

Star Blazers FBS Module II Rulebook Addenda

(Originally posted 8/23/01 with material through 4/20/06)

Page xii: The length of the White Comet DSS Spectre should be 175m.

Page 2: **MOVEMENT EFFECTS ON TARGET ACQUISITION**

Speed of Firing Ship, OB, BC/SC	Target Stationary	Target Moving Speed 1 – 12	Target Moving Speed 13 – 18	Target Moving Speed 19 – 24
Ship Stationary	+30% chance to hit P.S. allowed	+10% chance to hit P.S. allowed	S.F.P.	S.F.P.
Ship Speed 1 – 12	+20% chance to hit P.S. allowed	S.F.P. P.S. allowed	N. F.	N.F.
Ship Speed 13 – 18	+10% chance to hit	N.F.	N.F.	N.F.
Ship Speed 19+	N.F.	N.F.	N.F.	N.F.
BC/SC Speed 0 – 12	S.F.P. Scorpion S.F.P.	S.F.P. Scorpion S.F.P.	N.F. Scorpion S.F.P. minus 10% chance to hit	N.F. Scorpion S.F.P. minus 20% chance to hit
BC/SC Speed 13 – 18	S.F.P. Scorpion S.F.P.	N.F. Scorpion S.F.P.	N.F. Scorpion S.F.P.	N.F. Scorpion S.F.P. minus 10% chance to hit
BC/SC Speed 19 – 24	N.F. Scorpion S.F.P.	N.F. Scorpion S.F.P.	N.F. Scorpion S.F.P.	N.F. Scorpion S.F.P.

+/- % chance to hit per each weapon battery fired.

P.S. Precision Salvo Allowed (Attacker and Defender)

S.F.P. Standard Firing Procedure (per rules)

N.F. No Fire Allowed

Note: If BC/SC are moving at 0 speed they are considered to be moving not stationary.

Ships at 0 speed are considered to be stationary.

Page 27: SCVL Triumph BC Squadrons carried should be 1, not 1.5.

Page 54: Reduced Batteries. The EDF Space Frigate (SFFG) fires a full G battery salvo every three turns. It requires three turns to recharge its G Battery. The recharge icons were omitted on the WDF. Note: The SFFG's may not fire Wave Motion Cartridges (see below).

Page 54/55: Wave Motion Cartridges

Only 8 SBB's, 1 SBCV, 1 SACV, and 1 SBC-H of the EDF Fleet are capable of firing Wave Motion Cartridges. These ships are outfitted with G, H, or H2 batteries. All of these ships have the capability to produce an extremely limited amount of WMC's. The EDF SFFG's G battery is a spinal mounted weapon and does not possess the same ballistic apparatus that is found in turret mounted G batteries. It also lacks the onboard technology to produce WMC's and the facilities to handle them if they should be made available.

Only the SBB's Musashi and Yamato should be allowed to possess WMC salvos at the start of a scenario. Both these ships roll 1 x D6, adding 3 to the die roll. The resulting score represents the number of WMC full turret salvos available for the scenario.

If other EDF ships with G, H, H2 batteries are to be allowed to have WMC salvos in the scenario they should also dice for the number of possible WMC salvos they possess. Each class 5 or 6 ship rolls 1 x D4, and subtracts 1 from the die roll. This final score determines the number of WMC salvos they possess. Each class 7 ship rolls 1 x D4 without subtracting any modifiers. This represents the number of WMC salvos that it will possess for the scenario.

WMC replenishment during a scenario is not possible due to the time requirements necessary for their production. All WMC salvo assignment must be determined at the start of a scenario. These die rolls should be kept secret from the opposing players.

Since WMC production is optional, no munition icons have been provided on EDF WDFs. If a ship should be supplied with WMC's for a scenario it is up to the owning player to keep track of the WMC expenditures on any free space that is available on the ships WDF.

