99 men. Damage to the crew reduces the code, a rather unrealistic method. To improve the feel of the system, divide the crew into equal sections. A ship would have one section of crew for each 1000 tons of hull, rounded up to a whole number. Each section has an equal amount of crewmembers in it. The *Kinunir*, for example, is a 1250-ton vessel, with 36 crewmembers. The ship would have two sections (1250/1000=1.25 or 2), each with 18 members (36/2=18).

The frozen watch on a ship could replace sections of lost crew providing there are enough crew in cold sleep to replace an entire section. For example, if the *Kinunir* had a frozen watch with 30 crew, one section could be replaced, but the 12 remaining could not fill another section.

**Page 33, Crew, Medical Section (omission):** The paragraph about the Medical Section was dropped:

*Medical Section:* The ship should have one medical person for every 240 crew persons (including ship's troops) aboard. The medical section should have 30% officers, and 30% petty officers. Personnel are drawn from the medical branch.

**Page 34, Small Craft, Fuel (clarification and addition):** The formula given for fuel (one percent of ship tonnage multiplied by power plant factor) gives four weeks of fuel (28 days). Small craft may reduce the amount of fuel carried to one day (24 hours) or several days, but it may still not be less than one ton.

**Page 35, Small Craft Examples (correction):** The sample small craft are rebuilt here based on the *Book 2* designs, rather than the original odd sized designs.

**20-ton Launch**   GL-0202201-000000-00000-0   MCr7.02   20 tons
batteries                no weaponry installed                    TL=7.
Crew=1. Passengers=1. Cargo=12.4. Fuel=1. EP=0.4. Agility=2.

| Description | Tons | MCr | EPs | Crew | TL | Factor |
|---|---|---|---|---|---|---|
| Hull | +20.0 | 2.00 | | | | |
| Configuration | | 0.20 | | | | 2 (streamlined) |
| Maneuver Drive | -1.0 | 0.70 | | | 7 | 2 |
| Power Plant | -1.6 | 4.80 | +0.4 | | 7 | 2 |
| Power Plant Fuel | -1.0 | | | | | incl. scoops |
| Bridge | -4.0 | 0.10 | | 1 | | 2 couches |
| Totals | 12.4 | 7.80 | +0.4 | 1 | | Agility=2 |

**30-ton Ship's Boat**   QB-0206601-000000-00000-0   MCr19.98   30 tons
batteries                no weaponry installed                    TL=9.
Crew=1. Passengers=1. Cargo=11.7. Fuel=1.8. EP=1.8. Agility=6.

| Description | Tons | MCr | EPs | Crew | TL | Factor |
|---|---|---|---|---|---|---|
| Hull | +30.0 | 3.00 | | | | |
| Configuration | | 0.30 | | | | 2 (streamlined) |
| Maneuver Drive | -5.1 | 2.55 | | | 9 | 6 |
| Power Plant | -5.4 | 16.20 | +1.8 | | 9 | 6 |
| Power Plant Fuel | -1.8 | | | | | incl. scoops |
| Bridge | -6.0 | 0.15 | | 1 | | 2 couches |
| Totals | 11.7 | 22.20 | +1.8 | 1 | | Agility=6 |

**40-ton Pinnace**   KK-0105501-000000-00000-0   MCr23.22   40 tons
batteries                no weaponry installed                    TL=9.
Crew=1. Passengers=1. Cargo=18.4. Fuel=2. EP=2. Agility=5.

| Description | Tons | MCr | EPs | Crew | TL | Factor |
|---|---|---|---|---|---|---|
| Hull | +40.0 | 4.00 | | | | |
| Configuration | | 0.80 | | | | 1 (streamlined) |
| Maneuver Drive | -5.6 | 2.80 | | | 8 | 5 |
| Power Plant | -6.0 | 18.00 | +2.0 | | 9 | 5 |
| Power Plant Fuel | -2.0 | | | | | incl. scoops |
| Bridge | -8.0 | 0.20 | | 1 | | 2 couches |
| Totals | 18.4 | 25.80 | +2.0 | 1 | | Agility=5 |

**Page 36, Accommodations (correction):** The entry for Small Craft Staterooms is incorrect; from page 35, small craft staterooms require two tons and cost Cr100000.

**Page 36, Format (correction):** The correct USP for the *Kinunir* is:

BC-9514 *Kinunir*   BC-A2447G2-000410-50203-0   MCr1200.4597   1250 tons
batteries bearing                    2 2 2                    Crew=39
batteries                    2 2 2                    TL=15.
Jump Capsules=15. Cargo=43. Fuel=587.5. EP=87.5. Agility=1. Marines=35.

**Page 38, Starship Combat, Powering Down (clarification and addition):** Ships in non-combat situations can be "powered down" to reduce the fuel consumption of the ship's power plant. The minimum level of power plant is one, which is enough to power the life support systems and maintain maneuver drive-1, jump drive-1, etc. No energy-using weapons may be used in a powered down condition. Under normal circumstances, a ship's power plant uses a week's

fuel while in jumpspace. However, the power plant could be powered down to a factor equal to the jump being performed during that week. Ships which spend an entire 4-week period in a powered down state reduce the fuel consumption of the power plant to the powered down level.

If a ship is caught by an enemy in a powered down state, the crew may attempt to bring the power plant up to full blast. One turn is required for each level of power plant to be restored. No energy-using weapons or screens may be operated during this "stoking-up" period, and the maximum agility is reduced to one (including emergency agility).

**Page 38, Battle Formation Step, Launch and Recovery (clarification):** Referees and players should agree on allowing carried craft to start a combat already launched or if they must be launched once combat has started.

**Page 39, Initiative Determination Step (clarification and addition):** The rules say to use 2D unless otherwise specified; however, 1D is better for the initiative roll step in combat. Only count vessels 100 tons or greater for determining fleet size for initiative. Fighters and ship's boats are small craft and are not counted when determining initiative DMs.

**Page 39, Pre-Combat Decision Step, Breaking Off, Jumping (clarification):** The ship's jump drive, power plant, bridge and computer must be capable of supporting the jump being attempted at the time the jump should take place, and the ship must have sufficient fuel for the jump, or the jump does not happen.

**Page 39, Pre-Combat Decision Step, Emergency Agility (clarification):** Any vessel using emergency agility cannot use any weapons (except sandcasters) or screens (except black globes). The published text led to missile-armed vessels designed to use emergency agility at all times, which was not intended.

**Page 42, The Black Globe, Jump Capacitors (clarification and addition):** All jump-capable vessels have capacitors, not just ships with black globes; details for purchasing additional capacitors are already in the rules. Note that only ships with black globes can purchase additional capacitors.

Energy passes to the jump capacitors (during a combat round) either by the rules for Breaking Off by Jumping or by the rules for black globes absorbing energy. Once energy is in the jump capacitors, it can be used in only two ways: by the rules for Breaking off by Jumping or disposed of through the power plant (as explained in the Black Globes rule). Energy disposed of through a ship's power plant is not actually used to power the ship; it is eliminated. Capacitors cannot be used to power the ship if the power plant has been disabled; in fact, if the power plant has been disabled, energy in the capacitors cannot be disposed of through the power plant. Of course, if the jump drive has been disabled, the capacitors (including any additional purchased) are disabled as well, and any energy in the capacitors is lost.

Damage to either the jump drive or the power plant does not affect the energy in the capacitors – no matter how much energy was in the jump capacitors when the jump drive was damaged, that damage does not go into the capacitors or cause them to overload.

**Page 44, Damage Control and Repair, Evacuation (clarification and addition):** Crew on ships that are doomed for some reason or another may abandon ship. For each ship's vehicle capable of space flight, roll two dice and multiply by 10. The result is the percentage of the vehicle's passenger capacity that is occupied upon evacuation. Lifeboats have a DM +2 on this roll, due to easy accessibility. Note that an evacuating craft may be overloaded and the life support systems may suffer. Crew remaining aboard after all of the small craft have departed may escape in vacc suits. Roll 2D and multiply by ten for the percentage that escape out of those remaining (results over 100% are considered to be equal to 100%).

**Page 45, Missile Attack Table (omission):** The list of modifiers says that energy weapons are not allowed at long range. This does not prohibit their use for missile battery defense, however. Remember, the +2 DM for their penetration is for attack; for defense against incoming missiles, they are the same as lasers.

**Page 48, Critical Hit Table (clarification and addition):** Because of the change in how crew sections are handled (page 32), the Crew-1 critical hit is practically worthless. Replace the "Crew-1" critical with "Crew -50%".

This critical hit eliminates 50% of the remaining Crew sections aboard the ship. Upon reduction of the crew factor to below 50% of its initial level, the ship may no longer fire its weapons or attempt repair, although it may use its passive defenses, maneuver, or jump. This result does not affect the frozen watch or ship's troops.

**Page 49, Damage Results, Crew-n (clarification and addition):** Because of the change in how crew sections are handled (page 32), crew damage results must also change.

**Crew-n:** The USP crew factor is reduced by n sections. Upon reduction of the crew factor to below 50% of its initial level, the ship may no longer fire its weapons or attempt repair, although it may use its passive defenses, maneuver, or jump. This result does not affect the frozen watch or ship's troops.

**Page 49, Damage Results, Computer-n (clarification):** The only affect that a fibre-optic backup has is to negate Computer-n results from the Radiation Damage Table. Such results from the Interior Explosions Damage Table, or the Computer Destroyed result from the Critical Hit table, still apply, even if the roll for the Critical Hit was from a result on the Radiation Damage table.

**Page 49, Damage Results, Fuel-n (clarification):** The percentage of fuel loss is based on the original, unda-maged tank size, even if the tanks are only partially full; the 10-ton minimum still applies. The actual physical tank is not damaged or reduced – only the amount of carried fuel is reduced. Should this result in all fuel being lost, until the tanks

are refueled, all weapons (including missiles and sandcasters) and screens are inoperative, and the vessel's computer, maneuver and power plant factors are considered zero.

**Page 49, Damage Results, Fuel Tanks Shattered (clarification):** The text reads, "No ship systems requiring energy points may operate". The result is that all weapons (including missiles and sandcasters) and screens are inoperative, and the vessel's computer, maneuver, power plant, jump and agility factors are considered zero.

**Page 49, Damage Results, Maneuver-n (clarification):** Remember that from the Agility rule (page 28), a ship's agility factor may never exceed its maneuver drive rating.

**Page 49, Damage Results, Power-n (clarification):** Remember that from the Agility rule (page 28), for each power plant hit received in combat (cumulative) the ship's agility factor is reduced by one. Remember that from the Drive rule (page 22), a vessel's effective maneuver and jump factors cannot be higher than its power plant factor. If a vessel's power plant factor is reduced to zero, all weapons (including missiles and sandcasters) and screens are inoperative, and the vessel's computer, maneuver, jump and agility factors are considered zero.

**Page 49, Damage Results, Power Plant Disabled (clarification):** This reduces a vessel's power plant factor to zero; all weapons (including missiles and sandcasters) and screens are inoperative, and the vessel's computer, maneuver, jump and agility factors are considered zero.

**Page 49, Damage Results, Weapon-n (clarification):** Regardless of n, the loss is a single battery, unless there is only one battery of that weapon type remaining, in which case the USP factor of the battery is reduced by n.

