

FREEDOM IN THE GALAXY

ADDENDA

As of December 1979

CARDS

Card #48: Cache of Rare Gems (*addition*) Lost after one use (see Case 14.23).

Card #49: Cervac Mk V (*correction*) Second sentence should read, "Disables *detected* Enemy character on same planet."

CHARTS AND TABLES

[9.7, **Detection Table**] (*addition*) An asterisk (*) should follow the "D" result at the intersection of the "1" Evasion Value column and the "1" die result row.

[12.17, **Irate Locals Chart**] (*addition*) Urgaks (113), Wild, Combat "6," Endurance "4."

[12.9, **Character Combat Results Table**] (*addition*) Asterisks should be included in the results under the "+7 to +10" differential column as follows: 1/1*, 1*/2, -/2*, -/3, -/3*, -/3.

RULES

[9.45] (*addition*) When a Friendly detected spaceship leaves a planet on which the Enemy Player is ineligible to conduct the Detection Routine, the spaceship is no longer detected.

[15.3] (*addition*) A Stop Rebellion mission may also be performed on a planet under Rebel Control.

[15.53] (*correction*) A planet is in this state as a result of the third condition in *Case 15.52* being met.

[20.7] (*correction*) The second paragraph should start, "If the non-Plasing Player has a Level 1 or 2 Up PDB on the planet, he may make a one column shift adjustment to the *left* on the Detection Table...the Players would refer to the column two to the *left* of the normal column..." Paragraphs three and four should read, "However, all *Dd.* and *E.* results are treated as *D...* Again, all *Dd.* and *E.* results are treated as *D.*"

[34.4] (*addition*) The Rebel Player may purchase elite military units on his secret base. This is the only way he may receive elite military units. Any units purchased with points from the Rebel Resource Track may only be of the Urban or Wild type.