

ALL KNOWN ERRATA LINE ITEMS FROM MODULE J2

TYPE H DRONES:

(FD21.11) Despite what this rule says, it is apparently necessary to restate that this drone cannot ever appear on any fighter, bomber, PF, ship (except in drogues), or base (except in drogues) not on a planetary surface. No submission of ships, fighters, bombers, PFs, or other units designed to use this drone need be submitted if it requires violation of these prohibitions. Such submissions will automatically be rejected.

(FD21.12) This rule was written to account for the existing small ground base (R1.28C). Starbases, battle stations, base stations, or mobile logistics bases constructed on planetary surfaces and wanting to use the type-H drone could have one such drone in each magazine. A type-D drone rack could have up to three such drones (one in each magazine), a type-H drone rack could have up to four. Such large multi-magazine drone racks could have type-I or type-IV (or type-II, type-III, type-V) drones in their other magazines. Rules (FD3.41) and (FD3.81), respectively, would govern the operations of the rack's launcher. Note that under the provisions of (FD21.11) drone racks on bases not constructed on planets cannot use heavy drones at all, and under the provisions of (FD21.5) even a base constructed on a planetary surface cannot reload type-H drones during a scenario.

PLASMA-K

(FP13.1) The activation cost of a plasma-K is 0.25 points of energy (half the activation cost of plasma-D), not 0.125 (a quarter of the activation cost of a plasma-D). The text is correct except that the wrong figure, i.e., 1/8th is used instead of the correct 1/4th.

(FP13.2) For purposes of firing inside a bay, it should be obvious that the torpedo operates under (G7.813) (warhead value at a size class 5 or larger target and destroying the launching unit and the box it is in) and not (G7.814) (the doubling of the warhead is only ever used when fired at small targets).

(FP13.3) No launch rate of plasma-Ks by fighters was provided in this rule because the existence of this plasma does not change the individual ability of a fighter to launch plasma torpedoes. If the fighter was able to launch two plasma-Ds, it would be able to launch a plasma-K and a plasma-D, two plasma-Ds, or two plasma-Ks in a single turn. If a fighter is only able to launch one plasma-D, it could launch either one plasma-D, or one plasma-K, not a plasma-D and a plasma-K. The fact that Romulan (or Gorn, or ISC) fighters can carry more plasma-Ds and/or plasma-Ks does not in and of itself increase the rate at which they can launch those weapons (unless individual descriptions of such fighters provide a larger launch rate, i.e., heavy fighters). This is not any different than a Federation F-18C, which if loaded with 6 type-I drones would only be able to launch one drone per turn under the provisions of (J4.24), nothing in its ship description (R2.F5) allows it launch more than one type-I drone per turn, nor can it salvo launch non-type-III frames from its special rails, although if the special rails have type-III frames they can both be launched in a single turn as an F-14A, B, C, or D can (R1.F9). Even if you added a megapack to the F-18CM, the resulting fighter would be able to carry eight type-I drones (or six type-I and two type-III, or seven type-I and one type-III), but would STILL only be able to launch one of them a turn (except for the type-IIIs as noted). Even though the F-18CM could carry four type-I (or two type-I and two type-III, or three type-I and one type-III) and four type-VI drones on its rails and thus under (J4.241) could launch two drones a turn (one type-I and one type-VI, or the two type-IIIs), the plasma-K is a plasma torpedo with some characteristics of a type-VI drone, it does not change the plasma launch rate of the fighter which is restricted by (J4.28) as the rules state (FP13.0) "A plasma-K uses all rules of the plasma-D except as noted herein".

(FP13.31) Plasma-EW fighters (Romulan G-FE, G-SFE, G-FSFE, G-IE, G-IIE, or G-IIIE; Gorn G-8E, G-10E, G-12E, G-18E, G-18BE, or G-20E; ISC EF or FEF) include two type-K plasma rails in their BPV.

DROGUES

(G34.16) For purposes of this rule, the drogue is treated as a drone (E6.1), not a shuttle (E6.2).

(G34.263) This rule is unclear, but is intended to mean that when calculating the retention (G13.331) of a lock-on to a cloaked ship, or to reacquire (G13.333) a lock-on to a cloaked ship, the presence of a drogue adds a plus one to the equation. Thus (if retaining) the formula would read: $P = S - (\text{EW adjustment}) - RF + SF - 4 + 1$.

