

# UPDATE 2022 FAQ

## ERRATA

We suggest using the following changes in the *Traveller Core Rulebook Update 2022*.

### CAREER SUMMARY TABLE (PAGE 21)

Change the Advancement roll of the Dilettante to INT 7+

### NOBLE EVENTS (PAGE 39)

In event 4, change Animal (riding) to Animal (handling).

### VARGR CHARACTERISTICS (PAGE 54)

Change strength modification to STR-1.

### NIBBON (PAGE 88)

Change trait to Flyer (Slow).

### FLAK JACKET (PAGE 100)

Change the Tech Levels of the flak jacket to TL7 and TL8 respectively.

### COMBAT ARMOUR (PAGE 100)

Replace combat armour with the following table:

ARMOUR TYPE	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Combat Armour	+13	10	85	20	Cr96000	Vacc Suit 1
	+17	12	145	16	Cr88000	Vacc Suit 0
	+19	14	180	12	Cr160000	Vacc Suit 0

### BATTLE DRESS & HE VACC SUIT (PAGE 100)

Add the following to the armour table:

ARMOUR TYPE	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Hostile Environment Vacc Suit	+8	9	75	40	Cr24000	Vacc Suit 1
	+9	10	90	30	Cr20000	Vacc Suit 1
	+14	13	170	20	Cr40000	Vacc Suit 0
	+15	14	185	10	Cr60000	Vacc Suit 0
Battle Dress	+22	13	245	100*	Cr200000	Vacc Suit 2
	+25	14	290	100*	Cr220000	Vacc Suit 1

### BROADSWORD (PAGE 124)

Change mass to 2KG.

### CUTLASS (PAGE 124)

Change mass to 0.5KG.

### LASER PISTOL (PAGE 129)

Change cost of TL11 laser pistol power pack to Cr1200.

### LIGHT AUTOCANNON (PAGE 142)

Change the Damage of the light autocannon to 6D.

### SKIPPING ON DEBTS (PAGE 153)

Payment is less than four weeks overdue: -4

Payment is 4-24 weeks overdue: +4

Payment is 25 weeks to one year overdue: +2

Payment is more than one year overdue: +0

**ENCOUNTERS (PAGE 155)**

Treat the following encounters as bold:

**Space Encounters**

D66	Encounter
02	Solar Flare (1D x 100 rads)
11	Pirate
21	Pirate
23	Micrometeorite Storm (Collision!)
24	Hostile Vessel (Roll Again for Type)
51	Hostile Vessel (Roll Again for Type)
56	Police Ship
61	Unusually Daring Pirate
71	Collision With Space Junk (Collision!)
93	Police Vessel

**REPAIRS (PAGE 159)**

Add the following text:

A destroyed weapon or item of equipment will need to be completely replaced, and cannot be repaired using spare parts.

Hull Damage: Each lost Hull point can be replaced with a Routine (6+) Mechanic check (1 hour, INT or EDU), consuming one ton of spare parts.

**SENSOR TYPES (PAGE 160)**

Add the following text:

EM (all): Sensors detecting emissions across the electromagnetic spectrum from low-frequency radio waves to gamma rays.

**TRAVEL TIMES (PAGE 163)**

Replace the second paragraph with the following:

Interplanetary travel takes time. The travel formulae can determine time required (if distance and acceleration are known), acceleration required (if distance and time are known) and distance travelled (if time and acceleration are known). All of these formulae use metres and seconds and assume the ship is undertaking a journey from rest, that it accelerates continuously to midpoint of the trip, then decelerates to rest again. 1G is equal to approximately 10 metres per second per second.

**STEP 2: INSTALL DRIVES (PAGE 179)**

Remove reference to reaction drives.

**STEP 5: INSTALL BRIDGE (PAGE 180)**

Use the following table instead:

**STEP 8: INSTALL WEAPONS (PAGE 181)**

Remove reference to defensive screens.

**Bridges**

Size of Ship	Size of Bridge
50 tons or less	3 tons
51–99 tons	6 tons
100–200 tons	10 tons
201–1,000 tons	20 tons
1,001–2,000 tons	40 tons
2,001 tons or more	60 tons

**WEAPONS (PAGE 183)**

Remove reference to defensive screens.

