

2300AD™

MAN'S BATTLE FOR THE STARS



GDW

*A realistic science-fiction role-playing game by
Marc W. Miller, Timothy B. Brown,
Lester W. Smith, & Frank Chadwick*

The following errata should be noted for **2300 AD**.

ADVENTURER'S GUIDE

On page 54, the statement in the sidebar identifies the BH-21 Combat Walker as the first walker ever produced. That is incorrect.

On page 60, the speeds of the *First-Line Multipurpose Fighter* should be "kph," not "mph."

On page 81, the sidebar concerning Manchuria mentions DM + 4 123 as the Eber home system; it is, rather, the Sung home system.

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On page 50, under "Fire Combat," note that weapon rate of fire is the number of aimed shots or area fire bursts that a weapon can fire in a combat round (initiative point), not combat turn.

On page 59, in the "Optional Wound Rules" box of the "Target Hits" diagram, "Arm" was not listed. An arm hit should give a die modifier of +0. (This correction should be made on page 9 of the "Play Aids" book as well.)

On pages 60 and 61, a few changes should be made to the combat

example:

First, treat Frank as having an FAM-90, not an SK-19.

Second, note that characters with Combat Rifleman-3 need a 3 to hit at close range (Routine task = 6, -3 for skill), not a 4.

Third, when Angela performs a diving blow toward Georgette, Angela rolls 1D6 and adds it to her Size $\times 2$, but Georgette (as receiver) should just add her own Strength and Size together. As long as the resultant totals are equal, both characters will suffer damage.

Fourth, the information about the potential light wound that results for Angela should say "a 4 is rolled for its effect," not a 9.

Last, Angela's final strike attack occurs in turn five, at initiative point 1 (which is half of her adjusted initiative of 3). Turn six never occurs, and even if it did, Angela would not act until initiative point 3.

On page 74, the *Anjou*-class cargo vessel has life support enough for 25 people, not 24 as is indicated in the third paragraph.

On page 82, the *Kafer X-ray Missile* should have a Movement of 6, not 11.

On page 87, the first column of the Life Zones table should read "Luminosity," not "Distance."

Current copies of **2300 AD** contain, as a bonus, a free adventure module, **Kafer Dawn**.

Sample file

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The **2300 AD** *Director's Guide* includes Aliens, Animal Encounters, The Colonies of the Earth Table, Combat, Combat Examples, Combat Resolution Tables, Experience and Renown, Event Resolution, Introduction, Map of the American Arm, Map of the Chinese Arm, Map of the French Arm, Near Star Map, Non-Player Characters, NPC Data Form, Organizations, Running Adventures, Ship Listings, Space Combat, Star/World/Colony Form, Star Travel, Task Resolution Table, Weapons Data Form, World Generation, World Generation Tables, and World Mapping.



ADVENTURER'S GUIDE

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"There can be no thought of finishing, for 'aiming at the stars,' both literally and figuratively, is a problem to occupy generations, so that no matter how much progress one makes, there is always the thrill of just beginning."

—Dr. Robert Goddard (in a letter to H. G. Wells)

THE 2300 AD DESIGN STAFF

Marc W. Miller. The designer of the best-selling **Traveller** science-fiction role-playing game and many historical and science-fiction boardgames, including **Imperium** and **Triplanetary**. His games have been recognized across the entire spectrum of gaming; they have won the Charles Roberts Award, the H. G. Wells Award, the Strategists' Club Award, and the Game Designers' Guild Award. Marc was elected to the Adventure Gaming Hall of Fame in 1981.

Frank Chadwick. Designer of the best-selling **Twilight: 2000** role-playing game. Frank is one of the great systems designers in modern gaming; he is responsible for game systems for more than 50 titles, including the **Third World War** series, the **Assault** series, and much of the **Europa** series. Frank has designed award winners in boardgames, role playing, and miniatures. He was elected to the Adventure Gaming Hall of Fame in 1985.

Timothy B. Brown. Experienced writer, developer, editor, and designer. He worked his way up through the GDW organization, showing his talents and making himself indispensable. He naturally gravitated to development, where he made his mark on **Twilight: 2000** and **Traveller** products.

Lester W. Smith. A relative newcomer to the GDW staff, originally a proofreader. His wide experience with RPGs soon led him into design and development, where he has taken over many duties connected with **2300 AD**, including the game's revision.

The background history for **2300 AD** was developed over the course of 1985-86 using a grand social-political-economic-military-diplomatic simulation known fondly here as *The Game*. The future course of history depended not on just one person's ideas of what the future would be like, but on the interaction of many people's ideas—the ones that survived were the ones that withstood the conflict and diplomacy of *The Game*. Beginning with the conduct of World War III, players manipulated their nations on five- or 10-hour turns to bring them into the future of the year 2300. Players in *The Game* were:

John Astell (Mexico, Romania, and India).
Rich Banner (Russia, Zimbabwe, and Canada).
Kevin Brown (Cuba, the Ukraine, and Australia).
Timothy B. Brown (United Kingdom, Algeria, and Manchuria).
Larry Butz (Venezuela, Italy, Iran, and Angola).
John Harshman (France, Argentina, and Israel).
Dr. David MacDonald (Military Government of the United States, Poland, and Canton).
Marc W. Miller (Azania, Japan, Bolivia, and Egypt).
Matt Renner (Civilian Government of the United States, Sweden, and Nigeria).
Wayne Roth (Brazil, Spain, and Turkey).
Loren Wiseman (New America, Germany, and Indonesia).
Frank Chadwick (referee and kibbitzing player).

SIGNIFICANT CONTRIBUTIONS

Additional help in the design, development, and production of **2300 AD** came from many quarters. They included: Loren Wiseman for basic science-fiction conceptualizations and background development; Gary Thomas and Joe Fugate of Digest Group for their initial task system design and development; John Harshman for some basic science-fiction conceptualizations; Matt Renner and Kevin Brown for character generation systems; Steve Venters for the **2300 AD** logo, equipment and weapons conceptualizations, and the box cover painting; Bryan Gibson for vehicle designs; Deb Zeigler for the Sung, the Xiang, and the IEX; and William H. Keith, Jr. for the Kafers.

Artists contributing to this game: *Illustrations:* D. J. Barr, Steve Venters, Liz Danforth, A.C. Farley, Bryan Gibson, Tom Peters, Tim Bradstreet, Rob Caswell, Jeff Dee; *Cover Illustration:* A.C. Farley; *Art Director:* Barbie Pratt; *Graphic Design and Production:* Lauretta Oblinger, Dana Reischauer, James R. Kuntz, Kelly Walsh.

The GDW production staff includes: *Text Manager:* Michelle Sturgeon; *Typesetting:* Michelle Sturgeon, Kelly Walsh, Robbi Garner; *Text Processing:* Tim Ryan, Julia Martin, Chuck Fossler, Shena Salzmann, Elysabeth Dzik, Carol Etter, Karen Lumb.