

Errata

for the 2021 "Facsimile Edition" of Classic Traveller, further referred to as the "Little White Books"

For ease of sharing and editing, this list is maintained as a **plain text** file of specific structure that is then converted to an HTML document. Source:

<https://github.com/pesco/traveller-errata>

Legend:

<i>LWB</i>	Facsimile Edition itself, used for front matter and errata section
<i>LWB1</i>	Little White Book 1, "Characters and Combat"
<i>LWB2</i>	Little White Book 2, "Starships"
<i>LWB3</i>	Little White Book 3, "Worlds and Adventures"

Format of additional bibliographic references:

[CotI, U Year] "Citizens of the Imperium" web forum, "CT Errata Compendium" thread, post made by user U in the given year.

<https://www.travellerrpg.com/index.php?threads/ct-errata-compendium.20051/>

[Name, Date] Private correspondence from named person on the given date.

Spelling, Grammar, Typography

LWB1	p. 8	Paragraph "The Universal Personality Profile", line 4/5: "the common arabic numbers[:]" (semicolon damaged in scan)
LWB1	p. 9	Paragraph "Titles": "Noble titles are commonly used, even if the individual [is] not engaged in local government."
LWB1	p. 9	Paragraph "Titles": "a noble may have some ancestral lands or fiefs and may actually have some ruling power." (no comma before "and")
LWB1	p. 11	Paragraph "Retirement": "A character may serve up to seven terms of service voluntarily and may leave after any term" (no comma before "and")
LWB1	p. 12	Paragraph "Aging Crisis": The parenthesis in the following does not make proper grammar with its surroundings: "This process occurs each time (and for each characteristic) a characteristic is reduced to zero." Suggestion: "This process occurs each time a characteristic is reduced to zero (and for every such characteristic)."
LWB1	p. 12	Aging Table: Hyphens used instead of minus signs.
LWB1	p. 15	Advanced Education Table, row 3: Electronics skill spelled "Electronic" in all columns.
LWB1	p. 16	Paragraph "Blade Combat", second to last sentence: "-DM" (hyphen used instead of minus sign).
LWB1	p. 17	Line 3: Missing indent on first line of new paragraph.
LWB1	p. 17	Tables "Blades and Polearms" and "Guns": Hyphens used instead of minus signs.
LWB1	pp. 17,21-22	Skills "Air/Raft", "Ship's Boat", "Streetwise": Hyphens used instead of minus signs, separated by extra white space.

LWB1	pp. 18-22	Skills "Bribery", "Computer", "Forgery", "Forward Observer", "Gambling", "Xeno-Medicine", "Vacc Suit": Hyphens used instead of minus signs.
LWB1	p. 31	Tables "Surprise DMs" and "Terrain DMs": Hyphens used instead of minus signs.
LWB1	p. 31	Second paragraph, sentence 7 (line 17): "Surprise continues until it is lost, and may th[u]s continue indefinitely." (letter 'u' damaged in scan)
LWB1	p. 32	Line 6: "-1" (hyphen used instead of minus sign).
LWB1	p. 32	Line 6: "short [or] close"
LWB1	p. 32	Line 10: "option of the [referee]"
LWB1	p. 32	Line 11: "[on the] situation" (missing space)
LWB1	p. 32	Line 13: "c[o]ntact" (letter 'o' damaged in scan)
LWB1	p. 33	Paragraph "Evade": Hyphens used instead of minus signs.
LWB1	p. 35	Section "Expertise", paragraph "Parrying": "A character may use his expertise level in his brawling or blade weapon [skill] as a negative DM..."
LWB1	p. 36	Line 2: "-5" (hyphen used instead of minus sign).
LWB1	p. 36	Section "Weight", paragraph "Normal Load": "his or her strength [characteristic]" (singular).
LWB1	p. 40	Sentence "Most submachineguns are equipped..." is duplicated above "Laser Carbine".
LWB1	p. 41	Paragraph "Shoulder Stocks": "and some greater accuracy at longer [ranges]".
LWB1	p. 41	Paragraph "Folding Stocks": "DM -1" (hyphen used instead of minus sign).
LWB1	p. 46	Weapons Matrix, rows "Club", "Dagger", "Foil", "Carbine", "Rifle": Hyphens used instead of minus signs.
LWB1	p. 47	Range Matrix, rows "Cutlass", "Body Pistol", "Submachinegun": Hyphens used instead of minus signs.
<hr/>		
LWB2	p. 14	Third paragraph: "the computer model (...) indicates the credit [value]..."
LWB2	p. 20	Second paragraph: "and steward (...)" misses closing bracket.
LWB2	p. 26	Section "Basic Parameters", point "2. Space": extraneous period at end of second to last line (after "show").
LWB2	p. 29	Last line: "During the [ordnance] launch phase".
LWB2	p. 30	Ship's Data Card Example: "T-1 (B,M) Gunnery-1" (not Gunner).
LWB2	p. 37	Paragraph "Formulae": "information needed for [producing]".
LWB2	p. 48	First line: "by 5)" duplicated from p. 46.
<hr/>		
LWB3	p. 5	Last paragraph: "[They] also serve as the basic routes..."
LWB3	p. 6	Paragraph 7: "universal [world] profile" (not planetary) [Rob Eaglestone, 21 Feb 2022]
LWB3	p. 7	Paragraph "Law Level": there is an extra space in the formula ("2D-7 + government") that does not appear in the others.
LWB3	p. 12	World Data Format, third line: "UWP" (not UPP) [Rob Eaglestone, 21 Feb 2022]
LWB3	p. 12	World Data Format, last line: extra space is inserted before the technology level ("C432430- 8").
LWB3	pp. 14-15	The two parts of the technological levels table on facing pages are vertically misaligned.
LWB3	p. 14	Heavy Weaponry, Tech. Level 1: "[catapult]".
LWB3	p. 14	Computers, Tech. Levels 6, 8: extra space before "bis".
LWB3	p. 19	Last line: "Passenger[s]" (letter 's' damaged in scan)
LWB3	p. 25	Second paragraph: "members will [be] armed" (duplicate word)