<span style="color:red">**Page 50, CE-13768 Unicorn (review):** The Close Escort design (and the gig carried aboard) need to be verified against *High Guard '80*.</span>

**Page 51, Battle Cruiser *Kinunir* (correction and clarification):** The design of the *Kinunir* is corrected below to match the description from Adventure 1. Note the addition of the jump capsule launchers; the details of the jump capsule launchers and capsules are from *Striker* (Advanced Rules, page 43).

| Description | Tons | MCr | EPs | Crew | TL | Factor |
|---|---|---|---|---|---|---|
| Hull | +1250.00 | 125.0000 | | 3 | | A |
| Configuration | | 12.5000 | | | | 2 (streamlined) |
| Jump Drive | -62.50 | 250.0000 | | | 13 | 4 |
| Maneuver Drive | -137.50 | 68.7500 | | | 8 | 4 |
| Power Plant | -87.50 | 262.5000 | +87.5 | | 15 | 7 |
| Jump Fuel | -500.00 | | | 3 | | jump-4 x1 |
| Power Plant Fuel | -87.50 | | | | | four weeks |
| Fuel Scoops | | 1.2500 | | | | |
| Fuel Purification Plant | -8.81 | 0.0881 | | | | |
| Bridge | -25.00 | 6.2500 | | 10 | | |
| Computer | -18.00 | 100.0000 | -7.0 | | 13 | G (Model/7fib) |
| Nuclear Damper | -8.00 | 30.0000 | -40.0 | 4 | 14 | 4 |
| Black Globe Generator | -10.00 | 400.0000 | | 4 | 15 | 1 |
| 8x Dual BLaser Turrets | -8.00 | 16.0000 | -16.0 | 4 | 13 | 5 x2 |
| 2x Particle Accel Turrets | -6.00 | 6.0000 | -10.0 | 3 | 15 | 2 x2 |
| 2x Triple Missile Turrets | -2.00 | 4.5000 | | 3 | 13 | 3 x2 |
| 3x 4-ton Air/Rafts | -12.00 | 1.8000 | | 1 | 8 | |
| 10-ton Grav APC | -10.00 | 9.3000 | | | 9 | |
| 40-ton Pinnace | -52.00 | 18.9000 | | 4 | 9 | |
| Single Staterooms | -28.00 | 3.5000 | | | | 6+1 marine |
| Double Staterooms | -134.00 | 16.7500 | | | | 33+34 marines |
| 5x Jump Capsule Launchers | -10.00 | 0.0060 | | | | +10 ready storage |
| 15 High Survivability Capsules | | 0.7500 | | | | |
| Totals | 43.19 | 1333.8441 | +14.5 | 39 | 15 | Agility=1 |

**Page 52, BC-9514 Kinunir (correction):** The correct USP is shown above, in the page 36 format correction.

**Page 52, KT-9514.1 Pinnace (correction):** The originally detailed pinnace does not match the pinnace carried on the Kinunir in Adventure 1, which is a modified standard pinnace. Below are the corrected details.

**40-ton Pinnace**  KK-0105501-000000-20000-0  MCr18.9  40 tons
batteries 1 TL=13.
Crew=2. Passengers=8. Cargo=15.4. Fuel=2. EP=2. Agility=2.

| Description | Tons | MCr | EPs | Crew | TL | Factor |
|---|---|---|---|---|---|---|
| Hull | +40.0 | 4.0 | | | | |
| Configuration | | 0.8 | | | | 1 (streamlined) |
| Maneuver Drive | -5.6 | 2.8 | | | 8 | 5 |
| Power Plant | -4.0 | 12.0 | +2.0 | | 13 | 5 |
| Power Plant Fuel | -2.0 | | | | | incl. scoops |
| Bridge | -8.0 | 0.2 | | 1 | | 2 couches |
| 1x BLaser | -1.0 | 1.0 | -1.0 | 1 | 13 | 2 x1 |
| Accommodations | -4.0 | 0.2 | | | | 8 couches |
| Totals | 15.4 | 21.0 | +1.0 | 2 | 13 | Agility=2 |

**SCOUTS** (337, Book 6, 1983)

Some errata was included in the second printing. The specific changes are shown in *italic* type.

**Page 14, Scout Skill Tables, Special or War Mission (correction):** Die roll result 1 should be *Hunting* (replacing Equestrian in this one instance).

**Page 24, Continuation Star System Generation Checklist (corrections):** Paragraph 12.C should read, "If outer zone, *DM −4*"; paragraph 12.D should read, "Hydrographics: 2D−7+*atmosphere*. If inner zone, then 0; if outer zone, *DM −2*"; paragraph 12.E should read, "If outer zone, *DM −3*"; paragraph 14.E should read, "*if size 4−, DM −2*".

**Page 25, Basic Star System Generation Checklist, step 5D (correction):** Paragraph 5.D should read, "Main world hydrographics: 2D−7+*atmosphere*".

**Page 28, System Features table (correction):** Change the Primary Type result for a 10 to "G". Change all Primary Size results of VI and D to V. Change the Companion Size results 5-11 to "V".

Under Primary Star Type and Size, if a mainworld has already been created, and has an atmosphere of 4-9 or population 8+, the modifier should be +5.

**Page 28, Planetary Orbits table (correction):** The first heading column should read "*million km*" rather than "000 km".

**Page 33, Expanded Star System Generation Checklist (corrections):** Paragraph 4.C should read, "If outer zone, *DM −4*"; paragraph 4.D should read, "Hydrographics: 2D−7+*atmosphere*". If inner zone, then 0; if outer zone, *DM −2*; paragraph 6.D should read Hydrographics: 2D−7+satellite *atmosphere*. If inner zone, then 0; if outer zone, *DM −2*; paragraph 6.E should include: *if size 4−, DM −2*.

**Page 35, World Generation, World Size (correction):** This should read, "if orbit 2, *DM −2*".

**Page 36, World Generation, Hydrographics, p. 36 (correction):** This should read, "Determine hydrographics with 2D−7+*atmosphere*".

**Page 37, Satellite Generation, Atmosphere (correction):** This should read. "*If the world is at least two orbits beyond the habitable zone, throw 2D for 12 exactly and if successful, atmosphere type is A*".

**Page 37, Satellite Generation, Hydrographics (correction):** This should read, "Determine the percentage of water on the surface of the satellite with 2D−7+satellite *atmosphere. If inner zone, then 0*; if *size 0−, then 0*".

**Page 37, Satellite Generation, Population (correction):** This should read, "If inner zone, *DM −5*. If outer zone, *DM −4*".

**Page 43, Planetary Data, World Volume (correction):** The formula should read $V = (R/8)^3$.

**Page 43, Planetary Data, World Mass (correction):** The formula should read $M=K(R/8)^3$.

**Page 46, Formulae for Orbital Period and Distance (correction):** Should have the following formulae:

$$P= (D^3/M)^{.5} \qquad D= (MP^2)^{.33}$$

**Page 47, first column, Criteria for Orbit Zones (correction):** The temperatures are in *degrees C*, not K.

**Page 47, second column, Formulae for World Temperature and Distance (correction):** Replace the formula for D with $D= L^{.5}(KG(1-A)/T)^2$.

**Page 48, first column, Axial Tilt (correction):** Change references to Temperature to *Luminosity* and references to world temperature to *stellar luminosity*. See the correction for page 50 for instructions.

**Page 48, second column, Eccentricity (correction):** Change references to Temperature Change to *Luminosity Change*. Remove decimal points in the table. See the correction for page 50 for instructions.

**Page 50, Axial Tilt, second paragraph (correction):** Replace the second paragraph with the following: The axial tilt table indicates the percent *luminosity change for the local star for the purpose of world temperature calculation. Average summer and winter temperature can be calculated by recomputing local temperature using revised luminosity.*

**Page 50, Orbital Eccentricity Effects, second paragraph (correction):** Replace the second paragraph with the following: The eccentricity table shows percent *luminosity change for the star* when the planet is at apastron (farthest from the star) and at periastron (closest to the star).

## MERCHANT PRINCE (343, Book 7, 1985)

**Page 21, Re-Enlistment and Mustering-Out, Ships (omission):** Contrary to what is stated, Free Traders, Far Traders, and Fat Traders are not described more fully later in this book.

**Page 26, Service Skills, Free Trader Business (correction):** Change the die roll 5 entry from Steward to Pilot. With this change, a Free Trader can now acquire Pilot skill.

## ROBOTS (344, Book 8, 1986)

Due to the date of its release, *Robots* shares much in common with the upcoming *MegaTraveller* release rather than Classic **Traveller**. Classic **Traveller** fans may find the system published in *JTAS #2 – 4* (and reprinted in *Best of JTAS #1*) more to their interest. Note that the Best of version includes some notes added after the original articles were published, but it is also missing the design checklist from *JTAS #3* for the system. The robots appearing in Adventure #2, Research Station Gamma, use the *JTAS* robot rules.

**Page 26, Wheels, Suspension (correction):** Wheels require at least *1.5%* of chassis volume.

**Page 26, Tracks, Suspension (correction):** Tracks require at least *2.0%* of chassis volume.

**Page 27, Locomotion: Suspensions (Grav, Air Cushion) (omission):** URP C available at TL 7, URP D available at TL 9, URP E available at TL 10, URP F available at TL 12. Note that the values shown are for one unit of each suspension type (i.e. these are the minimum values).

**Page 27, Locomotion: Transmissions (Legs, Tracks, Wheels) (omission):** Note the power requirements: each leg, 40kW; track, 30kW, wheels, 20kW. Each unit is per kW of power plant output.

**Page 28, Appendage Table, Tech Levels (omission):** The tech levels were left off the table. Note that touch sensors are already built into all arms and tentacles. The weight listed on the table should be used for volume as well.

| Type | TL |
|---|---|
| Arm, very light | 8 |
| Arm, light | 7 |
| Arm, medium | 6 |
| Arm, heavy | 5 |
| Tentacle, very light | 12 |
| Tentacle, light | 12 |
| Tentacle, medium | 11 |
| Tentacle, heavy | 10 |

## 1001 CHARACTERS (303, Supplement 1, 1978)

No errata identified. These characters were created with the 1977 edition of the Character Creation rules.

## ANIMAL ENCOUNTERS (305, Supplement 2, 1979)

No errata identified. These encounters were designed using the 1977 edition of the Animal Encounter rules.

## THE SPINWARD MARCHES (309, Supplement 3, 1979)

When reviewing the validity of UWP information for Supplement 3, it is important to remember that the data for this book is for the year 1105. The data in *Spinward Marches Campaign* is similar, but reflects year 1112, after the Fifth Frontier War, and there are differences.

**Page 4, Chronor Subsector data (correction):** Reno (0102) should have a hydrographics code of "0". Cronor (0304) should be spelled Chronor; Chronor is the older, Imperial spelling, and Cronor is the modern, Zhodani-style spelling. Chronor should have a government code of "A" and a law level of "5".

**Page 6, Querion Subsector data (correction):** Xhosa (0105) should have a hydrographics code of "5". Rushu (0205) should have a hydrographics code of "6", a government code of "7", and a notation as a Vargr world. Terra Nova

(0501) should have a TL code of "9". Winston (0610), Entrope (0710) and Anselhome (0810) should all have semicolons instead of commas. While the Imperium may recognize the Darrian claim to these worlds, in 1105, the Sword Worlds are in physical possession of the systems.

**Page 8, Darrian subsector data (correction):** Stern-Stern (0203) should have a government code of "5". 886-945 (0210) should have an atmosphere code of "3" and a hydrographics code of "3". Nonym (0301) should have a government code of "9". Zamine (0401) should have a starport code of "C". Mire (0507) should have a TL code of "C". Terant 340 (0602) should have a government code of "A". Jacent (0604) should have a population code of "7". 494-908 (0605) should have a hydrographics code of "3".

**Page 10, Five Sisters subsector data (correction):** 769-422 (0210) should have a TL code of "8". Candory (0306) should have a TL code of "8". Wonderay (0310) should have a TL code of "4". 875-496 (0804) should have a TL code of "7".

**Page 12, Jewell Subsector data (correction):** Esalin (0204) should have a period, not a colon; the Zhodani and the Imperium has declared Esalin neutral (as indicated in the Jewell subsector notes on page 12). Chwistyoch (0104), Clan (0303) and Farreach (0602) should all have base codes of "Z", not "2". Utoland (0409) should have a period, as it is not within the Imperium. Zircon (0310) should have a hydrographics code of "2". Mongo (0404) should have a hydrographics code of "8". 871-438 (0710) should have an atmosphere code of "2" and a hydrographics code of "2". According to *Adventure 6, Expedition to Zhodane*, Zircon (0310) and Utoland (0409) are both owned by Arden (in Vilis subsector). Although Utoland (0409) is not an Imperial world, it does have an Imperial Scout base.

**Page 14, Vilis Subsector data (correction):** Caloran (0101) should have a starport code of "C". Vilis (0309) should have a government code of "4". Ficant (0607) should have a government code of "5".

