

MODULE F2 ERRATA

(E21.513) Standard ion cannons fired at range zero cause no feedback damage, feedback only occurs from overloaded firing.

(G36.16) This rule is correct and Annex #8B is wrong, the Orions and WYN can use ion pulse generators, but almost never did due to its demand for ion power.

(G36.358) Ion pulse generators cannot work in an atmosphere, so a unit landed on a planet with an atmosphere could not use an ion pulse generator.

(G37.311) The reference to rolls for computer failure refers to super-intelligent computers (G11.0) in *Advanced Missions*. It designates when in the sequence of play the ion storm generator is used, and does not imply any other link between the ion storm generator and super-intelligent computers.

(G37.33) The intent to release an ionic wave must be recorded as part of the Fire Decision Step (6D1).

(G37.34) Missing the damage table, but it is on the SSDs.

(G37.45) Missing the damage table, but it is on the SSDs.

(K5.2) For purposes of the PF DAC: Weapon-A is ion cannon, Weapon-B is phaser-3, and Weapon-C is phaser-1.

(R17.24) A mobile ion storm station is not any different than a system activity maintenance station or a commercial platform for purposes of base augmentation modules or docking pods. It can use any augmentation modules, and any pods docked to it are inactive.

(R17.32) The data on the deployment of Vudar battle stations (as shown on the Y185 map on Page #14) may be misinformation of some sort (the records specialists are unsure). Available data indicates only two were built (one at the Vudar homeworld), and analysis of the Vudar economy does not seem to permit the establishment of up to six more.

(R17.35) SSD: There should be two High Energy Turn check off boxes in the turn mode chart.

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(R17.N2) Megafighter packs provide additional charges for the ion pulse cannons *and* for the ion cannons of a Graviton heavy fighter.

(XR0.0) For purposes of this playtest rule in *Captain's Log #31*, use the following data:

(XR1.4) A Vudar APR upgraded to X-technology produces two points of ionized energy, there is no increase in the cost for the upgrade.

(XR4.0) All Vudar ships except the CL, DD, and FF (not the CA, CW, DW, or FFW) are war production ships for purposes of this rule. The CA is considered a war production ship even though it will cost the same to build as a normal CA in *Federation & Empire*. This is due to necessary economies the Vudar have to take in order to have the numbers of ships they operate at all. This restriction also applies to the conjectural BCH; the conjectural DN is covered by the size class 2 restriction. Note that this does mean that only the CL, DD, and FF could be equipped with upgraded heavy weapons under this rule.

(XR4.2) The cost to upgrade an ion cannon to X-technology is three points.

(XR4.2) Ion pulse generators can be upgraded to X-technology as an XP refit; this costs four points. Note that ion pulse generators are considered to be heavy weapons.

ANNEX #3: Space considerations precluded including a text block with the words "Vudar Enclave" at the start of the Master Ship Chart to ease its incorporation into *Module G2* (for those who wished to integrate the files). Including such a text block would have added another two pages to the rulebook, both of which would have been nearly completely blank but for two or three Master Ship Chart entries.

ANNEX #8B: The ion pulse generator entry should not have the infinity symbol indicating that Orions never used this system. The Orions and WYN almost never used it due to its demand for ion power.

ANNEX #8H: Data for this annex will be generated when a Vudar heavy war destroyer is published.