Fleet Action FAQ and Errata (ex MEMA)

I. General Rules
Command
Do ships outside the command net have to plot their movement?
Yes, any time a ship (not a fighter) is out of command, it must plot its movement the following turn. Once it is back in command, it follows the movement orders of the squadron it belongs to beginning the following turn.

If the enemy fleet is out-of-command due to the loss of their flagship, do I get to give reposition orders to a ship in my squadron before or after the enemy has moved?
On the phase you force the enemy fleet to move first, you may reposition a ship in your squadrons before you move any of your squadrons, but after the enemy has moved his entire fleet. Note that you must still follow the normal limitations on repositioning a fleet within a squadron as given on pages 21 and 22.

Page 17 bottom of first paragraph say - "Any extra ships will be considered out of command for the remainder of the game unless they are reorganised into another squadron." What this does not imply is that more than likely the ships will not be reorganised into another squadron unless the squadron commander bought the "Command Reorganisation" ability. Is this correct or can you reorganise squadrons with out buying the ability. If so what use is the ability?
You are correct. You cannot reorg unless you have purchased the ability.

Movement
*If a ship has 7 turn boxes and four course correct boxes, it can lose
the ability to turn, but not the ability to course correct. If a ship loses
its last turn box, shouldn't it lose all the other course changing boxes as well?*
-Yes, the ship looses all ability to maneuver once the last turn box is
destroyed.

Rarities
*When calculating the percentages of a fleet which can be Uncommon or
Rare, do you count the points for just the ship itself or do you include the
cost with fighters? (Example: does a Minbari player need to have a 7000
point fleet to include a single Leshath or must the fleet be at least 7850
to include one of these ships with her Nials?)*
-Only count the ship itself. Thus the Minbari fleet must be 7000 points.

Command Radius
*How would a ship move out of command radius since they move in formation with the commander and battle
damage slows down the squadron as a whole?*
--In general, this is only possible due to certain weapons which can physically move a ship. Other than this, it is not
possible. Battle damage during a turn can also cause this to occur.

Dropping Ships
Can I drop a ship out of a squadron during play?
-- Yes, though it suffers OOC penalties for doing so.

When is dropping a ship announced (is it plotted, then announced at some time)?
-- If a ship is being dropped from formation it is announced at the time that squadron is moved.

Formation movement
*Once I order the squadron to move relative to the commander for this pulse, do they maintain that new formation or
do they resume their original formation on the next pulse/turn?*
-- They maintain their formation. If you later revert to absolute then the formation they are currently in is used - do
not revert back to the original formation.

*When moving ships around inside the squadron formation, does this movement need to be preplotted, or is it done
during squadron movement at the discretion and direction of the controlling player?*
--All formation changes should be made after all players have plotted their movement but before any ships are
moved. The fact that a formation change is going to be made must be noted when movement is plotted, but nto the
exact change. Players should alternate making their formation changes.

Jumping In
Why do all Jump points from a Task Group/Fleet have form in the same direction? We've seen jump points surrounds on the show before. Of course with the rules for scatter this would be relatively hard unless the fleets tried to surround a large area. Why this game mechanic and is it implied as a pick up game rule or a scenario rule as well?
This is a pickup game rule only. Scenarios are very much unique and can always have custom set-ups. The rule was written for simplicity.

Jumping Out
For jumping out, when does the jump point get placed? E.g., my squadron is moving at speed 10, has jump engines, and fails morale. Now on the next turn, they need to leave. If, as the rules read, I place the jump point at the first pulse within 4 hexes of the ship, but it doesn't form until the start of pulse 3, I will seriously overshoot it. Do I have to spend several turns turning around and coming back to the jump point? And what if my turn boxes are gone, or deceleration is gone? Then I have to get 50 hexes away?

--Your assumptions here are correct; jumping out takes time and manoeuvre. This is why in the show, you see Capital ships moving so slowly. They can egress the jump point on the turn they open it.

It was explained to us at GenCon, that once a squadron of ships has broken morale and is trying transit a jump point, they no longer need to hold formation. Each ship can freely manoeuvre, as it needs to enter a jump point generated by some member of the squadron.

Of course, if the squadron has no Jump Engines, they'll have to either have someone open a point for them, or disengage by distance.

Are jump engines ever considered disabled/destroyed (i.e. when half structure is gone, or after so many maneuver boxes are destroyed, etc.)?
--A jump engine has a percentage chance of being disabled equal to the percentage of turn damage the ship has taken. This is rolled before activating the jump engine. Thus, as an example, if a ship had 10 turn boxes and had suffer 3 hits to them (30% damage), there is a 30% chance the jump engine is disabled.

ELINT
When Jamming Enemy ELINT, if the enemy ELINT vessel is performing several functions, who decides which ELINT effect gets cancelled, the attacker or defender?
--The jamming player gets to choose which functions are disabled.

Must ELINT effects and targets be announced (i.e. must the enemy player be told that his squadron is being targeted with 2 Levels of "Lend Offensive Support", or that the defending squadron is using 3 Levels of "Lend Defensive Support"?
--ELINT must be announced as the opposing player will notice the increased EW levels the squadron will have.

Please define what exactly is considered offensive and defensive elint, for purposes of the Minbari? Some players view jamming the command network to be offensive. Thanks.
--While jamming an enemy command network is an offensive action, it is not considered offensive jamming for this purpose. Thus, the Minbari jammers do not prevent this sort of action against them.

Special Abilities
Clout Revisions:
Per Rob--
My recommendation to you would be the following. Change the wording of the rules to state that one ship (uncommon or rare) may be purchased above the normal restrictions when using the clout rule. I should have done this in the first place.

Warleader:
Is the –1 taunting penalty to enemy ships for the entire enemy fleet, or for one enemy squadron? Is the +1 glory target bonus for the entire Narn fleet or only for the Warleader's squadron (can the Warleader be the Fleet Commander?)?
--These bonuses apply for the entire fleet and is the reason only one warleader may be present.

II. Combat Questions
Weapon and Damage Resolution
"2 per turn" for a weapon's shots/turn really isn't very accurate. If I fire a Medium Pulse Cannon on Phase 1 of Turn 1, I can fire again on Phase 3 of Turn 1. However I could not fire again until Phase 2 of turn 2 and thus on the second turn the weapon is really a 1 per turn weapon in a certain sense. Is this correct? Awfully confusing.
Yes, this is correct. I've received a bit of flak about this and have been being pushed into simply ignoring the 'one-pulse' delay rule between turns for these weapons. I am considering removing it in the E/M supplement. What do you guys think?