(G34.31) The prohibition on the use of seeking weapons drogues by the Lyrans also applies to the LDR and Seltorians.

(G34.313) There are no firing arc restrictions for plasma seeking weapon drogues, i.e., they can launch their plasma-Fs and/or plasma-Ds in any direction.

(G34.343) This rule is unclear. In order for the scout to be able to lend the additional electronic warfare both the scout and the receiving unit must have a deployed Sensor Drogue. The Scout cannot lend eight offensive ECM to an enemy unit that does not have its own sensor drogue, and cannot do so if the scout does not also have a sensor drogue.

(G34.351) The restriction on reloading the Heavy Drogue in this rule is on Type-H drones, it can be reloaded with two normal drones (either type-I, type-IV, or type-VI) during a scenario.

(G34.352) The Plasma-F drogue can be reloaded using the normal procedures of loading a plasma-F launcher (as provided in its rule), no deck crew actions are required as they are loaded "... as any type-F launcher on a ship".

ANDROMEDAN SMALL SUPPORT UNITS

(G35.3) An Andromedan Pseudo Satellite Ship can be considered a type of specialized small support unit. Being the same size as a small support unit, it should be obvious that an Andromedan Mothership could mix PSSs with other small support units to fill its hangar capacity, e.g., on a particular mission carry a PSS and two cargo SSUs in place of a Viper.

(G35.631) TYPO, text "At then end of the turn . . ." should read "At the end of the turn . . .".

BOMBERS

(J14.223) The reference to (J13.32) should be to (J14.32). This rule (J14.223) does mean that bombers cannot HET even to break tractors, but note that an uncrippled bomber cannot be death dragged.

(J14.23) The text in this rule stating that bombers cannot use mega-fighter systems is in error, and rules (J16.21) and (J16.249) are correct.

(J14.233) This rule clearly states that bombers cannot launch more than three seeking weapons in a turn, and is specific to bombers.

REMOTE CONTROLLED FIGHTERS

(J15.12) A fighter cannot be converted from remote controlled to manned during a scenario, such conversion is no less complex than converting a manned fighter to a remote-controlled fighter.

(J15.331) PF Scouts can use their sensors to control fighters launched by their carrier, generally this will mean a Space Control Ship or base as there are few ships with fighters that are also qualified to carry a PF Scout.

MEGA FIGHTERS

(J16.1) Heavy Fighters can use mega packs.

(J16.111) It is not clearly stated, but the cost of purchasing the mega-fighter pack for a given fighter includes upgrades to the ready rack of the carrier to service that specific fighter. It is implied in this rule by noting that the ready rack for a mega-F18 would have the ability to load the extra drones provided by the pack. A specific clarification is needed in the case of Hydran fusion fighters, in that as (J4.831) provides the ready rack holds two complete reloads normally, the ready rack for a mega-stinger-2 (Stinger-2M) would hold 12 such charges.

(J16.21) and **(J16.249)** These rules are correct and **(J14.23)** is in error.

(J16.241) In the case of a fighter that only carried type-VI drones, the added drone rails are still type-I rails.

(J16.243) In the case of a fighter armed only with plasma-K torpedoes the mega-fighter pack still adds rails for two plasma-Ds.

SSDs, GENERIC

(R01.46) The APRs on Federation versions of the Medium Bomber Base and Heavy Bomber Base are AWRs, no change in BPV.

(R01.46B) The firing arcs of the phasers on this base are FH, i.e., 180°. Ground bases are still bases, and as such benefit from (G24.135), i.e., firing their weapons does not blind their special sensors. Note that this also applies to the Planetary Control Bases found in Module K. Unless otherwise stated in scenario instructions, bombers operating from a base will operate from a base appropriate to their type. Medium bombers will operate from a medium bomber base, and heavy bombers will operate from a heavy bomber base. Heavy bombers will never operate from any base other than a heavy bomber base, and medium bombers will rarely operate from a heavy bomber base.

SSDs, FEDERATION

(R02.096) Missing Ident header in Administrative Shuttle track.

(R02.097) Fed CVD SSD: None of the playtesters noticed that the SSD for this ship still included a photon torpedo table. The forward bay should have the (M2.113) note.

(R02.098) Should not have FA weapon arc as it is only used by the fighters.

(R02.099) Should not have FA, FX, or RX phaser arcs as these are only used by the A-20s.

