

STAR FLEET BATTLES MASTER RULEBOOK ERRATA FILE

MASTER RULEBOOK UPGRADE: This file contains all of the rules changes and additions needed to make a 2004 *Master Rulebook* into a 2010 *Master Rulebook*. If you have the 2010 Master Rulebook, all of the following is already incorporated into it.

OVERALL NOTE: In general, an effort was made to standardize some of the capitalization (high energy turn became "High Energy Turn", erratic maneuvers became "Erratic Maneuvers", etc.). Numbers less than 21 were generally changed to being spelled out. Some double spaces were searched out, some extra spaces at the front of rules were searched out. As these had no bearing on the text or meaning of the rules, they are not reported.

SECTION Table of Contents:

Rules from *Modules F1, F2, Y2, and X1R* were added.

SECTION (A0.0)

Confirming, there were no errata items for this section in the file.

SECTION (B0.0)

Confirming, there were no errata items for this section in the file.

SECTION (C0.0)

(C7.11) This first sentence of this rule was changed to read: "On a given game turn, the starship wishing to disengage by acceleration must move (for the entire turn) at the maximum possible practical speed which it can, as restricted by available warp engine power (which may have been reduced by combat) and the game imposed speed limit of 31." This added the word "warp" before the word "engine". Some believed that the use of the term "engine" without the word "warp" meant a ship which never had warp, but had impulse engines could disengage by acceleration as long as it had half of its impulse engines. Since half of zero warp is still zero warp and the maximum practical speed was one.

(C10.54) Change (J1.131) to (J3.131).

(C11.1) The following was added to this rule: In *Module G3 Annex #7F* has been reduced to listing just a few individual units. Nimble units are identified as such by an "N" in their notes column on the Master Ship Chart, Annex #3, or Master Fast Patrol Ship Chart, Annex #3B.

(C11.21) Add to end of rule: Nimble units cannot lead non-nimble units through asteroids (P3.235) unless they have lost (C11.31) or forgo their nimble status (C11.35).

(C11.25) Change (C6.31) to (C3.61).

(C11.35) New Rule: FORGOING NIMBLE STATUS: A manned nimble unit can voluntarily forgo its nimble status by announcing it is doing so in the Announce Movement Changes Step of the Final Movement Actions Stage (6A4) of any impulse. The unit is considered to not be nimble from that point in the Sequence of Play. The nimble unit can resume nimble status on any subsequent Announce Movement Changes Step of the Final Movement Actions Stage (6A4) of any impulse at least six impulses after forgoing its nimble status. It cannot again forgo its nimble status for six impulses after resuming it. For example, a manned nimble-unit forgo its nimble status in order to lead a non-nimble unit through an asteroid field.

(C12.24) Examples, fifth paragraph, second sentence should read: "It does not benefit from the speed cap clause because if it had continued the speed increase for the last 24 impulses of the turn, it would have gained seven movement points and seven is more than four".

(C13.11) Reference to (C2.411) should be to (C2.412).

(C13.711) Change (C13.441) to (C13.551).

(C13.714) has been revised to read: A ship can be forced to dock externally to a base against its will. The base must hold the ship in a tractor beam at the end of a turn and the ship must be in the same hex as the base [the ship may have been rotated into the hex of the base during the Initial Activity Phase (5)]. The base must announce its intention to force the ship to dock during the Final Activity Phase (7), and a tractor auction may be conducted at this time out of the normal sequence of play. If the ship is unable to break the tractor link, it is docked at the docking position corresponding to the original direction that the ship was in relation to the base. Internal docking cannot be forced; see (C13.45).

(C13.762) Add after second sentence: "An externally-docked ship's fire control remains disrupted for the first four impulses after it undocks [to include escaping catastrophic destruction (D21.463)]." Change (C13.717) to (C13.474).

(C13.917) is changed to read: "Docking can be forced by one ship against the will of the other ship. Only a ship generating a tractor link can force docking. Both ships must be in the same hex [this may have been accomplished by rotation during the Initial Activity Phase (5)] The ship with the tractor beam must announce its intention to force the ship to dock during the Final Activity Phase (7). This requires a tractor auction (outside of the normal sequence of play), with the winner of the auction forcing (or disallowing) the docking. This can be done even if one unit is cloaked."

(C13.921) Change the second sentence to read: "If this speed is exceeded by any means, the ships are undocked when the speed change takes effect in the Voluntary Movement Stage (6A2) but the tractor beam is not broken." The last sentence of this rule is changed to read: "The practical (C2.411), rather than effective (C2.412), speed is used; e.g., speed induced by a black hole (P4.0) is not counted within this limit.", this puts the cross-reference to practical speed "(C2.411)" after "practical speed" and adds the cross-reference "(C2.412)" after "effective speed".

SECTION (D0.0)

(D4.7) Revised to read: "We once published a play aid entitled "*Captain's Module A: Battlecards!*" This play aid is out of print and no longer used. Parts of it, the Impulse and Command Cards, were incorporated in *Captain's Module A+: Captain's Yeoman*."

(D6.1263) Delete the following text: "[Phasers on X-ships (X0.0) can be overloaded and would be treated under this paragraph.]" X-Ships can no longer overload phasers per (XE2.42).

(D6.32) in the fourth sentence of the second paragraph Change "... in active ..." to "... inactive ...".

(D6.461) Change "... the Turn #3 ..." to "... the third turn ...".

(D6.56) Change (R14.R3) to (R14.R2). Last paragraph before the Historical Note is changed to read: "The UIM became available (to the Klingons) about Y165 but was not widely used until several years later. Other than the Lyrans, WYN, and LDR, other disruptor-using empires did not initially adopt the UIM, finding it too unreliable. This changed with the advent of advanced technology (XD6.56) when all disruptor-using empires adopted it."

(D6.68) Add to the end of the first sentence: "... and being externally-docked (C13.762) to a base."

(D15.32) The table's middle horizontal line should be moved up one row.

(D15.453) Change (G22.234) to (G22.134).

(D15.74) Changed to read: If, when boarding party (ground) combat is to be resolved in the Final Activity Phase (7), a given GCL is completely under the control of one player

(there are no enemy units there), AND IF there are enemy units in a remote area of *that* GCL, and if that player has more than a three-to-one edge in combat power, that player can conduct a “search and destroy” (S&D) operation against those enemy units as long as he retains the three-to-one edge in combat power in *that* GCL. EXAMPLE: Player A has 27 boarding parties in a Ground Combat Location, and player B has two heavy weapons squads and four boarding parties in that Ground Combat Location, player A could use three of his boarding parties in Search and Destroy operations against enemy units the remote area.

(D15.572) Change “Ground-support fighters (e.g., A-7s) . . .” to “Ground-support fighters (i.e., fighters carrying ground attack pods) . . .”

(D16.47) NEW RULE: POWER GRIDS: This system can be used to attack small ground bases connected to a power grid (R1.28P). In order to use this system the attacking player (the player who did not control the small ground bases at the start of the scenario) must first capture one of the small ground bases connected to the power grid. The defending player can also launch attacks down the access lines. All bases in a power grid are connected; an attacker who has captured one base could launch simultaneous attacks down the access lines on each of the other three bases, or attack just one or two of them. This can be in conjunction with attacks from outside the bases under (P2.75). If the attacker controls two of the bases, he will have two access lines to each of the two remaining bases, and if three bases are controlled, there will be three access lines to the remaining base.

(D17.26) ADD TO END OF RULE: ECM from small target modifiers (E1.7) is included in this, i.e., a PF that is 30 hexes away with six points of ECM also has four points of ECM by virtue of being a small target for a total of ten points of ECM.

(D18.231) The second use of this rule number should have been (D18.232).

(D18.231) The third use of this rule number should have been (D18.233).

(D19.12) Change “. . . PF8scouts . . .” to “. . . PF scouts . . .”. Change (G24.217) to (G24.218).

(D21.463) Clarification: The escaping ship’s fire control will remain disrupted (D6.68) for four impulses after escaping (C13.762).

SECTION (E0.0)

(E1.17) Change (E.50) to (E1.50).

(E1.634) This rule was mislabeled as (E1.624).

(E1.635) This rule was mislabeled as (E1.625).

(E2.41) Reference to “page 216” in the master rulebook is eliminated.

(E4.3) Change “PROXIMITY FUZE” to “PROXIMITY FUSE”.

