

F&E Master Errata File.

Contains Errata for F&E2K, Fighter Ops, Combined Ops, Advanced Ops, and Planetary Ops, as previously published in Captain's Logs #21 through #32.

Does not include SIT errata since all SITs are now updated online.

This file updated on 5/14/06 by Nick Blank.

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(103.22) Should refer to (502.92) not (502.652).

(104.2) Hydrans and Tholians no longer share fleet charts.

(105.0) The Non-Phasing player can also perform carrier retrogrades in Step 6.

(105.0) 3A4: Reference to (317.773) should be (318.731).

(105.0) 5-3F: If the Tholians turn down the approach battle, the combat round is treated as a null round with no casualties; either side may retreat after such a round. In Step 5-8C, this is done if the roll is NOT successful as 5-8D covers a successful role.

(105.0) 5-4C2: Reference to (305.211) should be (305.21).

(105.0) 5-4D: Reference to (305.211) should be (305.21).

(105.0) 5-7C: Reference to (307.73) should be (302.73).

(105.0) 5-8F: Reference to (307.73) should be (302.73).

(105.0) 9B: Reference to (314.144B) should be (316.144B).

(105.0) Orion Step 9: Reference to (503.34) should be (504.34).

(105.0) Orion Step 9: Reference to (529.265) should be (529.25).

(203.5) This rule requires leaving ships behind equal to the enemy, so a single non-fast ship can pin a single fast ship because the fast ship cannot leave half of itself behind in the hex.

(203.731) A reserve fleet can be used to open a supply path to allow a force which is "in supply for purposes of combat" but which "lacks a valid supply path" and would be under the penalties of (309.3), (410.22), (439.13), or (521.81).

(203.742) Consider this rule to refer to "units" instead of "ships."

(203.8) Should refer to (504.2) not (504.1).

(204.22) The moving units can never enter a hex containing enemy units or which is adjacent to a hex containing enemy units (not merely ships) except as provided below.

(204.221) The Outer Reaction Zone of units with a two-hex Reaction Zone does not block Strategic Movement.

(204.222) Units can leave (i.e., begin their Strategic Movement in) a hex adjacent to enemy units by Strategic Movement if they meet all other conditions.

(204.223) Units using Strategic Movement can enter a hex containing a Strategic Movement Node even if enemy units are adjacent to that node, so long as:
a-The hex which the moving units entered the node hex from is a hex legal for Strategic Movement and
b-The number of friendly ships in the node hex exceeds the total number of enemy ships in all adjacent hexes.

(302.133) Cloaks: If the chosen flagship successfully uses a cloaked evasion (306.1), a new flagship is chosen from those eligible units which failed to evade.

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(302.212) MULTIPLE BASES: It would theoretically be possible for several "bases" to be in the same hex, and these might be at the same location or at different locations (creating what amounts to a multi-system hex). Of course, many capital hexes have multiple systems, each with multiple planets, and more than one base (each with a different planet).

(302.2121) Bases in a hex are recorded at the time they are first built as being with a planet (or a previously-built base) or at a separate location. Upgrading a base does not change its location. Note that the definition of "location" provides that all of the fixed defenses at a location are part of the battle (possibly under the special rules below).

A: In the case of multiple bases at a planet or colony, one base (usually the one provided in the game set up, if any) is designated as being "adjacent to" the planet (302.2123D) and the others are assumed to be "located near" the planet (130,000 km or more away from it). All of these bases are in the same "location" although the rules below will limit all but one base to half of their combat strength, and only if the base "adjacent to" the planet is the primary focus of the battle can the PDUs be damaged (by voluntary or directed damage). If this base is lost, then no base is "adjacent to the planet" until a new one is built there.

(302.2122) Convoys, FRDs, and tugs serving as supply points (collectively known as "sheltered units") are designated as to their location (whether they are co-located with

other "bases") at the start of each round. They can only be damaged if that base is the "focus" of the attack. See (511.5) to resolve this. They cannot be sheltered by the "excluded" base (302.2123A).

(302.2123) In the event that two or more bases of any type or types (system bases, mobile bases, operational bases, base stations, battle stations, starbases, or star fortresses) are at the same "location," none of them count against the command limits. The attacker may use the standard combat system or he may (each Combat Round) elect to use the special rules below.

A. The Defender may, but does not have to, designate one base as "excluded." This cannot be the base with the planet. This "excluded base" cannot then use any of its combat, EW, fighter, or PF factors in the battle. The Defender may, after any combat round, drop this exclusion, but he cannot change it to another base. Once all other bases in the location are destroyed, these rules will not apply and the excluded base will then be in the battle.

B. The attacker selects (at the start of each combat round) any base other than the "excluded base" as the "focus of attack."

