

(1C1) While nothing actually says so, you can use either size of hexes and counters with either scale.

(1D2) *Communique #13 added this note:* The selection of baseline speeds is made by both players simultaneously and in secret, and is then revealed.

(1E2c-Step 1) *This rule from the original printing was modified in revision 4 to note that:* The seeking weapon must have impacted on the current impulse.

(1E2d) *This rule from the original printing was modified in revision 1 to read:* All fire is simultaneous, so any weapon destroyed during this Phase can still be fired during this phase (assuming it was able to fire otherwise). During this Phase, each player must resolve all of the fire of one ship before moving to the next ship.

(1E3b) *This rule from the original printing was modified in revision 4 to include this new material:* At this time, calculate lab points gained (5B3). If a lab was disabled during the turn, count the closest point the ship was to the target when the lab was active.

(1E3e) *This rule was added in revision 3:* **Undocking:** Units which are docked or landed (2D5) may undock or take off.

(1F2) *This rule from the original printing was modified in revision 1 to add:* You may use a larger turn gauge than required, but never a smaller one. If you skip a movement impulse (2B2b), leave the ship where it is, but rotate it so the cross-section line is parallel to the next turn increment line.

(2A5) *This rule from the original printing was modified in revision 1 to read:* Within these groups, the slower unit moves first. If the speeds are equal, the unit with a better turn mode category moves last. If speed and turn mode category is the same, both players write down their movement for that sub-pulse only and expose these written orders simultaneously, then execute them simultaneously.

If two units have the same baseline speed, and one has accelerated during that impulse, it is faster (for that impulse) than a unit with the same baseline speed but slower than a unit with the next higher baseline speed. If one has decelerated (during that impulse), it is slower (for the remainder of that impulse) than a unit with the same baseline speed, but faster than a unit with a lower baseline speed.

Note that this chart is used in each Movement Sub-Pulse and does not mean that a ship with a lower turn mode would move all of its hexes for all of its Sub-Pulses before another ship. Each sub-pulse is completed before another sub-pulse begins.

(2A5) *This rule was further modified in revision 2 to add:* If the speeds are equal, the unit with a better turn mode category moves last. If speed and turn mode category is the same, both players write down their movement for that sub-pulse only and expose these written orders simultaneously, then execute them simultaneously.

(2B1b) *The charts from the original printing contained numerous mathematical errors which were corrected in revision 1. The correct charts are:*

Ship Type	Move Cost	Baseline Speed		
		8	16	24
Squadron	Per Hex			
Dreadnought	1+1/2	12	24	36
Heavy Cruiser	1	8	16	24
Light Cruiser	3/4	6	12	18
Destroyer	1/2	4	8	12
Frigate	1/4	2	4	6

Fleet Scale (1C) has movement costs of one-half of those of Squadron Scale.

Ship Type	Move Cost	Baseline Speed		
		8	16	24
Fleet Scale	Per Hex			
Dreadnought	3/4	6	12	18
Heavy Cruiser	1/2	4	8	12
Light Cruiser	3/8	3	6	9
Destroyer	1/4	2	4	6
Frigate	1/8	1	2	3

(2B1b) *This rule from the original printing was modified in revision 1 to read:* **Baseline Speed:** During the Energy Allocation Phase, the owner of each ship pays for its Baseline Speed, which could be 0, 8, 16, or 24. Ships which have a movement cost of one pay 16 Energy Tokens for Baseline Speed 16. Ships with a movement cost of 1/2 pay only eight tokens for a Baseline Speed of 16. Note that a ship at “baseline speed zero” or that is “stopped” (2C7) pays no energy. Towing another unit (5D6b) can reduce your speed but not below zero and cannot “stop” the ship.

