

ALL KNOWN ERRATA LINE ITEMS FROM *MODULE J2*

As of 13 January 2010

(FD21.0) TYPE H DRONES

(FD21.0) This drone is the type-H because we had already used the type-VII, type-VIII, and type-IX drone designations. It would have made no sense to make it the type-X when they did not know the other types would exist. Sorry, but that is the way it goes, better to have the type-H extremely heavy drone than a type-X drone with blank spots for thirteen years where the advanced technology drones would eventually appear.

(FD21.11) Despite what this rule says, it is apparently necessary to restate that this drone cannot ever appear on any fighter, bomber, PF, ship (except in drogues), or base (except in drogues) not on a planetary surface. No submission of ships, fighters, bombers, PFs, or other units designed to use this drone need be submitted if it requires violation of these prohibitions. Such submissions will automatically be rejected.

(FD21.12) This rule was written to account for the existing small ground base (R1.28C). Starbases, battle stations, base stations, or mobile logistics bases constructed on planetary surfaces and wanting to use the type-H drone could have one such drone in each magazine. A type-D drone rack could have up to three such drones (one in each magazine), a type-H drone rack could have up to four. Such large multi-magazine drone racks could have type-I or type-IV (or type-II, type-III, type-V) drones in their other magazines. Rules (FD3.41) and (FD3.81), respectively, would govern the operations of the rack's launcher. Note that under the provisions of (FD21.11) drone racks on bases not constructed on planets cannot use heavy drones at all, and under the provisions of (FD21.5) even a base constructed on a planetary surface cannot reload type-H drones during a scenario.

(FD21.3) This rule specifically stated that the type-H could be modified as per (FD10.0), only if a modification was specifically disallowed would it not be available, e.g., there is no type-III version of a type-H drone. This means that there is no way to get a type-H frame with 25 turns of endurance (which is what primarily differentiates the type-III frame from a standard type-II with ATG). Beyond that, rule (FD21.33) tells you that it has three payload spaces, and nothing in the sub-rules prohibits replacing some or all of them with armor modules.

(FP13.0) PLAMSA-K

(FP13.1) The activation cost of a plasma-K is 0.25 points of energy (half the activation cost of a plasma-D), not 0.125 (a quarter of the activation cost of a plasma-D). The text is correct except that the wrong figure, i.e., 1/8th is used instead of the correct 1/4th.

(FP13.2) For purposes of a plasma-K launched inside a bay, it should be obvious that the torpedo operates under (G7.813) (warhead value at a size class 5 or larger target and destroying the launching unit and the box it is in) and not (G7.814) (the doubling of the warhead is only ever used when it hits a small target).

(FP13.3) No launch rate of plasma-Ks by fighters was provided in this rule because the existence of this plasma does not change the individual ability of a fighter to launch plasma torpedoes from plasma torpedo rails. If the fighter was able to launch two plasma-Ds, it would be able to launch a plasma-K and a plasma-D, two plasma-Ds, or two plasma-Ks in a single turn. If a fighter is only able to launch one plasma-D, it could launch either one plasma-D, or one plasma-K, not a plasma-D and a plasma-K. The fact that Romulan (or Gorn, or ISC) fighters can carry more plasma-Ds and/or plasma-Ks does not in and of itself increase the rate at which they can launch those weapons (unless individual descriptions of such fighters provide a larger launch rate, i.e., heavy fighters). This is not any different than a Federation F-18C, which if loaded with six type-I drones would only be able to launch one drone per turn under the provisions of (J4.24), nothing in its ship description (R2.F5) allows it to launch more than one type-I drone per turn. [It can salvo launch two type-III frames from its special rails as an F-14A, B, C, or D can under the provisions of (R1.F9).] Even if you added a megapack to the F-18C (creating an F-18CM), the resulting fighter would be able to carry eight type-I drones (or six type-I and two type-III, or seven type-I and one type-III), but would STILL only be able to launch one of them a turn. [Again, unless launching two type-IIIs from its special rails under (R1.F9).] Even though the F-18CM could carry four type-I (or two type-I and two type-III, or three type-I and one type-III) and four type-VI drones on its rails and thus under (J4.241) could launch two drones a turn [one type-I/III and one type-VI, or both type-IIIs under (R1.F9)], a plasma-K is a plasma torpedo with some characteristics of a type-VI drone. It does not change the plasma launch rate of the fighter, which is restricted by (J4.28) as the rule states: (FP13.0) "A plasma-K uses all rules of the plasma-D except as noted herein".

