

F&E93 ERRATA SHEET REVISED 20 NOV 2000

This document lists the rules changes, upgrades, updates, and additions made in the F&E2K rulebook. While every effort has been made to make this list accurate and complete, the extensive and detailed process of editing the F&E2K rulebook has made it impossible to produce a perfect document. Many minor editing changes were made to the rules in F&E2K, and not all of these are listed here. In the case of any conflict, the F&E2K rulebook supercedes this listing of errata for F&E93. (Given the low cost and serious improvements in the F&E2K rules, most players would be far happier to get the new rulebook than try to puzzle through this list.) If you see a conflict between this sheet and F&E2K, please advises us so that we can update this sheet. Many of the items in this listing come from previous Captain's Logs and are so marked; they are included for completeness.

(100.0) GENERAL RULES

(102.0) ALLIED: An allied race is one that is on the same side as the race in question; both races must be at war to be considered allies. For example, the Hydrans and Kzintis become allies when both have entered the war.

(102.0) FRIENDLY: This refers to a unit or hex which is owned by forces of the same race or an allied race.

(102.0) TERRITORY: The definition of territory varies with the context. Original territory means that territory based on the borders printed on the map. Current territory refers to the original territory, plus any occupied enemy territory or claimed neutral zone hexes, minus any original territory in enemy hands.

(200.0) MOVEMENT RULES

(203.1) Allied units may enter each other's territory if both are at war. Permission to enter is presumed to be automatic. CL20

(203.33) Newly-built and activated ships receive this operational movement allowance when placed on the map.

(203.53) Note that bases and PDUs do not count as ships to pin enemy units, but fighters and/or PFs based on these units could count as ship equivalents.

(203.733) Only battle hexes which existed before Reserve Movement can be the target of a Reserve Fleet. If one Reserve Fleet creates a battle hex via (203.731), a second Reserve Fleet cannot move to that newly created battle hex.

(203.734) As rule (203.74) requires the moving reserve fleet to avoid hexes with enemy units, any path which contains one or more enemy units may be ignored (but does not have to be) by a player moving a reserve fleet.

(203.742) The moving Reserve Fleet may detach only the minimum number of ships to avoid being pinned as it moves to its destination.

(204.2) It doesn't matter which player it is, next player turn means literally what it says.

(204.24) A tug could pick up an FRD at a SMN during strategic movement, but would thereafter be limited to 12 hexes of strategic movement (whether or not it dropped off the FRD). A tug could pick up an MB or undeployed PDU during strategic movement and could (510.22) begin placing it during that turn.

(204.313) The free strategic movement for a repaired ship does not count against the owning player's strategic movement allowance. However, in some rare cases, a ship might be repaired at an allied facility not in the owning race's strategic movement network, and the ship would count against the limits of any allied networks it used.

(204.36) See (502.43) for an exception.

(205.1) For example, If a Coalition force and an Alliance force are in adjacent hexes and the Coalition force moves away from the Alliance force, the Alliance force cannot react even if the Coalition force ends its movement after only moving 1 hex. This was published as (205.16). CL16

(205.15) Addition: Reaction movement cannot be used against

an enemy unit which enters a neutral country and becomes interned. CL20

(205.37) New: If the enemy unit which entered the "outer reaction zone" entered a neutral country and was interned, then there can be no reaction to this unit at all. CL20

(205.71) Should read: "Fighters AND PFs less than..." CL15

(205.76) Independent fighter squadrons (or independent PF Flotillas) which arrived in the battle hex by reaction movement are presumed to fly back to their base to refuel and rearm between each combat round. As such, they always have a base (unless that base was eliminated by some enemy action earlier in the combat sequence, in which case they must find a new home after their first battle round). If an independent fighter squadron (or PF Flotilla) takes casualties during a battle round, it could accept any homeless fighters (or PFs if it is a flotilla rather than a squadron) from that battle hex. Homeless fighters and PFs, however, may not create an independent (reacting) squadron or flotilla even if there is a base in an adjacent hex with room to base them.

(206.1) Exception: The non-phasing player may use Retrograde Movement for those units eligible under CEDS (308.131). CL16

(206.21) It doesn't matter which player it is, next player turn means literally what it says.

(206.22) Fighters on PDUs would not qualify as "a base with a full ship equivalent of fighters" to "open a path" for another unit to retrograde, and neither would an off-map base with fighters or PFs, but a monitor with a "full ship equivalent of fighters or PFs" would count for doing so. [The key point is that fighters able to react out of their hex and able to be transferred to another ship can block a retrograde path; others do not.] CL20

(206.31) See (410.24) for an exception.

(206.31) Ships supplied through a convoy or tug could retrograde to an FRD; indeed, it is common practice to "marry up" convoys and FRDs as together they have most of the abilities of a base.

(206.33) However, ships in a battle hex did not have to be used in a battle force during the turn, and this would not affect their ability to retrograde.

(207.22) It is assumed that the owning player of a given off-map area has a strategic movement node inside that off-map area.

(207.24) Note that because of this rule, ships in an off-map area cannot be counted as adjacent to on-map hexes for purpose of opening supply or retrograde paths.

(300.0) COMBAT RULES

(302.11) Note that the rules for blocking pursuit (302.74) have no effect on conducting an opposed withdrawal before combat.

(302.134) If some of the defending units retreat, they must be placed on the map in the retreat hex selected by (302.73). If the remainder of the force later retreats, it must go to the same hex even if the situation has changed during the Combat Step and a new evaluation of the retreat priorities would have required a different hex.

(302.135) A force conducting an opposed withdrawal (which would ordinarily leave half of its force behind) cannot avoid this requirement by leaving a base behind, since the base only protects the retreating force against pursuit (302.72) and has no effect on withdrawal before combat. Slow units such as auxiliaries, convoys, and FRDs cannot withdraw before combat but could retreat under the provisions of (302.72).

(302.16) If some of the defending ships withdrew before combat, these ships are no longer in the battle hex and are ignored when calculating required battle force size, the three best flagships, etc.

(302.212) It would theoretically be possible for several "bases" to be in a hex, and these might be at the same location (all in the battle force, none count against command limits) or at different

F&E93 ERRATA SHEET REVISED 20 NOV 2000

locations (creating what amounts to a multi-system hex). FRDs, convoys, planets, and tugs serving as supply points would all count in this situation, and their "location" could perhaps change. Bases in a hex are designated at the time they are built as being with a planet (or a previously-built base) or at a separate location. Convoys, FRDs, and tugs serving as supply points are designated as to their location (and whether any are co-located with other "bases") at the start of battle hex resolution; this cannot be changed between combat rounds. CL20 Added in F&E2K: See (511.5) to resolve this. Convoys, FRDs, and Tugs serving as supply points cannot create a multi-system "capital" hex but must be placed together (with a base of their race in the hex if possible). Note that if a given race has more than one base in a hex, it might divide these units between them as the player sees fit.

(302.23) In the event that the attacker offers an approach battle and the defender declines, AND the attacking force includes a non-retreat unit CL20

(302.321) The flagship must be from the race which provided at least 50% of the total ships in the battle force. If this is impossible (e.g., the top three command ships are Lyran, the only other ships in the hex are Klingon, and the Minimum Force rules require enough ships that the Lyran flagship would be outnumbered) then the "minority foreign flagships" are excused from the flagship selection process. In defining 50% of the total ships, this does not include non-ship units, bases, PDUs, fighters or PFs based on ships or bases in the battle force. Mercenary units count in the total number of ships but not for any given race. Drone bombardment ships, the formation bonus ship, and the free scout all count in the total number of ships and for their owning race. Captured ships used under (308.23) count as a ship of the current owner.

(302.334) The fighters left out of the battle force cannot be voluntarily given up as casualties, but if the carrier is destroyed the fighters would be considered homeless.

(302.563) If the carrier or PFT is escorted, the Directed Damage Attack must use the appropriate procedure, i.e., CEDS, attacking the smallest escort, or attacking the entire group.

(302.565) When directing damage at a carrier group (or other group) only the smallest escort [or the entire group] can be targeted (308.11).

(302.61) The owning player selects which of his units will be crippled or destroyed to satisfy the Damage Points scored by his opponent. He may select these units in any order, but selects them one at a time. When the remaining number of unresolved Damage Points is less than half of the smallest defense factor of the remaining units in the Battle Force, these Damage Points are ignored. If the remaining unresolved Damage Points are equal to half or more of the smallest defense factor of the remaining units, the owning player must damage a unit (cripple a unit or destroy a crippled unit) even if in doing so he gives up more defense factors than the other player has remaining unresolved Damage Points (it need not be the smallest unit).

(302.611) Note that as each fighter factor is a 1-point unit, points cannot be left over as long as the target units have fighters remaining. As each PF is a 2-point unit, a single remaining Damage Point would destroy a PF but leave one "minus point" (308.2).

(302.612) The owning player can damage any single unit in his battle force; he is not restricted to those ships which the remaining points equal 50% of. A player could cripple a dreadnought, or even a B10, to resolve a single point of damage if he felt there was some advantage in doing so.

(302.613) The "Free Scout" (308.53) could be given up as voluntary damage or directed damage [see (308.7), (308.52), and (308.46)] since it is part of the battle force; drone ships (309.0) conducting bombardment and carriers (501.4) or PFTs (502.41)

sending their attrition units to the battle force could not be given up as voluntary damage but could be attacked by Directed Damage (302.563).