I have a question about the X factor for weapons. Say I have a Primus, with one opponent on my left arc and one my right. Each is covered by 2X worth of battle lasers. If in phase 1 I fire 2X battle lasers to my left, can I then…
a) fire 2X battle lasers to the right next pulse, assuming the arcs stay the same,
b) fire 2X battle lasers to the right on the third pulse, since primary weapons need at least 1 pulse between firings, or
c) that's it - I've already used my battle lasers that turn?
Option 'C' is correct. While it does not always represent the exact way a ship may act in B5W we went with it because is was simple and in a game where you may run 30 ships at a time, simple was important.

At the bottom of page 26 it says - "When two boxes are marled off this row, also mark off one box from the course correction and hard turn ratings. Finally, each two boxes marked off the turn column will also reduce the come about rating by one." Why is this not included in the previous sentence or is it supposed to read "Finally, each two boxes marked off the hard turn column..."?
I believe it was a result of an edit change. Nothing was said about come about so the editor added it in. The rule is correct, but could have been written better.
So, to clarify - when two points are taken off the Turn Track, you take one off the Course Correct, Hard Turn and Come About Tracks as well?
Correct.

When you roll damage for a particle or laser weapon with multi-dice damage codes which is the correct way to roll the damage? Roll the dice and for each individual dice that exceeds the targets armour you score damage or combine the dice together and score the damage?
Each individual die is compared to the armour rating.

Why are pulse weapons so confusing? Why can I hit exactly and do one and hit by 1 and only do one when the weapon says 1dX +1 per 1 over. Overly confusing, why was that?
I think this is the result of a rule written poorly. Use the stat on the datacards.

If enemy ships occupy the same hex, what arc is used for each ship's weapon fire, and what armor facing on each ship is used for determining damage?
--To determine arcs, move the slower of the two ships back one hex and use that position for purposes of determining arcs of fire. If both ships are moving the same speed roll a die to determine which ship to move.

Do interceptors or guardian arrays have any Anti-Fighter fire capabilities (like they do in B5W)?
-- No, this was not done for Fleet Action.

Ballistic Weapons
For ballistic weapons, it says take the best armour for damage resolution? But what if 2-3 sides are equal? Is it defenders choice? Do you try to figure out the path of the missile? The rules don't say.
--Defender's choice.

What are the Ballistic Impact Penalty counters for? Are they supposed to the pulse of impact or something else?
-If you fire a ballistic weapon at a target that is screened by other member of his squadron the ballistic weapon suffers the same penalties as any other weapon. These counters are placed on the target to remind you that there is a penalty to the weapons fire.

Do Ballistic Weapons resolve impacts using the launching units Sensor & EW level at the time of launch or impact?
-At the time of launch.

*Do Ballistic Weapons in flight fizzle out if the launching unit is
destroyed before impact? If not do you use the destroyed units
Sensor rating to calculate the To-Hit number?*
-They do not fizzle out. Use the ship's sensor rating when they were
launched as this indicates how solid a solution was fed into the weapon when
launched. Once launched, these weapons guide themselves and do not need the
launching ship.

*Do the targets of ballistic weapons (torps and missiles) have to be
announced when launched or simply noted and revealed at the pulse of
impact?*
-You must announce them when launched.

*Begin with the assumption that a ship fires two missiles at an enemy ship with two other enemy ships between the
firing ship and the enemy ship targeted by the missiles hence a -2 penalty. The missiles will hit in 2 pulses.*

*Q#1 - If the ships are still in-between the firing ship and the targeted ship in 2 pulses does the missile receive the -2
penalty even though it uses its own sensor system.*
-Yes as the missiles own sensors must still penetrate the screening effect.

*Q#2 - If the ships are destroyed before the missiles hit does the missile receive a -2 penalty because the ships were
in-between when the missiles were fired or are they considered gone when the actual roll to hit is made.*
-If the ships are destroyed before the missiles hit then no penalty is applied.

*Q#3 - The enemy squadron has turned in such a way that the two ships that were in-between the firing ship and the
target are no longer there. Does the missile get the -2 penalty or not.*
-No, the penalty is assessed as the time of impact.

*Q#4 – The enemy squadron didn't have any ships screening at the time of firing, but because of manoeuvring now
has two ships in screening position. Do the missiles now get the –2 penalty?*
-Yes, the penalty would now be in effect.

If essence, figure the penalty at the time of impact, not the time of launch.

Missiles
Can missiles ever benefit from offensive ELINT aid?
-- No.

Matter Weapons
A question on Matter weapon damage. I've assumed that damage is:

*1-4 structure
5 maneuver
6 2ndary
7 maneuver
8 2ndary
9 sensor
10 primary*

*...based on my interpretation of the rule wording in the core rulebook. My friend interprets the same pasage as
being: 1-4 structure, 5-8 Moderate hit, 9-0 severe hit, due to the usage of the term "severe hit" in the same
paragraph (core rules, p. 28: Matter Weapon decription, 5th line: "Finally, on a 9 or 10 a severe hit has
occurred.").*

So, which of us is correct?
-- This list given above is correct.

Ammunition
*How do you use ammunition tracks as there is no way to keep track of which rack is in which arcs and thus which
have fired when and how??? In B5 Wars it was easy with each rack being numbered with its own arc but that is not*

true of FA. Some one with B5 Wars knowledge could probably fake it out but a strictly new comer to B5 games playing only FA would be very confused.
-- Ammunition is generalized for the ship. Basically, each 'x' will use up one point of ammo. Ammo usage should be spread evenly across the various 'racks' and not taken from a single rack. Thus, if a ship fires a 4x ballistic shot, four racks should have a point of ammo marked as used. If a ship looses a 'x' rating, then one 'rack' of ammo is also lost.

Escort Ships
If I fire at an enemy vessel when there are other closer enemy vessels, do those closer enemy vessels have to be in the same squadron as my target for my fire to be penalized? If not, it would encourage the armed mob as a formation.
--Under the FA rules, the fire penalty only occurs when firing through ships of the same squadron.

Damage to Weapons
How exactly does damage to weapons work. E.g. a Hyperion has a Heavy Laser with 4 boxes, with 2X front and 2X back. The way the rules are written, there's no effect to the weapons until the boxes get below 2. Or should I be marking off 1X from the weapon on the related arc after every box of damage?
--Nope. The rules work as you suspect! In this regard, some weapons have extra 'padding' hits before they truly lose effectiveness.