(E5.0) Last paragraph of introduction now reads: “Anti-drones came into service in Y140. Ships prior to that date used type-E drone racks for this defensive function at no change in BPV.”

(E7.442) Add to end of this rule: “It will still be treated as a suicide overloaded fusion beam for purposes of the consequences of (E7.421).”

(E11.332) This rule includes a mention of an extract that was removed from the original printing of the *Master Rulebook* for reasons of space. This extract was restored in the current printing.

(E17.212) Change “Overloaded shot (first shot of turn)” “Overloaded shot (first or second shot of turn)” as (E17.43) allows the overloaded shot to be first or second shot.

(E17.221) Change (E1.224) to (E1.24).

(E18.0) This rule section from *Module F1* has been added.

(E19.0) This rule section from *Module F1* has been added.

(E19.314) Change the first sentence to read: “The probability of a hit depends entirely on the effective speed (C2.412) of the target.”

(E21.0) This rule section from *Module F2* has been added.

(E21.513) Add to end of rule: “Firing a non-overloaded ion cannon at Range Zero causes no feedback damage; feedback only occurs from overloaded firing.”

(E22.0) This rule section from *Module F2* has been added.

SECTION (F0.0)

(F2.3233) The example is wrong and had to be corrected: “EXAMPLE: Gorn BC in hex 2214 heading D. Romulan FireHawk in 2213 heading A. Romulan tractors Gorn and during the Tractor Rotation Step, rotates the Gorn into his hex. The Gorn RS torpedo launcher is armed. On Impulse #1 the Gorn launches the torpedo, by (D2.34) the torpedo can face in direction D, F, or E, but by (F1.24) the target must be in the weapons FA arc, requiring the torpedo to be launched in direction F (as the FireHawk is still “behind” the Gorn BC). If, on Impulse #2, the FireHawk is still in the hex, the torpedo impacts under (F2.32), but if the FireHawk leaves the hex, the torpedo must move into hex 2113 under (F2.123) before turning to pursue its target. Note that the FireHawk cannot launch its own plasma-F torpedo because its tracking arcs are RP/LP and the Gorn is not in arc (D2.34).”

SECTION (FD0.0)

(FD3.6) To be consistent with (D12.313) this rule was changed to read: “The “F” drone rack (known as the “jump rack”) was a Klingon invention used to add drones to ships not originally designed for them. The drone racks seen on the B10, C9, C8, D7, D6, F5, and E4 are actually type-F racks replacing shuttles. Note that while the B10, C9, and C8 all have their drone racks in a separate compartment (D12.313), they were still type-F racks before the B-refit and are subject to these rules.” And “A drone launched from an F-rack counts against the shuttle launch rate (J1.5) (this does not apply to the B10, C9, or C8).” In addition (applying to all ships with more than three type-F drone racks), “They can only launch one drone from each *pair* of racks (FD4.3). If a ship has four drone racks, it could launch two drones in a turn, and both could be launched on the same impulse or different impulses.

(FD3.72) Added to end of rule: “Anti-drones are not available prior to Y140 (E5.0), type-VI drones are used prior to Y140.”

(FD3.86) Added to end of rule: “Anti-drones are not available prior to Y140 (E5.0), type-VI drones are used prior to Y140.”

(FD9.115) ECM drones are not “ships” or even “shuttles”. They are not in any way restricted to the normal speed restrictions that apply to other units. They are capable of maintaining and matching the acceleration of units whether the unit is a small freighter (max acceleration of three hexes a turn), or a warship (max acceleration of ten hexes a turn or double its current speed). ECM drones are not limited in how often they can change speed. They can move at Speed 32 (Fast ECM drone) to reach a target moving Speed Zero, and immediately drop to Speed Zero upon reaching the target, and immediately accelerate if the target does so, even if they only reached the target the impulse before the acceleration. EXAMPLE: Speed 32 ECM drone moves Speed 32 to reach the hex of its target. On Impulse #27 it enters the hex of its target (a frigate) that is moving Speed 10 and it drops to Speed 10 to match the speed of the target. On Impulse #28 the target accelerates to Speed 20, and even though the drone just did a speed change from Speed 32 down to Speed 10 (violating the normal deceleration limits), it can and does immediately accelerate to Speed 20 to stay with the frigate. Even though this acceleration is less than eight impulses after the ECM drone’s previous speed change.

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(FD9.1151) ECM Drones move to track their target, and are limited in doing so as a seeking weapon, i.e., if the target moves in such a manner that the seeking weapon cannot stay with the target, the seeking weapon will have to maneuver to get back to it. **EXAMPLE:** Ship is in hex 2215 heading A, ECM drone enters the hex of the ship (its target) from hex 2316 heading F. On the next impulse the target turns to heading B and moves to hex 2315. The ECM drone cannot immediately turn to remain with the target. It can execute an HET (remaining in hex 2215) to face in the same direction as the target on this impulse, and (assuming it is fast enough) move on the next impulse to enter hex 2315, and if the target is still there, it can then resume lending ECM to the target. *It does not have to do a High Energy Turn*, because the decision of whether or not to use the one HET every 32 impulses allowed to a seeking weapon is at the discretion of the player controlling the seeking weapon; he is never forced to use it. So the ECM drone could turn and enter hex 2214, then turn to enter hex 2314 and (if the target ship does not move again) wind up circling the unit it wants to lend ECM to, in which case the controlling player may decide to use its HET.

(FD9.1152) The ECM drone, once it arrives in the hex of its target, will move at whatever speed is necessary for it to remain with its target subject to the ECM drone's maximum speed. If the target is moving faster than its maximum speed, it will pursue the target at its own maximum speed in an effort to catch it. This is normally only a problem for slow speed or moderate speed ECM drones, sometimes a problem for medium speed ECM drones, and seldom a problem for fast ECM drones. If the target is moving faster than the ECM drone's maximum speed, even if the ECM drone is in the same hex as the target on a given impulse, it cannot provide the target with any ECM.

(FD9.1153) If the ECM drone can reach the hex of its target unit, and the target unit is moving no faster than the maximum speed of the ECM drone, the ECM drone begins lending the target ECM. If the target is moving under its own power, neither tractor or tractor by any other unit, not currently in a web hex, nor affected by terrain i.e., a black hole, this is pretty straightforward. If the target is tractor by another unit, or tractor another unit, the ECM drone adjusts its speed to accommodate the effective speed of the ship. The ship might have pseudo speed of ten, but have an effective speed of fifteen because of the effects of its pseudo speed combined with another unit. If the combined pseudo speeds results in a speed greater than the maximum speed of the ECM drone, then the ECM drone cannot lend ECM, even if it happens to be in the same hex as its target unit.

(FD9.1154) An ECM drone in the same hex as its target that is tractor by a base will have a speed of zero, i.e., it will remain in the hex of its target. If the target is rotated (G7.7), the ECM drone will rotate with the target. If the target is released, the ECM drone will immediately accelerate to whatever speed is necessary to remain with its target.

(FD9.1155) If the target of an ECM drone is trapped in a web hex, the ECM drone will remain with the target. If the target is moving Speed 20 to get out of the web hex, the ECM drone will be moving Speed 20. If the target is moving Speed Zero, the ECM drone will be Speed Zero. The ECM drone has whatever speed the target unit has subject to its own maximum speed. While the target does not "move" while it is in the web hex, it is generating movement, and slowly moving through the web hex, and the ECM drone will do the same thing (just as any normal drone would cross such a web hex). This has several caveats: A: If a Speed 32 ECM drone is moving to catch a unit in a web hex, it will impact the web hex at Speed 32 and may be destroyed under (G10.593). B: If a

target in a web hex protected by an ECM drone accelerates, the ECM drone accelerates to remain with it, and if such acceleration results in the drone moving faster than Speed 20, (G10.551) comes into play. The ECM drone might be destroyed, but would in any case be damaged as per (G10.593). If the strength of the web and the acceleration of the ECM drone to remain with the target is great enough the drone might have the number of damage points scored that are required to destroy it.

(FD9.1156) SPECIAL CASE: If the target of an ECM drone is tractor (or has tractor something), and the net effect of the combined pseudo speeds is that the target moves "backwards" (or otherwise moves opposite its direction of travel), the ECM drone *remains* with the target as long as the speed the target is moving is not greater than the speed of the ECM drone. **EXAMPLE:** Ship A is in hex 2215 heading D. The ECM drone approaches the ship from hex 2214, heading D. Ship C tractor ship A, and because ship C is faster with a higher movement cost it starts hauling ship A backwards. The ECM drone is moved with the ship.