(FP13.31) Plasma-EW fighters (Romulan G-FE, G-SFE, G-FSFE, G-IE, G-IIE, or G-IIIE; Gorn G-8E, G-10E, G-12E, G-18E, G-18BE, or G-20E; ISC EF or FEF) including two type-K plasma rails in their BPV.

(FP13.41) Change (FP9.0) to (FP10.0).

(G34.0) DROGUES

(G34.11) There is no provision in this rule to allow drogues to be deployed from the mech links of ships. The rules repeatedly state that drogues must be installed in a "shuttle bay", a mech link is not a shuttle bay (not even the heavy fighter mech links used by some Federation carriers operating F-111s although they are considered bays for purposes of rearming or repairing fighters). This does mean that drogues cannot be used by PFLs or PFMs.

(G34.16) For purposes of this rule, the drogue is treated as a drone (E6.1), not a shuttle (E6.2).

(G34.174) Weapons fired by a drogue do not blind the special sensors of a ship towing that drogue.

(G34.263) This rule is unclear, but is intended to mean that when calculating the retention (G13.331) of a lock-on to a cloaked ship, or to reacquire (G13.333) a lock-on to a cloaked ship, the presence of a drogue adds a plus one to the equation. Thus (if retaining) the formula would read: $P = S - (\text{EW adjustment}) - RF + SF - 4 + 1$.

(G34.31) The prohibition on the use of seeking weapons drogues by the Lyrans also applies to the LDR and Seltorians.

(G34.311) CONFIRMING, the example is correct.

(G34.313) There are no firing/launching arc restrictions for plasma seeking weapon drogues, i.e., they can launch their plasma-Fs and/or plasma-Ds in any direction. Plasma-D drogues on a ship that has the Sabot Refit (FP11.11) must also be upgraded to use sabot torpedoes. The cost is one BPV point per plasma-D drogue. If the ship has the sabot refit, it must pay this cost for each plasma-D drogue just as it would have to pay the cost for each plasma-rack, plasma launch tube, or plasma-armed fighter ready rack.

(G34.32) The LDR cannot use the Hydran Phaser-G drogue. This is why the rule reads "races OTHER THAN THE HYDRANS". The LDR is a race other than the Hydrans. The cost for the phaser drogue, decoy drogue, and heavy weapons drogue were not stated in their rules due to space considerations, but all are included in Annex #6 Drogues on Page #59 of *Module J2*.

(G34.33) The cost for replacing a shuttle with a decoy drogue should be nine points as given in Annex #6 and Annex #6A.

(G34.341) The rule is "two more points"; it is not "two more points, but not more than the original sensor rating of the ship". This means that the ship can have eight points of ECM, or eight points of ECCM, or some combination of the two not to exceed eight points.

(G34.343) This rule is unclear. In order for the scout to be able to lend the additional electronic warfare both the scout and the receiving unit must have a deployed Sensor Drogue. The Scout cannot lend eight offensive ECM to an enemy unit that does not have its own sensor drogue, and cannot do so if the scout does not also have a sensor drogue. As with (G34.341), the rule is "two more points"; it is not "two more points, but not more than the original sensor rating of the ship". This means that the ship can have eight points of ECM lent, or eight points of ECCM lent, or be lent some combination of the two not to exceed eight points.

(G34.351) The restriction on reloading the Heavy Drogues in this rule is on the Type-H drones; it can be reloaded with two normal drones (whether two type-Is, two type-IVs, two type-VIs, one type-I and one type-IV, one type-I and one type-VI, or one type-IV and one type-VI) during a scenario.

(G34.352) The Plasma-F drogue can be reloaded using the normal procedures for loading a plasma-F launcher (as provided in its rule), no deck crew actions are required as they are loaded ". . . as any type-F launcher on a ship." Heavy Weapons Drogues armed with plasma-F torpedoes on a ship that has the Sabot Refit (FP11.11) must also be upgraded to use sabot torpedoes; the cost is two BPV points per Heavy Weapons Drogue. If the ship has the sabot refit, it must pay this cost for each Heavy Weapons Drogue just as it would have to pay the cost for each plasma-rack, plasma launch tube, plasma-armed fighter ready rack, and/or MRS shuttle ready rack.

(G35.0) ANDROMEDAN SMALL SUPPORT UNITS

(G35.3) An Andromedan Pseudo Satellite Ship is considered to be a type of specialized small support unit. Being the same size as a small support unit. It should be obvious that an Andromedan Mothership could mix Pseudo Satellite Ships with other small support units to fill its hangar capacity, e.g., on a particular mission carry a Pseudo Satellite Ship and two cargo SSUs in place of a Viper.

