

2300AD, Star Cruiser and 2320AD

Consolidated Errata

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Entries written in **green font** are those which have been added or changed since the last published version, 20081016.

Whenever possible I have tried to give the source for an entry so you can judge for yourself its reliability. The entries marked with 'KLS' are my own. Those entries which are listed in '**bold type**' are official, published errata from GDW.

I have tried to limit the entries in this document to clear typos, miscalculations and errors (sometimes by omission) in the published GDW products. I have tried to avoid those which could be considered 'revisions to make the game more realistic' as I have noticed that discussions of such things tend to get quickly, and profitlessly, out of control ;). That being said I have included a section at the bottom titled 'Alternative Rules' which deals with filling some significant gaps in the game system by extending the rules into areas that I think should have been included in the books in the first place.

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2300 AD Adventurer's Guide

1. pg 10 FINALIZING THE CHARACTER->Throw Range: Use '2 X Strength' instead of '8 X Strength' – Epicenter00
2. pg 11 CHARACTER GENERATION -The point based system (Attributes): Change the total points to be distributed amongst the attributes to be 70 instead of 67. –KLS there are 7 rolled statistics, roll 4D6 -4 per statistic, 3.5 average roll per dice. $7 \times (4 \times (3.5) - 4) = 70$ right?
3. pg 21 Upkeep->Travel: Getting to orbit on a low gravity world costs Lv2000/ton by rocket, Lv3000/ton by shuttle and Lv4500/ton by spaceplane – Shaun Hilburn and Bryn Monnery in ['Interface Transport'](#)
4. pg 34 PERSONAL POWER->Fuel Station: A fuel station producing 1 kg/hour only consumes 110 kilowatts to separate and liquefy the hydrogen. During that hour it would vent 8 kg of oxygen, not 40. – Shaun Hilburn
5. pg 36 CURRENT SERVICE RIFLES->SK-19: Now the standard service weapon of the German Army, the SK-19 is clearly a progressive development of the Traylor Arms M-2 Assault Rifle. The main improvements over the M-2 consist of the substitution of a reliable binary propellant system for fixed cartridges and the inclusion of an integral 30mm grenade launcher in the stock below the barrel. The binary propellant system includes a muzzle velocity governor keyed to the fire select switch, patterned after that on the French FAM-90. When on the burst setting, muzzle velocity is considerably reduced giving an extremely controllable autofire weapon. The resulting combination of a high rate of fire, ease of control, the shattering punch of the 9mm APHE round, and the option of 30mm grenade fire makes the SK-19 the most devastating close-in assault weapon in service anywhere.

Type: 9mm binary propellant assault rifle (with integral 30mm grenade launcher) Country: Germany Weight: (empty) 4kg Length: 75 cm (bulk=2) Action: SS or bursts Ammunition: 9x12mm APHE Muzzle Velocity: 700 mps (area fire 400 mps) Magazine: 50-round box magazine with integral propellant gas bottle with charge for 600 aimed shots or 200 bursts Magazine Weight: 0.5kg Recharge Bottle Weight: 0.1kg ROF: 3 (area fire 5) Aimed Fire Range: 600 meters Area Fire Burst: 10 (AFV=1.5) Area Fire Range: 300 meters DP Value: 1 (aimed and area fire) Price: Lv440 (Lv2 for 50 round disposable magazine; Lv1 for recharge bottle).- The Official 2300 Resource Index Vol 1 Number 1, the official newsletter for 2300AD

6. pg 38 SURPLUS SERVICE RIFLES-> M-2: Bulk not listed, recommend a value of 2. -KLS
7. pg 40 MELEE WEAPONS->Axe: Bulk should be 3 not 4. – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)
8. pg 41 MELEE WEAPONS->Knife: Weight should be 0.5kg, not 2kg –KLS
9. pg 42 AUTOGUNS->MG-7: Bulk not listed, recommend a value of 4. – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)

10. pg 42 AUTOGUNS->Wu-Beijing Type 381: Bulk not listed, recommend a value of 4. – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)
11. pg 42 AUTOGUNS->DunArmCo Mini-12: Bulk not listed, recommend a value of 5. – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)
12. pg 42 AUTOGUNS->Type 12 Autocannon: Bulk not listed, recommend a value of 6. – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)
13. pg 44 LASERS->SVB: Bulk should be 3 not 2. – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)
14. pg 52 ARMOUR TYPES->Chainmail Vest: Initiative Penalty should be -1 not 1. – KLS & Shaun Hilburn
15. **pg 54 The statement in the sidebar identifies the BH-21 Combat Walker as the first walker ever produced. That is incorrect. -Official 2300 AD Errata sheet dated October 19, 1988**
16. **pg 60 The speeds of the *First-Line Multipurpose Fighter* should be "kph", not "mph". -Official 2300 AD Errata sheet dated October 19, 1988**
17. **pg 81 The sidebar concerning Manchuria mentions DM +4 123 as the Eber home system; it is rather, the Sung home system. -Official 2300 AD Errata sheet dated October 19, 1988**

2300 AD Directors Guide

1. pg 14 Foundations->Alberta Farmers' Cooperative: Change 2nd paragraph, 1st sentence from "... the sipping of grain..." to "...the shipping of grain ..." –KLS
2. **pg 50 Under "Fire Combat," note that weapon rate of fire is the number of aimed shots or area fire bursts that a weapon can fire in a combat *round* (initiative point), not combat *turn*. -Official 2300 AD Errata sheet dated October 19, 1988**
3. pg 52 WOUNDS AND RECOVERY->Resuscitation: 2nd paragraph, 1st sentence the resuscitation deadline for 'killed' characters should be 6 minutes, not 60 minutes. – Shaun Hilburn
4. **pg 57 ARMOUR EFFECTS: Stacking (or armor) cannot be done with the armor listed in the basic game rules. If, as referee, you wish to allow armor to be stacked, you should create variant types based upon those in the basic game. –Lester W. Smith, 2300AD line manager for GDW in The Travellers Digest#19 { This answer is incorrect, as the text and artwork on pages 52-53 in the 2300AD Adventurer's Guide (1988) show vests layered over the matching type of full-body armor. Also the description of the French infantry's armor on page 97 of the Aurora Sourcebook (1987) has a rigid breastplate, as well as rigid knee/shin protectors, layered over the a full-body nonrigid suit. Both of these**

examples predate this column's publication – Kevin Clark on the '2300AD magazine articles' page of the website [Pentapod's World](#) }

5. pg 57 ARMOUR EFFECTS->Non-penetrating Kinetic Energy Rounds: A 'Kinetic Energy Round' is defined as a shot from a slug thrower (including arrow and crossbow bolts), the contact& fragmentation effect from an explosion or a melee weapon that does not specifically state 'blunt trauma damage only'. -KLS
6. **pg 59 In the "Optional Wound Rules" box of the "Target Hits" diagram, "Arm" was not listed. An arm hit should give a die modifier of + 0. -Official 2300 AD Errata sheet dated October 19, 1988**
7. **pg 60 Combat Examples: Frank has an FAM-90, not an SK-19. -Official 2300 AD Errata sheet dated October 19, 1988**
8. **pg 61 Combat Examples: Note that characters with Combat Rifleman-3 need a 3 to hit at close range (Routine task =6, -3 for skill), not a 4. -Official 2300 AD Errata sheet dated October 19, 1988**
9. **pg 61 Combat Examples: When Angela performs a diving blow toward Georgette, Angela rolls 1D6 and adds it to her Size x 2, but Georgette (as receiver) should just add her own Strength and Size together. As long as the resultant totals are equal, both characters will suffer damage. -Official 2300 AD Errata sheet dated October 19, 1988**
10. **pg 61 Combat Examples: The information about the potential light wound that results for Angela should say "a 4 is rolled for its effect," not a 9. -Official 2300 AD Errata sheet dated October 19, 1988**
11. **pg 61 Combat Examples: Angela's final strike attack occurs in turn five, at initiative point 1 (which is half of her adjusted initiative of 3). Turn six never occurs and even if it did, Angela would not act until initiative point 3. -Official 2300 AD Errata sheet dated October 19, 1988**
12. **pg 64 SENSORS->Gravitational Scan: You know that an operating stutterwarp is there (which is one of the reasons for the black globes on the map), but you cannot gain target resolution until normal sensor range is reached. Also, 150 AU is quite a distance insystem, so by the time you reach the spot where the stutter-warp was detected, the vessel may be long gone. –Lester W. Smith, 2300AD line manager for GDW in 'The Travellers Digest' #19**
13. **pg 74 The *Anjou*-class cargo vessel has life support enough for 25 people, not 24 as is indicated in the third paragraph. -Official 2300 AD Errata sheet dated October 19, 1988**
14. **pg 75 York-class Colonizer: There are thirteen vessels still in existence; five are owned by the Argentineans, three by the Brazilians, one is on lease to Trilon Corporation, one serves as a power plant and warehouse at Vega Far Station, and three are in far orbit around Mars awaiting final orders to be scrapped.**

Statistics:

Streamlining: None

Sensor Package: Gravitational Scan.

