RULES UPDATE “D”

November 1, 2012

This file is the changes that have been made to the 2010 version of the Master Rulebook. It should be noted that some typos (miss-spelled words, lack of a space between two rule sets, and other minor edits) are not listed as these did not change the rules themselves.

It should be noted that many items result from players going places in the rules that were never previously imagined, and in some cases these have required additions to the rules. This sheet, together with Update “C” will upgrade a Master Rulebook published prior to 2010 to the November 2012 standard. This sheet by itself upgrades the 2010 Master Rulebook to the 2012 standard.

This sheet can be used to identify the changes made to the Master Rulebook without having to re-read the Master rulebook looking for changes.

I want to express my thanks to Andy Vancil, Alexander Fulton, and Shawn Hantke who made significant contributions to this update.

I also want to note the contributions of Nicholas Blank, Sean Hunt, Ken Kazinski, Troy J. Latta, A. David Merritt, Tony Moskowec, Terry O’Carroll, William T. Wilson, and John Wysynski.

As always, if there are any unfound errors remaining they are my sole responsibility.

The corrections made for Update D as of 1 November 2012 are as follows (and future corrections, of which we all hope there are no more, will be compiled in an Update E):

TABLE OF CONTENTS: Delete bold “BASIC SET” underneath FD0.0 Drones header.

TABLE OF CONTENTS: Delete “(S2)” after G32.0 PRIME TEAMS.

TABLE OF CONTENTS: Delete “(R6)” after G33.0 HDW OPTIONAL SYSTEMS.

TABLE OF CONTENTS: Add: J17.0 ADVANCED SHUTTLES

TABLE OF CONTENTS: Add: J18.0 SHUTTLES TOWING SHUTTLES

TABLE OF CONTENTS: Change the (X1.0) under the heading X0.0 Advanced Technology to also be X0.0 (no “1” or parentheses).

TABLE OF CONTENTS: Change the (Y1.0) under the heading Y0.0 Early Years to also be Y0.0 (no “1” or parentheses).

GENERAL One of the weird things about the master rulebook is that modules didn’t have Commander’s and Advanced Designations on rules. This is usually fine for C module rules since if you are playing with that empire you need to know what their systems do, but a couple of odd ones stand out - are plasma sabots and carronades considered “basic” rules? What about PFs? REPLY: Sabots and carronades are clearly basic rules, and PFs are rules you can use or not use and are also basic rules for PFs. If you decide not to use PFs, you do not need the PF rules, but if you decide to use PFs you need their rules.

generated power remaining, to pay for life support also use emergency life support.”

(C1.454) The note at the end now reads: At the time this rule was written, it applied only to an enraged mother space dragon (SM7.0) defending her young or to a “striking Moray Eel” (C1.42). Since that time sabot plasma torpedoes (FP11.0) have been added. New rules, however, could produce more units moving at speeds beyond 32.

(C2.451) Add to end of first paragraph: “See (M2.415) for the effects of rotation (G7.7) on triggering mines.”

(C2.451) Net Effective Vector exception now reads: “EXCEPTION: There is a special case when two (or more) units are linked by tractors. In such cases, the units roll for damage when one of them moves the combination, but use the “net effective vector speed” instead of the effective speed. To calculate this, assume that the ships spent an entire 32-impulse turn moving in the directions they are heading and linked by a tractor as they are. Calculate the distance each ship would cover in such a hypothetical game turn and use that as the “net effective vector speed.” Ships trying to pull each other in opposite directions would have a NEV speed of zero. NEV is the same as long as the ships are linked, whether one or both of them moves, and whether they move straight ahead or sideslip. NEV would change if one of the ships turns.”

(C5.232) The second to the last sentence “A ship might execute one or more allocated Tactical Maneuvers, and then purchase one or more from reserve warp engine power later in the turn, but can never have more than one TAC available in any eight impulse period or use more than four warp Tactical Maneuvers in a given turn.” is replaced as follows: “A ship can purchase Tactical Maneuvers, in addition to any that were allocated, from reserve warp power, but this will not increase the rate at which the ship earns the right to use them, nor allow it to use Tactical Maneuvers in excess of the limits above.”

(C6.42) Add to end of rule: Crippled shuttles cannot do HETs (J1.336).

(C6.51) The second sentence of this rule now reads: “If the die roll result, after adding any adjustments, is equal to or greater than the numbers specified in the ship’s breakdown rating, the ship suffers a breakdown.”

(C7.11) Add to end of rule before the example: “Note: Ships that do not have, or never had, warp engines cannot disengage by acceleration.”

(C7.32) Add to the end of the first (the –1) adjustment: “. . . not also attempting to disengage (by any means).”

(C10.15) Add to end of rule: Crippled shuttles cannot use EM (J1.336).

(C11.22) “Interceptor” should be plural.

(C12.24) The last paragraph says that “In all above cases, . . . The ship is at Speed 20 . . . ” has been moved to before the final example.

(C13.762) Added after the first sentence: “While some weapons have difficulties firing at seeking weapons [ECM modifiers under (FD1.52)], all can be fired at seeking weapons if the seeking weapon is within the firing arc of the weapon and not otherwise blocked (C13.72). The restriction is on seeking weapons within three hexes of itself, which means the docked unit can fire at seeking weapons that are in essence targeted on the base to which it is externally docked. The docked unit could not, however, fire at an enemy ship even if it is at Range 1.”

