GROPOS Master Book Frequently Asked Questions

General Questions

How much terrain is recommended, generally?

As much terrain as you and your group enjoy playing the game with. You and the other payers are encouraged to experiment with varying amounts of terrain to find out what you are comfortable with and to give more tactical challenges to overcome.

How much distance is 1" supposed to represent?

Accurately defining how much distance 1" (or a hex or a centimeter in other games) represents will tend to create instead of solve more arguments and confusion. While the game designers are reluctant to definitively say what 1" really represents, the use of model railroad "N" scale buildings and terrain is appropriate. If players want to use the scale representations that are associated with "N" scale then that is their prerogative.

How were the ranges on the weapons determined?

They were determined based upon what the intended capabilities of the weapon were, what the intended uses of the weapon were, and what race was going to use that weapon.

Do the race books take precedence over the Main book?

Yes, especially in regards to special rules that pertain to that race or its equipment.

Do the cards take precedence over the Main book?

Yes, but with this Errata and Frequently Asked Questions file the matter of precedence should be moot.

Optional Abilities

Infantry special ability "Urban Warfare Specialist," does the +1 to all combat apply to the Crew Die?

No, the +1 is added to the targeting die to represent their increased ability to hit their targets in an urban setting.

Movement and Terrain

Can hover vehicles and VTOLS rapid advance?

Yes. The ability to rapid advance is based upon the ability to move through an area unimpeded by terrain. Since hover vehicles and VTOLs ignore the terrain by flying over it they may Rapid Advance.

If so, do they follow the normal terrain rules for doing so?

No, since many of the terrain rules do not apply to them as noted above.

Can they rapid advance in NOE or HA (VTOL only) modes?

They may Rapid Advance in both NOE and High Altitude modes.

If a unit is automatically considered hidden when in difficult terrain, does movement negate the hidden status of the unit?

Since a unit remains hidden until it is activated, and the act of activation is required to move, then yes, movement will negate the hidden status of a unit.

Does being in cover re-hide a unit at the beginning of their turn?

Once hidden a unit will remain hidden until the next time it is activated or fires a weapon. If a unit does not activate or fire a weapon then it will remain hidden indefinitely. If you desire you could hide the unit again the next time it is activated.

Target Lock…Fire!

Weapons with a high rate of fire can sacrifice their multiple hits to saturate an area, increasing their attempt to hit, but does this saturation bonus apply to the Crew Die?

No, it applies to the Targeting Die. Saturating a target with multiple shots does not increase the damage of the weapon; it increases the probability that the weapon will hit its target.

Infantry have more general damage points as their morale is increased, why?

Reference the main GROPOS rulebook, page 42, "Damage Versus Infantry" 1st paragraph. While an anti-personnel weapon will kill infantrymen these individuals are not tracked. Large amounts of anti-personnel weapon fire will have the greater effect of wearing down a group of infantry's will to fight, hence the reason why you use the "Damage versus Discipline" rating of a weapon when firing on infantry.

When shooting into mixed vehicle/infantry platoons, do your targets depend on your weapon used? What about infantry stands with remote turrets?

Yes. If under the "Eligible Targets" rules found on page 34 of the Main GROPOS book the weapon can be defined as an anti-tank weapon then you may ignore any infantry in the platoon and fire on only the vehicles. If the weapon is defined as an anti-personnel weapon then you

may ignore the vehicles in the platoon and fire on only the infantry. If the weapon is a dual-purpose weapon then you should engage the target platoon under the normal rules without any regard as to whether the target is infantry or a vehicle. If the infantry stand is moving the remote turret then it is targeted along with all of the other eligible infantry, the turret does not protect the infantry in any manner. Either anti-personnel weapons or anti-tank weapons may fire upon remote turrets; yet they may be ignored by either weapon type to target infantry or vehicles as appropriate.

How do mixed platoons of infantry and vehicles operate? Are the infantry considered a separate platoon?

In regards to mechanized infantry and armored cavalry platoons that have vehicles and infantry, when the infantry dismount from their vehicles the infantry are considered a separate platoon for all purposes except activation. The vehicles and the infantry are still activated at the same time with the same activation chip. If the platoon commander is an FO/LFO then he goes with the infantry platoon, the vehicles won't have an FO/LFO.

Do both the vehicles and the infantry get the same activation counter?

Yes.

How far may the infantry separate from the vehicles within their platoon?

Since the infantry are considered a separate platoon they may move as far as they want from the vehicles.

How do ambushers act in the platoon-order set up? Do they need to have received an "ambush" order before they can do so?

No. Ambushers fire during the movement of an enemy platoon's activation. Remember that in order to ambush the ambushing unit must be hidden.

When an attacking platoon strikes in close combat, does the defending platoon immediately counterattack or do they wait until their own turn to attack?

Yes, the defending platoon will be able to counter-attack using the close combat rules. The results of the close combat are resolved simultaneously. There will be a close combat every time any of the platoons involved are activated.

Can units that are popping up fire "No Move/Shoot" weapons?

Yes. Even though there is movement involved, popping-up is not considered movement in regards to No Move/Shoot weapons.

Can units that are in hover mode fire "No Move/Shoot" weapons?

Yes.

How do indirect fire missiles work, since they need a lock-on roll? It says that the missiles acquire their targeting data in-flight, so do they automatically miss if they do not get a lock-on when fired indirect or what?

Indirect missiles roll for lock-on as direct fire missiles do. If the lock-on roll fails to achieve a lock on then the missile does not fire. For the missiles to be fired indirectly there needs to be an FO/LFO with line of sight to the target. Use the LFO/FO's targeting die rating for the lock on roll.

The exception to this would be Minbari Gravnades, which do not require a forward observer but if the lock on roll is failed the gravnade is considered fired and lost.

What is the point of missile lock on?

It keeps missiles from being fired and wasted, especially for vehicles that have a limited number of missiles on hand. According to the game designer another reason why missiles require a lock on roll is for game balance, if there were no lock on roll then missiles would have an overwhelming advantage.

How do Anti-Air missiles lock onto an airstrike when the datacards have no signature ratings?

