Universe Addenda as of June 1981

Gamesmaster's Guide

Changes in the *Universe* rules are indicated as being in **bold italic** type.

Page 8, column 3, 6.4: (change) "...The *Mental Power Rating* is *divided* by **2** (rounding fractions *down*) before..."

Page 14, column 2, **Ambush**: (change) "... When a character successfully performs an ambush *task,* the GM controls the enemy..."

Page 17, column 1, **Life Sense**: (change) "... among the characters in the party is automatically subtracted from **the awareness chance during a creature or NPC encounter.** If the GM rolls a **9** on either die when *conducting an awareness check,* he should inform..."

Page 17, column 1, **Mind Control**: (addition) "...During an Action Round, a skilled *character may attempt to control any* character, NPC, or creature..."

Page 17, column 2, **Navigation**: (change) "...The *square* of his *Navigation Skill Level* (a **standard or augmented jump pod** increases the Skill Level),..."

Page 18, column 2, 11.1: (additions) "... When he achieves Level 2, he could assign *1 additional point to the automobile subskill and 1* point to the truck sub-skill." "...at Level 4, a total of **10** points; *and at Level 5, 15 points.*"

Page 21, column 3, 12.2: (change) "...If he rolls a **0, 1** or **2** on either die for *diagnosis, treatment, programming* or *physics* task."

Page 22, column 3, **Vehicle Tech**: (change) "...A vehicle kit is required in order to repair a small vehicle that has incurred *light* damage, or a large vehicle that has..."

Page 28, **Psionic Backlash Table**: (change) **+56** to **+70** "...Psionic rig suffers *light* damage."

Page 30, **Air Vehicle Chart**: (addition) The skimmer may not be used in an environ with a Terrain Value greater than 2.

Page 31, **Personal Equipment Chart**: The headset radio and the planetary headset do *not* have a skill plus; the "+1" should be a "0" for each.

Page 33, **Character Record**: A box should appear immediately to the right of each of the four Gravity Skill Level types.

Page 43, **Star System Log**: The course red and course amber interplanetary route boxes should be reversed. Starport should read *Spaceport.*

Page 44, **Environ Hex Map**: (change) "... To locate a particular hex on the map (e.g., hex **11**-*33*), read ..." (this change also applies to the Environ Hex Map on page 22 of the Adventure Guide).

Page 46, **World Development Table,** Modifiers: (change) "...Thin, *Con.* ...; Normal, *Con.* ..."

Page 46, **World Development Table**: (optional change) Many GM's find that the procedure for determining the Development Value on the World Development Table rarely results in a hospitable world that has *not* been colonized. If the GM wishes to create a system with promising worlds that are not yet colonized, he should subtract the star's *full distance* (in light years) from Sol from the Development Value (instead of half the distance). Remember, a modified dice roll result that is less than zero is treated as a zero.

Page 52, **Interstellar Route Chart**: The intersection of the **5** row with the **4** column should read 30/40/*50*.

Page 53, column 3, **Agriculture** (change) Delete the following : "A robot with an agriculture system increases a character's Skill Level by 2."

Page 60, column 2, 23.4: (change) "...Refer to the *Planet* Creation Table..."

Page 60, column 3, 23.6: (addition) A ring of a planet is considered a size 1 or 2 world for purposes of determining resources. The GM may create a *Ring Log* with two to six environ spaces if he wishes.

Page 62, column 1, **On the Planet** *Titus:* Environ n09 contains *woods*/mountains; Environ s04 should be *s03*; Environ s13 should be *s07*. **On the Planet** *Kryo*: Environ s02 should be *s05*; Environ s03 should be *s04*. **On the Planet** *Laidley*: Environ s05 should be *s02*.

Page 71, column 2, 30.4: (change) "...the Stun Strength of the weapon (either **8**, *9* or **18**) to the die..."

Page 72, column 2, 31.1: (change) "Availability (open, restricted, or *military)*....”

Page 73, column 1, 31.3: (addition) "...Armor Class 1: 100 Trans × Number of Pods"

Page 74, column 3, 32.2: (change) "...and could take as long as *five* weeks (for an A class..."

Page 75, column 1 and 2, 33.0: The three equations should read as follows: "$68\sqrt{d}$, $43\sqrt{d}$, $30\sqrt{d}$."

Page 75, column 2, 33.1: (change) "...a journey from the Earth to the moon would take about *3.5* hours."

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Page 3 column 1, **Combat Rating**: (change) "...When a creature's Combat Rating is reduced to **0**, it *passes out.*"

Page 9, 36.0: (addition) The Aggression Ratings listed for each NPC are indications of his/her overall reaction to combat situations and may need to be modified to fit the attitude indicated in the GM's description, which is intended to guide the GM in that particular encounter only. If the NPC is enticed to join the party, the listed Aggression Rating should be used thereafter.

Page 15, columns 2 and 3: Many of the Environ numbers in the lists detailing the contents of the environs on the worlds of Orionis are incorrect. 39.1: Beginning with s02, the numbers should read *s05* (edible plants), *s03* (chlorine), *s13, s12, s10* and *s09*. 39.2: Beginning with s02, the numbers should read *s05* (500,000 people...), *s04* (Iron, aluminum), *s03,* and *s02*. 39.3: Beginning with s02, the numbers should read *s05* (25°, silver...), *s04* (−25°, germanium), *s03* and *s02*.

Page 17, column 3, 41.2: (change) "...The journey from Kryo to Laidley in the Star Vision takes about *six* days..."

Page 20, **Orionis System Log**: (additions) Star Type: *F6*. Interstellar Routes: *Kryo to Earth (Amber).* Interplanetary Routes: *Titus to Kryo (Course Red).* Capital World: *Kryo.* Federal Fleet: *Astroguard Squadron.* Spaceports: *Kryo (Class 2), Titus (Class ½).*

Page 21, **Titus World Log**: The color artwork for the northern hemisphere is printed off-register. The land masses should be located about 15 degrees clockwise from their position. Thus, the mountain land mass in n19 and n20 should be in n20 only. The jungle islands in n11 and n12 should be in n12 only. In general, no more than one environ type should exist in a single environ space.

Page 23, **Laidley World Log**: The temperature modifiers should be ignored.

DeltaVee

Page 8, **Missile Chart**: (change): The unguided missile counter shown should be an *intelligent* missile.