

## 'Buoyz 'N Da 'Hood' In Space - 1st Edition Errata 29.08.23

Page 2

Turn sequence is 'Page 12' *not* 'Page 11'

Page 3

*ADD*

6) Where models prevent necessary close positioning (e.g for Transporters and Tractors) simply declare the necessary distance achieved.

Page 15

*ADD*

Ships may move up to  $\frac{1}{2}$  their current move in reverse. *AC cannot move in reverse.*

Page 22

*ADD*

Minefields affect AC, Drone Torpedoes, 'Rockets' and Plasma Torpedoes as if they were ships, but not other kinds of Torpedoes.

Page 34

*ADD*

N.B. Cloaking voids all currents locks of ships and Torpedoes. The latter are simply removed from play.