

A CALL TO ARMS STAR FLEET

Errata

This document contains official updates to A Call to Arms: Star Fleet and will be repeated in all reprints of the rulebook.
Revised 18/1/12

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Plasma-D Torpedo: If a ship has not used a loaded Plasma-D torpedo in a turn and is attacked by enemy drones, it may choose to forego any firing of the Plasma-D in that turn and instead gain the Anti-Drone trait with a score equal to the number of Plasma-D torpedoes it is dedicating to this duty. When finished, the Plasma-D torpedo will require reloading. If it runs out of ammunition while using the Anti-Drone trait, it may continue to use the Plasma-D torpedo during the battle but it will need reloading first.

Page 14

The Immobility, Lumbering and Slow traits should be in italics as they can never be lost for any reason.

Page 17

Romulans cannot use Plasma Carronades – sorry guys, but your plasma launchers just aren't built that way!

Page 19

Tractored ships may not use the Engage Cloaking Device! Special Action. Fast ships that are doing the tractoring may move 7", Slow ships may only move 3".

Also, the massive, freight-handling tractor beam emitters found on the standard civilian freighters, while powerful in their own right cannot be focused finely enough to overcome the strength of military-grade tractor beams. These vessels therefore can not initiate a tractor linkage against any non-Crippled warship, nor can the freighters utilise their Damage bonus when attempting to break a Tractor Beam holding them.

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A shuttle can carry one Marine unit or cargo unit.

Federation Ship Changes

Police Cutter: Add Labs 2.

Klingon Ship Changes

E4 Light Frigate: Add Labs 2.

F5 Frigate: Add Labs 2 and Tractor Beam 1. Increase Damage to 14/5.

D6 Heavy Cruiser: Change Transporters to 5.

D7 Battlecruiser: Change Phaser-2 fire arcs to A, P & A, S, and reduce to 2 AD. Add another Phaser-2 weapon system with fire arc T and 2 AD.

D7C Variant: Completely replace entry with; Replace Turret fire arc Phaser-2 with Phaser-1, change Marines 8, Anti-Drone 2, Transporters 7, add Command +1. +30 Points.

C7 Heavy Battlecruiser: Add Command +1.

C8 Dreadnought: The phaser-2 systems should have a Range of 12 and Kill Zone 4. Add Command +1.

Romulan Ship Changes

KF5R Destroyer: Remove Anti-Drone trait.

War Eagle: Add Armoured trait.

SparrowHawk: Change Damage to 22/8.

FireHawk: Change Damage to 32/11.

KRC Command Cruiser: Change Damage to 22/8.

Gorn Ship Changes

Light Cruiser: Change Transporters to 2.

Kzinti Ship Changes

Frigate: Change Disruptor Range to 15.

Light Cruiser: Add Labs 4 and Tractor Beam 2

War Destroyer: Change Turret arc Phaser-1 to Phaser-3.

Medium Cruiser: Change Damage to 22/8.

New Heavy Cruiser: Change Damage to 30/10.

Battlecruiser: Change Turret arc Phaser-3 to Phaser-1.

Heavy Battlecruiser: Add Command +1.

Dreadnought: Add Command +1.

Tholian Ship Changes

Patrol Corvette: Remove Probe 0.

Destroyer: Remove Probe 0.

Heavy Cruiser. Remove Probe 0, change Labs to 4.

Orion Ship Changes

Raider: Add a third Fore arc Weapon * with 1 AD.

Salvage Cruiser: On Drones, change Guided to Seeking. Change AD of both Weapon * to 1 AD.

Civilian Ship Changes

Small Freighter: Change Damage to 12/4.

Large Freighter: Change Damage to 18/6.

Free Trader/Prime Trader: Change Damage to 6/2.

APT/Armed Cutter: Change Damage to 4/2.

Heavy Freighter: Change Damage to 42/14.

Mobile Base: Change Damage to 46/16. Add Scout trait.

Battle Station: Change Damage to 80/27. Add Scout trait. Change Drones to variable*, Add Plasma Torpedo-D to Romulan and Gorn choices, and Drone to Tholian choices.



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