(R02.100) Missing Ident header in Administrative Shuttle track. There are three names provided for this ship, but it is not at this time clear if the Federation only had one operational at a time, building a replacement after one was destroyed (twice).

(R02.104) Should not have FA firing arc as only fighters use it.

(R02.105) Fed ASC SSD: None of the playtesters noticed that the SSD for this ship needed an ADD table. Should not have FA firing arc as only fighters use it.

(R02.F16) The FB-111 is a two-space fighter that uses the bomber damage system and can only operate from ground bases.

SSDs, KLINGON

(R03.110) Should not have FA firing arc as only fighters use it. The wing bays should have the (M2.113) note.

(R03.111) Should not have FA firing arc as only fighters use it.

(R03.112) Should not have RX firing arc as only fighters use it.

(R03.F12) SSD book page 24, ZB-4 bomber is degraded at 16 damage points and crippled at 22. The last line of the rules text should say each disruptor has two (not three) charges. There are three disruptors with two charges each, not two disruptors with three charges each.

SSDs, ROMULAN

(R04.102) Should not have FA firing arc as only fighters use it. The Modular bays should have the (M2.113) note.

(R04.103) The Modular bays should have the (M2.113) note.

SSDs, KZINTI

(R05.80) Should not have FA firing arc even though technically the phaser-1s do fire in that arc.

(R05.81) Should not have FX or RX firing arcs as only the fighters use them.

(R05.82) Kzinti DDE/A SSD: While the note seems to say the ship has only one ready rack, the SSD is clear that it has two.

(R05.83) Missing Ident header in Administrative Shuttle track.

(R05.F09) This fighter has a speed of 15 as shown on the Master Fighter Chart. The SSDs for the ACS (R05.79), CSV (R05.81) and Orion CSV (R08.43) list the speed of 12 incorrectly.

SSDs, GORN

(R06.67) Should not have RA firing arc. The bays in the pod should have the (M2.113) note.

(R06.68) Gorn CVD SSD: Text beneath Plasma racks mentions a Y175 refit. At the time the ship went into playtest it was not known if its in service date would be before, during, or after Y175. When the decision was finally made (Y176), no one noticed that the note under the plasma racks needed to be revised. The ship always had double plasma-D reloads for its plasma racks. The bays in the pod should have the (M2.113) note.

(R06.69) Gorn HVP SSD: Text beneath Plasma racks mentions a Y175 refit. At the time the ship went into playtest it was not known if its "in service" date would be before, during, or after Y175. When the decision was finally made (Y176), no one noticed that the note under the plasma racks needed to be revised. The ship always had double plasma-D reloads for its plasma racks.

(R06.F01) The Gorn GB-111 is a heavy fighter that uses the bomber rules and can only operate from ground bases. It has the F-111 weapons launch rate (four per turn). It carries two plasma-Ks and six plasma-Ds. The SSD should have the square plasma icons, not the round disruptor icons.

(R06.F07) The SSD for G-32 shown on the CSV with four plasma-D torpedoes is correct. The rule for the G-32 fighter and the entry on the Master Fighter And Shuttle Chart for the G-32 only shows two plasma-D torpedoes, and is incorrect. Some players believe that the last line of (J10.41) means that a G-30 or G-32 fighter can only launch the plasmas at targets in the fighter's FA arc. As specific always overrides general, the specific firing arcs for these fighters (like the FP launching arc of the ISC HFF) overrides the general rule.

(R06.F08) The G-10K should have been mentioned in this rule, but is shown on the Master Fighter And Shuttle Chart.

SSDs, THOLIAN

(R07.45) Should not have FA firing arc as that is used only by the fighters. The external bays should have the (M2.113) note.

(R07.46) Should not have FA firing arc as that is used only by the fighters. The external bays should have the (M2.113) note.

(R07.47) The external bays should have the (M2.113) note.

(R07.48) Should not have FA or RX firing arcs as they are only used by the fighters. The external bays should have the (M2.113) note.

(R07.49) Tholian DE: Has two probe launchers: Lower one should be APR.

(R07.77) The external bays should have the (M2.113) note.

(R07.F7P) Fighter Description: '... disruptors ...' should be '... disruptors ...'.