(G35.531) TYPO, text "At then end of the turn . . ." should read "At the end of the turn . . .".

(G35.5) Some have asked what would happen if a different mothership transports aboard the decoy that was launched by a different mothership. Rule (G35.522) says the Decoy functions as a wild weasel, and existing rules already say that if you land a weasel on your ship, the seeking weapons targeted on that weasel switch targeting to your ship (J3.25). If another Andromedan unit were to transport it aboard the provisions of (G19.48) would kick in (seeking weapons target the mothership that transported it aboard). If it were displaced, then (G18.64) would kick in (seeking weapons continue pursuit of the target, i.e., the decoy). Under (J3.42) if the weasel (decoy) is more than 35 hexes from the ship it is protecting, it is voided. The mothership that recovered it could not use it as a decoy because it is not an original part of its satellite ship group [just as a Galactic ship can only use its own shuttles as wild weasels (J3.16)]. A destroyed decoy has the explosion period of a wild weasel (J3.211), i.e., as the rule says it operates like a wild weasel.

(G35.525) This rule lists the tactic of towing a decoy SSU at speed 31. However, rule (G35.19) and the towing cost annex show SSUs have a towing cost of 1/5 a movement point. So that means, since the decoy SSU has no engines of its own, any unit towing it cannot be moving speed 31, see the examples on warp limits in (C2.112). Since the limit is on practical speed, the pseudo speed will always be less than 31.

(G35.633) CONFLICT RESOLVED: This rule says Desecrators can have up to two MWP hangars. Rule (R10.55) says perhaps up to four. Specific overrides general. Historically there were only two MWP hangars on the Desecrator (there was only one Desecrator seen during Operation Unity), and for campaign purposes (i.e., where the Andromedans are allowed to construct more than one Desecrator for non-Andromedans to attack) there would be only two. The comment that it might have had four is a statement of what appeared to be possible, and puts an upper limit on the number an Andromedan player might try to convince his non-Andromedan opponents that he should be allowed to have. However, rule (G35.63) provides that MWP's were operated in units of up to 18 ships. Any more than that number would require agreement by the non-Andromedan players.

(J0.0) SHUTTLES/FIGHTERS/BOMBERS

(J0.0) Some people have gotten confused by a few things. First, unless a drone-armed fighter's description says otherwise, no drone-armed non-heavy fighter can launch more than two drones in a given turn, and that only if one or both of the two drones is/are a type-VI and both are launched at the same target (J4.24). This rule lists some fighters that are exceptions (J4.242), and some fighters have exceptions built into their rules e.g. (R2.F10). This means, for example, that a Federation F-18C with four type-I and two type-III drones can only launch ONE drone a turn [unless it has type-III drones on both its special rails and uses (R1.F9)]. Fighters armed with plasmas are restricted by (FP9.36). The presence of type-K plasmas does not increase the plasma-D/Plasma-K launch rate of a plasma fighter. The presence of four type-Ds or type-Ks on that fighter does not increase the launch rate. Launch rate only increases if the fighter's description says it does. Obvious exceptions to all of this are the heavy fighters, whose drone launch rate [unless specified otherwise in their ship description, see (R2.F11)] is two seeking weapons a turn regardless of type (J10.41) or salvo launching their type-IIIs [(J10.414) and (R1.F9)]. Bombers are a new exception, being able to launch three seeking weapons a turn (J14.233), and again unless their ship description says otherwise that is all they can do, but this allows both plasma and drone-armed bombers to launch three seeking weapons a turn. So remember, the launch rate is NOT the number of seeking weapons carried, it is the rules specified above as modified by any special rule for that fighter or bomber in its ship description. Rule (J4.25) establishes the seeking weapon control rating for fighters, essentially establishing that an F-18, whether an F-18 or an F-18C, can only control two drones at a time (the F-18C is a variant of the F-18). Rule (J4.28) essentially establishes that plasma-D armed fighters use the same basic rule, and notes that since plasmas are self-guiding it will rarely be an issue. So an ISC FKF or FDF, being variants of the SF, can control two plasma-Ds or plasma-Ks or one of each at one time, provided it was the unit that launched them. [They could only control seeking-weapons launched by another fighter if they had a seeking weapon control pod or pods (J11.35).]

(J14.0) BOMBERS

(J14.223) The reference to (J13.32) should be to (J14.32). This rule does mean that bombers cannot HET even to break tractors, but note that an uncrippled bomber cannot be death dragged.

(J14.23) The text in this rule stating that bombers cannot use mega-fighter systems is in error, and rules (J16.21) and (J16.249) are correct.

