

Dropfleet FAQs's and Errata 1.1 (January 2017)

Errata

Page 39 - Change 'Once all Battlegroups are activated the turn is over' to 'Once all Battlegroups are activated, play moves to the Roundup Phase'

Page 43 - Standard orders - Change the last sentence to state 'Remove a Minor Spike from the ship at the Beginning of its activation'

Page 53 - Planetary rings - Add the line 'if a ship moves through a planetary ring while the ship is in high orbit, it will receive two Lock 2+ hits'.

Page 66 - Air to Air weapons - change the sentence 'may fire at ships in atmosphere with no penalty' to 'may fire at ships in atmosphere and ignore the usual penalty to lock value'.

Page 67 - Add the following to the last sentence in the first paragraph under bombardment: 'a ship must be in Low Orbit or Atmosphere - NB, only ships with a specific rule (e.g. Low Level) may bombard from atmosphere. Ships without specific special rules allowing them to bombard from atmosphere may not do so.'

Page 74 - Clusters - Change 'to hold a cluster you must hold more sectors in that cluster than your opponent' to 'to hold a cluster you must hold more value in terms of sectors in that cluster than your opponent, or more sectors overall if they are not given a set value in that scenario'

Page 138 -Change the lock value on the second Furnace Cannons weapon profile to 2+ (instead of 3+).

Page 168 - Change the Second Medium Calibre Broadside to read 'Facing: S(R)'

Page 181 - The Calypso Advanced ECM Suite special rule: Add the line 'This rule may not be used against Launch Assets' at the end of the paragraph.

Page 196 - Change the last line of 'Voidgates and charged air' to read: 'However, Bulk Landers are destroyed on a 5+ rather than a 3+'

Page 214-Change the Hull of the Voidgate to from '3' to '2'

Page 214 - Change the Points value on the Glass Cloudfliers to '18 Points'

Page 214 - Remove the passive saves from Glass Cloudflyers. This means removing the second number in both the Sig and A boxes for these ships.

Page 214 - Change the Point defence bonus on Shaltari Fighters to '+4' instead of '+5'

Various pages - Space Stations - in the context of Space Stations, when **Burnthrough** and **Close Action** are referenced, they apply to the 'Laser Armament' and 'Missile Armament' respectively.

Various Pages/page 197 - When referring to voidgates and ground asset deployment or relocation, wherever a 'sector' and 'in atmosphere' is mentioned, change this to read 'sector or space station' and 'in atmosphere (or low orbit if targeting a space station)' respectively.

FAQs

Core rules:

Q: Once you have set your strategy deck, can you look through it again (without changing things)? When can you do this?

A: You may look at the order of your Strategy Deck at any time, unless specifically stated by a special rule.

Q. In the explanation for the activation Phase, the rules say "If both players roll the same number, roll again until one player rolls higher". What if I have a higher-level admiral - does this count as well, or does the higher roll still win?

A. Admiral level has no effect here, it's a simple D6 roll. It does however have an effect when determining initiative in the Roundup Phase (as described in the rulebook).

Q: Can I get/put spikes on a space station?

A: Space stations may not have status affects or spikes. If a space station would have spikes or status affects applied to it, they are ignored instead.

Q: If I have multiple defence batteries or void gates in/over a cluster, do I get to roll multiple dice for destroying ground assets that are trying to land?

A: No. As per the 'Batteries' rule on p.57, if you have one *or more* batteries you may roll 1D6 for each launch asset that is trying to land. This means that multiple Void Gates or Batteries do not give you multiple chances to destroy incoming ground assets - you only ever get one dice on each asset unless very specifically stated in a special rule.

Q: Can void gates use their Charged atmosphere rule to act as batteries on or close to space station?

A: No, the charged atmosphere rule requires atmosphere to work - it may not be used to try to stop enemy ground assets landing on space stations (unless specifically stated by a special rule or command card).

Q. The Section of the rulebook about losing Battlegroups states 'If a Battlegroup is off the table for any reason' it is lost and its strategy card is removed to one side. Surely (in a letter of the rules interpretation) this means that everything dies at the beginning in which ships are not directly deployed on the table?

A. This rule is under losing battlegroups and is designed for future scenarios where ships move off the table. Ships that have yet to come onto the table are ignored in this case, unless specifically stated in their special rules.

