

Page 28

Just to be clear about Command Distance:

If the Ships in a Squadron are not within **CD** of each other at the start of their Activation they are counted as being *split*. When Ships in a Squadron are *split*, choose part of the Squadron to be the commanded element.

A second clarification for this page. Ships that are outside **CD CANNOT** use game cards, but an enemy player can still play cards against them. Please use this paragraph:

When you Activate a *split* Squadron, activate the **commanded element** first, and when you have resolved its actions Activate the remainder of the Squadron separately. The Ships that are out of **CD** can move normally and make attacks, but they **CANNOT** use Game Cards and **CANNOT** Link Fire (see **Page 39**).

Page 28

The following sequence of game play should be followed:

1. Choose a Squadron or Flight
- 2a. Move a Ship within that Squadron, doing all of the movement for that Ship (and resolving any Ram) before moving on to another Ship in that Squadron
- 2b. Move **ALL** of the Wings within a Flight
- 2c. Resolve any **PD** fire or Intercept movement that occurs during any part of the move
3. When all of the Ships/Wings have been moved, work out any firing from the Squadron/Flight
4. Work out any Boarding Assault for Ships that are within **4"** of another Ship, or Wings that are in base contact with another Ship
5. Play moves to opponent for one Squadron/Flight

Page 29

Replace the paragraph on this page with:

You can **attach 0 to 3** Escorts to a Large or Massive Ship **BEFORE** you start a game. The Escorts are part of that 'parent' model's Squadron until either the game ends or the parent model is destroyed, flees or *Shunts* off table.

Use this set of bullets instead of those given under Escorts to clarify how attached Escorts operate:

- The Escorts **ARE** subject to the Command Distance rules
- You **DO NOT** get a Game Card for *attached* Escorts
- You **CANNOT** field a Squadron that is just Escorts
- An Escort **CANNOT** Link Fire with its parent model
- An Escort **CAN** combine with its parent model for Point Defence against Torpedoes, Wings and Boarding Assaults

Page 30

Just to be clear:

The game comes with one simple to use template with a 45 degree turn on it. Ships **CANNOT** make a turn that is sharper/greater than 45 degrees, but they **CAN** make any turn from 0 to 45 degrees. A turn **MUST** include a movement of **1"**. A Ship **CANNOT** rotate or turn without moving.

Also, you **CAN** pre-measure movement and firing in the game.

Page 31

We stipulate that a ship **MUST** move at least half of its movement. However, movement can be modified by events, such as a Critical Hit effect called Engine Damage which reduces a ship to only 2 inches of movement. In scenarios and campaigns it may be that external influences modify movement, hence why we reference **MODIFIED** Movement.

- The minimum distance that **ANY** Ship **MUST** move is equal to **HALF** of its **MODIFIED** Movement rating. A Ship may move any part of its movement allowance equal to or greater than that

Page 32

Please use this amended bullet:

Increase the score by **+1** if the Ship is Large or Massive

Page 45

We needed some extra clarification about Intercept moves. Here goes:

INTERCEPT MOVEMENT

When your opponent Activates and moves one of his Flights or Squadrons, you can use an Intercept move if his Flight or Ship moves within **4"** of your Intercepting Flight. You **CAN** do this even if you have moved your Flight earlier in the Turn, and you **CAN** make more than one Intercept move during each Turn.

- You **CAN** do an Intercept move with any type of Wing
- You **CANNOT** Intercept with a Wing that has been *driven off* during the same Turn
- You **CANNOT** Intercept with a Wing that is in **base contact** with an enemy Ship or Wing
- You **CAN** Intercept with a Wing that is *attached* to a Ship
- You **CAN** only perform **ONE** Intercept move with each Flight in each Activation

Page 43

We missed out the word Turret. The paragraph should read:

SMALL TARGETS

If a Capital class Ship (that would be a Cruiser or a Battleship in the Starter Fleet) uses *Broadside* batteries, Turrets or Torpedoes to target a Small Ship it is more difficult to hit. This represents the smaller vessel zipping around and being tricky for gunners to target.

Page 47

Just to point out that if a ship is destroyed and has Wings attached to it; it is the **ATTACHED** Wings only that are attacked with a number of D6 **EQUAL** to the Hull Points of the exploding ship. Wings that have just destroyed it **DO NOT** get attacked with these D6.