(C13.91) Change the reference to (G13.93) at the end of the rule to (C13.93).

(D3.42) Add the following to the end of the rule: In the examples below, ships X and Y are both moving and have the exact same movement precedence under (C1.313). It is NOT impulse 32. 

EXAMPLE 1: X in 1009 heading D, Y in 1011 heading A. Both move forward into 1010. The key to this example is a very important, oft neglected part of (D3.43): “Players are advised to resolve the situation with common sense, defined by these principles . . . ” Common sense shows that the #1 shields of each ship are facing each other. It does not matter which ship moves “first,” they are facing each other.

EXAMPLE 2: X is 1009 heading C, and Y is in 1011 heading F. Both ships turn right and enter 1010. This is actually identical to Example 1. X will be in direction A of Y, and the result of their turns will be their #1 shields facing each other. Similarly, if the two ships slipped into 1010, the #2 shield of X would be facing the #6 shield of Y. Their facing relative to the map would be the same, although different shields are bearing.

EXAMPLE 3: X is in 0910 heading C, and Y is in 1011 heading A. Both move forward into 1010. At Range 2, this gets resolved by (D3.43-A), but at Range Zero, (D3.43-A) and (D3.43-B) don’t really work, so it falls through to (D3.43-C). Unless the players previously agreed to use another method, (D3.43-C3) would be used. X would choose whether Y is facing his shield #1 or #2. Y would choose whether X is facing his shield #1 or #6. Let’s say that X chooses shield #2 and Y chooses shield #1 to be facing the other ship. In essence, this means that the players have determined that X is in direction A from Y. If X turns left and Y turns right, so that both move to 1110 heading B, the #3 shield of X will be facing the #6 shield of Y. They will maintain the same map facing as long as they share the same hex and neither changes speed.

EXAMPLE 4: X is in 1011 heading A. Y is in 1111 heading F. X moves forward to 1010, while Y moves forward to 1010. In this case, the relative facing of the two ships was unambiguous before the movement; the #2 shield of X was facing the #6 shield of Y. In this case, the relative facing will be unchanged. The #2 shield of X will be facing the #6 shield of Y. If Y had started in 1111 heading A, and sideslipped into the hex, the situation would be the same, except the #5 shield of Y would be facing X.

EXAMPLE 5: X is a Triaxian, is in 1111 heading A and is currently moving in the Port direction; see (C51.2). Y is retrogradng, in 1011 heading C. X sideslips into 1010, while Y turns to 1010 heading D. This is still covered by Example 4. Y is in direction B of X, both before and after the move. The #5 shield of X will be facing the #5 shield of Y.

(D6.371) The references to “displacement devices” are deleted from this rule.

(D7.12) Second sentence now reads: “The Gorns and Kzintis are physically larger and more powerful than the other species in the game.”

(D7.15) In this rule the reference to “heavy weapon squads” should be “heavy weapons squads.”

(D12.12) has a funny box at the end. NOT FOUND IN MASTER RULEBOOK.

(D15.36) NOW READS: LINK WITH SFB: “The ground combat system in (D15.0) is more granular than normal Star Fleet Battles. Damage to shuttles (D15.32) is resolved at a rate of one ground casualty point equals three SFB damage points. (In the case of GAS, GBS, and HAS shuttles, one ground casualty point equals two SFB damage points.) Crippled shuttles cannot support ground combat. Ground combat potential (D15.32) cannot damage ships or bases (or their shields); those are attacked by (P2.75). The shields on a ground base or landed ship
do not stop a ground assault using (P2.75). See also Marines: Assault for another take on ground combat in the Star Fleet Universe.”

(D15.44) References to the A-7 have been deleted.

(D15.51) The last sentence of this rule now reads: “If not using (R1.15H), bases on the planet can transport to any point on the planet’s surface.”

(D15.532) REVISED: While on the surface, the ship is treated as per (P2.52), (P2.53), and (if applicable) rule (P2.54). A ship landed on a planet cannot fire at it if it is under assault by ground forces friendly to the firing unit; this also applies to ground bases. A ship cannot fire during a turn in which it loads or unloads ground units or is assaulted by unfriendly ground units; this does not apply to ground bases. A ship landed on a planet cannot fire at another ship landed on the same planet or at a base on that planet, even if both are in the same ground combat location. Ships in low or high flight can fire at a base or landed ship or be fired at by a base or landed ship in the same ground combat location within the provisions of this rule. REVISION INSERTED, Technobabble: Ships landed close enough to a base to have line of sight/line of fire are so close that they would be damaged by feedback from their own weapons and not protected by their own shields from such damage which would first destroy any weapons that were fired outside of the DAC. Technobabble is not part of the rule but is left to explain it in this sheet of errata.

(D15.81) ADD TO END: Non-commando/troop ships can purchase a maximum of two heavy weapons squads and/or convert a maximum of two boarding parties to heavy weapons squads.

(D15.86) Add to end of rule: Combat engineer squads count against the limit on the number of heavy weapons squads a ship can purchase (D15.81).