Q. For the Battlegroup Cohesion do I add 1 to the battlegroup's strategy rating for each group that is out of coherency, or just one if any number are out of coherency?

A. Add 1 to the strategy rating for each group that is not in coherency with another group in the same Battlegroup.

Q. Can I chain groups together and still be in coherency? Can I send two ships off on their own and still use special orders (as each of those two ships is 'in coherency with another ship in the group'?)

A. Yes you may (and in fact must) chain groups together to be in coherency. The entire group must be in coherency with the rest of the group - i.e. each ship must be in coherency with at least one other ship in the group, and all ships in that group must be in coherency of the group as a whole, forming a chain. Ships in the same group may not claim coherency unless the every ship in the group is in coherency (and so may not split off into smaller parts and still do special orders).

Q. Can ships in a group go on max thrust to catch up with other members of the group? If not, surely they will be lagging behind and never get back into coherency?

A. No, as you may not go on special orders when out of group coherency. This means players must plan their special orders carefully and play catch up if they issue the wrong orders.

Q. The 'Weapons offline' effect states that a ship may not fire its weapons or use any launch assets during its next activation. Since launch assets are used at the end of the turn (and not during their activation) can they still be used?

A. No. In all cases, the weapons may not be fired in the ship's next activation, and launch assets may not be launched in the following launch asset Phase. Note that assets that have already been launched (for example bombers or fighters that were launched in a previous phase) are not affected, only the ship itself. In effect, you miss one opportunity to launch, be that this or next turn.

Q. Under limitations in atmosphere, the last line reads "And follow the rules for moving up an orbital layer and do not suffer this penalty" Which penalty is this in reference to?

A. Ships that move from atmosphere to low orbit are not subject to the rule that ships may only move 2" in atmosphere once they enter low orbit. For example:

1) Ship 1 has Thrust 10". It moves from atmosphere to low orbit at the beginning of its turn. It costs 4" to go up a layer, so it has 6" remaining that it may move in low orbit.

2) Ship 2 also has thrust 10". However, it chooses to move in atmosphere before moving further or wanting to go up an orbital layer. Since its thrust is reduced to 2" in atmosphere, it may not move any further or climb to low orbit - it has used all its thrust.

Q. When taking hits from a group of ships that are firing Close action weapons, do you get your PD against each weapon system, or are those weapons combined and then PD is taken? What about against launch assets like bombers?

A. No, you get one roll of PD against the entire pool of attacks - roll all the close action attacks together and then roll one PD against the roll. This is the same for Bombers.

Q. The Corruptor rule states that a ship that takes a critical hit suffers the corruptor continuing effect. Does this only happen on a critical hit, or does it happen regardless, as the second paragraph seems to imply?

A. The Corruptor rule only applies if a critical hit is scored, and continues to apply for the rest of the game. If the weapon does not score a critical hit the corruptor rule does not apply.

Q. What happens with weapons that have additional rules about damage/extra effects where they are saved by passive saves? For example, Corruptor or Impel weapons state that if the weapon scores a certain type of hit or certain amount of damage (in these cases critical hit or the (x) damage on Impel etc) then the rules applies, but it doesn't say what happens with Passive saves.

A. In all cases where additional effects or damage would be caused to a ship, the ship must actually *be* damaged. If passive saves stop the damage, the additional rules do not apply (unless specifically stated in the rule itself). In the two examples given; the Corruptor weapon would need to cause critical damage and then the ship would have to fail any passive save it had; and the Impel weapon would have to do its stated damage (x) after the ship has rolled any passive saves it has for Impel to take effect.

Q. The Scald special rule works within scan range. How does it apply for units that do not have a scan value e.g. Scourge Bombers?

A. Any weapon/ship that has the Scald special rule but does not have a given scan range counts as always being in scan range for the purposes of the Scald rule - the rule always applies in such cases unless specifically stated otherwise. Note that this does not apply to ships/weapons that **had** a scan range and have either lost it or cannot use it for any reason, only to ships/weapons that never had a scan value in the first place.

Q. How does the Scald special rule interact with Passive saves? What about other rules that change armour/saves?

A. Scald may be used against passive saves in the same way as normal armour. Passive saves count as a type of armour save, and therefore rules that affect armour saves also affect passive saves, unless otherwise stated in a special rule.