Anti-air missiles are assumed to automatically have made their lock-on roll against air strikes due to the advanced targeting computers inherent to the missile. Typically there will be sufficient time to target the airstrike since approaching aircraft will be seen from a distance. When firing anti-air missiles against VTOLS the missile will need to make a lock-on roll, regardless if they are in High Altitude (NOE) or Nape of Earth (NOE) mode.

How do missiles that are not "Lock Required" work?

They work just like any regular on the battlefield weapon. If they are indirect capable then they follow the rules for on-board indirect fire.

Do mortars need a call roll?

Since mortars are onboard indirect artillery they do not need a call roll.

Do mortars need a forward observer?

Yes. Reference the "Onboard Indirect Fire" rules found on page 50 of the main GROPOS Rulebook. The player needs to determine if he will have his mortar team "Quick Fire" or "Coordinate Fire," because this will affect what the FO or LFO can do.

How do half-inches apply in counter-battery missions?

Round up when adding to the d10 that is rolled to determine the number of units hit.

If a counter-battery mission is called and the FO/LFO is killed before fire, does the mission proceed?

Yes, the mission has already been called. The delay between the activation of the FO/LFO and the firing artillery is simply the delay between when the call is placed and when the artillery finally get around to actually making the attack.

According to page 52 orbital bombardments can be called for counter-battery missions. How does this work?

The same as you would orbital fire missions, except instead of the targets being on the board the enemy offboard artillery is targeted. Resolving the attack is the trick since there are 4 different types of attack.

Bombardment style attacks follow the normal rules for counter-battery fire, simply use the bombardment attack stats and apply them as appropriate.

Laser strikes need to be resolved in an abstract way since the offboard artillery is not physically represented. The attacking player must either announce or write down three consecutive numbers from 1 to 12. Once the numbers are have been determined then the attacking player rolls a D12, if the number rolled is on of the 3 numbers then the laser attack hit. Randomly determine the number of vehicles that have been hit by the laser attack and resolve the damage.

Precision attacks are resolved like a normal precision attack except that only the targets are off the board. As per normal rules only one vehicle within the targeted artillery platoon will be attacked per precision strike.

Pulse attacks that are called in need to have their individual pulses randomly assigned to different units within the targeted artillery platoon.

Can you provide an example of how your artillery targeting system works? The way it is written up is very confusing, what with the o'clocks and all.

Certain artillery fire missions can either target a platoon or an area of ground. When targeting an area of ground the player must secretly write down a direction and distance from the model that called the mission. Any method that clearly indicates this is acceptable, though the author assumed that the "O'clock" method would be easiest and the most recognizable method of noting the direction. Another method that would work is to use the directions from a compass, where north would always be from the calling model towards the opponent's table edge and south would be from the calling model towards the friendly table edge.

In these modern times of digital clocks the "O'clock" method may not make sense if you have never seen an analog clock. Compared to a compass 12 o'clock corresponds to north, 3 o'clock corresponds to east, 6 o'clock corresponds to south, and 9 o'clock corresponds to west.

Did you intend for the unit cohesion rules to make open-sheaf fire unable to hit more than two units (if that) when targeted upon a platoon?

The unit cohesion rules mandate the maximum distance units in a platoon may be. Players may move the units in platoons closer together than this if they desire. This may be forced upon a player if he wants to move a lot of units through the narrow opening between 2 or more pieces of terrain. It is during these occasions when artillery can start to affect large numbers of units.

Suppression fire seems relatively useless—why would anyone fire in this mode? The chances of finding two platoons within 6" of each other are pretty unlikely.

You'd be surprised... The chances are dependent upon how many points are used and what the terrain is like. If there is a lot of terrain present, especially terrain that creates choke points or confined spaces, then there is an increased chance of finding enemy platoons close together. The point of Suppression Fire is not to damage multiple platoons, but to make as large of a piece of ground hard to get through because of artillery fire.

The write-up for the orbital strike states that a calling unit does not need to call in a strike point, but can the caller choose a point anyway? If so, does the same 18" from chosen point apply?

When an FO places a call for an artillery fire mission, the reason why he designates a target point is because the artillery that is firing cannot see the target point, they are simply firing to a place on a map. When placing a call for orbital bombardment the unit placing the call does not have to designate a target point because the starship firing can see where and what it is firing at. The orbital bombardment can fire (nominate strikepoints) anywhere within 18" of the unit placing the call. (An exception to this would be Counter-battery fire.) Strike points are designated only if required by the type of attack that the starship is making. Thus, if some of the attacks are Precision Strikes or Pulse Strikes then strike points are not designated, only targets. If some of the attacks are Laser Strikes or Bombardment Strikes then the controlling player will have to designate a strike point as per the individual rules.

Unnatural Terrain

Is all unnatural terrain automatically spotted?

Typically, yes, but players may want to consider creating situations where some or all of the unnatural terrain is considered hidden until spotted. Razor wire can be obscured by foliage, tank traps can have false covers put over them, emplacements can be hidden in the sides of hills, and bunkers can be mixed in among other buildings. Players are encouraged to make situations more exciting by letting defending players hide some or all of the unnatural terrain he purchases in some manner or another. Signature values need to be determined before game play begins.

Is Razor Wire crushed by VTOLs or Hover vehicles? What about GEVs?

A VTOL will crush razor wire if it lands on it, but would need to take off before infantry would be able to benefit from the crushed wire. Hover vehicles may, but do not have to, crush razor wire. Hover vehicles cannot do this in NOE mode. 1ˢᵗ Generation GEV cannot crush razor wire for fear of damaging the air skirt. 2ⁿᵈ Generation GEV may, but do not have to, crush razor wire.

Do Tank Traps affect landed VTOLs?

Yes, if the VTOL lands on a Tank Trap then it may become mired or stopped as per the rules. The VTOL rolls only 1 crew die regardless of the number of inches of Tank Trap that the VTOL flew over in its effort to land on the Tank Trap.

Why do Dragon Teeth have such a low armor rating and damage points? It isn't very characteristic of "permanent objects."

