

## Corrections for SHIPS OF THE FLEET II:

### Overall Comment

Ships based on hulls from different races should have the same stats as the original units they are based off upon. Some ships vary from this (Intentional?)

### Dilgar Wars

Dilgar Ship	In general their Primary armor values fluctuate greatly, which is different from most races (Intentional?)
Mishakur	Restricted Deployment (10%)
Tratharti	Initiative bonus needs to be +0 Needs armor for Port / Starboard Structures Side Hits: replace "Forward" with "Port/Stb"
Protra	Adjust the Heavy Plasma Cannon Arc/Hexes to make more visible
Koratyl	"Side" Hits should be renamed to "Section" Hits Side Hits: Remove "Forward" from Structure
Thorun	Does not have "Non-Atmospheric" in the Special Notes (was described in text as "Non-Atmospheric")
Thosalsi	Engine Armor of 6? (all other systems are 7)
Seffensa	Engine Armor of 5? (all other systems are 6)
Sussha	Initiative Bonus +13? (Doesn't match the +12 that the Centauri & Gaim versions of this hull have)
Tiger Starfury	Should this have "Non-Atmospheric" listed in the Special Notes?
Nova Starfury	Should this have "Non-Atmospheric" listed in the Special Notes?
Avenger-B	Engine Efficiency 4/1? (Other model was 3/1) (Intentional?) Primary systems armor are 1 lower, except Hanger (Intentional?) Forward and Primary Structure Armor are 1 lower (Intentional?)
Nova-A	Engine Efficiency 4/1? (Other model was 3/1) (Intentional?) Forward Thrusters rated 4 (FAQ indicates it should be a 3) Side Thrust Ratings are 1 lower (Intentional?) Primary systems armor is lower (Intentional?) Forward and Primary Structure Armor are 1 lower (Intentional?)
Olympus-A	Engine Efficiency 3/1? (Other model was 2/1) (Intentional?) Primary Systems and Aft Thruster armors are lower than other models (Intentional?)
Hyperion-A	Primary Systems armor is lower (Intentional?) Forward and Primary Structure Armor are 1 lower (Intentional?) Side Thruster ratings are 1 lower (Intentional?)

### Variants-3

Dilgar Ship	In general their Primary armor values fluctuate greatly, which is different from most races (Intentional?)
Oracle-D	Primary Hits: Remove "Primary" from Sensors
Tratharti-G	Needs armor for Port / Starboard Structures Side Hits: replace "Forward" with "Port/Stb"
Abrithi-B	Thruster armor values differs from other model (Intentional?) Medium Laser Cannon armor values differs from other model (Intentional?)
Thorun-III	Does not have "Non-Atmospheric" in the Special Notes (just like the original does)
Aldrith	Side Hits: Quad Array (What Quad Arrays?) Initiative Bonus +0 (Doesn't match the +1 on the Bimith) (Intentional?)
Kestrel Leader	Ramming Factor is +10 over original hull (Intentional?)
Kowart	Profile difference from other models: Fwd/Aft 14 (not 16), Port/Stb 15 (not 17) (Intentional?)
Laertes	Defensive Profile: difference from Raider Sloop (Fwd/Aft 12, not 11) (Port/Stb 12, not 11) (Intentional?)

### Showdowns-4

Dilgar Ship	In general their Primary armor values fluctuate greatly, which is different from most races (Intentional?)
General Remark	If no cargo, what is hit if result is rolled? This affects several units, and similar systems/weapons appear in other books.
Ochlavita-B	Forward Hits: no "11-12" chart
Erlorra	#1 Weapon Arc is not a full 180 degrees (Intentional?)
Shadrak	Renumber weapons, some numbers are repeated and one weapon has no number at all Special Notes: change "ELINT Ship" to "ELINT Base" or "ELINT Unit"
Fwellgon	Special Notes: change "Command Bonus" to "ELINT" Hanger Data says 4 Shuttles, but Hanger only has 3 Structure boxes.
Kaedashkada	Cargo "A" has a transfer rate of "3" (all others Cargo have a transfer rate of "4")
Cruscar	Hits: the Hanger is un-hittable without a "Called-Shot"

