

# STAR TREK ROLEPLAYING GAME

## NARRATOR'S SCREEN ERRATA

Version 1.0

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### SCREEN ERRATA

*Star Trek* Weapons Table. Modify this table to show the following for each listed weapon's Damage/Parry Bonus.

Weapon	Damage	Parry Bonus
<i>Ahn-woon</i>	1d3+grapple	-3
<i>Bat'leth</i>	2d6+5	+2
Club	1d6+1	+1
<i>D'k tahg</i>	1d6+2	-2 (-1)
Knife	1d6+2	-2
<i>Lirpa</i>	2d6+4 (blade) or 2d6+1 (club)	+1
Mace	2d6+1 (2d6+3 if spiked)	-1
<i>Mek'leth</i>	2d6+3	+1
Staff	1d6+2	+2
Sword	2d6+1	+0
Bow & arrow	2d6	
Crossbow	2d6+1	
Javelin	2d6+4	
<i>Kligat</i>	1d6+3	
Throwing Knife	1d6+2	
Thrown Spear	2d6+3 (Range should be listed as 5/10/20/40/+5)	

Fatigue Table. Add a column labeled "Rest Needed" with entries of 10 minutes (Winded), 1 hour (Tired), 2 hours (Fatigued), and 4 hours (Exhausted).

### BOOKLET ERRATA

Page 6, Deflector Shield Costs Table. Remove all availability dates.

Page 6, Shield Strength Track Table. Some effects need to be modified as follows:

- Strength 9's effect should read "Bridge panel shorts! (TN 10 Stamina to shrug off or stunned 1d6 rounds)"
- Strength 4's effect should read "Shield threshold reduced by 1 (minimum 0)"

Page 8, System Damage Tracks. The effects listed should be modified as follows:

- Life Support E should read "Console explodes! TN 10 Stamina or stun 1d3 rds"
- Life Support D should read "Console explodes! TN 10 Quickness or 1d6 wounds"
- Life Support B should read "Thin atmosphere: TN 10 Stamina or stun 1d6 rds"
- Propulsion A should read "System offline: core breach!"
- Shields A should read "System offline: shields down"