(302.614) No multi-ship group capable of breaking down can be voluntarily damaged or destroyed if this produces minus points. Instead, the group must take a CEDS step or (if using Carrier War) must be broken up and the individual ships damaged one at a time. If a carrier or PFT is voluntarily crippled, then any fighters and/or PFs lost due to the reduced capacity do not generate minus points. The owning player could give these up first and could of course transfer them to another carrier/PFT with room for them. (Note: The unbreakable and un-CEDSable groups such as the Tholian CPC and the Romulan FE can be given up as a single unit, even if this produces "minus points".)

(302.615) A base cannot be crippled of this would produce minus points, but must instead take a SIDS step. Note, however, that voluntary SIDS steps such as this resolve 4.5 points of damage, not the 9 points of a directed-damage SIDS attack (308.8).

(302.616) No uncrippled unit can be destroyed if merely crippling it would produce any "minus" points.

(302.63) If all units in the battle force belonging to one player are destroyed but that player still has other units in the Battle Hex, any plus/minus points carry over to a subsequent battle in (or retreat/pursuit battle from) the same battle hex. The rule "if all units" refers to all units in the hex, not just those in the battle force.

(302.7) Allied ships may retreat in two different directions if each is retreating into supply and if retreating together would force one of them out of supply.

(302.7) RETREAT: Retreating ships cannot base the supply status of possible retreat hexes on a supply source in the hex they are leaving. Available hexes for a retreat are judged at the time the retreat is conducted. The rule says the defender retreats first (if both retreat). CL19+CL20

(302.712) If the defender accepts the 2nd opportunity to retreat under (302.71), the attacker remains in the hex and does not have a further retreat option. If all ships belonging to one player are destroyed, the other player still has all of his options to retreat (302.63).

(302.713) There are various circumstances under which both players might have an option to retreat. A player who retreats cannot pursue the other player if he also retreats. A player planning to conduct a pursuit cannot retreat his forces from the hex. CL20

(302.72) Defending ships which retreat separately from a capital hex cannot be used to pursue attacking ships which retreat from that capital hex. CL20

(302.72) Retreats are conducted immediately after each battle hex is resolved; the defender retreats first.

(302.721) Residual defense units no longer block pursuit.

(302.723) The defender of a capital hex can, at the end of each combat round, retreat some of his units from the hex without having to retreat all of them. Slow units (e.g., FRDs, convoys, monitors, etc.) cannot retreat by this method. This is known as a "partial retreat" and is separate from the more general retreats covered by (302.7). In the event that some of the defending player's units conducted a partial retreat from a capital battle and others did not, and subsequently the attacking player retreats his forces, those ships from the first player's forces which did not retreat may pursue the retreating units of the second player. If the first player elects to conduct a pursuit, he may not conduct a retreat with other units as the partial retreat option is available only during the combat procedure.

(302.733) STEP 3: The supply situation must be evaluated. The hex which the units are retreating from cannot be considered a supply source for purposes of this Step. SUBSTEP-A: If none

F&E93 ERRATA SHEET REVISED 20 NOV 2000

of the potential retreat hexes would be in supply, Step 3 is ignored. It does not matter if one potential retreat hex is closer to a supply point than a different hex if both are out of supply.

SUBSTEP-B: The player may not select a hex in which his force would be out of supply if there is a hex (not previously eliminated) in which his force would be in supply. **SUBSTEP-C:** The player may voluntarily eliminate all (not some) potential retreat hexes which are supplied only from partial supply grids IF there is a potential retreat hex supplied by the main supply grid. He is not required to do so. If none of the potential retreat hexes are supplied by the main supply grid, this substep is ignored; the player cannot eliminate hexes supplied by a partial grid unless this leaves hexes supplied by the main grid. **SUBSTEP-D:** Of the remaining available retreat hexes in which his force would be in supply, the player must select the one with the shortest supply path to a supply point.

==FOLLOWING TEXT IS QUOTED VERBATIM FROM F&E2K==

(302.74) NON-RETREATING UNITS: Some units (listed below) cannot retreat at all (e.g., bases) or are very slow in the retreat (e.g., auxiliaries). These require special handling.

(302.741) BASES: If the unit left behind is a base station, battle station, mobile base, PDU, or starbase, a retreating force is not able to take these units with them. Such a unit, left behind after ships retreat from a Battle Hex, remains functional and forces the players to return to Step 2 of the Combat Procedure (302.2) above. Ships leaving these units behind cannot be pursued. Any "slow" units (756.1) in the battles hex remain with the base and must be in the battle force. If the base is destroyed, the slow units will then conduct their own retreat under (302.742).

(302.742) SLOW UNITS: If the unit left behind is another "slow unit" (troop freighter, auxiliary carrier, SAF, FRD, convoy, logistics task force, overloaded tugs; see 756.1) then the following procedure is used.

A: The pursuing player forms a legal non-pursuit battle force. (This non-pursuit force can use things such as free scouts, command points, etc., which are not used in pursuit forces.) The pursuit force, if any, can only use units taken from this battle force (and only units legally able to participate in pursuit); the pursuit battle is then fought. The pursuing player may divide plus/minus points from the original battle between the pursuit and slow-unit battles as he sees fit. Plus or minus points from the pursuit battle do not carry over to the slow-unit battle.

B: Remaining units from the original battle force not used in the pursuit force may then engage in [non-pursuit] combat with the "slow" unit(s); no retreating warships can be left behind to protect the slow units. [Exception: Escorts assigned to an auxiliary carrier (513.123), or towing ships assigned to an FRD (421.2), can remain with those units.] The pursuing player may decline to fight the slow units and let them retrograde as below.

C: If the slow unit(s) survive the battle, it automatically retrogrades to the nearest friendly retrograde point. [FRDs which are not being towed cannot retreat and would be destroyed.] If there is not a valid retrograde path which is no more than 3 hexes long, the units are destroyed after the one round of combat, even if there is no combat.)

D: If there is more than one slow unit, all of them are combined into one single battle.

E: This rule does NOT allow defending slow units to conduct a partial retreat out of a capital hex (302.723); slow units can only retreat from a capital hex if all defending units do so.

(302.75) CREATION OF BATTLE HEXES: Retreat-ing into a hex containing enemy units but no friendly units creates a new Battle Hex. Units retreating into a hex that already contains units from both players are simply added to that battle. The ships

fight again and might retreat again (and again). It is theoretically possible for a hex to be the site of two battles, the second being fought by groups retreating from battles fought after the first was resolved.

(302.76) ALLIED FORCES: In the case of a retreating force consisting of units from two or more allies, they must all remain together and use the retreat priorities of the race which provided the flagship of the last battle force (or the force that produced the first retreating units, or the first battle force if using a retreat before combat). An ally cannot, in this case, refuse (207.21) entry to an off-map area. Units might be forced to retreat out of supply by this rule.

(302.761) ADVANCED RULE: The ships of Allied forces may retreat separately, although each of these Allied forces must follow the requirements of (302.73) in selecting a retreat hex. This decision can be made each time a retreat is required. All units of a given race must retreat together. If it is possible for both races to retreat to the same hex after all four steps of (302.73) are applied, they must do so.

This will have three effects. First, smaller retreating forces may have some hexes blocked by Step 2 that would have been open to the combined force. Second, each force would have to retreat into supply if possible, and as each has a different supply grid, this could result in hexes being available to one race that are not available to their ally. Third, an enemy fighting an allied force must take care in his arrangements or his force might find itself surrounded by "defeated" enemy forces.

(302.77) FIGHTING RETREAT: In some cases a force is blocked from its desired retreat path and may wish to try to fight its way out of the trap.

(302.771) If the retreating player wants to conduct a fighting retreat, then he has the option to ignore (302.734) and retreat into any hex available at the end of Step 3. However, the retreating force (and whatever friendly units may already be in that hex) must fight one (and only one) battle round with whatever forces are in that hex and then conduct a further retreat. (Units already in the hex might thereby be forced to retreat when they had not really wanted to.)

(302.772) In this one battle round, the retreating force is automatically at Battle Intensity Zero while the blocking force is automatically at Battle Intensity Ten. (No modifications to intensity are used. These intensities must be used even if the players are not using the battle intensity rules.) The blocking force may then conduct a pursuit battle at the same battle intensity ratings (10 and 0).

(302.773) If a unit conducts a fighting retreat into an existing but unresolved battle hex, all friendly forces in that hex must then fight one battle round at the disadvantage in (302.772) and retreat again. That retreat might or might not be a fighting retreat. In theory, a chain of fighting retreats could go on for many hexes (although as a practical matter the players would have to conspire to arrange this) until the retreating force enters a hex containing no enemy units.

(302.774) Retreat priorities and supply are re-evaluated for each hex that the force retreats out of at the time of that specific retreat.

==END QUOTED TEXT===

(303.5) The CWL gains one extra attack factor. This rule applies only for combat and does not apply to pinning situations.

(303.51) If there are three DWs (including drone-variants but not including other variants) of a single race in a battle force, then one of them is deemed to be a DWL and to have one extra attack factor and a command rating one higher than the basic DW. (Included in this rule are all ships designated DW, Gorn DDs, Romulan SKs and SHs. Excluded are Klingon F5L, Tholian DD,

F&E93 ERRATA SHEET REVISED 20 NOV 2000

and Hydran CR.)

(303.91) Tholian flagships operating in Tholian territory (not territory they have captured) gain a +1 to their command ratings but cannot exceed a maximum of 10.

(304.5) This applies regardless of the ratio between ship and non-ship units. If the attacker wishes, he can drop the increased intensity at any point in which case the count of battle rounds would start over and he could raise the intensity after the count is satisfied again. The decision to increase the battle intensity is made after both battle forces are selected and announced and after the die roll (if any) is made for variable battle intensity.

(305.0) Change this from optional to Advanced.