### Showdowns-3

Gladius	Cosmetics: no lines to separate Hit Locations
Letann	Cosmetics: no remarks about rarity if in Minbari Service
Conquer	Primary Hits: please redo, TOO messed up to use (multiple errors/contradictions)
Apollo	Adjust #2 LH-Missile Rack to better see Arc/Hexes
Starjammer	Icon Recognition: Twin Array symbol is a Guardian Array/Interceptor icon



**Showdowns-5**

Talvan	Primary Hits: 11-12 Sensors, "10" is listed twice
Kendari	Icon Recognition: add Jump Engine
Optine	Icon Recognition: add Jump Engine
Nollita	Cosmetics: Hit Charts do not match section labels on SCS (Fwd/Aft Hits, Port/Stb labels)
Conosti	Cosmetics: Hit Charts do not match section labels on SCS (Fwd/Aft Hits, Port/Stb labels)

**Showdowns-6**

Lahas	Cosmetics: Std Particle Beams #14-15 misaligned Weapon Arc/Hexes
Brahassa	Cosmetics: Std Particle Beams #14-15 misaligned Weapon Arc/Hexes
Kraasus	Cosmetics: Std Particle Beams #3 & 8 misaligned Weapon Arc/Hexes
Erlissan	Cosmetics: Std Particle Beams #3 & 8 misaligned Weapon Arc/Hexes Reactor Armor 54? (Should be 4 to match Kraasus)
Fessa	Primary Hits: C-in-C (normally C&C) Cosmetics: SCS re-layout to clarify what systems are in Forward/Aft Hit locations (some Confusion)
Hassa	Primary Hits: C-in-C (normally C&C) Cosmetics: SCS re-layout to clarify what systems are in Forward/Aft Hit locations (some Confusion) Cosmetics: Re-label Cargos A-F (currently 2xA's, 2xB's, & 2xC's) and then adjust Hits to reflect change)
Lessa	Cosmetics: Relocate #1 Weapon Arc/Hexes to read better Hits: Drop "Primary" from Structure Hits: "20" is Shield Generator (what Shield Generator?)
Moesar	Cosmetics: No Engine Efficiency for Bases Hits: Std Particle Beams #21-22 are un-hittable without called shots Clarify what is meant by "Prongs"
Brathon	Ramming Factor is wrong (It is 10 less then the Gaim Tracha)
Bashnar	Ramming Factor is wrong (It is 10 less then the Gaim Tracha)
Rakarta	Aft Hits: Shuttles (Is this suppose to be Hanger?) Primary Hits: Hanger (If "Shuttles" is suppose to be Hanger, intentionally hittable twice?)
Cruscava	Hits: Relocate Lt. Particle Beams to Fwd/Aft sections, or adjust to be a Primary Hit?
Rulnar	Cosmetics: Lt. Plasma Bolters #5-6 misaligned Weapon Arc/Hexes
Scorava (Refitted)	Hits: Un-hittable Missile Racks without called-shots
Scorran	Cosmetics: Adjust Heavy Plasma Bolter to better read weapon Arcs/Hexes
Draskar	Aft Twin Array should be #7 (not #5) & Adjust Primary Hits to reflect renumbering Cosmetics: Adjust Twin Arrays #5-6 (sides) to better read weapon Arcs/Hexes
Laska	Cosmetics: Rotate Jump Engine 90 degrees (looks wrong sideways) Icon Recognition: Add Jump Engine Restricted Deployment (10%)
Rakalla	Cosmetics: Adjust #1-2 weapons to better read weapon Arcs/Hexes
Tocrat	Cosmetics: Adjust #7-8 weapons to better read weapon Arcs/Hexes Profile difference from Ore/Missile Barge: Fwd/Aft 15 (not 14) (Intentional?)
Rulthar	Initiative Bonus +6 (not +8 like Rulpa & Narn versions of this hull) (Or other versions should be +6 if the Narn have a built in +2)
Magrassa	Ramming Factor is wrong (It is 20 less then Markab version of this hull)