Plasma Weapons
Plasma effects on armor. It can be read both as a temporary effect, or even permanent per each shot. Which is correct?
--Temporary, and only for the individual die's damage resolution. After that, back to normal armour value. The Minbari Molecular Disruptor, however, is permanent.

E-Mines
The new turn sequence has gotten rid of the Emine Launch Phase. Do emines now launch as normal ballistics???
--No, they still launch before any movement or weapons fire.

Is the target hex of an e-mine (or anyother proximity weapon) announced when launched or kept secret until impact?
-E-mine target hexes remain secret.

The range of the e-mine is 32 hexes. This maximum range is measured from where to where (squadron command ship to target hex, squadron command ship to furthest hex that could be affected by the radius of fire, etc.)?
-- Squadron command ship to target hex.

Known: e-mines are lauched in the pre-turn steps, before any of the pulse of the turn.

Known: e-mines have an impact delay like any other ballistic weapon.
0 = 1 pulse
1-15 = 2 pulses
16-30 = 3 pulses
31-32 = 4 pulses

Question: When do you start counting the delay?
If you launch e-mines into your own hex, do they hit before movement on Pulse 1 or 2?
If you launch e-mines into a hex within 15, do they go off on Pulse 2 or 3?
-Begin counting the delay as though they were launched in the first pulse. However, if an emine is targeted on your own hex it will impact in pulse 1.

Do you count this range from the ship furthest from the impact point of the mines, even though that hex may be range 0 from one of the launching units?
-Count range from the command ship of the launching squadron.

When cutting radius in half to concentrate e-mines, do you round up or down
(a 5 hex radius cut in half becomes which - a 2 hex or 3 hex radius)?
-Round up.

Energy Mines

E-mines work nicer than B5W but it seems unfair that if I pump 4 into a hex and 6 into a hex the exact same thing happens. What are those 2 extra e-mines doing? What would almost be better is a little hex grid somewhere where the Narn player could say I fire 28 e-mines into hex 2215 and then they place a dot in 2215 and then begin placing dots where the effect will hit around that centre, first filling a radius of 1, then 2 then 3 and then for radius 4 they would place them specifically where they wanted leaving some gaps. Just some food for thought since all the Narn/Centauri stuff will be reprinting when the Narn/Centauri expansion comes.
I'll play with this.

Why does the whole squadron have to fire its e-mines into the same hexes? What if you wanted a number of smaller e-mine explosions? I suppose that you could fire them in alternate rounds but is this a game balance thing? How does it throw things out of whack?
It was a game play/speed issue. When I allowed every mine to be targeted separately it really slowed down games involving a lot of Narns. By limiting it to a per squadron basis it really sped up the game.

III. Fighter Questions
Fighters
Page 38 to 39 states "A weapon system may fire in anti-fighter mode if it has not yet fired in standard (offensive) mode during the turn, or at least one full pulse has been played since the last time the weapon system fired in standard mode." Does this apply to secondary weapons that fire every turn or only to 2 per turn weapons?
This applies to all weapons. You must decided as the fighters are coming in whether to fire at them at range or wait for them to enter strike range. In general, AF fire will be more effective.

So if on phase one I fire my twin arrays offensively at a Hyperion on my port, I can't use anti-fighter fire on the Starfuries coming at my port of phase two but could fire regular? If I wait till phase three, I could fire in Anti-Fighter mode but the Starfuries may be long gone?
Correct.

On page 39, which dogfight rating you should roll against?
It is supposed to be against the target's dogfight rating. The dogfight rules are going to be clarified as there have been a lot of questions on them. I also believe the numbers of the sheets in the playtest packs are incorrect. I'll be revisiting all of these ratings as I work on the supplements to make sure they are correct or are corrected if need be.

Buying Fighters
Are all the fighters listed in the book considered Common?
-Yes

Launching Fighters
When do fighters launch? At the end of any pulse of movement, or after the last movement pulse of the turn?
--During any pulse, immediately after their 'carrier' moves.

Fighters are given missions when they launch. If they launch on an even numbered turn, can they receive orders on the following odd turn with all other fighters, or do they receive new orders on every even turn?
--They may receive order on the following odd turn with all other fighters.

Declaring Missions
Do or should you declare fighter missions to your opponent? Or should this be hidden. Really, is everything but plotted movement public domain, or not? Or is this up to the group in question to make a decision on?
--The way we play, the only things that are secret are: movement plots, the center hex of a superiority flight's coverage area, and the target hex and radius of e-mine launches. If you play with Tac-Intel, well things start to get much worse.

Fighter Movement
In what order do fighters move. We just alternated moving flights. Also do fighters begin moving as soon as you're out of ships to move or does the other player have to finish moving all his ships before you begin moving fighters. Do missions play any part in how you move?
--All ships should complete movement before fighters begin movement. Fighters alternate movement in any order the controlling players wish.

Is it legal for a fighter to slalom or turn a complete circle in the same hex to burn movement points to not violate strike mission movement rules (using max movement without getting further away) to avoid closing with a target squadron (to do something like fire fighter missiles, or wait for other ship fire to soften up the strike mission target squadron)? Do they even need to use their max movement, so long as they do not move farther away from their target?

--Fighters must close with their target every turn though they do not have to use maximum movement. If they have fighter missiles then they do not have to get any closer than fighter missile range until they run out of ammo. Fighters, however, do not have the sensors or command suites necessary to monitor the battle as a whole and so cannot hand around waiting for the target squadron to be softened up. The fleet commander may not be targeting the squadron because he knows the fighters are assigned to take it out and thus directs his fire elsewhere. The fighter pilots do not know this and so cannot decide to hang around until the squadron is softened up, they must press the attack as ordered.

When do escorting fighters make their interception move?

a) Immediately when something enters their interception range, they 'jump' out to start a dogfight, ending that enemy fighter's move. (My interpretation of the current rules.)

b) During the normal movement for fighters, alternating with other fighters. (But this won't stop an enemy fighter from attacking the ship they are defending.)

c) Something else my pea brain hasn't considered.

Additionally, I would ask the same about fighters on Superiority orders.

-'A' is correct.

Sup fighters must intercept during their movement. Thus, you must be cautious what order you move your fighters in.

Damaging Fighters
To kill a fighter, it states you must penetrate the armour. Is this equal as with ships, or must you exceed the armour value? I.e., armour 4 needs a 5 on a die to kill a fighter.
--You must equal or exceed the armour rating.

Jammers
Do jammers affect fighters in any way?
--No unless using fighter missiles. In this case, the FMs act as though they were fired at medium range.

