

A CALL TO ARMS  
**STAR FLEET**



**Book Two**



# A CALL TO ARMS: STAR FLEET

## Book Two

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### 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 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, die-rolling, and player interaction. *Federation Commander* moved to a simpler system wherein everyone knew what every seeking weapon was targeted on, shortening the time to play but eliminating a level of tactical surprise.)

Every level of detail yields its own kind of fun.

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## This is Book 2 Revision 2B

This is Revision 2B of the *ACTASF Book Two*. It was posted to the PDF stores in late February 2021 and is the final print edition. It is now complete but no one claims it is perfect. For shorthand purposes, call it *ACTASF2.2B* if you want.

We gave you Revision 1 of *ACTASF Book Two* before it was completely proofread, and that version was missing a few items in the miniatures section. These problems have now been addressed. Hours were spent marking and then making hundreds of trivial (and a few significant) corrections to the text. A longer example was included and more data was added on painting miniatures, building planets, and constructing web markers.

A dozen minor items (and one big one, the Gorn destroyer-scout was missing the scout trait) were corrected in *ACTASF2.2* resulting in *ACTASF2.2A*. These include minor revisions to this page a few other pages (6, 10, 16, 17, 19, 65, 67, 89, 95, 116, 168, 171, and 178).

Further revisions and corrections brought us to 2.2B and that was the copy that went to print.

# 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 spacefaring 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 even one of the many minor powers (The Pirates of Orion, Tholian Holdfast, or Seltorian Tribunal, among others) that range across the galaxy, you can become not just a starship captain, but a fleet commander!

From skirmishes involving small squadrons of frigates or destroyers to large, 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!

## Book Two

The book you currently hold in your hands is only the first of many planned expansions to the *A Call to Arms: Star Fleet* system. While it does include some of the material originally presented in *ACTASF Book 1.2*, **THIS IS NOT A COMPLETE GAME SYSTEM**. You must have *ACTASF Book 1.2* in order to play the game and to gain full use of this expansion.

*A Call to Arms* is the general game system.

*A Call to Arms: Star Fleet* is the specific version of this game system designed for the *Star Fleet Universe*.

*A Call to Arms: Star Fleet 1.2* is the second edition of the rules, and is substantially different from the original hardcover book. The hardcover book should not be used due to numerous errors and flaws.

*A Call to Arms: Star Fleet Book 2* (sometimes *Book Two*) is this specific book, the second volume of the revised game system, designed to complete the Tholians and Orion Pirates and add the Seltorian Tribunal to the game and preview the WYN Cluster. Version 1.0 was the playtest draft. Version 1.1 is the first PDF and updates will be Version 1.1A and so on. Version 1.2 will be the final printed book, released as a free update to PDF buyers.

*A Call to Arms: Star Fleet Book 1.2* is the revised book developed by Tony L. Thomas to perfect the game system as originally presented. It added better seeking weapons rules and made many revisions to improve the game.

## The Rules

*ACTASF Book 2* uses the rules from *ACTASF Book 1.2* with a few specific additions:

- Rules have been added for the optional weapons used by the Orions and WYNs.
- New weapons have been added for the Seltorians.
- New terrain is provided for the WYNs.
- Webs (terrain and weapons) were added for the Tholians.

## What You Will Need

In addition to *Book 1.2* and *Book 2*, 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](http://www.StarFleetGames.com) and on our store on Shapeways. These are in two scales, 1/3788 (*Starline 2400*) and 1/3125 (*Starline 2500*). Some units are unscaled (Omni-Scale). We will launch the new 1/7000 scale ships in November. New 1/2500 scale ships may be too big for fleet battles.

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. (You could use smaller 1/7000 scale starship miniatures; then one inch equals one centimeter.)

## 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 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.

These rules and the firing arcs are identical to those established in *ACTASF Book 1.2* and need not be repeated here. The nine firing arcs are summarized as follows:

- Forward (F):** A 90° arc centered on the ship's centerline.
- Forward Half (FH):** A 180° arc covering forward.
- 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.
- Turret (T):** A 360° arc completely surrounding the ship.

# Ships in A Call to Arms: Star Fleet Book 2

No doubt you have already browsed through the last section of the book and have seen some of the ships available in *A Call to Arms: Star Fleet*. Every ship in the game is defined by its roster sheet, although you will also find plenty of information in the Fleet Lists chapter (covering its general statistics, history, and the tactics involved in its use).

A ship's roster looks like this: the example shown here is a *Akkrev-class heavy cruiser*, one of the most powerful ships in the Tholian Fleet.

**Class:** This is the actual type (or class) of the ship. Generally speaking, ship classes are named for the first ship of that class to be built, hence the Neo-Tholian heavy cruisers are named for heroes.

**Point Value:** All ships are assigned a point value, reflecting their power in combat. This is used in building fleets and scoring victory.

**Abbreviation:** Each class is assigned a naval abbreviation code. CA means "cruiser, armored" and dates back to 1890, but now means "heavy cruiser."

**Ship Names:** What the ship is named is up to you, but it has been noted in our playtesting that ships with names always seem to last longer! We provide a historical list but feel free to make up your own ship names.

**Turn:** As described in the Movement Phase chapter of this book, this reflects how quickly a ship can turn or change its direction.

**Shields:** Ships of the *Star Fleet Universe* have shields that allow them to withstand withering attacks.

**Damage:** The first figure shows how many points of damage a ship can withstand before being destroyed. The second figure marks the damage level at which the ship becomes Crippled. In the example below, the heavy cruiser can withstand 30 points of damage before being destroyed. Once it has taken 20 points of damage (leaving it with only 10 points of damage remaining) it becomes Crippled.