**Showdowns-6 Bonus Material**

Verlessa	Fwd/Aft Hits: has Particle Beams instead of Std Particle Beams
Crussan	Primary Hits: has LBD instead of Lt Particle Beams Cosmetics: Only one armor circle (value 3) for the Reactor, Engine, and Structure
Crussaca	Cosmetics: misaligned Weapon Arc/Hexes on Weapons #3-4 Cosmetics: Re-label one of the 2 Cargo "A" to "C"
Bassari	#7-8 Scatterguns are un-hittable without called shots
Shamor	No Armor on Main Thrusters Misaligned Weapon Arc/Hexes on Twin Array #8
Rassa	Hanger listed on both Aft & Primary Hits (Intentional?)
Rakar	No Forward Hits: "7-9" (All systems are currently hittable)
Ossari	Aft Hits: "10-11 Twin Array" (What Twin Array) Primary Hits: Remove "Primary" from Sensors
Rulpassa	Initiative Bonus +6 (not +8 like Rulpa & Narn versions of this hull) (Or other versions should be +6 if the Narn have a built in +2)
Krast	Offensive Bonus +5 (not +4 like other versions of this fighter) (Intentional?)
Cruscotu (Early)	Ramming Factor is +10 over original hull (Intentional?) Used same type of brackets around Early
Cruscotu (Refit)	Ramming Factor is +10 over original hull (Intentional?) Used same type of brackets around Refit

### Raiders & Privateers

General Remarks	Consider dropping all but fighter ammo limits for Belt Alliance ship (like it was for the Grome) Civilian Capital Base differ from all other Capital bases in that they have Multiple Reactors (Revise SCS, or is this Intentional?)
Battlewagon	Fwd/Side Hits: has Particle Beam instead of Std Particle Beam Icon Recognition: Twin Array symbol is a Guardian Array/Interceptor icon
Strike Carrier	Fwd/Side Hits: has Particle Beam instead of Std Particle Beam
Brigantine	Ramming Factor -10 compared to Hermes (Intentional?)
Dragonship	Icon Recognition: Twin Array symbol is a Guardian Array/Interceptor icon Limited Deployment (33%)
Sanctuary Base	Weapons numbering not consistent with AoG standards Icon Recognition: No Ext. Fighter Rails
Galleon	Differences from Bulk Freighter in almost all Maneuvering Stats (Intentional)
Luxury Liner	Hits: has Particle Beam instead of Std Particle Beam
Transbird	Adjust #1 & 4 weapons to better read weapon Arcs/Hexes
BA Heavy Gunboat	Limited Deployment (33%) Initiative Bonus +12 (not +6 like other BA HCV) Fwd/Aft Hits: 18 is listed twice
BA Light Gunboat	Roll & Pivot Costs = 1 (As listed in FAQ)
BA Starfox	Should this be listed as "Non-Atmospheric" (It is described as part of the Starfury Project)?
TFS Freedom Base	Primary Hits: No "18" listed
Erlorra	Change In service Date (as per FAQ)
Xvell	Fwd Thrust Rating is 3, not 4 (as per FAQ)
Missile Barge	Limited Deployment (33%)
Govall	Limited Deployment (33%)
Turlisk	Limited Deployment (33%)
Schooner	Std Particle Beam Fire Control (+4/+4/+4)
Fulucca	Std Particle Beam Fire Control (+4/+4/+4)
Commercial Freighter	Std Particle Beam Fire Control (+4/+4/+4)
Fast Freighter	Std Particle Beam Fire Control (+4/+4/+4)
Tanker	Std Particle Beam Fire Control (+4/+4/+4)
Tug	Std Particle Beam Fire Control (+4/+4/+4)
Luxury Liner	Std Particle Beam Fire Control (+4/+4/+4)
Q-Ship	Std Particle Beam Fire Control (+4/+4/+4)
JYD Converted Lias	Icon Recognition: No Ext. Fighter Rails
JYD Converted Tethys	Icon Recognition: No Ext. Fighter Rails
IML Armed Transport	Wrong Silhouette, should be the Ikorta silhouette