**Page 16, The Sword Worlds data (correction):** Enos (0310) does not have an Imperial Scout base; the base code should be empty. Gram (0403) should have a TL code of "C". Sacnoth (0505) should have a starport code of "A". Dyrnwyn (0702) should have a population code of "8". Durendal (0703) should have a population code of "7". Hofud (0704) should have a population code of "8". Sting (0705) should have a population code of "7".

**Page 17, The Sword Worlds map (correction):** The world symbol for Tyrfing (0504) is missing.

**Page 18, District 268 data (omission and correction):** Asteltine (0101) is a Desert World. Kwai Ching (0210) should have a TL code of "A", and have the Non-agricultural trade code; by modern (2000+) spelling standards, this world should be spelled "Kuai Qing". Bowman (0302) should have the Non-industrial trade code. Datrillian (0501) should have a hydrographics code of "7". Tarkine (0604) should have the Non-industrial trade code. Dallia (0605) should have an atmosphere code of "8". Trade code changes are from *Adventure 10, Safari Ship*.

**Page 20, Regina Subsector data (correction):** Regina (0310) should have TL code of "C". Roup (0407) should have a TL code of "7". Yori (0510) should have a TL code of "A". Kinorb (0602) should have a TL code of "8".

**Page 21, Regina Subsector map (correction):** Alell (0106) is not labeled on the map.

**Page 22, Lanth Subsector data (correction):** Victoria (0207) should have a law level of "2" and a TL code of "2". Dinomn (0302) should have a TL code of "9". D'Ganzio (0310) should have a hydrographics code of "0". Wypoc (0401) should have a TL code of "8". Quopist (0605) should have a hydrographics code of "0".Keanou (0801) should have a hydrographics code of "2". Vreibefger (0805) should have a TL code of "3". La'Belle (0806) should have a TL code of "4".

**Page 24, Lunion Subsector data (correction):** Tenalphi (0206) should have a population code of "7" and a government code of "2".

**Page 26, Glisten Subsector data (correction):** Grote (0101) should have a TL code of "B". Sorel (0507) should have a TL code of "2". Marastan (0601) should have a LL code of "2". Ffudn (0704) should have a TL code of "C".

**Page 28, Aramis Subsector data (correction):** From *The Traveller Adventure*, Yebab (0602) should have a Law Level of "B".

**Page 30, Rhylanor Subsector data (correction):** Gileden (0104) should have a TL of "6". Porozlo (0305) should have a TL code of "B". Celepina (0503) should have a TL code of "9". 457-973 (0609) should have a population code of "7", a government code of "7", and a law level of "6".

**Page 32, Mora Subsector data (correction):** Byret (0103) should have a TL code of "6". Pedase (0410) should have a TL code of "7".

**Page 34, Trin's Veil Subsector data (correction):** Raydrad (0503) should have a hydrographics code of "4". Youghal (0609) should have a hydrographics code of "5".

**Page 40, Base Explanations (omission):** The base code of "2" was not explained in the book; it means both an Imperial Naval Base ("N") and an Imperial Scout Base ("S") are present. In later **Classic Traveller** publications, a base code of "A" is used to represent this combination.

**CITIZENS OF THE IMPERIUM** (310, Supplement 4, 1979)

**Page 9, Acquired Skills Table, Advanced Education (omission):** Advanced Education Table, die roll result 6 under Rogue, should be *Tactics* (replacing Ship Tactics).

**Pages 14-15, Ships (clarification):** The Safari Ship (type K) and Lab Ship (type L) are revised for the 1981 edition in *The Traveller Book* and *Starter Traveller* (with errata above as appropriate).

**Page 15, Corsair (type P) (clarification and omission):** Missing notation that this design uses a custom hull. The actual cost of the Corsair as described (without the special features) should be MCr124.9 before fees.

**Page 15, Seeker (type J) (clarification and correction):** From *Traders and Gunboats*, the base price for a surplus scout/courier would be MCr 17, and conversion costs for the seeker are MCr 7.59, making the approximate cost of a seeker MCr 24.59.

**LIGHTNING CLASS CRUISERS** (818, Supplement 5, 1980)

No errata identified.

<span style="color:red">**Pages 12-13, High Guard Statistics (review):** All of the Azhanti class designs and conversions (and carried craft) need to be verified against *High Guard '80*.</span>

**76 PATRONS** (315, Supplement 6, 1980)

No errata identified.

**TRADERS AND GUNBOATS** (318, Supplement 7, 1980)

**Page 6, Sliding Doors, second paragraph (correction):** Replace the text "generally 10 strength points or more applied; pry bar allows DM +4" with "throw strength or less to open, DM -4 if a pry bar is used".

**Page 9, Xboat Deck Plans (correction and clarification):** Under Dimensions, it should read "12 meter hemisphere with 16 meter truncated cone rear tail. Overall length 22 meters." Under Range, "One jump-4. Ten days endurance." Under Electronics, the computer is a Model/4, not a Model/1bis. Under Cargo, "One ton. One passenger possible with double occupancy."

**Page 10, Express Boat (type X) (correction, omission and clarification):** The Xboat has a custom hull, model B jump drive and power plant, giving jump-4 capability but no maneuver. Fuel tankage is 54 tons, enough for a single jump-4 and ten days of operation. The ship has one stateroom for the single crew member; one passenger can be carried at double occupancy. The cost is MCr 78.3 including discounts. *Under strict Book 2 (1981) rules, no 100-ton design capable of jump-4 is possible; this errata covers all requirements of the design, but comes in at 105 tons*.

**Page 11, Express Boat Tender (type XT) (correction):** The cargo bay should be 85 tons, not 60 tons.

**Page 15-16, Scout/Courier (type S) (correction and omission):** The design matches the 1981 rules, including missing the notation that this design uses a standard hull. Correct cost should be MCr 29.43 (after discount).

**Page 17, Scout/Courier Deck Plans (correction):** Under dimensions, it should read 28.5m, not 24m.

**Page 19, Subsidized Merchant (Type R) (correction and omission):** Missing notation that this design uses a standard hull. There is 15 tons reserved for drive upgrades, and 0.5 tons available in the main hull. The listed cost is correct. However, the presented design has a fuel purification plant. This might take up the 15 tons in the engineering space, but should cost something?

**Pages 23-26, Far Trader (type A2) (correction and omission):** Missing notation that this design uses a custom hull. The Far Trader is capable of 2-G acceleration, the fuel tankage should be 60 tons, the standard design does not come with turrets or armament of any kind, the cargo bay is 46 tons, and the cost is MCr69.3 (including 10% discount for quantity production). The deckplan notes should have the jump governor, and any references to armament removed. On the A1 variant, the cargo capacity is 76 tons.

**Page 27, Seeker (type J) (correction):** Replace the sentence starting "The dual turret is…" with "A mining laser is installed in a single turret. The mining laser can function as a pulse laser minus 1 in combat situations." The cargo bay is reduced from three tons to one ton.

<span style="color:red">**Pages 46-47, High Guard Statistics (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.</span>

**LIBRARY DATA (A-M)** (320, Supplement 8, 1981)

No errata identified.

**FIGHTING SHIPS** (324, Supplement 9, 1981)

The following corrections are based on the starship and small craft design rules in *High Guard*, 2nd edition.

**Pages 11-44, High Guard Statistics (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.

**Page 14,** *Chrysanthemum*-**class Destroyer Escort (correction):** The USP should be corrected to swap the meson gun and particle accelerator fields.

**Page 17,** *Gazelle*-**class Close Escort (correction):** According to *High Guard* rules (and Book 2 rules), a 300 ton ship can only have 3 hardpoints.

**Page 19,** *Kinunir*-**class Colonial Cruiser (correction):** The USP should be corrected to match the Kinunir in the *High Guard* errata above.

**Page 22, Jump Ship (correction):** The Jump Ship has 300EP, not 3000.

**Page 24, Troop Transport (correction):** The Troop Transport cost is MCr15.20 standard, MCr12.16 in quantity.

**Page 25, System Defense Boat (correction):** The USP should be corrected to swap the beam laser and missile fields. Factors for the weaponry portion of the USP should be 40003 instead of 30004. Also, there are no rules in *High Guard* for missile magazines (as listed in the USP).

**Page 26, Heavy Fighter (correction):** The Heavy Fighter cost is MCr130.50 standard, MCr104.40 in quantity.

**Page 27, Gig (correction):** The Gig cost is MCr9.80 standard, MCr7.84 in quantity.

**Page 28,** *Gionetti*-**class Light Cruiser (correction):** According to *High Guard* rules, the Light Cruiser with a 1000 ton spinal mount and a single 100 ton bay can only have 280 hardpoints.

**Page 29,** *Arakoine*-**class Strike Cruiser (correction):** The USP should be corrected to show sandcaster batteries bearing as "G" instead of "J".

**Page 31,** *Azhanti High Lightning*-**class Frontier Cruiser (correction):** The Frontier Cruiser described is actually the Fleet Intruder variant of the *Azhanti High Lightning* class, not the Frontier Cruiser variant, as defined in Supplement 5, *Lightning Class Cruisers*. In that source, the FI carries 60 fighters, not 80. As defined here, the ship can only have 330 hardpoints and the beam laser batteries bearing should be "F" instead of "G".

**Page 32,** *Atlantic*-**class Heavy Cruiser (correction):** The Heavy Cruiser can only have 370 hardpoints.

**Page 34,** *Skimkish*-**class Light Carrier (correction):** The USP should have factor-9 beam lasers, 5 batteries, 5 batteries bearing, instead of factor-7, 10 batteries, and 9 batteries bearing.

**Page 35,** *Wind*-**class Striker Carrier (correction):** The USP should be corrected to show the meson gun factor as "E" instead of "J". In the description, under Hardpoints, there are 32 50-ton bays, not 33.

**Page 38,** *Tigress*-**class Dreadnaught (correction):** The fuel should be 240,000 tons, not 190,000. The USP jump factor should be "4" instead of "3. In the description, under Defenses, replace "repulsor bays" with "100-ton repulsor bays".

**Page 40,** *Plankwell*-**class Dreadnaught (correction):** In the description, the first paragraph under Comments refers to the Tigress class (page 38) as having an "extensive troop complement". In fact, the Tigress class has no troops.

**Page 42, Kokirrak-class Dreadnaught (correction):** The fuel of 80,000 tons and the USP jump factor of "3" corresponds to a jump drive of "3". In the description, under Performance, change "Jump-4" to "Jump-3".

**Page 44,** *Empress Troyhune*-**class Planetoid Monitor (correction):** The Planetoid Monitor USP should be corrected to show the computer factor as "J" instead of "G". The sandcaster factor should be "6" instead of "4" and the total batteries should be "W" instead of "Z". The fusion gun factor should be "6" instead of "5". The missile factor should be "4" instead of "7" and the total batteries should be "W" instead of "Z".


**THE SOLOMANI RIM** (329, Supplement 10, 1982)

**Page 8, Ultima Subsector data (omission):** Rilke (0604) is a Water World.

**Page 10, Suleiman Subsector data (omission):** Poseidon (0110) is a Water World. Quaver (0310) should have the Non-Agricultural trade code. Rimmon (0506) should have the Non-Industrial and Poor trade codes.

**Page 12, Concord Subsector data (correction and omission):** Nuugashur should be at 0310, and Hiroshi at 0401, as shown on the map. Shazam (0105) is Ice-Capped. Mekashish (0107) should have the Agricultural trade code, not the Non-Agricultural trade code. Aspidistra (0309) and Cambria (0807) should both have the Non-Agricultural trade code. Xiwa (0808) should have the Vacuum World trade code.

**Page 14, Harlequin Subsector data (omission):** Opar (0802) is a Water World.

**Page 16, Alderamin Subsector data (omission):** Seym (0309) should have the Industrial trade code. Arukhur (0508) is a Vacuum World. Ippuraash (0708) should have the Non-Agricultural trade code. Weipu (0709) should have the Non-Industrial and Poor trade codes.

**Page 18, Esperance Subsector data (omission):** Fafhrd (0102) is a Desert World, and should have the Poor trade code. Boskone (0404) is an Asteroid Belt. Boqueron (0501) should have the Non-Agricultural trade code and Hieronymus (0506) should have the Non-Industrial and Poor trade codes.