LWB3	p. 25	Second to last paragraph, right-hand side: "Two dice", "determine" (words warped in scan).
LWB3	p. 30	First line: "Animal [W]ounds" (letter 'W' damaged in scan)
LWB3	p. 31	First line: "ablat + 1" (plus sign damaged in scan)
LWB3	p. 31	Using the Encounter Tables, second paragraph: "subject to normal rand[o]m encounter rules" (letter 'o' damaged)
LWB3	p. 43	Heading "A[W]ARENESS" (letter 'W' damaged in scan)
LWB3	p. 43	Paragraph "Psionically Enhanced Endurance": "nor may endurance ever be increased [beyond] 15" (not "to beyond")

Errors, Inconsistencies

LWB1	p. 11	Mustering Out Benefits table, should read "Gambling: + 1 on cash table" (cf. p. 11 last line, p. 14 cash table). [Rob Eaglestone, 21 Feb 2022]
LWB1	p. 26	Paragraph "Second Term": "Table 2, roll 4 = gun combat" should be roll 6. [CotI, Axe 2019]
LWB1	p. 27	Paragraph "Fourth Term": "Table 2, roll 4 = gun combat" should be roll 6. [CotI, Axe 2019]
LWB1	p. 27	Paragraph "Mustering Out": Jamison receives three extra rolls by virtue of his rank (5), not two.
LWB1	p. 27	Paragraph "Mustering Out": "benefits table, roll 5 (+ 1 = 6) = + 1 education" should be "roll 2 (+ 1 = 3) = + 1 education".
LWB1	p. 27	Paragraph "Mustering Out" and next paragraph: Jamison cannot receive middle passage, as no such entry exists in the Merchants column of the benefits table. Also affects credit balance in his UPP.
LWB1	p. 41	Paragraph "Armor and Protection": "The weight of personal armor ... is not affected by the weight rule." - except for vacc suits. [CotI, Axe 2017]
LWB1	p. 42	Paragraph "Drawing", last sentence: "... for the purpose of a first shot." - could also be a swing.
LWB1	p. 47	Range Matrix, row "Claws", column "Wound Inflicted" should be 2D. Next row should be "Teeth, + 2, 0, no, no, no, 2D" (errata applied to wrong row).
LWB2	p. 6	Paragraph "Misjump": DM for "within 10 planetary diameters" should be 10 (not 15) - cf. malfunctions table, p. 11.
LWB2	p. 27	Second paragraph "To prepare a data card": The order of "2) power plant..." and "3) J-drive..." is reversed with respect to the example (p. 30).
LWB2	p. 27	Second paragraph "To prepare a data card": Instructions state to list M-drive and J-drive letters. The example (p. 30) also shows acceleration and jump range.
LWB2	p. 48	Last paragraph: "Some goods (those results 51 - 56) are sold individually" (not 66 - vacc suits). Cf. p. 47 bottom, LWB1 p. 41 (price per unit). [Rob Eaglestone, 21 Feb 2022]
LWB3	p. 12	World Generation Checklist, "D. Planetary hydrographics": "if atmosphere 0, 1, or [A +]".
LWB3	pp. 21-23	The described categorization, specifically as it references character generation rules (p. 21, paragraph "Modern Transportation"), does not align with the changes to Vehicle skill (LWB p. 154).
LWB3	pp. 29, 33	The table referred to as the "special attributes table" on p. 29 (first paragraph) is titled "Animal Attributes" on p. 33.

