

MARTIN KNIGHT

D100 SPACE

A SOLO ADVENTURE GAME



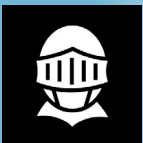
ERRATA

Version 1.0

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Errata for book 1.



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D100 SPACE ERRATA

Your book may have included some unfortunate errors when it was printed. If it does we apologise and offer this document as a resource to help fix them and bring your D100 Space book up to date. First, find your books version number. This is found on one of the front matter pages at the start of the book. Find the page where the copyright, special thanks, and the space song is shown; and at the top of the page is your book's version number. If you version is "D100 SPACE V1.1" you are up to date and need do nothing more, If it is "D100 SPACE V1.0" you will need to go through the sections below one at a time and apply the amendments. You may either make the adjustments in pencil, pen, or print this document and cut out the labels (cut inside the dotted lines) to fix into your book. If you choose the last option we recommend you print to a high quality full size label sheet and set your printer to "print actual size". This will guarantee your label is the correct size for your book. In some cases two versions of a label is offered. It will depend on which book you own as to which label you will use. The Collector's Edition has a blue background. The Hardback and Softback Editions have a white background.

(VI.O) Log Sheet Example (p. 14)

On the example of the log sheet, at the bottom of the page, a few things need changing.

On the characteristics section change "Intelligence (Dex)" to "Intelligence (Int)".

Intelligence (Int)

On the equipment section, change slot 3 "Waist" to "Vitals"

Vitals

On the equipment section, change slot 4 "Vitals" to "Waist", also change the DMG Roll modifier "+1" to "+0".

+0 | Waist

Replace the power cell track.

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

(VI.O) Tactical Decisions Table (p. 22)

The tactical decisions table needs some adjustments and should now look like this:

1
Targeting Shields
-2 Damage +10 Dex
-2 Damage -10 Dex

(VI.O) 4. Supplies (p. 32)

The first word of the fifth sentence should read "captain's Rep" and not "adventurer's Rep".

captain's Rep

captain's Rep

(VI.O) 11. Crew Hire and Fire (p. 33)

The last few lines of the first paragraph need to be updated with the following: (a maximum of 20 per slot)

types in the crew section on the log sheet (a maximum of 20 per slot). Like Passengers, the crew are relying on the starship's life support allowance to keep them alive. Providing there is enough life support available the crew may be boarded on the starship. If at anytime the combined number of crew and passengers exceeds the ship's maximum life support, the surplus must be removed.

types in the crew section on the log sheet (a maximum of 20 per slot). Like Passengers, the crew are relying on the starship's life support allowance to keep them alive. Providing there is enough life support available the crew may be boarded on the starship. If at anytime the combined number of crew and passengers exceeds the ship's maximum life support, the surplus must be removed.

(VI.O) Table A - Armour (p. 37)

On table A - Armour change the fix costs of results 92-93 & 94-96 from 80c to 90c.

90c | 90c

(VI.O) Table B - Events (p. 39)

On table B - Bad Events result 39-40 add at the end of the sentence the following shown in red.

RADIATION BURST: Radiation is leaking from a cargo barrel and the captain is forced to wait until it has finished leaking out and the area is safe (+2:00, deal with triggered effects in the order they occur). **Roll again if this is a result for failing a mission.**

Roll again if this is a result for failing a mission.

(VI.O) Table E - Enemy (p. 42-43)

Some of the monsters HP have a 0 (zero) before their HP value. It's perfectly okay to leave these as they do not impact the HP value, however they should be as follows if you wish to make the changes:

RESULT 1-10 RESULT 11-20 RESULT 26-30 RESULT 31-33 RESULT 48-49

3/2/2 3/3/2 3/3/3 4/3/2 4/4/4

RESULT 66 RESULT 69-70 RESULT 71

6/6/6 8/7/7 8/8/8

(VI.O) Table M - Modifications (p. 70)

On table M - Modifications 97-98 should read FORWARD FACING PARTICLE BEAM and not FORWARD FACING PARTIAL BEAM.

FORWARD FACING PARTICLE BEAM

(VI.O) Table N - Needed (p. 71)

On table N - Needed result 100 change the Revive Patch currency from gp to c.

200c.

(VI.O) Operation 2 Detail (p. 72)

On table O - Operations change the Detail section of Operation 2: MINING/COLLECTING. The words that need to be changed are shown in red for ease of reference.

FROM: "**Detail:** Travel to zone 5 in the Artmes System and mine the Asteroid "Eternal" **3 times**. Then Travel to the water world "Yepra" in zone 10 and collect water **twice**."

TO: "**Detail:** Travel to zone 5 in the Artmes System and mine the Asteroid "Eternal" **once**. Then Travel to the water world "Yepra" in zone 10 and collect water **once**."

once. once.

(VI.O) Credit Reward Chart (p. 85)

On the credit reward chart change the number of crew "21-31" to "21-30" and "31-30" to "31-40".



21-30 31-40

(VI.O) Table TC - Trappings C (p. 90)

On table TC - Trappings C change the title of result 90 from " (XL) ENDURING IN TONIC:" to " (XL) ENDURING INT TONIC:"

(XL) ENDURING INT TONIC: Use to gain 3 point of primary Int.

(VI.O) Table U - Uncover (p. 92)

On table U - Uncover the Security Drone enemy for result 24 has the wrong icon. It shows a  and should be a .



(VI.O) Table U - Uncover (p. 96)

On table U - Uncover result 75 change the last sentence of the 2nd paragraph. The words that need to be changed are shown in red for ease of reference.

FROM: "You will need to take this data pad, a recording of my cremation and my ashes to Horus Station in the **Hilix system and**"

TO: "You will need to take this data pad, a recording of my cremation and my ashes to Horus Station in the **Floxtar system &**"

Floxtar system &

(VI.O) Table U - Uncover (p. 98)

On table U - Uncover result 95 change the Skill Patch currency and the Hacking Patch currency from gp to c.

(500c) (500c)

(VI.O) Table Z - Star Systems (p 108-109)

Some of the system modifiers are missing the "+" symbol.

RESULT 9-12	RESULT 13-16	RESULT 21-24	RESULT 25-28	RESULT 41-44
+5	+20	+5	+10	+10
RESULT 53-56	RESULT 61-64	RESULT 65-68	RESULT 81-84	
+20	+5	+20	+10	

(VI.O) Log Sheet (p. back matter)

On the characteristics section change "Intelligence (Dex)" to "Intelligence (Int)".

Intelligence (Int)

On the equipment section, change slot 3 "Waist" to "Vitals"

Vitals

On the equipment section, change slot 4 "Vitals" to "Waist", also change the DMG Roll modifier "+1" to "+0".

+0 Waist

Replace the power cell track.

1 2 3 4 5 6 7 8 9 10

On the reverse of the log sheet, in the Operation's Log the alignment of the Completed and Failed needs to be to the left.

Completed: Failed:

(VI.O) Star Systems And Zones (p. back matter)

Some of the system modifiers are missing the "+" symbol.

RESULT 9-12	RESULT 13-16	RESULT 21-24	RESULT 25-28	RESULT 41-44
+5	+20	+5	+10	+10
RESULT 53-56	RESULT 61-64	RESULT 65-68	RESULT 81-84	
+20	+5	+20	+10	

(VI.O) Traversing Space (p. back matter)

The tactile decisions table needs some adjustments and should now look like this:

1
Targeting Shields
-2 Damage +10 Dex
-2 Damage -10 Dex

(VI.O) Version number (p. front matter)

Always perform this last. Change you book's version number to V1.1

D100 SPACE V1.1

D100 SPACE V1.1