**Page 20, Vega Subsector data (omission):** Depot (0301) is an Asteroid Belt and should have the "D" base code; it should also have the Non-Industrial trade code. Hsuarrdzan (0603) and Khalikkam (0808) should also have the Non-Industrial trade code.

**Page 22, Banasdan Subsector data (omission):** Nyarlathotep (0310) is an Asteroid Belt. Khugi (0303) and Aqilat (0410) should both have the Non-Industrial trade code, and Onathy (0809) should have the Non-Agricultural trade code.

**Page 26, Albadawi Subsector data (omission):** Kishakhpap (0105) and Halo (0706) should both have the Non-Industrial trade code. Eyck (0406) should have the Poor trade code, and Akhamin (0701) should have the Rich trade code. At the bottom of the page, "the Al Badawi subsector" should be 'the Albadawi subsector".

**Page 28, Dingir Subsector data (omission):** Enki Kalamma (0507) and Markhashi (0709) are both Vacuum Worlds. Shuruppak (0607) and Sirius (0809) are both Asteroid Belts. Oudh (0101) should have the Poor trade code, and Altair (0702) should have the Non-Industrial trade code.

**Page 30, Sol Subsector data (correction and omission):** Barnard (0306) is a Vacuum World. Ember (0607) is Ice-Capped. Loki (0608) is a Water World. Kaguk and Dismal are located at 0705 and 0710 respectively as shown on the map on page 31, and not at 0805 and 0810 as listed in the data.

**Page 32, Arcturus Subsector data (omission):** Arcturus (0501) should have the Non-Industrial trade code.

**Page 34, Jardin Subsector data (omission):** Durgha (0404) and Dolor (0407) are both Ice-Capped. Arisia (0610) is a Water World. Swinburne (0105) should have the Non-Agricultural trade code, and Gladstone (0210) should have the Agricultural trade code.

**Page 36, Capella Subsector data (omission):** Aeneas (0407) should not be noted as "Owned by Aegir". Hibernia should be noted as "Owned by Aegir". Sarpedon (0703) is Ice-Capped. Haddad (0307) should have the Non-Industrial trade code.

**Page 38, Gemini Subsector data (clarification and omission):** As shown on the map on page 39, the world at 0505 is named New Greenpernt, not N'Greenpernt. Cameroon (0106) should have the Poor trade code, Pollux (0606) should have the Non-Industrial trade code, and Castor (0709) should have the Non-Agricultural trade code.

**Page 40, Kulkulcan Subsector data (omission):** Elsinore (0205) should have the Non-Industrial trade code.

**Page 46-47, Index (correction):** Dismal is located at K0710, not K0810. Kaguk is located at K0705, not K0805.


**LIBRARY DATA (N-Z)** (332, Supplement 11, 1982)
No errata identified.


**FORMS AND CHARTS** (334, Supplement 12, 1983)
No errata identified.


**VETERANS** (336, Supplement 13, 1983)
No errata identified.


**MERCHANT PRINCE** (*JTAS #12*, Special Supplement 1, 1982)
Revised as the character generation portion of *Book 7 – Merchant Prince*.


**EXOTIC ATMOSPHERES** (*JTAS #17*, Special Supplement 2, 1983)
No errata identified.

**MISSILES IN TRAVELLER** (*JTAS #21*, Special Supplement 3, 1984)

While corrections were sent to some fans in response to letters to GDW on questions, the errata below was not officially released. The specific changes are shown in *italic* type.

**Page 3, Missile Identification, second paragraph (correction):** The second paragraph should read: For example, *the standard missile in **Traveller** is a 5G6 continuous burn, mass sensing, proximity detonator, high explosive warhead missile (all produced at their standard tech level), costing Cr5600 and massing 48 kg.*

**Page 3, Propulsion Systems, third paragraph (corrections):** The third paragraph should read: Propulsion systems are defined by two numbers commonly separated by a capital G. The first number is the maximum number of Gs which the missile is capable of in a turn; the second is the number of G-burns of fuel the missile can make *at maximum G*. For example, a 1G1 propulsion system can accelerate a maximum of 1G per turn, and is capable of burning fuel to achieve 1G once. A 6G6 system can accelerate to a maximum of 6G per turn, and has enough fuel to reach 6G *six times*. A *3G3* system can accelerate to a maximum of 3G in one turn, and has fuel to allow reaching 3G for *three* turns. This same missile could accelerate at 1G for *9* turns, or 2G for *4* turns."

**Page 4, Continuous Burn Propulsion (omission):** The second paragraph is missing: *Continuous burn propulsion assumes one increment of burning fuel for each G of acceleration. More Gs assumes more mass of fuel to achieve it. Cost of fuel per mass unit remains constant. Missiles with masses above 50 kilograms (or somewhat less) are impractical.*

**Page 4, Continuous Burn Propulsion, example (correction):** The example is wrong: For example, a *3G2* continuous burn missile must accelerate 300 millimeters in its first turn and 300 millimeters in its second turn; thereafter, its fuel is exhausted.

**Page 4, Continuous Burn Propulsion, fuel cost (correction):** The fuel weight is wrong: Fuel weighs *G-rating times burns in kilograms*; fuel costs Cr100 per kilogram.

**Page 4, Limited Burn Propulsion (omission):** There is an explanation paragraph missing: *Limited burn propulsion assumes mass of fuel required depends on the number of burns, not Gs, but that higher performance requires better fuel, which in turn costs more. 1G fuel costs less than 6G fuel, per kilogram.*

**Page 4, Limited Burn Propulsion (corrections):** The mass and cost details are incorrect: The casing costs *Cr300* per kilogram. Fuel for the limited burn missile weighs 1 kilogram per burn (for example, a 4G4 missile has fuel weighing *16 kilograms*). Fuel costs *Cr200 times G-rating* per kilogram.

**Page 4, Discretionary Burn Propulsion (omission):** The last sentence of the first paragraph is missing: *Discretionary burn propulsion requires a specific amount of fuel for each burn increment, effectively burning times Gs.*

**Page 4, Discretionary Burn Propulsion, fuel weight (correction):** The fuel weight is incorrect: Fuel weighs *0.4 times burns times G-rating in kilograms*; it costs Cr400 per kilogram.

**Page 5, Guidance Systems (omission):** Two items were left off the list:

*Evasion Sensor: Senses anti-missile countermeasures and relays to evade module. An evasion sensor masses 2 kilograms and costs Cr500. Standard tech level is 9.*

*Evade Module: Increases chance of penetration at +1 DM per G. An evade module masses 2 kilograms and costs Cr800. Standard tech level is 9.*

**Page 10, ECM, final paragraph (correction):** The second sentence in the final paragraph is incorrect: "Proximity, ~~intelligent,~~ and command detonated warheads will explode at sufficient range from the target to assure no target damage is done."

**Page 13, Propulsion System Tables (corrections):** The tables here include corrections in *italics*:

### CONTINUOUS BURN PROPULSION SYSTEM

| Burns | 1G | | 2G | | 3G | | 4G | | 5G | | 6G | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 200 | 4 | *400* | 6 | *600* | 8 | *800* | 10 | *1000* | 12 | *1200* |
| 2 | 3 | 300 | 6 | *600* | 9 | *900* | 12 | *1200* | 15 | *1500* | 18 | *1800* |
| 3 | 4 | 400 | 8 | *800* | 12 | *1200* | 16 | *1600* | 20 | *2000* | 24 | *2400* |
| 4 | 5 | 500 | 10 | *1000* | 15 | *1500* | 20 | *2000* | 25 | *2500* | 30 | *3000* |
| 5 | 6 | 600 | 12 | *1200* | 18 | *1800* | 24 | *2400* | 30 | *3000* | 36 | *3600* |
| 6 | 7 | 700 | 14 | *1400* | 21 | *2100* | 28 | *2800* | 35 | *3500* | 42 | *4200* |
| 7 | 8 | 800 | 16 | *1600* | 24 | *2400* | 32 | *3200* | 40 | *4000* | 48 | *4800* |
| 8 | 9 | 900 | 18 | *1800* | 27 | *2700* | 36 | *3600* | 45 | *4500* | 54 | *5400* |
| 9 | 10 | 1000 | 20 | *2000* | 30 | *3000* | 40 | *4000* | 50 | *5000* | 60 | *6000* |
| 10 | 11 | 1100 | 22 | *2200* | 33 | *3300* | 44 | *4400* | 55 | *5500* | 66 | *6600* |
| 11 | 12 | 1200 | 24 | *2400* | 36 | *3600* | 48 | *4800* | 60 | *6000* | 72 | *7200* |
| 12 | 13 | 1300 | 26 | *2600* | 39 | *3900* | 52 | *5200* | 65 | *6500* | 78 | *7800* |

## LIMITED BURN PROPULSION SYSTEM

| Burns | 1G | | 2G | | 3G | | 4G | | 5G | | 6G | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 7 | 1900 | 8 | 2300 | 9 | 2700 | 10 | 3100 | 11 | 3500 | 12 | 3900 |
| 2 | 8 | 2000 | 9 | 2500 | 10 | 3000 | 11 | 3500 | 12 | 4000 | 13 | 4500 |
| 3 | 9 | 2100 | 10 | 2700 | 11 | 3300 | 12 | 3900 | 13 | 4500 | 14 | 5100 |
| 4 | 10 | 2200 | 11 | 2900 | 12 | 3600 | 13 | 4300 | 14 | 5000 | 15 | 5700 |
| 5 | 11 | 2300 | 12 | 3100 | 13 | 3900 | 14 | 4700 | 15 | 5500 | 16 | 6300 |
| 6 | 12 | 2400 | 13 | 3300 | 14 | 4200 | 15 | 5100 | 16 | 6000 | 17 | 6900 |
| 7 | 13 | 2500 | 14 | 3500 | 15 | 4500 | 16 | 5500 | 17 | 6500 | 18 | 7500 |
| 8 | 14 | 2600 | 15 | 3700 | 16 | 4800 | 17 | 5900 | 18 | 7000 | 19 | 8100 |
| 9 | 15 | 2700 | 16 | 3900 | 17 | 5100 | 18 | 6300 | 19 | 7500 | 20 | 8700 |
| 10 | 16 | 2800 | 17 | 4100 | 18 | 5400 | 19 | 6700 | 20 | 8000 | 21 | 9300 |
| 11 | 17 | 2900 | 18 | 4300 | 19 | 5700 | 20 | 7100 | 21 | 8500 | 22 | 9900 |
| 12 | 18 | 3000 | 19 | 4500 | 20 | 6000 | 21 | 7500 | 22 | 9000 | 23 | 10500 |

## DISCRETIONARY BURN PROPULSION SYSTEM

| Burns | 1G | | 2G | | 3G | | 4G | | 5G | | 6G | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 11 | 2260 | 13 | 2720 | 14 | 3380 | 16 | 4240 | 17 | 5300 | 18 | 6560 |
| 2 | 12 | 2420 | 14 | 3040 | 15 | 3860 | 17 | 4880 | 19 | 6100 | 21 | 7520 |
| 3 | 12 | 2580 | 14 | 3360 | 17 | 4340 | 19 | 5520 | 21 | 6900 | 23 | 8480 |
| 4 | 13 | 2740 | 15 | 3680 | 18 | 4820 | 20 | 6160 | 23 | 7700 | 26 | 9440 |
| 5 | 13 | 2900 | 16 | 4000 | 19 | 5300 | 22 | 6800 | 25 | 8500 | 28 | 10400 |
| 6 | 13 | 3060 | 17 | 4320 | 20 | 5780 | 24 | 7440 | 27 | 9300 | 30 | 11360 |
| 7 | 14 | 3220 | 18 | 4640 | 21 | 6260 | 25 | 8080 | 29 | 10100 | 33 | 12320 |
| 8 | 14 | 3380 | 18 | 4960 | 23 | 6740 | 27 | 8720 | 31 | 10900 | 35 | 13280 |
| 9 | 15 | 3540 | 19 | 5280 | 24 | 7220 | 28 | 9360 | 33 | 11700 | 38 | 14240 |
| 10 | 15 | 3700 | 20 | 5600 | 25 | 7700 | 30 | 10000 | 35 | 12500 | 40 | 15200 |
| 11 | 15 | 3860 | 21 | 5920 | 26 | 8180 | 32 | 10640 | 37 | 13300 | 42 | 16160 |
| 12 | 16 | 4020 | 22 | 6240 | 27 | 8660 | 33 | 11280 | 39 | 14100 | 45 | 17120 |

**Page 14, Propulsion System Costs (corrections):** The formulas in the table are wrong. The correct formulas are given below:

### PROPULSION SYSTEM COSTS

| Propulsion System | TL | Casing Mass (kg) | Casing Cost (Cr) | Fuel Mass (kg) | Fuel Cost (Cr) |
|---|---|---|---|---|---|
| No Propulsion | 5 | $M_C=1$ | $C_C=100$ | $M_F=0$ | $C_F=0$ |
| Continuous Burn | 8 | $M_C=G$ | $C_C=100 \times M_C$ | $M_F=B \times G$ | $C_F=100 \times M_F$ |
| Limited Burn | 9 | $M_C=5 + G$ | $C_C=300 \times M_C$ | $M_F=B$ | $C_F=200 \times G \times M_F$ |
| Discretionary Burn | 10 | $M_C=10 + G$ | $C_C=2000 + (100 \times G^2)$ | $M_F=0.4 \times B \times G$ | $C_F=400 \times M_F$ |

**Page 15, Radiation Damage Table (omission):** This table does not account for armor. The Radiation Damage table from *High Guard* should be used instead.