(J14.233) This rule clearly states that bombers cannot launch more than three seeking weapons in a turn, and is specific to bombers. Note that an individual bomber's ship description might define an exception.

(J15.0) REMOTE CONTROLLED FIGHTERS

(J15.12) A fighter cannot be converted from remote controlled to manned during a scenario, such a conversion is no less complex than converting a manned fighter to a remote-controlled fighter.

(J15.221) Under the provisions of (J4.623) Hydran ships that normally carry fighters (as opposed to their casual use by the Pegasus PFT) are considered to be carriers.

(J15.228) Change (G22.142) to (G21.242); change (G22.143) to (G21.243).

(J15.23) Remotely Controlled Fighters can be ordered to use erratic maneuvers, and their use of erratic maneuvers does not cause them to become uncontrolled.

(J15.331) PF Scouts can use their sensors to control fighters launched by their carrier, generally this will mean a Space Control Ship or base as there are few ships with fighters that are also qualified to carry a PF Scout. PFs are ships, and can qualify to control fighters under the provisions of (J15.334). Fi-Cons are not carriers, they have none of the capabilities of carriers, i.e., they cannot rearm or repair or lend EW or do any of the things carriers do. They can be equipped to control fighters as ships like other PFs.

(J15.341) While a remote-controlled fighter can launch all of the seeking weapons it is carrying at one time, its ability to guide seeking weapons [(J4.22) and (J4.25)] is not improved by being remotely controlled. Other units must assume the guidance of any seeking weapons launched in excess to the fighter's seeking weapons guidance capability or, unless they are launched on ballistic trajectories, they go inert and are removed from play. Note that a remote controlled fighter might have a seeking weapon control pod (J11.35) or pods, which would increase its own ability to control seeking weapons.

(J16.0) MEGA FIGHTERS

(J16.1) Heavy Fighters can use mega packs.

(J16.111) It is not clearly stated, but the cost of purchasing the mega-fighter pack for a given fighter includes upgrades to the ready rack of the carrier to service that specific fighter. It is implied in this rule by noting that a ready rack for a mega-F18 would have the ability to load the extra drones provided by the pack. A specific clarification is needed in the case of Hydran fusion fighters, in that as (J4.831) provides the ready rack holds two complete reloads normally, the ready rack for a mega-stinger-2 (Stinger-2M) would hold twelve such charges.

(J16.21) This rule is correct that bombers can use mega-fighter systems and (J14.23) is in error.

(J16.241) In the case of a fighter that only carried type-VI drones, the added drone rails are still type-I rails.

(J16.242) A fighter armed with both a heavy weapon and a seeking weapon, such as the Federation A-10, cannot choose between either a drone or photon mega pack. The wording in this rule, (J16.242), is "... a fighter armed with a photon ..." and an A-10 is "... a fighter armed with a photon ...", it can only be equipped with the photon megapack. Note that a charge is added to the fighter's primary non-phaser direct-fire weapon. In the case of a fighter (or heavy fighter) armed with both fusion beams and hellbores, an extra charge is added to each hellbore, no additional charges are added to the fusion beams. In the case of a fighter armed with fusion beams, but no other non-phaser direct-fire heavy weapon, each fusion beam gains an additional charge.

(J16.243) In the case of a fighter armed only with plasma-K torpedoes the mega-fighter pack still adds rails for two plasma-Ds.

(J16.249) This rule is correct that bombers can use mega-fighter systems and (J14.23) is in error.

(R1.0) SSDs GENERIC

(R1.0) BOMBERS: Bombers can only be deployed to planets by two means; either constructed on site by a planet with the industrial base to do so; delivered as cargo and assembled on site. There is no non-conjectural ship able to operate bombers, not even for the purpose of getting them near a planet and then having them fly the rest of the way under their own power. There will never be a "Doolittle raid" scenario involving medium bombers flying from a CV of any type, not even one created by hollowing out a Large Ore Carrier. Bases have warp fields. Things penetrate those warp fields to land or dock to the base. A Hangar Bay Module as found on the exterior of a base is as large as it can be and not, itself, extend outside of the base's warp-field. A hangar bay module constructed to the size needed to operate bombers would structurally fail because it would have to extend beyond the warp-field of the base. The warp-field is part of the positional stabilizer system. In theory a Starbase could convert one or more of its docking modules to operate bombers, but to do so would literally disable that docking module for all other purposes. (Unlike the 23% reduction that the Federation found acceptable to put a squadron of A-10s in one docking module, it being only a 3% reduction in the total internal docking capacity of the starbase). While you do not see it in game terms, the docking modules of starbases are normally very busy places, and accepting a 16.67% reduction in total docking capacity to operate a squadron of bombers is simply not acceptable. It impacts the base's primary function of receiving, transshipping, stockpiling, and forwarding supplies. Bases are, more than anything else, logistics nodes.