(FD9.126) The word "step" in this rule should be "stage".

(FD10.6) Add to General Availability: Ground Bombardment Drones (E20.37).

(FD10.673) This rule applies only to ships designated in their ship description as scouts, or survey cruisers. PF tenders, area control ships, division control ships, patrol carriers, and bases are not considered to be scouts or survey cruisers, PF scouts and survey PFs are not considered to be scout ships or survey ships for this rule. Scout carriers are scouts. Survey cruisers acting as light carriers are still considered to be survey ships, but survey ships acting as commando ships are not considered to be survey ships.

SECTION (FP0.0)

(FP1.22) Add to end of rule: "A plasma torpedo launcher can begin arming in mid turn through the application of reserve power (H7.2), but not on the same turn in which that a plasma torpedo was launched by that launcher."

(FP1.615) Fractions of damage by phasers or other things (such as asteroids) that score phaser-like damage are combined. If there is any fraction of warhead strength remaining, it is rounded to a whole damage point under (A3.5). Thus three points of phaser damage will reduce the warhead by one point. A point of phaser damage and a point of asteroid damage will reduce the warhead by one point. Three points of phaser damage and two points of asteroid damage would reduce the warhead by two points. Damage to a plasma torpedo is normally calculated at the point of impact, however if sufficient damage has been scored such that warhead is reduced to zero at any point in its movement, it is removed from the board at that point. For example, a plasma-F torpedo that has moved twelve times has ten points of damage (five points of warhead reduction) on it. It will not score any damage on the following impulse and is removed from the board. If the torpedo had only nine points of damage, it could move two more hexes and would score one point of damage if it impacted its target in either of those moves.

(FP1.84) Change (M4.221) to (M4.415).

(FP11.11) Add: Plasma-D Drogue 1 point per drogue

(FP11.11) Add: Plasma-F Drogue 2 points per drogue

(FP11.11) Add: See (K1.384) for Romulan Starhawks.

(FP12.14) Add to end of rule: ". . . , e.g., the launching of an ECP will blind a special sensor under (G24.1342)".

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

(FP14.25) Change (FP11.26) to (FP11.216).

SECTION (G0.0)

(G3.22) Rule Changed to read: "REAR HULL: Rear Hull (also known as Aft Hull). This is marked R HULL or REAR HULL on SSDs. Some are earlier SSDs are marked A HULL or AFT HULL. Some have HULL over the group of boxes with an "R" in one box. The terms Rear Hull and Aft Hull are interchangeable, but Aft Hull is being phased out of use. Rear Hull boxes are destroyed only on "R Hull" damage points (earlier versions of the Damage Allocation Chart use "A Hull" instead of "R Hull")."

(G6.7) This rule is revised to read: All Klingon ships (except those noted) have security stations. In most cases where a standard ship is modified for Klingon use, this addition will be noted. In other cases, ships of size class 4 with five to fourteen crew units can be assumed to have a single one-box security station. If the size class 4 ship has more than fourteen crew units, two one-box security stations are assumed. Size class 4 ships with fewer than five crew units (freighters, free traders, armed priority transports, etc.) will not have security stations. Units larger than size class four but smaller than size class 2 can be assumed to have two one-box security stations. Units of size class 2 can be assumed to have two two-box security stations. The information in this rule is superseded by formal publication of any unit, e.g., Klingon auxiliary carriers were published in *Module J*. There is no change in BPV; the chance of a mutiny is cost enough.

(G7.36C-3) Add to rule after the third paragraph this new paragraph: The movement delayed until Impulse #1 of the following turn is considered to be at the same pseudo-speed as the movement on Impulse #32 of the preceding turn to resolve any movement related functions, e.g., asteroids (P3.2), death dragging shuttles [(G7.54) & (G7.9433)], etc. This is irrespective of any change in the speeds of the tractorated units in the interim Energy Allocation Phase.

(G7.374) Add to parenthetical: . . . a shuttle or fighter from a balcony or mech-link, etc."

(G7.54) Delete the following text from this rule: "Note that shuttles are death-dragged as a result of the "effective speed". This means that even if two ships tractorated together are moving in opposite directions or directly towards each other thereby seeming to cancel out some movement, a shuttle will still be death-dragged as a result of movement called for on a given impulse. The fact that the movements are cancelled out does not change the fact that effective speed is equal to the sum of the pseudo speeds as stated in (C2.45)." Replace the deleted text with the following: "Note that shuttles are death-dragged as a result of the "effective speed". This means that if two ships tractorated together are moving in opposite directions or directly towards each other they cancel some movement under the exception in (C2.451), i.e., the lesser pseudo speed is subtracted from the larger pseudo speed to determine the actual effective speed. Note that if two units moving directly towards or directly away from each other have the same pseudo speeds, their effective speed is zero."

(G7.544) New Rule: Sublight shuttles (R4.F0) are death-dragged at Speed 3, i.e., "more than twice their maximum rated speed" of one. Crippled sublight shuttles are death dragged at Speed 2, i.e., faster than their undamaged maximum speed.

(G8.17) Change (C13.45) to (C13.474).

(G9.19) New Rule: "BASES: Most large base SSDs include a number of crew unit check-off boxes larger than the number of crew units assigned to the base under Annex #3. The additional crew unit boxes are to account for crew units added by base augmentation modules, e.g., Hangar Bay Modules (R1.4). After adding any crew units to the base from such

augmentation modules the excess crew unit boxes should be marked out."

(G9.414) Addition: Some small ground bases have numbers of specialist crew units, e.g., deck crews on fighter ground bases, accounting for most of the crew units, and these crew units are not counted towards the minimum crew, but are counted for conversions to militia squads under (D15.83).

(G9.416) Addition: "Troop ships and commando ships (any unit marked with a "T" in its notes column on the Master Ship Chart/Annex #3) do not count the boarding parties as part of the crew."

(G10.66) Change ". . . (F, . . ." to ". . . (F0.0), . . .".

(G13.2) Add to end of rule introduction: "NOTE: The printed power costs on published SSDs supercede any cost listed in this rule section and are specific to the individual ship. Generally ships with more power generating systems will have a higher cloak cost, and ships with fewer power generating systems may have a reduced cloak cost than that listed for their size class in this rule section."

(G13.331) Add to end of rule: "Note that for a scout to support a ship the scout itself must have a lock-on to the cloaked unit (G24.218) or the ship cannot use ECCM lent by the scout for this die roll."

(G13.3324) Added rule: Note that a scout must have its own lock-on to a cloaked unit in order for any ECCM it is lending to be used by a ship to gain or retain a lock-on. If a scout supporting a ship fails to retain its own lock-on to the cloaked ship, the ship being supported by the scout must immediately make a new die roll to retain its lock-on as conditions for the cloaked ship have changed in its favor (G13.332).

(G13.333) Add to rule: Note that for a scout to support a ship the scout itself must have a lock-on to the cloaked unit (G24.218) or the ship cannot use ECCM lent by the scout for this die roll.

(G14.745) Change (R10.3316) to (R10.3116).

(G15.26) Text was cut from the 1994 printing of the *Basic Set* rule. Change ". . . spent for HETs . . ." to ". . . Energy spent for HETs . . .".

(G18.66) Add to end of rule: If displaced into a hex currently occupied by a gravity wave (P9.0), the ship is immediately damaged by that wave (P9.22) out of the normal sequence of play.

(G21.211) Add to end of rule: "If electronic warfare is not in use, an Outstanding Crew cannot generate the minus one die roll shift."

(G23.564) Added Rule: Units outside of a Radius Zero ESG field that attempt to "land aboard" the generating ship, or any other ship within that Radius Zero ESG field interact with the field at that point, the Shuttle and PF Functions Stage (6B8) in the sequence of play. They are damaged or destroyed and reduce (possibly drop) the ESG field. This also applies to units attempting to dock in the Final Activity Phase (7) that are outside of the Radius Zero ESG field.

(G24.0) Last sentence changed to read: "Note that (G21.0) does not apply to PF (K1.32). or shuttle crews (J6.0)."

(G24.133) Change (G24.1857) to (G24.1856).

(G24.1342) Add after ". . . PPT" the following "[even one launched as an ECP (FP12.14)],".