**THE IMPERIAL FRINGE** (300, Adventure 0, 1981)
   This adventure was available only as part of *Deluxe Traveller*.
   **Page 27, Chronor Subsector data (correction):** Reno (0102) should have a hydrographics code of "0". Cronor (0304) should be spelled Chronor; Chronor is the older, Imperial spelling, and Cronor is the modern, Zhodani-style spelling. Chronor should have a government code of "A" and a law level of "5".
   **Page 27, Querion Subsector data (correction):** Xhosa (0115) should have a hydrographics code of "5". Rushu (0215) should have a hydrographics code of "6", and a government code of "7". Terra Nova (0511) should have a TL code of "9".
   **Page 27-28, Darrian subsector data (correction):** Stern-Stern (0223) should have a government code of "5". 886-945 (0230) should have an atmosphere code of "3" and a hydrographics code of "3". Nonym (0321) should have a government code of "9". Zamine (0421) should have a starport code of "C". Mire (0527) should have a TL code of "C". Terant 340 (0622) should have a government code of "A". Jacent (0624) should have a population code of "7". 494-908 (0625) should have a hydrographics code of "3".

**Page 28, Five Sisters subsector data (correction):** 769-422 (0240) should have a TL code of "8". Candory (0336) should have a TL code of "8". Wonderay (0340) should have a TL code of "4". 875-496 (0834) should have a TL code of "7".

**Page 28, Jewell Subsector data (correction):** Other than Condyole (0901), all hex locations given are off by a factor of three for the first two digits; for example, Riverland should be 1102, not 0802.

Zircon (1110) should have a hydrographics code of "2". Mongo (1204) should have a hydrographics code of "8". 871-438 (1510) should have an atmosphere code of "2" and a hydrographics code of "2".

**Page 28-29, Vilis Subsector data (correction):** All hex locations given are off by a factor of two for the first two digits; for example, Digitis should be 1212, not 1412.

Caloran (0901) should have a starport code of "C". Vilis (1119) should have a government code of "4". Ficant (1417) should have a government code of "5".

**Page 29, The Sword Worlds data (correction):** Gram (1223) should have a TL code of "C". Sacnoth (1325) should have a starport code of "A". Dyrnwyn (1522) should have a population code of "8". Durendal (1523) should have a population code of "7". Hofud (1524) should have a population code of "8". Sting (1525) should have a population code of "7".

**Page 29, District 268 data (omission and correction):** Kwai Ching (1040) should have a TL code of "A", and by modern (2000+) spelling standards, this world should be spelled "Kuai Qing". Datrillian (1331) should have a hydrographics code of "7". Dallia (1435) should have an atmosphere code of "8".

**Page 29-30, Regina Subsector data (correction):** Regina (1910) has the wrong hex location, and should have TL code of "C". Roup (2007) should have a TL code of "7". Yori (2110) should have a TL code of "A". Kinorb (2202) has the wrong hex location, and should have a TL code of "8". Beck's World (2204), Enope (2205) and Wochiers (2207) all have incorrect hex locations.

**Page 30, Lanth Subsector data (correction):** Victoria (1817) should have a law level of "2" and a TL code of "2". Dinomn (1912) should have a TL code of "9". D'Ganzio (1920) should have a hydrographics code of "0". Wypoc (2011) should have a TL code of "8". Quopist (2215) should have a hydrographics code of "0". Keanou (2411) should have a hydrographics code of "2". Vreibefger (2415) should have a TL code of "3". La'Belle (2416) should have a TL code of "4".

**Page 30, Lunion Subsector data (correction):** Tenalphi (1826) should have a population code of "7" and a government code of "2".

**Page 30-31, Glisten Subsector data (correction):** Grote (1731) should have a TL code of "B". Sorel (2137) should have a TL code of "2". Marastan (2231) should have a LL code of "2". Ffudn (2334) should have a TL code of "C".

**Page 31, Aramis Subsector data (correction):** From *The Traveller Adventure*, Yebab (3002) should have a Law Level of "B".

**Page 31, Rhylanor Subsector data (correction):** Gileden (2514) should have a TL of "6". Porozlo (2715) should have a TL code of "B". Celepina (2913) should have a TL code of "9". 457-973 (3019) should have a population code of "7", a government code of "7", and a law level of "6". Vinorian (3111) was left off the listing; it should be listed as B789610-9.

**Page 31, Mora Subsector data (correction):** Byret (2523) should have a TL code of "6". Pedase (2830) should have a TL code of "7".

**Page 31-32, Trin's Veil Subsector data (correction):** Raydrad (2933) should have a hydrographics code of "4". Youghal (3039) should have a hydrographics code of "5".


**THE KINUNIR** (306, Adventure 1, 1979)

**Page 10, Battle Cruisers (clarification and omission):** The full design of the Kinunir class does not actually appear in the book. See the High Guard errata above for the full design, along with the details for the carried pinnace.

**Page 12, Regina Subsector data (correction):** Regina (0310) should have TL code of "C". Roup (0407) should have a TL code of "7". Yori (0510) should have a TL code of "A". Kinorb (0602) should have a TL code of "8".


**RESEARCH STATION GAMMA** (311, Adventure 2, 1980)

**Page 12, Rhylanor Subsector data (correction):** Gileden (0104) should have a TL of "6". Porozlo (0305) should have a TL code of "B". Celepina (0503) should have a TL code of "9". 457-973 (0609) should have a population code of "7", a government code of "7", and a law level of "6".

**Pages 31 – 36, Robots, (clarification):** The robot designs are built using the rules from *JTAS #2-4*.

**TWILIGHT'S PEAK** (314, Adventure 3, 1980)

**Page 8, Spinward Main data (correction):** Vreibefger (0108) should have a TL code of "3". Dinomn (0202) should have a TL code of "9". Wypoc (0303) should have a TL code of "8". Gileden (0308) should have a TL of "6". Porozlo (0310) should have a TL code of "B". Regina (0401) should have TL code of "C". Yori (0503) should have a TL code of "A". Keanou (0506) should have a hydrographics code of "2". Celepina (0610) should have a TL code of "9". Roup (0701) should have a TL code of "7".

**Page 11-14, World Rumors (corrections):** Celepina/Rhylanor (0610) should have a TL code of "9". Dinomn/Lanth (0202) should have a TL code of "9". Gileden/Rhylanor (0308) should have a TL of "6". Keanou/Lanth (0506) should have a hydrographics code of "2". Porozlo/Rhylanor (0310) should have a TL code of "B". Regina/Regina (0401) should have TL code of "C". Roup/Regina (0701) should have a TL code of "7". Vreibefger/Lanth (0108) should have a TL code of "3". Wypoc/Lanth (0303) should have a TL code of "8". Yori/Regina (0503) should have a TL code of "A".


**LEVIATHAN** (316, Adventure 4, 1980)

**Page 18, Pax Rulin Subsector (correction):** Caraz (0707) should have a hydrographics code of "1". Doradon (0602) and Perrior (0603) are ruled from Cyan (0502).

**Page 19, Remarks, T-Prime classification (clarification):** This classification, along with the T-norm mentioned, are not used in any other **Traveller** products.

**Page 35, Jump Message Torpedoes (correction):** Eliminate this paragraph, and replace them with additional RPV drones on page 31.

**Page 41, Kinunir Class Battle Cruiser (correction):** Note the corrected USP and design details in the High Guard 1980 errata above.

**Pages 40-43, Library Data, Ship Designs (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.


**TRILLION CREDIT SQUADRON** (319, Adventure 5, 1981)

**Pages 28-29, Billion Credit Squadron and Trillion Credit Squadron Tournaments (addition):** The entry of fleets which rely on drop tanks to meet the required jump parameter have been prohibited.

**Pages 20-23, Design Examples (review):** The Battlecruiser Regal and Provincial Fighter Gnat designs need to be verified against *High Guard '80*.


**EXPEDITION TO ZHODANE** (325, Adventure 6, 1981)

**Page 25, Rock – A Basic Overview (review):** The design and carried craft need to be verified against *High Guard '80*.

**Pages 38-39, High Guard Statistics (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.

**Page 46, Jewell Subsector (correction):** The base codes for Chwistyoch (0104), Clan (0303) and Farreach (0602) should be "Z", not "2". Zircon (0310) and Utoland (0409) are both owned by Arden (in Vilis subsector). Although Utoland (0409) is not an Imperial world, it does have an Imperial Scout base.


**BROADSWORD** (326, Adventure 7, 1982)

**Page 6, Garda-Vilis, History (correction and clarification):** In *Spinward Marches Campaign* (p. 19), the date for the settlement of Vilis is given as 240, and the date for the resettlement of Garda-Vilis by Vilis is given as 290. This means the statement that the original colony on Tanoose failed "within a few decades" is more like three centuries.

**Pages 19, 22, The Modular Cutters (review):** The various cutter designs need to be verified against *High Guard '80*.

**Pages 20-21, Mercenary Cruiser deck plans (clarification):** The deck plans included are very broken.

**Pages 30-31, High Guard Statistics (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.

**Page 37, Opposing Ships (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.

**Page 38, Vilis Subsector data (correction):** Caloran (0101) should have a starport code of "C". Vilis (0309) should have a government code of "4". Ficant (0607) should have a government code of "5".

**PRISON PLANET** (330, Adventure 8, 1982)
No errata identified.


**NOMADS OF THE WORLD OCEAN** (333, Adventure 9, 1983)
No errata identified.


**SAFARI SHIP** (338, Adventure 10, 1984)
**Page 17, Safari Ship (type K) (correction and omission):** Missing notation that this design uses a custom hull. No steward or navigator is required as crew. The cost of the capture tanks is MCr 0.1 per ton. Correct cost is MCr 80.19 (after discount).
**Page 21, Interior Details, Portals, Iris Valves (correction):** DMs should be +3 if in a vacc suit, and -2 if the ship's power is off.
**Page 33, District 268 (corrections):** Asteltine (0101), with a Hydrographics code of 7, is not a Desert World. 567-908 (0201) should not have the Poor trade code. Flexos (0403) should not have a gas giant.


**MURDER ON ARCTURUS STATION** (339, Adventure 11, 1983)
No errata identified.


**SECRET OF THE ANCIENTS** (340, Adventure 12, 1984)
No errata identified.


**SIGNAL GK** (341, Adventure 13, 1985)
**Page 19, Subsidized Liner (type M) (correction and omission):** Missing notation that this design uses a standard hull. There are 2 tons reserved for drive upgrades, and the correct cost should be MCr 245.97 (after discount).


**SHADOWS/ANNIC NOVA** (312, Double Adventure 1, 1980)
No errata identified. The *Annic Nova* is not supposed to be duplicated using either *Book 2* or *High Guard*.