LWB3 p. 34 Paragraph "Formatting": "Each roll ... should [follow] the letter..." (not be followed by)

Unclear or Confusing

LWB1	p. 22	After the errata change to Vehicle skill, are grav belts considered part of the Grav Vehicle category?
LWB1	pp. 30, 33	The listing "Combat Procedure" on p. 30 does not state clearly whether all targets and attacks should be declared before any throws are made. The same applies to the paragraph "Basic Required Throw" on p. 33, second sentence: "He or she must then make a basic throw...". Is the word "then" here meant to imply that the throw is made immediately after the target is declared? This would give an advantage in that attacks could be declared based on knowledge of prior throws despite all attacks conceptually occurring at the same time.
LWB1	p. 33	First paragraph: In what order should the characters (player and non-player) state their movement status?
LWB1	p. 33	Section "Combat Resolution": "A series of throws, in which each participating individual capable of making a combat throw makes one, is called a combat round". Does every individual have to attack if they can? (Presume no.) Suggestion: "... in which each individual capable of doing so is allowed to make a combat throw, ..."
LWB1	p. 34	It is very hard to tell directly from the text who or what determines the particular characteristic that a regular (i.e. not "first blood") wound should be applied to. (Presume defender's choice.)
LWB1	p. 34	The words "wound", "wounds", "hits", and "points" are used without clear definition, making it hard to tell from the text that "the first wound received" refers to (presume) the sum total of damage thrown.
LWB1	p. 34	"As a result, first blood may immediately incapacitate or even kill": The sentence confusingly seems to imply that somehow otherwise the wound could not incapacitate or kill. Suggestion: Replace "immediately" with "easily".
LWB1	p. 34	"Once a characteristic has been reduced to zero, further points...": The text does not make it clear how to determine the next characteristic that "overflow" damage should apply to. (Presume the same way as the first.) Suggestion: "... further points must be applied to other characteristics determined in the same way." Move the sentence to the beginning of the paragraph to bring it closer to the mentions of how to determine the affected characteristic.
LWB1	p. 34	"Round fractions against the character" (presume down): Replace with "Round fractions down"? NB: LWB p. 155 states "round down" (only) in the context of characters who never go unconscious.
LWB1	p. 35	Section "Expertise", paragraph "Parrying": (a long gun) "is treated as a brawling weapon (a cudgel)". However, Cudgels are classified as polearms, not brawling weapons in section "Combat Equipment" on p. 37. Should the parenthesis on p. 35 be changed to "(a club)"? Otherwise it is unclear which skill to use (Brawling or Cudgel). NB, 1977 edition: "... uses the gun as a brawling weapon (as a club, for example)."
LWB1	p. 36	Section "Morale": "+ 1 if the party is a military unit". Does this mean a unit in active military service? Can a "party of adventurers" (first sentence) be such a military unit? If not, should "of adventurers" be removed from the first sentence?
LWB1	p. 36	Section "Morale": "-2 if the leader is killed". Does this modifier apply only when killed or also when unconscious? While the wording is clear in itself, brevity, surrounding mentions of "casualties (unconscious or dead)", and

the following questions confuse it. (a) Do "leader present" bonuses still apply when the leader is unconscious? (Presume no.) (b) Do bonuses of a new leader apply immediately (in the same round)? (Presume yes.) (c) Does killing an unconscious leader who has already been replaced still incur -2 and if so for how long? (Presume no.) Suggestion: " + 1 if [any] leader (leader skill) is present [and conscious]; ...; -2 if the [current] leader is killed (...)"