Multi-Die Weapons vs Fighter flights
How do pulse weapons and multi die lasers kill fighters?
--Lasers kill one fighter per weapon fired (regardless of dice). Pulse weapons can hit one fighter per pulse.

Dogfights
Can ship weapons fire into a dogfight via regular fire, or AF fire? It does not say they cannot. Nor though, does it say they can. However, if they couldn't, this would make it harder for ships to defend against fighters.
--Yes they can.

Dog Fight
After a dog fight what direction do fighters face. There original direction or any that they choose?
--Their choice.

Fighter Missiles
In MEMA, page 70, it says jammers affect fighter missiles. Since fighter missiles against fighters use the dogfight rules, how do jammers affect them?

Second, can fighter missiles be fired during a dogfight? If so, is there a certain sequence that needs to be followed,

like missiles impact and do damage before other damage resolution (this could be argued as it states in the rules that missiles work like dogfights except the target doesn't get to attack back - which I'm guessing is because they are not usually in range).

If missiles can be fired during a dogfight, do the firing fighters also get to roll their normal dogfight damage, or does firing their missiles constitute their attack, since fighters can't usually fire multiple weapon types in the same phase?
--
1) When fighter missiles are fired at range, there is a +1 in favour of the defending fighters to represent the Jammer.

2) Fighter missiles cannot be fired in a dogfight.

3) N/A.

Fighter Strike Missions
How do fighters do damage on strike missions?
--+1 die type means that, for example, a Starfury flight on a strike mission would roll a d10+1 for damage if it hits instead of a d8+1.
   As to damaged flights doing the same damage, remember that you add one to the damage die result for each 2 fighters in the flight, so a flight with 1 fighter left does less damage (+0) than a flight of 6 fighters (+3).

If a flight of fighters moves first, and moves onto a ship, but then is involved, in the same hex and pulse, in a dogfight with an opposing fighter (who moves in after the fighter on the strike mission), does the strike still occur? And if the strike doesn't occur, would the ship get AF fire, as the fighter is still in the same hex?
-- If the dogfight is not resolved the strike does not occur though the ship can get AF fire off. If the dogfight is fully resolved the strike still occurs and the ship gets his AF fire.

Escort Mission Question
What does an escort fighter flight do if its charge squadron or flight gets destroyed? What mission does it perform?
--It reverts to a superiority mission in its current hex until given new orders.

Since ships and escort fighters move before all other fighters, if a ship moves in such a way that its escort fighters are now within the intercept distance of the escort fighters, can the escort fighters move to intercept, or do they have to wait until the enemy fighters move closer to the escorted ship of their own accord?
--They must wait until the fighters close of their own accord.

Superiority Missions
Is the Zone of Control for Superiority fighters visible or hidden?
-Hidden. You do not have to tell your enemy what hex a fighter's zone is based on.

Fighters Missions Targeting other Fighters
Is there any way to simulate an "intercept" mission (ex. Centauri Sentri Flight #1 targets Narn Frazi Flight #2)? In this example, would the Sentri flight being put on a Strike mission with the Frazi flight being the target approximate this? If so, the rules adding 1 die type to the strike fighter's damage, and strike fighter's targets being given one free pulse of attacks would need to be suspended/changed.
-Currently no rules exist for this sort of mission. It is assumed this is what the superiority fighter do. However, it would be easy to simulate this with a strike mission. In this case it would result in a standard dogfight and the striking group would not get any sort of strike bonus or penalty.

Fighters Attacking Ships
What side does a fighter attack for armour and damage resolution? The side it came into the hex via, or the highest armour as per ballistic weapons?
--This is based on the direction from which the fighters entered the ship's hex.

If the fighters linger on target do they pick the direction of attack or use the original?
-Use the original.

Can fighters escorting strike fighters also fire on the target ships?
-Yes, but they would have to endure AF fire and they can only do so during the normal fire phase, not while the strike fighters attack. Thus they

would only get one attack on one ship is the strike fighters end their
movement in the hex of a ship.

Strike Missions
*When a strike fighter strafes through multiple targets how do you do
anti-fighter fire. For example, lets say that a Nial flight passes through
an Oracle, Hyperion and stops on top of a Nova. Do you do the Oracles
anti-fighter fire and then have the Nials attack Oracle. Then do Hyperion
anti-fighter fire and have the Nials attack Hyperion and then Nova
anti-fighter and Nials attack Nova. Or do all ships get to do anti-fighter
fire before the first attack by the Nials. Also do they all have range 0 to
the Nials (so far as anti-fighter fire is concerned) even though the Nials
ended up at the Nova.*
--You resolve the AF fire for a given ship, then the strike, then move on to the next ship's AF, then next strike and
so on.

Fighters and Pinning Enemy Flights
*How many fighters can one flight pin? E.g., a stack of 10 fighters comes in to attack, one flight moves to intercept.
Should it be able to hold up the entire stack? Though it would be quickly destroyed, even a one pulse delay can
change a battle. And 2-3 flights could theoretically hold up the stack for multiple pulses. Seems a little unfair to the
whole stack of fighters. Also, when it does intercept, and assuming pinning is working as below, who chooses which
of the 10 fighters is pinned? Attacker or defender?*
--House rule which uses 1:1 for pinning. If you move one intercepting flight of fighters onto my stack of 18 flights
of fighters, you pick which flight you will attack. If I have another flight escorting the flight you picked, then I get to
substitute that escorting flight. Those two flights (yours and either the flight of mine you picked or the substitute
escort I picked) are the only two required to engage in combat (pinned) while my other 17 flights can go on to trash
your capital ships.

Fighter Torpedoes
*Can Fighter Torpedoes be used against fighter flights, just as EA fighter
missiles are used? And if so, do they take effect similarly? Ie, roll as
you would a dogfight?*
--Yes and yes

AF Fire
*p.38 to 39 states "A weapon system may fire in anti-fighter mode if it
has not yet fired in standard (offensive) mode during the turn, or at least one full pulse has been played since the
last time the weapon system fired in standard mode." Does this apply to secondary weapons that fire every turn or
only to 2 per turn weapons?*
--It applies to all weapons. It takes a few moments for the weapon to change fire modes.

AF Ratings
*When a ship loses weapons dose this reduce there Anti Fighter rating in
the normal way. i.e. no effect till the number of boxes left is less than
the AF rating ?*
-- The AF is reduced if the damage reduces the best possible 'x' rating below the AF rating. Thus, if a weapon with
an AF rating of 4 were reduced to a 3 on the damage track, the AF would also be reduced to a 3.