Off-bridge crew: 54 Engineering, 20 Medical, 20 Steward.

Bridge crew: 1 Command, 1 Navigational, 1 Communication, 2 Computer, 2 Engineering.

Additional Crew Recommendations: 33 Security.

General Information:

Warp Efficiency: 2.416 unloaded; 1.601 with common load

Plant: 75 MW Fission, Fuel: NA, Range 7.7

Mass: 15 392 tons unloaded; 52 892 with common load

Cargo Capacity: 75 000 cubic meters

Comfort: -1

Emergency Power: Battery, 150 hours

Total Life Support: 1460 *

Solar Array: None

* The passenger/colonist total is 900. Traveller 2300's Life Support is Crew-days (so in this case the York has supplies for crew and passengers for 4 years), but 2300AD uses Life Support to tell you just the size of the crew (but not how long the supplies last).

Ship Status Sheet Information:

Movement: 5 hexes unloaded; 3 hexes with common load

Screens: None

Passive Signature: 9, Active Signature: 7

Passive Sensors: 0, Active Sensors 5

Hull Hit Capacity: 156/32/78

Power Plant Hit Capacity: 100/20

Crew Complement: 108

Weapons: none

Remote Stations: None

-Found on the website [Canada 2300AD version 'J'](#) from information provided by Dave Malesevich and KevinC. The ship was detailed in 'Traveller 2300' but dropped from the '2300AD' version, presumably for space.

15. **pg 82 The *Kafer X-ray Missile* should have a Movement of 6, not 11. -Official 2300 AD Errata sheet dated October 19, 1988**
16. **pg 87 The first column of the Life Zones table should read "Luminosity," not "Distance." -Official 2300 AD Errata sheet dated October 19, 1988**
17. **pg 87 LIFE ZONES table->Life Zone Formula: L is Luminosity as found on the STELLAR LUMINOSITY CHART of pg 86 – KLS**
18. **pg 88 WORLD SIZE: The name of this table is given as 'WORLD DIAMETER', it should be 'WORLD SIZE'. -KLS**

19. pg 93 WATER: For Ice Ball&Outer Zone the entry should read 'Ice Sheets' not 'Plentiful' – Andy Brick in 'Unofficial [Errata](#) for 2300AD and Star Cruiser'
20. pg 94 COLONY POPULATION: The values are erroneous, see the corrected and extended table at 'Corrected and Extended Population Table' page – *by Kevin Clark on the 'Best of the 2300AD Mailing List' page of the website [Pentapod's World](#)*
21. **pg 102 Interplanetary Travel-Time: The rate in AUs of 0.645 x (LY speed) is the correct rate to use. - Joe D. Fugate Sr. staff (?) with GDW in The Travelers' Digest#14** {This is the official word in response to comments from players about of the mismatch with the movement rates given between those in this section, what is in the Starship Combat section and the rates in Star Cruiser-KLS}
22. pg 105 The Colonies of Earth: The location of Canada's enclave is listed as "DM +3 123" it should read "DM +4 123", the Sung home world. –KLS

2300 AD Play Aids: Forms Book

1. **pg 5 The Colonies of Earth: The location of Canada's enclave is listed as "DM +3 123" it should read "DM +4 123", the Sung home world. –KLS**
- 2 **pg 9 In the "Optional Wound Rules" box of the "Target Hits" diagram, "Arm" was not listed. An arm hit should give a die modifier of + 0. -Official 2300 AD Errata sheet dated October 19, 1988**

Traveller: 2300 *

1. **Armor Listing: The following corrected armor values supersede those listed in the basic game's Player's Manual: Helmet: 1, High-Threat Combat Helmet: 2, Steel Helmet: 0.2, Chainmail Vest: 0.1, Rigid Breastplate: 1, Nonrigid Vest: 0.6, Inertial Armor Vest: 0.8, Full-body Nonrigid Armor: 0.3, Full-body Inertial Armor: 0.4, Full-body Combat Armor: 1, BH-21 Combat Walker: 8, Kz-7 Combat Walker:10 –Armor/Damage Revisions pg 45. 'Mission Arcturus'**
2. **Personal Armor: Types of personal armor are: nonrigid, rigid, and inertial. Nonrigid armor is made of flexible material which is tough and resists puncture by a bullet or energy beam. It doesn't inhibit the wearer's movement as much as rigid armor does. Rigid armor is made of solid pieces. Inertial armor is flexible like nonrigid armor but becomes rigid when struck by a fast-moving projectile (such as a bullet or a piece of shrapnel). The differences among nonrigid, rigid, and inertial armor are only important when resolving blunt trauma injuries. In the case of normal damage, the armor's value is subtracted from the DP value of the round, and the difference is used to determine the seriousness of the wound, as explained in the basic game rules. –Armor/Damage Revisions pg 45. 'Mission Arcturus'**

3. **Nonpenetrating kinetic energy rounds:** A kinetic energy round with a DP value less than that of the armor will not penetrate but will cause blunt trauma or stun damage. If the round hits rigid or inertial armor, it inflicts stun damage; if it hits nonrigid armor, it inflicts blunt trauma damage. In all cases, half of the armor value is subtracted from the round's DP value, and the seriousness of the wound is reduced one level. –Armor/Damage Revisions pg 45. 'Mission Arcturus'
4. **CLOSE-RANGE FIRE:** All fire-combat weapons have their DP value doubled when firing at a target within close range. –Armor/Damage Revisions pg 45. 'Mission Arcturus'
5. **Player's Manual pg 22:** Under Finalizing the Character, Life levels, substitute "mass in kilograms" for "size". Consciousness level equals mass in kilograms divided by 20; life level equals mass in kilograms divided by 10. -Official Traveller: 2300 AD Errata sheet dated December 4, 1986
6. **Player's Manual pg 47:** The Colonies of Earth. For the Texas enclave on 82 Eridani, the star type is incorrect. 82 Eridani is a G5 V star. -Official Traveller: 2300 AD Errata sheet dated December 4, 1986
7. **Referee's Manual pg 12:** Under Wound Effects, Shock Points, the following line was omitted. "The character is dead when his total of shock points equals his life level." -Official Traveller: 2300 AD Errata sheet dated December 4, 1986
8. **Referee's Manual pg 21:** Under Arming Your Ship, the list of additional weapons is missing.

Hyde Industries Laser, Model EA122. Hyde industries has always been at the forefront of space weapons technology, and the model EA122 is their most popular design. Damage: x1, Targeting: +1, Price: Lv105,000

Hyde Industries High Output Laser, Model EAA1000. The EAA1000 is the high output favorite of most national space fleets. This model is often adaptable to use in detonation laser devices. Damage: x2, Targeting: +1, Price: Lv174,000.

Allen model BMZ 150MW Particle Beam Weapon System. An American produced weapon, the Allen was one of the first particle weapon with sufficient targeting to be a viable space combat asset. Damage: x3, Targeting: -2, Price: Lv212,000.

Guiscard LL-98. The LL-98 is the standard armament of the French naval and merchant vessels. Damage: x1, Targeting: +0, Price: Lv97,000.

DunArmCo Amplified Particle System, ALS-22. Australian DunArmCo is attempting to break into the space weapons field, introducing the ALS-22 in 2296. Damage: x2, Targeting: -3, Price: Lv146,000.

