



## FIREPOWER PASS ERRATA 2010-10-18

Fortunately there have been few errata necessary, just got lucky, but many thanks to David Nichols and his group in New Zealand for finding and reporting these.

### 1. See THE NEW SEQUENCE OF PLAY on PAGE 2.

*Designer Note: In summary, the NON-Initiative player should resolve all detections first, contrary to the current rules. As the playtesters pointed out, just for that phase it is important that the Initiative side choose where the Lock-ons/Break-Locks will be finally, or what is the initiative worth? I have worked to eliminate "gamey" switches of who goes first, but in this case the ends justify the means, it really is the Initiative side that should have the final attempts at Lock-Ons/Break-Locks.*

### 2. PRI & SEC weapon strike value degrade to a minimum of 1. Its in a NOTES section for PRI and SEC strikes.

3. When setting up Squadrons during any scenario, the starting Commitment Level, unless otherwise noted by scenario, is '0 Missiles'.

4. On the subject of maneuvering (in particular the crew roll for adjusting the orientation &/or vector during same) use the WORST Ship's Crew Value in the Squadron for the roll.

5. You may NOT use armor to reduce the effect of the Cascading Damage H hit.

*Designer Note: such an H hit is an internal hit and the use of armor reflects external deployment of the armor assemblies off the hull.*

*Since Cascading Damage is collateral damage from hits that have already gotten past the armor, in that respect it is not really a hit but just a reflection of the severity of the damage in such a case.*

6. The intent of the Cascading Damage marker effect is intended to be for the NEXT turn, even if you have not fired yet, as it represents a cascade of shut-downs of systems, and therefore takes some time. The Attacks launched by that ship are already mostly downrange at these distances (plasma shots en route).

The idea is if you do NOT remove the Cascading Damage marker by using a spare CP in the next turn's Action Phase, you take the damage at the end of the Action Phase (perhaps because of a failed Crew Roll or two, and no more Command Points). So, in sum:

- If your ship ENDS the ACTION Phase with a CASCADING DAMAGE marker, you take the damage (so the impetus is to remove it quickly, or let it go for a turn effectively taking that ship out of the fight for the next 20 minute turn while the crew deals with critical systems crashing.

- If your ship STARTS the ATTACK Phase with a Cascading Damage marker it may not launch Strikes during the immediately subsequent Attack Phase.

## FIREPOWER PASS – REVISED SEQUENCE OF PLAY

1. Roll for <b>INITIATIVE</b>	(SIMULTANEOUS)
2. Adjust <b>Engagement Levels</b> for all squadrons and overall commanders	(SIMULTANEOUS)
3. Generate <b>Command Points</b> for all squadrons and overall commanders	(SIMULTANEOUS)
<b>4. Action Phase</b>	
4.1. <b>FREE BREAK-LOCKS FOR TERRAIN</b>	(NON-INITIATIVE PLAYER FIRST)
4.2. Overall Commanders <b>FREE DETECTION</b>	(NON-INITIATIVE PLAYER FIRST)
4.3. <b>EXECUTE COMMAND POINT ACTIONS!</b>	(NON-INITIATIVE PLAYER FIRST)
<b>5. Maneuver</b>	(IN SQUADRON ORDER, HIGHEST ENGAGEMENT LEVEL TO LOWEST; <b>TIES</b> = INITIATIVE PLAYER has CHOICE of who goes first)
6. <b>Attack/INTERDICTION</b> Phase	(IN SQUADRON ORDER, HIGHEST ENGAGEMENT LEVEL TO LOWEST; <b>TIES</b> = INITIATIVE PLAYER has CHOICE of who goes first)
<b>7. Logistics Phase</b>	(SIMULTANEOUS)
8. <i>END OF TURN</i>	