

Errata for STAR TREK Starship Combat Game/Rulebook 2003A

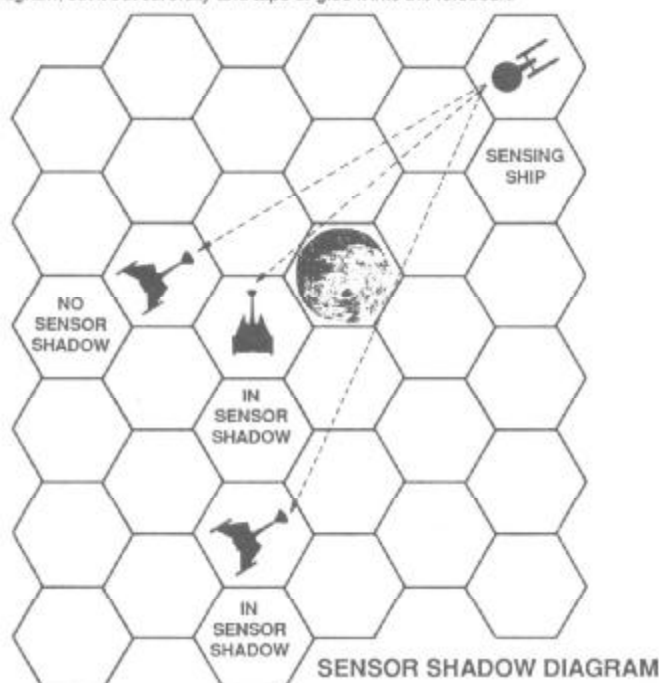
Page 7: The die included in the game may be either 10-sided (1D10) or 20-sided (1D20). The sides of the 1D10 are numbered 0-9 once, instead of twice as with a 20-sided die. Except for this, the 1D10 and 1D20 are used identically in play.

Page 18: The Shield Hit Diagram is correct. The text describing the diagram is in error.

Page 19: Effects From Engine Hits: The damage is marked off of the appropriate Engine Power Track, and the Total Power Units Available is reduced.

Page 20: A Klingon *D-7M* may be used instead of the *D-10*, as there is no counter for the *D-10*.

Page 26: Shown here is the Sensors Shadow Diagram. To use this diagram, cut it out carefully and tape or glue it into the rulebook.



Page 28: Damage From Exploding Ships Chart: Disregard this chart.

Page 35: Shown here is the Banked Weapon Damage Table. Carefully cut this table out and tape or glue it into the Detailed Damage Tables.

BANKED WEAPONS DAMAGE TABLE			
Damage	2/Bank	3/Bank	
	Die Roll	Die Roll	
	1 WPN	1 WPN	2 WPN
1-5	1-8	1-4	5-8
6-10	1-6	1-3	4-6
11-15	1-4	1-2	3-4
16-20	1-2	1	2
21+	AUTOMATIC	AUTOMATIC	1

Page 37: Self-Destructing A Starship

This rule is included here so that players may re-create such sequences shown in the TV series and the movies. Self-destruction is

not used to inflict damage on enemy vessels but, rather, is used to keep a vessel from capture. Its use is further limited to a ship with secret components or information on board that would jeopardize the safety of the governmental body and its citizens. In the TV episode "Balance of Terror", the Romulan commander destroyed his ship to prevent Star Fleet from obtaining proof of the presence of a Romulan warship inside Federation territory.

Because the Romulans must conserve their limited resources, they have fewer ships. A Romulan commander would not self-destruct, except in extreme cases. As for Klingons, self-destruction of a ship might bring dishonor to their family line. Federation, Gorn, and Orions will never destroy their own vessels, for they all believe that to "run away and live to fight another day" is a good proverb.

Page 38-39: Defense Outposts: Damage Location Tables

This section should read: To determine damage to operating systems and superstructure, players will use the Outpost Damage Table located on the Detailed Damage tables.

Players should disregard the remainder of page 38 and all of page 39. In their place, substitute the following rules:

Beam Weapon or Missile Weapon Hit

When this result is rolled, the player controlling the outpost may choose which weapon system takes the hit, but must choose one able to bear on the firing vessel.

Matter/Anti-Matter Generator Hit

When the Matter/Anti-Matter Generator has been hit, record the damage on the Matter/Anti-Matter Generator Power Track and reduce the Total Power Units Available. If the hit occurs after the generator has been reduced to 0 power, then the damage is halved and applied to the superstructure.

Impulse Power Generator Hit

When the Impulse Power Generator is hit, record the damage on the Impulse Power Generator Track and reduce the Total Power Units Available. If the hit occurs after the generator has been reduced to 0 power, then the damage is halved and applied to the superstructure.

Engineering

When the outpost has taken an Engineering hit, make a die roll on the Engineering Damage Table. If a Shield or Weapon Power Grid hit results, apply the effect only to those shields and weapons within the arc taking the damage. If the Maneuver Power Grid is hit, the outpost must continue to rotate at its last movement rate. If the grid is still down during a Power Allocation Phase, then the player in control must allocate the same level of power as in the previous turn.

Superstructure/Matter/Anti-Matter Generator Hit

The Matter/Anti-Matter Power Generator has been hit, causing crew casualties and superstructure damage. The total damage is divided in half as evenly as possible and then applied to the generator, while the crew suffers casualties as determined by the superstructure damage.

Sensors Hit

The sensors in this particular arc have been hit and no information may be obtained until they are repaired. This effect is only applied to the arc receiving the damage, and so no weapons in the arc may be fired until repairs are made.

Errata: Master Control Book

Page 27 & 47: Disregard the weapons listed in the shaded areas.

Errata: Counter Sheet

The Klingon *D-10* and Romulan *Gallant Wing* counters have been inadvertently omitted from the sheets. The counters supplied here should be carefully cut out and glued to the back of an existing counter. We suggest one of the asteroid counters.