Dragon Teeth are "permanent objects" in that they cannot be arbitrarily move; it is easier to destroy them and build new ones elsewhere than to move them. Dragon Teeth are typically pyramids the height of a man made from concrete. Dragon Teeth are sturdy, but not indestructible.

In the section on trenches and emplacements, there is a cost for "bunkers." Does this cost apply to emplacements? And what is an emplacement, for that matter, a machine gun nest?

Yes, the cost listed in the "Trenches and Emplacements" section for bunkers is really the cost for an emplacement. An emplacement is typically a "C" shaped mound of earth or sandbags designed to let a group of men or one vehicle be partially hidden and protected. A large machine gun nest, a listening post, and a mortar pit are examples of emplacements.

How many stands of infantry can enter an unoccupied building in one turn? Vehicles?

That is dependent on the building and should be established before game play begins. Use common sense if the model of the building is detailed and shows doors and windows. If you are using something other than defined models then each building should be defined before game play begins.

How much movement does it take to move between floors?

2" Infantry that is equipped with items that allow them to jump or fly distances cannot do so between floors. They either use the movement rate of the closest equivalent or default to a 2" movement rate.

If two vehicles are in the same area of an urban zone, and neither can initiate close combat, is combat resolved as short range?

Yes

If a unit incapable of initiating close combat enters the area of another vehicle that can initiate close combat, is close combat initiated?

No

How does a unit spot in urban zones? What is the LOS in an urban zone?

You can only spot in the zone you are in.

What does smoke do? Can you see through it? Can you spot a unit in it? On the other side of it?

Military vehicles and certain weapon munitions will disperse smoke on command in an effort to obscure their movement or to make targeting harder to perform. Smoke cannot been seen through and units that are in or behind smoke are considered hidden and must be spotted.

Morale

How do you figure starting strength (for the purposes of making morale rolls) for a platoon?

Count the total number of units in the platoon, regardless of whether they are infantry or vehicles. In mixed platoons of infantry and vehicles this changes when the infantry dismount. Once the infantry dismount the vehicles and the infantry are counted as separate platoons for morale purposes.

Do vehicle elements test for morale and pinning different from infantry elements in the same platoon?

Yes.

Spotting

How does the spotting VTOLs rule for HA apply to the army? Who knows and when?

When you have VTOL units in/attached to your companies and they go to High Altitude mode then they may take advantage of the VTOL spotting rules. Reference the "Delayed Reaction" rules for guidance as to how the spotting information they obtain is spread throughout the rest of the force.

How does aerial smoke affect VTOLs in HA?

Aerial smoke does not affect VTOLs in High Altitude mode. Aerial smoke is deployed at a much higher altitude than where VTOLs travel in High Altitude mode.

How much do spy satellites cost? How much does any of the specialized spotting systems cost?

This portion of the rules was put in for future development in supplements that dealt with other genre. It is assumed in Babylon 5 oriented GROPOS that there will have been a space battle before the ground combat and that all surveillance satellites will have been knocked out.

If a squad or platoon has different units with different spotting dice and attempt numbers, do you simply choose which of the units will spot and then use it?

Yes, you use the units with the best abilities.

Do the above rules apply to command sections?

Yes.

GROPOS Master Book Errata

Page 28: Movement States, Cautious Advance – The last sentence should read "The unit may change facing while moving, any direction change over 180 degrees reduces movement by 1."

Page 28: Movement States, Advance – The entry should read "Advancing units must move between half their movement rating up to their full movement rating and may change facing while moving, any direction change over 90 degrees reduces movement by 1."

Page 28: Movement States, Rapid Advance – The last sentence should read "The unit may change facing while moving, any direction change over 45 degrees reduces movement by 1."

Page 29: Transports – Light wheeled vehicles are transported like other vehicles except they take only half the space of a normal vehicle. Thus, if a transport has a TN rating of 8(2V) it could transport either 2 vehicles or 4 light wheeled vehicles.

Page 34: Combat Mechanics (which started on page 33) - Add the following paragraph:

"When firing, the attacker may concentrate fire on one or more elements of the same platoon so long as any elements of the same platoon not targeted are further away than those that are targeted. In addition, targeted elements that are further away may not have more attacks allocated to them than targeted elements that are closer to the attacking platoon."

Editor's Note: This is an extension of the Eligible Targets rule, reinforcing the concept of "walking" the damage from the part of the platoon closest to the attackers to the further units. This is to represent that in a large battle the soldiers on the field would not have the "God's Eye" view of the battle required to pick and chose their targets. In sufficiently small battles it could be argued that soldiers would be able to be aware of all of what is happening around them and be able to fire on specific targets.
As an optional rule, assuming that all players involved agree, the opposite of this paragraph could be allowed. Any element of a platoon could be targeted with any number of the attacks generated by an attacking platoon, regardless of where they are in relation to their platoon and the attacking platoon. This should be reserved for smaller games, in larger games

players are encouraged to use the normal rules. The size of a small game versus a large game is up to the players to decide.

Page 35: Line Of Sight – Add the following: "While intervening enemy platoons may prevent further enemy platoons from being eligible targets, individual elements of a platoon should not be considered terrain sufficient to block LOS."

Page 38: Rolling To Hit – Add the sentence "All weapons fire from a platoon must be declared before rolling to hit."

Page 39: Pop-Up Attacks – GEV cannot perform pop-up attacks, ignore references that they can.

Enemy units that fire upon pop-up attackers must have been on Cautious Advance or Hold Position orders the last time it moved and cannot have fired.

Page 40: Enhanced Damage to Vehicles (Optional) – When a destroyed system takes an additional hit then the hit will be treated as general damage, do not re-roll any dice.

Page 41: Enhanced Damage to Vehicles (Optional) – The movement damage rules for GEV should read: "1st generation GEV's that receive a movement hit are reduced to 0 movement and cannot pivot. 2nd generation GEV's can ignore the first movement hit, they are reduced to 0 movement and cannot pivot once they have taken a second movement hit."

Page 42: Ambush Attacks (Optional) – The second paragraph should start: "If a unit friendly to the ambushed unit witnesses the attack, they may be able to counter-attack the ambushing unit. To do so the friendly counter-attacking unit must have been on Cautious Advance or Hold Position orders the last time it moved and cannot have fired." The remainder of the rules remains unchanged.