(305.21) No more than one captured ship may be used in any given battle round. CL20

(305.23) A captured ship refitted and put into use is considered a ship of the new owning player for all purposes (except that a DW of one race cannot be converted into a DW variant of the capturing race, but only into a variant of the original owner).

(305.23) The race which captured the ship must perform a conversion costing 3 eps before using the ship in combat. This installs weapons and other systems compatible with the race that captured the ship. Some of the original rule moved to (305.4).

(305.24) Strategic and retrograde movement can be used for this purpose (i.e., moving a captured ship to a Neutral country) even though those forms of movement cannot normally be used to enter such territory. CL20

(305.26) Option 6: Move the ship to an allied supply point and give it to that ally, who then has available all options except (305.21).

(305.33) The decision on which option has been selected is made at the time a non-retractable action is taken. (Note that you can store the ship more or less forever without really picking an option.) For option #2, the ship stops and is scrapped at the first starbase it reaches. CL20

(305.46) If a PFT is captured by a race not using PFs, they could use it as a scout without changing it or they could convert it into another variant. If using Advanced Operations, they could (as part of the Captured Ship Refit) convert it to carry heavy fighters (e.g., F111s). Hydran Hybrid warships lose their fighter factors but are converted to use the weapons of the capturing race and thereafter have an attack factor equal to their original defense factor.

(307.1) If both sides retreated, there is no pursuit battle.

(307.4) [remove the existing maunder reference.] The pursuing player may designate one or more crippled ships and declare them to be a single target for directed damage, and use the special ability of a maunder in resolving this attack. Only crippled ships can be targeted in this way.

(308.1) A player retains the option to use directed damage against the entire carrier group rather than using CEDs. Carrier groups with CEDS damage from prior battle rounds will become more vulnerable to this type of entire group attack. If using directed damage to cripple a carrier group with CEDS damage, the attacker needs enough points to cripple all uncrippled ships; any ships already crippled would not be considered unless the attacker was trying to destroy the entire group.

(308.111) If an escort is crippled, it is still present and you cannot ignore it to attack ships deeper in the group. A group including crippled escorts could still be attacked (as a single group) for purposes of crippling and would need only enough damage points to cripple the uncrippled units.

(308.114) The "smallest" escort is defined by the uncrippled defense factor. If two (or more) escorts have the same defense factor, the owning player designates these in order from the outermost to the innermost; this order cannot be changed until after the Combat Phase is over. The owning player could voluntarily cripple the innermost of two identical (or non-identical)

escorts to resolve damage, leaving his enemy with a full-strength outer escort for directed damage purposes. The crippled escort would still count for the (308.11) bonus when directing damage on an outer escort.

(308.122) This rule can run into conflict with (307.3) in a pursuit battle. In such cases, the player must still meet both requirements (all crippled ships must be in the battle force, only three uncrippled ships can be in the battle force). Carrier groups can be broken down in Carrier War (515.15), allowing crippled escorts to be left behind, and this must be done if it is the only way to meet the requirements of (307.3). Two carrier groups could exchange escorts of the same type/class in order to concentrate the cripples (or non-cripples) into a single group. (This could produce an uncrippled group able to pursue, and could produce an uncrippled carrier with some or all of its escorts crippled.) If escort exchanges do not meet the requirements of (307.3), the a carrier group must be broken up. If not using Carrier War (515.15), then use two Ship# counters, one representing the uncrippled ships and one representing the crippled ships; keep written records of the ships in each counter and their status.

(308.131) All CEDs repairs are conducted in the Retrograde Phase, after all retrogrades are done. Carriers are repaired before fighter replacements are obtained. Retrogrades to resolve CEDS damage are conducted in the Retrograde phase. The "repair ship" reaches the carrier (assuming it is in supply) without having to be at a strategic movement node. This counts as the repair ship's one mission for the next field repair phase, even if its entire capacity is not used.

(308.131) This procedure could be used to repair carrier groups damaged at earlier times which have not been repaired until this point. This procedure cannot repair an ad hoc escort.

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(308.132) Destroyed escorts are replaced at the end of the combat round from new production or by converting existing ships. This rule cannot be used to replace escorts that were never built or were lost in previous player turns.

A-New production: The owner selects an equivalent hull from the next turn's production and pays the build cost plus one point for conversion (above the usual conversion limits) to a carrier escort. This is an exception to the Sequence of Play, which normally allows ships to be built only in the Production Phase.

A1: This procedure could use a ship scheduled to be taken out of mothballs on the next turn, or a ship that is overbuilt. There is no penalty for using a ship from next turn's production to replace a carrier escort as there would be otherwise under (431.36).

A2: The new escort arrives immediately in the carrier's hex thanks to the hard work of dedicated staff officers who make sure these things happen.

A3: Replacing escorts from future production is possible ONLY if the carrier has a valid strategic movement pathway from the hex where the escort is built (not including enemy units adjacent to the carrier); doing so does not use up future strategic movement allowances. This would allow an expeditionary fleet (but not a homeless carrier) to draw replacement escorts out of future production from the shipyard back home. Replacement escorts built under this rule would have free strategic movement (use of allied networks would count against the allied race) to the carrier group they were joining, if it is possible to reach the carrier group in this way. The carrier does not have to be at a strategic movement node but must be within operational movement range of one.

B-Existing ship: Select a ship of the same race and an

F&E93 ERRATA SHEET REVISED 20 NOV 2000

equivalent hull type [the basic warship type listed on (757.2); any variant would have to be converted into a standard warship and then converted into an escort, and some variants cannot be unconverted] from the friendly ships in the same hex as the damaged carrier group and pay one Economic Point to convert it to an escort type. (The hex must be in supply for this to be done.) The converted ship is then removed from the board, having been absorbed into the carrier group (or replaced with an escort counter from Carrier War). The actual conversion will be carried out at a future time by your loyal and efficient staff officers without bothering you. This conversion does not require a base or count against conversion limits. Conversions to replace escorts include only direct conversions from an equivalent hull type. A Lyran FF could be converted to an FFE but not to a DWE by this method.

C-Notes: C1: Some CV groups (e.g. Fed CVA) can be converted to others (e.g. CVN) by losing the escorts to CEDS and pro-viding new escorts appropriate to the new group type. This can only be done after the introduction of the new group.

C2: This procedure could NOT be used to replace an escort lost during a previous turn.

C3: Adopted and expeditionary ships can be converted to escort types. A race cannot build escorts for another race or provide escorts of its own production for another race.

(308.133) An alternative method of resolving damage would be to transfer escorts between two carrier groups. This can be done only if both groups nominally include (757.0) the specific escort being transferred. (Carrier War allows more flexibility in forming groups.) This is done in the Retrograde Phase without cost.

(308.134) A carrier group with CEDS damage can be left unrepaired (or partially repaired) if the owning player voluntarily chooses to do so, or if repairs are impossible for some reason. In this case, replace the carrier group with a Ship # counter and record its pre-sent strength on the Carrier Group Status Record on the Player Folio.

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(308.25) Plus and minus points during the Approach Battle to a multi-system hex are divided equally between the systems. Points from all systems are added to the pursuit battle. CL20+CL19

(308.41) If the target of the attack requires fewer damage points than the strength of the mauler, the player using the mauler may voluntarily limit the mauler attack to this number of points.

(308.45) Maulers used to attack ships with the Formation Bonus (308.72) are discounted by 50%; round fractions of 1/2 up. This reflects the difficulty in attacking such a target. A 10-point mauler would count as 5 points and a 7-point mauler as 4-points. Note that both types of mauler would still contribute their full combat factor to the basic combat potential of the Battle Force.

(308.46) Maulers cannot use their special abilities against the free scout (308.53).

(308.47) As an alternative to being used for directed damage in a pursuit battle (307.4), each mauler makes its own die roll (305.1) (separately from the pursuit force as a whole) to attempt to capture an enemy ship. (In this case, the mauler does not roll for shock.) Note the requirements of (308.43). Marines and prime teams used to modify the chance of success can only affect one die roll, not all of them. Prime teams would have to actually be on board the mauler to affect its die roll. Maulers used in pursuit must have consorts.

(308.53) The free scout cannot be an escorted unit or part of a group. Up to six hybrid fighter factors of the free scout can participate in the battle. If the Free Scout has PFs, these can be used only if they are counted against the command limits as an independent flotilla.

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(308.62) If a die roll shift causes a die roll result greater than six, then take any extra shifts by increasing the intensity by one point. For example, a die roll of 6 with a shift of +2 in a battle with an intensity of 5 would be resolved as a die roll of 6 at an intensity of 7. Note that the change in intensity affects only the player receiving the die roll shift. In a similar manner, if a negative die roll shift reduced a die roll below 1, simply take the extra shifts as intensity reductions. There is no way to create a BIR of more than 10 or less than zero, so any die roll shifts beyond those factors would be ignored.

==END QUOTED TEXT==

(308.7) If a battle force includes only one ship, this ship cannot use the formation bonus and cannot be the free scout.

(308.81) Starbases are key targets, but difficult to kill. To reflect this, the Attacking Player may use Directed Damage (302.5) to score Starbase Incremental Damage Steps (SIDS). Each SIDS costs 18 Damage Points and counts as the one allowed Directed Damage attack for that round. Use of a mauler could reduce this cost to 9 points. The attacking player is never required to use SIDS, and could instead allow the defender to score the points on ships defending the base. If there are no ships or other units, then the attacker could continue to add up "plus points" (308.2) until he had enough to cripple the base. The defender can voluntarily take SIDS steps; however, voluntary SIDS steps (308.84).