Page 69: [S] Command Bridge Hit: Destroyed result - This result is a rather bad one for the ship in question. Follow Last Orders means the ship continues on the same course and speed as the last issued orders for the remainder of the game. No chance for recovery. The ship may still fight except for its special weapons as stated.

Page 89: Add these additional weapon systems to the purchase table:

<u>Owning Race</u>	<u>System</u>	<u>P/I</u>	<u>Cost Total</u>
All races	MDS II battery w/1 x 4 missile salvo	12+2	14
All races	MDS II battery w/2 x 4 missile salvo	14+4	18
EDF	ASMS II	15+15	30
EDF	ACHS II (warship)	15+15	30

Page 154: SACV Shinano Main Battery Hull: 5 x 2 barrelled light dual purpose shock cannons should read; 5 x 3 barrelled light dual purpose shock cannons.

Page 166: Correction to Gamilon SSC-G Devastator: Add two B/DP Medium Laser turrets - 1 x fwd Ventral limited traverse 120 degree arc forward. 1 x aft Ventral limited traverse 120 degree arc to port & starboard. This data must also be added to the WDF

Page 173: The statistics for the SSS Shadow AMM Variant are not correct. They should be as follows:

SSS Shadow AMM Variant

Main Battery:

4 Cosmo Type 2 torpedo launchers (bow)

12 Cosmo Type 1 torpedo launchers (amidships), 6 dorsal, 6 ventral

2 x 2 ABC fixed laser batteries, 1 port, 1 starboard, located on bridge structure

1 AMM Missile (ventral)

Powerplant:

1 anti-wave motion propulsion engine with dual dimensional drive.

Battlecraft:

4 survival pods

Note: This information is also found on page 120 of the SB Tech Manual (Publ #102)

Pages 273-276: The counter sheets graphics are in error. Corrected sheets are available at: <http://members.aol.com/neghvar2/index.htm> under the WDF link.

Misc.

In anticipation of future development, T-3 torpedoes, SW16, and SW22 are mentioned in the body of the rules, but no ships in Module II are equipped with these weapon systems.

Magnetronic waves to not affect ships with supra-armor.

Regarding the question: Does anyone know what the scale is for the game map (1hex = ? km/mile)?

I have avoided any mention of a scale in SBFBS as a means to reduce arguments especially as regards speed/time relationships, etc.

Life is too short for all that.

Hopes this clarifies your questions.

Keith Johannsen

WDF Addenda

It has come to my attention that the SD and MDS tables on the WDFs are in error. I had no intention of having those percentages changed in Module II, but somehow the data was changed when Art compiled the WDFs for the current publication.

All SD percentage to hit should be:

50%	40%	30%	20%	
0	1	2-3	4	Range in Hexes

All MDS percentage to hit should be:

50%	40%	30%	20%	
0	1-3	4-6	7-9	Range in Hexes

White Comet WDF SD Portent of Darkness Dreadnought: Warship class should be 118, not 18 as listed.

Gamilon SSC-G Devastator: Add two B/DP Medium Laser turrets - 1 x fwd Ventral limited traverse 120 degree arc forward. 1 x aft Ventral limited traverse 120 degree arc to port & starboard.

SBB Musashi WDF Power Accumulation Log should read:

1D8 Stationary/1D6 Moving

The die roll procedure as outlined on page 1 of the rules section is correct.

SACV Shinano has two hanger decks as stated on page 27. Launch/recovery and Rearm rates are 54&54 and 30&30.

(Corrected WDFs for the EDF SBB Musashi and EDF SACV Shinano are available at: <http://members.aol.com/neghvar2/index.htm> under the WDF link.)

It also appears that the E/DP mode table entries on the following EDF ships downloadable from Musashi's site are in error:

edf-tdd-lightning-ii refit

edf-sgc-mogami-ii refit

edf-sacv-shinano

The current entry reads:

20%	10%	5%	---
0	1-3	4-6	7-9

Which is the same as for F/DP and G/DP batteries. It should read:

30%	20%	10%	5%
0	1-3	4-6	7-9

Just like every other EDF ship's E/DP table entry.

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