AF Clarification regarding Escorts and LR AF fire
*Can you please explain exactly how Escort ships can protect targets from fighter strikes? How exactly does long
range AF work also?*
First, AF fire can be at any flight in range of the ship, not just those fighters that are attacking the ship. This is
specifically stated on page 39, paragraph 3 "... Note that these fighters do not all actually have to be attacking the
ship (though you do not count allied fighters in this calculation."

What this means is that escort ships get to fire at enemy fighters as they pass though their hex or, if using long range
AF fire, pass within one hex.

As I read many of the issues (and please let me know if I have misread something) this misconception is extremely
important as, without allowing ships to fire at targets not attacking them, escorts are, as noted, useless.

Next, it has been noted that fleets without fighters have a difficult time fighting fleets with lots of fighters. This is

true and is intentional. Ultimately, fighters are designed to be the best defence against fighters. In games where I'm severely outnumbered with fighters, I fly nearly pure escort as this lets me combine my fighters and my AF fire.

Here is a sample of a typical strike attack against a Centauri squadron. There are 8 flights (all fresh) attacking, 4 Frazi escorted by 4 Goriths.

The Centauri squadron consists of 4 ships, 1 Primus in 2526, 3 Havens acting as escort in 2625, 2527 and 2727.

The strike fighters are after the Primus. The 8 flights stick to the same flight path to reduce AF fire effectiveness as much as possible. In hex 2726 the lead Haven fires. As it is using long range AF fire it halves the appropriate arc from 3x to 2x (round up here). Since it is a twin array this is then doubled to 4x. This means it will get a 1x shot on each flight (half of 8 flights is 4). The Goriths run interference for the Frazis meaning they take the shots from any hits the Frazis would normally suffer. G1 looses 2 fighters, G2 looses 1 fighter, G3 looses 2 fighters and G4 looses 1 fighter.

Further on the flights enter hex 2626 in order to reduce both haven's fire to LR AF. The AF fire calculations are the same here, 1 against each flight from each Heaven (or 2 against each flight). The Goriths are still running interference for the Frazis. G1 looses 4 more, G2 looses 2, G3 is untouched and G4 looses 3.

Finally they hit their target hex and the Primus fires normal AF against them. As the Primus' TA have a 4x rating, this would be doubled to 8x. There are 7 surviving flights which halves (and rounds) to 4 meaning each flight endures 2x fire from the Primus. F1 looses 1, G2 looses 3, G3 looses 3, G4 looses 2 and F4 looses 1.

In total, the fighters have lost all of Gorith 1, 2 and 4 - 5 out of Gorith 3 - 1 out of Frazi 1 and 4. This means 25 out of the 48, or just over 50% of the fighters have been killed from one round of AF fire.

The Primus now suffer the Frazi's attack. All 4 flights hit. The first flight score 8 damage. This is a moderate even hit (armor 6). A single battle laser is destroyed.

The second flight does 7 damage doing a minor hit or 1 structure.

The third flight does 11 damage. This causes a severe hit. Its odd so 2 structure on 1 major system it destroyed. Another battle laser is gone.

The last flight does 8 damage again destroying a sensor.

In all the Primus lost 2 battle lasers, 1 sensors and 3 structure are destroyed.

All in all, the fighters will likely not survive another attack like this. I don't find this sort of a result unbalancing and has been typical in our games. I should note I rolled the results of the above combats, didn't just make them up.

First, as I have stated in the past, I am very well aware of how poorly a number of items in FA were edited, fighters being one of them. I do not get upset when someone points this out, they are right. The more people point it out, the less likely it is to happen again.

Anyway...

It was intended, from the beginning, that AF fire could be used against anything that came within range specifically to make escort type ships effective at their job. There are a number of places that this is not completely clear and somewhat contradictory. It should not have been, my bad.

When computing AF fire, you must take into account all the enemy fighters that pass through the hex the AF fire is being poured into. This is true of either LAF or AF fire. This means that if you have escorts with strike fighters, they count into the AF calculation. In addition, escort fighters can absorb damage that would normally be applied to a strike flight. Per the rule on page 37 "If the escort group survives any anti-fighter fire themselves, they may also absorb the anti-fighter fire that would normally engage their charge. This is purely optional and the pilots of the escorts are not too keen on the idea. However, this valiant act of self-sacrifice will let any strike fighters survive longer during the battle (and strike types are usually more valuable than escorts)."

In essence, if you have 2x attacking each flight, you would resolve the attacks on the escorts first. Any that survived would then have to endure the 2x that was slated for the strike fighters, meaning they are effectively hit by 4x of

fire. Note, however, that if the flight is killed any remaining fire pours into the strike group.
....

IV. Morale
Morale
How exactly does the morale checks table work? E.g., I have a squadron with 2 gray boxes total (small squadron). Thus, my 11-12 circle is one, and then what? Is the 9-12 circle for 0? And if so, when I pass my 9-12 check, my ships stay until destroyed?
--Yep! You got it! They stick around now as long as you want them to.

Why is it that small squadrons are so hard to break?
-The thought behind it was this: Smaller squadrons die faster and give the
crews less time to worry about such matters. In a large squadron as ships
are slowly damaged and destroyed, the Captains have more time to consider
their options. In addition, small ship squadrons tend to be expendable and
the captains of those ships know it. Large ships, on the other hand, are
more valuable due to the amount of time and money necessary to build them.

Fighters and Morale
What happens to fighters if the squadron they are attached to fails a morale check? Do they bug out too?
-- Non-escort (who are escorting the retreating squadron) fighters do not retreat with the squadron. The reason for this is two-fold. First, generally the fighters will not be near the squadron and would delay their withdraw from the battle. In general, fighters are cheap to replace and are meant to be expendable. It always seemed to me that piloting skills are pretty common (Sinclair, Sheridan, Ivonova, Garibaldi, G'Kar, Marcus, Delenn were all pilots) so replacing pilots is much easier than today.

V. Races
Earth Alliance
On page 72 the rules note that Earth "...are also known, unfortunately, for their lack of manoeuvrability and poor sensor suites?" But their sensors are almost on a par with the Minbari and Centauri. What's up with the sensor system? I don't get the translation and it does not seem to reflect the original game from what I'm seeing.
In order to 'dumb-down' the mechanics of the game I had to reduce some of the disparages between sensor ratings. What you are seeing is a result of this. I could not make everything a one-to-one ratio. Sensor ratings less than 9 proved to be untenable in the game, and those above a 12 were far too powerful.

