



# FUTURE ARMADA ERRATA

## Future Armada Errata

Some errors were made in the initial release of a few products. Some of these fixes have been updated and uploaded already, so not all may occur in your copies.

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### *Enumerated Errata*

#### **1) Exeter – Black & White Map Book: page 22.**

This page initially contained the wrong image. The correct image is on page 2 of this document.

#### **2) Drake – Black & White Map Book: page 13.**

This page initially contained the wrong image. The correct image is on page 3 of this document.

#### **3) Vanguard Station – Page 16.**

The patrol skiff weapon should be “2 fire-linked lasers (range 3,000 ft)” and Attacks should be “2 fire-linked lasers +3 ranged (9d8)”. The change is necessary because the skiff is size Huge (PL 6) and so cannot mount fusion beams.

#### **4) Drake – Page 14.**

Change the Sparrowhawk grapple mod to +8. Note that the ship is not technically large enough to mount a plasma missile launcher. I allowed it in this case because the ship can only carry 2 (rather than 8+) missiles.

#### **5) Invictus – Page 24.**

The Brahma stat block should list a Passenger Capacity of 13 (rather than 4) and a Cargo Capacity of 1200 lbs (rather than 500 lbs).

#### **6) Invictus: Subsector Maps – Page 6.**

Map section "Wa.01" should say "Ad.07".

#### **7) Midgard Variants – Page 20.**

The Corvus stat block should list a Crew of 36, and a Passenger Capacity of “20 (Marines)”. This is because there are only 56 bunks on board the ship (plus the extra one in the Engineer’s office).

#### **8) Mercury Trio – Valkyrn**

The sample Valkyrn should displace 90 register tons and have a purchase DC of 60.

#### **9) Jo Lynn’s tonnage is 1765 rather than 1100.**

**10) Exeter – the Morgan Shuttle** tonnage is 11 and dimensions are 27x16x10. Note that the patrol variant is 11.4 tons and the XL version 23.

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