

## Rogue Stars Errata, FAQs and Clarifications (Pre-release, January 1<sup>st</sup>, 2017)

### Errata

#### Melee Weapons Table

Claws should be Damage 2 as described in the Trait.

#### Ranged Weapons Table

Machine Gun should have the following rules: Automatic, Heavy, Infinite Rounds, Two-Handed. The cost is correct.

Flamer should have the Max Range 6 rule. The cost is correct.

**P.13 CARRYING AND BEING CARRIED.** The example of powered armour and exoskeletons should read "For the purposes of carrying and being carried, characters in Power Armour count as one size larger" .

#### Prone Targets

Melee Combat Modifiers, Target sub-table: The modifier for Prone should be -2, not +2. The modifiers in this sub-table are written as modifier to the TN that the attacker must roll to hit the target. In other words, if you are Prone it is EASIER to hit you.

#### Medikit

The Medikit was omitted from the miscellaneous equipment list. It is a Civilian item and costs 8 XP. It gives +2 to any First Aid rolls performed by the user. It takes one action to ready the Medikit and one action to perform the First Aid roll. The character needs both hands free to use a Medikit. Any character can get the bonus from the Medikit, not only a character with the Medic Trait. Getting the bonus from a Medic is cheaper, point-wise, but the Medikit can be used even if your Medic is OoA, and it can be picked up from the body of an OoA character.

#### Heavy Gravity

Kinetic damage projectile weapons get a -1 on Shooting rolls on high gravity planets.

#### Flight Pack

“The character must be standing to use the Jump Pack” should read “ The character must be standing to use the Flight Pack”.

#### Character Progression in Campaigns

The Elite level of experience was erroneously omitted from the progression. Going from Veteran to Elite is 6XP and from Elite to Hero is 6XP.

#### Sample Characters

Inspector Dakame Lang's officers are 26XP. These are intended as sample NPCs. When creating a squad, characters should have a minimum cost of 30 XP each.

#### Strong is not a Trait

Entry 7 on the Ship Collateral Damage table on p. 38 - references "Strong" (as if a Trait) but Strong is neither defined nor on the Trait chart on p. 61. Just ignore it, it was removed from the rules.

## Clarifications and FAQ

*Does the Rally action put a Stress marker on the character?*

No. Performing the Rally action does not put a Stress marker on the character.

*Does Heavy stack? Does a character wearing Combat Dress and armed with a laser cannon lose 2 from his movement?*

The effects of multiple Heavy loads stack. A character losing 2 MU from his movement may no longer use the Walk action. He can, however, use the Run action. The net effect will be like walking, but the character must pass a Terrain roll if he moves over broken ground. No matter how much a character's movement is reduced, the character is still allowed to Crawl.

*Do movement penalties from various source stack?*

Yes. If you have one crippled leg (-1 MU) and are carrying a heavy load (-1 MU), you are at -2 to movement. Remember that you are always allowed a Crawl action.

*I have more than one instance of Heavy loads and am wearing and Exoskeleton. Does the Exoskeleton remove all the modifiers from Heavy or just one?*

Yes, the Exoskeleton removes all the penalties from Heavy.

*Must my hands be free in order to climb? Can I do it if I have only one free hand? What if one or more of my limbs are crippled?*

In general, climbing a vertical or near-vertical slope will require at least two free hands. It is impossible to give full rules that will make sense in all situations and for all body shapes, but if an obstacle requires a Terrain roll, you may give climbers a -3 on the roll for each limb that for any reason is not used to climb. Use your common sense: a worm-shaped alien may still climb an obstacle that may be impossible to climb for a humanoid with two crippled hands. Climbing is in general a Walk action, so a two-legged creature with both legs crippled won't be able to climb.

*Does carrying a Heavy load reduce movement of Flight Packs and Jump packs?*

Yes.

*Should heavy powered armour be Bulky as well?*

No. the idea is it is a much superior model, form fitting and with better servos. However if you want you can imagine a type with Bulky at, a cost of 48XP.

*Force Shield from the Armour section: is it actually a hand-held shield (like a medieval shield or riot police's shield)? And therefore takes a free hand from the user?*

It as a wrist or forearm mounted forcefield projector so your hand is free to hold other tools if you want. It may not be stacked with other armour types, however, because it has a fixed shape (it is not a form-fitting force-field).

*What happens if I am wearing an Exoskeleton and a shooter scores Superficial Damage on me?*

The servos stop working and you must unfasten yourself and crawl out of the machine, or use your muscular strength to carry it. The exoskeleton counts as a Heavy load until you spend two actions to remove it.

*The Leadership roll description lists a penalty for dealing with Artificial, Insectoid, Mineral, or Vegetable characters. Are Reptiloids meant to be on that list as well?*

No. They are similar enough to humans/humanoids. They are cold blooded, but still understand danger, protect their young, and so on. Insectoids on the other hand may put their hive's well-being before their own.