(R1.46) The APRs on Federation versions of the Medium Bomber Base and Heavy Bomber Base, and Tholian versions of those bases that operate photon-armed bombers, are AWRs, no change in BPV.

(R1.46B) The firing arcs of the phasers on this base are FH, i.e., 180°. Ground bases are still bases, and as such benefit from (G24.135), i.e., firing their weapons does not blind their special sensors. Note that this also applies to the Planetary Control Bases found in Module K. Unless otherwise stated in scenario instructions, bombers operating from a base will operate from a base appropriate to their type. Medium bombers will operate from a medium bomber base, and heavy bombers will operate from a heavy bomber base. Heavy bombers will never operate from any base other than a heavy bomber base, and medium bombers will rarely operate from a heavy bomber base.

(R2.0) SSDs, FEDERATION

(R2.96) Missing Ident header in Administrative Shuttle track.

(R2.97) Fed CVD SSD: None of the playtesters noticed that the SSD for this ship still included a photon torpedo table. The forward bay should have the (M2.113) note.

(R2.98) Should not have FA weapon arc as it is only used by the fighters.

(R2.99) Should not have FA, FX, or RX phaser arcs as only fighters use them.

(R2.100) Missing Ident header in Administrative Shuttle track. There are three names provided for this ship, but it is not at this time clear if the Federation only had one operational at a time, building a replacement after one was destroyed (twice).

(R2.104) Should not have FA firing arc as only fighters use it.

(R2.105) Fed ASC SSD: None of the playtesters noticed that the SSD for this ship needed an ADD table. It should not have the FA firing arc as only fighters use it.

(R2.F16) The FB-111 is a two-space fighter that uses the bomber damage system and can only operate from ground bases.

(R3.0) SSDs, KLINGON

(R3.110) Should not have the FA firing arc as only fighters use it. The wing bays should have the (M2.113) note.

(R3.111) Should not have the FA firing arc as only fighters use it.

(R3.112) Should not have the RX firing arc as only fighters use it.

(R3.F12) SSD book page 24, ZB-4 bomber is degraded at 16 damage points and crippled at 22. The last line of the rules text should say each disruptor has two (not three) charges. There are three disruptors with two charges each, not two disruptors with three charges each.

(R4.0) SSDs, ROMULAN

(R4.102) Should not have the FA firing arc as only fighters use it. The Modular bays should have the (M2.113) note.

(R4.103) The Modular bays should have the (M2.113) note.

(R5.0) SSDs, KZINTI

(R5.79) ACS SSD: Some have expressed concern that the special sensors on this ship are listed as hit on "phaser" damage points rather than "torpedo" damage points as the sensors replace disruptors. While this is the normal procedure, we sometimes choose to go another way. In this case, the fact that the cruiser hull had only two phaser-1s led us to select the phaser route. In an early version of the SSD the special sensors were placed in the 360° phaser positions, and were later moved to the disruptor positions. The fighter data table should show a speed of 15, not 12.

(R5.80) Should not have the FA firing arc even though technically the phaser-1s do fire in that arc.

(R5.81) Should not have the FX or RX firing arcs as only the fighters use them. The fighter data table should show a speed of 15, not 12.

(R5.82) Kzinti DDE/A SSD: While the note seems to say the ship has only one ready rack, the SSD is clear that it has two.

(R5.83) Missing Ident header in Administrative Shuttle track.

(R5.F9) This fighter has a speed of 15 as shown on the Master Fighter Chart. The SSDs for the ACS (R5.79), CSV (R5.81) and Orion CSV (R8.43) incorrectly list the speed as 12.

(R5.F13) The last line of the rules text should say that each disruptor has two (not three) charges. There are three disruptors with two charges each, not two disruptors with three charges each.

(R6.0) SSDs, GORN

(R6.67) Should not have the RA firing arc. The bays in the pod should have the (M2.113) note.

(R6.68) Gorn CVD SSD: Text beneath the plasma racks mentions a Y175 refit. At the time the ship went into playtest it was not known if its "in service" date would be before, during, or after Y175. When the decision was finally made (Y176), no one noticed that the note under the plasma racks needed to be revised. The ship always had double plasma-D reloads for its plasma racks. The bays in the pod should have the (M2.113) note.