B1. The base designated as the "focus of attack" is the only base: able to use its full combat power (adjusted for electronic warfare), able to use an SFG, that can be attacked by any means (directed damage, voluntary damage, Marines, or a special attack force), that can be the flagship of the defending fleet, or that can use X-ship counter-attrition damage (523.32).

B2. Other bases (which are 130,000 kilometers away due to positional stabilizer interactions) contribute half of their combat power. The owner selects the EW and Attack ratings and reduces them by 50%. After all are totalled, any last half-factor is ignored.

C. All fighters and PFs from all bases (except for one selected by the owner which are included beyond the limit) count at their full value against the three-squadron attrition limit (302.332) although additional squadrons can be counted as "independent" squadrons (302.35) against the command limit (in excess of the attrition limit). In some cases, a base or bases may be required to keep their fighters or PFs out of the battle in order to respect the limit. Bases in the location can transfer fighters and PFs between each other under the normal rules between rounds.

D. PDUs are not considered bases for this rule. All PDUs may use their fighters and/or PFs in excess of other limits. The PDUs can only use their attack factors if the focus of the attack is the base located "adjacent to" the planet (302.2121A). The PDUs can only be attacked or given up as voluntary damage if the focus of the attack is that base. Colonies and colony bases are considered PDUs for this purpose only.

SPECIAL SEQUENCE:

1. Defender designates the excluded (302.2123A) base (not changeable, but droppable on any round) and the location of "sheltered (302.2122) units" (changeable every round).
2. Attacker selects one defending base as the "focus of his attack" (302.2123B). This selection can be changed each round.
3. Both select battle forces, and combat is conducted normally. "Other bases" are treated under the restrictions above.

Notes: F&E does not distinguish between bases on planets and bases in orbit around a planet. Two bases in the same hex would count as only one base for purposes of victory conditions. There is no special exception to this rule for capitals.--Steve Cole.

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(302.733) In the case of multiple or chain retreats, any hex abandoned during a previous combat round in the same chain of events cannot be considered a supply point for subsequent retreats. For example, a Hydran force on 0617 which retreats to 0718 cannot thereafter retreat back into 0617 as part of the same "battle".

(302.742) This includes Monitors. All escorts can stay with their charges, but each escort added to the slow retreat force allows the pursuer to add a ship (up to command limits).

(302.775) In the event that a "fighting retreat" enters a hex with a base (or a non-base unit which is treated as a base for combat purposes) special cases apply as follows:

A: If the hex contains a friendly base (e.g., SB, BATS, BS, MB, LTF) or planet, the conditions and penalties of a fighting retreat do not apply after the first approach battle. The retreating units are merged with the friendly units at the base/planet and conduct future rounds of combat normally (i.e., a fighting retreat just turned into a normal retreat).

B: If the hex contains a friendly "base-like unit" (e.g., FRD, Convoy, Tug acting as a supply point, Tug setting up mobile base) AND (after the retreat) the total friendly forces in the hex (not including those conducting the fighting retreat) have more ships than the total enemy forces, the conditions and penalties of a fighting retreat do not apply. The retreating units are merged with the friendly units at the base/planet and conduct future rounds of combat normally (i.e., a fighting retreat just turned into a normal battle at a base).

C: If the hex contains a friendly "base-like unit" (e.g., FRD, Convoy, Tug acting as a supply point) AND (after the retreat) the total friendly forces in the hex have fewer ships than the total enemy forces, the conditions of "fighting retreat" apply and the ships would have to fight one round [an approach battle, technically] under the penalty of (302.77) and then continue retreating as required by (302.771). This could involve a separate slow-unit retreat (302.742) by any units of that type. [Note that units are never forced to

use a "fighting retreat" and could retreat somewhere else, but that the tactical situation would probably make the choice irrelevant.]

D: If the hex contains an enemy base or "base-like unit", the conditions of "fighting retreat" apply and ALL of the ships would have to fight one round [an approach battle, which the base-defending player might decline] under the penalty of (302.77) and then continue retreating (effectively abandoning the planned attack on the base). This could involve a separate slow-unit retreat (302.742) by any units of that type. [Note that units conducting a normal retreat would not disrupt the attack on the enemy base. It may be possible in some situations provided in the rules to enter the hex by either a fighting or normal retreat.

(303.5) Kzinti CLs should be listed under the CWL rule.

(303.5) Hydran Lancer and Knight destroyers and war destroyers can use this rule, and any combination of three DDs and/or DWs is a valid squadron.

(304.4) Variability against non-moble defenses: This includes both slow-retreat units and non-retreating bases. WE apologize that it was not reworded when "slow-retreat units" were created in the 2K revision.