Why does the SPB have such a high damage potential? In B5W's its damage is slightly more than the TA and the FC has a better damage potential than the SPB. Should the SPB not be a d8? Thus the TA would be d6, SPB a d8 and FC a d8+1. This would seem more in line with the original game stats.
There was a reason I did this originally but do not recall that reason now. I've been asked this a couple times and am trying to decide what to do. With the E/M book coming out I can make a change here easily but do not know if I want to. I will decide when I get more feed back on the issue.

Are interceptors like E-M Shields in that they are not automatically added into the defence value? We have to do that for ourselves?
Yes, the interceptor levels are in addition to the Def Rating of the ship.

Why do the Hyperion and Nova only have 1 interceptor level when the Omega has 3? I remember something in playtest where the interceptor level was supposed to have something to do with the number of interceptor in a particular arc. Thus the Hyperion and Nova would be 2 and the Omega would be 3. Did this go out the window?
Actually, the Omega has a 2 while the Nova and Hyperion have a 1. This is to represent the fact that the Omega has better and newer interceptors.

The Hyperion seems to have gained increased Heavy Laser arcs over B5 Wars. Shouldn't it have the same arcs as the Omega (and Heavy Pulse arcs from the Pulse Hyperion in the playtest ships)?
Actually a couple ships in FA benefited from improved arcs. Look at the Whitestar's Neutron Laser.

Avenger
AVENGER SCS: Medium Plasma Cannon seems wrong. According to the B5 Wars version there should be a section of x2 for the forward 120 degrees
--There should have been.

Babylon 5
BABYLON 5 SCS: Quad Particle Beams do d10 damage when a Standard Particle Beam only does d8 now.
Originally the Standard Particle Beam did d10 so this might be a hold over from the old version.
--This was a hold over and they should have been modified to d8.

Hermes
HERMES SCS: Has a sensors of 9 but 10 boxes of sensor structure??? Also the B5 Wars version carried fighters but the FA does not.
--Should have 9 boxes not 10. They should carry one flight of Starfuries.

Hyperion
HYPERION HEAVY CRUISER SCS: Medium Plasma Cannon should be x2 for the forward 120. Currently it is x1 with a x2 at the centerline. Shouldn't it be like the Hyperion Pulse Cruiser to match B5 Wars.
--Yes

Hyperion Missile
HYPERION MISSILE CRUISER SCS: Standard Particle Beam does d10 damage probably a hold over from the old version of d10 as opposed to the change in MEMA to d8.
--Should be d8

Hyperion Rail
HYPERION RAIL CRUISER SCS: Has no fighters noted when the B5 Wars version was errata noted as carrying fighters.
--I missed the errata note when I did the stats. I should have the same fighter loadouts as the standard Hyp.

Olympus
OLYMPUS GUNSHIP SCS: Has a sensors of 9 but 10 boxes of sensor structure???
--Should be 9 boxes

Omega Command
OMEGA COMMAND DESTORYER: Heavy Laser range is different says 8/12/18/24 when other Heavy Lasers say 6/12/18/24.
-- should have been 6/12/18/24

Sagitarius
SAGITARIUS SCS: Has a sensors of 9 but 10 boxes of sensor structure???
--should be 9 boxes

Tethys
TETHYS POLICE LEADER SCS: Medium Laser ranges are equivalent to heavy laser ranges.
--should have a range of 4/8/12/16

Warlock Question 1
Should the Warlock from MEMA have a 9 sensor rating, or should it have 10 sensor boxes?
--The corrected version of the Warlock has a 10 sensor rating. Thus, it needs 10 sensor boxes on its record sheet. (Incorrect in MEMA)

Warlock Question 2
WARLOCK SCS: Both missiles have a x2 where they should have a x1. Railgun is missing a hex row of arc for a full 120 front.
--The 2x missiles on each side should be 1x. The railguns should be full 120 arcs.

Narn Regime
How come the Frazi has more armour than the Nial, which was the best armour fighter in the original game? This does not make sense the two should be switched.
This was something that occurred during playtesting here as we tried to tweak the way fighters were working.

Minbari Federation
Molecular Pulsar stats have no +1 per whatever. I would assume that the Minbari text is correct and the SDC is wrong.

Not sure what you are referring to here. The sheet and text match (d8 damage, max shots/turn 3(special). It has a max number of pulses of six rather than five.

Why does the EP Gun have fire control against capital and medium ships? As the range mods are 1/2/0/0, does this mean that it can't fire beyond medium range? How does the EP Gun hit fighters - it has a d4 fire control against fighters and the two ships we see with it have 11 sensors. Maximum attack roll of 15. Every fighter in the book has a 16 or higher defence value?
It shouldn't. Correct. It should also have a d8 against fighters.

Where are tractor beams noted on the SCS? Should they have structure points or a letter in the structure track?
They cannot be destroyed separately. They are an inherent part of the ship for the purposes of FA.

Why are the Minbari sensor levels so low, or why is everyone else so high? In B5W the difference between Omega and Sharlin is 4 and in FA its 1? The Centauri battle ships have sensors equal to the Minbari. This doesn't make sense; one of the biggest Minbari advantages has seemed to disappear. Has anyone played this who can tell me otherwise?
I used the following conversion for B5 to FA: 5-6 is a 9, 7-9 is a 10, 10-12 is a 11 and 13+ is a 12. I couldn't have the gaps in FA that are in B5W due to the nature of the mechanics.

Why are Minbari armours so low? In the original game the Sharlin had better armour than the Omega all around and yet the Omega has better armour in FA. In the original game the Primus and Sharlin were roughly equivalent so far as armour was concerned and yet in FA the Primus has 1/3 better armour over the Sharlin. This also does not make sense to me?
The armour ratings are based on an overall average armour of items on the side of a ship in B5W. Though the Sharlin has a higher structure armour than an Omega it has a lot of lightly armoured components, more than the Omega. This pulled its overall armour average down. In addition, the Omega has overall better armour in the primary section which also factored into the conversion.

Since the Nial has 2 levels of Interceptor and 1 level of Anti-Ship does this mean that when all things are equal that one of the Interceptor ratings is cancelled by the Anti-Ship? Is this the same for the Starfury?
Yes. The first level of intercept is there specifically to counter the AS penalty.

Tractor Beams
Where are the tractor beams on the ships that carry them (most of the Minbari)?
-All Minbari carry them. They are part of the overall gravitic system and cannot be damaged in FA.

Fighter Jammers
What is the benefit of fighter jammers?
All fire at it (including AF fire) will be at a -1 penalty since the range bracket will be increased from short to medium range)

EP Gun
Why does the Minbari EP Gun have a short and medium range listed if it can only fire at fighters (which can only be shot at range 0 or 1 anyway)?
-Fighters can be shot at at further ranges (the EP gun can fire at range of 2) in normal mode (though it is not as effective as using in in AF mode admittedly).

