

A CALL TO ARMS
STAR FLEET



DELUXE EDITION
Book One - Revision Two



A CALL TO ARMS: STAR FLEET

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All mail correspondence requires a stamped, self-addressed envelope or an international reply coupon. Email is generally more efficient and is answered in a day or two.

Designer's Notes

From its inception, the *A Call to Arms* system was intended to be a miniatures-based tabletop game. It was designed for fast play, even with large fleets.

ACTASF was brought into the *Star Fleet Universe* specifically to reach markets that other *SFU* space tactical games (*Star Fleet Battles*, *Federation Commander*) could not reach, i.e., players more concerned with fun than with engineering, accounting, and warp physics. Speeding up the game required the elimination of concepts that were the very essence of *SFB* and *FC*, such as energy allocation. In *SFB/FC*, the ships carefully track their energy; *ACTASF* assumes

that your chief engineer is taking care of such mundane details and bothers you about energy only when it has a really serious effect on the ship's operations (e.g., trying to move fast and overload the heavy weapons at the same time).

Most other concepts were simplified. In *SFB/FC*, all ships move simultaneously; in *ACTASF*, players alternate moving one ship at a time. By the time both players have moved all of their ships, the overall effect is much the same. In *SFB/FC*, ships can fire their weapons at any point during movement; in *ACTASF* they only have one firing opportunity (at the end of all movement). While it may seem "wrong" to have a ship miss a great shot halfway through the turn, the overall effect of moving lots of ships is about the same. In *ACTASF* it is possible for a ship to blow up before it even has a chance to fire. While that is impossible in *SFB/FC*, that ability is gained at a cost of extensive record keeping.

Every effort has been made to reduce record keeping. For example, you pick a target for any drones in flight only when they make their final move. (In *SFB/FC* this target is secretly recorded at launch, and there are even rules to discover the target of a given weapon. Obviously, that takes a lot of record keeping.)

Either level of detail yields its own kind of fun.

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This is Revision N

This is the version of the *ACTASF Deluxe Edition Book-1.2* that was posted to the PDF download sites in April 2016. The rules (pages 3-96) are identical to *Basic Edition Book-1.2 Revision F*, which was posted on the same date, and is the final update of the *Basic Edition* of Book-1.2. In a few weeks, we will print hard copy (but not hard-back) copies of this book and release them to distributors and stores.

When we created *Book-1.2* the decision was made to produce two versions. The *Deluxe Edition* would have more background, more painting guide instructions, a tactics section, developer notes, and more art scattered through all of the pages. For example, most of the ships in *Basic Edition* do not have a photo of the painted miniature; in the *Deluxe Edition* they all do.

Book-1.2 is the revised text (done by ADB, Inc., and developed by Tony L. Thomas) of the original *Book-1.1* (which was done by Mongoose and designed by Matthew Sprange).

We uploaded Revision N2 in mid-May 2016, but people found that some reported mistakes had not been fixed. We found them fixed on the layout copies but the replacement PDF pages had never been inserted, hence this Revision N3 document uploaded on 30 May.

INTRODUCTION



A Call to Arms: Star Fleet is a game of space combat set in the *Star Fleet Universe*. Throughout humanity's space-age history, the United Federation of Planets has come under pressure from many other space-faring empires. Some of these ended up as allies while others became enemies. Now you can play out the various confrontations between these enemy empires on the tabletop. Using fleets drawn from the United Federation of Planets, the Klingon Empire, the Romulan Star Empire, or one of the many other empires that range across the galaxy, you can become not just a starship captain, but a fleet commander!

From skirmishes involving squadrons of frigates or destroyers to massive fleet actions against the bitterest of rivals, *A Call to Arms: Star Fleet (ACTASF)* is your ticket to the exciting battles that take place in the depths of space!

The Rules

This game is divided into several chapters and this book appears to contain a lot of rules which will require memorization. But fear not! The game of *A Call to Arms: Star Fleet* is far simpler than it looks! The core rules are divided into chapters and each chapter contains all the rules pertaining to that particular aspect of the game. While the rules are brief and easy to comprehend, the division into chapters makes it easy to look up specific rules at a moment's notice. These chapters are:

Introduction: Which you are reading now.

The Turn Sequence: A step-by-step guide through the turn and the individual phases.

Movement: How starships move around the battle space.

Combat: How weapons, shields, and damage work.

Special Actions and Special Traits: Every ship has that special something to apply to the battle.

System Rules: What else can your ship do?

Terrain: Planets, asteroids, and other stellar debris.

Scenarios: Great and typical battles of history.

Fleet Lists: The ships that form the backbone of each empire's fleet can be found here, allowing you to start playing *A Call to Arms: Star Fleet* immediately. Future volumes will expand the fleet selections and add new empires for you to command.

Universe History: The rich and colorful history of each empire and of the *Star Fleet Universe (SFU)* itself.

Games of the SFU: A brief overview of the other games in the *Star Fleet Universe*, including some that provided the database for *A Call to Arms: Star Fleet*.

Painting Guide: How to paint starships.

Annexes: Frequently asked questions, along with a glossary and an index.