(G24.2174) Add to end of rule: "This lent Electronic warfare cannot exceed the amount of electronic warfare that a fighter is limited to under (J4.91), i.e., a fighter cannot receive more than four points of ECM or four points of ECCM."

(G24.2183) Added rule for clarification: "ECCM lent by a scout cannot be used by the receiving unit against a cloaked unit unless the scout has a lock-on to the cloaked unit (G13.33)."

(G24.35) Rule has been reorganized as follows:

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(G24.35) BPV: The BPV of scout ships and PF-scouts is expressed on the chart as A/B, where A represents the economic value (what it costs to build) and B represents the combat value (how well it can fight).

(G24.351) If a scout ship is used alone, it uses these values as they are stated.

(G24.352) If it is used with other non-scout ships on the same side, the reduced combat BPV is ignored and the economic BPV is used for both purposes. See exception in (G24.355).

(G24.353) This procedure does not apply to the Federation SWACS shuttle (J9.0).

(G24.354) Ships designated as Police Flagships (most are found in *Module R6*) are exempt from this rule and are always purchased at combat BPV.

(G24.355) If the scenario does not allow the use of scout systems in any way, e.g., a monster scenario where several ships are involved and no scout functions can be used, then scouts are purchased at combat BPV.

(G30.3) Existing text is now numbered "(G30.31) ACTIVATION." Add to end of rule: "Inactive plasma torpedo launchers will not have PPTs available when activated."

(G30.32) New Rule: "LOADING: Inactive systems that must be loaded are not loaded at the time of activation. This means that a drone rack, plasma rack, or ADD rack will not have any ammunition (drones, plasma-Ds, plasma-Ks, ADDs) loaded in it when it is activated. Once it is activated, it may be loaded with the appropriate ammunition type under normal rules. This also applies to ready racks in a shuttle bay, e.g., there will be no drones (or other weapons or pods) on a ready rack until it is activated, at which time drones and etc. may be loaded onto it in preparation for loading them onto a fighter. Note, the ammunition (including fighter pods) for such ready racks are available in the ship's drone/carrier storage facilities. It simply cannot be loaded into the system until the system has been activated. No system that normally stores power (fighter ready racks, batteries, phaser capacitors, etc.) will hold any power until it has been activated."

(G31.244) Added Rule: The following was in the May 94 Master Errata File but is not in the Master Rule Book and listed as four (G31.242): "Satellite ships inside of hangars (whether on the Desecrator, or a mothership docked to an elevated base or otherwise in an elevator) do not absorb energy as a result of the elevator's effects. Some energy from a mothership's or Desecrator's panels may be transferred to satellites in the bay by the usual energy transfer rules."

(G33.123) Change (D2.63) to (D2.36).

(G33.42) The word "as" is missing from several of the entries under this rule number, for example ". . . counts AS two fighters." The text "Stinger-H deployed" should be "Stinger-H deployment".

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

(G34.313) Add to rule: "Plasma-D drogues on a ship which 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."

(G34.33) The cost for replacing a shuttle with a decoy drogue should be 9 points as given in Annex #6 and Annex #6A per the errata in *Captain's Log #25*.

(G34.352) Add to rule: "Heavy Weapons drogues armed with plasma-F torpedoes on a ship which has the Sabot Refit (FP11.11) must also be upgraded to use sabot torpedoes, the cost is two BPV point 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, or plasma-armed fighter ready rack."

(G36.16) Rule now reads: "IPGs cost zero BPV to install in an option mount(s) of a ship under Annex #8B or #8H. The Orion Pharaoh and Hamilcar Cartels treat this as an operating territory weapon but rarely use it due to the ion energy requirement. The WYN rarely used it for the same reason."

(G36.358) Add to end of first sentence: ". . . (this does mean that a unit landed on such a planet could not use an IPG)."

(G37.311) The reference to rolls for computer failure refers to super-intelligent computers (G11.0) in *Advanced Missions*. It designates when in the sequence of play the ion storm generator is used, and does not imply any other link between the ion storm generator and super-intelligent computers. Text now reads: "The activation of an ISG requires the expenditure of four points of ion power during the Energy Allocation Phase, and the announcement that an ion storm is being created in Step #1 of the Sequence of Play immediately after the point where rolls for super intelligent computer failure (G11.0) would be made."

(G37.33) Added Text: Add to end of rule: "The intent to release an Ionic Wave must be recorded as part of the Fire Decision Step (6D1)."

SECTION (J0.0)

(J1.212) ADD: Fighters can reach Speed 31 through the use of Ace pilots (J6.23). The use of an ace pilot is the only way fighters able to move Speed 15 can achieve Speed 31. A fighter with a warp booster pack does not change the speed at which it is death dragged (J5.21), i.e., if the Speed 15 fighter is moving Speed 31 either because it has a warp booster pack and an ace pilot, or a megapack (J16.21) and an ace pilot, it will still be death dragged if it is tractorbed by a ship or PF that is moving Speed 31 (G7.54) [assuming it does not execute a tractor breakaway (G7.55)]. Fighters able to move faster than Speed 15 (Stinger-X, some variants of the F-104) can also only achieve Speed 30 with a warp booster pack or megapack, and Speed 31 only with an ace pilot, but are immune to death dragging (as long as they are not crippled) whether there is an ace pilot, warp booster pack, or megapack, or not.

(J1.562) Rule revised to read: "PF Leaders (K4.1), mine warfare PFs (R1.PF4), and Fi-cons (K1.8) have a type of mech-link (seen at right) which can hold a shuttle or fighter. The rules for this are in the noted sections; shuttles on this type of link cannot be repaired or rearmed. Mech-links of this type are part of tractor beams and are destroyed on tractor hits. The mech-links on Fi-Cons are not tractor beams, but are simply mechanical linkages that can hold a fighter or shuttle. Fi-Cons will normally have one (sometimes two) tractor beams to facilitate fighter operations."

(J4.461) Add to rule: "There is no requirement for all the fighters of a given squadron to be of the same type of fighter, but all fighters in a given squadron must all be based on the same carrier, unless otherwise noted, e.g., (SH196.0). A Federation CVA operating F-14s and A-10s cannot incorporate F-8s, F-4s, F-15s, F-16s, F-20s, or any other fighter type into its squadrons, but could mix the F-14s and A-10s into two squadrons in any manner the commander of the ship chooses."

(J4.462) Add to rule: "Different sizes of fighters cannot be mixed into a single squadron, e.g., size-1 fighters cannot be combined into a squadron with size-2 fighters or size-3 or size-4 bombers. Heavy fighters, medium bombers, and heavy bombers count as two size-1 fighters for purposes of organizing squadrons. The maximum size of a squadron of size-1 fighters is twelve fighters, the maximum size of a squadron of size-2 fighters, or of size-3 medium bombers or

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size-4 heavy bombers is six fighters (or six medium bombers, or six heavy bombers).”

(J4.463) Add to rule: “A carrier designed to carry less than eight fighters cannot have an EWF. A carrier designed to carry less than sixteen fighters can only have one EWF. A carrier that can carry sixteen to twenty-four fighters can have a maximum of two EWFs. A carrier able to carry twenty-five or more fighters can have a maximum of three EWFs. When organizing squadrons on a carrier that has less than the maximum number of allowed fighters per squadron, e.g., a patrol carrier with eighteen fighters, it is possible that one squadron might have fewer than eight fighters (example, one squadron with twelve fighters and one squadron with six fighters). The smaller squadron would have an EWF even though it has fewer than eight fighters. This is allowed as long as the carrier qualified to have two EWFs (at least sixteen fighters). Note that this ability to operate two EWFs remains even if combat casualties reduce the total number of fighters during the scenario (or even during a campaign).”

(J4.464) Add to rule: “MRS and SWAC shuttles are not fighters, and an MRS or SWAC shuttle could be added to any type of squadron whether the squadron is composed of size-1 or size-2 fighters, or size-3 or size-4 bombers. A given squadron cannot have both a SWAC and an MRS assigned to it at the same time.”

(J8.11) Modify table by putting a “†” after “Rom” in the Y150 to Y167” entry. Add the following note before (J8.12): “† The Romulans cannot use non-sublight MRS shuttles prior to Y160. A sublight MRS-S shuttle (YR4.F24) is available to the Romulans in Y150.”

