

A CALL TO ARMS STAR FLEET

FAQ

This document contains explanations to frequently asked questions on A Call to Arms: Star Fleet. Revised 18/1/12

Movement Phase

Is the movement example on the 3rd panel of page 6 correct?

The text is correct, the diagram has the wrong distance moved listed.

Attack Phase

On page 7 it states 'Each weapon system may only fire at one target at a time - you may not split Attack Dice up between different targets.' However, on page 18 it states 'If a weapon other than a plasma torpedo has more than one Attack Die, a player may choose to split his fire, allocating different Attack Dice to different targets that are within range and fire arc.' Which of these statements is correct?

They both are – page 7 is within the 'basic' rules and applies until you start using the advanced rules on page 18 in your games.

On page 8 the example given with a Federation Heavy Cruiser it says the Federation Heavy Cruiser gains a Critical Score of 1 on the Impulse drive, causing an extra point of damage. However, when you look at the table for the Impulse Drive, under Critical Score 1 it shows extra damage of 0. Which is correct?

The table is correct.

If I go from a Critical Score of, say, 3 to 4 on the Impulse Drive, do I take an extra 3 points of damage or an extra 6 points (counting back the damage from all the Critical Scores below)?

You only take this damage once (unless you repair the location, in which case you can suffer all over again!), so you just take 3 points.

If I get a -5 Shields result from a critical hit, do I deduct that from my current or starting (maximum) Shields?

From your starting Shields score – if this reduces the starting score below your current score (and you haven't boosted your shields this turn), then reduce your current Shields to the new maximum.

On the weapons table it says smaller ships sometimes have the range of their Disruptors limited. How do we know which ships are smaller?

Ships with reduced range Disruptors will have a lower range marked on their fleet list entry.

Advanced Rules

Does Initiative work differently in multiplayer games, with winners deciding who will move first?

No, the example is incorrect – play in normal initiative order as rolled.

I assume from the text that Plasma Bolts do not need to be reloaded? Do they bleed energy?

They have the same traits as a normal plasma torpedo so no, they need to be reloaded and yes, they suffer from Energy Bleed.

Can Plasma Carronades be fired every turn? The text says yes, but the weapon has the Reload trait?

Yes, they can fire every turn, being a special case. They have the Reload trait to force a Reload Weapons! Special Action when you then want to use the launcher to fire a normal torpedo.

If I have tractor another ship and then move, does the tractor ship come with me, moving the same distance?

Of course!

Shuttlecraft

I assume explosions from suicide shuttles (unlike those from Seeking weapons) can leak through shields?

You have to roll to hit, so yes.

These rules say a ship may launch or recover one shuttle per turn. But doesn't the Quick Launch trait make an exception of this?

Yes, traits are exceptions to the core rules.

Stellar Debris

A ship fired on by a ship inside a dust cloud which already has Stealth would gain a +2 bonus rather than a revised Stealth 5+ trait?

Of course.

Do moons actually move during the game around their parent planet and if so at what speed?

No, they do not move during a game – a typical space battle lasts just a few minutes, not enough time for any noticeable orbit to have taken place.

Fleet Lists

Can we call Police Cutter the Callahan?

Of course!

Shouldn't the Texas-class Light Cruiser have the Armoured trait?

It should not, no. It is already plenty durable, and it is assumed that the armour it carries is part of its Damage score.

If someone shoots at my Klingon ships and they are lying right on the border between my Fore and Port arcs, do I get the benefit of my Reinforced Shields?

In this case, the person getting fired upon chooses which arc in comes in on, so yes!

Can I buy ships and bases from the Civilian Shipping list for my own fleet?

No, Civilian Shipping is present for special scenarios and the experimentation of players.

Do bases simply ignore 'Impulse Drive' criticals?

They do indeed.



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