(R6.69) Gorn HVP SSD: Text beneath plasma racks mentions a Y175 refit. At the time the ship went into playtest it was not known if its "in service" date would be before, during, or after Y175. When the decision was finally made (Y176), no one noticed that the note under the plasma racks needed to be revised. The ship always had double plasma-D reloads for its plasma racks.

(R6.F1) The Gorn GB-111 is a heavy fighter that uses the bomber rules and can only operate from ground bases. It has the bomber seeking weapons launch rate (three per turn). It carries eight plasma-Ks and six plasma-Ds. The SSD should have the square plasma icons, not the round disruptor icons. Note that the conversion of a Federation unit to Gorn use does not change the launch rates of plasma torpedoes. A Gorn fighter might carry four plasma-Ds (or plasma-Ks, or a combination of the two), but is still only able to launch one per turn (FP9.36). Unless specifically stated in their description or general rules, the unit cannot launch more than one plasma-D (or plasma-K) no matter how many it carries. This restriction applies to fighters armed with plasma-F torpedoes, which can launch one plasma-F, or one plasma-D, or one plasma-K torpedo a turn. Bombers, including the GB-111, come under the general rules of bombers (J14.233), and can launch three seeking weapons per turn. Seeking weapons include plasma-F, plasma-D, and plasma-K torpedoes. Any Federation bomber converted to Gorn use might carry (in its weapons bay) a plasma-D in place of a drone, or two plasma-Ks in place of a drone. (Note that a G-1 or G-2 could carry also plasma-Fs in its internal bay.) It can still only launch three seeking weapons.

(R6.F7) The SSD for G-32 shown on the CSV with four plasma-D torpedoes is correct. The rule for the G-32 fighter and the entry on the Master Fighter And Shuttle Chart for the G-32 only shows two plasma-D torpedoes, and is incorrect. Some players believe that the last line of (J10.41) means that a G-30 or G-32 fighter can only launch the plasmas at targets in the fighter's FA arc. As specific always overrides general, the specific firing arcs for these fighters (like the FP launching arc of the ISC HFF) overrides the general rule.

(R6.F8) The G-10K should have been mentioned in this rule, but is shown on the Master Fighter And Shuttle Chart.

(R7.0) SSDs, THOLIAN

(R7.45) Should not have the FA firing arc as only the fighters use it. The external bays should have the (M2.113) note.

(R7.46) Should not have the FA firing arc as only the fighters use it. The external bays should have the (M2.113) note.

(R7.47) The external bays should have the (M2.113) note.

(R7.48) Should not have FA or RX firing arcs as only the fighters use them. The external bays should have the (M2.113) note. The BPV listed for the Hydran fighters should be 19 as shown on the Master Fighter Annex, not 28 as shown on the SSD.

(R7.49) Tholian DE: Has two probe launchers, the lower one should be an APR.

(R7.77) The external bays should have the (M2.113) note. Some have asked if the note on the number of bays is wrong. It is not in error. While the fighter bays on the aft hull are co-located on the SSD with the admin shuttle bay, they are in fact eight external bays. This is the same arrangement as used by the Neo-Tholian Space Control Ship, which also notes that all the fighter bays are external.

(R7.F7P) Fighter Description: ' . . . disruptors . . . ' should be ' . . . disruptors . . . '.

(R8.0) SSDs, ORION

(R8.43) Orion CSV SSD: The two shuttle boxes separate from the main bay should be cargo boxes. Some have expressed concerns that the number of deck crews is erroneous. The given number (eight) is correct and in keeping with the effort to make the carrier work. Four deck crews can operate on one fighter (J10.112), and given the need to turn the fighters around as quickly as possible while only being able to work on two at a time, it makes perfect sense for the Orions to have eight deck crews. Ship Description: ' . . . not mention power . . . ' should be ' . . . not to mention the power . . . '. Should not have the FA or RX firing arcs as only the fighters use them. The fighter data table should show a speed of 15, not 12.

(R8.44) Orion SVL: Some have noted that this ship has an OAKDISC cost, but no note on a limit for launching seeking weapons. This same OAKDISC cost, but lack of a note on the limit for launching seeking weapons is also found on the standard Slaver. The reason is that the installation OAKDISC increases the ship's seeking weapon control rating from a maximum of six (assuming a seeking weapon was installed in an option mount) to 12 (FD4.5). The ship (both the basic Slaver and the Slaver-V) does not have a note saying it can only launch three seeking weapons a turn because it only has two option mounts and no organic seeking weapon ability outside of suicide shuttles.

