

CORE RULEBOOK ERRATA

THROUGHOUT

- All instances of **“Progress Track”** have changed to Work Track.
- Instances of **“nonlethal”** have been changed to “Non-lethal”.
- All instances of **“Skill(s)”** have been changed to “Discipline” or “Department”.
- All instances of “Weapons” have been replaced with “Attacks”.
- References to “Bravery” changed to “Daring”.
- References to “Empathy” changed to “Insight”.
- “Obstacles” as a game term has been removed.

CHAPTER 4: OPERATIONS

“Values form the key convictions and beliefs of your character, and one of these Values is prescribed to be a relationship with another character.” (p.60) This requirement for one Value to be a relationship has been removed.

Final Threat bullet point (p.75) duplicate has been deleted.

Non-Player Character Momentum (p.86)

Spending Momentum has been clarified to read, “Instead, a Non-Player Character can spend that Momentum to add to Threat, adding one Threat for each Momentum spent (Repeatable).”

“... he then rolls 6 – one, plus four for his Security skill” (p.91) “one” has been changed to “two”, and “skill” has been changed to “Discipline”.

CHAPTER 5: REPORTING FOR DUTY

Focuses (p.132) The word “Disciplines” has been replaced with “Focuses”.

Values (p.134) The word “Focus” has been replaced with the word “Value”.

Testing a Theory (p.138) Requirement has changed to “Sciences +2 or Engineering +2”

First Response (p.138) “Treatment Task” has been changed to *“First Aid Task”*.

Spotlight Milestones (p.140) References to starship “Disciplines” have changed to “Departments”.

“Choose one of the ship’s Focuses, and replace it for another Talent” (p.140) has been changed to “Choose one of the ship’s Talents, and replace it for another Talent.”

Select one additional Focus for the ship (p.140) has been changed to “Select one additional Talent for the ship”.

CHAPTER 9: A HOME IN THE STARS

Ahead Warp Factor 5 (p.205) Warp factors 2, 4, 6, 8, 9.2, 9.6, 9.9, 9.99, and 10 have been added.

Starship Profiles (p.210) instances of “skills” have been changed to “Disciplines”.

Systems (p.211) “Each System has a rating from 0 to 12” has been added to first paragraph.

Positions and Specific Tasks (p.221) “Security Monitor” has been changed to “Security Oversight”.

Create Advantage (p.222) Page reference has been changed from p.173 to p.221.

Making an attack (p.226) Torpedo Difficulty has been changed to 3.

Damage and Repairs (p.226 – 227) Instances of “character” have been changed to “starship,” or “vessel”.

Weapon Type, Energy (p.231) Energy weapon attack Difficulty has been changed to 2.

Weapon Type, Torpedoes (p.231) Attacks using Torpedoes had their Difficulty changed to 3.

Weapon Type, Torpedoes (p.231) “Attacks with torpedoes [...] cannot use additional Power to add bonus Momentum” has been changed to “bonus ▲”.

Damage Effects (p.231) Page reference for Challenge Dice has been changed to p.4

Damage Effects, Spread (p.232) Text replaced with, ““The attack inflicts additional damage elsewhere on the target. If one or more Effects is rolled, the attack inflicts one additional hit to a random system (even if the attack was targeting a specific system), which deals half the damage of the initial hit, rounding up, +1 for every Effect rolled after the first. This additional hit is resolved separately, and each hit against the target is reduced by Resistance, reduces Shields, and potentially causes Breaches, individually.”

Shuttlecraft, Systems (p.235) Systems have been replaced with: “Computers 7, Communications 6, Engines 5, Sensors 5, Structure 5, Weapons 0.”

Shuttlecraft, Departments (p.235) Conn has been decreased from 2 to 1.

Akira Class, Weapons (p.238) Quantum Torpedo weapons bullet point has been removed.

Constellation Class, Scale (p.240) Scale has been inserted, at 4.

Intrepid Class, Talents (p.247) “Advanced Warp Drive” has been replaced with “Improved Warp Drive”.

Nova Class, Departments (p.250) “Engineering” has been inserted, with a value of 1.

Pathfinder and Reconnaissance (p.251) Conn has changed from 2 to 3.

Science and Survey (p.252) Engineering value has been decreased from 3 to 2.

Disruptors and Phased Polaron Beams (p.254) Vicious X and Piercing X have been clarified as Damage Effects, not Qualities.

Torpedoes (p.254) Threat additions have been clarified to, “Firing a salvo of torpedoes adds 2 Threat to the pool, along with the 1 point of Threat for a torpedo attack, for a total of 3 Threat.”

Starship Talents (p.255) Number of Talents for a starship has been clarified to “equal to its Scale,” instead of “five Talents.”

Command Ship (p.256) “Command Task” has been changed to “*Direct* Task”.

Vor’cha attack cruiser, Trait (p.261) Has been changed from “Klingon bird-of-prey” to “Klingon attack cruiser”.

D’Deridex Class Warbird, Shields (p.263) Has been corrected from 13 to 14.

Jem'Hadar attack ship, Photon Torpedoes (p.265) 6 ▲ changed to 7 ▲.

Combat Threat Spend, Bonus Damage (p.291) Cost of 1 R changed to 1+ R.

Combat Threat Spend, Penetration (p.291) Cost of 1 R changed to 1+ R.