(305.12) The procedure beginning "Select one..." is used for both this rule and (305.11).

(305.26) This rule was misnumbered (302.26), it should be (305.26).

(305.26) The reference to (302.21) should be to (305.21).

(305.47) Uses of captured ships. These are some additional notes, rules, and restrictions in response to player questions:

Captured Lyran twin-hull ships cannot be converted into trimarans by the capturing power (e.g., no CL to BC conversions).

Captured Gorn "single bubble" ships cannot be converted into "double bubble" ships (e.g., no DD to BDD conversions).

Captured Romulan SPs cannot be converted into heavy hawks.

No captured ship can be converted into a survey ship.

(308.131) This rule allows you to retrograde carrier groups during the enemy player turn, and allows you to repair a carrier group damaged in a previous turn. It does not provide an exception to (206.33) which prohibits retrograding a carrier group that was not in combat on the previous combat phase, so you cannot use this rule to keep retrograding a crippled carrier group twice a turn all the way across the Federation.

(308.132A) If borrowing a ship from the next turn's production, you must pay a penalty of one EP for "accelerated" completion of a previously scheduled unit. No penalty for mothball ships.

(308.132B) If converting an existing ship, the conversion counts against the next turn's conversion capacity for the owning race. Each starbase can make one three-point conversion, and each escort conversion would take one of these points (so three escort conversions would use the entire capacity of one starbase). Any unused capacity would be available for normal use on the next turn. The capital starbase is assumed, for purposes of this rule only, to be capable of making five-points of conversions, so any escort conversions would reduce its maximum. Example: The Kzintis need to convert five assorted standard warships into escorts to replace losses. They use the starbase in 1704 to convert three of these, and use two points from the capital starbase to make two more conversions, leaving it able to make a single three point conversion on the next turn.

(308.2) No battle force in a pursuit battle can use more than seven minus points. If there are more than seven minus points from previous battles in that hex, they are ignored. Exception: In a retreat from a battle in a capital hex, the maximum is 14 points, with no more than seven from any one system.

(308.47) Should refer to (308.43) not (203.54).

(308.85) This self-repair ability is not available to BATS or BS.

(308.86) Voluntary SIDS on a BATS resolve 4 points, not 4.5.

(308.87) This replaces (521.82). Note that (521.82) was removed in Combined Ops.

(309.3) The drone bombardment ship must have a valid supply path during its combat in order to conduct drone bombardment.

(312.218) This rule incorrectly says that an SAF can be placed in stasis. Rule (520.41) is correct in stating it cannot.

(312.233) "Another attempt" should be "a previous attempt."

(312.283) Delete irrelevant reference to (312.22).

(312.44) Reference to (313.231) should be (313.21).

(313.21) While a die roll shift cannot produce a die roll of less than one, that can be used to reduce the intensity rating (308.6).

(314.21) If the capital (when it falls) does not have a supply path to the new capital (ignoring enemy ships in the old capital hex or surrounding hexes), the raiding pool

cannot be transferred and all ships from it are immediately placed on the map in the capital hex and retreat with the remainder of the fleet.

(314.246) The non-raiding player may excuse any (or all) of his units from rolling to detect the cloaked ship. A cloaked raider may not use (314.28).

(314.248) The *Raiding* ship is always in supply. The defending ship is in supply if it was in supply before the Raid Phase.

(314.251) Because some ships can be "with the base", these ships could not participate in a reaction battle against a raider, but would be with the base if a successful raider proceeded to do an alternative attack on the base (which might be an FRD).

(314.253) If the raider attacks a PDU, it must first fight a round of normal combat against all bases, PDUs and monitors assigned to the planet. Then, if it survives, (314.28) will allow the raider to attack a single PDU. There are no approach battles during raids. A result of crippled or retreat would destroy the battalion.

(314.253) "Residual Defense Unit" should be "Residual Defense Factor"

(314.254) This rule requires some further elaboration.

As you can designate that a fixed unit (e.g., a base) is or is not in the same location (system) as another fixed unit, it is entirely possible that not all of these units might be in the same location. If, for whatever reason, you set up two bases at different locations (or a base in a different location from a planet), each of the items listed in this rule would have to be designated as being at one or the other location.

A tug or LTT setting up or upgrading a base or PDU would of course be located with that base or PDU and subject to the defense provisions of this rule. If you had captured Kzinti planet 1202 and had put four PDUs on it, then a tug setting up a mobile base in the same system as that planet could not be attacked by a raider who had not first battled all of those PDUs. Note, however, that two tugs setting up mobile bases (or doing something else) in this hex would not defend each other. Let's say that in 1202 you have four Klingon PDUs, a Klingon BATS being upgraded by a Tug, and a Lyran tug setting up an MB. To attack either tug means first fighting the BATS and the PDUs, but not the second tug. Similarly, a tug performing any mission in the hex is not part of the "fixed defenses" protecting anything else there.