(J9.31) Add to rule: “Ships listed in this rule and its subsections, and subsequent ships that list in their own ship descriptions the ability to operate SWAC shuttles are the only ships able to operate SWAC shuttles. SWAC shuttles are never included in the BPV of a ship even if a ready rack is shown available and damage tracks on the shuttle table for the ship show them. A standard admin must be exchanged for each E-2 SWAC the ship might operate, and two standard shuttles must be exchanged for each E-3 SWAC the ship might be allowed to operate and appropriate BPV adjustments made.”

(J10.111) Rules change: Delete “Note that as this was done only in limited cases, it does not automatically create an F&E rule allowing unlimited conversions.” Add the following text: “Heavy fighters cannot be mixed into squadrons with non-heavy fighters. Federation F-111 and A-20 fighters can only be used on carriers specifically designed for them, other carriers can use F-101s. Carriers of Size Class-4 cannot operate heavy fighters unless they are able to carry a full squadron of six. Exception, HDWs (*Module R6*) might be configured to operate fewer than six heavy fighters. No single carrier can have more than one squadron of heavy fighters, e.g., a CVA cannot have more than one squadron of heavy fighters. Exception: a Starbase or Stellar Fortress (with fighter modules) might operate two squadrons of heavy fighters.”

(J11.24)-(J11.25) MISSING RULES: These rule numbers were not used by error when *Module J* was published and are left blank because there may be a cross-reference to the three following rules.

(J11.35) Add to rule: A single pod would increase a heavy fighter’s seeking weapon control rating to 12, a second pod would have no additional effect, i.e., it would not increase a heavy fighter’s seeking weapon control rating to 18, or even to 13. The pod would not increase the seeking weapon control rating of an EWF or even a two-seat fighter as they are not “standard fighters”.

(J14.223) RULES CLARIFICATION: Add to the end of the first sentence: “. . . (this also applies to sublight bombers used by the Romulans).”

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

(J15.31) Add to end of rule: “They can, for example, use erratic maneuvers normally without any loss of control.”

(J15.331) The following was errata in *Captain’s Log 25* (page 31) but is not in the Master Rule Book: “PF Scouts can use their sensors to control fighters launched by their carrier, but few carriers are authorized a PFS.”

(J16.242) Add to end of rule: 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.

SECTION (K0.0)

(K0.11) Add to rule: PFs do not use (D22.0). See Note #2 in that rule.

(K1.312) Add to end of rule: “If no other friendly ships remain in play (all others have disengaged, been destroyed, or are also incapable of escaping) the crew can self-destruct the ship and attempt to escape in the PF’s survival pod (K1.9).”

(K1.524) Added rule: “Each PF buys its special drones individually. A flotilla cannot concentrate all of its special drones on a single PF, not even by using the cargo transfer (G25.2) rules during a scenario (K1.523).”

(K1.54) The following was errata in *Captain’s Log #19* (page #18): “This rule does apply to the Gorn PFs.” It was rescinded and is not included in the *Master Rulebook*.

(K1.541) Added to rule: “This rule is specific to PFs and overrules the general rule in (D17.4) Level E.”

(K1.61) Added to rule: “The cost reduction for not carrying warp packs applies only in the case of PFs or INTs appearing in a scenario without their tender.”

(K1.63) EXAMPLE: There is an error in the example. The 2nd volley that scored 2 left warp and one center warp hits shows the die roll for the first left warp hit destroying the engine with a 5 roll, but to allocate damage normally, first the pack would have been destroyed by the two normally-allocated damage points, thus the 5 roll would only have destroyed the two engine boxes of the left warp engine. The sentence is changed to read: “The first hit on the left engine rolls a five which destroys the warp pack (one box, the other having been destroyed by the original damage point), and completely destroys the left warp engine (two boxes), the other extra points being ignored.”

(K1.75) Add after “. . . tender . . .” “(and any fighters operated by the tender).”

(K1.752) Change third sentence to read: “PF scouts can use offensive EW (G24.219), but only against other PFs or fighters, and OEW (from a single channel) only affects a single PF or fighter.” Add to end of rule: “PF scouts cannot lend EW to a fighter squadron, even if was launched by Fi-Cons from the scout’s flotilla. A PF scout can lend EW to a single fighter by this rule if the fighter is launched by a Fi-Con in the scout’s flotilla or by its PFT.”

(K1.756) Clarification, revise the second and third sentences to read: “Wild scout PFs cannot exceed a practical speed (C2.411) of 12, disengage by acceleration, or cloak. The deceleration to Speed 12 or less is not automatic; it must be plotted or emergency deceleration must be used.” Add to end of rule: “A Scout PF does not require the use of its scout

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sensors to “go wild” but cannot use the sensors for any purpose while it is wild.”

(K1.8) “Valkyrie” was misspelled. Add after second sentence: “The mech-links on Fi-Cons are not tractor beams, but are simply mechanical linkages that can hold a fighter or shuttle. Fi-Cons will normally have one (sometimes two) tractor beams to facilitate fighter operations.”

(K1.82) Add after first sentence: “Fi-Cons cannot provide Electronic Warfare Support to the fighters.”

(K1.91) Add to end of rule: “If the impact of an ESG destroys a PF, the survival pod is considered to have been destroyed before it could be released. The survival pod is not placed on the map and does not further reduce the ESG.”

(K1.948) Add to end of rule: “Note that a PF destroyed by an ESG cannot release its escape pod (K1.91).”

(K1.949) Added rule: “PF survival pods are actual structural parts of the PF and cannot be dropped separately from the PF without effectively destroying the PF at that point.”

(K2.113) Reference to the LDR CC should be to the LDR BC.

(K2.13) Revise the first sentence of the second paragraph to read: “No PFT (or other ship) can carry more than six PFs (or have more than six mech-links, including fighter mech-links) at a time (even with player modifications); the Romulan RedHawk, Kzinti SSCS, starbases, and stellar fortresses are the current exceptions.” Add the following sentence after the first sentence of the second paragraph: “More exceptions may be added by later products and will be noted as such in their ship descriptions.”

(K2.24) Add to end of rule: “See (R3.161) for transport mech-links. See (R1.69A3) for workboat mech-links.”

(K2.24) Revise the last paragraph to read: “Heavy fighter and shuttle mech-links are covered in (J1.56). PFs cannot dock to shuttle or heavy fighter mech-links. Note that “shuttle mech-links” including “heavy fighter mech-links” are tractor beams with extra equipment unless noted otherwise. Mech-links can dock (and if capable, repair) allied PFs and interceptors. The mech-links on Fi-Cons are not tractor beams, but are simply mechanical linkages that can hold a fighter or shuttle. Fi-Cons will normally have one (sometimes two) tractor beams to facilitate fighter operations.”

(K2.25) Add to end of rule: “Fighters and shuttles cannot be carried into a scenario on a PF mech-link, but might be carried out of a scenario on a PF mech-link. Special scenario rules or campaign circumstances might result in a shuttle or fighter being on a PF mech-link at the start of a scenario, but this is always a special case.”

(K2.323) Add to rule: PFs (including INTs) do not have their Turn Modes satisfied at the point of launch.

(K2.324) Add to rule: “Effectively, Erratic Maneuvers takes effect for PFs at the end of the impulse in which they were released.”

(K2.33) Add to rule: “An operating tractor beam is not required for this procedure.”

(K2.344) Add to rule: “See exception for modular PFs in (K2.381).”

(K2.361) Add to rule: “The PF crews could be given up as casualties instead of the PFT’s crew, but this would make the PFs useless as there would be no one to operate them.”

(K2.362) Add to rule: For purposes of crew quality, outstanding ship crews would be treated as Good PF crews, and Ace PF crews would be treated as “normal” ship crews.

(K2.38) Add to rule: “If any PF modules operated by Starhawks (or other modular plasma-armed PFs that may be added in a future product) are to have the Sabot Refit (FP11.0), the appropriate refit cost (FP11.11) must be paid. The cost is paid for each pair of modules that are to have the refit whether that pair of modules begins the scenario on a Starhawk or in storage on the PFT. The refit cost is paid for

the modules, but any Starhawk can use any pair of modules. A Starhawk cannot be fitted with one module that has the refit, and a second module that does not.” Also add to rule: “No more than two deck crews can work on one PF.”

(K2.381) Add to rule: “While carriers can purchase additional deck crews with Commander’s Option Points, a non-carrier PF tender cannot purchase extra deck crews to service its modular PFs.”

(K2.381) Fourth sentence is changed to read: “Weapons on dismantled modules cannot be armed until after they are installed.” The following text is added: “(They do not hold plasma-Fs, loaded with plasma-Ds/plasma-Ks/drones/mines, already have boarding parties or GCVs loaded, etc.)”