### Wars of the Ancients

General Remark	Why are the Shadows the only Ancient that has a Sensor power value?
Guideship	Jump Delay difference from Path Finder Cosmetic: Add lines separating Forward, Aft, Primary  Special Notes: Walker Jump Ship (Is this needed?)
Pathfinder	Two weapons with the #2
Scribe	No Weapon # on Energy Draining Net Restricted Deployment (25%)
Waymaker	Primary Hits: "8-9" is listed as both Primary Structure and Port/Stb Thrusters
Knightship	Wrong silhouette for original Conqueror hull Ramming Factor is +15 higher than Conqueror hull Profile of Port/Stb 13 (Not 14 like Conqueror) (Intentional?) Icon Recognition: Gravitic Agumentor should Phased Gravitic Torpedo Pivot and Roll Cost are not in the X+X format (Intentional?)
Overload	Icon Recognition: Shows Matter Accelerator (not on ship) Forward Hits: 8-9 Ultra Matter Cannon (no such weapon shown) Ultra Matter Cannon: there is a description of the weapon, but no Weapon Data
Torvalus Ships	Ships with Drones do not have Hangers, and there is no text like the Triad have stating that none are required. Affects Black Rapier, Dark Knife, & Shrouded Saber
Shrouded Saber	Special Notes: does not have May Skin Dance Primary Hits: no "17" result Aft and Forward Hits: remove "Primary" from Structure
Veiled Scimitar	Special Notes: does not have May Skin Dance Primary Hits: no "17" result Aft and Forward Hits: remove "Primary" from Structure
Consortium	Special Notes: Weak ELINT should be Constrained ELINT Limited Deployment (33%) Cosmetic: Number Thrusters to clarify Hits (some confusion on which is which)
Mind's Eye	Second Sight: either include an Arc/Hexes or remove the Weapon number
Thoughtforce	Second Sight: either include an Arc/Hexes or remove the Weapon number
Wheel of Thought	Primary Hits: Structure listed, is also on other Side Hits (Intentional?) Also remove "Primary" from Structure
Thought Projections	Armor of 2 on all sides (FAQ)
Demon	Adjust Stb Thrust Rating to better see it. Renumbrer all weapons (currently all #2) Icon Recognition: No Plasma Driver
Devil	Aft Hits: "19" used twice Icon Recognition: No Antimatter Wave
Banshee	Cosmetic: Adjust #6 Triad Missile Rack to better see Arc/Hexes
Specter	Primary Hits: Structure listed, is also on other Side Hits (Intentional?) Also remove "Primary" from Structure
Seraph	Aft and Forward Hits: remove "Primary" from Structure
Vorlon Strike Cruiser	Cosmetic: Adjust the #6&7 EM Shields the better see the Arc/Hexes
Vorlon Heavy Destroyer	SCS lists this as a Common variant of the Battle Destroyer, but the description text implies that it is more of a new hull derived from the Battle Destroyer the way the Shadow ships evolve from Patrol Cruiser to Cruiser to Dreadnought. (Best Answer, IMO) If true, remove the Variant remark, otherwise: Defense Profile for Port/Stb is 18 (not 17 like Battle Destroyer) Ramming Factor is +20 (over Battle Destroyer)
Vorlon Assault Fighter	Point Value: 295 (FAQ)