(R9.0) SSDs, HYDRAN

(R9.87) Hydran LE SSD: Does not have the word 'Hydran' on the ship title. Should not have the RX firing arc as only the fighters use it.

(R9.89) Should not have the RX firing arc as only the fighters use it.

(R9.90) Hydran PGV SSD: This ship should have the (R9.R2) note.

(R9.92) Hydran GNV SSD: This ship should have the (R9.R2) note. Should not have the RX firing arc as only the fighters use it.

(R10.0) SSDs, ANDROMEDAN

(R10.48) The SSD incorrectly shows this unit to be size class 6; rule (G135.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.49) The SSD incorrectly shows this unit to be size class 6; rule (G135.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.50) The SSD incorrectly shows this unit to be size class 6; rule (G135.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.51) The SSD incorrectly shows this unit to be size class 6; rule (G135.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.52) '... have the standard ...' should be '... have the standard. ...'. This unit is not a scout and is purchased at its combat BPV, not its economic point value. The SSD incorrectly shows this unit to be size class 6; rule (G135.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.53) The SSD incorrectly shows this unit to be size class 6; rule (G135.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R11.0) SSDs, LYRAN

(R11.70) CVM SSD: The "p" refit on this ship upgrades phaser-3s to phaser-1s, not phaser-2s. The BPV cost for the refit is correct for the phaser-1 upgrade. None of our checkers (including SPP who created the SSD) noticed that the very full SSD lacked a disruptor table. The ship should have the same disruptor table as the Lyran CW (Range 30 with UIM and DERFACs lines).

(R11.71) Should not have the FX or RX firing arcs as only the fighters use it.

(R11.72) Lyran DDE SSD: Phaser-2 #10 is numbered #12.

(R13.0) SSDs, INTER-STELLAR CONCORDIUM

(R13.60) This ship's forward bay should have the (M2.113) note.

(R13.61) Should not have the FX firing arc as only the fighters use it. This ship's forward bay should have the (M2.113) note.

(R13.63) Should not have the FX or FA firing arcs as only the fighters use it.

(R13.F9) The rule for the HFF fighter and the master fighter annex only show two plasma-D torpedoes. The SSD for HFF shown on the ACS and CSV with four plasma-D torpedoes is correct.

(R13.F12) MASTER FIGHTER AND SHUTTLE CHART: The entry on the master ship chart incorrectly lists the FTK as having two phaser-3s, it only has one.

(R13.F14) SSD: ISC BMHR shows a crippled rating of 21, it should be 22.

(R15.0) SSDs, SELTORIAN

(R15.27) The bays in the weapons booms should have the (M2.113) note.

(R15.28) Should not have the FX or RX firing arcs as only the fighters use them.

(R15.29) Should not have the FA firing arc as only the fighters use it. The bay in the weapons boom should have the (M2.113) note.

(R15.30) Should not have the FA or RX firing arcs as only the fighters use them.

(S8.0) PATROL SCENARIO RULES

(S8.318) Escorts for carriers carrying heavy fighters cannot rearm those fighters (J10.11), as they have no ready racks for them. Such escorts will be equipped with ready racks able to service the single-space fighters that empire operates (as such an escort might be transferred to a carrier operating such fighters, or the carrier might be operating such fighters in addition to the heavy fighters), and will have the spare drones or plasma-Ds needed to support such fighters. These stores can be transferred to the carrier to be used by the heavy fighters during a scenario under (G25.0). Federation escorts and other units that use (R2.R5) can carry spare heavy fighters, (not including spare F-111s which can only be carried by their special FCFs) with one such fighter replacing two single space fighters for campaign purposes. The ready racks on Hydran carrier escorts are configured for the fighters the escort is operating; escorts cannot operate heavy fighters.

(S8.32a) Some misunderstand this rule. It does NOT allow you to, for example, have a Federation Space Control Ship with its three squadrons (F-18, F-14, and A-20) AND a CVD with its two squadrons (both F-18) for a total of five squadrons, two above the three squadron limit. It only allows you to have ONE squadron more than the three squadron limit, and that only if the extra squadron is coming from either an ACS, CVD, or CVP. Thus you could have a Federation CVA with its two squadrons (F-14 and A-10) and a CVD with its two squadrons (thus one squadron more than the limit of three) under this rule, but no more than that. **(S8.32) FIGHTER, BOMBER, AND PF LIMIT:** Except as noted below, a battle force cannot have more than three squadrons of fighters (a total of 36 fighters). Each heavy fighter, each bomber, and each PF/Interceptor counts as two fighters against this limit. For purposes of this rule, one (and only one) carrier with an oversized squadron can be included within the limit of three squadrons (this allows a total of 48 fighters). Carriers considered to be carrying an oversized squadron have an "OS" in the Notes column of the Master Ship Chart. The fighters on a carrier with an oversized squadron still operate under the rules in (J4.46), i.e., the fighters on a carrier with an oversized squadron are two squadrons for all purposes except that they count as one squadron of twelve fighters against the fighter and PF limit.

