



# FUTURE ARMADA ERRATA

## Future Armada Errata

Some errors were made in the initial release of a few products. Though the products have been updated to correct these problems, not everyone is on the mailing list or wants to download an entire product for a single new page. This document contains just the corrected pages. Please let me know if you spot any other mistakes.

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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.**

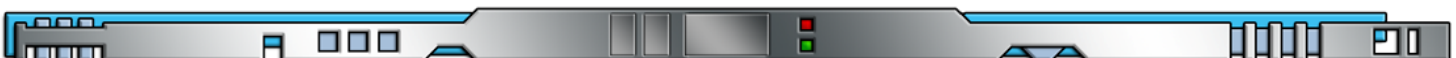
Change the Sparrowhawk grapple mod to +8. Note that the ship is not technically large enough to mount a plasma missile launcher. I allowed it in this case because the ship can only carry 2 (rather than 8+) missiles.

**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) 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).



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