



'Star Mogul: Ruins of an empire' official rules update 15 February 2007

The following rules changes are officially sanctioned by Alpha Forge Games. They comprise the updates featured in the '2nd edition' version of Star Mogul and replace any previous versions of the rules appearing in copies printed with no 'version number' stated on the book cover. (i.e: Edition 1.1)

If your rulebook has the word 'V.1.2' printed in the top right hand corner then all these rules are included within your copy of Star Mogul along with various hints and features that, we feel, enhance the rules. Rules appearing in V1.2 take precedence over rules in V 1.1.

Hand to hand combat

- 1) Combat roll dice – The combat roll dice now uses **1D8 instead of 1D6**. This closes the 'gap' between two models in combat where one model has no hand to hand combat skill and the other has lots (along with other upgrades no doubt). It gives the weaker model a better chance of hurting the opponent and reduces the number of occasions where weaklings get totally steamrolled.
- 2) 'Hand to hand' combat skill is now **'Freepoints 5'** instead of Freepoints 3' for the same reasons as stated above in 1).
- 3) Models facing multiple opponents in hand to hand. Each model now rolls the combat dice **ONCE FOR EACH ENEMY MODEL FACED** instead of rolling the dice once for the entire round of combat.
- 4) The cumulative penalty for facing multiple models in hand to hand is now -3 per extra model (instead of -2). So against three models the penalty would be -6 (instead of -4) and against four models it would be -9 (instead of -6).
- 5) Order of opponents in a melee is chosen by the player with the most models involved in that hand to hand, base to base.
- 6) The following text box now appears at the end of the 'playing out a melee' section:

Large models and hand to hand combat –

Some large models count as more than one model when in hand to hand combat. The demobot, for instance counts as four models. This means that an opponent must have more than four models engaged in base to base melee to 'outnumber' the demobot and decide the order of combat. Otherwise, the player owning the demobot gets to choose the order.

Also, counting as more than one model affects whether a unit will be outnumbered or not during a bravery test at the end of the melee phase (see below). For instance – a demobot and a salvage crew member count as 5 models for a bravery test.

Note that a large model that counts as more than one model does not affect the penalty modifiers for fighting multiple opponents. So, a lone salvage crew member fighting a demobot will not suffer -9 to his CR (for fighting four opponents), he will fight with his normal CR.

If the demobot were fighting two opponents it would suffer a -3 to its CR against the second opponent.

Often, a large model, usually a huge robot type, may be described as both a **'mekk'** and a **'vehicle'**. The demobot and the asteroid miner 'cyclops' for example. If this is the case then the model fights in hand to hand as normal infantry, using a CR score, but takes damage like a vehicle.

When the large model loses a round of hand to hand combat count up how many points it lost by. Compare its combat roll result with the enemy combat roll result. **The difference is the number of rolls on the 'vehicle damage table' the large model will take.**

For example, a demobot and a salvage company boss are fighting. The demobot scores a 23 on its combat roll, the salvage company boss scores a 25. The demobot will suffer 2 rolls on the vehicle damage table.

A large model described as both a 'vehicle' and a 'mekk' cannot suffer more than a maximum of 12 rolls on the vehicle damage table during the same hand to hand combat phase. This does not apply to models only described merely as a 'vehicle'. These are ordinary vehicles and cannot fight in melee (the salvage dog for instance). There is no limit to the number of rolls on the vehicle damage table these models can be subjected to in a single phase. See the 'assaulting vehicles' section shortly.

- 7) The rules for using **cyber knuckles** in hand to hand combat have changed. The following paragraph from the 'equipment descriptions' now explains their use.

"Originally invented for the MEKK gladiators in the fighting pits of Geryon 4, the technology has become widespread wherever MEKKs are used in close combat. The FDF now has a heavier version equipped to its cohort of elite assault MEKKs. The X12 cult of androids also makes regular use of them. They are powered to deliver a hydraulic trigger blow at the point of impact, as well as a high voltage/ampereage jolt. Cyber knuckles may be equipped alongside one 'general small arms' weapon. A MEKK may also equip cyber knuckles with a heavy weapon as an extra weapon! Bios may not do this as they cannot replace limbs with weapons/equipment. Cyber knuckles add +2 to combat rating in melee combat (hand to hand) and also do 1D10+2 damage when assaulting ordinary vehicles. Also, if a model using cyber knuckles rolls a 1 on the 1D8 for its combat roll in hand to hand combat, the enemy model must make an immediate resilience test (roll equal to or under RES score on 1D6) or die of shock with no chance of recovery rolls at all at the end of the game! If the enemy model is described as a 'vehicle' and a 'mekk' (the demobot for instance) then they immediately suffer 1 roll on the internal damage table instead."