A tug acting as a supply point is also covered by this rule since it could be designated as being co-located with a planet or base (if no declaration is made, this is in fact assumed to be true). While one might think that a tug serving as a supply point would never be located with a base or planet which is itself a supply point, this could easily happen when it is an allied tug.

Special Attack Forces are considered convoys in some respects, including this one.

Monitors are by definition of their own rules "with" the planet, and hence are protected by all of the bases and PDUs associated with that planet's location.

A warship in the hex is not protected by the bases or PDUs unless crippled since it is assumed to be on patrol.

(314.28) Note that any alternative attack *must* use the Single Combat Table, not the regular combat system, unless it qualifies for the exceptions in (318.7).

(315.26) LNH is sometimes misspelled LHN.

(315.5) : Reference to (312.61) should be (312.261).

(316.229) If an Admiral is removed from an inactive fleet then an admiral produced under the normal rules (316.32) could be sent to that fleet without actually needing a ship.

(317.4) The fourth PGS is not "inactive" so it cannot come onto the board if the Hydran capital is devastated.

(318.3) The Federation can start building subsequent battleships under the regular rules two years after this event is triggered.

(318.36) If a capital is abandoned (511.61) it counts as captured for purposes of (318.3) four turns later.

(318.74) : Reference to (317.71) should be to (318.71). Reference to (317.72) should be to (318.72)

(318.8) Hydran tugs or LTTs with CV pods: fighters from the pod are a squadron and the fighters on the ship are casual fighters.

(319.12) Swarms cannot launch offensive fighter strikes.

(320.314) Should say that the entering ship "engages" rather than "pins" the raiders.

(320.351) This rule is incorrect, in that these same three groups are used to intercept all of the multiple raids into the hex, and if a group intercepts a raid, it is an "empty group" when rolling for the next raid under (302.352).

(321.12) You can indeed purchase a Marine General (one is allowed per year) even if the first turn of war is a Fall turn.

(410.22) Only if the unit lacks a valid supply path at the start of a player turn and lacks a valid supply path during its combat on that player turn is it penalized under (410.3).

(410.3) SFGs retain their special ability when out of supply.

(411.71) Ships could be designated as an Expeditionary fleet without a valid supply path, although there is no benefit to doing so. You would have to pay the cost but the ships still wouldn't be in supply until a supply path was connected.

(420.2) Should refer to (413.42) not (410.34).

(420.432) Reference to (410.41) should be (413.41).

(424.2) mentions what to do if a Depot holding box is full, but a holding box can never be full. We had (during on draft) put a limit on holding boxes but later removed it and missed one reference to that removed limit.

(431.1) Shipyard: The capital hex is the shipyard hex. (It is curious that this common term was never defined). For the Romulans this is 4613, for the Gorns this is 4402.

(431.5) Starbases can produce PFs and an FF at the same time.

(431.8) Substitutions: Lyrans can freely substitute the catamaran version of a scheduled trimaran, e.g., CA for DN, CL for BC, DD for CW, FF for DW. Why they would want to is not clear.

(432.12) DN costs vary; pay the cost on the SIT not 16.

(432.42) Should refer to (600.2) for PF deployment.

(432.5) Should refer to (502.96) for F-15s.

(433.3) Reference should be to (431.37) not (431.36).

(433.31) Lyrans cannot get maulers until Y170. Feds cannot build NAC earlier than its service date.

(439.13) Salvage is not collected for ships which at the instant of their loss have no valid supply path, or are adopted or homeless.

(439.16) The reference to (314.35) should be to (314.25).

(440.6) The Gorn CVD, Lyran DCS, and Lyran NDS are all counted as heavy carriers.

(440.7) We considered several ways to restrict the production of the Lyran CVM and finally just gave it a higher cost. The SIT refers vaguely to a production restriction, and that is it. The Federation DVL is escorted as a medium carrier. The first Federation CVF is built in addition to the normal production schedule and limits, costing 11 EPs plus the fighters.

(441.341) Federation PDUs do not use F111s but standard fighters, so all references to F111s and their cost should be ignored. Rule (527.14) is correct.

(441.413) The Federation pays 2.25 EPs for the module (not zero) under option (527.16) to pay for the first load of F111s.

(441.432) Should refer to a published SB counter having 12 fighter factors, not 24.

(441.443) This rule is incorrectly numbered (411.443).

(442.31) Also available to carry EPs are the Romulan DemonHawk when using SPH (10 EPs) or SKH (2 EPs) modules and the Hydran LNH using Mission T (5 EPs).