(D15.82x) series rules should have started (D15.821) to (D15.829) and not (D15.820) to (D15.828). - Ken Kazinski, 21 Apr 2011. GCVs became (D15.820) because they were originally the only ground combat vehicle and were part of (D15.82). When the other vehicles were added, the fact that the GCV was part of (D15.82) eventually (not at the time) lead to it being separated out from the rule, and the other vehicles were already numbered. Renumbering these rules is risky as there could be cross-references to them, not just within The Master Rulebook, or The Omega Master Rulebook, or Modules E2, E3, E4, and C5, but in scenarios and campaigns. So we are not changing the existing rule numbers.

(D15.834) This rule appears in the Advanced Missions rulebook to explain militia squad combat values, but did not originally appear in the Master Rulebook as it is explained by the table in (D15.87), it has been added back to the rules in the Master Rulebook as some had problems addressing the missing rule. “Each militia squad has one offensive point and absorbs one casualty point. (While a militia squad is twice as large as a marine boarding party, it is far less effective in combat. Note that, in an earlier edition of this rule, the militia was able to absorb more casualty points. This was changed because the effect was to make militia more effective as shock troops than the regular Marines.)”

(D16.22) ADD: “This also applies to Stellar Fortresses.”

(D16.23) ADD: “This also applies to sector bases.”

(D19.221) The last sentence of this rule is repeated once with an acronym, once without. The second sentence has been deleted.

(D19.222) Third sentence re-worded as follows to make it clearer: “They cannot be launched at targets closer than five hexes as they need the initial longer range for their built-in seekers to acquire the target.”


(D20.111) The reference to atmosphere hexes refers to the atmosphere of a gas giant, not the atmosphere of a class M planet which is much thinner (as the hex contains the planet itself). Rule now reads: “Qualifying areas include: asteroid hexes, atmosphere hexes of gas giants, planetary/asteroid surfaces, nebulae, dust clouds, and ion storms.”

(D26.0) To make it clear that this rule applies to Jindarian Asteroid ships and not Jindarian metal ships, the rule introduction now reads: “Jindarian asteroid ships are constructed from asteroids riddled with tunnels that were originally used as mineshafts. The result is that each asteroid ship is unique in the layout of its internal makeup. This creates a number of problems for boarding parties attempting to capture, or even to raid the asteroid ship, while creating a number of advantages for the Jindarians in defending their asteroid ships. This modifies (D7.0).”

(D26.0) Second paragraph added to introduction to account for asteroid shipyards used by non-Jindarians in the Magellanic Cloud: “This rule applies to Jindarian asteroid ships and as of this printing also to asteroid shipyards operated by non-Jindarian empires in the Magellanic Cloud. It does not apply to non-Asteroid ships, whether Jindarian or not.”

(E18.43) Last sentence now reads: “Every size-6 and size-7 target (not including mines, defense satellites or cloaked targets) within the range and firing arc will be attacked every impulse during rapid firing.” This resolves the Warp-Augmented Railgun versus defense satellite issue.

(E21.312) Change reference to (H8.13) to (H8.23).

(FD0.0) Find dates for introduction of type-E drone rack and change it to match Module Y2.

(FD6.14) RULE NOW READS: “Normally, probe drones provide their data by subspace link directly to the controlling ship as a lab box (FD6.3). Some scenarios may provide for probe drones to be launched at targets beyond the range where a drone can be controlled or other circumstances (such as the use of a cloaking device by an Orion ship) may curtail the use of a control channel. In such cases Probe Modules can be ejected from probe drones after gathering their information. The fact that the probe module will be ejected must be included in the targeting instructions of the drone together with a triggering event if the drone is not controlled. The drone will then continue to operate as a normal drone, and the space where the probe module was will be reported as a “null” module if the drone is identified. Controlled probe drones can eject the module on command but will no longer be controlled after that point and go ballistic (F4.0).”

(FD9.182) Following text added: “If an ECM drone is moving less than its maximum speed, and performs an HET on an impulse it was not scheduled to move, it will not lose its next movement.”

(FD10.4254) Change (FD2.252) to (FD5.252).

(FD10.52) In the table the cost of a Speed-12 1/2 space module should be .25, not .50.

(FD10.622) Add the following text: Any other unit with “D%” or “DB” in the notes column of the Master Ship Chart/Annex #3.
(FD10.623) Add the following text: Any other unit with “D%” or “DB” in the notes column of the Master Ship Chart/Annex #3.

(FP11.11) The reference to (K1.384) should be to (K2.384). Add after the first sentence of the paragraph following the costs: “The refit cost for ready racks is paid per box, e.g., a heavy fighter has two boxes (cost 0.5), a medium bomber has three boxes (cost 0.75), and a heavy bomber has four boxes (cost 1.0).”

(G7.41-A) Last sentence changed to read: “It must have a lock-on to the unit that is the target of the tractor attempt (unless they are already docked).” In an effort to make it clearer.

(G7.412) The reference to (D6.333) should be to (D6.633).

(G8.21) EXAMPLE PART I: In an update to the product, the graphics were replaced with modern counter graphics. At the time, we failed to notice that we used two D7 counters and not a D7 (in hex 1110) and a D6 (in hex 1111). The example all through has been revised to reflect two D7s instead of a D7 and a D6.