(308.81) The attacking player is never required to use SIDS, and could instead allow the defender to score the points on ships defending the base. If there are no ships or other units, then the attacker could continue to add up "plus points" (308.2) until he had enough to cripple the base. The defender cannot voluntarily take SIDS steps unless he takes exactly enough to cripple or destroy the base; voluntary SIDS steps are 4 damage points rather than the 9 for directed damage. If the base has not received SIDS steps (or was crippled and has not subsequently received a SIDS step) the Defender may not use SIDS but could voluntarily cripple or destroy the base.

(308.83) If a starbase is crippled, the only way to uncripple or repair it is to repair the eight individual SIDS steps (costing four repair points each). This must be done by a tug; a crippled base cannot repair itself (420.62). If crippled, the owner can uncripple it by repairing one or more SIDS steps. If it was crippled AND had 1-3 SIDS steps applied, these SIDS steps beyond the point of crippling are repaired individually.

(308.83) The starbase still requires 72 points to CRIPPLE with directed damage, not destroy. CL16

(308.84) EXAMPLE: The Attacker cannot CRIPPLE it with Directed Damage unless he has the full 72 points required. CL16

(308.84) The owner of the starbase can voluntarily take a SIDS step to resolve Damage Points scored against his force, but voluntary SIDS steps resolve 4.5 points of damage rather than the 9 points if scored by directed damage. If the defender voluntarily cripples or destroys the starbase, he must deduct 4.5 points from its combat value for each SIDS scored on it.

==FOLLOWING TEXT IS QUOTED VERBATIM FROM F&E2K==

(308.87) Gorn ships carry more ground troops and ground assault shuttles than the ships of any other race. To reflect this, any Battle Force including 6 or more Gorn ships (those ships having a total of 50 or more attack factors) which attacks a planet or base may, after damage resolution (and only if three of the Gorn ships survived) launch a separate Marine attack on a PDU or base. Roll two dice and consult this table:

2-8: No effect

9-12: One PDU destroyed or one SIDS scored.

F&E93 ERRATA SHEET REVISED 20 NOV 2000

There are no modifiers for this die roll. This type of attack cannot be used in the approach battle. The Gorns cannot use this rule in the same combat round that they use Marine Assault rules (521.8) or (521.3).

=END QUOTED TEXT==

(308.94) If four points are used in a multi-system capital hex, this counts as two points for each approach battle and two points for each battle in a system. A player has the option of expending two command points which would only count in a single system (increasing ships there by two) but only one of these points would count in the approach battle and this selection (including the system involved) must be announced the first time the points are used.

(308.95) The limit of two command points includes the effect of Admirals in Advanced Operations.

(309.3) Starting in Spring Y178, the Kzintis receive (free) 1.2 eps per game turn which can only be spent on drone bombardments during the turn the points are received. They cannot be accumulated, used for other things, transferred to allies, used for adopted allies ships, or converted to cash.

(311.0) ADVANCED COMBAT RULES: This is in Special Operations, including (311.1) Advanced Combat chart, (311.2) Shock, (311.3) Expanded Sequence of Play, and (311.4) use of calculators.

(312.0) STASIS FIELD GENERATORS: This rule is in Special Operations.

(313.0) ELECTRONIC WARFARE: This rule is in Special Operations.

(400.0) ECONOMIC RULES

(401.513) Allied ships still in supply cannot be adopted (original rule). CL19

(410.31) Fleets out of supply cannot use extended reaction range (205.3).

(410.34) Bases including PDUs on partial grids must pay for repairs if they can from their own resources (i.e, those of the partial grid); any cost over that amount is taken from the general treasury (which pays double the cost of the repair, since it must bribe Orion pirates to smuggle in the money). CL20+19

(410.34) Note. This change in CL19 is going to require minor edits to 410.41, 410.42, and 410.43.

(410.34) Now that we have to send in money to pay for starbase repairs, there seems no real reason why BATS and FRDs in a partial supply grid could not also perform repairs, taking money from the partial grid or from Orion smuggling. There also seems no reason not to spend this money for supplies or production. Total limit on smuggling is 14 effective points from each race (costing 28 before Orion bribes).

(410.5) Ships still in supply from their home territory cannot be declared homeless and cannot be adopted by an ally. Ships cannot be adopted unless they are in supply from the adopting race.

(411.34) Monitors (from Marine Assault) do not block (or unblock) supply in an adjacent hex because they cannot react. Fighters or PFs based on the monitor's pallets could react and would block (or unblock) supply. CL20

(411.74) Expeditionary fleets can only be designated during Phase 1 (Economics). Expeditionary Fleets do not necessarily have to draw their supplies through foreign bases.

(411.75) A tug assigned to an Expeditionary Fleet cannot exchange pods except by having the pods sent home in the Strategic Movement phase and new pods brought to it in the same Strategic Movement Phase. This creates a partial exception to (509.1) which requires tug assignments to be established in the Economic Phase. A tug in an expeditionary fleet could store its assigned pods with the allied race and operate with cargo pods, and would be limited to missions C, D, F,

H, J, K, or M. Note that Klingon and Lyran tugs have a limited ability to use each other's pods and could exchange them.

(413.2) It doesn't matter which player it is, next player turn means literally what it says.

(413.41) A partial supply grid must include at least one valid supply point (e.g., a friendly planet or base). This cannot be a convoy, or tug.

(413.44) If a partial grid is reconnected with the main grid, it can but is not required to send its remaining supplies to the capital. These could be treated as a satellite stockpile (413.45). If sent back to the capital, no transportation is required; dedicated staff officers find the needed freighters to move the points.

(413.45) Off-map bases and planets can hold satellite stockpiles.

(413.46) Destruction of the last base within a partial supply grid results in the destruction of all items held in that grid, including economic points, unresolved salvage, unassigned tug pods, unassigned ship modules, etc.

(414.2) Should read: "Convoys cannot enter a hex containing enemy UNITS." CL15

(420.61) The tug would pay the full cost of 1 EP per repair point since only bases pay the lower rate. (A Starbase could generate repair points to repair a SIDS step.) Tugs cannot provide more than eight repair points to a base (enough for two SIDS steps); this is the limit provided in (422.22). No more than one tug can work on any given damaged base, but a tug could combine its repairs with those performed by the base itself. Tugs used to repair bases do not count against the one tug limit in (422.8).

(420.62) A crippled base cannot contribute to its own repair, even on the turn during which repairs from a tug uncripple it.

(421.21) To move an FRD by any means, the tug must have been assigned that mission at the start of the turn (509.1). The tug does not, however, have to start the turn in the same hex as the FRD, but could move there (at one movement point per hex) and then begin carrying the FRD (at two movement points per hex). See (204.24) for strategic movement.

(421.22) An FRD under tow can retreat, but does so as a slow unit under (302.742).

(430.25) It would be possible to capture a Neutral Zone hex without capturing the planet in it.

(431.2) There is no overall limit on the number of FRDs, convoys, mobile bases, or defense battalions that can be built over the length of the game. CL20

(431.31) The Gorns are allowed to overbuild BCs and CMs.

(431.36) Overproduction can be used during the period after a shipyard is destroyed and before a new one has been completed.

(431.37) Accelerated production: Each race may, once per turn, produce by accelerated production one ship which is on the production schedule for the next turn. (Ships farther in the future cannot be accelerated.) This costs a 3ep penalty. Production of this accelerated ship cannot exceed any special limits (e.g., the number of carriers per turn). It can use free fighter factors from the current turn but not from the future turn. If it uses a conversion, this is also from the current turn not from the future turn. Note that the replacement of carrier escorts (308.132) incurs no penalty even if taken from the next turn. A race in the process of rebuilding a shipyard may do this on the last turn of shipyard construction, assuming all costs of replacing the shipyard have been paid. (Based on a suggestion by Mark Kuyper.) Accelerated production cannot be used for non-ship units, the B10, or stasis ships.

(431.41) The decision on these expenditures is made in the Economic Phase.

(431.42) New: Races not at war have specified Pre-War Construction. These races cannot substitute or convert ships on this schedule, nor can they add ships to the schedule. While ships can be cancelled to raise money for specific purposes

F&E93 ERRATA SHEET REVISED 20 NOV 2000

[e.g., Orion Bribes, see (504.32)], any unspent money remaining is lost. [A future product may contain limited rules for changing Pre-War Construction, but until then, you cannot spend money on your own. The Legislature simply does not trust you.] CL20

(431.5) Escort frigates could be substituted for the frigate built at a starbase (431.5) costing one point more than the basic frigate, but no other substitutions are allowed at Starbase production. Other frigate variants could be built at a starbase by converting them during construction, but this would use a conversion slot.

(431.73) Each escort is replaced by the base hull type, e.g. a Hydran AH is replaced by an HN not a CU.

(431.74) The free fighters are received by the replacement capital only after the shipyard is functioning again.

(432.24) If the Hydrans convert a hybrid ship into a true carrier, they must pay 1ep for each of the hybrid ships original fighters to reflect the higher usage rates of fighters on carriers. One "free carrier-fighter factor" could upgrade two hybrid fighters to carrier status. The correct cost of the CVE is 3+2+6.

(432.5) The Federation has to pay the eight-point penalty for all CVBs built (after the first two) even if built before the Y172 changeover to F15s. Given the stronger squadrons, a battle force with three CVBs could have 24 points of fighters and remain under the limit of three ship-equivalent squadrons.

(432.5) This CVB surcharge is assessed regardless of how the carrier is produced, whether converted or substituted (even if substituted for a CVA). The F15 squadrons based on planets (702.1) cannot be traded in for extra CVB production, nor can CVBs be traded in for more F15s on PDUs.

