

A Billion Suns

Errata & FAQs v1.2 — March 2021

Errata

Movement Step

[p21] Replace the first paragraph of the *Coherency rule* with the following:

“After all ships in a battlegroup have been moved, if all the ships in the battlegroup form an imaginary chain with no more than 3" between one ship and the next, that battlegroup is said to be in coherency.”

Passive Attacks

[p21] Add the following to **Passive Attacks Step**:

“Objects and ships not controlled by CEOs must always make passive attacks if able. These attacks may be resolved by any CEO.”

Combat

[p24] Replace the **Arc of Fire** section with the following:

“All ships have a Primary Arc Of Fire, which is a 45-degree arc to the front of the ship.

All ships have an Auxiliary Arc Of Fire, which is a 180-degree arc to the front of the ship.”

[p25] Replace the first paragraph of the *Primary Target section* with the following:

“When attacking with a primary weapon system, the attacking battlegroup must select a single valid target within range and primary arc of fire to be its Primary Target.”

[p25] Replace the first paragraph of the *Primary Target section* with the following:

“When attacking with an auxiliary weapon system, the attacking battlegroup may select any number of valid targets within range and auxiliary arc of fire to be its Auxiliary Targets.”

Tactical Phase

[p31] **Jump Point Hopping** and **Easy Target** and both supposed to be within the **Additional Tactical Phase Rules** section, but the section header was put in the wrong place.

[p31] Move “At the start of a battlegroup’s activation, discard any Easy Target tokens” to the **Easy Target** section, where it is supposed to be.

[p31] Remove the word “missed” from this sentence: “While a battlegroup has one or more Easy Target tokens, all enemy battlegroups and objects may re-roll **missed** attack dice once against it.”

FAQs

Is the limit on utility ships a limit on individual ships or on utility ship battlegroups?

Individual ships, regardless of how those number of utility ships are arranged into battlegroups.

Do Carriers follow all the rules for Jump Points?

Can I jump hop through them?

No. Carriers are not Jump Points. They just have a set of special rules that cause them to play a similar role to Jump Points during play.

Competitive Advantages

Is a Competitive Advantage says that it “Requires Level 0, 1, and 2 Aggression, or Level 3 Military”, can I research the Competitive Advantage when I have Level 3 Military, but nothing in Aggression?

Yes.

Remote Targeting Pattern says it increases both minimum and maximum range by 2. Does that mean a 6-12” range becomes 8-14” or 4-14”?

It simply adds 2 to each number, so 8-14”.

If I use Iron Will to re-roll two dice, does only one of the re-rolls have to succeed to gain the CMD token back, or both?

Only one of the two re-rolls needs to be a successful hit or save to gain the CMD token back.