(2B2b) *This rule from the original printing was modified in revision 3 to read:* **Deceleration:** A ship can slow down by using an Energy Token to buy a “deceleration point” (equal in cost to a movement point). A ship could cancel some, all, or none of the movement points of that Impulse (assuming that it had the energy tokens to pay for it). Unlike movement increases, which are paid only at the start of an impulse, decelerations are paid at the instant in a given sub-pulse when the ship would move. They do not change the ship to a different movement “level”; they cancel a specific sub-pulse.

(2B2b) Deceleration *Communique #13 and revision 4 added this note:* A movement point cancelled by deceleration counts for the turn mode but *not* for the sideslip mode.

(2C3b) *This rule from the original printing was modified in revision 1 and then totally replaced in revision 3. It now reads:* **Starting From Speed Zero or Stopped:** A unit which was “stopped” on the previous turn and is moving on this turn cannot turn or sideslip before moving out of the hex because its turn and sideslip modes are at zero (2C3c). If the owning player wants to turn before movement, the unit could perform a High Energy Turn (2D2) before moving.

A ship with a baseline speed (2A1) of zero is still “moving”. If it uses Energy Tokens to “accelerate” and move a hex during some of the impulses, it has a Turn Mode (2C2) and Sideslip Mode (2C4) of 1 and accumulates turn mode points and Sideslip Points.

Seeking weapons are placed on the map at the time of launch with their target in their FA arc (4F2a) and facing within the launcher’s tracking arc (if any) and must move one hex before they can turn. They could, however, make a high energy turn (4F3e).

Shuttles are placed on the map in the hex of the unit that launched them facing in any direction, and thereafter must move one hex before they can turn. **(2C5b)** *A part of this rule from the original printing was modified in revision 3 to read:* This (braking) cost is not paid if the ship was stopped (2C7) or moving in the opposite direction (2C5) at the end of the previous turn.

(2C7) STOPPING vs SPEED ZERO

This rule was added in revision 3. It reads:

Speed Zero is a speed; “Stopped” is a condition. While at Speed Zero, you are still “moving”. When your ship is stopped, you aren’t moving at all.

(2C7a) Stopped: A ship can be “stopped” as a result of a breakdown (2D2d), emergency deceleration (2D3a), having no power during Energy Allocation, when docked or landed (2D5), or you can declare your ship “stopped” during Energy Allocation. When “stopped” a ship can make tactical maneuvers (2D1), a high energy turn (2D2), or evasive maneuvers (2D4), but cannot use acceleration (2B2a). A “stopped” ship can resume movement only by declaring a speed in a future Energy Allocation Phase.

(2C7b) Speed Zero: A ship at speed zero can accelerate (2B2a), decelerate (2B2b), use evasive maneuvers (2D4), make a high energy turn (2D3), but cannot make tactical maneuvers (2D1). It has a turn mode of 1; see (2C3b).

(3C8) Communique #13 added this note: *Some players seem confused by things not in the rules. This rule is clear in that there is one point of burn through for any volley which exceeds ten points of damage, not every tenth point.*

(2D1) *The second paragraph of this rule from the original printing was modified in revision 3 to read:* A ship which is “stopped” (2C7) may make a tactical maneuver once per turn. At the end of the fourth Movement Sub-Pulse, the ship can pay one Energy Token (regardless of its movement cost, except when moving in Fleet Scale in which case it is a half-token) and turn 60° in either direction. The ship could also make a High Energy Turn (2D2).

(2D2a) *This rule from the original printing was modified in revision 2 and again in revision 3. It now reads:*

Procedure: At the Start of any Movement Sub-Pulse, the ship may pay Energy Tokens equal to five points of movement, and make a High Energy Turn during that sub-pulse. (The ship can cancel the High Energy Turn

but loses the energy paid.) This maneuver allows the ship to turn to any new facing it wants, immediately, regardless of its speed or turn mode. The ship’s Turn Mode (2C2) and Sideslip Mode (2C4) are reset to zero. There is no effect to the ship’s baseline speed. A ship cannot make a High Energy Turn and a Tactical Maneuver (2D1) during the same Impulse (note: impulse, not movement sub-pulse).