-Official Traveller: 2300 AD Errata sheet dated December 4, 1986

9. **Referee's Manual pg 43:** The average temperatures table indicates that the ranges are measured in Kelvin. They are actually measured in Centigrade. -Official Traveller: 2300 AD Errata sheet dated December 4, 1986

10. **The Map:** On the map itself, there are two stars on the far right for which the dots were left off. DM-22 6219 should have a red dot of the -10 to -30 ly size. Iota Piscium should have a white dot of the -10 to 10 ly size. On the Z Axis Distance, the line which reads -30 to -20 ly should instead read -30 to - 10 ly. -Official Traveller: 2300 AD Errata sheet dated December 4, 1986

*These are the first edition rules of 2300AD

Star Cruiser: Rules Book

1. **pg 2 SEQUENCE OF PLAY:** The *Sequence of Play* explanation in the Rules Book seems to indicate that only the intruder can fire during the Intruder Movement and Fire Phase, and only the Native may fire during the Native Movement and Fire Phase -- this is not true. As is explained under *Firing Procedure* on page 4, each weapon may fire *either* during the Intruder Movement and Fire Phase or during the Native Movement and Fire Phase. - Official Star Cruiser Errata sheet dated August 17, 1987
2. **pg 3 MOVEMENT:** The launching of all small ships from a larger ship is done at the beginning of the friendly movement and fire phase – KLS This is in keeping with the rule for remote objects.
3. **pg 3 FACING:** Under *Facing*, add the following:
Same Hex: Oftentimes both a firing ship and its target will be in the same hex. When both the firing ship and target are in the same hex, the firing ship may declare itself to have any facing with respect to that target ship. Also, the ship with the higher movement factor decides which facing of the target ship is being fired upon, which also determines which target profile modifier is to be used, lateral or radial. - Official Star Cruiser Errata sheet dated August 17, 1987
4. **pg 4 FIRING->B. Target Engagement Limits:** Kafers generally use something very similar to UTES. –Lester W. Smith, 2300AD line manager for GDW in 'The Travellers Digest' #19
5. **pg 4 FIRING->B. Target Engagement Limits:** 2nd Paragraph, change the last two sentences to read "A UTES equipped mount can direct the fire of other mounts on the ship as well. Thus a ship with two UTES and five lasers functions the same as a ship with two TTAs and five lasers. –KLS except of course that the tracking arc of a UTES system is limited to the aspects of the weapon it is mounted to but a TTA is not.
6. **pg 5 RANGE:** Weapons from Remote Objects (such as missiles, but NOT Submunition Dispensers) do not get a positive bonus from the ship's targeting Computer rating. –KLS A clarification.
7. **pg 5 RANGE:** last line should read "...tion recorded in ..." not "-tion recoded in ..." -KLS
8. **pg 5 SCREENS:** Concerning the effects of screens in Star Cruiser combat, if a level 6 screen is attacked by two 10x2 detonation lasers in one phase, will it defend

- against all 20 attacks at level 6, or will there be some degradation? Screen degradation occurs immediately after each shot, but simultaneous shots will be at the same screen level. This means that in your example, 10 shots (those from the first detonation laser) will all be against level 6 screens. The next 10 shots (those from the second detonation laser) will all be against what level the screens were reduced to by hits from the first missile. –Lester W. Smith, 2300AD line manager for GDW in ‘The Travellers Digest’ #19
8. **pg 5 ARMOR:** A roll of 10 against armor always penetrates, regardless of armor value. This is essential, as armor values even higher than 10 are possible given the ship construction rules. Why build a ship with an armor value above 10? Because it retains a high armor value if breached. –Lester W. Smith, 2300AD line manager for GDW in ‘The Travellers Digest’ #19 and official Star Cruiser Errata sheet dated August 17, 1987
 9. **pg 5 DAMAGE:** add to the introductory paragraph: (If the ship does not have the indicated location, the hit is a hull hit instead). - Official Star Cruiser Errata sheet dated August 17, 1987
 10. **pg 6 Damage B. Surface Fixtures Weapons Mount:** Externally slung ordinance and externally mounted small craft count as a ‘Weapons Mount’ for purposes of taking a hit. –KLS Otherwise they are invulnerable.
 11. **pg 6 Damage B. Screen Generator:** Omit the last sentence. - Official Star Cruiser Errata sheet dated August 17, 1987
 12. **pg 6 DAMAGE CONTROL:** add: When a Bridge or TAC work station has been destroyed and a vacant station is to be substituted for it, the substitution is performed during the Friendly Damage Control Phase. - Official Star Cruiser Errata sheet dated August 17, 1987
 13. **pg 6 REMOTE OBJECTS:** Each missile bay may fire only once in a turn. Any number of remote objects that are in external slings or packs may be launched per turn. For remote objects launched from the cargo hold see the rules on pg 7 of the Naval Architect’s Manual->Launched Ordnance: Cargo Hold. - KLS
 14. **pg 6 REMOTE OBJECTS:** Remote objects may be launched with any facing. –KLS
 15. **pg 7 KAFERS:** For determining the first point of firing on a Kafer ship, use step E of the Detection phase with the first replacement of a black globe with a human ship. –Bryn Monnery
 16. **pg 7 THE SHIP STATUS SHEET->Surface Fixture Hits:** third paragraph, this information is blatantly wrong. The bow on both the weapon displays and the counters is to the right, not the left. { Several ships in Star Cruiser ship booklet, mistakenly have more guns firing to the left on the sheet (which is the rear), and so you must reverse them – Kevin Clark of [Pentapod’s World](#) } Also, on each status sheet, those weapons positions which can fire into three aspects are jack turrets. Those which can fire into five aspects are gun towers. {Note the white/clear boxes are the

aspects/arcs the turret fires into, and the darkened-in boxes are the aspects/arcs you cannot fire into, see the same paragraph in the Rules Book. – Kevin Clark of [Pentapod's World](#) } - official Star Cruiser Errata sheet dated August 17, 1987

17. pg 8 THE SHIP STATUS SHEET->Damage Control: Delete the sentence in the brackets which reads '(the last is unable to repair things, but will absorb battle damage)' . – Lester W. Smith, 2300AD line manager for GDW in 'The Travellers Digest' #19
18. pg 8 THE SHIP STATUS SHEET->Crew: Unless otherwise specifically stated the crew quality of a small ship will be the same as that of the large ship which carries it. -KLS
19. pg 13 The Third Battle of Alpha Centauri: The 'CG De Grasse' is a Suffern class ship - KLS
20. pg 13 The Death of DC-2: add to *Set Up*: add to *Setup*: Each Kafer ship may have fired up to two of its missiles on the turn before play begins. They begin the game within one turn's movement from the firing ship.

For the Intruder, add the following:

BC Beta-3 (CQ: -2)

Ordnance Carried: 20x Whiskey-type missiles

BC Beta-4 (CQ: -2)

Ordnance carried: 20x Whiskey-type missiles

Also for *The Death of DC-2* scenario, add the following note to the *Victory* section: If both French ships escape, the result is a draw. If the French destroy at least one *Beta*-class ship before breaking contact, the result is a French victory. If either French ship is destroyed, the result is a Kafer victory.