**ACROSS THE BRIGHT FACE/MISSION ON MITHRIL** (313, Double Adventure 2, 1980)
No errata identified.


**ARGON GAMBIT/DEATH STATION** (321, Double Adventure 3, 1981)
**Page 10, Laboratory Ship (type L) (correction and omission):** Missing notation that this design uses a standard hull. Power plant should be D, and the fuel tankage 100 tons. The ship can carry 15 passengers (35 if double occupancy) on a non-commercial basis. Cargo capacity should only be 13 tons, but there is 7 tons of space reserved for drive upgrades. The cost of lab space is MCr 0.2 per ton. Correct cost is MCr 166.41 (after discount).


**MAROONED/MAROONED ALONE** (323, Double Adventure 4, 1981)
No errata identified.


**THE CHAMAX PLAGUE/HORDE** (327, Double Adventure 5, 1981)
No errata identified.


**DIVINE INTERVENTION/NIGHT OF CONQUEST** (331, Double Adventure 6, 1982)
No errata identified.
**THE TRAVELLER ADVENTURE** (202, 1983)

**Page 129, Subsidized Merchant (type R) (correction and omission):** Missing notation that this design uses a standard hull. There is 15 tons reserved for drive upgrades, and 0.5 tons available in the main hull. The correct cost should be MCr 100.035 (after discount).

**Page 138, Tukera Long-Liner (type RT) (correction and omission):** The design uses a custom hull. It requires only 5 engineers for a crew of 13, allowing for 13 middle passengers instead of 12. The ship should cost MCr511.29 (including 10% discount for quantity production).

**Page 138, Tukera Freighter (type AT) (correction):** The number of crew listed are 14, allowing for 3 middle passengers. The ship costs MCr801 (including 10% discount for quantity production).

**Page 139, Imperiallines Frontier Transport (type TI) (correction):** The ship mounts jump drive-W, maneuver drive-W, and power plant-W, but the performance remains unchanged. Fuel tankage of 440 tons supports one jump-2 and 8 weeks of power plant usage. Cargo capacity is 1104 tons. The ship costs MCr 748.8 (including 10% discount for quantity production).

**Page 139, Imperiallines Frontier Transport (type TJ) (correction):** Fuel tankage of 1320 tons supports one jump-6 and 8 weeks of power plant usage. The ship costs MCr 808.2 (including 10% discount for quantity production).

**Page 140, Akerut Heavy Merchant (type AH) (correction):** The *Hercules* is correctly described as a heavy merchant. Cargo capacity should be listed as 4069 tons, and the ship cost is MCr989.01 (including 10% discount for quantity production).

**Page 140, Oberlindes Cargo Carrier (type CT) (correction):** This ship has a 1000-ton custom hull. Cargo capacity is 413 tons. The cargo carrier only requires a crew of 10 (4 engineers). The ship costs MCr401.49 (including 10% discount for quantity production).

**Page 152, Starships, Vargr Corsair (correction and omission):** The Vargr Corsair uses a custom hull. The hull is streamlined. The Vargr Corsair requires a crew of nine, including 2 engineers. The ship costs MCr 184.86 (including 10% discount for quantity production).

**Page 152, Starships, Vargr Trader (correction and omission):** The Vargr Trader uses a custom hull. The ship is streamlined. The required crew should include pilot/navigator, engineer, medic, and 2 gunners. The ship costs MCr 68.49 (including 10% discount for quantity production).

**Page 152-153, Starships, Vargr Seeker (correction and omission):** The Vargr Seeker uses a standard hull. Fuel tankage of 50 tons supports the power plant for 12 weeks and one jump-1. The ship requires a crew of three: pilot/navigator, engineer, and medic. The ship costs MCr 47.43 (including 10% discount for quantity production) and takes 11 months to build.

## ASLAN (254, Alien Module 1, 1984)

**Page 25, Aslan World Generation Checklist, Step 4D (correction):** The formula for determining Planetary Hydrographics should be 2D–7+ atmosphere.

**Page 32, Starships, Scout (correction and omission):** The Aslan Scout has a standard hull. The scout requires a crew of two: pilot and engineer. A gunner is a common addition. The ship costs MCr33.64 (including 10% discount for standard designs).

**Page 32, Starships, Trader (correction and omission):** The Aslan Trader uses a standard hull. There is one ton of drive waste space, and a cargo capacity of 164 tons. The ship costs MCr123.03 (including 10% discount for standard designs).

**Page 32, Starships, Clan Transport (correction and omission):** The Clan Transport uses a 600-ton standard hull. The ship costs MCr255.24 (including 10% discount for standard designs.

**Page 32, Starships, Courier (correction):** The Aslan Courier costs MCr124.16 (including 10% discounts for standard ship designs).

**Page 32-33, Starships, Cruiser (correction and omission):** The Aslan Cruiser uses a custom 1000-ton hull. The ship costs MCr568.82 (including 10% discount for standard designs) and takes 30 months to build.

**Page 33, Starships, Escort (correction and omission):** The Aslan Escort uses an 800-ton custom hull. Eight triple turrets mount three triple beam lasers, three triple missile racks, and two triple sandcasters. With two armed pinnaces and five fighters, the ship only requires seven small craft pilots. The ship costs MCr572 (including 10% discount for standard designs) and takes 28 months to build.

**Page 33, Starships, Seeker (correction):** The Aslan Seeker costs MCr64.26 (including 10% discount for standard designs).

**Page 33, Starships, Researcher (correction):** The Aslan Researcher has performance of jump-3 and 1-G acceleration. There is one ton reserved for cargo. The ship costs MCr231.66 (including 10% discount for standard designs).

## K'KREE (255, Alien Module 2, 1984)

**Page 13, Standard Starship Designs (review):** All of the designs and conversions need to be verified against *High Guard '80*, and the K'kree modifications for *High Guard* on pages 12-13, 25, and 38.

**Page 26, K'kree World Generation Checklist, Step 4D (correction):** The formula for determining Planetary Hydrographics should be 2D–7+ atmosphere.

**Page 31, The Vargr Corsair (correction and omission):** The Vargr Corsair uses a custom hull. The hull is streamlined. The Vargr Corsair requires a crew of nine, including 2 engineers. The ship costs MCr 184.86 (including discounts for this standard ship type).


**VARGR** (257, Alien Module 3, 1984)

**Pages 12 – 13, Standard Ship Designs (clarification and addition):** Post-publication, names for the Vargr ship classes have been determined.

**Page 12, Standard Ship Designs, Vargr Seeker (correction and omission):** The *Zukseg*-class Vargr Seeker uses a 200-ton standard hull. Fuel tankage of 50 tons supports the power plant for 12 weeks and one jump-1. The ship requires a crew of three: pilot/navigator, engineer, and medic. The ship costs MCr47.43 (including standard discount) and takes 11 months to build.

**Page 12, Standard Ship Designs, Vargr Trader (correction and omission):** The *Farrou*-class Vargr Trader uses a 200-ton custom hull. The ship has two tons dedicated to fire control. The required crew should include pilot/navigator, engineer, medic, and 2 gunners. The ship costs MCr68.49 (including discounts for this standard ship type).

**Page 13, Standard Ship Designs, Vargr Corsair (correction and omission):** The *Rrazaghz*-class Vargr Corsair uses a 400-ton custom hull. The hull is streamlined. The Vargr Corsair requires a crew of nine, including 2 engineers. The ship costs MCr202.86 (including discounts for this standard ship type).

**Page 13, Standard Ship Designs, Vargr Packet (correction and omission):** The *Dhaztuen*-class Vargr Packet uses a 600-ton standard hull. The Vargr Packet costs MCr273.87 (including standard ship design discount).

**Page 13, Standard Ship Designs, Vargr Courier (correction):** The *Tathoe*-class 200-ton Vargr Courier requires a crew of three: pilot/navigator, engineer, and medic. The Vargr Courier costs MCr128.876 (including architect's fees, but not standard discount).

**Page 13, Standard Ship Designs, Vargr Scout (correction and omission):** The *Kanllaz*-class Vargr Scout uses a 100-ton standard hull. The ship costs MCr35.64 (including discount for standard designs).

**Page 13, Standard Ship Designs, Vargr Frigate (correction and omission):** The *Se Koez*-class Vargr Frigate uses an 800-ton standard hull. The cargo capacity is 9 tons. The ship costs MCr506.34 (including standard design discount).

**Page 18, first column, Initial Characteristics (correction):** "Social Standing" should be "Charisma (1D)". This is described in more detail on page 8.

**Page 28, blank page (clarification):** Page 28 was left deliberately blank.

**Page 29, Vargr World Generation Checklist, Step 4D (correction):** The formula for determining Planetary Hydrographics should be 2D–7+ atmosphere.

**Page 30, first column, Initial Characteristics (correction):** "Social Standing" should be "Charisma (1D)". This is described in more detail on page 8.

**Page 34, first column, Initial Characteristics (correction):** "Social Standing" should be "Charisma (1D)". This is described in more detail on page 8.

**Page 34, first column, Service Branches (omission):** Technical branch is only available to those who have completed Technical School, but there is no technical school on page 35; substitute Specialist School for this requirement.

**Page 37, second column, Variable Charisma (clarification and addition):** The printed rule means a low charisma character has little or no chance of advancement, and a high charisma character cannot stop getting higher.

When success is achieved, roll 2D. If the result is greater than the character's charisma, or a natural result of 12 without DMs, the charisma should be increased by one. A DM of –1 is applied for each consecutive charisma increase the character has earned previously.

When failure occurs, roll 2D. If the result is less than or equal to the character's charisma, one level is lost. A DM of +1 is applied for each consecutive attempt made in which charisma increase did not occur previously.

**ZHODANI** (258, Alien Module 4, 1985)

**Page 23, Zhodani Careers (correction and omission):** The fifth basic Zhodani career type, Government, was left off the list. The missing section should read: **Government:** Members, aids or assistants of various government councils which are responsible for administering the Consulate.

**Page 23, The Prior Career (correction):** There is no "other" service for Zhodani characters; the missing career in the list is "Prole".

**Page 35, Zhodani World Generation Checklist, Step 4D (correction):** The formula for determining Planetary Hydrographics should be 2D–7+ atmosphere.

**Page 40, Standard Ship Design Plans, Zhodani Scout (correction and omission):** The Zhodani scout uses a standard 100-ton hull. The ship costs MCr30.69.

**Page 40, Standard Ship Design Plans, Zhodani Trader (correction and omission):** The Zhodani Trader uses a standard 400-ton hull. There are 9 tons of drive waste space; cargo capacity is 116 tons. The ship costs MCr124.16 (including 10% standard ship design discount) and takes 14 months to build.

**Page 40, Standard Ship Design Plans, Zhodani Liner (correction and omission):** The Zhodani Liner uses an 800-ton standard hull. Cargo capacity is 50 tons, of which 24 tons is in the drive section. The ship costs MCr412.83 (including 10% standard ship design discount).

**Page 40-41, Standard Ship Design Plans, Zhodani Escort (correction):** The Zhodani Escort costs MCr397.67 (including 10% discount for standard ship designs).

**Page 41, Standard Ship Design Plans, Zhodani Courier (correction):** The Zhodani Courier costs MCr100.67 (including 10% standard ship design discount).

**Page 45, Maximum Activity Level, center column (correction):** This is incorrect; the Book 3 rule should apply: "Each type of activity within a psionic field is assigned a level. A character may not perform that activity unless his or her personal psionic strength (unenhanced by psionic drugs) is equal to, or greater than, the level of the activity."

**Page 47, The *Echtovr Dazhia,* Zhodani Council Cruiser (correction):** The Zhodani Council Cruiser has a cargo capacity of 40 tons (plus the 11 tons available on the ZC). The ship costs MCr805.5 (not counting the cost of the ZC, but including a 10% standard ship design discount).


**DROYNE** (259, Alien Module 5, 1985)

**Page 34, Droyne World Generation Checklist, Step 2C (correction):** The formula for determining Planetary Hydrographics should be 2D–7+ atmosphere.

**Page 42, Standard Ship Designs, Droyne Scout (correction and omission):** The Droyne Scout uses a 100-ton standard hull. Cargo capacity is 7 tons. The ship costs MCr32.13 (including 10% standard ship design discount).