Page 61-62: Emplacements and Trenches – The "Cost: 50 points per bunker, 35 points per segment of trench" should read "Cost: 50 points per emplacement, 35 points per segment of trench"

The rules for Emplacements and Trenches need to be expanded to account for the different sizes of emplacements that can be purchased. Emplacements are purchased in multiples of 50 points, and for every 50 points put towards the purchase of an emplacement it can hold 3x infantry or turrets, 1 vehicle, or 2 light vehicles. For every 50 points put towards the purchase of an emplacement it gets 3 general damage points. A large emplacement's ability to hold soldiers and equipment will degrade as it takes damage; for every three points of general damage an emplacement takes it can hold 3 less infantry/turrets, 1 less vehicle, or 2 less light vehicles. Players are required to use a model that is appropriate to the size of the emplacement purchased.

For example, if a player were to purchase a 100 point emplacement it could hold 6 infantry / turrets, 2 vehicles, 4 light vehicles, or any appropriate combination of 2 emplacements worth of equipment. The emplacement would have 6 general damage points. Once the emplacement took 3 points of general damage it would only be able to hold 3 infantry/turrets, 1 vehicle, or 2 light vehicles.

Page 62: Bunkers – The rules for bunkers should be expanded to account for different size bunkers. Bunkers are rated by the number of infantry / turrets they can hold. Bunkers get 4 general damage points and cost 65 points per infantry / turret they can hold. A larger bunker's ability to hold troops will degrade as it takes damage; for every 4 points of general damage a bunker takes it can hold 1 less infantry. Players are required to use a model that is appropriate to the size of the bunker purchased.

For example, if a player were to purchase a 185 point bunker it could hold 3 infantry / turrets. The bunker would have 12 general damage points. Once the bunker took 4 points of general damage it could only hold 2 infantry / turrets, and once it took 8 points of general damage it could only hold 1 infantry / turret.

Editor's note: While large bunkers and emplacements may look appealing with their large number of general damage points, something should be noted. Bunkers and emplacements are like vehicles, if a striking weapon hits and beats the destroyed armor rating of the structure it will be destroyed, regardless of the number of general damage it can take.

Page 68: Attacking A Building – The first paragraph should read:

"There are many times when it is easier just to destroy a building rather than assault it. This is done following the normal rules for combat. However, when firing at close range there is no to-hit roll to be made (even the greenest crew should be able to hit the broad side of a building), only the crew die. If the attacking unit is beyond short range and not moving they will automatically hit unless there is a fluke occurrence. If the stationary attacking unit rolls a 1 on both the target and crew die then the shot has missed and there will be no effect, otherwise any other roll results in a hit."

Page 73: Pinning Triggers – The phrase "…if a member of the platoon is hit by an attack, but…" should read "…is hit by an attack, even if…"

Page 112: Plasma Mortar – In the Direct Fire Weapon Statistics box the ROF should be 1.

Page 113: Rapid Fire Array AP Gun – In the Direct Fire Weapon Statistics box the ROF should be 2.

GROPOS Earth Alliance Frequently Asked Questions

Does the medium range on the Modi's and Valkyrie's Yellow Jacket missile system apply the –2 to the crew die or are they like mortars, which do not take the –2 to the crew die.

The –2 does not apply to the crew die.

Why does the Armored Cavalry have only four infantry stands per platoon as the 3x Baldur can carry six?

The Earth Alliance values maintaining mobility for its infantry, and has, as a rule of thumb, 1 more transport in a platoon than what is really needed in Mechanized Infantry Companies and Armored Cavalry Companies. Garrison Companies do not follow this rule since they are typically not very mobile and are "stripped down" to the minimum number of vehicles. Infantry that are transported by VTOL do not follow this rule due to the high cost of VTOLs for the Earth Alliance.

GROPOS Earth Alliance Errata

Page 8: 165mm BilPro Cannon – This artillery weapon can fire in a "Direct Fire Mode" like a normal weapon. For the 165mm BilPro to be fired directly the vehicle mounting it may not move. There are no range brackets, it can fire to the extent of its line of sight, and all fire in Direct Fire Mode is considered to be short range.

In the Artillery Fire Statistics box the DvA for Counter battery fire should be 5 with an AOE of 2"R.

Page 9: 45mm BilPro Cannon - In the Direct Fire Statistics box the DvA and DvD rating should be 7.

Page 10: EF-449 Heavy PPG Platform - In the Direct Fire Statistics box the ROF should be 3.

Page 11: Yellow Jacket Missile System - In the Artillery Fire Statistics box the DvD for Counter battery fire should be eliminated.

Hornet Multiple Launch Rocket System - In the Artillery Fire Statistics box the DvD for Counter battery fire should be eliminated.

Page 13: At the end of the Earth Alliance Vehicles and Infantry section – add the sentence "All Earth Alliance vehicles have 2 general damage points, except for the Thor, Odin, Loki, Frigga, and Magni, which have 3 general damage points."

Page 14: The Weapon Statistics area should show the 45mm BilPro DvA/DvD as 7/7. The DvD rating for Pin Point strike should be eliminated.

Page 15: In the Artillery Statistics, Counter Battery Fire, delete the DvD rating.

Page 16: "The Frigga may fire all three of their CPPGs during a turn at separate and identical targets, thus allowing them to clear out enemy infantry from the landing zone."

Page 17: When the Hel fires its Hammer missiles in groups of 2 or 4 the missiles must be locked on individually. Each missile can be targeted on the same or different targets within the same enemy platoon.

Page 18: In the Artillery Statistics, Counter Battery Fire, delete the DvD rating.

Page 20: The special rule stating that the Modi cannot be a limited forward observer is simply a restatement of the *Platoon and Company Commanders* rules from page 43. There is no other special significance beyond that.

Page 24: Note: the –2 for the Air Suppresser is applied to the crew die.

Page 25: The Close Combat rating of the Valkyrie Gunship is 0*. In the Artillery Statistics, Counter Battery Fire, delete the DvD rating.