(K2.382) Add to rule: Even if none of the Starhawk modules are fitted with plasma-D racks, the plasma-D storage in (K2.651) is not reduced.

(K2.411) Add to rule: “If the DAC calls for a damage point which the PF has and the PFT does not, the owning player can score it on the PF or move to the next column of the DAC at his option.”

(K2.434) This rule is changed to read: “The PF leader always has its weapons armed at WS-0 or higher, except when surprised (D18.0). See (D18.17) for specific details of surprise.”

(K2.47) Add to rule: A PF docked to a ship could be destroyed by damage allocated to the PF (K2.41), but as this would cause an explosion that damages the PFT it would be unwise to allocate damage in that manner. A hit-and-run raid might trigger this event.

(K2.621) Add to rule: The tractor is required to undock from an internal bay, even though this uses the (K2.32) procedure which, in most cases, does not require a tractor.

(K2.641) Revised to read: “These can be mounted on or dismantled from PFs by the PFT; the process takes an entire turn, not 32 consecutive impulses, and must be plotted during Energy Allocation in the Initial Activity Phase (5) as part of the Reload Assignment Step. It is completed in the Final Records Stage (8C) as part of recording drone racks reloaded or unloaded. This can be done at any mech-link.”

(K2.65) Add to rule: The initial loading on the PFs is NOT counted against this allocation.

(K2.653) Change the first sentence to read: “Casual PFTs carry two sets of reloads for each drone-armed PF . . .”

(K2.653) Revised: Casual PFTs carry two sets of reloads for each drone-armed PF, plus the drones on the PFs. This is based on reloads for the standard PF for the race; the specific PFs embarked may find this storage excessive or inadequate. This is why “drone” variants are seldom carried on casual PFTs. There are two exceptions to this rule.

(K2.6531) Added: In the case of plasma races, as their standard PFs are armed with plasma-Fs, the casual PFT will carry two sets of plasma-D reloads for each plasma rack on the specific type of PF carried. This is in addition to the one loading already held in each rack of the PF.

(K2.6532) Added: In the case of Orion Pirates, if the PF selects drone or plasma racks for its option mounts, the casual tender will carry two sets of reloads for each rack. This is in addition to the one loading already held in the selected rack.

(K2.6533) Added: While this rule provides for the amount of drones carried, the type of drones carried will be appropriate to the PFs carried. G1Ks, for example, can only use type-VI drones, which standard G1s cannot use in the drone racks. Casual carriage of a drone-armed PF does not confer drone-handling abilities on a ship that does not itself use drones.

(K2.655) Add to end of rule: “. . . e.g., two sets of reloads for each PF armed with plasma-D racks plus the plasma-Ds in the PF’s plasma racks.”

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(K2.655) Add to rule: "See Annex #7N for the number of plasma-Ds stored."

(K3.13) Add to rule: "See (K3.75) for information on this EW variant."

(K3.75) Rule is revised: "These EW "pods" are destroyed by a weapons hit of the type of weapon they replaced. There is no BPV change."

(K4.14) Rule is revised: "The Klingon G1N (R3.PF6) carried an MRS shuttle (included in BPV) and was the only PF (other than a Fi-Con, or Mine Warfare PF) to carry a shuttle other than an admin shuttle."

(K4.3) Add to rule: The "explosive ordnance" penalty (G25.3) does not apply to reloading the T-bomb on a PF Leader. The transfer loads the T-bomb directly into the "mine rack" on the PFL.

(K5.2) Add to end of rule after the table: An n/a result from this chart, when scored on the DAC, is treated as "no more of that system" hit and you proceed to the next column on the DAC. Add to the PF DAC: Vudar: Weapon-A is ion cannon, Weapon-B is phaser-3, and Weapon-C is phaser-1. Jindarian: Weapon-A is light rail gun, Weapon-B is n/a, and Weapon-C is phaser-1. Seltorian: Weapon-A is particle cannon, Weapon-B is phaser-3, and Weapon-C is phaser-1.

(K6.13) Delete the reference to dropping the packs during the turn, it is obsolete; see (K1.62).

(K6.32) Revise last sentence to read: "If launched, the PF is treated at its new level and resumes die rolls (K6.12) until the end of the scenario, or until it lands again or is destroyed."

(K7.11) The last half of this rule is revised to read: "There is no BPV cost for converting a PF (or INT) to a Death-Rider; there is no economic BPV, i.e., they are purchased at their combat BPV. For victory conditions the opposing side counts them as a destroyed enemy units, whether or not they hit a target, if they are destroyed during the scenario. No crew is carried (or permitted) on a Death-Rider."

(K7.14) Add to rule: "The reference to (G24.219) refers to the fact that EW does not distract a Death-Rider as it would a seeking weapon."

(K7.20) Add to end of rule: "See (K7.322) for "very slow" targets."

(K7.212) Add the following text: "An autonomous Death-Rider does not require a lock-on until it goes into seeking weapon mode." After "Autonomous Death-Riders are self-guiding, so long as they have a lock-on to the target."

(K7.412) Add to end of rule: "A boarding party accompanying the major uses his result on the chart."

(K7.424) Reference to (G22.52) should also be to (G22.54).

(K7.518) In the example there were 24 points of damage on the third turn, not 25.

(K7.71) Add to end of rule: "any general shield reinforcement will be dropped at the same time as the shields in this case."

(K8.212) Add to rule: Ace PF crews can fly a PFS but this won't improve its EW abilities (K8.23).

(K8.42) Add to rule: This chart is used even if the survival pod was destroyed on the map during the scenario.

SECTION (M0.0)

Confirming, there were no errata items for this section in the file.

SECTION (P0.0)

(P1.0) Relabel existing text as (P1.1) GENERAL. Add new rule (P1.2) ZONES: Some scenarios may create a boundary between a given terrain type and another (such as open space) and this is treated as follows: Units in a zone covering all or part of a map, are in the zone for all purposes. They are affected by that zone for any action they take against units outside the zone, and for any actions taken by units outside

the zone against them. Examples might be a dust cloud or radiation zone covering half of a map, or any other terrain type.

(P2.221) Change last sentence to read: "Saturn was portrayed on a special map in *Module B*, but that module is no longer available. Some other earlier products had 'planet cut outs' for planets of 3-14 hexes size, but those are also no longer available."

(P2.545) Rule revised: Seeking weapons (drones, plasma torpedoes) move in an atmosphere by (P2.85). Shuttle based seeking weapons (suicide shuttles, scatter-packs) move in an atmosphere as non-seeking shuttles. Seeking shuttles in an atmosphere that lose tracking, or scatter-packs which have released their submunitions, crash immediately and are removed from play.

(P2.752) Add to rule just before last paragraph: "The shields of the base do not stop this "boarding" by troops already on the planet. The weapons of ground troops, to include ground combat vehicles and the ground combat potential of shuttles, cannot damage shields."

(P3.23) Add to rule: Faster units cannot follow slower units.

(P3.235) Add cross reference to (C11.35) after nimble units.

(P3.41) Add to end of first sentence: ". . . if you have that out of print module available."

(P4.0) Change last sentence to read: "A map portraying the zones of gravity around a black hole was included in *Captain's Module B*; that module is out of print but if you have it you could use that map."

(P9.21) The second paragraph of (P9.2) is now numbered (P9.21) and changed to read: "SEQUENCE: Gravity waves advance in the Involuntary Movement Stage (6A1). Their effect is applied immediately in the Involuntary Movement Stage (6A1) and not delayed until the Damage During Movement Stage (6A3). If a unit enters the hex of a gravity wave during the Voluntary Movement Stage (6A2), the effect of the gravity wave is resolved immediately after all units have completed their movement and not delayed until the Damage During Movement Stage (6A3). In this case a seeking weapon might be destroyed by a gravity wave before it struck its target even if both units entered the hex of the gravity wave on the same impulse."

(P9.22) This is a new rule: "LAUNCH: Units launched in the same hex as a gravity wave are treated as having entered the hex of a gravity wave (P9.3) at the point in the sequence of play in which they were launched. Units that are displaced into a hex of a gravity wave are damaged on arrival in that hex."

(P16.32) Change (P6.3143) to (D6.3143).