Q. Admirals add their AV to several different rolls in game. Does that apply if they are not deployed yet, have moved off the board or are destroyed?

A. Admirals only add their AV to any roll when they are alive and present on the board. If they have yet to be deployed, have moved off the board or have been destroyed you do not add their AV to any rolls, unless specifically stated in a special rule. If your Admiral is not on the table for any reason then your AV counts as 1. For example, this means you may draw 1 Command Card on turn 1 if your Admiral is not on the table during the Planning Phase.

Q. When do you roll for crippling damage, once the ship is crippled, at the end of the firing ships activation, or the turn?

A. Roll for Crippling Damage at the end of the firing group's activation. This can mean that the ship is destroyed before being crippled. If a ship is destroyed there is no need to roll on the crippling damage table - just apply the rules for catastrophic damage.

Q. On page 43 active scan versus silent running - the text currently states " In this case no additional Energy spikes is added to the revealed ship". This could imply that if you fail the roll the ship is granted a spike - is this the case?

A. No. If the ship is active scanned and is on silent running one of two things happen; either it is successfully knocked off silent running, and goes back to a normal signature with no spikes, or it is unsuccessful and nothing further happens to the ship.

Q. Burnthrough Lasers: If I roll X amount of Dice, say 2, and both hit and one is a critical success, is it only any further successes on the dice that scored a critical that is critical, or is it any further successes on both dice?

A. Any further dice rolls that hit after scoring at least critical hit are critical. i.e.:

- You roll for the Ifrit's burnthrough, choosing to use the profile that has 4 attacks hitting on lock 4+.

- You miss with one attack, and hit with three. One of these hits scores a critical hit.

- You then roll three dice again - any hit here or on any subsequent rolls are now critical.

Q. Certain results on the Catastrophic Damage table create explosions or damage to ships within range. How does this affect Launch Assets?

A. Launch Assets are not affected by results on the Catastrophic Damage.

Q. Does going down an orbital layer use up your one allowed turn for movement?

A. No, you just must be *able* to turn.

Q: Escape velocity says that it ignores penalties shooting through atmosphere. Does this ignore range restrictions?

A: Yes, when firing a weapon with this rule apply range as usual instead of taking normal atmospheric rules into account.

Q: Do ships of the same type in the same battlegroup form a large group, even if selected in separate groups?

A: Yes, they form one large group of the same ship type. The restrictions on numbers of ship per group are for fleet selection purposes. For example:

A pathfinder battlegroup is chosen. The player includes two Light groups in this; one with 4 Toulons (the maximum allowed in that group when selecting), and another also with 4 Toulons. While when selecting the fleet these are two separate groups, when playing these count as one group of 8 models, and conform to all of the group rules.

Launch Assets and Ground Assets

Q: Do Launch Assets count as weapons?

A: Unless otherwise stated in a special rule or command card, Launch Assets do not count as weapons systems. They may only be used if a ship *could* fire its weapons. Interactions with launch assets in situations where a ship may not fire (because of special orders, damage or other reasons) are covered in each individual case in the rule book.

Q: Can you use Launch Assets when silent running? What if you have the stealth rule?

A: You may not usually deploy Launch assets when on silent running, as the rules state that you must be able to fire one weapon to use Launch Assets, and you may not fire when on Silent Running special orders. If a ship has the stealth special rule you may use launch assets as it may fire at least one weapon on silent running.

A: When Launching ground assets and other strike craft, the ship gains a minor spike. When applied to the Shaltari, do Voidgates gain the spike, or is it the mother ship, or both?

Q: Only the mothership gains a spike, the Voidgates do not gain spikes for this (as it's the mothership doing the launching - you just measure deployment from the Voidgates rather than the mothership). Further, Voidgates do not gain spikes for relocating troops.

Q. Can you keep linking Voidgates across the board in one long chain, resulting in a gate way across the other side of the board to the mothership? Or is the furthest any Voidgate can be from the mothership 36" due to the criteria of being linked to another Voidgate that is within 18" of the mothership?

