

# 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+

### 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:

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:

Hostile Environment	+8	9	75	40	Cr24000	Vacc Suit 1
Vacc Suit	+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

### LIGHT AUTOCANNON (PAGE 142)

Change the Damage of the light autocannon to 6D.

### REPAIRS (PAGE 159)

Add the following text:

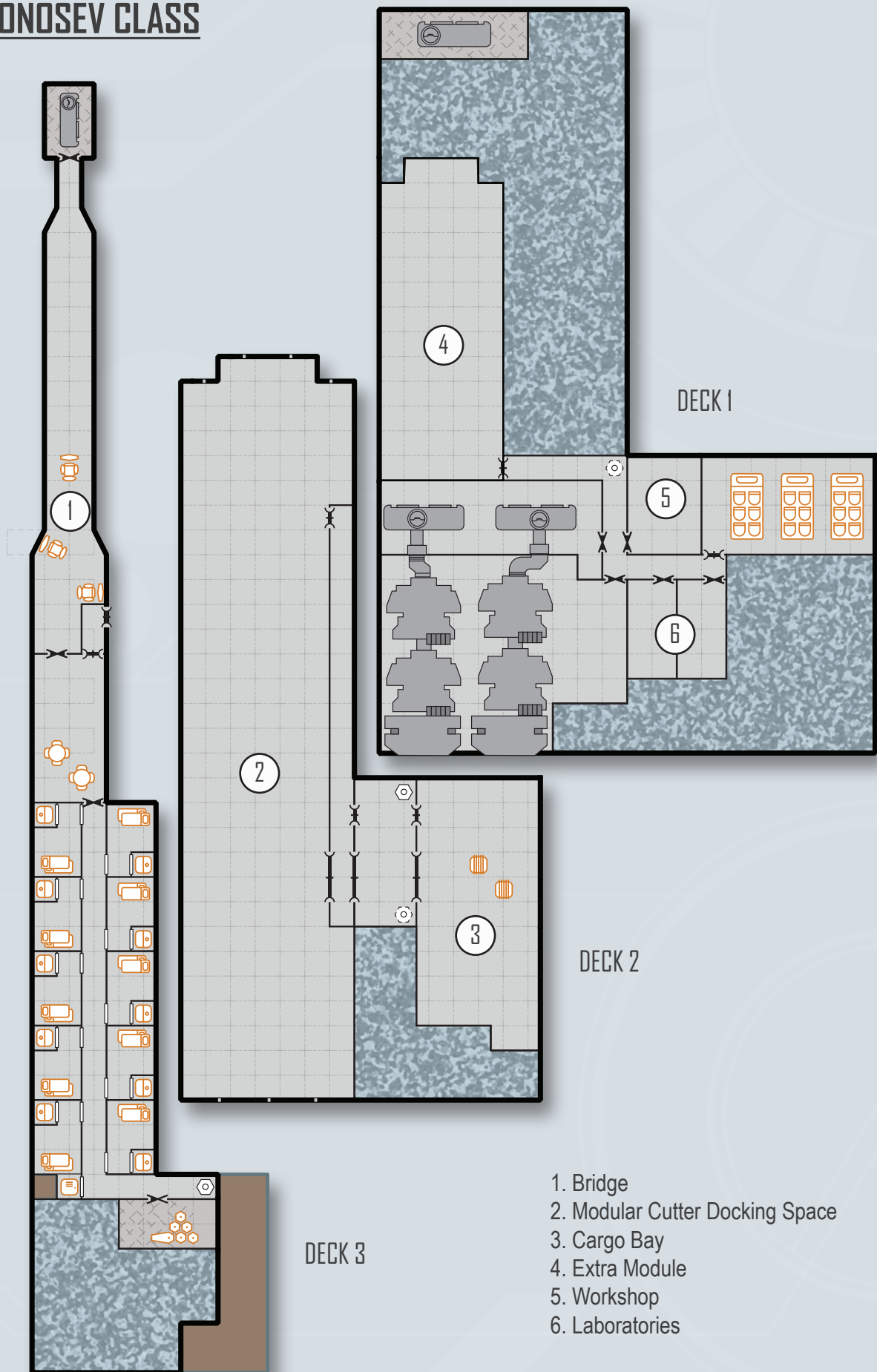
A destroyed weapon or item of equipment will need to be completely replaced, and cannot be repaired using spare parts.

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.

### SURVEY SCOUT (PAGE 213)

Use this deck plan instead:

# DONOSEV CLASS



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