(P17.2) Add just before the last paragraph: "Note that impact with the tournament barrier takes precedence, and a ship in the Post-Deceleration Period (C8.4) is released from those restrictions if it is pushed into the tournament barrier. A ship rotated (G7.7) into the tournament barrier during the Initial Activity Phase (5) is under all of the restrictions of this rule and does take the five points of damage from such an impact."

(P17.2) Duplicate text deleted: The following text was all in the rule twice and the duplicates were deleted: "A unit with a plot of Speed Zero and Tactical Maneuvers that is pushed into the tournament barrier loses the Tactical Maneuvers because all plotted movement is lost. Damage that penetrates a facing shield (or a shield that is already down) is scored as internal damage. Andromedan ships take the damage on facing PA panels, any penetration of the panels will be scored as internal damage with the shield facing that hit the wall determining phaser-directional damage (D4.321)."

(P17.3) Add to end of rule: "The tractor link would also be broken if the tractorship rotated (G7.7) the tractored ship

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into the tournament barrier during the Initial Activity Phase (5).”

SECTION (R0.0)

(R0.8-1) Add to end of rule: The SSDs of large bases include crew tracks that are larger than the crew assigned to the base in Master Ship Chart/Annex #3. This is to track crew units added by base augmentation modules. Mark out any crew units not used before beginning a scenario.

(R0.8) Add to rule: “18. FIGHTER DATA TABLE: Ships which normally operate fighters will have a table for the most advanced fighter operated by that empire for quick set up. If earlier fighters are to be used, this table should be ignored and the data for the fighters appropriate to the year of the scenario from Annex #4 should be used. It is not found on all SSDs as it is a new addition. As older SSDs are updated for new printings this table will be added as appropriate.”

(R0.8) Add to rule: “19. CRAWFORD TABLE: This table duplicates information from the Master Ship Chart/Annex #3 listed in the order of Year in Service (YS), Docking Points (DK), Explosion Strength (EX), and Command Rating (CR) for ease of reference. It is not found on all SSDs as it is a new addition. As older SSDs are updated for new printings this table will be added.”

SECTION (S0.0)

(S5.0) Add to end of rule: “Note: There are references in these rules to *Module B*. This was a product which included specially printed maps of various terrain features that is now out of print. If you have this product available, you can still use the maps as indicated.”

(S8.15) Add after reference to *Module B* in the first paragraph: “. . . if you have that out of print product available.”

(S8.2822) Added to rule from *Module R12*: “Heavy war cruisers, e.g., Federation Medium Cruiser, Romulan GryphonHawk or HKR, etc., are eligible to serve in battlegroups as war cruisers. Battle frigates with a movement cost of 0.50 are eligible to serve in battlegroups as size-class 4 units. Battle frigates with a movement cost of 0.67 can serve in battlegroups, but are considered to be size-class 3 units when doing so, e.g., a battlegroup could have three F6s, but not four F6s, and not three D5s and an F6. Lyran and Neo-Tholian heavy destroyers and heavy frigates are eligible to serve in battlegroups. Gorn Destroyer-Cruisers can serve in battlegroups as light/war cruisers, Gorn Destroyer-Battlecruisers are not eligible to serve in battlegroups. Neo-Tholian Medium Cruisers can serve in battlegroups, but see (E12.16) for limits on web castes in a Tholian force.”

(S8.331) Added to rule from *Module R12*: “For purposes of (S8.331) a Seltorian force in the Tholian Home Galaxy can include two Battlewagons if attacking a Tholian base. Such a force may also include a dreadnought and/or a BCH, or two BCHs. Rules may appear at a later date detailing the use of Battlewagons in attacks on Tholian Dyson Spheres.”

(S8.343) Added to rule from *Module R12*: “Space Patrol Ships are treated under this rule, i.e., as heavy ships that operate without escorts. Note, however, that under (S8.34) escorts can be assigned to fast patrol ship tenders.”

(S8.346) Add to this rule: “Light PFTs cannot be used without at least two PFs (the Federation ADW must have at least two F-111s). Interceptors can be substituted for PFs. A Romulan CH operating by itself is treated as a light PFT.”

(S8.361) Added to rule from *Module R12*: “For purposes of this rule, heavy war cruisers are not considered to be the same basic hull type as war cruisers or light cruisers and cannot be used to fill out war cruiser or light cruiser squadrons. Heavy destroyers are not considered to be the

same basic hull type as destroyers. Heavy frigates are not considered to be the same basic hull type as frigates.”

(S8.367) Added to rule from *Module R12*: “For purposes of this rule, heavy war cruisers can lead squadrons of light cruisers, or war cruisers, or destroyers, or war destroyers. Heavy destroyers can lead squadrons of destroyers or war destroyers. Heavy frigates can lead squadrons of frigates or police ships.”

SECTION (X0.0)

(X0.0) Add to end of introduction: “Any rule not explicitly changed below is unchanged from the original version in *Module X1*. Note specifically that phasers still have “double capacitors”.”

(XD18.19) This rule was deleted as overloaded phasers do not exist per (XE2.42).

(XE1.25) Misfire: This text was added to explain the deletion of the misfire rules: All rules pertaining to weapons misfires are deleted; all references to such rules are to be ignored. NOTE: Players found the misfire rules made the game a frustrating die-rolling contest where tactics and strategy were irrelevant, only avoiding a misfire die roll mattered, and there was nothing one could do to avoid it. In place of this penalty, fast-loaded heavy weapons are limited to a range of fifteen (even if held to a later turn), reflecting their instability.

(XE2.432) The sub-rule numbers under this rule were miss-numbered; (XE2.4323) should be (XE3.4322), and (XE2.4324) should be (EX3.4323).

(XE4.51) This rule was incorrectly numbered (XE4.53).

(XE7.22) The sentence “The turn of idleness required by (XE1.25) will break that cycle.” is deleted as rule (XE1.25) no longer applies.

(XFD3.8) Add “1.5” to the list of drone spaces the rack can handle as it can handle any mixture of drones including the type-VIII one and a half space drones.

(XFD10.1) Change “1.5” to “2”. Per (XFD2.11) two type-VII cost (2x2.75 =) 5.5 and type-VIII costs 3.5; (5.5-3.5) = 2. Change “the double-space type-VIII” to “the one and a half-space type-VIII”. This drone is a double payload spaced drone but is 1.5 spaces in size per (XFD2.1).

(XFD10.2) Change “The type-VIII drone frame is a 2-space drone frame (i.e., two rack spaces)” to “The type-VIII drone frame is a 1.5-space drone frame (i.e., 1.5 rack spaces)”. The drone takes 1.5 spaces per (XFD2.1).

(XFP1.251) Change “There is a possibility of a failed launch (XFP1.252), and the firing . . .” to “The firing . . .” since rule (XFP1.252) no longer exists.

(XFP8.0) Delete “Note that the misfire die rolls for fast-loaded torpedoes apply to plasma bolts as well as plasma torpedoes.” since the misfire rule has been removed from the rules per (XE1.25).

(XG2.2) Change “. . . overloaded or rapid-pulsed . . .” to “. . . rapid-pulsed . . .” since X-phasers can no longer be overloaded per (XE2.42).

(XG22.721) This rule is deleted as die rolls for fast loading no longer apply.

(XG24.1342) Change this rule to “Phasers firing in rapid-pulse mode at a maximum rate of one ph-3 shot per impulse will not blind sensors. Any other type of phaser (except a phaser-3) will blind a channel normally.” as X-Ships no longer overload phasers per (XE2.42).

(XH6.1) Delete “See (XE2.421).” as rule (XE2.421) no longer exists.

(XJ3.4) This rule is deleted as X-ships no longer get two free ECCM under (XD6.393).

(XJ4.0) Add to rule “The publication of *Module X1R* introduces more advanced technology ships that operate fighters, however only the Hydrans operated X-fighters.”

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(XJ8.531) Added rule: Drone-armed X-MRS shuttles include the same drone spaces as non-X-MRS shuttles. These can be exchanged for advanced technology drones as part of the Commander's Options and are otherwise slow drones unless upgraded to faster speeds. For plasma-D-armed X-MRS shuttles these spaces constitute fourteen plasma-Ds and twelve plasma-K torpedoes.