Note: *Module C4* and *Module C5* use these same limits. The Omega Octant (*Modules O1* through *O5*) has its own rules on the sizes of PF flotillas and fighter squadrons and in the Omega octant those rules are used; see (OR1.F3) and (OR1.PF3).

(SH0.0) SCENARIOS: HISTORICAL

(SH215.0) Some players cited a gap between the scenarios in *Module R7* [the last one is numbered (SH208.0)] and this scenario. There is no gap, the missing scenarios are found in *Module Y1 Early Years*.

(SH215.2) Some players were confused about what bomber base should be used in this scenario. Annex #3, Generic Units, Heavy Bomber Base: Becomes available the same year the empire deploys Heavy Bombers. The Kzintis deploy Heavy Bombers in Y181. The scenario set in Y168. And as a General Rule if a bomber base is mentioned it will be of the type appropriate to the bombers, i.e., a medium bomber base if medium bombers are used, unless said otherwise.

(SH216.2) Some players were confused about what bomber base should be used in this scenario. Annex #3, Generic Units, Heavy Bomber Base: Becomes available the same year the empire deploys Heavy Bombers. The Hydrans deploy Heavy Bombers in Y178. The scenario set in Y170.

(SH217.2) Some players were concerned by the appearance of Interceptors in this scenario, but Interceptors were the correct historical units. Some players were confused about what bomber base should be used in this scenario. Annex #3, Generic Units, Heavy Bomber Base: Becomes available the same year the empire deploys Heavy Bombers. The Kzintis Deploy Heavy Bombers in Y181. The scenario set in Y179.

(SH218.0) The relative position of Maps #1 and #2 are not explained, and the scenario graphic makes the situation more confusing. The (SH218.41) instructions make the situation clear by giving the disengagement restrictions, but the scenario should have clearly stated that the 42xx edge of Map #1 is adjacent to the 01xx edge of Map #2.

(SH219.2) The Kzinti bombers being used by the WYN are Very Advanced Medium Bombers.

(SH221.2) The bomber base is a medium bomber base. Had we intended the medium bombers to be operating from a heavy bomber base the scenario would have said so.

ANNEXES

Annex #6 Drogues: This lists the decoy drogue's cost as 7 BPV, while Annex #6A lists it as 9 BPV. The listing in Annex #6A is the correct BPV, there was considerable debate about the cost of this drogue and when the final decision was made we forgot that, as with some other items, drogues had two listings in Annex #6.

Annex #7K: Cargo Space Points. Some have expressed concern that the type-H drone is listed as four spaces, but its rules say it is a three space drone and believe the annex is therefore wrong. The annex is correct, the type-H drone does require more cargo space. It is a simple way of noting the difficulties in handling the drone and reinforcing why it cannot be used on ships.

Annexes: Boarding Party Diagrams: These will be uploaded to the SFB bulletin board when they are done. There is currently a technical problem preventing them from being done, but they are on SPP's list of things to be done.

COUNTER SHEET

Counter sheet: The Lyran CSV should have a CW silhouette, not that of a CA.

Design Credits: Andrew C Cowling suggested the "obvious variants" that became some of the ISC carriers. Jim Davies should get credit for the Orion Slaver-V and the Hydran Grenadier-V.

Module J2 Cover: The fighters on the lower part of the cover are A-20s, those in the upper background are F-14s. The large ship on the center of the cover is a CVB (*USS Houston*) which could not launch either of these fighter types. This apparent disconnect is because the artwork was taken from a larger picture created by the artist, and the A-20s and F-14s are coming from a CVA that is off the cover.

Rulebook Front Cover: Typo, "SH220 Strike at Picadilly (Y182)" should have been "SH220 Strike at Piccadilly (Y182)".

Rulebook Header pages #23 and #25 - Federation missing first 'e' (FDERATION).

Rulebook Organization: We normally try to put the empires on their own pages, but in order to get all the empires into this product we were forced to combine the Orions, WYN, and Seltorians onto one two page section, and put the LDR on the back of the Lyran page. We apologize for the inconvenience, but it was that or the resulting five "blank" pages that would have been on the back of those five empires would have kept us from putting in any scenarios.