(442.321) is misnumbered as (441.321).

(442.54) Lyran ships sent to the LDR for repairs are exempt from internment. Repaired ships must leave the LDR on the turn they are repaired. No more ships can be sent than can be repaired on the next turn; payment is made when the ships are sent. If the Hydrans return to the map, ships in LDR space can complete their repairs and leave normally (otherwise they would be interned) but no others can be sent there while this condition persists.

(442.64) In a free campaign, no race begins receiving free fighter factors until it is scheduled to produce its first regular carrier. Generic carriers, such as auxiliaries and monitor pods, do not become available until that date and do not change the date.

(442.91) : Reference to (517.1) should be (317.1).

(442.93) Should say one SAF per year in either turn.

(443.0) This rule number is used for both Commercial Convoys in Combined Operations and for Fighter Storage in Fighter Operations. We were in such a hurry to get the fighter storage rule into the product that nobody checked the rule number. Fighter storage should be (445.0).

(443.11) (445.11) The (xxx.xx) should be (441.4). When SVC writes a new rule he does all of the cross references like that and lets the staff hunt them down. This saves him time. We missed a couple of these for what seems to be the first time. Base Stations can have depots; see (444.11).

(443.21) (445.21) These fighters can be provided to any carrier "within supply" which (assuming no pesky enemy ships are in the way) could be six hexes away.

(443.24) As (515.43) only allows two escorts, only two escorts could reduce the loss to a raider.

(443.51) The destination starbase must be in the original territory of the receiving race. A starbase in captured territory does not count, but one in annexed territory would count. A Klingon starbase on one of the Klingon colonies in Tholian space would not count.

(444.33) It has been decided to allow X-Base Stations. Such a unit is 16(6)scout/8(3)scout. Conversion costs are on the Master SITS on-line. The unit requires four SIDS steps to cripple and it requires two SIDS steps to destroy a crippled BSX. The EW ratings are:

EWf	1	2	3
ATTACK:	16	9	3
ATTACK (Drone):	16	9	6
ATTACK (Crippled):	8	3	NA
ATTACK (Crip-Drn):	8	5	NA

(446.4) The reference to (508.3) should be to (508.2).

(447.3) Debts are repaid in step 5 of this sequence. So if you borrow money at the start of Turn #6 and have income later on Turn #6 you still have to pay interest on what you borrowed at the start of Turn #7. Otherwise, the miscellaneous income just becomes a weasel rule to avoid paying interest.

(448.21) Annexed neutral zone hexes produce double income (0.4 EPs per turn). If an enemy ship enters an annexed Neutral Zone hex, it reverts to a normal NZ hex and can be captured normally.

(449.2) This rule forms an exception to (601.161). While the ship is technically leaving Klingon space, it is also technically no longer Klingon. Specific rules always overrule general rules, so the specific (449.2) [you can sell it!] overrules the more general (601.161) [you can't leave!]. Had we known that (449.2) was going to happen before we printed (601.161) it would have included a reference to (449.2). We'll add one in the Warbook.

(450.12) There is nothing in this rule to stop a Conversion Facility from making a double conversion, nor is there anything stopping you from using (450.4) to produce a Lyran DD in a Lyran CW shipyard.

(450.4) You can substitute a D7V or D6V for a C8V.

(502.65) Fed PFT service date is Y181 not Y171.

(502.91) Fed F111s: The Federation has to pay 10 EPs on each of the three turns that bases get extra fighters to reflect that other races are paying for their PFs. This reflects rule (527.14) in Advanced Operations which has the same cost.

(503.34) Tholians go neutral except in the case of (602.48).

(508.16) Residual Defense Factors are not units in any sense. They do not block retreat or pursuit. You cannot re-devastate them over and over to rack up points. Any mention of Residual Defense Unit should be read as Residual Defense Factor.

(508.21) The 10 points of damage for devastation can not be taken voluntarily by an already devastated planet to "reset the recovery clock" and soak up extra damage.

(508.23) As every planet must have a garrison ship of the conquering race, if the Klingons asked the Lyrans to garrison some of the planets in the captured Kzinti capital, it is defacto handing over those planets to the Lyrans.

(509.1) Tug Mission U. Haul Drone Bombardment points. Each tug can carry 24 factors of DB ammunition (pay for these when the tug mission is declared); LTTs can carry 12 factors. This allows DB ships to conduct bombardment without a supply path.

(509.5) The Hydran supply tug can be considered a source of supply for ships retreating in the same force.

(511.223) If the old Klingon colonies are reactivated, they could be devastated or captured by any race except the Tholians (which, if it "captured" them, would restore them to the previous "non-existent" condition).

(511.321) Costs are not doubled on 3rd or 4th turn.