Molecular Pulsar – White Star
In the core rules, the White Star notes state that on any turn in which the White Star fires it's neutron laser, the molecular pulsars fire at half rating. However, this was left out of the White Star or pulsar notes in MEMA. Does this rule still apply?
-yes the rule still applies

Shock Cannon
There are no rules for what a Shock Cannon does when it hits a sensors system. Just the Weapons and Manoeuvring systems.
--Sensors loose two damage points just like weapons.

Gravity Net
Can the gravity net target and affect fighters, and if so, does it affect one fighter or the entire fighter flight?
-Yes, it will effect the entire flight.

Esharan
ESHARAN SCS: This ship is described as carrying fighters but nothing is noted on the SCS. What would its load outs be???
--The Esharan does not have a standard fighter load. Rather, it can be used as a fighter transport and is more commonly used to transport captured fighters. Optionally it can carry the appropriate number if Nials though this is optional.

Neshatan
NESHITAN DESCRIPTION: Production date is wrong says 2051 when it should be 2251 like its In Service Date
--Yes

Norgath
NORGATH SCS: EP Gun fire control is old style (has fire control verse Capital and Medium Ships and the fire control verse fighters at d4 makes it almost useless.) Also has a 12 sensors but 13 sensor structure boxes.
-- Should have a d8 FC and 12 sensor boxes.

Torotha Question 1
TOROTHA SCS: The Molecular Disruptor X factors are backwards. The x2 should be x1 and visa versa. Also its defence seems awfully high for a medium ship (14) and its point cost is astronomical 425 (more than a White Star)
--Reduce the point cost to 315 and alter the defence rating to a 15

Torotha Point Cost Question 2
Is the point cost of the Torotha really 425? This seems high, as the Hyperion Assault is much less, and also quite a bit better in combat.
-- Should be 315

Troligan
TROLIGAN SCS: Gravity Net structure block says Molecular Disruptor. Gravity Net information box says Plasma Net.
-- Should be gravity net in both cases.

Tigara Points Cost
Should the Tigara be as costly as it is? It does not seem any better than the cheaper Sharaal. Or perhaps the Sharaal should be increased in cost.
-- Should have been 630 points

Shavanti
Should the Shavanti have improved Neutron Lasers? It does in B5W, but in
FA the sheet says regular neutron lasers. It seems like it costs a lot
more than the Tinashi for little improvement.
--Yes, it should have an INL.

VI. To The Victor Questions
General Rules
Minefields
How do squadrons become a straight line formation for purposes of
entering a minefield? Is this automatic?
--Yes. See the third paragraph on page 8.

Movement Counters
Are there movement counters for the semi-plotted movement, or do we need
to make our own?
--Orignally there were going to be but we ran into difficulties with the
binding. Two-counter sheets could cause the binding to weaken and break,
something we didn't want. They are available on the web page.

Centauri

Guardian Array's

When exactly do you assign the guardian array factors, and for how long do those assignments last? Ie, I am between a firer and a centauri target, and I lend some guardian array factor to the target. Can I use these same factors to defend myself against fire later in the same pulse, or do I reassign the array factors during the next pulse? Also, does it need to be assigned before the opponent declares his targets, or after (certainly before the dice are rolled though)?

--These are assigned when fire is declared and should be done as you are allocating your own fire, but before your opponent declares to you what his fire is. While I know this is somewhat different than B5W it was done this way because otherwise guardian ships were too powerful.

Ballistic Torpedoes

Regarding the ballistic torpedoes, how do you choose who gets hit first if the ships are stacked, or if you fire it at a stack of fighters in spread mode?

--The attacker gets to choose which is hit first.

If fired at a flight of fighters in concentrated mode, does each torpedo that hits hit a different fighter?
--Yes

What happens to ballistic torpedoes that are in flight when the ship that fired them is destroyed – do they still track or are they lost? What happens to torps when the ship that fired them sustains sensor hits – do they still target with the number they were fired at or at the reduced number?

--The ballistic torpedoes and all other torpedoes will still track using the original sensor ratings.

Plasma Accelerator

If a plasma accelerator is fired at long range in a pulse just after it has fired, its damage dice would be which:
  a. *2d4*
  b. *unable to fire or damage because the dice are off the chart*

-- Unable to fire at that range.

Sitara

Is there a Sitara SCS? I see there's a description of the fighter, but no sheet.

--No, it uses the same sheet as the Sentri but replaces the weapon with the same ion-bolt stats as the Rutarian. This was a page count issue. I will post an official version of this fighter on the web page.

Demos

Should the Demos be common?
-- No, it should be used as a command ships for Vorchans.

Ion Bolt

Can you use the ion bolt against fighters? The Sitara description implies no, but this is not stated anywhere in the rules.
--It is implied but not stated that you cannot. Officially, you cannot. Don't know why I didn't come out and say this.

When attacking a ship with the ion bolt, does each of the 3 d6 get +3 on its damage roll when fired from a full flight?
--Yes.

Plasma Stream

Does the Plasma Stream cause permanent armour loss? It implies yes, but the actual rules description reads like the plasma weapon from the core rules, which is temporary and assessed per die.
--Yes it does. Notice the last sentence which should indicate it is permanent -- 'Other ships firing on the target vessel do not enjoy the

reduce armour caused by this weapon until the following pulse.'

Narn
Fighter Torpedoes
Regarding the fighter torpedoes on the Tarza, should these use the same rules as the Centauri fighter torpedo?
--Yes

VII. Of Aliens and Giants Questions

General
Super Heavy Fighters
Can a multi die weapon (ie, neutron laser), kill multiple boxes on a super heavy fighter with one shot? It is one target, and I understand that a multi-die weapon can ordinarily kill only one fighter per regular (non AF) shot.
--Each hit would score one point of damage on the fighter.

Vorlons
Heavy Fighter
How do the weapons on the Vorlon Hvy Fighter work? Can it fire both on a strike mission at the same time? Can both be used against fighters in a dogfight?
--It only has one weapon, as it says in the description. It only shoots
once per turn, at the ratings shown on the sheet.

Regarding the Vorlon Heavy Fighter, the description says d10/3d8. When you say one weapon, does this mean you roll all 4 dice as the one weapon (like the Tzymm)? I'm sorry to be a bother. It's just a little confusing, as on other fighters, you get the number before the slash or after it (ie Rutarian regular weapon or ion cannon).
--You treat it just like any other fighter. You get either the d10 or the
3d8 depending on the mode.