- Official Star Cruiser Errata sheet dated August 17, 1987

21. pg 13 "Like a Wolf in the Fold": for the Intruder, substitute:
Intruder: Kafer
BB Alpha-1 (CQ: -2)
Ordnance Carried: 30x Whiskey-type missiles.
2 *Foxtrot*-class fighters (A-1, A-2). (CQ: - 1 each)

- Official Star Cruiser Errata sheet dated August 17, 1987

22. pg 14 Last Stand at Tithonus – Intruder BC Beta-2 Change the Battle Damage to read "all four gun turrets destroyed, all six jack turrets destroyed," -KLS
23. pg 14 "The Glorious First of July": 4 Gustov fighters: have a CQ of +2. -KLS
24. pg 15 Battle of Laodemon: Battle Damage on the Bismarck: Change the "one missile pod destroyed, three remote stations destroyed" to read "one missile bay destroyed, two remote stations destroyed, one computer station destroyed." -KLS

25. **pg 16 Ship Annex**”: add the following:
Bays: All ships which carry missiles are assumed to have one bay. The following are the only exceptions:
Two bays: *Kafer Alpha-class, Kafer Improved Alpha-class, Kafer Beta-Class, Bismarck-class, Sachsen-class*
Three bays: *Kiev-class, Konstantine-class*
Four bays: *Hamburg-class, Kennedy-class*
Five bays: *Espirito Santo-class*
Write bays into the Ordnance box of the ship status sheet.
- Official Star Cruiser Errata sheet dated August 17, 1987
26. **pg 18 Ship Annex Kiev-Class Destroyer->Power Plant:** Should read “50 MW Fission”, not “50 MW Fusion”.
27. **pg 17 Ship Annex Tallyrand-Class Battleship->Range:** Should read ‘7.7’, not ‘8.7’ – **Lester W. Smith, 2300AD line manager for GDW in ‘The Travellers Digest’ #14**
28. **pg 18 Ship Annex Kennedy –Class Cruiser->Range:** Should read ‘7.7’, not ‘8.7’.
–Lester W. Smith, 2300AD line manager for GDW in ‘The Travellers Digest’ #14

Star Cruiser: Naval Architect’s Manual

1. **pg 2 Section 1 CONCEPTUALIZATION:** Do not attempt to construct Missiles, Drones and Submunitions using these rules. The Missiles, Drones and Submunitions presented in the data annexes do not conform to these design rules. –KLS See the section on alternative rules.
2. **pg 2 Section 1 CONCEPTUALIZATION:** When designing a ship the technology used at the time of construction must be stated and accounted for. A ship built with Old Commercial tech cannot be built with any equipment listed under the headings of Old Military/New Commercial or New/Current Military, L.P. Synth or Adv Synth or Adv. Composite hull materials, Extensive or Advanced Hull masking, Deep System Scanners, Advanced Cartographic/Life Sensor, UTES, a +1 or +2 targeting computer, Hyde Dynamics EA 122/EA 1000 lasers, any Particle Accelerator weapon, any detonation laser weapon, any screens or any Active or Passive sensors with a range of over 10 hexes. If there are two Active or Passive sensors of identical range listed then the ship can only be built with the sensor with the higher CS value. A ship built using Old Military tech cannot be built with any equipment listed under the headings of New/Current Military, Adv Synth or Adv. Composite hull materials, Advanced Hull masking, UTES, +2 targeting computer, Hyde Dynamics EA 1000 laser weapon or the missile types Ritage-2, SIM-14 and SR-10. A ship built using New Commercial tech has the same restrictions on a ship built using Old Military tech and in addition cannot use screens or any weapon that uses detonation lasers. A ship may be built with equipment of a lower tech level than is currently available. Obviously, if specifically stated so, a ship could at a later time be retrofitted with equipment

that is more (or less!) advanced. The only part of a ship that cannot be retrofitted is the original Hull Material and Armor Value. – KLS I have found no good precedent in cannon material for determining exactly what is the extra cost for retrofitting a ship.

3. **pg 3 Section 2 POWER PLANT: omit the references to MHD turbine blade diameters. - Official Star Cruiser Errata sheet dated August 17, 1987**
4. **pg 4 Section 6. CREW AND WORK STATIONS->6A Large Ships: Work stations are Lv30, 000. But in terms of the ship design sequence, these prices are not added separately but are included in the cost of building the hull and mounting it with drives, sensors, weapons, and the like. . –Lester W. Smith, 2300AD line manager for GDW in 'The Travellers Digest' #19 {So presumably this is only the refit cost? –KLS}**
5. pg 4 Section 6. CREW AND WORK STATIONS->6A Large Ships: Medical Section: Change the sentence which reads “For every 30 people there must be one medic ...” to be “For every 30 people (or fraction there of) there must be one medic ...” – Bryn Monnery in [Star Cruiser Clarifications](#)
6. **pg 4 Section 6. CREW AND WORK STATIONS->6B Small Ships: Cockpits are Lv50, 000. But in terms of the ship design sequence, these prices are not added separately but are included in the cost of building the hull and mounting it with drives, sensors, weapons, and the like. . –Lester W. Smith, 2300AD line manager for GDW in 'The Travellers Digest' #19 {So presumably this is only the refit cost? –KLS}**
7. pg 5 Section 7. ACCOMMODATIONS AND LIFE SUPPORT->Accommodations: Change the last sentence to read “The mass of each individual accommodation is 10 tons plus 0.1 tons per m³.” –KLS & others As originally written it implies total accommodations mass=10 + (0.1 x total volume of all accommodations together), a consensus of players seems view that as a mistake despite the calculation in the Large Ship example. However, most (but not all!) official GDW published designs seem to follow the latter and so for consistency many players still use it. Because using the different formulas can significantly change performance statistics it is important that all players first come to an agreement about which rule they are going to use before the game starts!
8. pg 6 Section 7. ACCOMMODATIONS AND LIFE SUPPORT-> Large Ship Example: Mass of the accommodations should be 1250 tons, not 260 tons. – KLS See the entry on the change to the mass of accommodations formula above.
9. pg 6. Section 8. SENSORS->Large Ship Example: The deep-system scanner takes up '15m³', not '15m²' of volume. –KLS
10. **pg 6 Section 9. WEAPONS->Fixed Weapons: add 'Fixed weapons require power equal to their damage multiplier, in MW' – Official Star Cruiser Errata sheet dated August 17, 1987 {Fine with me but now why would anyone ever want to use Particle Accelerator Weapons? –KLS}**
11. pg 7 Section 9. WEAPONS-> Fixed Weapons: add “Submunition Dispensers: Submunition Dispensers are treated as their own independent mount; see the data annex for details. Submunition Dispensers are treated the same as a mount (i.e. External Mount) for the

purposes of the rules on Fire Control, Target Tracking and Targeting Computers.
Submunition Dispensers may fire into all aspects. Submunition Dispensers may use UTES.
–KLS

12. pg 7 Section 9. WEAPONS->Targeting Computers: The volume of a targeting computer is ignored – Personal correspondence with Loren K Wiseman of GDW Jan 31, 1989
...unless it is mounted to a Jack turret in which case it does count. –KLS this is keeping in line with the ship examples.
13. **pg 7 Section 9. WEAPONS->Targeting Computers: The cost for a +1 computer is Lv700,000; a +2 computer is Lv2,800,000. –Lester W. Smith, 2300AD line manager for GDW in 'The Travellers Digest' #19**
14. pg 7 Section 9. WEAPONS->Targeting Computers: Add “Each Targeting Computer is installed attached to a weapon mount” – KLS&others This is in keeping with the ship examples. So each of the 10 turrets on a Kennedy could fire at 10 different targets (each mount has its own UTES system) with a +2 bonus (as each mount has its own Targeting Computer)
15. pg 7 Section 9. WEAPONS-> Launched Ordnance: External Sling: The data annexes do not list the reflected signature points of an externally slung missile. Take the ‘Lateral Reflected Signature’ of the missile; find the fixture points on the table on pg 10 that correspond to that Signature. This is the fixture points of the missile that is added to those of the ship. The data annexes do not list the surface area taken up by an externally slung missile. Find the ‘Lateral Target Profile’ of the missile; find the ‘Viewed Target Area at most’ on the ‘TARGET PROFILE TABLE’ on pg 16 that correspond to that Target Profile. The surface area of the ship that is taken up by the missile is twice the value of the ‘Viewed Target Area at most’. –KLS Yes I know that this means externally slung missiles get the maximum possible values for fixture points and surface area consumption but there has to be *some* disadvantage to having an externally slung missile.
16. pg 7 Section 9. WEAPONS-> Launched Ordnance: Missile Pack: Missile packs are exterior mounts and so do not consume interior volume; ignore the ‘Volume of the Pack’ in the data annexes. The price and mass of the pack listed in the data annexes are for the pack machinery only! The price and mass of the missiles must be calculated separately and added to that of the ship. –KLS
17. pg 7 Section 9. WEAPONS-> Launched Ordnance: Missile Bays: Delete the sentence ‘Bays mass 2 tons per m3’. Use the data annexes, the mass per missile in a bay does NOT include the mass of the missile. The mass of the missiles must be added in separately to the ship – KLS & others
18. pg 7 Section 9. WEAPONS-> Large Ship Example: Change last two sentences to read “Therefore, each bay must provide 14m³ for each missile or 70 m³ total (280 m³ total for the ship). Each bay masses 70 tons, and each has 2m² exit port on the surface of the ship.” -KLS
19. pg 8 Section 13. HULL-> add in “Add the surface area of each hull section together to determine the total surface area of the hull. The surface area on the front and back ends

