

STARSIEGE™

EVENT HORIZON

ERRATA as of 7/28/2011

Operations Manual Changes

Page 5 – Skills Section

Text missing, replace with the following:

Computers: Savvy to hack a well-protected data network or Knowledge to recall the specs on the computers commonly mounted on a particular spacecraft.

Page 8 – Movement Section

Replace:

"Generally the Move score lists how many Rounds it takes to move from one Range Increment to the next within its particular Scale."

With:

"Generally the Move score lists Range Increments a character can move in a single Round within its particular Scale."

Page 24 – Cargo/Quarters Section

Replace the entire Cargo/Quarters section with the following:

Building Points devoted to Cargo/Quarters allows the equipment to carry items or other living beings. In general, equipment does not follow the Encumbrance rules. A piece of equipment cannot carry any other, smaller pieces of equipment unless it has Cargo holds. Each Cargo Hold on an item has a rating which determines the Size of the hold. A Cargo Hold can carry any piece of equipment whose Size is less than or equal to the Cargo Hold's rating. To determine how many pieces of equipment can be carried in the hold, simply subtract the Size of the item from the Cargo Hold's rating. This number is then used as the exponent to determine how many items can be carried. Simply plug the number as a power of 2 and that will let you know how many items of that Size can be carried.

For example, say a Cargo Hold rated at 8 wants to carry some Size 3 items. We'd cross reference the difference in the Hold's Rating and the Size of the item, which is 5 (Hold Rating of 8 minus Size 3 = 5). Two to the fifth power (2^5) is 32. Another way to figure this out is to use the Size, Value, Population Chart on page XX. Simply add the difference of the Hold rating and Size to 10 and cross reference that number on the chart, looking in the Multiplier column for a result. Quarters work much like Cargo holds, save that the space devoted to Quarters includes life support systems and appropriate accoutrements for crew or passengers. Quarters are required on vehicles in order to carry the crew and passengers and the Quarters minimum Size requirement is the Size of the crew/passengers required. Thus, a one-man fighter would require a minimum Size 10 Quarters for a human-sized pilot while a passenger liner that holds two-thousand passengers and crew would need a minimum Size 21 (since Size 21 is 2048 times larger than Size 10 according to the Size/Pop/Value chart).

Each individual Cargo hold or crew Quarters on an item adds one box to the Durability line. This box can be added anywhere on the Durability Track, including after the Critical Box if the designer so wishes. It represents the Cargo or Quarters area, and as such if the item takes damage to this box, then the cargo or passengers held inside are damaged as well.

Cargo and Quarters each both cost one Building Point for every two Size levels. Thus, a Size 10 Cargo Hold would cost 5 BP while a Size 13 Quarters would cost 6.5 BP. Basically, Cargo or Quarters cost $\frac{1}{2}$ of their Size in Building Points.

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Page 25 – Subsystems Section

Add the following to the end of the Section:

Subsystems cost one Building Point for every two Size levels of the Subsystem it could mount. Thus, an item that can mount a Size 20 Subsystem would cost 10 Building Points. Basically, a Subsystem costs of the Size of the mountable system in Building Points. Subsystems are a good way to add functionality to an item/vehicle without increasing the BP cost of the base item too high. For example, the Prosthetic Limb has a Size 6 Subsystem. A player could choose to mount a Size 5 Submachine Gun into that Subsystem slot, giving them all the benefits of the SMG and the Prosthetic Limb, but not increasing the over-all Building Points of the Prosthetic Limb. In effect, Subsystems let you split up the Building Point cost for large or complex items over various smaller sections. This helps keep the Reliability, Tech, Size, and Value scores for the items from getting too large.

Page 28 – Tech Section

Remove the following at the end of the Section:

Tech score also affects the cost and Value of items. On low tech worlds, higher Tech items will garner greater prices. This is described in more detail in the Operations Manual.

Replace with the following:

Tech score also affects the cost and Value of items. On low tech worlds, higher Tech items will garner greater prices. This is described in more detail in the “Using Credit” section of the Operations Manual (page 33).

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Field Manual Changes

Page 6 – Tech Score Section

Remove the following at the end of the Section:

Tech score also affects the cost and Value of items. On low tech worlds, higher Tech items will garner greater prices. This is described in more detail in the Operations Manual.

Replace with the following:

Tech score also affects the cost and Value of items. On low tech worlds, higher Tech items will garner greater prices. This is described in more detail in the “Using Credit” section of the Operations Manual (page 33).

Page 10 – Feloid Species Text Box

Replace:

Other Advantages (27 BP)

With:

Other Advantages (19 BP)

Page 10 – Feloid Species Description

Replace all instances of “Observation” with “Detection”

Page 11 – Oel Species Text Box

Replace

Cutting Edge (P0 D0 X18, Automatic. +1 to Mechanics Skill Bundle, +2 to Tech Score, Flaw (x2): Tech Ban—Tech Level 2 or less)

With

Cutting Edge (P0 D0 X18, Automatic. +2 to Tech Score, Flaw (x2): Tech Ban—Tech Level 2 or less)

Page 11 – Oel Species Description

Remove the following text from the Cutting Edge description

“a +1 to their Mechanics Skill Bundle as well as”

Page 12 – Stroem Species Text Box

Replace the entire Text Box with the following information

Size: 10 (10 BP)

Move: 1 (Ground), Personal (4 BP)

Attribute Mods: -1 to Empathy (-18 BP)

Other Advantages (54 BP)

