

THOUSANDSUNS

Errata

No game is perfect and *Thousand Suns* is no different. This entry includes a listing of the errors, mistakes, and unclear parts of the rulebook.

TYPE	PAGE	SECTION	DETAIL
Error	11	Meta-Setting	Paragraph 4: The color coding system was not used in the published rulebook. Please ignore references to it.
Clarification	16	Opposed Tests	If both parties succeed, the one who achieves the greater degree of success wins. For the given example, if your character rolls a 3, and the guard rolled a 7, both are under the TN. However, your character rolled 9 under his TN, and the guard only 2. Your character therefore successfully sneaks past the guard.
Typo	20	Abilities	Average Terran human ability value should be "6"
Error	40-42	Homeworld Packages	References to "Driving" skill should be "Vehicle Operation"
Error	97		Ignore the column in the Sense Minds table referring to "Target Number."
Clarification	112	Chapter 4: Action	Most humanoid creatures can move up to 10 meters per Round; movement does not count as an Action, but may act as a modifier (e.g., shooting while running)
Clarification	114, 140	Range Modifiers & Weapons Tables	"Stated Range" listed in the Weapons Table corresponds to "Short" in the Range Modifiers Table. "Point Blank" = within 3 meters
Typo	122	Armor	"Wearing is another effective means to defend oneself against damage" should read "Wearing armor is another effective means to defend oneself against damage"
Omission	131		Heavy armor can be upgraded through the addition of computers installed in built-in slots but these computers are not described in the equipment mods section. A future entry in the Encyclopedia Galactica wiki will restore the missing text.

Clarification	140		The DV for the pulse rifle is 7
Omission	157	Equipment Cost	Display contacts 200\$; Karto 350\$;
		Neural Recorder 500\$	
Correction	191		The cost of the submunition missile
			should be 35,000\$ (per 10)
Clarification	193	Escort starship listing	"Rail Guns" should be "Rail Can-
		nons", as listed in Starship Weapons Table on p191	
Typo	194	Frigate starship listing	Should be "Needle Drivers"
Omission	194	Fast Freighter starship listing	Damage Control = "1"
Omission	195	Strike Cruiser starship listing	Damage Control = "4"
Typo	205	World Atmosphere (1D12)	Values for "Standard World Atmos-
		phere" should be a roll of 1-8	
Omission	209	World Government (2D12)	Description for "Tribal" required. Use
			the following: "The government is small and simply structured on the basis of region and com-
			mon genealogy. This could mean a government as small as a few hunter-gatherer bands, or a
			larger group of individuals organized by clans. There is often a headman, chieftain or a council
			of elders that carries some authority within each tribe, but the overall social and political hierar-
			chy is very simple. The government may have a deceptively primal appearance or manner, but it
			is not necessarily primitive. High-tech tribal societies can and do exist."
Omission	238		The final sentence of the note on the
			Old Federation should read "Finally, the Old Federation provides a sense of history by implying
			that many things -- great things -- occurred before the start of the campaign. This is important,
			because Imperial SF places great value in knowing and learning from the triumphs and errors of
			the past."
Correction	254		The Psionics paragraph should read
			that psionics is <i>not</i> considered supernatural in Imperial SF.
Typo	Starship Cards	Clipper starship card	Hull value should be 300
Typo	Starship Cards	Destroyer starship card	Should be "Needle Drivers"