*Leadership rolls are at -2 on Artificial characters. How do I remove that penalty?*

The artificial intelligence of robots may have behaviour patterns that conflict with a leader's orders, or may fail to understand the nuances of organic being's emotions. If the leader is Artificial, too, the penalty is ignored.

*Does being Prone make it more difficult for me to hit, and easier for a standing opponent to hit me in melee?*

Yes. A Prone attacker rolls to hit in melee at -2. A Prone defender has the TN to hit him reduced by 2 (so, for example, instead of 10 an attacker needs to roll an 8 or better to hit him). It is more difficult for the character to hit in melee because he can't swing well his weapon, and it is easier for his opponent to hit him because a prone target can't dodge or parry well.

*Can I have multiple copies of the same weapon?*

Yes but you must pay XP for each of them. Also remember to check your limits on the number of weapons carried. Having multiple arms helps you in carrying multiple ready weapons.

*Melee Combat Modifiers Table: the modifiers for the attacker are written as pluses or minuses to the die roll, while the modifiers for the Target are written as modifiers to the TN. It is confusing. We will publish a quick reference sheet with all the values listed as penalties/bonuses to the attacker.*

*Is the cost for Huge wrong?*

No. It may seem wrong compared to Big, but Huge has some minor advantages in some scenarios and it affects damage with Claws. Both Huge and Big give a +1 in close combat.

*My weapon runs out of ammo, but I have paid XP for another weapon. What can I do?*

Your other weapon is loaded and can fire as normal. However, unless you are holding it with your off-hand or have Ambidexterity or have multiple arms, the other weapon is NOT ready: it is in its holster, held by a magnet on your armor, strapped on a bandoleer, etc. You may drop the weapon you are holding and spend one action to draw the other weapon, or spend two actions, one to put the unloaded weapon back in its holster and one to draw the new weapon.

*Ambidexterity and Automatic weapons: If I have Ambidexterity and I pay XP for two SMGs, how many attacks per action can I perform?*

With Ambidexterity you can make two attacks (one per weapon per hand) at -1. If you use the Hail of Fire option, you can perform four attacks with a total modifier of -3 (-1 for Ambidexterity use, -2 for Hail of Fire). Remember: you have to declare targets before shooting.

*I have Ambidexterity and I am shooting with two weapons and one runs out of Ammo. Can I reload if my other hand is holding another gun?*

Yes. You can imagine the high-tech weapons having some automated reload mechanism or simply your character holding the other gun for a few seconds in his teeth or on a magnetic strap while he slips in another magazine.

*I am shooting with two weapons and one malfunctions. Can I fix it if my other hand is holding another gun?*

No. You need at least two free hands, one action, and a successful TN10 Tech roll to fix a malfunctioning weapon. If you are holding another weapon, you will need to drop it (a free action, but now the weapon is on the floor) or put it back in its holster (1 action).

*Mission 10: Hacking Mission. Does the mission ends if the attacker gets the data in the center table? Does the mission continue until the computer is successfully hacked or Mission ends when the first hack attempt fails?*

No, the hack attempt is not a "only one attempt allowed" Task. In general: performing the actions listed in the scenario grants you the listed points but the characters must also move out of the table to bring back the hacked data. If side A successfully hacks the computer but side B manages to kill them all before they leave the table, the XP for hacking are not "brought home". In other words, the way you tie the narrative together suggests how/when the scenarios end.

*Electromagnetic Shackles: Do I need one free hand to use them? Do I need to "draw" them? What if I am holding a gun in both hands?*

Electromagnetic Shackles require one free hand. If you are wielding a weapon, you must either drop it (a free action, but now the weapon is on the floor) or put it back in its holster (1 action). Then you spend one action to ready the shackles AND to apply them to the target (drawing and using is a single action). You can be holding something with the other hand (most likely a Patrol Baton).

*How do you resolve a Duel (Mission 18) on a Wrecked Spaceship (Location 19)? 2 models must be placed within 8" of the center of the table, but no Model regardless of mission may be deployed within 4" of an entrance to the crashed Spaceship?*

Just move the spaceship wreck so it doesn't interfere with the deployment of the duelists and deploy the non-duelists so that they are at least 4" away from the ship's entrance /doors. Or if you have placed the spaceship at the center of the table and want to keep it there, you could have the duelists battle on top of the wreck, if your spaceship model allows the models to stand on it.

*What happens to unspent XP between scenarios? Is it discarded? If you CAN save XP, are you still restricted to spending only 50% of what was earned in a game on a single model?*

You save XP and distribute to the characters, but can't give more than half of what you made IN THAT GAME to a single character. This is just to avoid characters that become superheroes after a lucky game. Once a character has enough XP to buy the trait you want, you spend the XP (delete the XP from the profile) and write down the new Trait on the character's profile.

