

# MARTIN KNIGHT D100 SPACE

A SOLO ADVENTURE GAME



## ERRATA

Version 1.2

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Errata for D100 Space Book 1 & Book 2.



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# D100 SPACE ERRATA

Your books may have included some unfortunate errors when they were printed. If they do apologise and offer this document as a resource to fix them and bring them 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 your books version numbers are "D100 SPACE V1.2" and " D100 SPACE GAL-AXY BUILDER V1.1" you are up to date and need do nothing more, otherwise go through the sections below and apply the changes to your books.

Look for your books version number, the section will instruct you what needs to be changed. 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 need to use. The collector's edition has a blue background, and the hard back and soft back editions have a white background.

## ADJUSTMENTS FOR D100 SPACE V1.0

If your book is V1.0 you will need to go through and apply the changes below. When you are finished go to the section ADJUSTMENTS FOR D100 SPACE V1.1.

Otherwise, if your book is V1.1 go to section ADJUSTMENTS FOR D100 SPACE V1.1; or If your book is V1.2 you are up to date and do not need to make any adjustments.

### Log Sheet Example (page 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

### Tactical Decisions Table (page 22)

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

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

### 4. Supplies (page. 32)

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

captain's Rep

captain's Rep

### 11. Crew Hire and Fire (page 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.

### Table A - Armour (page 37)

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

90c	90c
90c	90c

### Table B - Events (page 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.

### Table E - Enemy (page 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		

### Table M - Modifications (page 70)

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

FORWARD FACING PARTICLE BEAM

### Table N - Needed (page 71)

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

200c.

### Operation 2 Detail (page 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 "Yepira" 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 "Yepira" in zone 10 and collect water once."

once.

once.

### Credit Reward Chart (page 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

### Table TC - Trappings C (page 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.

### Table U - Uncover (page 92)

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



### Table U - Uncover (page 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 &

### Table U - Uncover (page 98)

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

(500c)

(500c)

### Table Z - Star Systems (page 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	

### Log Sheet (page 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:

### Star Systems And Zones (page 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	

### Traversing Space (page 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

You have completed the update to D100 Space V1.0, now go to the section ADJUSTMENTS FOR D100 SPACE V1.1 and make those changes too.

## ADJUSTMENTS FOR D100 SPACE V1.1

If your book is V1.1 you will need to go through and apply the changes below. When you are finished you are up to date and do not need to make any further adjustments.

### Table G (page 55)

On table G - Geographic result 60-62, on the sub table result 4-5, there should be a droid symbol in place of an "s".

The captain steps into the circle and a panel opens in a nearby wall, revealing a droid. It powers up and attacks (roll on table E and encounter the closest enemy marked with a 🤖 to the result; if there are two enemies that are equally apart, the player may choose which the captain will encounter).

### Version number (page front matter)

When you have made all adjustments you can change you book's version number to V1.2 as it is now up to date with the new version.

D100 SPACE V1.2

D100 SPACE V1.2

## ADJUSTMENTS FOR D100 SPACE GALAXY BUILDER V1.0

If your book is V1.0 you will need to go through and apply the changes below. When you are finished you are up to date and do not need to make any further adjustments. If you book is V1.1 you are up to date and do not need to make any further adjustments.

### 7. POIs (page 11)

At the bottom of the first paragraph for section 7. POIs where it says (see diagram above) should read (see diagram below)

#### 7. POIs

Next we must determine the number of points of interest within the star system, and their type. Roll on table (GB) S - Star Systems and cross reference the result with the column named "# POI"; the result is the number of points of interest within the star system. For each point of interest roll again on table (GB) S - Star Systems, but this time cross reference the result with the column named "Point of Interest". As you generate each point of interest add them to the hex around the star starting from the left to right and wrapping around the bottom (see the diagram below). Add them in strict order as they are generated.

#### 7. POIs

Next we must determine the number of points of interest within the star system, and their type. Roll on table (GB) S - Star Systems and cross reference the result with the column named "# POI"; the result is the number of points of interest within the star system. For each point of interest roll again on table (GB) S - Star Systems, but this time cross reference the result with the column named "Point of Interest". As you generate each point of interest add them to the hex around the star starting from the left to right and wrapping around the bottom (see the diagram below). Add them in strict order as they are generated.

**Page 90:** On table (GB) N - Names result 45 for Star System Suffix should read "ust" and not "t".

45	Viy	nugh	ust	ust	Pri	sa	Tolevc	Uaylip	a Cyborg Infiltrator
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### Version number (page front matter)

When you have made all adjustments you can change you book's version number to V1.1 as it is now up to date with the new version.

D100 SPACE GALAXY BUILDER V1.1

D100 SPACE GALAXY BUILDER V1.1