(433.12) There is no requirement for a functioning shipyard to make this major conversion, so a replacement capital which included a starbase could begin making such 4-point conversions immediately.

(433.15) The Romulans also get a second major conversion, but this is at Remus-4514 (not their main shipyard, Romulus-4613) and they cannot buy a third one. This extra conversion capability is lost if the Remus starbase is destroyed.

(433.22) The Romulans can perform some conversions on purchased Klingon ships; these are listed in Annex #751.

(433.24) Variants can be converted back into the base hull type by any starbase for 1 point. Maulers and certain other ships (Rom SPM) cannot be converted back into a base hull type. Any variant (except a mauler) can be converted into any other variant that the base hull can be converted into. Pay a 1-point surcharge to "unconvert" the original variant and then the normal conversion cost for the desired variant. If the original conversion was three points, the extra surcharge point (total cost 4) does not make this a major conversion using the one allowed major conversion.

(433.25) Conversions which change the basic hull type cannot be reversed. These include: CW to NCA, FF to DW, Lyran CL to BC, Lyran CA to DN, Lyran DD to CW, Gorn DD to BDD, Gorn CL to BC, Gorn HDD to CM. The 1ep cost is paid per ship, so a Romulan FE group would cost three points to convert into three WEs.

(433.3) All ships have an availability date on the Ship Information Table and cannot be produced prior to this date; rule (431.36) does not create an exception. This date is assumed to be the spring turn of that year unless noted otherwise.

(433.31) OPTIONAL: All players could mutually agree that basic variants of a given hull type (limited to: scout, drone, commando, escort, mauler) could be produced as soon as that hull type is available, e.g., scout versions of war cruisers, drone versions of war destroyers. All such production would be limited by existing rules, e.g., PFTs could not be produced until the PFT schedule, and drone ship production would still have the original numeric limits. Doing this would give players more control over their production. It could be presumed that the basic variants

were designed when the original hull was designed (or at least before Y168) but were not historically produced until later because the historical racial leaders felt that the basic hulls were needed before the variants. It is noted that the first Hydan DWs were in fact produced as DWEs because of the crucial shortage of carrier escorts at that time.

(433.41) The Tug must be in supply at the time an upgrade is started but if supplies are interrupted the upgrade proceeds anyway as the necessary parts have already been delivered.

(433.411) If, at the end of any combat round, there is only one base/planet (i.e., system) remaining in the battle hex, then the hex is no longer considered to be a multi-system hex and is resolved normally. Retreats after that point do not use the multi-system (capital) procedure.

(433.432) Modular conversions do not count against the starbase's conversion limit.

(435.3) Tugs can carry EPs only to an allied race, and only if both are at War or Limited War status. CL20

(436.26) As an optional rule, players could be allowed to buy battleships directly. The cost would be 36 points, with a maximum of 9 points and a minimum of 3 points paid each turn. (Turns must be consecutive.) The fighters (if any) cost extra and are paid for when the ship is finished above the 9-point limit. Battleships do not count against the carrier limit; BBVs (not currently in the game system) do not.

(437.0) This rule is in Carrier War. **(Carrier War was expanded into a new product, FIGHTER OPERATIONS.)**

(438.0) This rule is in Carrier War.

(439.0) SALVAGE: This rule is in Carrier War.

(440.0) This rule is in Carrier War.

(500.0) SPECIAL RULES

(501.5) All carriers (for all players) that are in supply during the Retrograde Phase (for any player) automatically receive replacement fighters up to their full capacity. [This also applies to Federation Escorts under (502.654) and to Fast Carrier Resupply ships in Advanced Operations.] Resupply of fighters is also done in the Production Phase (for the owning player only) for carriers which are in supply but short of fighters at that time. If a given carrier is out of supply and cannot receive replacement fighters, it must wait until the next Production Phase or the end of the next Combat Phase to obtain them; records will need to be kept of carriers which are short of fighters. Supply is evaluated at the point in time where replacement fighters are being provided to the carrier. Carriers which are newly built receive their fighters as part of construction. Carriers which are repaired receive replacement fighters as part of the repair step. Replacement fighters are free unless drawn from a partial supply grid (413.41).

(501.6) If a PDU is destroyed, the homeless fighters can go to any base, PDU, or carrier of the same race in the same hex, even if in a different system of a capital hex.

(501.8) not the fighters on PDUs.

(501.9) See (302.352).

(502.43) Remove the restriction on out of supply PF production and allow the normal starbase PF production limit of six per turn (431.2) to apply. New production PFs are moved to the tenders (bases, whatever) they are deployed on by special free strategic movement (starting at the place they were built and ending at the tender).

(502.43) Replacement PFs are obtained at either of two points: the end of the Combat Phase or the Production Phase. The tender must be in supply to receive replacement PFs; supply is evaluated at the time replacement PFs are purchased. Replacement of PFs is voluntary since it is not free.

(502.44) If a PDU is destroyed, the homeless PFs can go to any base, PDU, or tender of the same race in the same hex, even if in a different system of a capital hex.

(502.615) If initial deployment PFs cannot be placed on bases

F&E93 ERRATA SHEET REVISED 20 NOV 2000

(because bases have been destroyed and not replaced) they must be placed on available PDUs within the limits thereon. Any remaining PFs go into a "pool" at the capital and can be transferred to PFTs in the capital hex or shipped by free strategic movement to any base or PDU which has room to base them during the Production or Retrograde Phase. Note that all initial deployment PFs can only be placed on bases, ships, or PDUs of the owning race. New production and homeless PFs cannot go into this pool. If the capital is destroyed, the pool is destroyed with it.

(502.65) Needs note show Fed PFT as 5-7P<>/3-4P. Needs to list date as Turn 27 Fall Y181.

(502.7) Space control ships count against the CVA limit. Converting a CVA to an SCS would also count against the SCS limit, so you could not substitute an SCS for a CVA and convert a second CVA to an SCS in the same year. SCS are in Special Ops, not total war.

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(502.9) THE FEDERATION THIRD WAY

When PFs were invented, every race faced a difficult choice. To deploy PFs would greatly increase the number of casualties among sentient beings, but to refuse to do so would mean giving an enemy who deployed PFs a decisive advantage in battle. Every race selected the first option except the Federation, which rejected both of them and found a "Third Way" to deal with the situation.

As an optional rule, other races could use these rules instead of PFs, making their decision on their first turn of PF deployment. [All players would have to agree before the game begins that this option is available. A race which selects this option can never build PFs or PFTs, and its space control ships would have 15 fighter factors in two squadrons (6+9).]

(502.91) BASES: The Federation doubles the fighter complement on its bases and PDUs (502.62) using the same procedure and schedule. The Federation must pay for doubled fighter factors on all bases and PDUs built and converted on or after the first turn of PF deployment. If using Advanced Operations, ignore (502.91) and use the special rules on F111 fighters.

(502.92) CVBGs: By the use of new command technology, the Federation was uniquely able (starting in Y181) to deploy Carrier Battle Groups.

(502.921) These included two carriers, each with the normal number of escorts. (This could include single-ship carriers with or without newly-assigned escorts. All ships in a CVBG must be of one race.) No more than one of these carriers could be a CVA or SCS. Once a CVBG is formed, it cannot be disbanded until the end of the Combat Phase.

(502.922) The two carrier groups were merged into a carrier battle group, with the two carriers as the "innermost" ships and the escorts ranking outward with heavy escorts inside and light escorts outside, each group in descending order of their defense factors. All normal rules then apply, including CEDS in basic F&E and including the destruction of the outermost escort in Carrier War. As in Carrier War, if extra escorts are added their loss does not create "ghost" escorts which take up command slots without providing any benefit. In basic F&E (without the Carrier War expansion) simply stack the two carrier group counters together, and allow CEDS attacks on both groups independently (although neither carrier can be attacked until all escorts are destroyed). If one is a single-ship carrier rather than a group, it cannot be attacked until all escorts in the CVBG are eliminated or CEDSed.

(502.923) A CVBG counts as one ship less than the number of ships it contains for purposes of battle force command and for reserve movement.

(502.93) FIGHTER LIMIT: As an aspect of the new command technology, the Federation is able (starting in Y181) to deploy four fighter squadrons in a battle force rather than the usual three. (If any PFs or fighters from allied races are included, this ability is lost.) If the fourth squadron is an "independent" squadron sent to the battle force by a carrier or base which is not in the battle force, it does not count against the command limits.

(502.94) ESCORTS: Federation carrier escorts had always had copious cargo holds able to carry additional supplies. While these holds could in theory carry spare fighters, this was only rarely done in the early years of the General War and is not reflected in F&E. Starting in Y181, every Federation carrier escort (except FFEs) has one factor of "spare fighters" (only on the uncrippled side) which it cannot operate, but which it can transfer to a carrier to replace losses in previous battle rounds. There is no cost for this. These "spare fighters" (if transferred to a carrier) are replaced at the end of the combat round just as fighters on a regular carrier are replaced. These spare fighters cannot be A20s or F111s or other heavy fighters. (This rule would not be available to a race other than the Federation which used the 3rd Way option.)

(502.95) SPECIAL FIGHTER: The Federation player may (in Spring Y171) designate three Starbases to each have a squadron of F14s based there. This gives these starbases two extra fighter factors. The Federation player may designate three planets to each have one squadron of F15s based there; this gives each of these planets two extra fighter factors. If the planet or starbase is destroyed, the special fighter squadron may be designated at the start of the next Federation turn as being at another planet (F-15s) or starbase (F-14s). There is no other way to move the squadrons to another location and there is no provision to increase the number of squadrons.