Electrogenesis (P0 D0 X9; Automatic. SFX: Power Pack, +2 to Defensive Maneuver Specialty, Close Range Only)

Haywire (P0 D5 X12; Combat. +4 Melee, Close Range Only, Deal 1 Critical Wound Box, Flaw: Taxing)

Visual Acuity (P0 D0 X18; Automatic. +1 to Awareness Skill Bundle, SFX: “Low-Light” Vision, SFX: “Thermal Vision”)

Fine Manipulators (P0 D0 X15; Automatic. +1 Reflexes, Flaw: Delicate Work, Flaw (x2): Brittle)

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Page 12 – Stroem Species Description

Replace the entire species special ability section with the following:

Electrogenesis – Stroem can constantly give off a faint electric charge which can cause discomfort to most organic-based lifeforms in close-quarters to the Stroem. Because of this, assume a +2 Defensive Maneuver bonus against all melee attacks at the Stroem. They also are able to power any electrically powered device of their Size or smaller from their own personal stores, acting as their own private "Power Pack". Treat any electrical equipment in the Stroem's possession as having a Reliability of two less (at no modification to Value, minimum of 0), but only if it is used directly by the Stroem.

Haywire – A Stroem can generate a high-voltage jolt of electrical energy. This is physically taxing to the Stroem, which converts the Drain of the power from rounds to hours, but only applies to the Haywire power and Electrogenesis. This jolt can wreak havoc on electrical devices as well as stun most living beings. By simply touching their target (or making a Melee attack roll) and expending their charge, the Stroem can deal a burst of energy that does a single Critical Wound box to the target. Inanimate, unattended objects are automatically struck and affected by the surge. Using this will also cause the Stroem to be unable to use their Electrogenesis to power items for the duration of the Drain as well.

Visual Acuity – A Stroem can see twice as far as a normal human in low-light conditions. They also can see thermal radiation, allowing them to see even in complete darkness, but with no fine detail. They also gain a +2 to their Detection Specialty.

Fine Manipulators – One set of delicate but extremely dexterous manipulators rest in the upper thorax region of the Stroem. These manipulators are very delicate, making them physically weak and easily harmed, but allow for the Stroem to work more finely and accurately than most robotics created by humans. These manipulators gain a +1 bonus to any Reflex related rolls when they are used. Their fragility means that they can't handle anything larger than Size 2. Furthermore, the crystalline structure of the manipulators is more fragile than the rest of the Stroem's body. If the Stroem ever suffers a Critical Wound box then the player must make an unmodified roll on a d20. If the d20 roll is 18+ then one of their fine manipulators has been destroyed. If the Stroem ever loses both of their Fine Manipulators, reduce their total Wound Boxes by one.

Page 13 – New Text Box

Add as Text Box to FIELD MANUAL before STEP 4: SPECIALTIES

Dammit, Jim! I'm a doctor not a physicist!

Skill Bundles are extremely broad and some players may find that breadth to be too much for their characters concept. After all, maybe the character wants to play a theoretical Engineer whos not that great at fixing things. The Mechanics Skill Bundle makes them good at both designing and repairing things, though. In this case, the player could choose to use the Forte rule. A Forte is a very focused training in a small aspect of the Skill Bundle, but is done by sacrificing knowledge in other areas of the bundle. The player can choose a narrow application of a Skill Bundle and declare it to be their character's Forte. The SIEGE Engineer should be consulted to ensure that the Forte is narrow enough. Doing so reduces the Challenge Base for all rolls that fall under their Forte to 10 rather than 12. Unfortunately, this focus comes at a detriment to other training in that field. All other checks under that Skill Bundle are done with a Challenge Base of 16.

For example, Jim wants to play a highly skilled doctor but doesn't want to be an all around great scientist. He decides to take the Lore Skill Bundle with the Medical Forte. Now all Medical checks by Jim's character have a Challenge Base of 10. Any other checks under the Lore Skill Bundle, however, are made with a Challenge Base of 16



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Page 17 – Health Tracks Section

Remove the following sentence from the second paragraph:

A character that has taken any damage, be it to their Stress or Wound Tracks, will suffer penalties to all actions until the damage is healed.

Also, remove the word "additional" from the following sentence:

A character that has taken damage to critical boxes will suffer additional penalties and possibly lasting damage as outlined in the Health section later.

Page 20 – Example Character Section

Add the following to the end of the Seventh Paragraph (After the sentence: "After looking through the equipment list Liam provided for her, she chooses the following equipment:")

STM-2 Personal CommComp (Value 8 slot), Paul's "Lucky" Blaster (Value 6 Slot, Stats: R1 S5 T6 V6, Combat. Shooting +8, Short Range, SFX: Rapid Fire, 3 wounds.), Protec Vest (Value 6 slot), Security Bypass Kit (Value 4 slot), VibroBlade (Value 4 slot), 3xStim Kits (three Value 4 slots), Low-light goggles (Value 4 slot), and a "Jalopy" (Value 6 slot, Modified Crawler: R3 S15 T3 V6, Automatic. Ground +4, Defense +1, Move 1 (Ground), Vehicular Scale, Quarters 12, Cargo 12, Terrain Ban: Rocky, Flaw: Temperamental, Durability 3).

Page 26 – Cybernetics Section

Add Armor 1 to the listing for Full Prosthetic Limb. Should read as follows:

Full Prosthetic Limb: R0 S7 T6 V7, Automatic. Durability 4, Armor1, Interference 4, SFX (x4): Prosthesis, Subsystem 6.