(2D4a) *This rule from the original printing was modified in revision 4 to add:* You may only do this [Start or stop Evasive Maneuvers] once in any given turn.

(2D4d) *The final sentence of the first paragraph of this rule from the original printing was modified in revision 4 to add the following:* Evasive Maneuvers do not continue into the next turn (unless power is spent in the Energy Allocation Phase of that turn, which counts as the one time you can adopt Evasive Maneuvers for that turn).

(2D4e) *This rule from the original printing was modified in revision 3 to read:* **Prohibited:** Bases, Seeking Weapons, cloaked ships, ships held in (or holding another unit in) a tractor beam, ships trapped in a web, Freighters, and Monsters cannot use Evasive Maneuvers.

(2D5a) *This rule from the original printing was modified in revision 3 to read:* **Procedure for Docking:** The ship must end its movement for the turn in the same hex as the base or ship it is docking to. It might do this by cleverly manipulating its speed, by using emergency deceleration, or by paying Energy Tokens to cancel movement points. At the start of the next turn, both ships (or the ship and the base) must be Stopped (2C7). (A base might be rotating and this would not affect docking.) The two units then simply declare that they are docked. You cannot dock to another ship without its consent (you could to a base) unless that ship has no engine power and is dead in space.

Units which are docked are still treated as separate units for combat purposes. They fire and are fired at, individually. Docked units cannot move including tactical maneuvers, evasive maneuvers, or high energy turns. (Bases could rotate, the ship rotating with them.)

To Un-dock, the owner of the ship declares this status during Step (1E3e).

(2D5b) *This rule from the original printing was modified in revision 3 to add:* Ships take off during the End of Turn Procedure (1E3e); it costs power equal to a hex of movement to take off. Move the ship to any hex adjacent to the planet hex in which the ship was landed and turn the ship to any facing selected by the owner.

(3C5) *This rule from the original printing was modified in revision 4 to add:* A shield that is down cannot be reinforced by batteries.

(3C6c) *Communique #13 added this note:* You make a new decision on which shield was hit with each volley of damage, even if one or both ships have not moved.

(3D3b) *Communique #13 added this note:* You can continue to take frame hits to protect “the last system box of a given type” until you run out of frame hits. You could in theory take one more frame hit after that, to protect

(say) your last phaser, but as this would blow up the ship, it is not a good career move.

(3D4b) *Communique #12 adds this rule:* Any “skipped” points are lost immediately; there is no option to score them on “frame” damage.

(3D4d) *This rule from the original printing was modified in revision 1 to read:* Directed Targeting can only be used if the range is 10 hexes or less, and cannot be used if the volley includes overloaded weapons.

(3D6) BASE DAMAGE: *Communique #16 adds this rule:* In the case of all bases (starbases, battle stations, base stations, mobile bases, and others to be added later), any “warp” damage points are scored on “reactor” boxes.

(3E1) *This rule from the original printing was modified in revision 3 to read:* Dunno. I cannot find any difference between my revision 2 and 3 rulebooks. Help?

(3E2) *This rule from the original printing was modified in revision 1 and again in revision 2 and now reads:*

CAPTURE: Ships can be captured by enemy marines (5F2). A captured ship cannot (under the new owners, not the original who gets it back) fire in the Offensive Fire Phase, launch/guide seeking weapons, perform evasive maneuvers or high energy turns, accelerate or decelerate, or pick a baseline speed higher than 16.

(4A4) DIE ROLL MODIFIERS *Communique #15 added this entirely new rule which combines and modifies several exiting rules. I really need to get Mike West to give me a list of the rules so modified.*

Die roll modifiers caused by Orion Stealth, Evasive Maneuvers, and Asteroids are cumulative; if more than one applies, add them together.