(G8.23) EXAMPLE PART II: In an update to the product, the graphics were replaced with modern counter graphics. At the time, we failed to notice that we used two D7 counters and not a D7 (in hex 1110) and a D6 (in hex 1111). The example all through has been revised to reflect two D7s instead of a D7 and a D6.

(G8.242) EXAMPLE PART III: In an update to the product, the graphics were replaced with modern counter graphics. At the time, we failed to notice that we used two D7 counters and not a D7 (in hex 1110) and a D6 (in hex 1111). The example all through has been revised to reflect two D7s instead of a D7 and a D6.

(G9.42) CLARIFICATION: “The ship can use ECM and ECCM normally unless it is Uncontrolled (G2.24).” added to end of rule.

(G9.421) CLARIFICATION: “In order for the ship to move [including tactical maneuvers (C3.0) or a “zero energy turn” (C5.13) while stationary], one crew unit must be assigned to a control system (Bridge, Aux, Emer, Flag, but not Security). If all eligible control systems have been destroyed, this crew unit may be assigned to one in any case [this is the “temporary control room” as defined in (D7.501)]. The ship in this case will also be operating under the “uncontrolled ship” (G2.2) restrictions e.g., even if a crew unit were assigned to operate a tractor beam, the tractor beam would not be useable under (G2.24).” added to end of rule.

(G9.422) CLARIFICATION: THE FOLLOWING ARE ADDED TO THE RULE:

(G9.4221) Crew units are assigned to a system box, system repair [exception, shield repairs under (D9.2) only require that a control station be manned and power supplied] or maneuver capability at the start of the turn during the Initial Activity Phase as part of the Assign Boarding Parties as Guard (D7.83) segment. Note that militia (D15.83) is created in this same segment, and that boarding parties and deck crews are converted to crew units (G9.431) in this same segment. Note specifically that a given crew unit can only operate one system in a given turn. Crew units may be reassigned on the following turn, and on each subsequent turn in the same segment.

(G9.4222) Multi-turn arming weapons must be continuously supervised (an assigned crew unit) or their arming is halted (the power is lost), and a weapon requiring power to hold also requires supervision (an assigned crew unit) or its charge is automatically ejected (this applies to wild weasel and suicide shuttles). (Freezers holding weapon charges in shuttle bays do not require power to be held and thus do not need to be supervised, but will require an assigned crew unit if they are in the process of being armed; one crew unit can supervise all of the freezers in a single bay. Phaser capacitors are excluded, i.e., they may be charged normally, but each phaser requires an assigned crew unit to be fired.)

(G9.4223) A crew unit assigned to repair a system requiring more than one turn to repair must be continuously assigned to that repair until it is completed; if the crew unit is reassigned before the repair is completed then the repair is lost. A crew unit assigned to repair two linked systems, e.g., two 360° phasers, could continuously work on the second system after completing the first. For example, if repairing two linked phaser-1s on a ship with a damage control rating of “four,” the crew unit could apply four points of repair to one phaser during one turn. On the following turn it could complete the repair of the first phaser and apply three points of repair to the second phaser, completing the repair of the second phaser (two more points) on the third turn. The crew unit could optionally hastily repair both phasers as phaser-3s in a single turn using two of the ship’s allowed repairs.

(G12.65) RULE NOW READS: “WARP-POWERED NIMBLE SHIPS lose their nimble benefits if they drop their warp engines (C11.31). Sublight nimble ships, e.g., Romulan Snipes (R4.42), are always nimble.”

(G13.18) Fourth sentence “Units docked to a larger cloaked unit under all of the restrictions of a cloaked unit . . .” Should be: “Units docked to a larger cloaked unit are under all of the restrictions of a cloaked unit . . .”

(G14.745) It was reported that the cross-reference to (R10.3316) was erroneous because a hyper-link could not be established to it. The reason a hyper-link could not be established is because the Master Rulebook does not include the “R” section rules (ship descriptions). The cross-reference is, however, a valid one the rule in question being found in Module C3.

(G16.52) Add to end of this rule: “Note that SFGs are not themselves “phasers” and are not protected from damage by phaser directional damage rule (D4.321).”

(G18.8) Add to the end of this rule: “See (GC5.0) in Module C3A for a variation of these rules.”

(G19.41) Add to end of this rule: See (GC6.0) in Module C3A for a variation on these rules.

(G19.49) Add to end of this rule: See (GC6.4) in Module C3A for an exception to this rule.

(G19.416) Add to end of this rule: “Satellite ships not normally able to land on planets, can be transported to a planetary surface. Such a satellite ship could not take off on its own unless normally able to land and takeoff from planets, but could be recovered by transporter.”

(G19.445) NEW RULE/CLARIFICATION: Unless otherwise provided in scenario rules, satellite ships listed with a mothership may begin a scenario already launched or aboard the mothership at the Andromedan player’s option. The Andromedan player can have some satellite ships already launched, and some retained aboard the mothership. Deployed satellite ships are at the same speed (if they are capable of it, otherwise they must be at their maximum possible speed) and weapons status of the mothership. If the mothership is moving Speed 11 or greater, the deployed satellite ships are presumed to be moving at the same speed and cannot be recovered during the first turn (G19.442).