- of a hull are not counted as they are assumed to be the portion of the hull reserved for hatches, portals, exhaust vents and radiator panels.” -KLS This is to keep in line with the ship examples.
20. pg 8 Section 13. HULL-> Customizing: Change last sentence from “Round fractions down” to read “Round fractions to nearest”. -KLS This is to keep in line with the small ship example.
 21. pg 8 Section 13. HULL->Ships with Armor: Total Material Volume of the Hull = (Material volume of an unarmored hull) X (Armor Value) X (Armor Multiplier from the HULL MATERIALS TABLE) – KLS & others A clarification.
 22. pg 9 Section 13. HULL->Small Ship Example: Change first sentence from “...section with 280 m³) is 2,805 of a 3 m³ material volume for our custom hull” to read “...section with 280 m³) is 2.805 rounded to a 3 m³ material volume for our custom hull”. –KLS
 23. pg 9 Section 14. STREAMLINING AND THRUSTER FULL->Streamlining: Costs 0.05 or 0.1 of the unarmored hull. This adds Lv36, 000 to the price of the Punyuang.–KLS This is to keep in line with the section 4 small ship example.
 24. pg 9 Section 14. STREAMLINING AND THRUSTER FULL->Thruster Fuel: Change last sentence of paragraph 2 from “The standard volume assigned to g ...” to read “The standard value assigned to g ...”. –KLS
 25. pg 9 Section 14. STREAMLINING AND THRUSTER FULL->Time to Orbit: Change the formula to be $t \text{ (minutes)} = (g \times \text{Mass of ship}) / (10 \times \text{lift value} \times \text{MW})$ – KLS the 1/10 scaling factor is a complete guess, please advise.
 26. pg 9 Section 14. STREAMLINING AND THRUSTER FULL->Small Ship Example: The hull has streamlining with a lift factor of 1.0. For a hull volume of 196.35 m³ the streamlining requires 19.63 m³ of interior volume and costs Lv36, 000. The thruster fuel takes up 22.31 m³ of internal volume and masses 36.81 tons. –KLS
 27. pg 9 EVALUATION->1. Mass: A value of 3 tons per m³ is the standard mass of loaded cargo. –KLS This is the figure used in Ships of the French Arm, about the density for dirt.
 28. pg 9 EVALUATION->3. Fire Statistics Small Ship Example: The Punyuang does have a +1 targeting computer. -KLS
 29. pg 10 EVALUATION->Expense: Small ship example: The Punyuang costs MLv12.523 – KLS This reflects the added cost of the targeting computer and the streamlining.
 30. pg 10 EVALUATION->6C Total Reflection Small Ship Example: The Punyuang has total radial reflection points of 100 for a value of 4. Total lateral reflection points of 119 for a value of 4. -KLS
 31. pg 11 Section 7. Radiated Signature: add in “If the current total output of all the active power plants on a ship are equal to or less than a number in the first column of the table then the Radiated Signature is taken from the second column.” -KLS

32. pg 11 Section 8. Hull Hit Value: Change the first sentence from "Take the material volume of the structure of the hull and divide it by the armor multiplier of the material used to construct it." to read "Take the total material volume of the hull, which includes armor, divide it by the armor multiplier of the material used to construct it (round up).
–KLS&others A clarification.
33. pg 11 Section 8. Hull Hit Value->Small Ship Example: Change the last sentence from "... and a minor breach after 1." to read "... and a minor breach after 2." –KLS
34. pg 11 Add in a Section 13. TTAs and Submunitions: For every individual TTA and Submunition Dispenser on the ship write it as such in the section 'TTAs and Submunitions' of the Ship Status Sheet. For every 'Remote' type work station in the TAC write in 'Communicator' here as well. – KLS There is no precedent regarding having more, or less, communicators than the number of 'Remote' workstations.
35. **pg 14 Submunition Dispensers->AMERICAN "GRAPE-SHOT" DISPENSER: Mass of 25 tons – Official Star Cruiser Errata sheet dated August 17, 1987**
36. **pg 14 Submunition Dispensers->AMERICAN "BIG CLIP" DISPENSER: Mass of 15 tons – Official Star Cruiser Errata sheet dated August 17, 1987**
37. **pg 15 FUEL TABLE: 2300AD is correct (and Traveler: 2300 lists the same ratings): Star Cruiser is incorrect. Therefore, MHD units use 75 tons and fuel cells use 100 tons. - Lester W. Smith, 2300AD line manager for GDW in 'The Travellers Digest' #19**
{ This answer is also incorrect, as real world chemistry and physics research shows that fuel cells are more efficient than MHDs. Star Cruiser's fuel ratings are correct. The mistake instead must have been made in Traveler: 2300, which was then "cut and pasted" without being corrected into 2300AD. – Kevin Clark on the '2300AD magazine articles' page of the website [Pentapod's World](#) }
38. pg 15 HULL MATERIALS TABLE: Price listed is in "Lv per m³", not "MLv per m³". – KLS
39. pg 15 STANDARD HULL SECTIONS TABLE->Custom Hull Formulas: Change the formula for available surface area to be $2 \times \pi \times r \times h$ where r is the maximum radius of the ship, h is the length of the hull section. –KLS This is in keeping with the ship examples, the ends of the ship are not available. Presumably the ends of the ship represent the portion of the ship's surface area taken up with exhaust ports, hatches, portholes, heat sinks etc.
40. pg 16 WEAPONS MOUNTS TABLE: External Mount: Mass/Volume should read "1 X weapon m/v" not "1" – KLS This is in keeping with Masked turrets.
41. pg 16 WEAPONS MOUNTS TABLE: Gun Towers: Hull Area: 30 m², Mass/Volume: 2 x weapon, Price Lv 15,000, Aspects: 5 – Personal correspondence with Loren K Wiseman of GDW Jan 31, 1989

Star Cruiser: Ship Status Sheets

1. **Note: If a ship has no TTAs listed, it has UTES on all fixed weapons – Official Star Cruiser Errata sheet dated August 17, 1987**
2. Konstantine: Add 3 x Remote station and 1 x Communicator, subtract 2 x TTAs. -KLS
3. Hamburg: The ship has an Active Sensor rating of 7 and a Passive Sensor rating of 3. -KLS
4. Kennedy: Has an Armor rating of 1. When not using lasers or active sensors, the ship has a movement rating of 10. -KLS & others
5. Alpha: The firing arcs of weapons #15 and #16 should be changed to have the same facing as weapon #17. -KLS
6. I have not confirmed his work but please see the web page 'Main Homeworld Spaceport' of Kevin Clark's website [Pentapod's World](#) for a long list of Ship Status Sheets that he has corrected. -KLS

Star Cruiser: Combat Charts

1. **Step 1: Add the following: + or - target's "target profile" (see page 5 of Rules Book). – Official Star Cruiser Errata sheet dated August 17, 1987**

Aurore Sourcebook

1. pg 94 INFANTRY WEAPONS-FRENCH->FAA-73: Bulk should be 3 not 2. – Steve Crutchfield's "One Man's View of 2300AD" Bulks of "Official" Weapons
2. pg 95 COMBAT ARMOR: This whole section was written for the first version of the game, 'Traveler: 2300'. The rules here are superseded by those in the second version, '2300AD'. -KLS

Colonial Atlas

1. pg 4 COLONIAL HISTORY: Change the beginning of second last sentence on this page to read "In 2139 a ..." not "In 2129 a ...". -KLS
2. pg 61 CHENGDU->HISTORY OF COLONIZATION: 3rd paragraph Shaoguan colony change 1st sentence to read "...in the year 2241." Not "...in the year 2421." – Steve Crutchfield's "One Man's View of 2300AD" [Timeline to 2300](#)