(XS8.48) Added to rule: Advanced technology scouts based on light cruiser/war cruiser hulls can take the "free scout slot", but this is under the same restriction as the Federation GSX, i.e., they count against the allowed total of three light cruiser hulls in the advanced technology battle force. Note that as light cruisers can substitute for heavy cruisers in such a battle force under (XS8.48), a force consisting of (for example) two heavy cruisers, three light cruisers, and one light scout cruiser is legal. Advanced technology carriers, scout carriers, and PF tenders also operate under these restrictions, e.g., a Hydran Cavilier-X counts against the number of heavy cruiser hulls, and a Hydran Vagabond-X would count against the number of light cruiser hulls. For purposes of this rule, advanced technology heavy war destroyers count as a light cruiser, not as size class 4 units.

SECTION (Y0.0)

(YD15.87) A modified version of the Ground Combat Summary for the Early Years was included. Also included was the following text: "JINDARIAN EXCEPTION: The Jindarians do not use Early Years or sublight shuttles, they use normal, but not advanced (J17.0) shuttles." The double dagger (§) symbol explanation was modified to read: "Might be also be fitted with cluster bombs (E20.36)." Added rule: SHUTTLE GROUND COMBAT VALUES: Sublight and early shuttles are unarmed and have an offensive potential of zero unless noted as having a "ground attack" function on the Master Fighter Chart Annex #4. Early and sublight versions of the GAS have an offensive potential of two. Early and sublight versions of the GBS have an offensive potential of four. Early and sublight versions of the HAS have no change to their offensive potential (four). Romulan G-L fighters have an offensive potential of one and take two "casualty points" to destroy, G-0 fighters have no offensive potential, but still require two casualty points to destroy. The casualty points needed to destroy other early shuttles are as found in (D15.36).

(YE21.0) ION CANNON: This weapon is not currently available during the Early Years, but an Early Years variant might appear in a later product.

(YE22.0) ION PULSE CANNON: This weapon is not available during the Early Years.

(YE24.343) Add to rule: Heel nippers fired at units inside an atmosphere only damage their engines under (YE24.31-1). Such units are not forced to turn, nor do they lose their next scheduled impulse of movement through the atmosphere. In short, a shot from a heel nipper cannot cause a unit in atmosphere to crash into a planet (except through destruction of the last power box enabling powered flight), or exit the atmosphere.

(YFD2.30) This rule is deleted as it was supposed to be numbered (YFD20.30) and added to the Death Bolt Rules. The text of this rule was already added to (YFD20.30) as follows: "A successful lab attempt (YG4.231) reveals targeting information, and this includes whether a death bolt is on a leading, following, or normal setting."

(YFD3.0) in *Module Y2* was added to (YFD3.0) from *Module Y1*.

(YFD5.0) in *Module Y2* was renumbered (YFD5.1).

(YFD17.0) STONEFISH DRONES: Available Y168.

(YFD18.11) Add to rule: The missiles must be launched facing either in direction two or three from a rack with an right-side arc (or five or six from a rack with a left-side arc), and once launched the launcher has a tracking arc of 180°. It is possible to launch a missile at a target that is directly ahead (or behind) a Gorn ship. Such a missile must have the target in its FA arc when launched. Its first move must be directly forward [as with any other launched unit (F2.123)], which may result in the target being outside of its tracking arc (the move directly forward on launch is an override), it can then (and indeed must) on subsequent impulses turn to put the target in its FA arc as any other seeking weapon (F2.22).

(YFD20.15) Added to rule: The destruction of a death bolt rack with one or more death bolts loaded on it will initiate a chain reaction using the procedures of (D12.3). An empty death bolt rack or an otherwise empty rack in the process of having a death bolt loaded on it will not cause a chain reaction, nor will it be destroyed by an exploding armed shuttle except by the random internal such a shuttle may generate (D12.11).

(YFD20.20) Add to rule: "A ship armed with death bolts may have one death bolt prepared for launch at Weapons Status-II, and two death bolts prepared for launch at Weapons Status-III. Each death bolt prepared for launch when a scenario begins counts against the maximum number of special shuttles the ship may have prepared (S4.1)."

(YFD20.30) Add to end of rule: A successful lab attempt reveals targeting information, and this includes whether a death bolt is on a leading, following, or normal setting.

(YFD21.0) TYPE-H DRONES: Available Y165.

(YFP8.0) Add to rule: Units that can only use bolts do not have PPTs; the PPTs are received with the ability to launch seeking plasma.

(YFP8.1) This rule was incorrectly shown as (YFP8.2) in the original printing of the *Master Rulebook*.

(YFP11.0) PLASMA SABOT: Not invented until Y180.

(YFP12.0) ECM PLASMA: Not invented until Y168.

(YFP13.0) DOGFIGHT PLASMA-K: Not invented until Y165.

(YFP14.0) PLASMA CARRONADE: Not invented until Y165.

(YFQ1.14) Add to rule: "Quantum wave torpedoes can be launched facing anywhere in the 120° arc of the weapon, i.e., a launcher with an FA arc can place the launched weapon facing either directly ahead (#1 shield) or facing the #2 or #6 shields of the launching unit."

(YFQ1.42) Add to rule: QWTs are affected by MCIDS as plasma torpedoes are (E6.5), e.g., a die roll of 5 or 6 will leave the primary warhead intact, any roll less than 5 will destroy the QWT completely. This does effectively mean that QWTs launched outside of range one are unlikely to score damage unless launched in overwhelming numbers.

(YG5.11) Add to rule: Survey ships in the early years had probe launchers with double-sized magazines, i.e., the probe launchers on ships designated as survey ships will have six probes.

(YG12.0) Add to rule: If the boom section of a Klingon ship which includes armor (C3, D3, F3) separates, any armor remains with the rear hull.

(YG12.11) Add to rule: A C3 boom also requires 10 boxes and has the same firing arc changes as the C9. The boom section of a C3 can raise shields of eight boxes in all directions under (G12.331). The boom section of a C4 can raise shields of twelve boxes in all directions under (G12.331). If the center warp engine is dropped, a C4 or C3 boom uses (G12.332).

(YG12.12) Now reads: The D4, D3, and T4 booms, and variants of those ships, need six boxes (FX phasers become 360°). The shields of D4J and D3J booms are the same as for

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non-penal booms, i.e., five boxes. The F4 boom cannot separate.

(YG12.13) Added rule: An F4J or F3J boom requires three boxes. The shields of F4J and F3J booms are the same as for non-penal booms, i.e., 5 boxes.

(YG12.14) Added rule: A B4 requires sixteen operable boxes to separate its boom. A warp-powered B4 boom will have shields of strength sixteen in all directions under (G12.331).

(YG12.21) Rule now reads: "The YDN or YBB saucer needs ten boxes and has the same firing arc changes as the DN saucer. The shields of a warp powered Federation YDN or YBB saucer will be twelve boxes in all directions."

(YG12.22) Now reads: "The YCA saucer and variants thereof need seven boxes. LF+L becomes LS; RF+R becomes RS."

(YG13.35) Typo, should read: "Seeking weapons are not affected by (YG13.37)."

(YG32.0) PRIME TEAMS: Not available prior to Y125 at this time.

(YG33.0) HDW OPTIONAL SYSTEMS: Not available prior to Y163 at this time.

(YG34.0) DROGUES: Not available prior to Y178.

(YG35.0) ANDRO SMALL SUPPORT UNITS: No Andros.

(YG36.0) ION PULSE GENERATORS: This system is not currently available during the Early Years, but an Early Years variant might appear in a later product.

(YG37.0) ION STORM GENERATORS: This system is not available prior to Y178.

(YJ0.0) Rule now reads: These entered use in Y70 for all empires, except the Romulans and the Inter-Stellar Concordium, along with Ground Attack Shuttles. Prior to that year, all empires except the Inter-Stellar Concordium used sublight shuttles (R4.F0). The Romulans use sublight shuttles until Y160, the Inter-Stellar Concordium used early shuttles beginning in Y30. Shuttles are limited to a speed of four hexes per turn until Y125. There is no adjustment to the BPVs of non-Romulan ships for changing Admin-Y shuttles to Admin-P shuttles. Gorn Early ships do not adjust their BPV for the addition of GAS shuttles.

(YJ2.221) Added rule: Seeking control systems used by early suicide shuttles were not as robust as those on later shuttles. Suicide shuttles based on early years shuttles (Admin-Y, RSh-Y, etc.) roll a single die for each point of damage applied against them. If any of these die rolls is a "six", the shuttle goes inert. Note that sublight shuttles cannot be used as suicide shuttles (R4.F0).

SECTION (Z0.0)

Only added the new design credits.