(G20.0) Add to end of this rule: See (GC8.0) in Module C3A for variations on energy modules.

(G21.2123) Reference to (D6.1344) should be to (D6.3144).
(G24.132) The example, following this rule is in conflict with it, and therefore the example is wrong. The PFT could not continue lending to the PF flotilla on Impulse #32 if it fired its weapons and blinded its channel. Any weapons fire directed at the PFTs on the same impulse would not be affected by any EW the PFT was lending them. **THE EXAMPLE NOW READS:** “The standard tactic for a ship which has channels but must occasionally fire is to use them in pairs. On Turn #1, a PFT’s channel #1 is powered and used to lend EW to its PFs, while channel #2 is not powered. On Impulse #32, the PFT fires all of its weapons, blinding channel #1. On Turn #2, channel #1 is left unpowered during its recovery time, while channel #2 is activated to lend EW to the PFs. The PFs would only be without EW support during the direct-fire weapons segment (6D) of Impulse #32 of Turn #1.”

(G24.135) **“BASES”** should not be bold.

(G24.1852) “A Special Sensor cannot have any direct affect on a unit inside nebula, but can have indirect effects...” This sentence is corrected as follows: Special Sensor should not be capitalized, “affect” should be “effect,” “inside nebula” should be “inside a nebula.”

(G24.352) Add after the first sentence: “The presence of two scout ships counts as a scout and a non-scout for purposes of BPV, i.e., both scout ships are purchased at economic BPV.”

(G24.356) **ADDED RULES/CLARIFICATION: (G24.356)** Some ships found In Modules published after Advanced Missions can assume the role of scout by the addition of modules. These include modular fast patrol ships found in Module K, and tugs carrying pods with scout functions.

(G24.3561) If a tug is carrying one or more pods that have special sensors, it is considered to be a scout, even if it drops the pod during the scenario. If the combination is purchased as part of the forces in a scenario, it is purchased at its economic cost as any other scout in a multi-ship scenario (G24.352). If the tug carries one pod with special sensors and a second pod without special sensors, the tug and pod with special sensors are counted and purchased at the economic cost under (G24.352), but the second non-scout pod is purchased at its normal combat BPV.

(G24.3562) If a modular fast patrol ship uses scout modules during a scenario, whether it arrives on the map at the beginning of the scenario with those modules, or has them installed during the scenario, it is considered to be a scout fast patrol ship from that point. If a modular fast patrol ship has scout modules, and they are removed by deck crews it reverts to its non-scout economic BPV if it is subsequently destroyed.

(G27.11) Add to end of rule: “Cloaked decoys were improved in Y180, see (J18.0).”

(G27.13) Add to end of rule: Decoys for size-2 ships were improved in Y180, see (J18.0).

(G27.15) Add to end of rule: Improved cloaked decoys (J18.0) are purchased at two BPV points above the 15% economic value, i.e., calculate the 15% purchase price and then add two additional BPV for the total cost to purchase a cloaked decoy of the advanced type; note advanced decoys are not available prior to Y180.

(G31.321) The rule number was not bold.

(G33.0) Add to end of rule after (G33.56): **NOTE: Annex #8H** extract that accompanied the original appearance of this rule was deleted as it was duplicated, and incomplete by comparison, to the updated Annex in Module G3: The Master Annexes.”

(G36.221) Reference to (D22.16) should be to (D22.15).

(G36.31) Add a “tab” at the start of the second paragraph.

(G36.333) Ionic Waves will also not damage DefSats.

(G36.337) Add to end of rule: “A DIW that interacts with an atmosphere does no damage to any unit that is itself inside of the atmosphere, but will damage units outside of the atmosphere normally.”

(G36.358) Clarification: Add before the last sentence: “If a ship equipped with an IPG uses it in DIW mode, it cannot affect anything inside an atmosphere hex, even if the ship itself is outside of the atmosphere.”

(G37.21) Change reference to (H8.13) to (H8.23).

(G37.212) Change reference to (H8.13) to (H8.23).

(G37.222) Change reference to (H8.13) to (H8.23).

(H7.2) in the first sentence under “SYSTEMS” the reference to (G24.2214) should be to (G24.2114).

(J1.333) SENSORS: The statement "A crippled shuttle cannot perform an HET or EM," has nothing to do with sensors, and has been moved to its own rule: (J1.336) MANEUVER: A crippled shuttle cannot perform an HET (C6.42) or EM (C10.15).

(J1.344) NEW RULE/CLARIFICATION: PASSIVE LAUNCH: A shuttle is considered to have active fire control on launch unless the owning player announces otherwise. If the shuttle is launched on passive fire control (D19.0) it will not be able to activate its fire control until the Sensor Lock-On Phase (4) of the following turn (D19.27). The shuttle will be treated as having been launched on Impulse #1 of that turn for the above restrictions.

(J1.561) Add after “. . . can function as tractor beams” the following text: “(if designated as also being tractor beams, not all such mech-links are also tractor beams).” I also added a reference to the F-101 after the first use of the F-111. There is a report that a mech-link graphic is needed, but such a graphic is already present, I have to assume that this was a report on the earlier 2004 edition, but I cannot find my copy of the older book to check.