Combat Threat Spend, Extra Minor Actions (p.291) Cost of 1+ "I R" changed to "1 I R". Under Effect, "cost is equal to number of Minor Actions already taken that Turn" has been deleted.

Spotlight Milestones (p.294) Bullet added, "Replace one of the ship's Talents with another."

Creating Minor NPCs (p.304) Second bullet, "Then apply increases due to the NPC's species." added.

Planetary Details (Table 10-5, p.309) changed 7-8 to 7-9.

CHAPTER 11: ALIENS AND ADVERSARIES

- Instances of "(Armor)" or "(Body Armor)" have been deleted.

Attacks (pp.314-327) Phaser type-1 Hidden Quality changed to "Hidden 1".

Starfleet Security Officer, Attacks (p.314) Hidden Quality deleted from phaser type-2 entry.

Starfleet Science Officer, Resistance (p.315) Resistance reduced from 1 to 0.

Section 31 Operative, attacks (p.315) Phaser type-2 damage has been increased from 4 ▲ to 6 ▲.

Captain T'Mek, Attacks (p.316) Phaser type-2 Quality "Hidden" has been deleted.

Captain T'Mek, Attacks (p.316) Phaser rifle Quality "Accurate" has been added, and its size increased from "Size 1H" to "Size 2H".

Klingon Warrior, Attacks (p.317) *D'k tagh* Dagger Qualities "Deadly, Hidden 1" have been added.

Klingon Veteran, Attacks (p.318) *D'k tagh* Dagger Qualities "Deadly, Hidden 1" have been added.

Klingon Veteran, Special Rules (p.318) "Momentum" has been changed to "Threat".

Moq'var, Attacks (p.319) *D'k tagh* Dagger Qualities "Deadly, Hidden 1" have been added.

Moq'var, Special Rules (p.318) "Momentum" has been changed to "Threat".

Romulan Uhlan, attacks (p.320) Dagger Qualities "Deadly, Hidden 1" have been added.

Romulan Centurion, attacks (p.321) Dagger Qualities "Deadly, Hidden 1" have been added.

Major Verohk, Stress (p.321) Stress has been decreased from 14 to 12.

Major Verohk, attacks (p.321) Dagger damage has been decreased from 5 to 4. Qualities "Deadly, Hidden 1" have been added.

Major Verohk, attacks (p.321) Disruptor pistol damage has been decreased from 7 to 6.

Ferengi Salesman, Focuses (p.326) Focuses of "Economics" and "Negotiation" added.

Ferengi Salesman, attacks (p.326) Disruptor pistol damage increased from 3 ▲ to 4 ▲.

Daimon Skel, Focuses (p.327) Focuses “Deception, Extortion, Negotiation, Weapons” added.

Gul Tremak, Stress (p.329) Stress has been decreased from 11 to 10.

Gul Tremak, attacks (p.329) Unarmed strike damage has been changed decreased from 4 ▲ to 3 ▲.

Gul Tremak, attacks (p.329) Disruptor pistol damage has been decreased from 6 ▲ to 5 ▲.

Gul Tremak, attacks (p.329) Disruptor rifle damage has been decreased from 7 ▲ to 6 ▲.

Jem’Hadar First, Stress (p.331) Stress has been increased from 14 to 15.

Planet killer (p.339) Replace with the following:

- TRAIT: Planet Killer, Living Ship, Impervious
- SYSTEMS: Communications 0, Computers 9, Engines 10, Sensors 6, Structure 15, Weapons 10.
- DEPARTMENTS: Command 0, Conn 2, Security 4, Engineering 3, Science 1, Medicine 0.
- Crew: Special
- SHIELDS: Impenetrable neutronium hull (can only be damaged from the inside, weapons striking the outside never cause damage)
- RESISTANCE: 12
- ATTACKS: Anti-Proton Beam (Energy, Range M, 12 ▲ Vicious 1, Devastating, High Yield)
- SPECIAL RULES
 - INVULNERABLE: The Planet Killer cannot suffer any damage or Breaches from attacks from outside the hull. Only massive explosive forces – such as a warp core or reactor explosion – inside it, or extreme stellar conditions such as

a black hole or supernova, can destroy it. This may require a Task, Challenge or Extended Task to arrange.

- LIVING SHIP: The Planet Killer does not have a crew; any Task it performs uses only its Systems and Departments, rolling 3d20 instead of the normal 2d20 (bonus dice can be purchased as normal). If the Task it performs would not normally be assisted by a ship, roll using the Planet Killer’s Computers and Engineering.
- POWER SOURCE: The Planet Killer has an unlimited amount of Power. Further, it generates massive amounts of interference, counting as a complication: Subspace Interference 3, which applies across the entire star system the Planet Killer is currently in. Finally, that interference produces an energy dampening effect, causing any ships within Long range to lose 2 Power at the start of each Round.

CHAPTER 12: RESCUE AT XERXES IV

Neanderthals, Stress (p.348) Stress has been increased from 8 to 9.

Neanderthals, attacks (p.348) Unarmed Strike damage decreased from 3 ▲ to 2 ▲.

Scene 1: Unwelcome Reception (p.348) Minor NPC Threat spends has been clarified to “These Minor NPCs cannot spend Threat to avoid suffering an Injury, so they should be taken out swiftly.”

Xerxes Panther, Stress (p.354) Stress increased from 14 to 15.