==END QUOTED TEXT==

(503.3) All Tholian fleets are released if an enemy force enters Tholian space.

(503.31) In the implausible event that two warring alliances enter Tholian territory at the same time and neither is allied to the Tholians (503.32), the Tholians would have to be controlled by a non-aligned player. If none is available, then the two invaders resolve their battles in the order of the first invasion with the other player controlling the Tholian ships for each battle.

(503.33) If this expeditionary fleet remains within supply range of Tholian bases in Tholian territory, the supply surcharge of (411.74) is not imposed.

(503.33) The two hex limits includes Neutral Zone hexes.

(503.34) This provision is cancelled if the Tholian capital is captured by the Coalition.

(503.4) A released interned carrier could not obtain replacement fighters until the next retrograde phase (308.131) or the owning player's Economic Phase.

(503.5) If the Klingons attack the province (rather than force it into neutrality) then later withdraw and then still later move back in, the province will again declare itself neutral.

(503.5) If the Orions rejoin the Federation, the interned Coalition ships are captured immediately (503.4).

(503.61) The Lyrans could occupy and claim neutral zone hexes bordering the Klingons on Turn 1. While the Klingons are technically an armed future belligerent, in point of fact the Klingons and Lyrans are allies in all but name (as is reflected by a few special case rules, such as the prohibition against the Lyrans entering Klingon space or hexes 0805 and 0905, since this would provide overt proof that an alliance exists).

(503.62) If a battle is fought in a Neutral Zone hex and both sides retreat and/or are completely destroyed, no player/race owns the NZ hex.

(503.63) Fighters or PFs belonging to a Neutral Zone planet will not pin (or counter-pin) ships moving through the hex.

F&E93 ERRATA SHEET REVISED 20 NOV 2000

(503.63) In a case where one player is operating the defenses of the neutral planet and has units of his own in that hex to assist in this defense, the defending player may regard the neutral planet as an allied force for that battle hex and combat step only.

(503.65) If a unit spends its last movement point (or its only hex of retreat movement) entering the neutral zone it is allowed to move on into the first hex of the neutral country immediately and be interned immediately. (Actually, what happens, is the pursuing enemy force stops pursuit at the end of the neutral zone and the fleeing units enter the neutral country on the next turn, but it is more convenient to handle this immediately.) Exception: Hydran ships which enter the Federation-Klingon Neutral Zone are not deemed to violate (503.61) and do not (if they do so with their last movement point of the turn) get the "free" extra movement point to enter Federation space. Klingon units may enter that Neutral Hex (in violation of the normal rules) to fight the Hydrans in a last effort to destroy them before they activate the Federation, but must retreat out of the Neutral Zone into Klingon territory at the end of the Combat Phase.

(504.2) The Orion must build ships in the following order. This order does not start over each turn, but is continuous throughout the entire game and repeats when you get to the end: LR, CR, BR, CA, LR, CR, DW, CVL. As each ship is built, roll a die. If the result is a "1", then the ship in question has a cloaking device at no cost. The Orion player may convert other ships to use cloaks so long as this does not exceed the 25% limit. The Orion player may designate 25% of his at-start ships to have cloaks.

(504.33) Orion carriers cannot transfer fighters to or receive them from other races; Orion PFTs cannot transfer PFs to or receive them from other races.

(504.34) Note that Orions cannot be deployed in off-map areas due to (207.21). Note that a pirate ship in a planet hex would get money from both the planet and the province. If more than one pirate ship is in a given province, there is no additional effect beyond what one ship would do.

(504.34) The value of the lost economic points (which are received by the Orion) is reduced by the economic exhaustion status of the race being pirated.

(504.34) When deploying ships on piracy, no more than one can be assigned to any given race's current territory (including territory captured by that race) unless every race has one pirate ship deployed in its current territory. The same thing applies for a second and third pirate ship in a given race's territory. However, the pirate player cannot violate the requirement to place ships three hexes apart and is not required to place his pirate raiders in any hex containing or adjacent to enemy units (and everyone is his enemy). If the pirate player cannot place a ship in the current territory of a given race due to these limits, that race is excused from the further machinations of the fair distribution of pirates rule.

(504.4) Last sentence, add: and if the cloaked Orion does so, it takes with it the looted economic points.

(505.0) Survey is not conducted while at Limited War.

(505.2) First five provinces 20 points. Second five 30 points. Third five 40 points. Fourth five 50 points each. All thereafter 60 points each. The Klingons can move their survey EPs home through Lyran bases and do not have to build bases in Lyran territory to do so. However, they must have a valid strategic movement path (using Klingon or Klingon-allied bases) from the Far Stars area to their capital.

(507.1) Reserve fleets must be designated entirely (by specific ships) at the end of the Player Turn. A player cannot simply place a reserve marker on a stack of ships and decide which of those ships are in the reserve fleet at some future time. Note that some "fleets" in the original set-up include Reserve Markers; this means that some elements of that fleet could be designated as a Reserve Fleet, not that the entire fleet (e.g., Klingon Southern

Reserve) is designated a Reserve Fleet in violation of the usual command limits. Inactive fleets may be assigned reserve markers not part of their original order of battle, but a reserve marker assigned to an inactive fleet cannot be reassigned to an active fleet until the inactive fleet becomes active.

(508.16) This residual defense unit has no attack factor and cannot cause damage. It does not block pursuit.

(508.21) Homeless fighters are treated as minus points if the PDU was destroyed by any means, including ground troops and SAFs in Marine Assault. CL20

(508.21) The defender of a planet could voluntarily score damage against the planet (counting toward its devastation) after all PDUs are destroyed, although this is a risky move. If a planet is devastated, then any PDUs that were in the process of being set up are destroyed automatically without requiring any damage points.

(508.23) This rule requires PDUs or uncrippled ships as a garrison. Crippled ships, and ship-equivalents of fighters or PFs, do not count as garrisons.

(508.233) See (413.2) for the time required before the captured planet is part of the supply grid. Incorporating a captured planet into your supply grid is optional. In Step 1, economics are determined and the status of the captured planet is decided for the entire turn. CL16

(508.235) In the case of a capital hex with several planets, if the conquering player does not provide enough ships to fully garrison all planets, he designates which planets he is garrisoning and the remainder revert to their original owners. Each such planet would be a partial supply grid, accumulate EPs, build PDUs, etc.

(508.33) PDUs built in and for the capital hex do not need tugs to be deployed (508.32) but will not become active until the next turn if there are no existing PDUs on the planet where the new ones are built.

(509.132) Newly built tugs are assigned to a mission at the time they are placed on the board.

(509.31) Pods destroyed in combat can be replaced up to the established limits. Carrier pods do not count against the carrier production limit. There is no way to convert one pod into a different type of pod.

(509.43) If a tug becomes crippled, the owning player may designate in the Retrograde Phase that it has sent its pods back into the fleet pod pool, or that it has kept its pods so that they will be available when it is repaired. See (509.43).

(509.43) Pods are never crippled and never require repairs. Pods which have defense factors add their defense factors to the tug (making the tug harder to cripple) but cannot be attacked or crippled separately.

==FOLLOWING TEXT IS QUOTED VERBATIM FROM F&E2K==

(509.5) HYDRAN TUG

The Hydrans can outfit one tug (the one with the Expeditionary Fleet) to serve as a mobile sup-ply unit.

(509.51) This tug cannot be used for any other purpose. It carries the fighter conveyor pallet (513.5) and 20 "ship-turns" of supplies. [The Fighter Conveyor Pallet, in Special Operations, has 27 spare fighter factors which it cannot operate but which it can transfer to other Hydran ships, including hybrid and non-hybrid types. Fighters cannot be transferred to this pallet. This pallet cannot be refilled in F&E but can be in Special Operations.]

(509.52) If the tug is out of supply, it can be used as a supply source for other out-of-supply ships which are stacked with the tug. Each "ship-turn" of supplies is enough to supply one ship (of any type) for one turn. As the tug's supplies are used, this must be recorded.

(509.53) If the tug can ever re-establish a valid supply path to a

F&E93 ERRATA SHEET REVISED 20 NOV 2000

supply point in Hydran space, its stockpile of supplies is restored to the original level. The tug itself requires supplies.

(509.54) The Hydran player is not obligated to draw supplies from the tug for every ship in the tug hex, but can leave some of his ships unsupplied.

(509.55) Hydran ships can receive replacement fighters from the tug up to the limits of those carried on the conveyor pod (513.53) while out of supply. When using Special Operations, if the tug can trace a legal supply path back to the Hydran capital, replacement fighters for the pod may be purchased under (513.55).

==END QUOTED TEXT==

(510.12) Mobile bases on the initial Order of Battle are not set up at the start of the game; players who wish to deploy them must begin doing so after the scenario begins. CL20

(510.12) Most races have some mobile bases in their at-start forces. These are stored in an inactive condition and cannot be set up until the fleet they are a part of becomes active and the race is at war.

(510.21) To move a mobile base, the tug must have been assigned that mission at the start of the turn (509.1). The tug does not, however, have to start the turn in the same hex as the MB, but could move there and expend one movement point picking up the non-functioning base and then continue its movement carrying the MB. This movement point is not expended if the tug starts in the same hex as the MB. A tug cannot disassemble and pick up a functioning MB in this manner. See (204.24) for strategic movement.

(510.3) Mobile bases must be designated as being at a specific planet, not just a system.