*What happens if, say, only a character of mine survives and I gain 10XP?*

The surviving character can be assigned 5XP. The remaining 5XP are not lost, but go into the squad's pool. You could use them after the next session.

*Can a revived character spend XP to buy new weapons or equipment?*

Yes.

*What happens to equipment replaced by new equipment? Is it stored somewhere? Can you give it to someone else? We assume you 'Revert' to this equipment when you die and are replaced but what happens if you give it to someone else?*

All equipment recovered from a battlefield becomes loot. Unless someone in the gang pays XP to keep that equipment, loot is lost (sold on the black market to pay for living expenses, gifted to offspring of a deceased friend, etc). Loot may also be "grafted" onto a robotic body, if a built-in version of that item exists, by paying its normal built-in cost.

Use your common sense for equipment that is not the same size. In general, we rule that most projectile weapons built for Huge figures may not be used by smaller figures, but it's really a matter of design, size, and body type (a gun designed to be held by a tentacled, fingerless alien won't work well for a human; however, a TN 15 Tech roll may be used to adapt the weapon (if the roll fails, the weapon cannot be adapted).

If a character upgrades his equipment (for example, a character with a laser pistol decides to upgrade to a laser rifle) the XP cost of the cheaper weapon sets off the cost of the new weapon. In other words, if you choose not to keep both, just pay the XP difference between the new and the old weapon.

If you give that equipment to another character and he pays the XP cost, that character keeps it. If he cannot pay, the equipment is lost (sold, thrown away because it was malfunctioning, etc.).

*What happens to a character's equipment when that character dies?*

That character's equipment becomes loot for whoever carries it off table. The player who controlled the dead character is given the same amount of XP as the original character's starting value, including his equipment, and must use these XP to create a new character. If desired, the new character can be a clone of the dead one, so you can use the same model: just assume that the character had memories and skills digitized in the cloud and they are transferred to the newborn clone. XP gained in the campaign is lost (the character did not "update" his scanned memories). Since the "cloned" character is given exactly the same number of points that the original had when created, the clone may also keep the original character's equipment.

*The rules use the term 'Revived' by a Medic. I assume this means stabilized as the Medic action doesn't ever seem to allow a model to be returned from OOA to play?*

Yes, that's what the rules mean: revived to fight again in the NEXT scenario, not during the current scenario.

*Counterattacking: does it put Stress on the character performing it?*

No, counterattacking does NOT require an action or reaction and does not put a Stress marker.

*What happens if your gang acquires 'The Rookie' (Complications table, entry 17), taking you over a 200xp/6 models gang size and he is killed? Do you get a 7th character from now on?*

No, if the rookie dies, he is not replaced. Enjoy him while he lasts.

*Who wins a scenario?*

The gang making the most XP is considered the winner as explained in the General Definitions paragraph. In some cases, it could be a Pyrrhic victory, for example if you gain plenty of XP but an experienced character of yours dies. If your gang is wiped out, no matter how many scenario objectives you have scored during the game, you lose because there is none to cash those XP.

*If all enemy models are OOA or off the table is the active player allowed to 'count' all his unstabilized models as stabilized for the purposes of the end of the game? Or does he have to have a model walk around when the enemy is gone and stabilize them all?*

Well, the scenario has ended. Between scenarios, all wounds and conditions heal automatically. So, unless the scenario states otherwise, all OOA characters are automatically stabilized and survive if there is no enemy there to give them a *coup-de-grace*.

*Gaining Traits and Equipment: Can I take things that are not allowed to my Theme with XP?*

The easy answer: take anything you want, as long as you can pay its cost. That's what the book assumes.

The more thematic way: take any non-equipment Traits you want. In a future world of augmented and virtual reality and skill chips, education and training possibilities should be unlimited. But equipment could be unavailable for a variety of reasons (legality, cost). To gain equipment not normally available to your Theme, you must loot it (take it from an opponent) AND pay its XP cost. This option works better if you are playing a multiplayer campaign and every squad has a chance to loot from a variety of opponents. You could also decide to set up missions where the main goal is to loot a weapon cache or a lab full of useful technology.

*Going from Civilian to Green to Normal to Veteran etc. How does upgrading a character work?*

If you create a character with one of the experience rules (Civilian, Green, Veteran, Elite, Hero), use the point values in the point system (normally no character may start as a Hero, but players playing

one-off games may want to create experienced characters for a very challenging scenario). If you upgrade your character through XP, use the XP costs discussed under the Distributing Earned XP paragraph, in the Campaign Rules chapter. One omission in that chapter is that going from Veteran to Elite is 6XP and from Elite to Hero is 6XP.