Earth/Cybertech Sourcebook

1. pg 77 Monofilament Garrote: Bulk should be 3 not 4. – Steve Crutchfield’s “One Man’s View of 2300AD” [Bulks of “Official” Weapons](#)

Energy Curve

1. pg 27: TYPICAL COMMUNES-> Smaller Communes: Last line of last paragraph should read “ing quite popular.” –KLS
2. pg 34 PHYSIOLOGY-> Eye-cleft: 3rd paragraph, 2nd sentence should read “...only perhaps 30% the detail...” –KLS
3. pg 38 CULTURE->Justice: 3rd paragraph, 2nd sentence should read “...attempting to defy the Klaxun...” –KLS
4. pg 44 SIGNS OF UNREST-> 2nd paragraph, 3rd sentence should read “...are stupid – but even the ...” –KLS

Equipment Guide

1. pg 42 MISCELLANEOUS KAIFER EQUIPMENT->Shgah’ur “Cattle Prod”: Bulk not listed, recommend a value of 0. – Steve Crutchfield’s “One Man’s View of 2300AD” [Bulks of “Official” Weapons](#)

Kafer Sourcebook

1. pg 59 MISCELLANEOUS KAIFER EQUIPMENT->Shgah’ur “Cattle Prod”: Bulk not listed, recommend a value of 0. – Steve Crutchfield’s “One Man’s View of 2300AD” [Bulks of “Official” Weapons](#)
2. pg 60 MISCELLANEOUS KAIFER EQUIPMENT->Shgah’vv “Scepter”: Bulk should be 3 not 2. – Steve Crutchfield’s “One Man’s View of 2300AD” [Bulks of “Official” Weapons](#)
3. pg 60 MISCELLANEOUS KAIFER EQUIPMENT->”Kafer Baseball Bat”: Bulk should be 3 not 1. – Steve Crutchfield’s “One Man’s View of 2300AD” [Bulks of “Official” Weapons](#)
4. pg 85 LAMBDA SERPENTI->Special Note: Change the beginning of the last sentence on the page to read “Although Humans would not think ...”. –KLS

Mission Acturus

1. pg 8 MARINE WEAPONS: M-5 Assault Rifle: Aimed Fire Range is 600m. –KLS The original text gives two entries for Area Fire Range, I am guessing that the longer range is actually the range for Aimed.
2. pg 9 MARINE WEAPONS: Kaskaskia Arms Type 720 Machinegun: DP Value should be 0.7 not 0.07. –KLS I think it is a pretty good guess that the listed DP is 1/10 what it should be.

3. pg 45 Armor/Damage Revisions: This whole page was written for the first version of the game, 'Traveler: 2300'. The rules here are superseded by those in the second version, '2300AD'. -KLS

Nyotekundu Sourcebook

1. pg 45 EQUIPMENT->Foil: Bulk should be 2 instead of 1 – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)

Rotten to the Core

1. pg 57 ORIENTAL MARTIAL ARTS WEAPONS->Sai: Bulk should be 0 instead of 1 – Steve Crutchfield's "One Man's View of 2300AD" [Bulks of "Official" Weapons](#)

Ships of the French Arm

1. Given the limited ship information presented it is very difficult to relate the ship designs within this book back to the rules laid out in Star Cruiser: Naval Architects' Manual but the general fan consensus seems to be that almost every design in this book has one or more errors in it. I have not confirmed his work but please see the web page 'Main Homeworld Spaceport' of Kevin Clark's website [Pentapod's World](#) for a long list of Ship Status Sheets that he has corrected.-KLS

2320AD

1. pg 1 Under Chapter 3: There is an extra tab in first heading of "Quick Character Generation System" -jcrocker
2. pg 1 There is a heading of "Homeworld Skills And Feats" then the next line has "Homeworld Feats" -jcrocker
3. pg 1 Extra tab in "Quick Character Generation" -jcrocker
4. pg 1 Under Chapter 6 - heading reads "Earth/sol" where Sol should be capitalized -jcrocker
5. pg 1 Under Chapter 7 - in the colony/system names, almost every single word after the slashes is struck down from capitals. This carries on to the top of pg 2. -jcrocker
6. pg 2 The section heading of Chapter 9 has an extra space in "Orbital Facilities, Outposts And Enclaves" [and I don't think words like 'and' or 'the' are usually capitalized] -jcrocker
7. pg 2 Chapter 11 "Computers And Information Security", strike down the capital in 'and' -jcrocker
8. pg 2 Chapter 12 Equipment - under 'Pentapod Equipment', Pgmps should be PGMPs -jcrocker
9. pg 2 Chapter 13 Cybernetics - fourth heading has struck-down capital and extra tab, should read "Cybernetic/Prosthetic Modifications" -jcrocker
10. pg 3 Heading on Chapter 20 should read "GM Guide" not "Gm Guide". -jcrocker

11. pg 3 Under chapter 20, "2320AD Alternatives" - third listing has "D20m/d20f". Should both ds be the same? -jcrocker
12. pg 4 Column 1, second paragraph: comma after 2320 is bold. -Yatima
13. pg 5 Column 1, second sentence under Stutterwarp: "Stutterwarp become ineffective..." should this be "Stutterwarp becomes ineffective..."? -Yatima
14. pg 9 Column 2, Gene protests: "the new citizens of Kings" should this be "the new citizens of King"? -Yatima
15. pg 10 Column 1, The Decline of nationalism: "The proper national citizenship...", should this be "Proper national citizenship..." or perhaps "A proper national citizenship..." -Yatima
16. pg 19 Column 2, last paragraph, second sentence: "...their lives up that point" should this be "...their lives up to that point"? -Yatima
17. pg 27 Sidebar. Both words in "Dragon Warriors" should be capitalized. -jcrocker
18. pg 29, Column 2, Using Prior History in character Generation, Pg reference 'the mustering out table provided in 2320AD on pg 00' should this be 'the mustering out table provided in 2320AD on pg 20'. -Yatima
19. pg 34 Column 1, Starting Skills and Feats, second paragraph: "...receives a extra feat..." should this be "...receives an extra feat..."? -Yatima
20. pg 37 Columns 1 & 2, Signature: There seems to be a lot of repetition in the first couple of paragraphs of some variant of the sentence "A vehicle's base signature is used as a modifier for spotting it, either visually or by electronic means." making this section a little confusing to read. -Yatima
21. pg. 41 Double period at end of description of "Alberta Farmers' Cooperative", another after "Paix Avec les Xenos" description. -jcrocker
22. pg 42 Column 2, Scope of operations: "...and it there that the Foundation's policies..." should this be "...and it is there that the Foundation's policies..." -Yatima
23. pg 43 Column 1, Scope of operations, paragraph 2: "...since the end of Kafer War..." should this be "...since the end of the Kafer War..." -Yatima
24. pg 43 Column 2, "Rebco located their new organization's offices to Wellon..." should this be "Rebco located their new organization's offices on Wellon..." or perhaps "Rebco relocated their new organization's offices to Wellon..." -Yatima
25. pg 43 Column 2, inconsistent capitalization "RebCo even provides..." should this be "Rebco even provides..." -Yatima
26. pg 44 Column 1, Mission statement: "...focused on convenient foods..." should this be "...focused on convenience foods..." -Yatima
27. pg 47 Column 2, Gotta get away sidebar: "...or not monitored..." should this be "...are not monitored..." -Yatima
28. pg 47 Column 2, Gotta get away sidebar, last sentence has some punctuation missing: perhaps it should read "Such urban areas, which are extremely rare, are known as Blights to the authorities and Havens to other, less law-abiding types." -Yatima