For phasers, fusion beams, and web breakers, if the modified die roll is greater than six, move to the next column to the right (one column per shift; seven moves one column, eight moves two). Moving “off the right end of the chart” is a miss.

For “hit or miss” weapons (photons, disruptors, plasma bolt, web fist, particle cannon) a result of “7” or more is simply a miss. (For hellbores and PPDs, modifiers affect the total die roll; a miss is a miss.)

For the Plasma Carronade, move one column to the left (and anything “left of 1” is a miss).

For Probes fired as weapons, the modifiers reduce the die roll; they do not increase it.

(4B2e) *This rule from the original printing was modified in revision 3 to read:* **Tables:** Each of these phasers has its own Phaser Combat Table, all of which (except the Phaser-4) are seen on the Player Reference Cards. A Phaser-1 or Phaser-2 could be fired as a Phaser-3 (to save power when the target isn’t going to need a lot of killing, since this would cost the half-token of a phaser-3), and the Phaser-4 can be fired as a Phaser-1 or Phaser-3 (again, to save power). Firing a phaser as a lower-class weapon still uses the one

allowed firing of that weapon each turn. A Phaser-1 or Phaser-4 cannot fire as a Phaser-2.

(4F2) *Communique #14 adds this explanatory note:* A seeking weapon must move directly forward with its first move, unless it can impact its target by using a high energy turn. If it can impact its target by using a high energy turn, then it *must* do so.

Rule (2C3b) explains the first move restriction. The reason a drone must move forward with its first move is because it has not yet fulfilled its turn mode or sideslip mode. Because of this, it *must* move directly forward. High Energy Turns are not limited by turn or sideslip modes. Therefore, the drone *can* do a high energy turn on its first move.

However, drones (and all seeking weapons) have limitations on their use of high energy turns. Rule (4F3e) says that drones may only make a high energy turn if this will result in an immediate impact, but that if the opportunity is there, it must be taken.

(4F2a) *The lower half of the first paragraph of this rule from the original printing was modified in revision 3 to read:* When a seeking weapon is launched, it is placed in the same hex as the ship or other unit which launched it with the target in its FA arc and (in the case of plasma torpedoes) within the tracking arc of the launcher). See (2C3b) and (4G3).

(4F2e) *This rule from the original printing was modified in revision 3 to add:* Weapons more than 25 hexes from the controlling ship also self-destruct.

(4F4a) *Communique #12 adds this rule:* It does not matter if the target entered the hex of the seeking weapon or if the seeking weapon entered the hex of the target. Either way, it is treated as an impact.

(4F5) *Communique #13 added this note:* Allied ships could fire at seeking weapons about to hit your ship during the Offensive Fire Phase (4F5a) but not after impact during the Defensive Fire Phase (4F5b).

(4F5c) *This rule from the original printing was modified in revision 3 and again in revision 4 to add:* Suicide shuttles cannot target drones. [The next sentence replaced the word “hits” (its target) with “impacts.”] Note that as no seeking weapon can target a plasma torpedo, we will never know what happens when one plasma torpedo hits another plasma torpedo.

(4G2) *This rule from the original printing was modified in revision 1 and again in revision 2 to read:* **CARRIAGE:** Drones are carried in “racks” which each hold four such missiles ready for launch. Drones have their own fuel built-in at the factory, and the ship does not have to expend energy tokens to carry or launch drones. Each drone rack can launch only one drone per turn.

(4H3) *This rule from the original printing was modified in revision 3 to read:* **EXPLOSION:** When a suicide freighter enters the hex of the enemy base, there is no Defensive Fire (it is too big to stop). The freighter explodes in the Defensive Fire Phase, causing an amount of damage to the base equal to ten times the number of un-disabled cargo boxes. You could only tractor a suicide freighter if it

ended an impulse in a hex adjacent to the base or some other friendly unit. A ship on the same side as the suicide freighter cannot tractor or tow the suicide freighter, but an enemy ship could. Cargo boxes which were disabled and later repaired do not count.

