

SPYCRAFT™

ROLEPLAYING GAME

SPYCRAFT 2.0 ERRATA DOCUMENT PLAYER RELEASE – v3

The following errata covers the **Spycraft 2.0 Rulebook: Second Printing** and all **Crafty Games PDF releases**. It is in effect as of **August 1, 2007**.

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SPYCRAFT 2.0 RULEBOOK (SECOND PRINTING)

All errata is presented in the order the original text appeared in the book, with diagram, table, sheet, and game aid errors at the end. Page numbers are included throughout for easy reference. Any note without a page number applies universally within the section in question.

CHAPTER 4: GEAR

THE GEAR TABLES

Occupancy (page 225): When a vehicle must be operated with less than the listed crew, the following penalties apply.

| % of Minimum Crew (Rounded Up) | A/T | Attack/Maneuver Check Penalty |
|--------------------------------|---------------------|-------------------------------|
| 99% to 75% | -1/-1 (minimum 0/0) | -2 |
| 74% to 50% | -2/-2 (minimum 0/0) | -3 |
| 49% to 25% | -3/-3 (minimum 0/0) | -4 |
| Less than 25% | -4/-4 (minimum 0/0) | -5 |

For this purpose, a vehicle possessing the *living quarters (LVQ)* quality is considered to possess a minimum (skeleton) crew equal to 1/3 the listed crew value (rounded up).

CHAPTER 5: COMBAT

VISION AND HEARING

Illumination of Burning Objects (page 350): The illumination provided by a burning object is based on the Size of the fire (see *Table 5.13: Size, page 349* and *Table 2: Burning Object Illumination, below*). When only part of an object is on fire, only the burning part of the object is considered for this purpose (e.g. though a torch is a Tiny object, it's cap is only a Diminutive object, thus granting moderate illumination out to a radius of 10 ft. and dim illumination out to an additional radius of 10 ft.).

Table 2: Burning Object Illumination

| Fire Size | Moderate Illumination Radius | Dim Illumination Radius |
|----------------|------------------------------|-------------------------|
| Nuisance (N) | 1 ft. | 1 ft. |
| Fine (F) | 5 ft. | 5 ft. |
| Diminutive (D) | 10 ft. | 10 ft. |
| Tiny (T) | 20 ft. | 20 ft. |
| Small (S) | 30 ft. | 30 ft. |
| Medium (M) | 50 ft. | 50 ft. |
| Large (L) | 75 ft. | 75 ft. |
| Huge (H) | 100 ft. | 100 ft. |
| Gargantuan (G) | 250 ft. | 250 ft. |
| Colossal (C) | 500 ft. | 500 ft. |
| Enormous (E) | 1,000 ft. | 1,000 ft. |
| Vast (V) | 2,000 ft. | 2,000 ft. |

BAG FULL OF GUNS: THIS IS MY RIFLE...

GENERAL REVISIONS

Airburst Grenades (page 3): These items can be acquired as upgrades: 1 upgrade for a 20mm grenade and 2 upgrades for a 40mm grenade. These items may **not** be acquired with Common Items.

BAG FULL OF GUNS: RED HEAT (PRINT VERSION)

TABLE ERRORS

Table 1: Red Heat Weapons (page 7): The ballistic knife is a Caliber II item, not a Caliber IV item.

ORIGIN OF THE SPECIES: LIGHT OF OLYMPUS (FULL VERSION)

TABLE ERRORS

Table 1: Origins (page 5): The second section of this table should be entitled "Specialties," not "Talents," and the instance of "Attribute Modifiers" on the same line should read "Feat."

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