A. Voidgates can link in a continuous chain. This means that any number of Voidgates can be linked and deploy gates, so long as:

- a) at least one of the Voidgates in the chain is up to a maximum of 18" from the mothership and
- b) each of the Voidgates in the chain is no more than 18" from another Voidgate, connecting at some point with the gate from (a), which is a maximum of 18" from the mothership. This means you can deploy across the length and breadth of the table with careful Voidgate use and positioning!

Q. Torpedoes state that if they do not hit they attack again at the end of the target's next activation. Does this only happen once and then they are removed, or do you keep rolling until the ship is hit? What about if it moves into Atmosphere?

A. You keep rolling each turn until the Torpedo hits. If the ship is destroyed, moves off the table or is removed for any other reason, the Torpedo is removed. If the ship enters Atmosphere, the Torpedo is also removed.

Q. Torpedoes are Launch Assets, and the rules state that Launch Assets must test to see if they are removed if a ship moves through a Debris Field. Does this apply to Torpedoes as well as Bombers? What about fighters?

A. Yes to both - all launch assets roll if they either move through or attached to a ship that moves through Debris fields.

Q. If a ship with Launch Assets attached is destroyed, what happens to the Assets? Can they be moved to another ship, i.e. can I move fighters to another ship, or Bombers/Torpedoes to a different enemy ship?

A. No, if a ship that has Launch Assets attached is destroyed, they are removed with the ship.

Q. When Launching assets at a ship on silent running, how do I resolve them in terms of range?

A. Launch assets have a set range which is not affected by the signature of a ship. Since silent running change the signature of a ship to 0 but does not change the range of assets, Silent does not affect ranges when using launch assets.

Q. Can ordinary weapons/bombers be fired against torpedoes?

A. No, because they are a launch asset and cannot be targeted.

Q. Can fighters be launched to defend a cluster? Eg act like a temporary battery?

A. No. Further, since launch assets cannot enter atmosphere (unless allowed to do so by special rules), bombers, fighters and torpedoes may not enter atmosphere.

Command Cards:

Q: How do command cards work in terms of targeting ships more than once in a turn?

A: A ship can only be specifically targeted once per turn. This means a ship may only be the target of one card that affect 'target friendly ship' or 'target friendly group' and one card that targets 'target enemy ship' or 'target enemy group'.

Ships may be affected by battlegroup, fleet wide or 'area' affects several times per turn as they are not specifically targeted at that ship or group, meaning they can stack with specifically targeted cards on individual ships or groups.

More specifically:

Command cards may not be stacked ship on ship, group on group, or any combination of these. They may also not be stacked or battlegroup on battlegroup, but may otherwise be stacked. For Example:

If you play a command card targeting a ship, you may not play another command card that targets that ship this turn. Further, you may not play any command cards that target this ship's group for the remainder of the turn.

If you play a command card on a group, you may not play another command card that targets that group this turn. Further, you may not play any command cards that targets a specific ship in that group this turn.

If you play a command card on a battlegroup, you may not play another command card that targets that battlegroup this turn. *However*, you may play command cards that target specific ships or groups in that battlegroup (applying the above restrictions about stacking command cards on ships and groups).

If you play a command card that targets the entire fleet, you may not play another command card that targets the entire fleet this turn. *However*, you may play command cards that target specific ships, groups, or battlegroups in the fleet (applying the above restrictions about stacking command cards on ships, groups and battlegroups as above).

Note that the opponent may do the same, meaning you can play your cards targeting ships, groups, battlegroups or your whole fleet as described above, and the opponent may also play a card that target the same - I.E playing a 'positive' (as it were) card on a ship does not stop the opponent using one of their cards on that ship.

Q: Can I stack Command Card Effects?

A: it depends on the command card. As per the rules above, it is rare that you may stack command cards one on another. This is also because timings for Command Cards are as follows: Play the card, opponent may attempt to block it, resolve the card (if it resolves instantly) or leave the card in play (if it continues for a set time e.g. until next turn).

This means that the cards being played must a) conform to the above rules and b) have continual effects for you to stack them. This makes effect stacking possible, but rare.