29. pg 50 Column 1, The Tribal Nations: "...central authority in United States..." should this be "...central authority in the United States..." -Yatima
30. pg 52 Column 1, Military Presence: "...while Naval Base is for..." should this be "...while a Naval Base is for..." -Yatima
31. pg 52 Column 1, "Interface Capabilty..." should be "Interface Capability..." -Yatima
32. pg 52 Column 2, Airship Net: "...has a airship transport..." should this be "...has an airship transport..." -Yatima
33. pg 55 Column 2, about half-way down: "...seeing on opportunity..." should this be "...seeing an opportunity..." -Yatima
34. pg 56 Column 1, New Ground sidebar: "The main criteria is that is the world..." should this be "The main criteria is that the world..." -Yatima
35. pg 57 Column 2, Half-way down: "...but it does have program working..." should this be "...but it does have a program working..." -Yatima
36. pg 59 Column 1, Notes: "...are though to be capable of..." should this be "...are thought to be capable of..." -Yatima
37. pg 59 Brazil. Third sentence of the description - "Brazil's has always been..." should read "Brazil has always been..." -jcrocker
38. pg 60 Inca Republic description - it looks like an indent got missed before "Hoping to attract foreign investment..." -jcrocker
39. pg 64 Iran data block. "Interface Capability" should be in bold, and it lists "Spaceplane (D)" where D is Roton. -jcrocker
40. pg 68 The "Nations of the Middle East" sidebar is located after the "Oceana" section heading, should be before. -jcrocker
41. pg 75 Tirane/Tundukubwa 1st par, last line reads "...crops or consumption.." should read "...crops for consumption..." -KLS
42. pg 75 Tirane/Tundukubwa 2st par, last line reads "..criminals deomonstraes." should read "..criminals demonstrates." -KLS
43. pg 78 Tirane/Tunghu 2nd par reads "..in more sever restrictions on.." should read "..in more severe restrictions on..." -KLS
44. pg 81 Freihafens colony is called Friesland in the table on page 81, but named Freiland in the description. Both names are possible: Friesland is an old country at the north sea cost of Germany and the Netherlands, and "Freiland" would mean "Free Country" in english (probably intended). Keep in mind that "Freiland" in German is almost exclusively associated with chicken, since the term is only used to describe eggs produced by chicken allowed to live on a field as opposed to boxes (boxed-chicken farms are dubbed chicken KZs). If the colony was to be named "Freiland", the colonists would have to endure the mockery of the entire teutophone world and would hate their founders by the bottom of their hearts ;-) -Kapitan
45. pg 86 It says in the description of King that New Columbia is half way between the North Pole and the Equator... yet, both colonies are in the southern hemisphere... Is the Map wrong?

46. pg 86 New Columbia Interface Capability is missing it's letter code (B). -jcrocker
47. pg 88 Hermes: is mostly ice. Neither the map nor description reflect that. -Robert Conley
48. pg 95 Avalon/New Pacifica College Education reads" : 78%BDOD" -KLS
49. pg 95 Avalon/New Pacifica 2nd par reads "..types to synthesis the B-complex.." should read "..types to synthesize the B-complex.."? -KLS
50. pg 102 Description of Kimanjano, the sentence that starts on 101 and carries over with "The surface of several world in the system" - 'world' should be plural. -jcrocker
51. pg 104 Top of left column, under 'the French Colony' - "Major Cities" has an extra tab, giving a big blank area before the first entry -jcrocker
52. pg 104 Kimanjano/Okavongo Major Cities: has an extra tab, giving a big blank area before the first entry, same as jcrocker found for the entry on Fromme in the same pg -KLS
53. pg 115 Joi/Lubumbashi 2nd sentence reads "..struck in2302." should read "..struck in* *2302." -KLS
54. pg 115 Crater/Herry's Star Planet Data "Resources" entry should read "Natural Resources" -KLS
55. pg 117 Inconsistent capitalization in first paragraph, used "Home Office" once, "HO" once and "Home office" another time. [I take it there's no Colonial Office?] Same paragraph - shouldn't "admiralty" be capitalized? -jcrocker
56. pg 119 Adlerhorst: Date founded 2231, independent since 2213 -mbrinhues
57. pg 123 Dunkelhiem Mismatch between the planet map and the text. The map shows Zapamoga Camp D and Goldberg on opposite sides of the planet but the text (last sentence on pg 123 says "..and runs a camp for refugees near Goldberg." -KLS
58. pg 125 Column 2, first paragraph under Aurore/Eta Bootis. The second sentence seems to end with an unfinished thought: "Though ravaged by the war, it recovered sooner than many other worlds, and it is the base." should read "...and is the base of operations for most Human space forces operating in Kafer Space." - Yatima
59. pg 128 First column, last paragraph, just above the Tanstaafl free legion box "Tanstaafl was hit hard bt he ravages of the wa, and saw an affective 50% casualty rate. AS the Kafer fleet fled back o Kafer space, ...", should read "Tanstaafl was hit hard *by t*he ravages of the war, and saw an affective 50% casualty rate. A*s* the Kafer fleet fled back *t*o Kafer space, ..." -cward
60. pg 129 Freiland's currency is given as the Freihafen Mark. On pg 75, Freihafen's currency is given as the Freihafen "Thaler(NOT Taler)". I'm guessing the colony's Mark becomes a Thaler. -jcrocker
61. pg 129 Map of Freiland seems to have a stray 'Farming' icon in empty space. -Yatima
62. pg 130 Extend the red 'travel line' in the Canadian Finger to Eriksson at AC +17 534-105 - jcrocker
63. pg 133 Under 'Native Life' section, second paragraph needs to be indented. -jcrocker

64. pg 133 Under the description of the colony [after the data block] is the sentence "The remains of Japan's failed colony (2190) can be found on the big continent." But the map only shows one large continent, with a few large islands. -jcrocker
65. pg 133 1st sidebar, last sentence. Reads "...bullets just right through..." should read "...bullets just pass right through..." -jcrocker
66. pg 134 The second paragraph in the second column that starts with a parenthesis, "(From a news conference...)" reads like it should be a sidebar, but it is not in a grey box. -jcrocker
67. pg 135 Daikoku/Far Riyadh: Where is it on the world map? I see the symbols for the 3 major Japanese cities but no symbol that I can associate the Arabian colony. -KLS
68. pg 140 Lihngtou Interface Capability is missing its letter code (B). -jcrocker
69. pg 143 Second paragraph. "Since to formally declared independence in 2307, Heidelshemat has been quietly building up its military forces..." Change the first part to "Since formal declaration of independence in 2307..." -jcrocker
70. pg 143 Alamo Interface Capability is missing its letter code (C). -jcrocker
71. pg 143 Second column, second paragraph, line 8 - "So far the war ha been..." should be 'So far the war has been...'.
72. pg 143 Second column, second paragraph, line 9 – "..., but rumors that ..." should be "..., but there are rumors that ..." -KLS
73. pg 145 Chengdu: Interface Capability: Has Catapult listed but is is not on the world map - KLS
74. pg 145 Chengdu: Services: Pownet has no % listed -KLS
75. pg 146 Map of Kanata: A military base is listed in the colony data but it does not show up on the map.
76. pg 146 Doris Stellar Data: Last two entries are headed by "Planets" and "Asteroids Belts". The entries for all other systems begin with "Number of ..." -KLS
77. pg 146 Kanata Planet Data: Missing entries for Biodiversity and Natural Resources.
78. pg 147 Kanata Services: Solar Power Satellite, Rectenna ->but the world map on pg 146 does not show a rectenna -KLS
79. pg 147 Doris/Kanata Services: Pownet has no % listed -KLS
80. pg 149 Eriksson's Principal Trading Partners are listed as "Kanata, Cold Mountain," and has a trailing comma. Should Canada be listed, or just drop the trailing comma? -jcrocker
81. pg 149 Eriksson Law Level: Listed as 5 here but on pg 81 it is a 4 for the Canadian, Scandinavian Union, Sung colony entries -KLS
82. pg 153 Epsilon Eridani/Dukou Military Presence: Entry is listed with a blank space instead of 'None'. -KLS
83. pg 155 No map of Austins world.
84. pg 161 left column, 2nd para: BODO -aramis
85. pg 162 Arglye 692 6th sentence reads "..Expert on Erath who specializes..: should read "..Expert on E*ar*th who specializes.." -KLS

