

## Page 26

We used an example with a card that is not in the Generic 52 card deck. Please refer to these examples instead:

Being somewhat concerned by this number of dice being rolled against his Battleship, Donald chooses to play a Reaction card called *Reinforced Armour* which reduces the total number of hits against his Battleship by **-2**. Neil **CANNOT** now change his mind and **NOT** play the *Intensive Fire* card just because Donald played a card that could well negate the benefits of his card. Its usage was called and that sequence of events must take place.

The same goes for Donald and his *Reinforced Armour* card. Even if Neil rolls abysmally and scores no hits at all Donald **CANNOT** say he wasn't using the card in response to Neil's poor dice rolls.

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**Example 1:** Mick has a Sorylian fleet, Sean has a Dindrenzi fleet and Peter has an Aquan fleet. Mick rolls **2D6** adding **+1**, Sean rolls **2D6** adding **+3** and Peter rolls **2D6** adding **+2**. Mick gets a total of **8**, Sean gets a total of **9** and Peter gets a total of **5**, so Sean goes **1<sup>st</sup>**, Mick goes **2<sup>nd</sup>** and Peter goes **3<sup>rd</sup>**.

*Sean gets a +3 bonus and not a +2 as stated in the rule book.*

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**Example 2:** Matt and Dan have an Aquan and Terran fleet, and are playing against Nathan who has a Dindrenzi fleet. Matt and Dan each roll **1D6** for Initiative, adding **+2** and **+2** for their Fleet Tactics, while Nathan rolls **2D6** and adds **+3** for Fleet Tactics. Matt and Dan get a total of **10** and Nathan gets a total of **8**. So either Matt or Dan goes **1<sup>st</sup>** and Nathan goes **2<sup>nd</sup>**, then Matt or Dan goes **3<sup>rd</sup>** and Nathan goes **4<sup>th</sup>** and so on.

*Matt and Dan both get a +2 bonus and not +2 and +3 as stated in the rule book.*

## Page 39

**Example 1:** A Sorylian Battleship is firing at a Dindrenzi Cruiser at **Range Band 3**, which would give it an **8 AD** broadside to roll. But the Ship is carrying **3** hull damage tokens. The **8 AD** are modified down to **5 AD**, but its Port/Starboard Torpedo arcs (**6 AD each**) are **NOT** reduced.

*It is Port/Starboard arcs, not the Fore arc as mentioned.*

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**Example 8:** An Aquan Cruiser is caught between two Dindrenzi Frigates, which are both at **Range Band 2**. The Cruiser rolls **4 AD** against each Frigate, getting **2, 3, 5** and **6** (plus an extra roll of **2**) against Frigate A for a total of **3** hits, which causes it to lose **1 HP**.

It then rolls **4 AD** against Frigate B getting **5, 5, 5** and **6** (plus an extra roll of **5**) for a total of **6** hits, which cause it to lose **2 HP**, destroying it. The Cruiser then fires with **4 AD** from its Torpedoes at Frigate A, getting **1, 4, 4** and **4**, but the **4**'s do not count against a Small Target.

In the second paragraph a hit was missed off.

## Page 48

**Example 2:** If a Battleship with **8 PD** is attacked by **4** Wings it **MUST** use **2 PD** against each attack. If the Battleship was attacked by **6** Wings, it **MUST** use **2 PD** against two of them and **1 PD** against the other four.

We did not split the PD fire against the fighters correctly in this example.

## Page 50

**Example 1:** A Terran Battleship receives **13** hits, which will cause a Critical Hit. It has a Shield rating (**SH**) of **3** and rolls **3D6**, getting a **2, 4** and **6** (plus an extra roll of **4**). This cancels out **4** hits, so that the Battleship only receives **9** hits and loses **1** Hull Point.

**Example 2:** The Terran Battleship receives another **10** hits in the same turn, causing a Critical Hit. But the Terran player now gets to rolls **3D6** for the Ship's Shields, getting **2, 5** and **6** (plus an extra roll of **6**). This cancels out **5** hits, so that the Battleship only receives **5** hits and is unaffected by the attack.

*We put Aquan – it should have been Terran Battleship.*

## Page 51

We had a left over use of the word Mine. **PD** fire **CANNOT** be used against Mines. Please use this paragraph:

This section deals mainly with **PD** fire against Torpedoes. The **PD** rating written on every Fleet Information Guide determines how many dice you roll when making an attack against Torpedoes or Wings, so a **PD** of **6** gives you **6D6** and so on.

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The first Mine bullet should read:

- If a Ship or Wing starts or ends its move within **4"** of the centre of a Mine, the Mine is Activated

## Page 54

**Example 8:** Three Aquan Cruisers fire Torpedoes with a value of **4 AD** each at a Dindrenzi Battleship with **PD 6**. If the Cruisers fire individually, they attack with **4 AD** each, forcing the Battleship to split its **PD** between the attacks, with **PD 2** against each set of **4 AD**. If the Cruisers were to Link Fire, they would get **4 AD** plus **2 AD** plus **2 AD** for a total of **8 AD**. The Battleship would then get its full **PD 6** against this single linked attack.

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As a Ship sends its boarders to assault a target vessel it can be attacked using Point Defence (**PD**), representing weapon systems on the hull blowing the boarding ships up as they come in. Add up any results of **5** or **6**, rolling again for any **6**s that are rolled.

*We had an error here in Example 2. You **DO NOT** record hits on a 4.*

**Example 2:** A Dindrenzi Battleship makes a Boarding Assault against a Sorylian Cruiser and has **4 AP** remaining, having earlier lost **1 AP**. The Cruiser has **PD 3**, rolls **3D6** and gets a **2, 5** and **5**, causing **2** hits and reducing the **AP** of the Battleship from **4** to **2**.

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**Example 9:** Three Terran Cruisers board the same Dindrenzi Battleship, which **MUST** split its **6 PD** (reduced from **7** by damage) between the three different boarders. The Battleship rolls **2D6** against each group and gets **1, 5**, then **5, 5**, then **5, 6** (and a **1**). This reduces the **AP** of the first boarders by **1**, reduces the **AP** of the second boarders by **2**, and kills all of the third boarders.

*We had an error creep in here. You **DO NOT** record hits on a 4 with Point Defence.*

We recommend that in order to get a better understanding of this rule you now use the following example:

**Example 9:** Three Terran Cruisers board the same Dindrenzi Battleship, which **MUST** split its **6 PD** between the three different boarding parties. The Battleship therefore rolls **2D6** against each group and gets **1, 5**, then **5, 5**, then **5, 6** (and a further **1**). This reduces the **AP** of the first boarders by **1**, reduces the **AP** of the second boarders by **2**, and kills **ALL** of the third boarders.

The boarders now reach the Battleship and, having assessed their incoming losses, find they have **2 AP** and **1 AP** of dice with which their troops can assault the Battleship. The Battleship, which has already seen some heavy action, has an **AP** of **1** and a **CP** of **0** remaining. Now the battle rages as the forces of the ships fight to the death - but with **3 AP** at their disposal the boarders from the Cruisers stand a good chance of taking this prize.

## Page 68

The Terran Frigate is worth **20** Points, not the **25** points as listed.

## Page 69

When we changed the points values of the Terran Frigates we forgot to remove **30** points from some calculations. It should read:

The Ships have a Construction Point cost as shown above, and this is used to calculate how many Ships can be deployed on a table for a game. A Terran **Starter Battlegroup** would therefore cost **495** Fleet Points, being **180** (**1** Battleship) + **195** (**3** Cruisers) + **120** (**6** Frigates).