Page 52

We have made some amends to how Mines operate. Please use these bullets to replace the ones in the rulebook:

- If a Squadron or Flight starts or ends its move within **4"** of the centre of a Mine, the Mine is Activated
- Jumpers and Pods **DO NOT** activate Mines
- A Ship or Wing that is from the same Fleet as a Ship that deployed a Mine **DOES NOT** activate that Mine (using Identify Friend or Foe sensors)

Page 57

This addition cross-references with earlier rules, and replaces the first paragraph of the section **Point Defence Against Boarders**:

The Assault Points (**AP**) rating is used to determine the strength of the assault troops. The boarded Ship, and any Wings or Escorts that are *attached* to it can now fire their Point Defence Systems (**PD**); the **PD** rating given on the Fleet Information Guides determines how many dice it rolls. A Sorylian Cruiser, for example, has a **PD** of **3**, and can roll **3D6** against a Boarding Assault.

Page 58

A little bit of clarification for Boarding Assaults. Please refer to this paragraph instead:

If the **AP** of the boarders is reduced to **0**, and the **AP** and **CP** of the target Ship is also reduced to **0**, the boarded Ship is defeated and becomes a derelict. It **CANNOT** perform any **AD** or **PD** attacks, drop Mines or **Ram**, but its Shields still work. If it is boarded again it surrenders immediately without resolving a Boarding Assault.

Page 61

This paragraph should be used instead:

SPACE STATION

This is an abandoned facility with automated defences. It will attack any target within **8"**, with **8 AD** in every arc at **Range Band 1**. If more than one target is in any of its arcs, it **MUST split** fire between every target in that arc. It has **12 HP**, **8 PD** and **4 AP** of robots. The Space Station is Activated in the End Phase even if it is captured.

Page 62

We've added some extra explanatory text for Gravity Wells. Please use these Bullets:

- If you get a 4, 5 or 6 nothing happens
- If you have Activated a Small Ship or Wing and you get a **1**, **2** or **3** move the Ship **1D6"** toward the Gravity Well
- If you have Activated a Medium Ship and you get a **1** or **2** rotate move Ship **1D6"** toward the Gravity Well
- If you have Activated a Large or Massive Ship and you get a **1** move the Ship **1D6"** toward the Gravity Well

NOTE: Mines and Pods **AUTOMATICALLY** move **1D6"** towards a Gravity Well during the End Phase. Distortion Fields ignore Gravity Wells, as do all other Obstacles.

Page 63

Please use this bullet to replace the one in the right hand column of the page:

- For each **TP** it uses, a Ship can re-roll **1D6** (except for Critical Hits), but it **MUST** take the second result instead

Page 65

One additional clarification to Scenario 2 has been made. Please use this paragraph:

Players select one Squadron at a time and deploy it with the players alternating until **ALL** squadrons are on the table. The deployment area for the defender is anywhere within the central **12"** of the table, the deployment area for the attacker is **12"** from one base line. One change to the rules about Asteroid Belts is that ships are clearly visible within **Range Band 1** and can be fired at with **FULL** dice. At **Range Band 2** you will shoot at **HALF** dice for all firing.

Page 77

The first paragraph of the Dindrenzi text should read:

The Dindrenzi Federation controls twice as many resource rich planets as the Terrans, and has a much more active economy and funding base for military research. The most successful direction of galactic exploration is toward the expanding edge of the Universe which the Dindrenzi have the monopoly on, encompassing systems such as Thor's Stead, Houghton and Janctury.

Page 87

Please use this section to replace the ones from the rule book:

TOTAL COSTS

When you have designed a ship, add up the Design Cost, Gun Cost and Secondary Cost to give a running total. Then round out the running total to the nearest multiple of **5** to keep the cost clear, and divide the total by **2**. Then round any fractions down.

This should give you a Total Cost that reflects the potential of individual ships, and allows you to field more varied Battlegroups of opposing factions.

Example 4: If you take the Cruiser from the previous examples and add up the running total, you will see that the Design Cost is **55.5**, the Gun Cost is **40**, and the Secondary Cost is **57**. This gives a running total of **152.5** points, rounded out to the nearest multiple of **5** this becomes **150** points, and divided by **2** it becomes **75**. The Construction Point cost is therefore **75**.

Page 86

We had some references to different template sizes. These should have been removed and should instead reference ship sizes/class. Please use these bullets:

- Multiply the total by **x1** to give the Design Cost of a ship that is in the Small class
- Multiply the total by **x1.5** to give the Design Cost of a ship that is in the Medium class
- Multiply the total by **x3** to give the Design Cost of a ship that is in the Large class
- Multiply the total by **x5** to give the Design Cost of a ship that is in the Massive class

Page 88

Use this extra paragraph which should have gone into the Designer's Notes at the end of the text:

When you make your ships, remember that that a ship **CANNOT** have more than **ONE** type of Shield, Field or similar device. The only minimum ratings are **2 HP**, **3 DR** and **4 CR**.