(J1.562) There is a report that a mech-link graphic is needed, but such a graphic is already present, I have to assume that this was a report on the earlier 2004 edition, but I cannot find my copy of the older book to check.

(J4.0) Add to end of rule: See (JC1.0) in Module C3A for conjectural Andromedan fighters.

(J10.0) Add to end of Introduction: True fast patrol ship tenders, designated by a “P” in their notes column on the Master Ship Chart (Annex #3), such as space control ships cannot operate heavy fighters even though they may also be true carriers, i.e., designated by a “V” in their notes column on the Master Ship Chart.

(J10.0) Add to end of introduction: See (JC0.0) in Module C3A for conjectural Andromedan heavy fighters.

(J10.112) Add to end of rule: If a damage point is allocated to either box of a heavy fighter and the heavy fighter does not chain react (J10.14), i.e., it is unarmed, half the deck crews working on that fighter (round fractions up) are killed under (J4.811). If both boxes of a heavy fighter are destroyed, any deck crews working on that fighter are killed, even if an earlier volley destroyed the first box, or damage on an earlier turn, and irrespective of the armed status of the fighter.
(J10.13) Add to end of rule: “. . . itself if it is unarmed [if it is armed, see (J10.14)]. Such a damage point also destroys the ready rack (and all munitions on it or in the process of being loaded on it or from it to the fighter) (J4.887). Note that while a second shuttle box is available, this can only be used to load the shuttle under (J4.8962), the ready rack can only be restored by repairing the destroyed shuttle box, and is only repaired if both boxed of a linked pair are repaired. As long as one box of a pair is damaged the ready rack is non-functional. See (J10.112) for deck crews.”

(J10.32) The Δ mark was used to mark heavy (double space) fighters on the Master Fighter Chart (Annex #4), but is now obsolete. All new versions of the Master Fighter Chart include a column for “Size,” with single-space fighters generally designated with a “1” (Federation F-15 and F-14 fighters are somewhat larger and designated with a “1+”). Double space fighters are designated by a “2,” triple space fighters (called medium bombers) are designated by a “3” while quadruple space fighters (called heavy bombers) are designated by a “4.”

(J10.32) This rule has been modified to note the use of the “size column” on the Master Fighter Chart (Annex #4) as follows: The Δ mark was used to mark heavy (double space) shuttles on the Master Fighter Chart (Annex #4), but is now obsolete. All new versions of the Master Fighter Chart include a column for “Size,” with single-space shuttles designated with a “1.” Double space shuttles are designated by a “2,” triple space shuttles are designated by a “3” while quadruple space shuttles are designated by a “4.”

(J11.34) Change the reference to (D15.14) to (D15.87).

(J14.0) Add to end of introduction: See (JC0.0) in Module C3A for conjectural Andromedan bombers.

(J16.242) Add hyphens to the A10 references, i.e., both should be A-10.

(J16.243) Mega-pack on a fighter that only has plasma-Ks, does it add two plasma-Ds? Must be an old report because the rule already says that a fighter armed with plasma-Ks would get plasma-Ds, I have, however, added a specific reference to EWFs since many plasma EWFs get a pair of plasma-Ks and would be covered by (J16.245) rather than this rule, so it now reads: “In the case of a fighter armed with plasma-F, D, or K [excluding electronic warfare fighters (J16.245)], add two plasma-Ds.”

(J17.0) Add after the first sentence of the introduction: “Romulan cloaked decoys (G27.0) were also improved.”

(J17.0) Add to table: A-Decoy, 10, —, 12, G27.0, G27.15.

(K0.0) Add to end of introduction: See (KC0.0) in Module C3A for conjectural Andromedan fast patrol ships.

(K1.54) Add cross-reference to (FP10.244) for PFs armed with plasma-D torpedoes. Apparently an old report going back to the 2004 edition as such a cross-reference already exists in (K1.543).

(K2.0) True fast patrol ship tenders, designated by a “P” in their notes column on the Master Ship Chart (Annex #3), such as space control ships cannot operate heavy fighters even though they may also be true carriers, i.e., designated by a “V” in their notes column on the Master Ship Chart.

(K2.114) Add to end of rule: In a conjectural universe where the Federation built PFs, they do not use F-111s. Even in a situation in which players agree the Federation can use PFs and F-111s, no ship carrying F-111s can use (R1.1) to add PFs to tractors. If the Federation is allowed to use their conjectural fast patrol ships in a campaign, they forfeit the ability to use F-111s (to include FB-111s), and the Gorns cannot use G-111s.

(K2.33) Add to end of rule: See (K2.35).

(K3.24) Change this rule to read: Interceptors are considered “nimble ships” (C11.0) but do not get the HET benefit; see (K3.23). They pay the lower “nimble” cost for Erratic Maneuvers provided in (C10.16).

(K5.2) Add after the “variants” note under the table: “** Tractor beams on standard Orion Buccaneer fast patrol ships are destroyed by “any” damage points.” Also put an asterisk after the word “Orion” in the table itself.

(K8.223) Lost Rule Restored: Green PF crews cannot use Emergency Damage Repair (D14.32).