**Corrections for the FAQ:**

**League-2**

Class-D Racks	What does this missile rack come preloaded with? It cannot carry class-B missiles, and does not specifically state what the rack comes armed with. The text in the Cokra description implies that this racks come with Class-I missiles (which are 0 cost for the Kor-Lyan)? When SCS's are updated for SOTF3, the "Rate of Fire" and "Special" lines in the Weapon data will need to be update per the FAQ (1 per turn, and Class-I not class-f missile).
Class-F Racks	When SCS's are updated for SOTF3, the "Number of Missiles" per rack will need to be update per the FAQ (10 missiles).
Koskova	Icon Recognition: No entry for the Proximity Laser, and the Class-F missile rack shows the Proximity Laser icon.
Leklant	Icon Recognition: The class-F missile rack shows the Proximity Laser icon. Weapon numbering sequence is abnormal compared to normal numbering sequence (Heaviest to Lightest/Defensive only).
Solym	Primary HITS: Does not list Primary Structure.
Vaklar	Primary HITS: Does not list Primary Structure. HITS: Class-S missile rack is not listed at all. No Armor on the Forward Structure (Should be 4?)
Irokai Kam	Aft HITS: "9-10" listed twice.
Senchlat Kes	No weapon data for the Medium Laser. HITS: Medium Laser is not listed at all.
Ionic Laser	Some people on the Forums have stated confusion about how this weapon works. The part about doubling as noted in the weapon data (but nothing is noted in the weapons data).
Tacacci	HITS: Differs from standard Medium ships in how Structure is hit.
Carrier Cube	No Aft Structure Block (or Armor circle).
Tetraship	Initiative: same value as the Battlehex (HCV) +6 (should it be higher?)
Toglat	Forward HITS: "6" is not listed.
Grome Ships	All Icon Recognitions call the Targeting Array a "Targeting Laser".
Groth	Side HITS: "10-11" says Targeting Laser, Should be Flak Cannon (Which is not listed).
Telgar	Icon Recognition: Shows an icon for a Jump Drive, but the ship does not have a Jump Drive. Primary HITS: Port/Stb Thrusters are not listed.
Morgat	Icon Recognition: Shows an icon for a Jump Drive, but the ship does not have a Jump Drive. Primary HITS: Port/Stb Thrusters are not listed.
Brokoth	Side HITS: Side Hangers are not listed.
Orak	Primary HITS: Port/Stb Thrusters are not listed.
Norek	Primary HITS: Port/Stb Thrusters are not listed.
Anoro	Primary HITS: Port/Stb Thrusters are not listed.

**Showdowns-7**

Irokai Kar	Aft HITS: "9-10" listed twice.
Evirok Tek	Forward HITS: "9" listed twice.
Qoccata	Hanger Data states the Main Hanger carries 24 Heavy Fighters and 2 Shuttles, but is only 14 Structure Boxes (should be 26).
Coqari	Side HITS: "6-7" says Ionic Laser (should be Ion Field Generator).
Ruqacc	HITS: "20" Ion Bolter (should be Dual Ion Bolter). Weapon Data has stats for the Ion Cannon, not the Ionic Laser.
Raklavi	See Notes relating to Class-D Missile Rack under <b>League-2</b> .
Roskor	Section HITS: "3" listed twice. Primary HITS: Reload Rack is not listed.
Gormok	Special Notes: does not state that it has "Antiquated Sensors" (Intentional?)
Yuan	Forward HITS: Fusion Cannons are not listed.
Notali	Forward HITS: "10-11" Jump Drive (The ship does not have a Jump Drive).
Maitau	Primary HITS: Port/Stb Thrusters are not listed.

#### Variants-4

Nakarsa	Forward HITS: "12" is not listed.
Tashkava	Side HITS:"7-8" Gravitic Shifters (No Gravitic Shifters mounted on the sides).
Primus Maximus	No Weapons Arc/Hexes on Battle Laser #1 (should be like Battle Laser #2). Naming: This ship is referred to as both the Primus Maximus and the Primar. It should have the description text in SOTF3 reduced to just one name for less confusion.
Llartol	Icon Recognition: there are icons for Particle Cannon & Heavy Plasma Cannon (Ship has neither).
Scorava	Side HITS: Port/Stb Missile racks are not listed.
Garasoch	Side HITS: "6" is not listed. Aft HITS: Medium Bolter is not listed.
Shofab	Forward HITS: "6-8" Heavy Particle Cannon (should be Particle Cannon). Where are Scatterguns #6&7 located? (Forward or Side?).
Shaveen	The #1-4 weapons Arc/Hexes are misaligned.
Tigarin	Aft HITS: "10" is listed twice.
Shadow Strike Destroyer	Icon Recognition: shows a Hanger (there is not one on the ship). Primary HITS: "14-15" Multiphase Cutter (Should be Light Molecular Slicer).
Vorlon OSAT	Primary HITS: "8" listed twice. Primary HITS: "8-11" Lightning Array (should be Lightning Cannon, as the Lightning Array is a Walkers of Sgma 957 weapon). Sensor has a power symbol next to it. This is the ONLY case where a Vorlon unit has a Power Symbol next to it. (Intentional?)
Tylz	Primary HITS: "12-14" Engine (there are no engines on a base [Babylon 4 is the only exception if it is ever printed]).