

Armed Force Errata

Chapter 5

Somehow during layout, the last half of the CRRC was cut off, as was the first half of the Diligent's stats. It was missed in the final look over because, at a glance, the two halves combine to be what looks like a legitimate vehicle stat block. Here are the two watercraft in their complete form.

COMBAT RUBBER RECONNAISSANCE CRAFT (CRRC) (AOR/USA)

The CRRC, often called a Zodiac, is the most common inflatable rubber boat currently in service with both the Allies and AoR. It is mainly used for insertion and extraction, but has been co-opted into various other duties, as the need arises. It can be equipped with a light outboard motor or rely totally on paddles. While stored, the CRRC is a mere 59 x 28 x 24 inches (150 x 71 x 61 cm.)

Weight: 265 lbs. (119 kg)
Height: 2.5 ft (83 cm)
Width: 6.2 ft (2 m)
Length: 15.4 ft (5 m)
Speed: 29 mph (47 kph) (motor); 6 mph (6 kph) (paddles)
Range: 80 miles (120 km)
Acceleration: 8 mph (13 kph) (motor); 0.5 mph (0.8 kph) (paddles)
Toughness: 1
Handling: 3
Base Accuracy: 0
Skill: Piloting (Boat)
Crew: 6 (1 pilot), plus 5 passengers

DAMAGE CAPACITY

Total: 26

ARMOR VALUE

All: 3

BARRIER VALUE

All: 4

ARMAMENT

None. Crew and passengers must rely upon their personal small arms for defense.

Features: None

DILIGENT CLASS SUBMARINE (AOR)

Using captured French missile submarines as the basis for their design, the AoR shipyards at Eckernforde have only produced eight Diligent Class submarines so far, but more are on their way. The two-engine and propeller Diligent can sneak through enemy sonar perimeters and launch missiles containing everything from high explosives to chemical and germ agents. Although equipped with torpedoes, these submarines are not intended for anti-submarine or anti-ship combat. Tests against African and Middle Eastern population centers are planned to begin soon.

Diligent submarines have an operational depth of 1,150 feet (383.3 m) and maximum depth of 1,525 feet (508.3 m.)

Displacement: 16,160,000 lbs. (8,080 tons); 17,840,000 lbs. (8,920 tons) submerged
Draught: 32.8 ft (10.9 m)
Width: 34.8 ft (11.6 m)
Length: 422.2 ft (140.7 m)
Speed: 21 mph (34 kph); 29 mph (47 kph) submerged
Range: Unlimited
Acceleration: 5 mph (8 kph) surface, 3 mph (4.8 kph) submerged
Toughness: 6
Handling: 2
Base Accuracy: 3
Skill: Piloting (Submarine)
Crew: 135 (5 officers, 10 petty officers, 120 crew)

DAMAGE CAPACITY

Fore One-Third: 500 Aft One-Third: 400

Conning Tower: 100 Amidships
One-Third: 700

ARMOR VALUE

All: 60

BARRIER VALUE

All: 180

ARMAMENT

Four forward torpedo tubes provide anti-ship capability, but the main weapons are the ballistic missile tubes.

TORPEDO TUBE (X6)

Skill: Systems Operations (Sonar) and Perception

Accuracy: 8 WG

Attack: 4 SG

Shots: 1 + 12 spares for all tubes

Rate of Fire: 1, although multiple tubes may be fired simultaneously

Ammunition: The SUT Torpedo is standard, but it can also carry the SM 39D Exocet at a ratio of 2 per torpedo sacrificed

SLBM TUBE (X16)

Skill: Guns (Missiles)

Accuracy: 7 GPS

Attack: 4 FF

Rate of Fire: 1, although multiple tubes may be fired simultaneously

Ammunition: M4B SLBM missiles are the norm

Features: Chaff 2 (Sonar; x20), Chambered, Combat Computer, Communications (Digital, Satellite, Encrypted 3), Digital Mapping (Linked to Sonar), Fire Suppression System, GPS, High Profile (Optical) 2, High Profile (Sonar) 1, IFF, Infrared and Night-Vision Optics (Periscope), Medical 2, Radar (Short Range; While Surfaced Only) 4, Sonar (Medium Range) 3, NBC Sealed (30 days), Redundant Controls, Stealth (Sound) 1.

Chapter 7

SOULFIRE BURST

This book was originally written in 2003, and although some of it has changed much of it was intact beyond playtesting revisions. Not owning Dungeons and Zombies, the AFMBE supplement, I wasn't aware Jason had introduced an Invocation of the same name and none of the playtesters caught this one either (humorously, that includes Jason!) So, despite sharing the same name, the two Invocations are not the same.