(511.22) When the Tholians arrived, they eliminated three Klingon colony worlds which had been intended as the springboard for a Klingon invasion of Romulan space. If the Klingons capture the Tholian capital, it produces 10 EPs as a captured planet, but the Klingons can reoccupy the original colony worlds at the end of two complete game turns after the Tholian capital is captured. During these turns, the planets must be in supply from the Klingon main supply grid or their reactivation is cancelled (although it could start over if supply is re-established.) These three planets (Kalesta, Kelanon, and Kordahn) are in the same hex as Tholia but each is in a different system. When reoccupied, they are treated as Klingon planets. (Kalesta is a major planet, the other two are minor planets.) These are thereafter treated as Klingon planets, and can be provided with PDUs. They produce their normal undevastated EPs from the time reoccupation is complete (two complete turns after Tholia is captured). No other race can activate these planets, but once activated they could be captured by other races.

(511.32) If the capital is abandoned or captured or destroyed, the newly-declared replacement capital establishes which of several partial supply grids is the main grid (i.e., the one with the capital). This will include the shipyard (although a replacement shipyard might be unfinished. A new shipyard begins producing ships on the owning player turn AFTER it is completed.

(511.32) The new shipyard can begin full production on the turn after it is paid for. CL16

(511.38) A captured "capital planet" is no different (to the capturing player) than a captured major planet. It cannot be given more PDUs than a captured major planet could be given (i.e., 10).

(511.4) For example, the Hydran Expeditionary Fleet would not be required to return home if it was in Klingon or Lyran territory, but would if it was in Kzinti or Federation territory unless it had been adopted as an Expeditionary or Homeless Fleet.

(511.4) In the case of the race that did the devastation thing, this includes all of its allies (not including races at limited war or which are limited partners).

(511.5) If, after a given round of battle in a capital or multi-system hex, the Attacker exercises his option under (302.22) to offer an approach battle, and then subsequently resumes his attack on the capital planets, the entire attack procedure is used and the defender may re-allocate his ships between fixed and mobile units.

(511.5) STEP 7: The battles are resolved one at a time in any order the Attacking player wishes. All battles in a given capital hex must be resolved before moving on to another battle hex, but the capital battle hex can be resolved at any point in the sequence of battle hexes selected by the attacker. All battles in the capital hex are considered to have been simultaneous for purposes of transferring fighters, reactions, etc.

(511.5) Step 2: Ships crippled during combat rounds of the current turn in the capital are taken from the designated static and mobile forces and added to the crippled ships pool designated by this step. Crippled ships of this pool are regarded as available to be placed within battle forces as static ships.

(511.5) Step 7: The crippled ships can be attacked by directed damage even if not part of the battle force. If not part of the battle force, they cannot cause damage to enemy forces.

(511.54) Monitors are assigned to the fixed defenses of whatever planet they are assigned to and must be included in the battle force (and they use a command slot).

(511.55) Bases at other planets cannot be attacked at all during a combat round at a different planet.

(511.55) Note that because of the way this rule is written, the attacker can attack only one planet in each system each round.

(511.55) The attacker cannot select a planet which was devastated on the current turn unless that planet has crippled ships or other units assigned to it which must be in the battle force, or unless there are no planets which meet the above conditions in which case he can select any planet. The attacker must offer a battle every round (which could be an approach battle) or he must retreat from the capital hex. If the attacker offers three approach battles in a row which the defender declines to fight, he must offer a battle at a planet (as above) or retreat from the capital hex. If all planets are devastated and have no PDUs or bases and the attacker offers a battle at one or more planets and the defender declines to send a battle force to the planet, the defender must retreat from the capital hex.

(512.1) Bases include Starbases, Battle Stations, Mobile Bases, and any future bases which are designated as included in this rule. They do not include tugs in the process of deploying bases or repairing things, convoys, FRDs, or a tug serving as a supply point even though these might be "treated as a base" in various circumstances.

(512.2) The three ships could be allied ships, but allied ships are not required to be used as long as three ships are used.

(512.3) Ships allied to the Tholians are treated as Tholian ships for all purposes of this rule. Fighters and PFs from independent units must be designated as in or out of the web. Fighter or PFs in combat with their carrier/tender have the same status as their carrier/tender. Carriers or tenders sending their attrition units forward cannot be targeted by Tholian directed damage. If ships are stuck in the web, the attacker cannot call for an approach battle or switch to a different target system in the same hex unless these "stuck" ships are abandoned and treated as captured.

(512.33) Scouts in the battle force but not in the web can use their EW factors. This is also true of the "free scout".

(512.34) SAFs designated as "in the web" attack any base or PDU inside the web normally. Commando ships cannot

(512.35) Drone bombardment cannot be used against a base inside a web, but could be used against ships defending the base.

(600.0) SCENARIO RULES

(600.31) Mobile bases assigned to inactive fleets cannot be

F&E93 ERRATA SHEET REVISED 20 NOV 2000

set up until the fleet is released, but a newly built MB or an MB from an active fleet could be bought into that sector and set up. No more than one MB may be built in each hex of an inactive fleet area. An ally could set up a mobile base in the area of an unreleased fleet, but could not upgrade it and could not build it in the hex of an existing mobile base of any race.

(601.0) Movement of East Fleet ships into the deployment area of the Tholian Border Squadron would be under the terms of (600.31) which allows six ships of an inactive fleet to move within the inactive sector each turn.

(601.12) This limited war status would allow Kzinti Tugs to go to the Federation Capital to pick up money.

(601.13) includes allies, not just your own territory and enemy territory. Entry of neutral territory is covered by 503.

(601.16) PRE-WAR STATUS: Those races not at War have a special status defined by these rules.

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(601.161) The Klingons on Turn 1 are at full wartime mobilization, but are not at war with anyone. This is a unique exception to several rules due to the in-motion war plans, which called for the Lyrans to launch the first attack and the Klingons to follow a few months later. During Turn 1, there are no restrictions on the Klingons except that they cannot leave their territory (and only new production and activated mothball ships can leave their deployment zone) and their Lyran allies cannot enter their territory. The Klingons on Turn 1 can build and convert ships (as well as non-ships such as an FRD), use accelerated or overproduction, accumulate economic points, activate mothball ships, receive and buy command points, raise and buy prime teams, and anything else that a race "at war" could do. All Klingon fleets are unreleased, so the only ships that can move are new production. Note that because they cannot leave their own territory, they cannot begin survey operations.

(601.162) Hydrans on Turns 1 and 2 are at wartime economy for later exhaustion but are not at war. (This status continues until the Hydrans invade the Klingons or Lyrans or are invaded by them, but could in theory continue indefinitely.) The Hydrans in this period need not even have their counters placed on the map. They receive their scheduled PWC but cannot build other ships (including non-ships such as an FRD), or convert ships, use overproduction, or accumulate economic points. They do not receive and cannot buy command points, cannot raise or buy prime teams, and cannot begin survey operations.

==END QUOTED TEXT==

(601.2) The Klingon Southern Reserve is released on Turn #3 only if the Hydrans attack the Lyrans or Klingons. This fleet is released at the start of Turn #4.

(601.4) Same as before except that newly built bases do not count unless they replace lost bases (and must be within 3 hexes of the specific base they replaced) or unless they were built in captured enemy territory (not neutral territory). In either case, newly built bases in the same hex as another friendly base do not count at all.

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(602.17) VERBATIM QUOTE: The Federation on Turns 1-6 is at peacetime economy and is not at war. They cannot leave their territory. All fleets are inactive except for the anti-piracy patrol (600.331). The Federation receives the ships on the PWC schedule and could in theory cancel some of these to divert money to other items specified in the rules. The Federation in this period cannot build additional ships or non-ship units and cannot perform conversions. They cannot accumulate EPs, use overproduction, activate mothball ships, receive or buy command points, or begin survey operations. Because of a

unique rule in Marine Assault, they do accumulate Prime Teams. See (603.6) and (602.4) for Limited War options.

==END QUOTED TEXT==

(602.3) Same as before except that Newly built bases do not count unless they replace lost bases (and must be within 3 hexes of the specific base they replaced) or unless they were built in captured enemy territory (not neutral territory). In either case, newly built bases in the same hex as another friendly base do not count at all.

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(602.4) THE LIMITED WAR SCENARIO

The Federation Council has agreed to mobilize the economy, increase ship production, and send forces to support the Kzintis. However, the Federation is not "at War" with the Klingons. If the Klingons do not move any ships into Federation territory, or into neutral hexes adjacent to Federation territory, these special "Limited War" rules remain in effect. Specific rules are as follows:

(602.41) The state of Limited War continues until the Klingons (or Lyrans) enter Federation territory and attack a Federation unit (as opposed to accepting internment). All Limited War restrictions are then removed.

(602.42) The Federation 4th Fleet is active; it and the three CVLs from the 2nd Fleet, plus all new construction, can operate in Kzinti territory. The Federation can send Economic Points to the Kzintis. Any Kzinti ships interned in the Federation are released.

(602.43) The Federation Home and 3rd Fleets (see Annex 702) can maneuver within Federation territory.

(602.44) The Federation 5th, 6th, and 7th Fleets are released only on the conditions given in (602.1).

(602.45) The four Federation Reserve markers are associated with the 3rd, 4th, 5th, and 6th Fleets. Only the 4th Fleet Reserve marker can be used in Kzinti territory or for a force that can enter Kzinti territory. The other Reserve markers become available only with their fleet.

(602.46) The Federation economic rate is limited to 75%. The Federation can accumulate unspent economic points.

(602.47) The Klingon Imperial War Reserve is not released; the Klingons are not "at war" with the Feds. Eastern Fleet is not released unless at war with Federation or unless enemy units enter Eastern Fleet Zone.