(4J2c) Communique #12 notes that: You can increase the size of a plasma torpedo held in the tube. First you pay for the holding cost of the original (smaller) torpedo (4J2b) and then you can upgrade the torpedo under (4J2c).

(5D3b) *The last sentence of this rule from the original printing was modified in revision 3 to become a new rule as follows:* **(5D3b)** Tractors cannot move a base. If a ship tractors a base and the ship moves, the tractor will break. If the base tractors the ship, the ship cannot move until the tractor is broken by auction or released.

(5D5) *This rule from the original printing was modified in revision 3 to read:* Tractor beams can attach to objects (seeking weapons, shuttles, wreckage; see below for ships) within one hex of the ship (or in the same hex) in the Other Functions Step. Simply designate the object to be tracted, the tractor beam being used, and pay one Energy Token. The object is then tracted, and will for the remainder of the turn move along with the ship holding it unless the object is destroyed, the tractor beam holding it is destroyed (in which case the object is released and no longer moves with the ship), the tractor is released in (1E2e) [losing any power], or until the end of the turn (in which case the player could pay one Energy Token during Energy Allocation of the next turn to continue to hold the object during that turn. Note that this procedure is used to land shuttles, but that if the ship moves faster than speed 16 while holding a shuttle in a tractor beam, the shuttle is destroyed. (This would happen on the second Movement Sub-Pulse of Speed 24 or of Speed 16 with energy paid for an extra movement point that impulse.)

(5D6b) *This rule from the original printing was modified in revision 2 and again in revision 3 and now reads:* **Linked Ships:** Because starships have powerful engines able to generate enormous amounts of force, the two ships (if linked by a tractor beam) must compare the number of Energy Tokens each has spent for its Baseline Speed. Only the ship which put more energy into movement actually moves (reduce its baseline speed by one level; two if the ship being towed is larger); the engines of the other ship have no effect and that ship simply follows along with the moving ship. (The period while tracted does not affect its turn mode count.) Tactical Maneuvers (2D1) and High Energy Turns (2D2) may be used if otherwise legal. Evasive Maneuvers (2D4) would be prevented from happening. The cost of acceleration or deceleration is the combined total for the two ships.

If engine power is identical, then the two linked ships do not move. If during any Impulse one of them

spends power to move an extra hex and the other does not, then that ship would move both ships one hex. If both ships spend power to accelerate or decelerate, neither ship moves. If a tractor beam is broken (5D6a) then the released ship resumes its movement but does not regain any lost movement.

No ship can tractor more than one ship at the same time and must release one tractor link (losing all of the energy in it) to tractor another ship.

(5D6c) *This rule from the original printing was modified in revision 1 and again in revision 2 and now reads:* **No Penalties:** Enemy ships held in tractor beams have no penalties or restrictions regarding their ability to fire weapons, launch shuttles or seeking weapons, or use their systems. Friendly ships held in a tractor beam (e.g., being towed) cannot fire weapons during the Offensive Fire Phase.

(5E5) *This rule from the original printing was modified in revision 3 to add:* They (Transporters) cannot move shuttlecraft (which are just too big).

(5F2a) *This rule from the original printing was modified in revision 3 to add:* Docked units (2D5a) can send six Marine Squads to the unit they are docked to in each Marine Phase (1E3c).

(5F2c) *This rule from the original printing was modified in revision 1 to read:* **Dunno. I don't have a revision 0 rulebook or a revision 1 rulebook, so I cannot tell.**

(5G5) *This rule from the original printing was modified in revision 3 to read:* **RELOADS:** If a drone or anti-drone rack, or a probe launcher, is empty (all ammunition launched or fired), it can be fully reloaded by "repairing" it. If a drone or anti-drone rack (or probe launcher) is disabled it loses all ammunition and when repaired is empty and would have to be "repaired" a second time to reload it. You can "reload" a rack that is not entirely empty if you have a tactical reason for doing so, but you get no discount for doing this. You cannot reload a rack or launcher (whether it is empty or only partially empty) on a turn that it launched a weapon/probe. **Communique #13 added this note:** While it would take some smaller ships a long time to reload a drone rack, this problem is offset by the fact that the ship has infinite reloads.

