

Battlestations Revised Changes (March 26, 2008)

Battlestations has been reprinted with some rules fixes and an overhaul of the core system. The following is a list of changes so that players of Battlestations v1.0 can keep pace with the new version!

Major changes:

Hull Stabilizer is no longer a module, it is a Cargo Bay item.

All characters move +2 spaces per move action, but cannot move diagonally.

All errata from <http://www.battlestations.info/errata.html> has been integrated!

Countless minor changes for clarity in the text.

Additional changes in the book by page number:

You must make Rank when you have sufficient Prestige points.

Changed 'Boarding combat trained' to 'Saboteur' text.

Mobile

Add +2 to your Move attribute.

Cumulative.

Overloader

When firing a ship's gun (as a laser or blast Cannon) you may add the power level from either Shields or Helm power to the Guns power for one shot. With this ability you can raise the Guns power level higher than the ship can normally support for incredible damage. All overloaded blasts come at a cost: it immediately detonates a Satchel Charge in your space (see page 29)! This action cannot be taken remotely.

Pool: Engineering skill x 2

Tinkerer, is changed so instead of someone with tinkerer and bot specialist making one upgrade and 3 bot upgrades, they make 2 normal upgrades and 2 bonus bot upgrades.

Unarmed Combatant

You may reduce your base Combat skill on an armed melée attack to increase the damage you deal on a 1 for 1 basis (you may not reduce your base Combat skill below zero).

Also, your unarmed attack damage is not limited by your Athletics skill (see Fist, page 28).

p17: Free Actions: You may drop equipment, for example, during your move, in your square or any adjacent square.

p24 Bot 'Wheels' upgrade is +2 Move.

p20 Overwatch can be combined with peeking. You can pop and then go on overwatch, but you cannot go on overwatch to pop.

Satchel Charge

[Rq#: 11, Damage: see below, energized, 100 cr, Mass: 5]

Satchel Charges deal 2d6 points of personal damage like an Energy Grenade, but they also deal 1d6 of hull damage (ignoring Shields) to the module in which it detonates. On a 4, 5 or 6 the ship is OOCed 1 level, and the module gets a damaged marker.

It is an action to activate the built-in timer on a satchel charge, but they also come with a 'remote detonator' (energized, Mass 1). Dropping the satchel is not an action if it is in your hand. A satchel charge can be hurled a maximum number of spaces equal to your Athletics as an action. Upgraded Satchel Charges have a Mass of 4.

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p21. last paragraph: The silicoid also has to make an Athletics skill check against an 11 or drop the weapon.

p28 Grenades go off at the end of the phase they're thrown, after the opponent has a chance to react.

p26. A character hit by both Suscepto and Kayo would suffer the effects of Kayo as though their Athletics were three lower. Don't let the bed bugs bite!

p27 Plasma Projector

[Rq#: 12, Damage: 1d6, energized, 1100 cr, Mass: 20]

Make a Combat skill check to hit your target as normal (applying any special abilities such as Brutal, Dirty Fighter or xeloxian Aggression) and roll 2 dice against the Target # of all occupants of intervening squares that this line of fire crosses. Ignore all targeting penalties and bonuses to see whether they are hit. Everyone struck suffers 1d6 of damage, and is set on plasma fire on any odd damage result (1, 3, 5). Roll 1d6 for the final module's square: on a 6, the module is broken, suffers one point of hull damage and is caught on fire.

If you're on fire, then at the end of every phase you will suffer 1d6 of Plasma Fire damage until your fire is extinguished. Apply special abilities and armor to reduce Plasma Fire damage as normal.

There are fire extinguishers of unbroken modules that put out all fires in that module (Engineering skill vs 11). You can also use ToolKits and MedKits to put out fires using Engineering skill and Science skill, respectively, on modules or people. If this equipment is upgraded they give a bonus of +1 to these checks.

p36 Cannon's arc and firing direction has a new chart.

p37 Dialing it in: Targeting locks may be used on missile hit allocation as a free action by any character on a battlestation.

p37 This reduced damage will still cause OOC for each die that shows 4 5 or 6.

p42. Using Power

Each point of power used by the Helm or Guns reduces the corresponding power level on the Ship Control Card (as seen on page 34). Each time you attempt a Helm action you spend one point of Helm power. Each time you fire a ship's gun or the Tractor you spend one point of Guns power. The Teleporter module does not expend power when operated but cannot operate unless there is at least one point of power allocated to Guns. The Shields are depleted by being hit but do not get 'used' markers of any kind.

p49 A Missile Bay may only be used once per Round and you may only have a number of missiles in flight equal to your ship's Size x Missile Bays.

p49 Missiles can be redirected from the host ship at a new target by making a Combat skill check vs. the distance to the missile, add +3 per additional missile to redirect.

p50 You may have a maximum number of Science Probes equal to your ship's **Size**.

p52 All Targeting Locks are lost if the target ship is ever obscured by an asteroid or larger.

p52. Pulled out "Some obscure questions will have a higher base difficulty"

p55 pulled out the erroneous note that you cannot tractor near asteroids.

p 56. Canosian: +1 Shields Power

If a Canosian ship has any power in the Shields, its shields function as though they were one level higher. Note: their Shields power levels may thus be effectively one higher than their ship Size.

pg 57, ship registry Human is one size smaller for maneuvers not +1 helm action.

p67 Instead, move characters one module per phase or 2 modules if they've got a move number greater than 5.

pg 72, Bug chart adjusted

p 93 Freighter Speed: This automatically increases OOC on the freighter by 3.

p100 Psionic powers updated with LOS and current rules.

p101 Characters moved telekinetically should still be subject to free attacks.