**Page 43, Standard Ship Designs, Droyne Trader (correction and omission):** The Droyne Trader uses a 200-ton standard hull. The ship requires a crew of five: pilot, engineer, steward, medic, and gunner. The ship can carry 8 passengers and no low passengers. The ship costs MCr38.34 (including 10% standard ship design discount).

**Page 43, Standard Ship Designs, Droyne Cruiser (correction and omission):** The Droyne Cruiser uses a 1000-ton standard hull. The ship requires a crew of eight: pilot, navigator, 5 engineers and medic; stewards and gunners may be added as required. The ship can carry 32 passengers and no low passengesr. The ship costs MCr460.8 (including 10% standard ship discount).


**SOLOMANI** (260, Alien Module 6, 1986)

**Pages 22 – 27, Solomani Rim Data (correction):** System 0729 should have a base code of "N". Systems 1306 and 1533 should have allegiance codes of "Im", not "So". System 1911 should have a base code of "D". System 2105 should have a UPP of A854996-E (instead of A854966-E). System 2221 should be system 2222 (with a UPP of BAA7769-D). System 2319 should have an allegiance code of "Ve" instead of "Im". System 2330 should have a UPP of C421542-E (instead of C421524-E). System 2906 should have a UPP of B49A502-A (instead of A49A502-A). System 2928 should have a UPP of B1387BA-E (instead of B1387B4-E).

**Page 28 – 29, World Index (correction and omission):** Aegir Colony 1239 (rather than 1237), Anenerkuk 2723 (rather than Anererkuk), Beal 0126, Capital Sol 2121 (rather than 1827), Eshellim 1901 (rather than Eshelim), Gwathui 1720 (rather than Swathui), Jardin 0233 (rather than 0232), Khiirshag 2010 (rather than Khurshag), Kirillishur 3010 (rather than Kirillshur), Kishakhpap 0125, Kulkulcan 2835 (rather than Kulkulkan), Menelaus 2312 (rather than Meneleus), Polyphemus 1537 (rather than Polyph), Shiranshar 0823 (rather than Shiransar), Shulgiili 1326 (rather than Shilgiili), Shululsish 0214 (rather than Skululsish), Swinburne 0136 (rather than Swinborne), Thetis 2638 (rather than 2836), Tyudhuar 1619 (rather than Tyudhar), Zaggisi 1523 (rather than 1521).

While the systems of Cicero (0938), Halo (0726), Ishadar (0606), Jackoyo (2102), and Stralsund (0618) are all asteroid belts, none of them have the word "Belt" in the system name, despite the appearance as such in the Index.

The systems listed as "Imperial Rule" are all currently (as of 1110) governed by the Imperial Navy. In most cases this is a military occupation dating from the Solomani Rim War. Systems 0729, 1827 and 1911 were left off the list. System 1024 should be listed instead of 1025 (which does not exist).

The listings of the stars Aldebaran at 0938 and Epsilon Ceti at 1127 are incorrect.

**Page 42, Standard Ship Designs, Solomani Escort (correction and omission):** The Solomani Escort uses a custom 200-ton hull. The fuel tankage is 120 tons, and supports the power plant and 1 jump-4. Crew quarters include two staterooms, which are intended for double occupancy. There are two tons of cargo capacity; there is no waste space. The Escort requires a crew of four: pilot, navigator and 2 engineers.

**Page 43, Standard Ship Designs, Solomani Cruiser (correction and omission):** The Solomani Cruiser uses a 1000-ton custom hull. The cruiser has ten hardpoints, and ten tons of fire control allocated to them; the hardpoints all mount triple beam laser turrets. Forty tons are devoted to cargo hold. The cruiser has a crew of 21 as listed. The ship costs MCr629.69 (including 10% discount for standard design) and takes 30 months to construct.

**Page 43, Standard Ship Designs, Solomani Bulk Carrier (correction and omission):** The Solomani Bulk Carrier uses a 1000-ton standard hull. The ship has 60 tons of waste space; this is usually used for additional cargo. Cargo capacity in the main hold is 476 tons. The Bulk Carrier costs MCr332.73 (including 10% discount for standard design).

**Page 43, Standard Ship Designs, Solomani Free Trader (correction and omission):** The Solomani Free Trader uses a standard 400-ton hull. The free trader costs MCr121.23 (including 10% discount for standard design).

**Page 43, Standard Ship Designs, Solomani Fleet Courier (correction and omission):** The Solomani Fleet Courier uses a standard 200-ton hull. The ship has three tons of cargo space. The ship costs MCr119.43 (including 10% discount for standard design).


**HIVERS** (263, Alien Module 7, 1986)

**Page 18, Initial Character Generation, third paragraph (omission):** Modifiers for Hiver characters (originally detailed in JTAS #13) are missing. Add the following sentences to the end of the third paragraph: "Hivers are low gravity creatures, and are weaker than humans. The flexibility and number of their limbs will make them more dexterous. Apply a DM of –2 to Strength and Endurance, +1 to Education, and +2 to Dexterity."

**Page 24, Hiver Character Generation Checklist, Step 1A (correction):** This step should read, "A. Roll personal characteristics: Strength (2D–2), Dexterity (2D+2), Endurance (2D–2), Intelligence (2D), Education (2D+1), and Curiosity (2D)."

**Page 26, Initial Characteristics, first paragraph (correction):** The first paragraph should read, "Generate personal characteristics: Strength (2D–2), Dexterity (2D+2), Endurance (2D–2), Intelligence (2D), Education (2D+1), and Curiosity (2D)."

**Page 28, Hiver High Guard Character Generation Checklist, Step 1A (correction):** This step should read, "A. Generate personal characteristics: Strength (2D–2), Dexterity (2D+2), Endurance (2D–2), Intelligence (2D), Education (2D+1), and Curiosity (2D)."

**Page 30, Initial Characteristics, first paragraph (correction):** The first paragraph should read, "Generate personal characteristics: Strength (2D–2), Dexterity (2D+2), Endurance (2D–2), Intelligence (2D), Education (2D+1), and Curiosity (2D)."

**Page 35, Hiver World Generation Checklist, Step 2C (correction):** The formula for determining Planetary Hydrographics should be 2D–7+ atmosphere.

**Page 41, Far Trader (type A2) (correction and omission):** Missing notation that this design uses a custom hull. The fuel tankage should be 60 tons, and the cargo bay is 46 tons. The Monsoon requires a crew of five: pilot/navigator, engineer, medic/steward, and 2 gunners; this reduces the number of high/middle passengers carried to five. The ship costs MCr85 (including discounts and fees).

**Page 38-39, Standard Starship Design Plans, Hiver Explorer (correction and omission):** The Hiver Explorer uses a 200-ton custom hull. The bridge is designed for mixed race use. Cargo capacity is 3 tons. The Hiver Explorer requires a crew of three: pilot, engineer and medic. The ship is valued at MCr104.1.

**Page 39, Standard Starship Design Plans, Hiver Trader (correction and omission):** The Hiver Trader uses a 400-ton standard hull. The bridge is designed for mixed race use. Cargo capacity is 136 tons; there are 9 tons of waste space. The ship is valued at MCr130.2 and takes 14 months to build.

**Page 39, Standard Starship Design Plans, Hiver Research Cruiser (correction and omission):** The Hiver Research Cruiser uses a standard 600-ton hull. The bridge is designed for mixed race use. Cargo capacity is 67 tons; there are 2 tons of waste space. The ship is valued at MCr296.9 and takes 22 months to build.

**Page 39, Standard Starship Design Plans, Hiver Embassy Ship (omission):** The Hiver Embassy Ship uses an 800-ton custom hull. The bridge is designed for mixed race use.

**Page 39, Standard Starship Design Plans, Hiver Escort (correction and omission):** The Hiver Escort uses a custom 400-ton hull. The correct designation for the Hiver Escort should be HF, not HE (which is the Hiver Embassy Ship). The bridge is designed for mixed race use. There is one ship's vehicle: an air/raft. Cargo capacity is 3 tons. The ship is valued at MCr261.5.

## DARRIANS (264, Alien Module 8, 1987)

**Page 32, Darrian Confederation Worlds (corrections):** UWP data in this book reflects a date of 1112. Stern-Stern (0223) should have Remarks of "nIn Po". Zamine (0421) should have a starport code of "B". Mire (0527) should have a TL code of "D". Terant 340 (0602) should have a government code of "A". Jacent (0624) should have a population code of "7".

## TARSUS (252, Module 1, 1983)

No errata identified.

## BELTSTRIKE (253, Module 2, 1984)

**Page 8, Seeker (type J) (clarification and correction):** From *Spinward Marches Campaign*, the Seeker is not armed with a single pulse laser, but a single mining laser. The mining laser functions as a pulse laser minus 1 in combat situations.

**Page 8, Mining Platforms (review):** This design needs to be verified against *Book 2*.

## SPINWARD MARCHES CAMPAIGN (261, Module 3, 1985)

**Page 18, Brief History of the Marches, second paragraph (correction):** To mesh with dates from *Alien Module 8, Darrians*, this paragraph should read, "Sometime before –1500, Algine (2308) was settled by a Solomani colonization ship."

**Page 18, The Subsectors, Querion Subsector, second paragraph (clarification):** The last sentence should read, "The Sword Worlds had occupied the three worlds since the end of the Third Frontier War; at the end of the Fifth Frontier War, the Darrian Confederation regained them."

**Page 22-27, Spinward Marches Data, UWPs (corrections and omissions):** UWP data in this book reflects a date of 1112. The following corrections should be made to the data:

*Base Codes:* Zeycude (0101), remove base code "A".

*TL and Data Changes:* 886-945 (0230), 494-908 (0625), 567-908 (1031), 728-907 (1214), Judice (1337), 871-438 (1510), Tavonni (1520), Steel (1529), Iron (1626), Bronze (1627), Mithril (1628), Djinni (2111), Gerome (2818), and Huderu (3114) should all have a TL of 0 and Population Multiple of 0. Zamine (0421) should have a starport code of "B". Mire (0527) should have a TL code of "D". Jacent (0624) should have a population code of "7". Gram (1223) should have a TL code of "C". Sacnoth (1325) should have a starport code of "A". Dyrnwyn (1522) should have a population code of "8". Durendal (1523) should have a population code of "7". Hofud (1524) should have a population code of "8". Sting (1525) should have a population code of "7". Tenalphi (1826) should have a population code of "7" and a government code of "2".

*Allegiances:* Winston (0620), Entrope (0720) and Anselhome (0820) should all have "Da" as their allegiance code. At the end of the Fifth Frontier War, these worlds had been lost by the Sword Worlds to the Darrian Confederation.

*Trade Codes:* Enope (2205) should have "Ic", Keanou (2411) should have "De", and Raydrad (2933) should not have "Ag".

The unnamed system described as being in hex 2632 should be removed.

Kwai Ching (1040) should be spelled "Kuai Qing" by modern spelling standards.

Pavanne (2905) has the wrong UWP listed; it should be E210000-0.

Jesedipere (3001) is missing from the Spinward Marches Data; UWP is C775300-7, Remarks Lo Ni, Data should be 411Im, and Star1 is F4 V.

**Page 31, type MK *World*-class Cargo Carriers (omission):** The 1000-ton *Mora*-class MK design appearing on page 35 does not match the 3000-ton World-class cargo carriers described here.

**Page 35, 154th Battle Rider Squadron (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.

**Page 35, Starship Encounters (review):** All of the designs and conversions (and carried craft) need to be verified against *High Guard '80*.

**Page 44, Seeker (type J) (clarification and correction):** From *Traders and Gunboats*, the base price for a surplus scout/courier would be MCr 17, and conversion costs for the seeker are MCr 7.59, making the approximate cost of a seeker MCr 24.59.

**Page 44, Corsair (type P) (clarification and omission):** Missing notation that this design uses a custom hull. The actual cost of the Corsair as described (without the special features) should be MCr124.9 before fees.

**Page 46, Table of Ranks, Noble career (correction):** The correct title for Noble rank 5 is "F Duke".

**Pages 47 and 49, Acquired Skills Tables (correction):** It appears that the printed tables were scrambled and confused. It is recommended to use the original tables (appearing in *Supplement 4, Citizens of the Imperium*) for character generation.