(K8.234) Lost Rule Restored: Ace PF crews can use Emergency Damage Repair twice (D14.32).

(P2.526) NEW RULE/CLARIFICATION: A ship landed on a planet will be in a “remote area” (D15.7) and cannot fire at bases, or be fired at by bases, on the planet, even on the same hex side; see also (D15.532) for ground combat. A ship in flight (P2.423), even low flight (P2.433), on a class M planet (P2.21) can exchange fire with bases in the same hex side, but not with bases on adjacent hex sides. A ship in an atmosphere hex that does not contain the “surface” of a gas giant (P2.22) can exchange fire with ground bases on that gas giant as long as the ground bases have a line of sight into the atmosphere hex (P2.63) the ship occupies.

(P2.62) The shading in this rule’s graphic could use some darkening. Four of us looked at it yesterday (to compare to my faded print version) and were just barely able to make out which hexes were shaded and which were not. -Troy J Latta, 2011/08/29 This seems to apply to an older copy of the rulebook.

(P13.1) For Impulse #15, the table showed speeds 9-12 and 23-29+ take damage. It has been changed to read speeds 9-12 and 23+ take damage to be clearer.

(S1.2) Section PLAYTEST SCENARIOS: The reference to Starlette has been deleted.

(S2.41-A) This rule has been revised to read as follows: 10% or less of its original warp engine boxes are destroyed. Ships that have no original warp power, e.g., Romulan Warbirds, are never crippled under this heading. Bases of size class 3 or larger are crippled when 10% or less of their total power-generation (not counting batteries but including any docked modules) capability or less remains, bases smaller than size class 3 are crippled when half or less of their total power generation capability remains.

(S3.1) Last paragraph, second sentence, changed to read: Perhaps a new ship has appeared in the latest issue of Captain’s Log and you want to test it in an established scenario?

(S3.211) This rule now reads: “Under (S1.3) and in most scenarios, ships are allowed to purchase Commander’s Option items up to 20% of the “Effective Adjusted Combat BPV” of the ship (the ship, its refits, and its fighters, but not including the cost of mandatory drone speed upgrades or crew quality adjustments). See (S3.23). If you buy a refit (S3.24) with Commander’s Options, this does not increase the Effective Adjusted Combat BPV.”
(S3.24) Add to end of rule: "If you buy a refit with Commander's Options, this does not increase the Effective Adjusted Combat BPV (S3.211)."

(S3.3) The following text has been deleted as redundant: "Consequently, this section has been deleted."

(S8.222) Delete the text ". . . and never reduces a command rating." as redundant.

(S8.26) Change last sentence to read: Steve Petrick will try to develop playtest rules for this system, but the concept is complex and will require time.

(S8.2826) Change the last paragraph to read: "Warp-capable boomers and saucers (and Neo-Tholian command modules) can be used in an exception to (S8.52), but not rear hulls or other separated sections."

(S8.2826) Reference to (S8.2321) should be to (S8.2821).

(S8.35) The reference to (S8.35) in this rule should be to (S8.25).

(S8.36) Add to end of rule: "Note that this rule in prohibits creating forces composed entirely of "leader" or "command" variants in "design your own scenarios, but a campaign might result in circumstances that violate this rule."

(S8.43) Change the second sentence to read: "Maulers never appear alone; there must be two non-mauler ships (or equivalents) in a battle force including a mauler; exception Andromedans (S8.221)."

(S8.47) Change the last parenthetical to read: ". . . (in which case they could occupy the "free scout" slot, but would still count against the limit of three drone bombardment ships)."

(S8.49) Add "Hydran Heavy Lancer and" before "Jagdpanther." Change the entry beginning "An HDW with eight or more . . ." to read as follows: "An HDW with eight or more single-space (or four double-space) fighters is a true carrier (G33.42) and must have escorts. HDWs with only their original two fighters are treated as hybrids under (S8.322); HDWs with three-to-seven fighters are treated as non-true carriers under (S8.323). The Hydran HDW and LNH are considered Hybrids (S8.321) with up to six fighters, non-hybrids (S8.322) with seven-to-eleven fighters, and true carriers (S8.321) requiring escorts with twelve or more fighters.] Note that the preceding change also corrected the reference to (S3.322) to (S8.322).

(S8.6) In the rule header bar, change "Squadrons" to "Forces."

(XE1.40) - Page 416 - Should be (X1.4): The best I can say is that this was found and fixed, perhaps in the 2010 update, as there is no rule (XE1.40) or a rule (X1.4) in Section X0.0 of the 2010 Master Rulebook (meaning nothing to change between it and the 2012 book).

(XE15.35) The reference to (XE15.4) should be (XE15.40).

(XE15.41) The word "a" in "ability to a serve" should be deleted.

(EX16.1) - Page 417 - Should be (EX16.1): The best I can say is that this was found and fixed, perhaps in the 2010 update, as there is no rule (EX16.1) in Section X0.0 of the 2010 Master Rulebook (meaning nothing to change between it and the 2012 book).

(EX16.1) ADDITION, insert the following text before the word "EXCEPTION": X-shield crackers fired in damage mode are treated as any other direct-fire weapon for purposes of Magellaner VRF.

(XE16.53) The reference to (D16.3) should be (E16.3).

