It was inevitable that some errors would creep into the initial release of the **Starmada Core Rulebook**. Thanks to all who brought the need for corrections to our attention.

B2   Complete Sequence of Play (p.9)

There are two items labeled "4.c.ii"; the second should be 4.c.iii.

D6.3   Defensive Fire (p.25)

The second sentence of the first paragraph should read, "After a starship completes its move, declare which of its weapon(s) will fire defensively; each can target a single volley *targeting the defending ship* within its firing arc." (Emphasis added.)

D6.4   Seekers and Game Balance (p.25)

Should be specified as an optional rule.

E1.9   Point Defense System (p.27)

The PDF and print releases each have different text, both of which are incorrect. The correct rule follows:

Many starships possess networks of small but accurate weapons, linked to highly-adaptive sensor suites which can quickly react to localized threats. A ship may have multiple Point Defense Systems (PDS).

Each PDS is treated as a separate weapon with a range of three hexes, a 360° arc of fire, and the Defensive trait. PDS have no ROF or ACC: instead, a PDS automatically scores one hit on the selected target. Each hit inflicts one point of damage.

Instead of firing defensively (in the Movement Phase) or offensively (in the Combat Phase) a PDS may be used in the Fighter Phase. When a fighter flight declares its attack, the target starship's PDS can react, with resulting casualties removed, before the flight's attack is resolved. Roll one die per PDS used in this manner: on a result of 5-6, one hit is scored on the attacking flight.

E2.7   Probes

The right side of the chart should be labeled "Effect," rather than "Number of Hits."

X1.2   Engines (p.56)

The example text should read:

A starship of hull size 8 is given an engine rating of 5. The engine factor is 46.4 (8×(8+50) = 464÷10). The engines take up 232su (5×46.4).

X4.2   Engine AP Costs (p.57)

The example text should read:

A starship has the following engine track. It is hull size 7, making its engine factor 39.9. The total space required is 168su (39.9×2 = 79.8+(39.9×2×80%) = 143.64+(39.9×1×60%) = 167.58, rounded up). Its effective engine rating is 4.3 (168÷39.9 = 4.21, rounded up).

X5.12   Shock Cannon (p.59)

The second sentence should read: "Shock Cannons have DMG 3 at short range, DMG 2 at medium range, and DMG 1 at long range."

X6   Starship Systems Table (p.60)

Each Point Defense System (PDS) requires 25su and has an ORAT of (EngR*+3)×2.5.

Regenerating does not have a DRAT multiplier; instead, it increases Hull by 100%.

Y5   Action Points (p.63)

The computation for assigning an Action Point (AP) cost to a weapon trait is incorrect. It should read, "When assigning an AP cost to a weapon mode, combine the mode traits' modifiers and subtract -1. Apply the AP factor, then add +1."

Z5   Sample Starship Status Displays (pp.71ff.)

The *Agate*-class CL has a combat rating of 86.

The *Onyx*-class DN has a combat rating of 326.

The *Opal*-class CA has a combat rating of 115.

The *Sapphire*-class BC has a combat rating of 175.

The *Columbine*-class CA has a combat rating of 98.

The *Chrysanthemum*-class CV has a combat rating of 249.

The *Iris*-class FF has a combat rating of 32.

The *Nightshade*-class BB has a combat rating of 193.

The *Valerian*-class DN has a combat rating of 285.