Discharge Gun
When firing the discharge gun, can you kill 1 fighter with each die, or does the entire full strength shot of 5d10 only kill one fighter? Also, when used as AF, how do the different strengths of damage work, if at all? Do I just get x2 with 5d10 against one fighter? Or x5 with 2d10 against each fighter?
--In antifighter mode, each of the bonus levels can be used against
different fighters. Thus, your first 2d10 can be on one fighter, the
next 1d10 can be on the same or a different fighter, and the final 2d10
can be on a third fighter or one of the others. This division must be
declared before rolling.

Vorlon Gravitic Drive
The Vorlon Gravitic Drive description is a little confusing. Do you mean, each turn box takes 2 hits to destroy, and it takes 2 whole turn boxes gone to destroy one from each other track? This is the same as the Minbari. I don't quite understand "lose only the single box".
--If the Minbari lose a maneuver box, they have to mark off one box on
every maneuver track. This is not the case with Vorlons.

Shadows
Movement
Under the Shadow movement description, it says that a shadow cruiser reduces it's other movement abilities by the amount it accelerates or decelerates. Does this mean that the Shadow Capital ships are not subject to the ordinary movement restrictions? (ie, if one accelerates or decelerates, you can only maintain course) Or have I missed something?
 --Nope, that's not what it means at all. What it means is, if you use a
box on say the accel track, it reduces the other boxes all by one
(temporarily).

F Mark on Ships

What does the F on some of the Shadow ships do? It does not seem to correspond to the flights of fighters, and in fact the scout and destroyer also have this F.
--It means nothing. I was just testing you. Actually, it's a holdover from
an original rule that was intended to cause the loss of fighter
capacity, but while the rule was removed, the letter remained on some
sheets. It's a Shadow plot.

Fighter Bomb
What is the range of fighter bomb (launches)?
--5 Hexes

Planetary Core Missiles
When rolling to hit, what fire control die and sensor rating do Planetary Core Missiles use?
--Sensor 11, d10

Phase Drives
Which Shadow ships have phase drives? The description states only Shadow Cruisers, but the fluff indicates other ships can also do this.
--They all have it.

Drazi
Gunsight
What does a gunsight do for Drazi ships without repeaters? The Nightfalcon and Strikehawk have gunsight options, but no repeaters.
--It's for variants, but shouldn't have been on the sheet. It doesn't do
anything.

Brakiri
Falkosi and Pikitos
Do Brakiri fighters using a static damage weapon still get the regular plusses on a strike mission? If so, I don't understand the comment that they can rarely cause damage, as they will often hit with 7-8 damage, more than the armor on almost any ship.
--No, they do not get the pluses.

Gravitic Shifter
Regarding the Grav Shifter on the Brakiri ships, why do 2 hits nullify the shot? It is only confusing because some Brakiri ships have 2x or 3x. As these must all be fired at the same target, it is possible a
"lucky" hit could nullify your own effects. Is this by design?
--It's two hits from DIFFERENT units. From the same unit, you would not
nullify your own shot.

Vree
Antimater Weapons
The Vree weapons seem very weak. Perhaps we are not using them
right. The description says that you get an extra point of damage for each
1 or .5 over the to hit roll. Is this extra point of damage;

a)a straight point of structure damage. Eg. AM Cannon rolls 4 over. You
get d10 damage and 4 auto structure hits.
b)An extra dice. Eg. AM cannon rolls 4 over. You get 5d10 damage.
c)Just a plus to the roll. Eg. AM cannon rolls 4 over. You get
d10+4. This is how we are playing now, and it seems very weak for the points.
--C is correct.

Are Vree antimatter weapons flash, as with Minbari ones?
--No, not unless listed.

Tzymm
How do the Tzymm's weapons work on a strike mission? Do they get d8-1+2 (anti-ship), d10+2, and d10+2, plus any necessary plusses for fighters remaining?
--It would be (d10x2)+2, but otherwise you have the idea. [ie d8-1 vs fighters and (d10x2)+2 vs ships]

VIII. Errata

Fleet Action Errata
Page 16: Command Style Table. The last line was cut off. It should read: 9-10 Offensive. The table in the back is printed correctly.
Page 22: Relative Movement. It is possible for the range to the command ship to change. The text says it is not. This is incorrect.
Page 22: Movement Pulse Chart. The chart was somehow replaced with the "course correct" illustration. The chart is printed in the back of the book on page 86.
Page 25: Range Modifier Table. The extreme range modifier was cut off on both tables. It should be +5.
Page 29: Energy Mines. The unit class modifier chart is actually on the next page below the illustration. It is also in the back of the book.
Page 32: Fighter Movement. Fighters cannot sideslip. It does not state this anywhere in the book.
Page 39: Anti-Fighter Fire. If the result of the calculation is less than one, only half the fighters will have to endure AF fire at a 'x1' rating. The actual fighter flights that are fired at are chosen by player who controls the ship doing the AF fire.
Page 43: Reinforcements Cost Table. Reinforcements cannot enter before turn 4 as stated on the table on page 43. The table in the back is incorrect.

Earth Alliance Notes
Interceptors: Each level of interception will increase the ship's Def Rating by 1 point. Interceptors are effective against all types of weapons. If an `I' on the structure block is marked destroyed, the ship loses one level of interceptors.

Ship Datacards
Octurion: The Octurion should have a command rating of 12 just like the Covran.

Primus: Fighter loadout for 2202-2210 lists 1 Flight Raziks and 2 Flights Sentris. It should be 1 of each.

Omega: Should list Avail: Common where it says Max Speed: 8. Def. Rating should be 13 and Notes should say Interceptor Level 2. An updated datacard is on the AoG website.

T'Loth: Lt. Pulse says "1d6 +1 per 2 over". It is supposed to be +1 per 1 over.

Altered OAAG Point Costs

The point costs derived for the Vorlon and Shadow ships in the OAAG product were too low when compared to younger races. As such, the following revised point costs are recommended for use:

Shadows
Shadow Cruiser: 1175
Shadow Carrier: 1100
Shadow Destroyer: 580
Shadow Dreadnaught: 1500
Shadow Scout: 600
Vorlons
Battle Destroyer: 525
Destroyer Escort: 600
Dreadnaught: 2100
Heavy Carrier: 1450
Heavy Cruiser: 1375
Light Carrier: 600
Light Cruiser: 1000
Planet Killer: Special
Scout: 625
Transport: 275