SSDs, ORION

(R08.43) Orion CSV SSD: The two shuttle boxes separate from the main bay should be cargo boxes. Some have expressed concerns that the number of deck crews is erroneous. The given number (eight) is correct and in keeping with the effort to make the carrier work. Four deck crews can operate on one fighter (J10.112), and given the need to turn the fighters around as quickly as possible while only being able to work on two at a time, it makes perfect sense for the Orions to have eight deck crews. Ship Description: '... not mention power ...' should be '... not to mention the power ...'. Should not have FA or RX firing arcs as they are only used by the fighters.

SSDs, HYDRAN

(R09.87) Hydran LE SSD: Does not have the word 'Hydran' on the ship title. Should not have RX firing arc as it is only used by the fighters.

(R09.89) Should not have RX firing arc as it is only used by the fighters.

(R09.90) Hydran PGV SSD: The (R9.R2) note should be present. This ship should have the (R9.R2) note.

(R09.92) Hydran GNV SSD: The (R9.R2) note should be present. Should not have FA firing arc as it is only used by the fighters. This ship should have the (R9.R2) note.

SSDs, ANDROMEDAN

(R10.48) The SSD incorrectly shows the Size Class of this unit to be "6", rule (G35.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.49) The SSD incorrectly shows the Size Class of this unit to be "6", rule (G35.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.50) The SSD incorrectly shows the Size Class of this unit to be "6", rule (G35.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.51) The SSD incorrectly shows the Size Class of this unit to be "6", rule (G35.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.52) '... have the standard ...' should be '... have the standard. ...'. This unit is not a scout and is purchased at its combat BPV, not its economic point value. The SSD incorrectly shows the Size Class of this unit to be "6", rule (G35.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

(R10.53) The SSD incorrectly shows the Size Class of this unit to be "6", rule (G35.13) states that Small Support Units are size class 5. This size class is correctly shown on the Master Ship Chart.

SSDs, LYRAN

(R11.70) CVM SSD: The "p" refit on this ship upgrades phaser-3s to phaser-1s, not phaser-2s. The BPV cost for the refit is correct for the phaser-1 upgrade. None of our checkers (including SPP who created the SSD) noticed that the very full SSD lacked a disruptor table. The ship should have the same disruptor table as the Lyran CW.

(R11.71) Should not have FX or RX firing arcs as they are only used by the fighters.

(R11.72) Lyran DDE SSD: Phaser-2 #10 is numbered #12.

SSDs, INTERSTELLAR CONCORDIUM

(R13.60) This ships forward bay should have the (M2.113) note.

(R13.61) Should not have FX firing arc as it is only used by the fighters. This ship's forward bay should have the (M2.113) note.

(R13.63) Should not have FX firing arc as it is only used by the fighters. Should not have FA firing arc.

(R13.F09) The rule for the HFF fighter and the master fighter annex only show two plasma-D torpedoes. The SSD for HFF shown on the ACS and CSV with four plasma-D torpedoes is correct.

(R13.F12) MASTER FIGHTER AND SHUTTLE CHART: The entry on the master ship chart incorrectly lists the FTK as having two phaser-3s, it only has one.

(R13.F14) SSD: ISC BMHR shows a crippled rating of 21, it should be 22.

SSDs, SELTORIAN

(R15.27) The bays in the weapons booms should have the (M2.113) note.

(R15.28) Should not have FX or RX firing arcs as they are only used by the fighters.

(R15.29) Should not have FA firing arc as that is used only by the fighters. The bay in the weapons boom should have the (M2.113) note.

(R15.30) Should not have FA or RX firing arcs as they are used only by the fighters.

SCENARIOS, HISTORICAL

(SH218.0) The relative position of Maps #1 and #2 are not explained, and the scenario graphic makes the situation more confusing. The (SH218.41) instructions make the situation clear by giving the disengagement restrictions, but the scenario should have clearly stated that the 42xx edge of Map #1 is adjacent to the 01xx edge of Map #2.

(SH219.2) The Kzinti bombers being used by the WYN are the Very Advanced Medium Bombers.

(SH221.2) The bomber base is a medium bomber base. Had we intended the medium bombers to be operating from a heavy bomber base the scenario would have said so.

ANNEXES

Annex #6 Drogues: This lists the decoy drogue's cost as 7 BPV, while Annex #6A lists it as 9 BPV. The listing in Annex #6A is the correct BPV, there was considerable debate about the cost of this drogue and when the final decision was made we forgot that, as with some other items, drogues had two listings in Annex #6.

COUNTER SHEET

Counter sheet: The Lyran CSV should have a CW silhouette, not that of a CA.