- 8) Combat rating modifier for attacking across passable cover changed from +3 to +2.
- 9) **Power drill vs battle armor.** The asteroid miner power drill now punctures battle armor on a roll of 1 or 2 on the 1D8 combat dice roll, instead of the previous 5 or 6 on 1D6.
- 10) **Asteroid miners count as TWO models in hand to hand combat.** This applies to all miners with 'Centaur' chassis, 'Kraken' chassis as well as Prefects. It does not apply to the Clan Chief or Cyclops. This rule takes precedence over rules featuring in both the 2nd edition rules AND the Distant Worlds supplement.
- 11) **Asteroid miner mining laser** is now subject to the 'Very difficult to obtain' rule.

Miscellaneous alterations & clarifications

- 1) The words 'warbot' and 'wardroid' are the same thing. (Wardroid no longer appears in the new rules, 'warbot' is used instead.)
- 2) The **crew and equipment** featured in the rulebook are what is available to a HUMAN salvage crew boss. By using the rules in the core rulebook to create a salvage crew you are essentially creating a crew originating from human galactic territory. To create Hydrissian or Asteroid miner crew you need to use the rules featured in the 'Distant Worlds' supplement.
- 3) The **standard salvage counter value** of 4D6 x 1000 credits that features in the scenarios within the core rulebook has been changed to 3D6 x 1000 credits.
- 4) **Bonuses for deployment cost differences featured in the game missions have been changed as follows.**

SALVAGE RAID

Deployment cost difference.

<750cr: The game does not qualify for a raid - the two forces are considered roughly equal. Play a normal salvage rights mission.

=>750cr: **Smaller force gets +2 SPs during their first turn.**
This is due to the speed of deployment and element of surprise that the smaller force has initially.

>1100cr: **Smaller force gets +4 SPs during their first turn**
This is due to the speed of deployment and element of surprise that the smaller force has initially

These free SPs may be spent with no restrictions on their use. You may use them to move a unit above and beyond its normal SP limits per phase.

If there are more than two players in a game then each of the smaller companies deployment costs should be compared with the deployment costs of the largest company to determine which advantages the smaller companies will benefit from.

FIGHT OVER AN ASSET

Deployment cost difference.

<600cr: The game does not qualify - the two forces are considered roughly equal. Neither player gets a bonus.

=>600cr: **Smaller force gets 6" of heavy cover to deploy wherever they wish on the table before the game starts.** This cover will be linear objects like walls, barricades of even buildings. The deploying player may place their infantry behind these obstacles in cover before the game starts.

>1200cr: **Smaller force gets 12" of heavy cover to deploy wherever they wish on the table before the game starts.** This cover will be linear objects like walls, barricades of even buildings. The deploying player may place their infantry behind these obstacles in cover before the game starts.

For every further 600 point difference, add +6" of hard cover.

If there are more than two players in a game, then each of the smaller companies' deployment costs should be compared with the deployment costs of the largest company to determine which advantages the smaller companies will benefit from.

RESCUE/ RECOVERY MISSION

Deployment cost difference.

<600cr: The game does not qualify - the two forces are considered roughly equal.

=>600cr: Smaller force gets 6" of heavy cover to deploy wherever they wish on the table before the game starts. This cover will be linear objects like walls, barricades or even buildings. The deploying player may place their infantry behind these obstacles in cover before the game starts.

>1200cr: Smaller force gets 12" of heavy cover to deploy wherever they wish on the table before the game starts. This cover will be linear objects like walls, barricades or even buildings. The deploying player may place their infantry behind these obstacles in cover before the game starts.

For every further 600 point difference, add +6" of hard cover.