

# Starship Construction Manual Errata (v1.2)

This document contains official errata for *WOIN Starship Construction Manual*. Keep an eye on the version number to make sure you have the latest version of this FAQ.

### **MEGACREDITS (P. 4)**

Note that by default, 1MCr equals 1,000cr.

#### **CREW COSTS (P. 6)**

Crew quality affects a ship's Travel Increment (see the *N.E.W.* core rulebook) as follows: poor 80%, experienced 150%, elite 200%.

#### FUNDING A STARSHIP (P. 6)

Note that by default, 1MCr equals 1,000cr. This is equivalent to the "Cheap Ships" option mentioned on p. 7.

#### SHUTTLECRAFT (P.9)

Note that a standard shuttlecraft costs 5MCr.

#### **SCOUT (р. 9)**

Scouts also gain the *Fast* trait (see Courier). The *Explorer* trait grants a ship +2 to its Travel Increment.

#### **CRUISER (P. 10)**

The 5 Year Mission trait doubles a vessel's Travel Increment.

# Formula (p. 14)

Add the following item: *Travel Increment:* Class x LUX% x Crew Mod.

# **MAX FTL (P. 18)**

Note that an Android PC with the Compute exploit (see N.E.W. p. 26) can do its own FTL calculations. The android's LOG score can replace the control computer's Max FTL value.

# **ELECTRONIC DEFENSE (P. 18)**

This value does not have to be half the total CPU cycles, but the computers listed on the following page all follow that pattern.

### SENSORS (P. 20)

Sensors are not mandatory. With no sensors, visual detection comes into play.

#### RANGE INC. (P. 20)

Two values are listed in the table. Both are range increments.

*Range* is the sensor range increment for use when making scanning checks.

*Range Inc.* is the maximum weapon range increment that installed weapons may have. It is the equivalent of the Max Weaponry Range Inc. described under Control Computers on pg. 18.

The minimum range increment of weapons is 1, whatever sensors or computers are chosen. This represent the range of human visual targeting.

# FACILITY QUALITY (P. 41)

Higher quality facilities can be purchased. The facilities described in the book are Standard Quality. See *N.E.W.* pg. 77 for quality multipliers to cost.

A higher quality facility acts as the equipment part of the dice pool for any related activities performed within it for a number of people up to its capacity.

# LUXURY (p. 44)

A ship's Travel Increment is multiplied by its LUXURY percentage.