Page 26: The Sniper should have a signature of 6.

The Special Force should have a cost of -/24/36/56

Page 34: Regimental Headquarters Section, Command Group – Points should read 125/247/372/557.

Regimental Headquarters Section, Support Elements – Loki selection should read "Loki SP Arty (x3)" and the points should be 114/228/342/513.

Regimental Headquarters Section, Support Elements – Frey selection should read "Frey MRLS (x3)" and the points should be 108/213/321/480.

Regimental Headquarters Section, Support Elements – Magni selection points should be 30/60/90/136.

Page 35: Battalion Headquarters Section, Command Group – Points should read 148/291/439/656.

Battalion Headquarters Section, Support Elements – Loki selection should read "Loki SP Arty (x3)" and the points should be 114/228/342/513.

Battalion Headquarters Section, Support Elements - Frey selection should read "Frey MRLS (x3)" and the points should be 108/213/321/480.

Battalion Headquarters Section, Support Elements - Magni selection points should be 30/60/90/136.

Page 36: Armor Company, Command Group – Aegir + Thor points should be 46/90/136/202.

Armor Company, Support Elements - Magni selection points should be 30/60/90/136.

Page 37: Mech Infantry Company, Command Group – Points should be 61/121/182/273. The label for the infantry should read "AT Infantry (x2)."

Mech Infantry Company, Infantry Options - Quiver selection points should be 10/20/30/45

Mech Infantry Company, Support Elements - Magni selection points should be 30/60/90/136.

Mech Infantry Company, Support Elements – Infiltrator selection points should be --/25/50/56

Page 38: Armored Cav Company, Command Group – Points should be 61/121/182/273.

Armored Cav Company, Limited Platoons – Thor selection points should be 81/159/240/357.

Armored Cav Company, Infantry Options - Quiver selection points should be 10/20/30/45

Armored Cav Company, Support Elements - Magni selection points should be 30/60/90/136.

Armored Cav Company, Support Elements – Infiltrator selection points should be --/25/50/56

Page 39: Air Cav Co., Command Group – Delete or disregard the "And" between the icons of the two Valkyrie Gunships. The unusual layout of this box is not meant to represent anything different from the intention that there are Valkyrie Gunships (x2).

Air Cav Co., Infantry Options - Quiver selection points should be 10/20/30/45

Page 40: Garrison Company, Command Group – Points should be 61/121/182/273. The label for the infantry should read "AT Infantry (x2)."

Garrison Company, Inner Sector Infantry Options - Quiver selection points should be 10/20/30/45

Garrison Company, Outer Sector Infantry Options - Quiver selection points should be 10/20/30/45

Page 41: Special Forces Company, Command Group – Points should be -/133/200/303. The label for the infantry should "Special Forces (x2)."

Special Forces Company, Infantry Options - Quiver selection points should be 10/20/30/45

Special Forces Company, Covert Ops Infantry Options - Infiltrator selection points should be --/25/50/56

Page 43: Special Forces, Company Rules – Replace the appropriate sentences with the following:
"If a situation indicates that air cavalry are not allowed, then a Special Forces platoon may substitute the 2 Friggas in the Limited Platoon with 3 Baldurs instead. The cost of the Baldurs would be 72/144/216/324."

Page 44: 112th Armor Company - - aka Rolling Thunder, Command Group – Cost should be 186 points.

112th Armor Company - - aka Rolling Thunder, Total Cost – Total Cost for the company should be 1575 points.

Page 45: 416th Mechanized Infantry - - aka Dust Devils, Command Group – Cost should be 121 points.

416th Mechanized Infantry - - aka Dust Devils, Platoon 2 Infantry Element – Cost should be 89 points.

416th Mechanized Infantry - - aka Dust Devils, Support Element 1 – The grade should be Veteran and the cost should be 30.

416th Mechanized Infantry - - aka Dust Devils, Total Cost – Total Cost for the company should be 1212 points.

Page 46: 270th Armored Cavalry - - aka Gate Crashers, Platoon 1 Infantry Element – Cost should be 96 points.

270th Armored Cavalry - - aka Gate Crashers, Platoon 2 Infantry Element – Cost should be 92 points.

270th Armored Cavalry - - aka Gate Crashers, Platoon 3 – Cost should be 309 points.

270th Armored Cavalry - - aka Gate Crashers, Platoon 4 – Cost should be 234 points.

Replacement Datacard Pack Errata

The card for the Aegir Command Car should show in the Weapon Data area the CPPG type to be "Energy."

The card for the Baldur IFV should show in the Weapon Data area the 45mm BilPro Should have a DvA = 7 and DvD = 7, CPPG type should be "Energy."

The card for the Frey MRLS Artillery should show the Platoon Cost is 72/142/214/320. In the Artillery Data area the DvD for Counter Battery should be blank.

The card for the Frigga Assault Craft should show in the Weapon Data area the CPPG type to be "Energy."

The card for the Hel AFV should show in the Weapon Data area the CPPG type to be "Energy."

The card for the Loki SP Artillery should show the Platoon Cost is 76/152/228/342. There should be 3 General Damage points for the elements.

The card for the Odin MBT should show in the Weapon Data area the CPPG type to be "Energy."

The card for the Sliepner Scout Car / Recon Team should show the Platoon Cost is 52/104/156/236 which is the cost of the Heavy Recon Support, the Light Recon Support is 26/52/78/118. In the Weapon Data area the CPPG type should be "Energy."

The card for the Thor MBT should show the Platoon Cost is 108/212/320/476. In the Weapon Data area the CPPG type should be "Energy."

The card for the Uller Air Defense Artillery should show in the Weapon Data area the Air Suppressor and CPPG type to be "Energy."

The card for the Valkyrie Gunship should show in the Artillery Data area that the DvD for Pin Point strike should be blank.

The card for the Earth Alliance Infantry 1 should show that for both infantry the Spot Checks = 2 and the Close Combat = 6. Both turrets have a Profile = 10.

GROPOS Minbari Federation Frequently Asked Questions

How many missiles does the Rha'vish Missile System on the Tal'Horcon have?

