

RedWarSoc Experimental Rules Errata/ Update

Though all official changes are under the control of TT Combat, we have a few balancing errata suggestions that we feel will help move the game in the right direction. These are unofficial.

General Rules Changes

- 1) **Debris Fields:** Cause one damage roll to ships whose movement passes through the field, AND to ships that end their turn in the debris field. A ship cannot suffer more than one debris field damage roll per turn.
- 2) **Torpedoes:** Change to Lock 3+, gain **Particle** and **Flash**.
- 3) **Torpedoes** are unaffected by moving through debris fields.
- 4) **Orbital Layer Coherency:** If ships in the same Group are at any time **not** in the same orbital layer, they add +1 to the Strategy Rating of their Battlegroup.
- 5) **Bombers, Fighters and Dense Debris:** Bombers and Fighter tokens are removed on **4+** when they enter a dense debris field.

Shaltari

- 1) **Vectored:** Change to; A Vectored ship may Course Correct and Max Thrust without gaining a Minor Spike.
- 2) **Gravity Coils:** Change to *Impel-1* for all ships with Gravity Coils.
- 3) **Jade:** The Jade's Particle Lance gains **Fusillade-1** (One extra shot on **Weapons Free**)
- 4) **Granite:** Both Particle Lances gain **Linked-1** and one Particle Lance gains **Bloom**.

UCM

- 1) **Siphon Power:** Change to; When the St Petersburg fires a single Burn-through Laser, you may choose to **add one additional Attack dice**. If you do this, the weapon also gains **Bloom** until the end of the turn.
- 2) **Linked UF-4200s:** All UCM ships with two or more UF-4200 weapon profiles gain *Linked-1* for those weapon profiles.
- 3) **San Francisco:** Change Barracuda Missile Bays (Attack 2) to Shark Missile Bays (Attack D6+1).
- 4) **Santiago:** Stingray Missile Bays gain Calibre (L).

Scourge

- 1) **Corruptor:** If a ship suffers **critical hit** damage from at least one torpedo with the *Corruptor* special rule, after resolving all damage, roll a number of dice equal to the remaining hull value of the targeted ship. For every 4+ rolled, the ship suffers a Fire crippling result.
If a ship is crippled by a failed roll to repair these Fires, it cannot attempt to repair the new crippling result until the **following turn's** damage repair phase.
- 2) **Scald:** Scald **only** reduces the armour save of the target if both the firing ship and the target are in the same layer.
- 3) **Furnace Cannons:** Change both Alt weapon profiles to Damage 2.
- 4) **Nickar:** Plasma Squall gains Calibre (L).

PHR

- 1) **All Tonnage (M) and (H) ships with Light Battery, Light Broadside, Medium Battery and Medium Broadside weapon systems that have Linked:** Gain Fusillade (2) (affects the Theseus, Ajax, Orion, Ikarus, Perseus, Hector, Agamemnon/Leonidas, Priam/Scipio).
- 2) **Massed Weapon Banks (command card):** Add line: If a ship already has Fusillade, increase the Fusillade value by 2.

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<https://www.dropbox.com/s/m0in7p4swrgpvhx/RedWarSoc%20Experimental%20Rules%20Errata.pdf?dl=0>