LWB1	p. 42	Paragraph "Drawing", last sentence: "... achieves surprise..." - make clear that this means essentially an extra attack?
------	-------	--

LWB2	p. 14	Fourth paragraph about bis models: "treated as the next higher level for jump support, but as the next lower level for software selection". On its own, "next lower level" could be misunderstood to mean one level lower numerically. Suggestion: "but as the [base] level for software..."
------	-------	--

LWB2	p. 31	Game Turn Sequence, Native Player Turn: This section is word for word identical to Intruder Player Turn with only the roles reversed. This is not obvious since the text only defers to the table (p. 26 bottom). Suggestion: Add one sentence below "Native Player Turn" and remove phase descriptions (retain letters and phase names): "Same as intruder turn with the roles reversed. A. Native Movement. B. Native Laser Fire. ... E. Native Computer Reprogramming."
------	-------	--

LWB2	p. 36	Last paragraph: Point out that the sample planetary template is not at the standard scale as described? Suggestion: "The sample planetary template (of reduced size)..."
------	-------	--

LWB2	p. 39	Maneuver/evade: The wording "take the fraction of pilot skill and drop any fractions" is confusing. Take which fraction and drop it along with all others? Suggestion: "take the indicated fraction of pilot skill and round down".
------	-------	---

LWB2	p. 39	Auto/evade: It is unclear how exactly A/e is "similar" to M/e and what "at a lower level" means. Is it similar in that it allows maneuvering, i.e. acceleration during the movement phase? (Presume no.) Can it be used without the maneuver program? (Presume yes.) Or does the wording "use of the maneuver drive as required" under M/e mean to imply that evasion requires the M-drive and therefore Maneuver? Suggestion: Switch the order of paragraphs, explaining Auto/evade first and Maneuver/evade as an extension of it. "Auto/evade is a program which automatically produces minor movement for a ship (independent of the maneuver program), thus reducing the chances of the ship being hit by laser fire; it allows a defensive DM against laser fire of -2. Maneuver/evade is a series of six programs that are similar to auto/evade, but perform at a higher level. Each has a DM based on pilot expertise (take the indicated fraction of pilot skill and round down). In addition, these programs allow normal use of the maneuver drive, in lieu of the maneuver program."
------	-------	---

LWB3	p. 6	Fourth paragraph: The world characteristics are introduced, but it is not mentioned that these form the UWP.
------	------	--

LWB3	p. 6	Paragraphs 7-8: The subsector index is described without reference to the World Data Format as shown on p. 12.
------	------	--

LWB3	p. 7	The formula for planet atmosphere can yield values outside the defined range (0-12). The text states no rule for dealing with such cases (referee discretion notwithstanding). Clamp or reroll? Same for government (range 0-13), and law (0-9).
------	------	--

LWB3	p. 7	Hydrography results that go above 10 should be treated as 10; results below 0 should be treated as 0. [Rob Eaglestone, 21 Feb 2022]
------	------	---

Status Uncertain

LWB1	p. 11	"The Other career should get two skills per term just like Scouts." [CotI, daryen 2021] Note: "The 'other' career is strange, and double skill would seem to balance it, however I think there might be better ways." [Rob Eaglestone, 21 Feb 2022]
LWB1	p. 14	The cash table includes entries for a roll of 7 for the Navy, Scout, and Merchant careers, even though such a roll is not possible (these careers cannot yield Gambling expertise).
LWB1	p. 15	Service Skills Table, Army career: Should "Air/Raft" be Grav Vehicle? Cf. pp. 17, 22, LWB p. 154.
LWB1	p. 15	There appears to be no way to obtain ATV expertise from the acquired skills tables.
LWB1	p. 15	Both education tables are titled "Advanced Education Table". Consider text on p. 10 (second to last paragraph): "The fourth is available only through advanced education". Should only the fourth table be called "Advanced"?
LWB1	p. 17	Should "Air/Raft" skill be Grav Vehicle? Cf. p. 22, LWB p. 154.
LWB1	p. 18	Should ATVs (and AFVs) be covered by wheeled or tracked vehicle skill? Cf. p. 22, LWB p. 154.

Dismissed

LWB3	pp. 7, 12	Should the formula for hydrographic percentage have stayed 2D-7 + size, matching text and/or checklist in other books (LBB3, TTB, LBB6) and software (GDW Sector Gen, Challenge Magazine 26)? Has the errata (LWB p. 160) been applied incorrectly? [CotI, chalimacos 2021] No. "T5 has the resolution of [this discussion], so should be applied to correct the error. [The] formula is 2D-7 + atmosphere with the usual mods." [Rob Eaglestone, 21 Feb 2022]
------	-----------	---