86. pg 169 2nd sidebar Mismatch between the name of the ship in the title "Transfic" and the name in the 1st sentence "Transfi*x*" -KLS
87. pg 188 Lifewater Planet Data: Missing entries for Biodiversity, Natural Resources and Satellites -KLS
88. pg 193 Sidebar 2nd sentence. Should not it say "...for use as PCs" instead of "...for use as NPCs"? -KLS
89. pg 193 Stark Planet Data: Missing entries for Biodiversity, Natural Resources and Satellites. -KLS
90. pg 194 Stark/Akcheektoon nation/Services: Should not they have a Rectenna listed? The map seems to show they do and they have a solar power satellite listed. -KLS
91. pg 194 Stark/Akcheektoon nation/Services: Powernet has no % listed. -KLS
92. pg 195 Xiang/Home of the Mother: Missing entry for Natural Resources and Satellites. -KLS
93. pg 198 Ssuushni'a/Services: Should not it have "Solar Power Satellite" listed? They have a Rectenna listed. -KLS
94. pg 201 Ylii/Evolution and History: Wait a sec, the 2nd last par says "It was only about 500 years ago that the Ylii managed to regain space travel" but the last paragraph says "The "modern" Ylii resumed interstellar space travel only 900 year ago." --Something is not adding up here. -KLS
95. pg 195 Delta Aquilae A IV: Missing entry for Satellites. -KLS
96. pg 203 Aquilans/physical description: I am just not getting this, what do you mean by they were "2-3 long" Do you mean 2-3 meters(?!?) length between their front and back? -KLS
97. pg 216 Surveillance Satellite: 1st sentence reads "...designed to movement or basketball-seid or larger .." should read "designed to mo*nitor* basketball-s*ized* or larger.." -KLS
98. pg 227 is missing the Wakizashi and in it's place appear to have the sword from T20. The price is in credits. On the same table, the Ceramic Knife's cost is also in credits. -pottsbr
99. pg 233 Rorttmann LK - 1a4. 3rd sentence reads, "It uses the now-popular combination of a 30mm grenade launcher for area fire and a precision weapon for." Sentence needs finishing. -jcrocker
100. pg 234 Quinn Optronics M-22. Under "Type", line reads "Shotgun: Use stats for Traylor Arms M-10 (p.00)." 00 should be p.230 -jcrocker
101. pg 234 Not specific to any weapon, but in the playtest you mentioned that the lasers were modular - a player could swap the grenade launcher out for a shotgun barrel, for example. Is this still the case? -jcrocker
102. pg 235 the Quinn M-22, the price of the weapon is in the Type: text rather than below in price which only has the price of the ammo. -pottsbr
103. pg 247 Neural Jack Last sentence reads "... temple or horehead are often..." should read "...temple or *f*orehead are often..." -KLS
104. pg 267: Airfilm Train description, last sentence starts "A n" - extra space breaks up 'an'. -jcrocker

105. pg 278: Top of pg, under Combat Walker Accessories - Drone mount, it refers to "a Hund Whisperdrone (p.00)" the '00' should be '221'. -jcrocker
106. pg 291: Section heading "VoidShark-class Defensive" is a mix of bold and normal font. -jcrocker
107. pg 292 Stats blocks. The VoidShark is listed as "new commercial" and the Dark Venturer on p. 293 is listed as "new military". From the descriptions, should those be reversed? -jcrocker
108. pg 304 Roton Operations, last sentence - "...as they are not designed to accepted auxiliary boosters." Drop 'ed' from 'accepted' -jcrocker
109. pg 306 System Ships 3rd sentence reads "...though still moreeffective than reaction.." should read "...though still more* *effective than reaction ..."-KLs
110. pg 308 Naval Terminology sidebar. Inconsistent use of bold font in subsection headings. -jcrocker
111. pg 308 After third paragraph, section heading "CONSIDERATIONS OF STUTTERWARP TRAVEL" should be in bold. -jcrocker
112. pg 317 Where are the stats of the shipmounted weapons (lasers and Particle Beams) that the sample ships mount?
113. pg 339 End of pg, "Number Produced: 18(" has a trailing open parenthesis
114. pg 346 Core Encounters, last sentence. "Unlike Frontier worlds, which roll a chance of an encounter, in the Core system [should be plural!] transiting ships will have a note-worthy encounter on a regular basis."
115. pg 347 Small table bottom of left column, 'Situation' and 'Modifier' in the header. Should the 'modifier' values be centered in their column? It would look better and be easier to read.
116. pg 348 Ditto for the table in the middle of the left column with header 'Encounter Situation' and 'Modifiers'
117. pg 348 The two "American Arm" system and mainworld encounter tables are the only tables I've seen with extra bars after all of the text.
118. pg 350 Two more tables with extra lines/bars after text, the 'nationality' tables for French and American Arms.
119. pg 372 Filmography ß> then next entry is 'Movies'. Is not that redundant? -KLS
120. pg 372 In the filmography: "Bladerunner" That should be: "Blade Runner." - siefertma2

Alternative Rules

A list of various player created websites and suggestions for additional 2300AD and Star Cruiser rules which I have found in my meanderings through the web. In my opinion I think that these rules, by going beyond cannon, fix significant errors of omission in the published system.

2300AD

-Directors Guide pg 51: Fire Combat->Damage: Fire attacks by laser and projectile throwing weapons in zero-gee & vacuum environments do double DPV damage at all range bands. The DPV by Plasma weapons is excluded from the preceding rule – Shaun Hilburn

-Directors Guide pg 52: **MELEE COMBAT**: If a character's movement brings it within 2m of a target at any time, the character is immediately eligible to make a melee attack (armed or unarmed). –epicenter00 Otherwise the defender could be invulnerable by simply using his action to back away by >2m before the initiative point where the attacker gets to attack

.-[Vehicular Homicide: Vehicle Combat in 2300 AD](#) , [The Director's Chair](#): Game mastering aids including rules on Space Suits and new Careers, [Tasks](#): (Game Mechanics). Steve Crutchfield's "One Man's View of 2300AD"

-[Boots, Tracks, and Hoverskirts](#): (Macro Combat) by Mike Jasinski

-[Character sheets, Director's Screen, Careers, New Equipment, Psionics, Robots](#) by Patrick Murphy

-[Near Star List II](#) Extended and revised version of the original Near Star List by Any Brick

Star Cruiser

-pg 3 MOVEMENT->"All Stop": All shots automatically hit a target that is at "All Stop" since there is no uncertainty in its position. –Bryn Monnery-pg 6 REMOTE OBJECTS: Propagation delay: 15 hexes is near the practical maximum for controlling remote sensor drones and using active sensors. Farther than this and the telemetry round-trip exceeds a full turn. 30 hexes is the one-way signaling limit that will fit in a turn. – Shaun Hilburn-pg 6 PLANETS: Planetary background radiation: vessels in a gas giant hex should have a Passive Signature reduction of -2. -Shaun Hilburn-pg 7 STARS: Only brown dwarfs, white dwarfs, or red dwarfs will fit in a hex. The sun is 2.32 hexes in diameter, so the largest star that will fit in a hex is 0.43 solar radii. The 0.1g boundary extends 5 - 13 hexes from a red dwarf; the sun's boundary extends out 18 hexes. – Shaun Hilburn

-Agility and Dog fighting: see the bottom of the article [Martel Class Fighter](#) - by Bryn Monnery and Laurent Esmiol

-Designing Missiles, Drones and Submunitions: See Bryn Monnery's website [Missile Design using "Anatomy"](#), [Missile, Drone and Submunitions Design](#), [Missiles and Ordnance- Cooling Starships](#), [2300AD's most serious starship error](#), [Logistics of Starships](#), [Star Cruiser Operations](#), [Star Cruiser Clarifications](#), [3d Star Cruiser](#), [Sleeper Tubes for 2300AD](#) – by Bryn Monnery

- [Meson Guns](#) by Andy Brick

- Pentapod [Starships](#) [Ships of the Pentapod Sphere](#), [Ordnance for Pentapod Ships](#) by John Banagan, [Pentapod Spacecraft -- Parts 1 and 2](#) by William Conners
- Cube Root Formula (CRF) for Armored Hull Points in NAM2, Extended "Reflected Signature" Table, New Power Plants, Accelerating Starship Combat: Faster Dice Rolling, Alternative turning rules for Classic SC, New Firing Arcs and "To Hit" Numbers, Sample Turret Firing Arcs by Kevin Clark on the 'Main Homeworld Spaceport' pg of the website [Pentapod's World](#)
- [Unofficial Advanced Star Cruiser Rules](#) by Mike Jasinski {My personal favorite! –KLS}