**ALIEN REALMS** (262, Module 4, 1986)

**Page 14, Deep Metal, Referee's Section (omission):** No official location for the world of Parthinia is given.

**Page 18, Prosperity for the Taking, Referee's Section (clarification):** Llaekag (Firgr 0610) is in Gvurrdon sector, just coreward from the Spinward Marches.

**Page 30, First Son, Lost Son, Referee's Section (clarification and omission):** Waroatahe sector is in the Aslan Hierate, and is located at (-6, -3), in relation to other sectors. The worlds (and map) in this adventure do NOT appear in the DGP dot map of this sector which appears in *Solomani and Aslan*, because everyone forgot about it.

**Page 34, Interdiction Zone, Referee's Section (omission):** Kualakhtaea has no official location.

**Page 40, Ahriy Uprising, Referee's Section (omission):** Hahorehyi has no official location.


**ATLAS OF THE IMPERIUM** (256, Module 5, 1984)

**Page 12, Reft sector map (correction):** System 1923 should have the "nb" allegiance code, not "na".

**Page 18, Riftspan Reaches sector map (correction):** The name "AULRYAKH" properly belongs to system 0507.

**Page 19, Verge sector map (correction):** Tremfara (0520) should not have a naval base.

**Page 33, Iwahfuah sector map (correction):** This map is incorrect, as everything from row "xx22" onward is in a repeating pattern.

**Page 34, Dark Nebula sector map (correction):** The systems with no allegiance are not Imperial worlds, but Solomani worlds, and should all be marked with the "so" allegiance code.

**Page 35, Magyar sector map (correction):** System 2817 should have the "na" allegiance code.


**IMPERIUM** (205, Game 0, 1977/1988)

No errata identified.


**MAYDAY** (404, Game 1, 1978/1980)

Some printings of *Mayday* included some changes not in the original 1978 printing; not all of the updated printings have a 1980 copyright. Mayday was also printed in at least two different formats (LBB size, and 8x11 size), so page numbering may not match all printings. Some printings may have different scenarios as well.

**Page 6, Shifting Fire (correction):** The 1980 rules changed the original Shifting Fire rule as follows: "Ships which have more than one laser are allowed a DM of +1 for each laser (after the first) when firing at a target. If this DM is not used, and the target originally fired at is destroyed (in any manner) during the laser fire phase, the remaining lasers may fire at another target." This change causes problems with larger, heavier armed ships. The original rule should be used:

Each firing ship must allocate its fire to a specific target before any ship has actually fired. Such allocation may be changed (shifted) if the target is destroyed before any weapons on the attacking ship have fired, but such a shift is subject to a DM of –6 in addition to all other applicable DMs.

**Page 7, Homing Missiles (addition):** Once the missile's future position reaches the target's present position, the missile alters its future position in the direction of the future position of the target.


**SNAPSHOT** (307, Game 2, 1979)

**Snapshot Chart, Firearms Table (correction):** Body Pistol hits should be 2D.

**Snapshot Chart, Melee Weapons Table (correction):** Claws hits should be 2D. Cutlass hits should be 3D.

**AZHANTI HIGH LIGHTNING** (818, Game 3, 1980)
    No errata identified.


**FIFTH FRONTIER WAR** (822, Game 4, 1981)
    *Imperial Order of Battle Chart:*
    Imperial Forces: There are six huscarle troop units, not eight, and ten mercenary units instead of nine.
    Required Placement: The GV colonial troop unit is deployed at Garda-Vilis (1522).
    Reinforcements: There are 30 battle squadrons and 20 cruiser squadrons available as reinforcements, rather than 32 and 26, as indicated.

    *Zhodani Order of Battle Chart:*
    Zhodani Forces: In the forces available initially, the troop numbers are incorrect; there are seven named and nine numbered colonial troops. The number of colonial squadrons (seven named and nine numbered) are actually correct, despite previous errata indicating otherwise.

    *Countersheets:*
        The Zhodani 5-2-5 cruiser with no streamlined code is streamlined.

    *Map Issues:*
        There is no water coding of worlds on the stellar display; the coding is on the world boxes only.
        The names of subsector capitals are in red.
        Capital letters show high population worlds.
        Travel Zone amber and red worlds are shown by the color of the world symbol, not the color of the world name.

    *Rules:*
    **Page 14, Interface Combat, System Defense (clarification and correction):** The example on squadrons attacking SDBs is somewhat misstated. The last three sentences should read: "On the table, the intersection of the 36 column (used for the 40 bombardment factors) and the 1C row (used for the 100 SDBs) is a 70. If the modified roll was 0, then this 70 would be the combat result. Since the modified roll was –3, counting three columns shows that the combat result for this attack is 40."


**INVASION: EARTH** (104, Game 5, 1981)
    No errata identified.


**DARK NEBULA** (651, Game 6, 1980)
    No errata identified.


**STRIKER** (704, Game 7, 1981)
    There are two printings of Striker; some errata was corrected for the second printing.
    Frank Chadwick's "Archaic Missile Weapons" article in *JTAS #11* (p 44-45) provides details for TL 1-4 weapons in Striker.
    J. Andrew Keith's "Civilian Vehicles for Striker" article in *JTAS #14* (p. 31-34) is very useful for non-military vehicles.
    James Cumber's "'Til They Glow in the Dark" article in *JTAS #22* (p. 6-8, 44), and the missing table printed in *JTAS #23* (p. 11), are useful for providing additional information on nuclear weapons in Striker.

    *Contents:* Striker contains the following components: *Book 1 – Basic Rules*; *Book 2 – Advanced Rules*; *Book 3 – Equipment*; *Design Sequence Tables* (a 16-page booklet); two sheets of game play tables; and two dice. The contents were incorrectly described on some boxes.

    *Book 2 – Advanced Rules:*
    **Page 8, Rule 37: Tac Missile Launchers, E – Crew (correction):** a missile crew requires one loader if the missile weighs 50 kg or less, two loaders if it weighs over 50 kg.
    **Page 41, Rule 75: Naval Vessels, B – Armor (correction):** The *Striker* armor rating corresponds to *High Guard* armor factors according to the table below:

| | *Armor Rating* | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| *High Guard* | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | +1 |
| *Striker* | 40 | 44 | 47 | 50 | 52 | 54 | 56 | 57 | +1 |

*Book 3 – Equipment:*

**Page 8, Design Sequence 1: Vehicles, K – Grav Generators (omission):** Grav generators are available starting at tech level 8.

**Pages 15-16, Design Sequence 2: CPR Guns, L – Ammunition, 7 – Illum and 8 – Chaff (omission):** The effects of illum and chaff rounds last for two turns.

**Pages 21-22, Design Sequence 9: Tac Missiles, B – Launchers (omission):** All tac missiles have a signature DM of +2. A tac missile warhead is a low velocity round; it weighs .05 times the weight of a CPR round, not half. A vehicle-mounted tube launcher weighs twice the weight of a missile; a field-mounted launcher weighs 4 times the weight of a missile. A magazine launcher weighs twice the weight of a missile plus half the weight of a missile for each space in the magazine.

**Page 23, Design Sequence 10, Drone Missiles and Vehicles (correction):** The characteristics of grav modules (in A.1.d) as given are wrong. Each kilogram of grav module costs Cr50, has a volume of .0005 cubic meters, and produces 25 kilograms of thrust.

**Page 27, Design Sequence 11, Aircraft Rating, I – Agility (correction and addition):** The agility formula should be altered. Instead of the term MS/100, substitute the Direct Fire Hit DM (from the combat tables) corresponding to the aircraft's maximum speed. Note that aircraft agility in *Striker* is not the same as agility in *High Guard*. To find a spacecraft's *Striker* agility, determine its maximum speed by checking its *High Guard* agility against the grav speed table; then use the aircraft agility formula.

*Design Sequence Tables:*

**Page 4, Environmental Control Equipment Table (omission):** All such equipment is tech level 5, and price is in Cr.

**Page 5, Grav Vehicle Speed table (correction):** This table was changed and expanded for the second printing, as shown below. G values of 6 and 7 are for use with aircraft.

**GRAV VEHICLE SPEED**

| *G* | *S* |
|---|---|
| .10 | 120 |
| .15 | 180 |
| .20 | 240 |
| .25 | 300 |
| .30 | 360 |
| .35 | 420 |
| .40 | 480 |
| .45 | 540 |
| .50 | 600 |
| .60 | 720 |
| .70 | 840 |
| .80 | 960 |
| .90 | 1080 |
| 1.0 | 1200 |
| 1.2 | 1400 |
| 1.4 | 1590 |
| 1.6 | 1770 |
| 1.8 | 1950 |
| 2.0 | 2120 |
| 2.2 | 2280 |
| 2.4 | 2430 |
| 2.6 | 2580 |
| 2.8 | 2720 |
| 3.0 | 2850 |
| 3.5 | 3150 |

| | |
|---|---|
| 4.0 | 3400 |
| 4.5 | 3640 |
| 5.0 | 3840 |
| 6.0 | 4200 |
| 7.0 | 4500 |

**Page 7, CPR Gun Table, Notes, Penetration – HE (correction):** The tech level modifiers for HE penetration are wrong. Count down one row for each **two** tech levels above 6, as stated in Book 3, p. 15.

**Page 8, CPR Direct Fire Range Table (omission):** Ranges on the CPR direct fire range table are in cm.

**Page 10, Laser Penetration Table (omission):** The laser penetration table is missing from the first printing DST booklet. It appears on p. 10 of the second printing.

### LASER PENETRATION TABLE

| | TL 8 – 12 | | TL 13+ | |
|---|---|---|---|---|
| Range | Beam | Pulse | Beam | Pulse |
| Effective | 10 | 12 | 12 | 15 |
| Long | 5 | 6 | 6 | 7 |
| Extreme | 2 | 3 | 3 | 4 |

**Page 11, Energy Weapon Table (correction):** In the notes to the table, weight should be in kilograms per megawatt of input, not in tons.

**Page 13, Propellant Table (correction):** The tac missile propellant table has been changed, as shown below.

### PROPELLANT TABLE

| Range (km) | Weight Multiplier |
|---|---|
| 1 | x1 |
| 1.5 | x1.5 |
| 2 | x2 |
| 2.5 | x2.25 |
| 3 | x2.5 |
| 3.5 | x2.75 |
| 4 | x3 |

Increase the weight multiplier by .1 for every km of range over 4. The multipliers given are for tech level 7; add 1 at tech level 6.

Airframe Type table, p. 14: The design speed of a hypersonic airframe should be 4500 kph, not 5000.

*Game Play Table Sheets:*
Individual Weapons: Slug Throwers: a magazine of slugs for the 7mm ACR should cost Cr10, not Cr20.

**OTHER CLASSIC TRAVELLER PRODUCTS**


**URAQYAD'N OF THE SEVEN PILLARS** (FASA, 1981)
   **Page 30, Morale Effects Table (omission):** The column headings for this table were omitted. The columns should be labeled (left to right) 1) *Talaki*, 2) *The Grey Death Legion*, and 3) *N'baqah*.


**FATE OF THE SKY RAIDERS** (FASA, 1982)
   **Page 11, Cutter Deck Plans (clarification):** These deck plans do not exist, and are not necessary for play of the adventure.
   **Page 44, Lorain Messandi, reaction table (correction):** The reaction table listed under Lorain Messandi is actually the table which regulates the behavior of Dr. Vledistart Mirost. Lorain Messandi's information is listed below.

   **Lorain Messandi**
       When faced with a chance of recovering information or artifacts of potential archeological value, roll on the table below:
       2-4     Lorain will act, on her own, to secure the information, regardless of danger and despite any orders or entreaties to the contrary.
       5-8     Lorain will argue, attempting to persuade her companions to help her secure the material in question. She must be persuaded otherwise (see PERSUASION, page 46) before she will abandon her purpose; in the meantime, she will do nothing to put herself further from her goal.
       9-12   Lorain will cooperate with noticeable reluctance. If the situation changes significantly, allowing her a chance at the material she desires (this is at the referee's option), begin the reaction process again.

   **Page 45, Lurushar Gilenkaar, reaction tables (correction):** Under Lurushar Gilenkaar, it claims there are two reaction tables provided. Though this was true in early drafts, there should only be one table, as shown, for this character.