(XR2.31) "type-GX drone" should be "type-Gx drone rack."

(XR3.1) The reference to (XP3.12) should be (XR3.12).

(XR3.11) One instance of "ship" in "an XP-ship ship can be" should be deleted.

(XR4.1) The parenthetical ["anything covered by (XR4.1)"] should be ["anything covered by (XR4.0)"]

(XR4.23) Delete the references to size class 2 and size class 1 units as they cannot have heavy weapon upgrades as per (XR4.0).

(XR4.29) Add to the end of this rule: As an exception to the restriction in (XR4.1) these can be upgraded on a size class 1 or size class 2 unit as is indicated in (XR8.0).

(XR4.36) Add to the end of this rule: As an exception to the restriction in (XR4.1) these can be upgraded on a size class 1 or size class 2 unit as is indicated in (XR8.0).

(XR5.2) In the first sentence the word "of" should be added between "cost" and "converting" in "The cost converting a drone."

(XR5.3) In the table, the "X" following B, C, D, or G for a rack designation should be lower case. The entire (X0.0) section was searched and this correction made in a few other rules but not listed as it is cosmetic, not changing the meaning of the rules.

(YE21.0) ION PULSE CANNON has been renumbered as (YE29.0). When we originally did the Early Years we made an assumption that additional new empires and weapons for them would not be added to the existing Star Fleet Universe. Therefore the early versions of the existing weapons simply re-used their numbers with a "Y" added. So there was no problem with simply numbering the Early Years only weapons with the next number sequence in order, (YE21.0) being warl tuned lasers. Then new weapons were added, and confusion broke out. This is our fault. While currently it would make some sense to instead change the rule numbers for the Warp-Targeted Laser and Quantum Cannon (YE22.0), those already appear on so many SSDs and in other locations that correcting all of them is not practical, so we are left with renumbering the projected Early Years rule numbers for the Ion Cannon.

(YE22.0) ION PULSE CANNON has been renumbered as (YE30.0). When we originally did the Early Years we made an assumption that additional new empires and weapons for them would not be added to the existing Star Fleet Universe. Therefore the early versions of the existing weapons simply re-used their numbers with a "Y" added. So there was no problem with simply numbering the Early Years only weapons with the next number sequence in order, (YE21.0) being warl tuned lasers. Then new weapons were added, and confusion broke out. This is our fault. While currently it would make some sense to instead change the rule numbers for the Warp-Targeted Laser and Quantum Cannon (YE22.0), those already appear on so many SSDs and in other locations that correcting all of them is not practical, so we are left with renumbering the projected Early Years rule numbers for the Ion Pulse Cannon.
conform to its original intent (even if the final directions have nothing to do with the player's intent when he plotted the movement). The conformation must adhere to the ship's turn and side-slip modes, which are reset by the heelnipper (YE24.31-3). Side-slips will take place in the revised movement order where they would occur, except that if a conflict results in a side-slip and a turn occurring on the same impulse, the turn takes precedence and the side-slip is canceled. EXAMPLE: A Lyran YCA is moving Speed 15 giving it a Turn Mode of four. The Lyran YCA had a plotted move of six hexes in direction A, four hexes in direction B, four hexes in direction C, and two hexes in direction B. On Impulse #11, after its fifth hex of movement, the Lyran YCA is hit by a heelnipper, turning it to face in direction F (YE24.31-3). The ship was next scheduled to move on Impulse #13, but this move is canceled and lost (YE24.31-2), so the ship will next move on Impulse #15 (unless the ship uses Emergency Deceleration, is tractored by or tractors another ship or base, or is hit by another heelnipper). The ship was scheduled to turn on Impulse #13, but as its Turn Mode was reset, it cannot turn, and must instead move in direction F for its next four movement pulses (impulses #18, #20, #22, and #24). Having satisfied its Turn Mode, the ship must now make its plotted turn in direction B on Impulse #26, even though this turn was originally plotted to take place on Impulse #15, and the turn will not face it in direction A once again rather in direction B.

(YFP2.0) Add to end of rule: "The Romulans and Gorns simultaneously developed plasma-F stasis technology in Y120. See (YR13.0) for Inter-Stellar Concordium Early Years plasma restrictions."

(YM4.4) last word “Module” is italicized, it should not be.

(Z5.0) Second paragraph in section “FUTURE DEVELOPMENT” change “Consult Star Fleet Times or Captain's Log for updated release schedules” to “Consult Communiqué or Captain’s Log for updated release schedules.”

(Z9.3) Under the “Hint” for section “Rules” change “Watch Star Fleet Times and Captain’s Log for the production schedule” to “Watch Communiqué and Captain’s Log for the production schedule.”

(Z37.23) Jon Berry is misspelled John Berry. Mischa Chad Robuliak is misspelled Roubialk.

MRB errata, “Silver” (25 year) Anniversary Edition printed 2005, newest edition printed 2010, suggest change to “Diamond” or “Pearl” Edition (30 year) S Hantke 23 Dec. 2010 REPLY: The edition is still the “silver edition” as the update just incorporates errata correcting errors and explanations for rules that were not clearly understood. When the book has new rules included as opposed to updates and corrections to the existing rules, then it will be a new edition.