Sufficient number to last the length of a typical battle.

In almost every Infantry element option for almost every company structure, there is an optional unit known as the "Assault" unit. This has the picture of the Jump Assault unit, but the cost (as listed) of the basic infantry. It also has a 0-3/0-5 number. What is this thing?

These are Assault Infantry. Their entry on page 25 of the Minbari Federation GROPOS book was inadvertently left out. They are identical to Jump Assault infantry except that they have a movement rate of 3" and have the same cost as basic infantry. Refer to the Errata for details regarding "0-3/0-5."

The Minbari Data Card replacement set has different stats for some of the units, most notably, the Infantry 1 Card, which has different spot numbers and signatures than the cards that come with the units themselves. Which is right?

For Standard Infantry and Gravidere the search Die should be d8 and Spot Checks should be 2 spots. In general if you have any questions regarding any of the cards refer to the errata for that race for answers and guidance.

GROPOS Minbari Federation Errata

Page 8: Anti-Matter Dispersal System - Delete DvD entry in Counter Battery line of Artillery Fire Statistics.

Sha'Nar Fusion Rifle - Change DvA rating from 3 to 4.

Page 11: The Minbari tanks that have 3 general damage points also include the Falsin and the Talishan.

Page 12: Add (x2) to the line entry for the Seti Grav Missile. The Crystalis carries only 2 Seti Grav Missiles.

Page 13: In the Artillery Statistics Box, Counter Battery line, remove the DvD value of 6.

Page 14: The Fire Sprite carries only 1 Seti Grav Missile. In the special rules add: "Whenever the Fire Sprite is used to haul combat troops, such as part of Rapid Response Companies, it loses its forward observer status as recon equipment is stripped out to make room for combat troops."

Page 18: The Shyriech has enough VLS rockets to last the length of the game. Note that the VLS Grav Rockets have a minimum range of 6".

Page 20: The second and third Mlcr Pulse Cannon firing arcs should be Flex Strb and Flex Port.

Page 21: Note that the Grav Mortar has a minimum range of 4".

Page 22: The Tal'Horcon Air Defense Artillery may attack 2 separate targets when firing the Rha'Vish Grav Missiles at air targets. When engaging ground targets with its Twin Fusion Gun it may only engage one target as per the normal rules.

Page 25: There is an infantry type missing from the General Infantry Statistics.

Assault Infantry, Cost: 7/14/21/32, Move: 3, Profile: 9, Signature: 6, Discipline: 11, Search/Spot: d6/2, Close Combat: 8, Equipment: Sha'Nar/Baton.

Page 27: At the end of the description paragraph for "Jump Assault Infantry" add the following sentence. "The Minbari also field Assault Infantry, which are the same as Jump Assault Infantry without the high mobility packs and attendant movement rate."

The Minbari Federation Airstrike Datacard shows 3 options that were added part-way through the design process without the roll numbers being updated to accommodate them: Tishat, White Star, and Torotha. The Roll numbers should be updated as follows: 1-3 Nial, 4-6 Combat Flyer, 7-8 Assault Flyer, 9-10 Tishat (White Star or Torotha). If Air Support and a White Star or Torotha Orbital Bombardment have both been purchased and a 9 or a 10 has been rolled for an Airstrike then the White Star or the Torotha perform the airstrike. If Air Support has been paid for but not a White Star or Torotha Orbital Bombardment then a 9 through 10 yields a Tishat. Refer to page 30 "Atmosphere Capable Starships" for further details.

The cost on the Airstrike card is wrong; it should be 100 points.

Page 33: Regimental Headquarters Section, Support Elements - the cost of an airstrike is 100 points.

Page 34: Battalion Headquarters Section, Support Elements - the cost of an airstrike is 100 points.

Page 35: Windsword Clan Heavy Armor Company Command Group – the cost of the Command Group is 57/114/171/257.

Page 37: Windsword Clan Mechanized Infantry Company Infantry Options – The points for the Gravidere should be 9/18/27/41. The "Assault (0-3/0-5)" should read "Assault (0-3)."

Page 38: Windsword Clan Armored Cavalry Company Command Group – the cost of the Command Group is 57/114/171/257.

Windsword Clan Armored Cavalry Company Infantry Options – The points for the Gravidere should be 9/18/27/41. The "Assault (0-3/0-5)" should read "Assault (0-3)."

Page 39: Star Rider Security Infantry Company Infantry Options - The points for the Gravidere should be 9/18/27/41.

Page 41: Star Rider Clan Prime Assault Infantry Company Unlimited Platoon – The cost of the Talishan (x3) should be 90/180/270/405.

Star Rider Clan Prime Assault Infantry Company Limited Platoon – The icon for the Star Rider should have an "I" on the icon.

Star Rider Clan Prime Assault Infantry Company Infantry Options - The points for the Gravidere should be 9/18/27/41.

Page 42: Star Rider Clan Armor Cavalry Company Infantry Options - The points for the Gravidere should be 9/18/27/41.

Page 43: Rapid Response Infantry Company Infantry Options - The points for the Gravidere should be 9/18/27/41.

Page 44: Garrison Company General Security – Ignore any reference to "9 Stands for Talishan Plt." There is no option to take Talishan Heavy Infantry Transports. The points for the Gravidere should be 9/18/27/41.

Garrison Company Mobile Security – Ignore any reference to "9 Stands for Talishan Plt." There is no option to take Talishan Heavy Infantry Transports. The points for the Gravidere should be 9/18/27/41.

Page 47: 13th Star Rider Eliset – aka Shyra's Seti Command Group – The grade should be Regular. Conversely, if the Command Group were to be Elite then the points cost would be 318 points.

13th Star Rider Eliset – aka Shyra's Seti Platoon 1 – Cost of the Talishan x3 = 180.

13th Star Rider Eliset – aka Shyra's Seti Platoon 2 – Cost of the Talishan x3 = 180 and the grade is Regular.