What You Will Need

In addition to this book, there are a few other things you will require in order to play *A Call to Arms: Star Fleet* properly:

- A minimum of two players are required, each with their own fleet of miniature starships.

- A flat playing surface — the kitchen table will do, although the scenarios included in this book normally assume a playing surface of 6 feet by 4 feet in size, but you can use a smaller area (4 feet by 4 feet for example).

- In addition, you'll also need pens, paper to record notes, a measuring device marked in inches, and some six-sided dice.

With these items, you have everything you need to begin fighting in the galaxy of *A Call to Arms: Star Fleet*.

Scale and Miniatures

A full range of miniatures is available for *A Call to Arms: Star Fleet*. Full details can be found on Amarillo Design Bureau, Inc.'s website: www.StarFleetGames.com. It is certainly possible, but far less enjoyable, to use die-cut cardboard "counters" for the ships, but that's not what *A Call to Arms: Star Fleet* is all about! (You might do it for one or two games to see if you like the system before investing in miniatures.)

All distances in *A Call to Arms: Star Fleet* are measured from the stem of a ship's base, or from the leading edge of a shuttlecraft (or fighter) base. All distances in *A Call to Arms: Star Fleet* are measured in inches.

Dice and Re-Rolls

A Call to Arms: Star Fleet only uses six-sided dice. In the rules, references to die rolls may indicate how many dice to roll. The notation D6 refers to rolling a single six-sided die. The notation 2D6 refers to rolling two six-sided dice, and D3 refers to rolling a six-sided die and dividing the result by two (D3 results are rounded up).

Some special situations may call for the re-rolling of a die. This means that you may ignore the first result rolled and roll that die again. You must always accept the result of the second roll, even if it is worse than or the same as the first result. Re-rolls can be used to get you out of a tricky situation, but they are never guaranteed!

You may never re-roll a die that has already been re-rolled once. When rolling dice in *ACTASF* you always want to roll as high as possible, whether you are the attacker or the defender.

Whenever you are required to divide a number in half, be it speed, range, damage, etc., always round fractions of 1/2 or more up.

Pre-Measuring

You are allowed to pre-measure distances and ranges at any time in *A Call to Arms: Star Fleet*. Spacecraft in the future have very advanced sensor systems, allowing their captains to precisely judge how to maneuver and when to unleash a devastating salvo of weapons fire.

Movement and Firing

Although *A Call to Arms: Star Fleet* is played on a flat surface and "altitude" rules are not used, a full three-dimensional environment is assumed. This means that ships and weapons can pass (and shoot) over other ships, space stations, and so forth.

Every ship in *A Call to Arms: Star Fleet* has nine separate firing arcs. These are the areas into which the various weapons can fire, as noted in their descriptions in the Fleet Lists chapter:

Forward (F): A 90° arc centered on the ship's forward centerline.

Forward Half (FH): A 180° arc covering the forward half of the ship.

Aft (A): A 90° arc centered on the ship's aft centerline.

Aft Half (AH): A 180° arc covering the rear half of the ship.

Port (P): A 90° arc centered on the ship's left side.

Port Half (PH): A 180° arc covering the left half of the ship.

Starboard (S): A 90° arc centered on the ship's right side.

Starboard Half (SH): A 180° arc covering the right half of the ship.

Turret (T): A 360° arc completely surrounding the ship.

Firing arcs may be combined to allow a weapon to cover multiple, adjacent arcs. For example: a firing arc listed as F, P, S will allow the weapon to fire into the Forward, Port, and Starboard firing arcs. Remember however, that regardless of the number of arcs a weapon can cover, it is only allowed to fire once per turn and only at a single target in a single arc, *not* once in each arc.

A CALL TO ARMS STAR FLEET

Book One – Revision Two – Deluxe Edition



**Your Mission:
Go Boldly to the Stars
Discover New Worlds
Bring Your Crew Home Alive**

A Call to Arms: Star Fleet is a game of space combat in the *Star Fleet Universe*. Throughout humanity's space-age history the United Federation of Planets has explored the octant of space it is in, but has come under pressure from enemies who sometimes became friends. Other times, it was war! Now you can play out these confrontations on your tabletop with fleets from the Federation, Klingon Empire, Romulan Empire, or one of many other empires (including pirates!) found in the Alpha Octant.

From skirmishes with a few destroyers to clashes between large fleets, *A Call to Arms: Star Fleet* is what you need to make your own history and test your own skills. Choose from Federation, Klingon, Romulan, Kzinti, Gorn, Tholian, and Orion pirate ships. You can protect convoys of civilian shipping. Choose to fight one of the included scenarios or create your own. You can even run a campaign.

In this revised edition all of the rules have been reviewed, clarified as needed, and are in one location. All of the ships have had their stats reviewed. There has been extensive playtesting of this version. You will find that the ease of play has been retained so large battles can be handled quickly. The deluxe version includes expanded background information for the empires, a chapter on tactics, a chapter on painting ships and creating asteroids, and far more art. Each ship roster includes an image of the ship.

Go forth and wage war!

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