(511.51-Step 1) You divide up the plus and minus points between the systems of the capital hex at the end of this step and before Step 2.

(511.53) If all bases and PDUs in the hex have been destroyed and all planets have been devastated, all "static ships" are transferred to the "mobile" fleet element.

(511.53) Auxiliary ships (aux carriers, troopships, aux scouts, etc.) are also split 50/50 between the mobile and static elements.

(515.14) A carrier that retreats into another battle hex during the same Combat Phase cannot get new escorts under the "once per battle hex" provision.

(515.42) Carriers which do not normally have escorts (757.6) can be used to form carrier groups. If so, they are assigned a number of escorts based on their category (heavy, medium, light/escort) as defined in (515.2). If they are assigned escorts, they must be treated as a group, but if all escorts are lost or reassigned, they can again be treated as non-group carriers starting with the carrier group organization step of the next Pursuit Step. Other carriers are treated as groups even if all escorts are lost. Hydran hybrid non-true carriers cannot be assigned escorts unless they qualify under (515.43). Auxiliary carriers can be, but do not have to be, assigned escorts (515.123).

(515.53) ESCORTS: Escorts can be produced in several ways, even without producing a carrier. [This rule got badly garbled when we tried to include the CL#25 ruling. The following text is the new complete version which replaces all previous versions.]

(515.531) If a carrier group is scheduled for production and you do not want the carrier but do want the escorts, replace the carrier (and possibly some of the escorts) with equivalent standard warships (757.1) and pay the assigned cost for each ship.

(515.532) If a carrier group is an allowed substitution, you can substitute escorts for some or all of the specified (757.1) equivalent ships and simply not bother to substitute a carrier for the corresponding hull. (In this case, you would build the originally-scheduled standard warship.) Escorts produced as substitutes for standard warships do not count against limits on conversions by starbases. The cost of an escort is defined by the SIT.

(515.533) In addition to (515.532), any race may substitute equivalent carrier escorts for up to three ships on the production schedule or produced as overbuilds in addition to specified carrier group production.

(515.534) Escorts can also be produced by conversion at any star-base from the equivalent warship hull for one point, up to the limit of the conversion capacity. (A very few escorts have fighters, and the cost of the fighters must also be paid at the appropriate rate.) Conversion costs are listed on the SIT.

(515.535) As provided in (308.132) Carrier Escort Damage System, escorts can be produced at the end of the turn to fill carrier groups. As per (308.132B) in CL#25, these do count against the conversion capacity of the starbases used for the conversions. See the penalties in (515.54). [With these rules, (308.132B) is the only means by which a starbase may do multiple conversions in a given turn, each using some of its capacity. New rules in Planetary Operations (450.5) make this a general rule.]

(517.21) Add to pods list: N (troop), P (PF replacement), Q (space control), R (VHP), S (scout).

(518.22) BCV and BCS can have one SWAC. Base Stations cannot use SWACs.

(518.35) This rule contains an obsolete reference to SWACS having no effect on fighter limits, but the new mission in (518.46) allows them to do so. This was one of the many sloppily-edited changes made in a flurry of last second euphoria as everyone was happy about the product going to press and determined to shoehorn his favorite rules change into it.

(518.37) SWACs cannot produce a shift in small scale combat or single combat.

(519.12) Reference (763.0) should be (701.0).

(520.1) Reference (763.0) should be (701.0).

(520.22) SAF initial movement is at no cost, but subsequent movement counts as three ships.

(520.61) Reference (508.122) should be to (508.123).

(521.35) Reference (321.393) should be (521.393).

(521.394) The third sentence should say "...at the end of the combat phase..." rather than "...combat round...".

(521.43) Reference (512.34) should be (521.34).

(521.81) A battle force cannot buy extra G factors without a valid supply path during its combat.

(523.125) Captured and devastated planets produce XTPs based on their current rates (not affected by exhaustion but still affected by all other conditions).

(523.134) Applies only to Gorn, Romulan, and ISC non-X BSs.

(523.352) : Reference to (315.34) should be (515.34).

(523.353) X-ships conducting drone bombardment pay EPs.

(524.23) As PFs cannot transfer from a CPF (524.231) delete the words "or go to" in this rule.

(524.41) : Reference to (502.231) should be (524.231).

(525.318) The Hydran player may select a PGS, PGC, PFT, PGF, PGG, or PGV (subject to year of availability) as his free Pegasus. The free Pegasus-hull ships built by the Guilds include their fighters at no cost to the Hydran player. Up to 4 PGVs taken under this rule have free fighters, further free PGVs must have their fighters paid for normally (with EPs or free fighter factors). The free Pegasus ships do not count against any of the production limits (scouts, carriers, PFTs, etc.). See (709.1B)

(525.326) You can combine a CA and a DND and three EPs to get a DN. This is listed under the Order of Battle production notes but some have missed it.