13th Star Rider Eliset – aka Shyra's Seti Platoon 3 – The vehicle for the platoon should read Star Rider x 1. The cost for the infantry is 144 points

13th Star Rider Eliset – aka Shyra's Seti Total Cost – If the Command Group is taken as Regular then the Total Cost should be 1328 points. If the Command Group is taken as Elite then the Total Cost should be 1505 points.

Replacement Datacard Pack Errata
(This does not cover the original datacards, only those found in the Replacement pack.)

The card for the Falsin SP Artillery should show in the Artillery Data box, Counter Battery fire line, delete the DvD entry.

The card for the Shreik MBT should show the Unit Cost to be 33/66/99/149.

The card for the Shyreich MBT should show in the Weapon Data area, Twin Fusion Gun should have "N" under AA. VLS Grav Missile ROF should be 3.

The card for the Talishan HIT should show in the Weapon Data area the Light Disrupter and Grav Mortar should have (Flex Fwd) firing arcs.

The card for the Infantry 1 should show for Standard Infantry and Gravidere the search Die should be d8 and Spot Checks should be 2 spots.

Infantry 2: Weapon Data area, the entry for the Baton is missing. Refer to Page 25 of the Minbari Federation GROPOS book for details. This card can be used for Assault infantry (as opposed to Jump Assault infantry) also, simply refer to the Jump Assault infantry, using a Base MR of 3.

GROPOS Narn Regime Frequently Asked Questions

Why aren't the Frazi, Gorith, and Tarza on the aistrike list when they are capable of flying in an atmosphere?

While capable of atmospheric flight, the Narn decided for a variety of reasons not to use starfighters for ground support, preferring to use dedicated aircraft instead.

GROPOS Narn Regime Errata

Page 9: Note that the Heavy RFP Pulse Gun's stats have changed from the GROPOS Main Rulebook. Please use the stats presented in the GROPOS: Narn Regime book.

Page 10: The AB Prox Mine has an AOE of 1.5"R and a Minimum Range of 6".

Page 12: The Close Combat rating of the D'Ka'Sho should be 5*.

Page 13: The Close Combat rating of the D'Ka'Tal should be 5*. It does not get the D'Ka'Sho's immunity to critical damage effects.

Page 14: The Close Combat rating of the D'Va'Korrac should be 5.

Page 15: The Close Combat rating of the D'Va'Maric should be 5*. The D'Va'Maric has enough LASHA missiles to last the length of the game.

Page 16: The Close Combat rating of the D'Van'Quonth should be 5*. The RFP Pulse Gun x2 has an AA rating of "Yes."

Page 17: The Close Combat rating of the D'Van'Quan should be 5*.

Note: The page for the D'Van'Karri was inadvertently left out of the book. The stats for this unit stay the same as presented in the Main GROPOS book except that the Movement rate = 8 and the Over-run (Close Combat) rating = 5*.

Page 18: The Close Combat rating of the D'Vas'Sto should be 6. When the D'Vas'Sto drops off the HRFP turret (and effectively becomes a D'Vas'To) the Close Combat rating then becomes 5.

Page 19: The Close Combat rating of the D'Vas'To should be 5. Note that when the infantry dismount from the D'Vas'To the bikes can not move until the infantry remount at a later time.

Page 20: The Close Combat rating of the D'Va'Sten should be 5.

Page 21: The Close Combat rating of the D'Va'Tren should be 5*. The 10R-65 Gauss Cannon and the 3 SCRAM ATAFFM are Fixed Forward firing arc.

Page 22: The Close Combat rating of the K'So'Loth should be 0*. The transport rating should be 8(2V).

Page 23: The Close Combat rating of the K'So'Tal should be 0*. The transport rating should be 4(0V).

Page 24: The Search/Spot stats for the infantry that are listed should be corrected as follows:

Standard Infantry: d6/2
Anti-Tank Infantry: d6/2
Mortar Support: d6/1
Sniper: d8/2
Recon: d8/3
Assault: d6/2

Page 25: The top of the "precision" column should read Precision (3-6).

Page 28: The Arcismus Supply Ship was left off of the "Starship Transport Capabilities" chart. The Arcismus can technically carry up to 7 full companies in combat ready form, but this assumes that there are no regiment or battalion command sections. Since Narn command sections are traditionally larger than what other races would have this ship can transport 6 full companies (1 regiment and 1 battalion) if the command sections are present. When converted to a troop carrying mission it is common to have the cargo shuttles replaced with T'Khar assault shuttles. The main disadvantage to using this ship to carry troops is that it requires 3 trips by the shuttles to ferry all of the troops to the planet's surface.

Disregard the "(1)" for the commercial freighter entry on the "Starship Transport Capabilities" chart.

Page 33: Regimental Headquarters Command Group – The pictures of the Recon Team and the Sniper are incorrect.

Regimental Headquarters Optional Replacements – The second option should read that you can replace the D'Va'Tren (x3) with D'Va'Quan (x3) for –6/-12/-18/-27 points.

Battalion Headquarters Optional Replacements for Attachment – Correct cost for D'Va'Tren (x3) should be –55/-106/-161/-238.

Page 34: Air Cavalry Company Command Group – The first option should have K'So'Loth (x2). Note that the transport rating of the K'So'Loth has been changed to 8(2V). The correct points for the second option is 55/105/160/237.

Air Cavalry Company Section 2 Unlimited (Infantry) – The correct cost of the Assault (0-2) option should be 9/17/26/38.

Air Cavalry Company Section 2 Unlimited (Armor) – The correct cost of the D'Va'Quan (x3) should be 84/165/249/372.

Air Cavalry Company Section 2 Limited (Infantry) – The correct cost of the Assault (0-8) option should be 9/17/26/38.

Air Cavalry Company Section 2 Limited (Armor) – D'Va'Tren (x3) should read D'Ka'Sho (x3). The K'So'Tal (x2) selection is available to any of the 3 transport options, not just Section 1 Option B. (The gunships are not transported aboard the other aircraft; they fly separately as support.) Change the "and" between the D'Vas'To and the D'Vas'Sto to "and/or." Change the D'Vas'Sto (x2) 24/48/72/108 entry to D'Vas'Sto (x4) 48/96/144/216. The D'Vas'Sto and D'Vas'To are available to both Options B and C. If Option B with the 2x K'So'Loth is in the first section then the "and" between the D'Vas'Sto and D'Vas'To would be used. If Option C with the 1x K'So'Loth is in the first section then the "or" between the D'Vas'Sto and D'Vas'To would be used.