Progression	Campaign Cost
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Civilian to Green	10XP
Green to normal	8XP
Normal to Veteran	8XP
Veteran to Elite	6XP
Elite to Hero	6XP

So, a character who starts as a Civilian gets 10 extra XP at the beginning of play. His whole progression “from zero to hero” will require 38XP (10+8+8+6+6+38) and a minimum of 5 scenarios.

*What is the reasoning behind Cops not having the Diminutive trait? Or in general, why can't Theme X take Trait Y?*

Physical size is assumed to be intimidating, and the possibility to use standard sized equipment makes sense for an intergalactic police force. Thematic restrictions are “soft” rules. They are there mostly to give colour to the various forces, to make sure they play differently. They are the author's bias on “how a faction should play”, but the game can work well without them.

*Why can't I have an all-robot force?*

Again – just the author's personal bias. Robots are created as objects and certain limitations in artificial intelligence may mean that they need the direction of an organic creature to avoid mistakes and to have a goal. Feel free to change that if you want to reproduce a specific setting, such as a favourite film or comic-book franchise.

*What are Intelligence traits? Is Intelligence a Trait? I can't find it in the book.*

Intelligence is a category of equipment, as in espionage or counter-espionage. Intelligence-level equipment is available only to high ranking officers, spies, and similar characters.

*Automatic Spotting within 2 MU. Do I need an action to spot someone?*

When spotting is automatic, you do not need an action. In other words, when you are within 2MU of a foe, you lose your Hidden status. However, see the next question.

*Sneaking Characters and the Surprise bonus. The Hidden status is removed when a character moves within 2 MU of a foe, or when the character is in the open (no longer in contact with the scenic item). So how could a character attack in melee with a surprise bonus?*

The surprise bonus lasts until the sneaking character performs an attack, UNLESS the victim (or a friend of the victim) spots him. Now, spotting at 2MU or loser is automatic, so IF the victim gets a Reaction before the sneaking character can complete his attack, the attacker loses the Hidden status immediately and surprise bonus is negated.

*My sneaking character is crawling along a wall, and performs a surprise attack on a foe who is along the same wall, and puts him OoA. Is my character giving away his position?*

No, if the character puts the foe OoA and remains in contact with the wall, he is still Hidden.

*Why does the Pirates theme mentions that they can take the Quantum Harness, when they are already allowed to take any Military Equipment? Does this override the Rare rule of the Quantum*

*Harness?*

No overriding, the Quantum Harness is still Rare. Just ignore it.

*Merchants pay half XP for Civilian equipment. Does this include Civilian armour and weapons?*

Yes, they pay half XP for any of their starting Civilian class equipment.

*Do Merchants get a break on the cost of Civilian Equipment gained later in play?*

No, their half XP break is only for equipment purchased when the squad is created. They pay full XP for stuff added later.

*Cyborgs don't have Artificial in their Traits list, so they can't start with robots in their Crew. Is that right?*

The idea is that most cyborgs have a conflicted view of their relationship with fully artificial creatures. Themes are a way to introduce a "soft" (implied) background into the game, without being too obtrusive, so if this prevents you from designing the team you want, just talk to your opponent and agree to disregard that rule. Thematic restrictions are only partially intended as game balance, they are there to make sure characters are varied and tend to have abilities of a certain type.

*Can I change my squad's Theme or Tactical Discipline between games?*

Logically you shouldn't. These are your characters' background and affect play. But if you realize you have picked the wrong theme, just ask your opponent to let you change, and give him the option to do the same, or just redesign your squad from scratch.

*How can I play multiplayer games of Rogue Stars using actions and reactions?*

Rogue Stars was created as a two-player game of actions and reactions. However, we played three-player games by using the "closest squad reacts" system. Basically, when a character fails an activation roll, the player controlling the closest figure to the character that failed to activate gets to react. Roll off if members of two squads are at the same distance.

*Can a gang move off table and end the scenario?*

Yes, of course. Count XP at that point to determine victory. Especially in campaigns, knowing when to run away to fight another day is often a good tactic and may save your best characters.

*Where can I ask more questions about the game?*

There are an official Rogue Stars page and a Rogue Stars Fan Group on Facebook, and the author is active, every day, on both.

### **Easy-to-miss Rules**

Rogue Stars has a lot of rules, most mentioned only once. Check out the following rules, you might have missed them too:

#### **Take the Initiative in special cases**

Remember that you get a FREE (that is, no Reaction required) attempt at Taking the Initiative also when you put an opponent OoA (*Oh no, we have a man down!*) or when you reach a scenario objective (*Rats! They just reached the reactor!*).

#### **Counterattacks in Melee**

When you fail your melee attack by a margin of 5 or more, your opponent may move away 2" or counterattack.