

'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.

Page 45

AMEND TO

Jem'Hadar Battleship Class; Shields: 6 fore, port, stb,