Page 35: Armored Cavalry Company Command Group – K'So'Loth should read D'Va'Korrac.

Armored Cavalry Company Section 1 Infantry – Icons for the Anti-Tank and assault options are incorrect. The points for the Assault (0-2) are 9/17/26/38.

Armored Cavalry Company Options – Disregard the directions in parenthesis, these options are intended for the D'Va'Korrac in the Command Group. This option box operates just like the "Command Group Options" found in the Mechanized Infantry Company.

Page 36: Mechanized Infantry Company Section 1 Infantry - The points for the Assault (0-2) are 9/17/26/38.

Mechanized Infantry Company Section 2 Infantry – The selections should be identical to the Section 1 Infantry: The "or" option to take AB Prox (0-2) should be present and the correct points for the Assault (0-2) are 9/17/26/38.

Page 37: Garrison Company Light Platoon – Thistle (0-2) should read Assault (0-2) and the picture should show an assault infantry.

Garrison Company Heavy Platoon – The HRFP points should be 8/16/24/36. The Thistle has the wrong picture and the points should be 11/21/32/47. The AB Prox points should be 13/25/38/56.

The Garrison Company and the Armor Company are missing the Command Group Options that are found on page 36 in the Mechanized Infantry Company. This was left out due to lack of space.

Armor Company Section 1 and Section 2 – D'Ka'Sho (x3) points should be 78/153/231/345. D'Va'Ten should read D'Va'Tren.

Page 38: Light Cavalry Company – Command Group Options found on page 36 in the Mechanized Infantry Company are missing. This was left out due to lack of space.

Page 39: Optional Support Elements – Air Defense Group points should be 63/126/189/285.

Optional Support Elements – Any reference to "Fast Cavalry" should read Light Cavalry Company.

Optional Support Elements – Regimental and Battalion Headquarters may select Orbital Bombardment for 190 points.

Page 42: Ka'Tol's Pride Mechanized Infantry Company, Platoon 2 Section 1 Infantry – The points cost should be 80 points. Conversely the Anti-Tank (x2) could be replaced with HRFP turret (x2) for the 76 points listed.

Ka'Tol's Pride Mechanized Infantry Company, Platoon 2 Section 2 Infantry – The points cost should be 86 points. Conversely the Thistle (x2) could be replaced with Anti-Tank (x2) for the 80 points listed.

Page 43: Ko'Dol's Hammers Armor Company, Platoon 1 Section 1 – The D'Va'Korrac (x3) should read D'Va'Tren (x3).

Ko'Dol's Hammers Armor Company, Platoon 1 Section 2 – The D'Va'Korrac (x3) should read D'Va'Tren (x3).

Ko'Dol's Hammers Armor Company, Platoon 2 Section 1 – The D'Va'Sten (x3) should read D'Va'Quan (x3).

Ko'Dol's Hammers Armor Company, Platoon 2 Section 2 – The D'Va'Sten (x3) should read D'Va'Quan (x3).

Ko'Dol's Hammers Armor Company, Support Element 2 – The Cost should be 100.

Page 45: No'Doth's Avengers Air Cavalry Company, Command Group – The cost should be 160.

No'Doth's Avengers Air Cavalry Company, Platoon 1 Section 1 – The D'Va'Korrac (x2) should read K'So'Tal (x2).

No'Doth's Avengers Air Cavalry Company, Platoon 2 Section 1 – The D'Va'Korrac (x2) should read K'So'Tal (x2).

No'Doth's Avengers Air Cavalry Company, Platoon 2 Section 2 Infantry – The cost should be 223.

No'Doth's Avengers Air Cavalry Company, Total Company Cost – The Total Company Cost should be 1133.

Miniatures Package Cards

The card for the D'Ka'Sho MBT should show a Close Combat = 5*

The card for the D'Ka'Tal Self Propelled Artillery should show a Close Combat = 5*

The card for the D'Va'Korrac should show Section Cost = 93/183/276/411, Spot Checks = 2, Profile = 10, Signature = 4, RFP Pulse Gun (x2).

The card for the D'Va'Maric Air Defense Artillery should show Platoon Cost = 63/126/189/285, Close Combat = 5*

The card for the D'Van'Quonth Command Car should show Base MR = 8, Target Die = d8, Close Combat = 5*, and that the RFP Pulse Gun is x2.

The card for the D'Van'Quan AFV should show Platoon Cost = 84/165/249/372, Close Combat = 5*

The card for the D'Van'Karri Scout Car / Recon Team should show Element Cost = 29/60/86/129, Close Combat = 5* / 4, and the SCRAM ATAFFM should be x2.

The card for the D'Vas'To Fast Attack Bike should show Target Die = N/A & d8 for D'Vas'Sto, Close Combat = 5 for the D'Vas'To and 6 for the D'Vas'Sto. Note: The card is correct to show only 1 General Damage point for these vehicles.

The card for the D'Va'Sten Infantry Fighting Vehicle should show Close Combat = 5.

The card for the D'Va'Tren Armored Vehicle should show Unit Cost = 30/59/89/133, Section Cost = 90/177/267/399, Close Combat = 5*, SCRAM missile has 3 shots.

The card for the K'So'Loth Heavy Lifter should show Close Combat = 0*. Change the note regarding transport ability to 8(2V).

The card for the K'So'Tal Gunship should show Base MR = 12, Close Combat = 0*

The card for the Narn Regime Infantry 1 should show that the search die for the Anti-Tank infantry = d6, the Close Combat for both Standard and Anti-Tank infantry = 6.

GROPOS Centauri Republic Frequently Asked Question

Why does the Hexus MBT and the Tridus SP Artillery have 4 general damage when all other like sized vehicles have 3 general damage?

This is to represent the more bulky and tougher nature of some Centauri armored vehicles. Use the General Damage ratings in the book instead of what is on the cards.