**Marines:** Whether a few security personnel or a company of dedicated Marines, most ships have a complement of troops on board which provide the ability to conduct hit-and-run raids, conduct boarding actions, or provide defense against such raids. These are called "Troops" in other ACTA games.

**Craft:** Most ships in the *Star Fleet Universe* carry smaller craft on board (usually administrative shuttlecraft), although carriers (to be introduced in a future book) will also carry dedicated fighters.

**Traits:** Ships in the *Star Fleet Universe* have special rules (Traits) that allow them to perform actions impossible for other ships. The heavy cruiser below, for example, has Labs 4, Tractor Beam 2, and Transporter 3. Traits are detailed on page 17.

**Weapons:** Ships in the *Star Fleet Universe* are armed with various weapon systems, and those ships intended for battle will often have multiple weapon systems installed. Every weapon is defined by its Range, which Fire Arc it can fire into, and the number of Attack Dice it uses. Some of these weapon systems also have Special Traits which further influence their effect in the game. Special Weapons Traits are detailed on page 18.

### Starline Stock Numbers

At the end of each ship listing (before the weapons) are the corresponding stock numbers for Starline 2400 and 2500 miniatures on ADB's web store. There are also notes the ships on Shapeways, which doesn't use stock numbers.

## Akkrev-class Heavy Cruiser

170 points (CA)

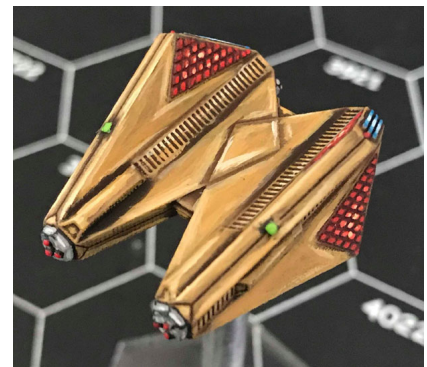
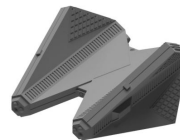
This ship was built by the Tholians after they entered the Milky Way galaxy. Due to their limited production facilities, the Tholians assembled these ships using two patrol corvette hulls joined together by a small connecting super-structure. For many years, these somewhat rare ships were the largest and most powerful ships in the Tholian Fleet.

Ships of the Class: *Adarak, Aggrev, Akkrev, Antrex, Arrakk, Attrex, Averakk, Atarokr.*

Turn: 2  
 Damage: 30 / 10  
 Craft: 4 shuttles

Shields: 30  
 Marines: 10  
 Traits: Labs 4, Probe 1,  
 Tractor Beam 2, Transporter 3

Starline 2400: 0706-1  
 Starline 2500: Never.  
 Shapeways: 3125 Scale Tholian Heavy Cruiser;  
 3788 Scale Tholian Heavy Cruiser



Weapon	Range	Arc	AD	Special
Phaser-1	18	F, P	3	Accurate +2, Kill Zone 8, Precise
Phaser-1	18	F, S	3	Accurate +2, Kill Zone 8, Precise
Phaser-3	6	A, P	2	Accurate +1, Kill Zone 2, Precise
Phaser-3	6	A, S	2	Accurate +1, Kill Zone 2, Precise
Disruptor	24	F	2	Accurate +1, Heavy, Kill Zone 16, Point-Blank 4
Disruptor	24	F, P	1	Accurate +1, Heavy, Kill Zone 16, Point-Blank 4
Disruptor	24	F, S	1	Accurate +1, Heavy, Kill Zone 16, Point-Blank 4
Web		P		
Web		S		

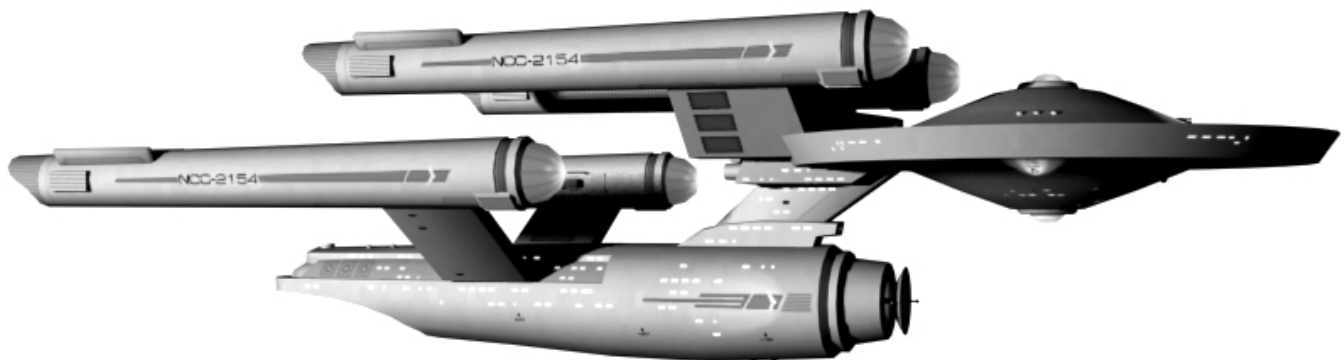
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This is the place for those who want to keep up with current events without the intense atmosphere (and flood of information) found on the BBS. If you are very busy on a given day, checking our page on Facebook would tell you quickly if something important has been announced. The page also has its own art galleries, including many pictures of miniatures submitted by our fans.

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