**FREE TRADER (PAGE 194)**

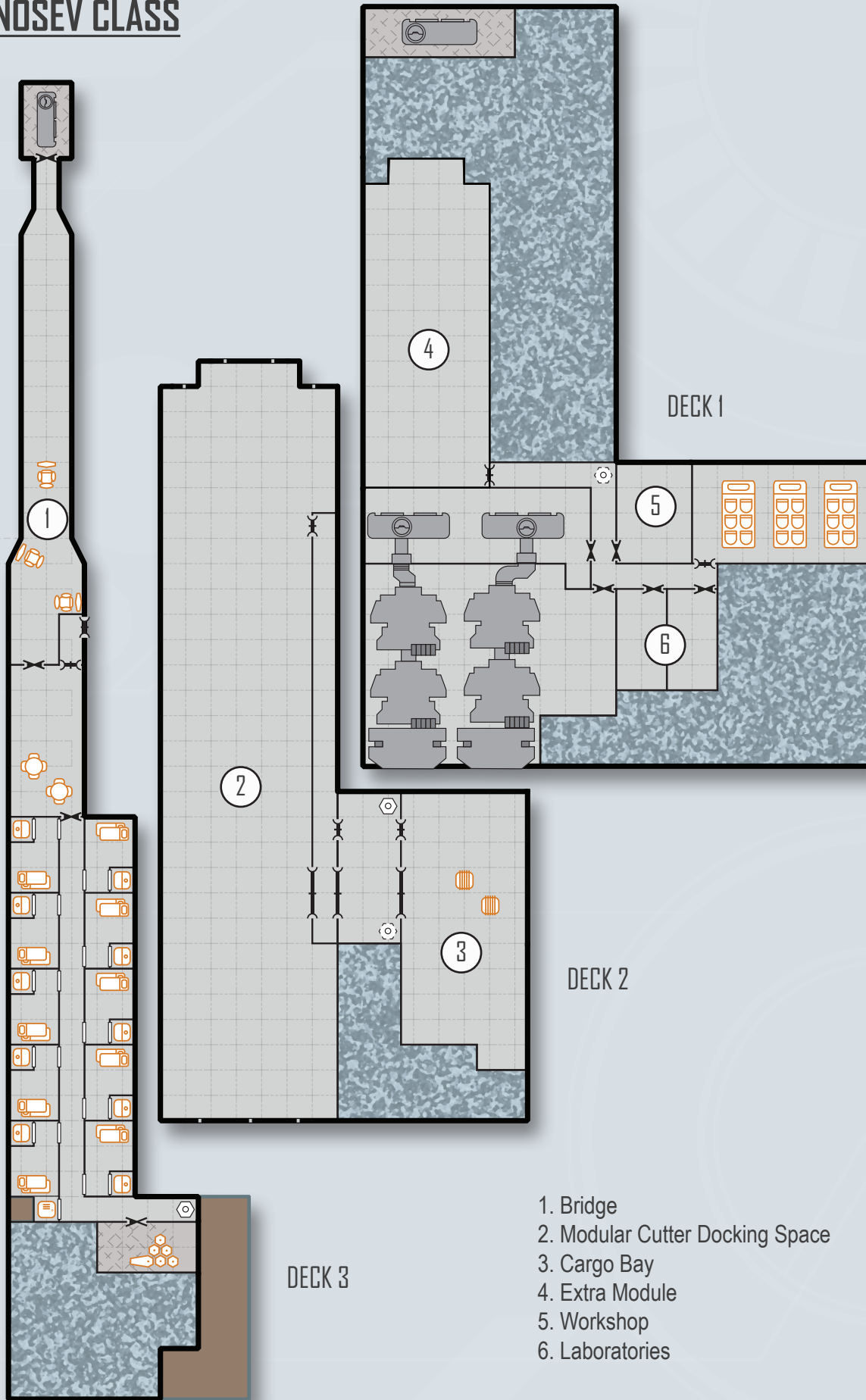
Change power requirements to:

Basic Ship Systems
40
Manoeuvre Drive
20
Jump Drive
20
Sensors
1

**SURVEY SCOUT (PAGE 213)**

Use the deck plan on the next page.

# DONOSEV CLASS



- 1. Bridge
- 2. Modular Cutter Docking Space
- 3. Cargo Bay
- 4. Extra Module
- 5. Workshop
- 6. Laboratories