(602.48) If the Coalition invades the Tholians without going to war with the Federation, then the above Limited War conditions also apply to the Federation and Tholians. The Federation may send the 7th Fleet into Tholian territory (but cannot send it into Kzinti territory) along with elements of the 2nd Fleet and any new construction.

==END QUOTED TEXT==

(603.15) The Romulan player converts three of his SPs to SPCs for no cost on turn 9.

(603.16) The Coalition cannot attack the Tholians before Turn #10.

==FOLLOWING TEXT IS QUOTED VERBATIM FROM F&E2K==

(603.17) The Romulans on Turns 1-9 are at a wartime economy (for future exhaustion) but are not at war. They cannot leave their territory, and do not survey the on-map eastern regions until Turn #10 as per rule (603.15). They do not receive and cannot buy command points, cannot raise and buy prime teams, cannot activate mothball ships, and cannot begin off-map survey operations. They receive their PWC but cannot perform conversions or overbuilds, cannot produce unlisted non-ship units, and cannot accumulate EPs.

(603.18) The Gorns on Turns 1-11 are at a peacetime economy and are not at war. They cannot leave their territory. They do not

F&E93 ERRATA SHEET REVISED 20 NOV 2000

receive and cannot buy command points, cannot raise and buy prime teams, cannot roll for off-map ships, and cannot begin off-map survey operations. They receive their PWC but cannot perform conversions or overbuilds, cannot produce unlisted non-ship units, and cannot accumulate EPs. See (603.5) for Limited War options.

==END QUOTED TEXT==

(603.3) Changes to existing: The Tholians do not count toward victory unless they have joined one side or the other. Add 1/5 of the number of ships. Add points for bases (BATs are 5 points, Starbases 20 points, mobile bases 0 points) but newly built bases do not count unless they replace lost bases (and must be within 3 hexes of the specific base they replaced) or unless they were built in captured enemy territory (not neutral territory). In either case, newly built bases in the same hex as another friendly base do not count at all. Then add a 100-point bonus for each enemy capital captured. [Romulus counts as 60 points, Remus as 40. The Gorn shipyard counts as 50 points, the other two Gorn capitals as 25 points each.] BATs upgraded to SBs count as SBs.

==FOLLOWING TEXT IS QUOTED VERBATIM FROM F&E2K==

(604.15) VERBATIM QUOTE: The Tholians on Turns 1-21 are at a peacetime economy and are not at war. They cannot leave their territory. They do not receive and cannot buy command points, cannot raise or buy prime teams, and never conduct off-map survey operations. They receive their PWC but cannot perform conversions or overbuilds, cannot produce unlisted non-ship units, and cannot accumulate EPs. This changes if invaded. **(604.151)** VERBATIM QUOTE: If the Tholians have not been attacked by Turn 22, the Tholians become "limited partners" with the Alliance. They go to a wartime economy and the provisions of (503.33) [but not (503.34); no Alliance unit can enter Tholian territory] go into effect. Their capital does not count for victory unless the Coalition invades Tholian territory. If the Tholians build a base outside of their territory, its destruction does not activate (503.32). This Limited Partner status ends on Turn 28 (due to Seltorian arrival) and all Tholian ships must be back inside Tholian space by the end of this turn or the Alliance loses 10EPs per Tholian ship outside of Tholian territory per turn until this is done. (This penalty can be divided among the Alliance races in whatever manner they decide. The EPs are simply lost and do not go to any player.)

==END QUOTED TEXT==

(606.0) William Whitlow noticed that the only valid kzinti retreat hex after the battle in 0703 is in fact 0704.

(652.131) It is theoretically possible that in the event of a changing alliance, two opposing bases could end up in the same hex without either player having the ability to damage the other base. In such a case, the battle hex is simply left unresolved at the end of the Combat Phase.

(652.21) A race at peacetime economy collects money at the 50% rate, and can spend it on anything it wants within the limits of the production schedule but probably cannot afford all of the scheduled ships. A given race could, for example, build only some of its supposed Pre War Construction in order to use the money converting as many ships as possible into scouts or carriers or maulers or whatever.

(652.25) Two races in the Free Campaign could reach a tacit agreement to remain at Limited War while fighting every turn. Each race would simply send its ships into the other race's territory, fight a battle, then retrograde out. Lots of combat decorations and battlefield promotions would accrue to the men and women of both fleets, although the players would not get prime teams or command points or mothball ships or war reserves. However, EITHER race could, at the start of its turn,

take umbridge at the continuing raids and declare full-scale war. This would presumably include an invasion of the other race, resulting in ships remaining in enemy territory and forcing both races to full wartime economic status.

(652.3) Economic exhaustion applies to all races (except the Orions and Andromedans) unless specifically exempted by written rules.

(653.0) If players decide to use balance options, they must first agree on which players or races will get what number of points. All players then secretly and simultaneously select their options and write them down; all are exposed at the same time (before the game begins). Players are free to experiment with the idea of keeping selection options secret.

(653.4) A: This starts on Turn #1.

(700.0) ANNEXES

(701.0) Change all listings of carriers in the orders of battle to the Carrier War format, i.e., 1x[CV+MEC+EFF].

(702) NCD can be subed for NCL once/year (440.2). CL16

(702.1) Add one DW and one FF to each Fed turn production starting in Y175 (Turn 14). (In basic F&E, the DW is replaced by an FF.)

(702.4) Can substitute CL or DD for NCL once per turn. Destroyed CVLs can be replaced.

(702.5) In the event that the Federation is forced into an Early War and moves to the Turn 7/8 production schedule, ships which are not available (by the dates in the Ship Information Table) cannot be constructed but could be replaced by the nearest equivalent ship which is available at that date.

(703) D5D for D5 or D6D for D6/D7 once/year (440.2). CL16

(703.0) The term "F5Q" refers to a squadron including an F5L and two F5s; the term "3F5Q" includes a total of 9 ships. CL20

(703.2) Add the extra D5s from Carrier War.

(703.4) Klingons can substitute an F5L for a D5, D6, or D7.

(704.1) Romulan Imperial War Reserve (mothball fleet): This includes four WEs, four BHs, and eight SNs. These can be activated (any two ships per turn, costs one EP per ship) starting on the turn after the Romulans are at war with both the Federation and the Gorns. This force begins activation immediately if either Romulan capital is attacked.

(704.2) Add one SP to each turn of Romulan production.

(704.4) The Romulans get one free WE to KE conversion each of turns one through six. They cannot pay for a second WE to KE conversion on those turns, but could pay three points for such a conversion (once per turn) starting on Turn 7.

(704.4) The Romulans get six free fighter factors per turn, not three.

(704.4) When converting 2xBH + 2xSN to a 4WH, use the BHE counters in Carrier War for the SNEs. Proper SNE counters will be provided in Advanced Operations.

(705) CD for BC or DF for FF or MDC for CM once per year; see (440.2). CL16

(705.0) Marquis fleet deploys in provinces 1902 and 1803 but cannot deploy within two hexes of the Klingon Neutral Zone.

(705.2) Add one CM to each Spring turn of Kzinti production and one CL to each Fall turn of Kzinti production (this changes to a CM in Y180). The Kzintis may substitute two FFs for the CL if they wish.

(705.4) Can substitute a CL for a CM once per turn.

(705.4) Conversion of a CVL to a CV counts against the carrier production limit due to the extensive internal modifications needed.

(705.4) During the period that CLEs are portrayed on the map by MEC counters, MECs cannot be unconverted. This period is assumed to end on turn 10 or if, at any point, all Kzinti MECs are destroyed.

(706.4) Add a couple of BDDs to the production schedule.

(709.4) Can substitute CW for CA. Can substitute DD for CW.

F&E93 ERRATA SHEET REVISED 20 NOV 2000

(709.4) The Uhlán is not a CVA. The six free fighter factors are “carrier” fighters. If used on a hybrid warship, each such factor counts as two free fighters.

(711.0) The Red Claw set up zone includes Starbase 0404. The Enemy’s Blood deployment zone includes Starbase 0411.

(711.4) Can produce two carriers per year (plus one DWV per turn: Advanced Operations). This can include a maximum of one CV and one CVLs [or two CVLs] by any means each year. If a CVA (513.41) or SCS is built, it counts against the CV limit. Conversions count as carrier production.

(711.4) Can substitute CL for CW once per turn. Can substitute DD for DW once per turn.

(751.2) Look at DN to CVA costs if DN price goes down.

(751.4) Romulans: NH -> SUB = 3 CL20

(751.5) Convert Kzinti CVL to CV = 5 points (plus extra fighters).

(751.5) Kzinti CL -> CLE (use MEC) = 1 pt. While a BCH is technically a variant of the CV, the Kzintis cannot convert CVs to BCHs until BCHs are available for production in Y180. CL20

(751.6) Gorn DE to BDE 2 points. CL to BC = 3 points.

(755.0) Hydran CR is a frigate leader, not a war destroyer.

(756.1) Slow units include: FRD being towed, overloaded tug, Special Attack forces, Convoy, Military Convoy, Logistics Task Force, Auxiliary Carrier, Troop Freighter.

(757.6) Many Hydran ships are “single ship hybrid carriers”, but only those under (515.43) can be escorted. CL16

(765.2) List of things that are strategic movement nodes: starbases, battle stations, mobile bases, tugs acting as Supply Points, off-map areas, planets (including devastated planets, enemy planets captured on a previous Player Turn, and your own planets liberated from capture on a previous Player Turn), but NOT convoys, fleet repair docks [except (422.3)] or tugs [except those using (412.2)].

(752) Change Rom FH build cost from 9 to 8. Change Gorn CM build cost from 6 to 8.

==END ERRATA FILE==