(5H5) Communique #12 adds this rule: A shuttlecraft can carry two Marine boarding parties.

(5H6) Suicide Shuttles *Communique #13 added this note:* The warhead strength of suicide shuttles is not reduced in fleet scale. Because ships have fewer shuttles, it all works out. Note that ships have fewer drone racks and that drone warheads are not reduced.

(5J) Communique #12 adds this rule: Frame damage cannot be repaired during a scenario.

(5D5) Communique #12 notes that: When a ship turns, a seeking weapon being held by the tractor rotates with the ship and continues to face the same shield, but a ship held by a tractor beam remains in the same hex if the ship holding it turns.

(5L1) *This rule from the original printing was totally replaced in revision 4 and now reads:* **OPTIONAL**

WEAPONS: Orion ships have their main heavy weapon marked WPN instead of what kind of weapon it is. This is because pirate ships operate across the galaxy and their captains outfit them with whatever weapons are available. The Orion player may, before each scenario begins, decide (and announce) if a WPN box holds a photon torpedo (FA), a disruptor (FA), a drone rack (360°), fusion beam (FA), hellbore (FA), ESG (360°) or a phaser-1 or G (FA), or other weapons. Each WPN box can be given a separate identity.

The Orion player could experiment with changing the drone racks on the Salvage Cruiser and Raider Cruiser to phaser-1s (LS on the left wing, RS on the right wing) or plasma-F (LP on the left wing, RP on the right wing). The wing mounts cannot hold other types of weapons. The Fleet Scale CR uses a 360° phaser and FP plasma tracking are for its wing box.

The Light Raider (in *Klingon Attack*) is a special case. It has two “wing” option mounts (one in each wing) and these can hold drone racks (360°), Plasma-Fs (LP and RP), Phaser-1 or Phaser-G (LS and RS), anti-drones (360°), Disruptors (Range 15, FA or L+LF and RF+R), Photons (FA or L+LF and RF+R), or Fusion Beams (FA or L+LF and RF+R).

The same rule applies to an Orion base but all of its weapons are “hull mounted” not “wing-mounted”.

Orions never used phaser-4s and any phaser-4s on the base card are replaced by phaser-1s when it is used as an Orion base.

(5P3f) *Communique #14 add this rule:* the 20% surcharge to add a cloak to a unit without one applies to any such unit, from a Klingon D7 to a Romulan base.

(7B3) *This rule from the original printing was modified in revision 3 to read:* In either case, any warp or impulse hits can be scored on Reactors. Federation BATS have drone racks with four drones and no anti-drones.

(7D) *This rule from the original printing was modified in revision 1 to read:* The Klingon C7 in the original printing (copyright 2005) should have the same expanded L+FH, FH+R arcs on both sides. The energy track is incomplete on the fleet side, and two boxes of the #6 shield on the squadron size are the wrong shade of purple. These problems were corrected on the second printing, copyrighted 2006.

Note: Some players are confused by the wing phaser arcs of the Klingon D7. These are under the corners of the rear hull and are (in the case of the opposite side firing arcs) actually firing *under* the rear hull!

(8B2c) *This rule from the original printing was modified in revision 1 to read:* Marginal victory should be 25% or more, not 50%. *Communique #12 added this note:* You get the points for the highest condition that you achieve, not for that and all of the lower conditions.

(8B3) *This rule from the original printing was modified in revision 1 to read:* The harassing ship gains no points for “forcing” the rescuing ship to disengage if it has rescued the colonists.