

# OFFICIAL RULE CHANGES May 2017

## **Part A: Core Rules Changes**

- 1) Pg 54, 2nd table, Laser Armament: Reduce this weapon's Burnthrough value from Burnthrough(6) to Burnthrough(4)
- 2) Pg 64, Manoeuvre: Change the dice roll required to shake off Launch Assets from a 4+ to a 5+. Torpedoes are still removed permanently on a roll of 6.
- 3) Pg 67, Calibre, add the following sentence: 'In addition, weapons with the Calibre H and/or S rule inflict Critical Hits on rolls exceeding their Lock value by ONE rather than the usual two (against targets of any Tonnage value).
- 4) Pg 69, Crippling, End of Section, Add the following: If a weapon with the Crippling rule is affected by another rule which would make Critical Hits automatic (such as the Particle rule) then the roll you would have needed to achieve a Critical Hit is the roll required for the Crippling rule to take effect. For example, a Lock 3+ weapon would need a 5 or 6 to make an additional roll on the Crippling table.
- 5) Pg 71, Admirals, Add the following paragraph: Your Admiral may be placed in any ship in your fleet with a Tonnage value of M, H or S. If placed in a ship of Tonnage H you may upgrade your Admiral 1 level for free. If placed in a ship of Tonnage S you may upgrade your Admiral 2 levels for free. These free upgrades do not allow you to exceed the maximum level allowed by the game size.
- 6) Pg 196, Voidgates, paragraph 2, add the following sentence: Ground Assets may NOT be deployed through any Voidgate which has used the Max Thrust Special Order that turn although it MAY still be part of a chain.
- 7) Pg 197, Voidgates and Ground Asset Relocation, replace the 3rd paragraph with the following: Any number of tokens may be picked up by a single Voidgate, but only one may be dropped per Voidgate per turn using this rule. Tokens picked up but not dropped in this manner are automatically destroyed. Voidgates on the Max Thrust Special Order may not use this rule in the same turn. Tokens moved in this manner count as NOT being present in their new Sector for the remainder of the turn (and therefore may not contribute to scoring that turn).

**Part B: Balancing Adjustments to Specific Ships**

## UCM:

- 1) Pg 109, New York: Increase Fighters and Bombers Load to 7
- 2) Pg 114, St Petersburg, Cobra Heavy Lasers, add the following special rule: 'Siphon Power' - If firing only one of these two weapons, increase its Burnthrough value to Burnthrough(8).

## Scourge:

- 1) Pg 151, Charybdis, Plasma Bombs: Increase this weapon's lock value to 3+
- 2) Pg 151, Scylla, Reverse-Grav Cannon: Increase this weapon's lock value to 3+

## PHR:

- 1) Pg 170, Hector, Medium Calibre Broadships: Both gain the 'Linked-1' rule
- 2) Pg 171, Achilles, Heavy Calibre Broadships: Both gain the 'Linked-1' rule
- 3) Pg 175, Orion, Medium Calibre Broadships: Both gain the 'Linked-1' rule
- 4) Pg 178, Ikarus, Medium Calibre Batteries: Both gain the 'Linked-1' rule
- 5) Pg 181, Calypso, Advanced ECM Suite rule, 'Once per turn, after an enemy group has allocated Attack Dice, you may pick a friendly ship within 4" of the Calypso. Add 1 to the lock value of the groups Attack Dice allocated to this ship. Subsequent attacks by other groups are not affected.

## Shaltari:

- 1) Pg 199, Diamond: Increase pts to 290
- 2) Pg 212, Topaz: Reduce pts to 37
- 3) Pg 212, Jade, Particle Lance: Increase the Lock value of this weapon to 2+
- 4) Pg 213, Amethyst: Change the Attack value of the weapon 'Microwave Array' from 'D3+2' to 'D3+1'
- 5) Pg 214, Glass, Ion Lances: Add the 'Close Action' special rule to this weapon