(525.64) Since this rule says a DemonHawk with SPH modules uses the SPH rules, it would not count as a full tug and could not move an FRD.

(526.258) : Reference to (562.261) should be (526.261).

(526.264) : Reference to (523.453) should be (523.452).

(526.47) This free production is outside of the normal PFT production limits.

(527.14) The double fighters cost double as per (502.91).

(528.41) Penal PF sacrifice missions (similar to (318.723), or 1/3 of 10) absorb 3 damage points leaving 7 which could be targeted as directed damage.

(528.434) A Penal ship could honor duel with a single ship-equivalent of PFs or fighters. It could select a partial flotilla or squadron. It could not pick a single fighter or PF out of such a squadron or flotilla.

(529.14) : Reference to (529.34) should be (529.24).

(530.221) : Fed reference to (529.0) should be (527.0).

(530.221) The Hydran LE and MKH also have heavy fighters.

(530.221) Romulan SPBH proper designation is SPV.

(530.225) The Klingon and Kzinti VHPs are standard pods the same size as cargo pods. They are not under VAP restrictions.

(531.121) For reference, the number of police ships on the TU countersheet (and maximum in play) are: Fed 5(25), Klingon 5(25), Romulan 4(20), Kzinti 4(20), Gorn 4(20), Tholian 0, Orion 0, Hydran 3(15), Lyran 4(20).

(531.212) A police ship can enter space containing enemy units during the retreat process.

(532.121) This rule is confusing in its reference to (526.36). It means that FCRs can carry heavy fighters but not F111s.

(532.22) The Federation HDW with A20s is variously referred to as the HDWH and HDWA.

(532.224) Reference to (532.222) should be to (530.222).

(533.41) The Orions can build four PDUs on Vegas, not six. This matches the limit in (533.43).

(534.244) The rescued ship is moved to the nearest supply point in the rescuing supply grid, same as (535.245).

(537.112) In effect, the -1 modifier is always active, and has to be countered by one of the additive modifiers in (537.113).

(537.13) The Residual Defense Unit is more properly Residual Defense Factor as it is not a "unit" in the way the rules use the term.

(600.32) If a modular ship is converted, the modules remain with the unreleased fleet until the fleet is released.

(601.12) The Marquis area remains an "unreleased fleet" until the Federation enters the war or until the Coalition invades this area, so bases there cannot be upgraded or built. Hex 1805 is part of the Duke's fleet, so while the BATS can be upgraded, a Coalition attack on it will not activate the Federation.

(602.49) The host race does not have to pay for the repairs or provide them, and if it doesn't, the crippled ships can be moved back to home space. The total number of such ships present at any instant cannot exceed the base's repair capacity.

(603.2) While the Gorns are set up before Turn #12, they cannot leave Gorn territory until the Gorns enter the War on the Gorn player-turn of Turn #12. This prevents them from establishing reserves which could enter the war during the Romulan portion of Turn #12.

(604.0) Turn 25 is Fall Y180.

(605.0) Turn 26 is Spring Y181.

(607.61) Kzinti DNE should have salvage 3; Klingon C6 should have salvage 3.6.

(608.F) See (617.F) for updated sector boundary.

(616.31) Raids (314.0) would not activate the Coalition.

(617.B1) Any returning Remus forces arrive by Strategic Movement in that phase.

(618.0) Crosswinds. The Kzinti Marquis fleet stays in its traditional home of 1704; a typo on the Turn #2 rules moved him to 1304.

(619.0) Backdraft. The Lyran Home Fleet (Spring Y168) is under this additional restriction: Individual ships in the Home Fleet are activated only when enemy units enter the reaction zone of any unit in the hex that that ship is in. All other units, including the reserve marker, from the Home Fleet remain inactive.

(621.0) Demon of the Eastern Wind. The Fed-Gorn commercial convoy could easily reach the Feds on Turn #3, when the Federation (being at peace) wastes the profit rather than being able to save or use it. Gosh, that's just too bad! You can of course delay the convoy a turn but that might cost the Gorns more than it gains the Federation. No special exception is needed, just decide if you're willing to waste Fed money or delay Gorn

money.

(621.13) These are "minor shipyards" rather than "auxiliary shipyards" and have no relation to the production of "auxiliary ships." These can produce ships at their normal rate if money is available.

(652.211) Overbuilds are not allowed in Limited War.

(652.4) Should refer to (790.4) which replaced (751.0).

(653.4G) The six free fighters here are in addition to those added in F&E 2K.

(673.1L) The Lyran Jagdpanther starts the Cloudburst Scenario in the command configuration.