Q. When playing command cards, who goes first? Is there an order in which you choose which cards are played and when?

A. i) During the Initiation Phase, the player with the higher-level Admiral has the choice to play Command cards first or second (roll off if there is a draw). They become 'Player 1'. Players then alternate playing cards. This is the same throughout each sub phase of this part of the turn (as follows):

- 1) Player 1 has the chance to play a card a card first or second, then the opponent.
- 2) When both players have finished playing cards, they discard cards simultaneously.
- 3) They then draw cards simultaneously.
- 4) During the Clean Up Stage, Player 1 may play a card first or second (if they choose to play any). Complete all the actions associated with this card, including playing any espionage etc. cards. The opponent may then play a card. Once resolved, the first player can then play another card - continue until neither player has any further cards to play.

In multi-player games this still holds true - play one card each (if you choose to) in the order determined by the role in part A. i).

Note that players may not hold off playing cards - i.e. not play a card until after the other player has resolved several of theirs. Once a player chooses not to play any more cards during the Clean Up stage, that is the cut off for playing cards in the Clean Up phase and they may not decide later in the stage to play further cards. This stops players 'gaming' their card plays in response to opposing command card use in a phase that is designed to be pro-active rather than tactically reactive. The only exception is reactive 'interrupting' cards, such as espionage, which may be played at any time.

Once finished, players reach the 'End of the Clean Up stage'. Any cards that are played at this point follow the same structure as above - the player with initiative plays first, then the opponent etc., with the same 'cut off' point if a player chooses not to play further cards.

ii) Command cards played during the turn (i.e. during battlegroup activation) are played as instructed on the cards themselves; usually on the activation of a battlegroup, firing a weapon, the activation of another battlegroup etc. Importantly, here the order is reversed. The player who is not activating the unit plays a card first, then the activating player

For example: Player 1 chooses a unit to activate. The opponent (player 2) may now play a card. If they choose not to, Player 1 can play a card.

For cards that apply 'during an activation' there is no 'cut off' on playing cards during a unit's activation. This means that even if a player chooses not to play a card earlier in the unit's activation, they may choose to do so later in its activation.

iii) During the Round Up Phase, card plays return to the order at the start of the turn i.e. Player 1 has the choice to play first or second, then the opponent, and then alternatively until neither player has any further cards they want to play.

While this seems very involved, the number of cards and actions of players mean that in real terms the above will be very quick - this just provides players with the correct structure and order to play cards in.

Q: Can I Espionage an Espionage Card? How does that work out?

A: Command cards may interact e.g. Espionage and any other command card. Cards stack in reverse chronological order - for example (in colour for clarity):

One player played **Mass Transit System**. The other player then plays **Espionage**. The first player then plays **Espionage** on that **Espionage**. They resolve as below:

- 1) **Espionage** was played last, so takes effect first. It stops the below card - **Espionage**
- 2) **Espionage** would take effect next, however it has been stopped by the first **Espionage**.
- 3) **Mass Transit System** then takes effect. It would have been stopped by the **Espionage** card, but that has now been stopped, so **Mass Transit System** is played successfully.

Q: Several command cards mean that ships regain hull points. If this puts the ship above 50% of its starting hull again, can it be crippled again if it takes more damage?

A: No, a ship can only be only crippled once from normal damage (the exception being weapons that specifically do crippling damage, which may cripple a ship more than once and are a special case).

Q: For the Intensify Point Defence Command Card, it states the -1 modifier is against one dice roll. When is this roll decided? When does the modifier stop? Can this stack with other effects?

A: This modifier works against one attack - from a group's point defence attacks, a bomber attack, etc. it works on one point defence roll and is then resolved and discounted. This modifier can stack with other effects (e.g the Aegis rule), but remember that a ship cannot be targeted by a command card twice in one turn, meaning this card cannot be used on the same ship twice in a turn.

Q: The Next-Gen Armour Plating Command Card says you can re-roll armour saves. Does that include passive and other types of saves?

A: Yes. The card states that any armour saves may be re-rolled, and Passive Saves count as a type of armour save.

Q: When using the Silent killer command card, what happens if I use it on a ship that is crippled?

A: The Ship remains crippled, however in this instance it may have the Stealth rule and still be crippled - for the duration of the card, it does not lose the stealth rule for having less than 50% hull remaining.

Q: Some command card effects target weapons with certain names or parts of name, such as 'Calibre' or 'Mass Driver'. Do I apply the effects to weapons with those terms anywhere in the weapon profile?

A: No, rules only apply to those weapons that have the specific term in the *weapon name* itself.