(701.0) Should say one SAF per year in either turn.

(702.4) : Heavy Fighter reference to (529.0) should be (527.0). Auxiliary reference to (763.0) should be (762.0).

(703.0) Klingon Spring production should have 2xD7.

(703.0) the E4R appears as a 2-4 in FO and a 1-4 in AO. It all depends on how aggressive the skipper is!

(703.21) Add reference to (308.96).

(703.3) : Reference to (515.12) should be (525.12).

(704.0) Activation of the VLV requires buying its fighters.

(704.0) The three SPCs in the home fleet *are* the pre-war free conversions listed in (704.1).

(705.0) Kzinti F&E2K construction schedule changed:

Fall Y168: BC, CL, DD, 2xFF

Sprint Y169: BC, 2xCM, 2xDD, 3xFF

Fall turns Y169-Y174: [CV+MEC+EFF], BC, CL, 2xCM, 5xFF

Spring turns Y170-Y175: DN, BC, 4xCM, 6xFF

Fall turns Y175-Y180: [CV+MEC+DWE], BC, NCA, 2xCM, 2xDW, 3xFF

Spring turns Y176-Y180: DN, BC, NCA, 3xCM, 3xDW, 3xFF

Fall turns Y181+: [CV+MEC+DWE], BC, NCA, 2xCM, HDW, 4xDW.

Spring turns Y181+: DN, BC, NCA, 3xCM, HDW, 5xDW

(The HDW listed is the one substitution allowed by the Advanced Operations rules.)

(705.3) Kzinti FFK: Any FKEs produced by CEDS replacements count against the limit

of three FFK/FKEs per turn.

(706.3) Carriers: Reference to (525.84) should be (525.85).

(709.1B) : Reference to (515.316) should be (525.316).

709.1B) Delete the in service limit of four of each type (impossible to keep track of what with conversions, substitutions of regular production, etc.). There is no in service limit, only a limit of one free Pegasus ship per Spring Turn Y172+, and only the first four free PGVs come with free fighters, a fifth, sixth, etc. PGV is still itself free, but the fighters must be purchased normally (with EPs or free fighter factors).

(709.1 B) This rule includes a limit of four Pegasus-type ships of anyone subclass in service at any given time. This is complicated by the four free pre-war PGS, and by any built as substitutions for destroyers. Making the complication impossible is the question of converting some free ones to another subtype. Adding insult to injury, actually having to go through the entire Hydran fleet and count the Pegasus hulls is just ridiculous. So, overturning all previous rules, rulings, errata, and judgements, there is no in-service numerical limit. You can take your free one as any type you like, build any type you like, and convert existing ones into any type you like.

(709.3) If the Hydran capital survives to Turn #10, it uses the Spring Y177-Y180 schedule in spring turns, and Fall Y176-Y180 schedule in fall turns so that it can start building DWs.

(709.33) Since the HN and CU are both part of the "FF base hull" you could un-convert an AH or SC into either.

(711.0) JagdPanther sometimes listed as JPG.

(711.3) The Lyrans receive their free fighters from Turn #1, having JGP-Vs and Auxiliary carriers and fighters on bases from that time or before. (although free fighters cannot be used on bases).

(756.0) Non-ship units include Auxiliaries, SAFs, SWACS, Swarms, and LTFs.

(756.0) Add Base Station to non-ship units.

(756.0) Non-ship units includes Military Convoys, LTFs, and all Auxiliaries. The two paragraphs listing Slow Units and Strategic Movement Nodes do not imply that those are non-ship units.

(756.1) Add Commercial Convoy to slow units.

(756.2) Add Base Stations to Strategic Movement Nodes.

(757.7) The note about the Hydran and Kzinti destroyers belongs to (757.8).

EW SUMMARY:

Federation, add E2 SWAC (1 EWP) and E3 Heavy SWAC (2 EWPs).

TUG INFO:

Klingon Tug+SCP is overloaded.

Kzinti Tug+SCP is overloaded.

Gorn Tug+SP+pod is overloaded.

Lyrans Tug+2xKSP see (317.53).

See (317.53) for LTTs and (517.4) for overloaded tugs.

COMBINED OPS COUNTERS:

Fighter Module counters provided are two and four modules. Single modules have 3 fighter factors.

Kzinti HDW-D should have AF+1.

ADVANCED OPS COUNTERS:

Orion DWV listed as 45 combat instead of 4 fighter and 5 combat.

Lyrans 3xCWX is listed as 3xCW.

The Generic ASC has -4 instead of 1-4.

The Federation LAH should be 1-4 not 4.

The Gorn BDSX should be 4-9.

The Lyrans SCX should be a 4-8.