



# A CALL TO ARMS: STAR FLEET

## Reinforcements One

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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

Sometimes great forces collide and produce chaos, but other times they join to create a dynamic new opportunity. Such is the case in this product.

Force One: *A Call to Arms* is ultimately a game of ships. Battle strategy is defined by purchase strategy. Within a fixed number of points, can you build a force that will have a decisive (or even a marginal) advantage over the enemy? The more ships you have in a given range of point costs, the more options you have. For example, if you are building a force and have 140 points left, you often have only one or two choices in the 130-140 range. If you have several ships around 130-150 points, then you have some choices, not just one (often bad) choice. Instead of getting the only ship in the price range or leaving points on the table by taking a smaller ship, you can pick from several options and even consider wider choices. If you have 140 points left and a really useful ship is 150, you can go look at the 320-point dreadnought you bought as a flagship and see if the 310-point alternative would work. There is no perfect force (not unless you know in advance just what your enemy is buying) but more choices in a price range, or some ships with special weapons and alternative capabilities, keep your fleet unpredictable.

Force Two: *A Call to Arms Star Fleet* is a game of the *Star Fleet Universe*, which means it can draw on a vast array of ships, empires, scenarios, and special weapons. The *SFU* knowledgebase includes literally thousands of ships and dozens of empires, all of which want to find a way into each new game system.

Forces Combined: Thus, at the very moment that *A Call to Arms Star Fleet* wants new ships, thousands of ships from the *Star Fleet Universe* are begging: "Put me in the game, Coach!"

And that is just what we did with *A Call to Arms Star Fleet — Reinforcements One*. We bring you a hundred new ships and a few new weapons, and one big whopper of a bag of special "Advanced Technology X-ship" capabilities to make building a force easier and

to make that force more interesting and more capable. We even brought you a couple of new empires just to make sure you never run out of entirely new things to do.

Every extra ship yields its own kind of fun.

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### This is Revision 1

Revision 1 of *ACTASF Reinforcements One* was posted to the PDF stores in Jan 2023, but was immediately withdrawn after players noticed three small errors that were not related to the game rules. These errors have been corrected and the PDF was reposted in February 2023.

Revision 0 of *ACTASF Reinforcements One* was posted to the PDF stores in May 2021 and is also known as "the Early Bird" edition. It is complete (except for art) but no one claims it is perfect. For shorthand purposes, call it *ACTASFR1.0* if you want.

# INTRODUCTION

## Welcome, Admiral!

*A Call to Arms: Star Fleet* is a game of space combat set in the *Star Fleet Universe*, and it just got bigger, better, and more interesting with the addition of a hundred new ships, two new empires, and the special X-technology systems that were a revolutionary leap forward in capabilities.

In this book, we provide you with more options for ships of similar prices so you can find just exactly the right ship to get the best use out of those last few points. You also get a new enemy, maybe a new ally, and some surprises for your opponents who didn't buy this book.

## Reinforcements One

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

The *Star Fleet Universe* is a vibrant, ever-expanding place filled with starships and empires undreamt of. In the few months since the release of *ACTASF Book 2*, the miniatures line itself has expanded dramatically. There are currently more than 2,500 miniatures available from Shapeways:

<https://www.shapeways.com/shops/amarillo-design-bureau-inc>

This book contains ship rosters for 100 of those new ships. It also includes rules for an entirely new class of units: X-Ships. These are the ultimate expression of an empire's firepower. Using advanced technologies (miniaturization, enhanced sensors, new materials, etc.), the various empires of the *SFU* were able to stuff the firepower of a dreadnought into a ship the size of a cruiser.

This book also introduces two new empires to the *ACTASF* system. The Frax are a simulator empire designed by the Klingons to provide an opponent for their officers going through their version of Star Fleet Academy. The Juggernaut Empire is an unknown enemy from a faraway galaxy that periodically sends ships marauding across the Alpha Octant. These empires can be found on pages 93 and 105 of this book.

## What You Will Need

In addition to the *ACTASF 1.2* rulebook, 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 a fleet of miniature starships.
- A copy of the *ACTASF 1.2* rulebook. While not absolutely necessary, *ACTASF Book 2* provides more units to utilize in your battles.
- 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).
- 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 our store on Shapeways. These are in two primary scales: 1/3788 (*Starline 2400*) and 1/3125 (*Starline 2500*). Some units are unscaled (Omni-Scale). We released the new 1/7000 scale ships in November 2020. 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 could convert to 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 fully 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:

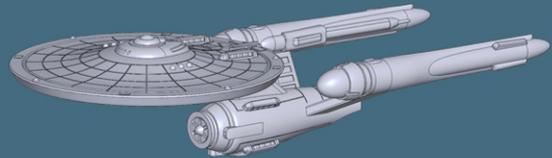
- Forward (F):** A 90° arc centered on the ship's centerline.
- Forward Half (FH):** A 180° arc covering forward.
- Aft (A):** A 90° arc centered on the ship's aft centerline.
- Aft Half (AH):** A 180° arc covering the rear half of the ship.
- Port (P):** A 90° arc centered on the ship's left side.
- 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.

# X-SHIPS, SCOUTS, & NEW ENEMIES

Over 100 more ships, six new scenarios, and two new empires for the fast-paced starship combat game of the *STAR FLEET UNIVERSE*.

The new ships include advanced technology X-ships, scouts, war dreadnoughts, and lots more!

★ The Federation gets the *Vincennes*-class X-Command Cruiser and ten more ships!

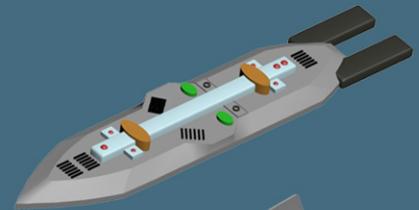


★ The Klingons get the B10T Battleship and a dozen more ships!



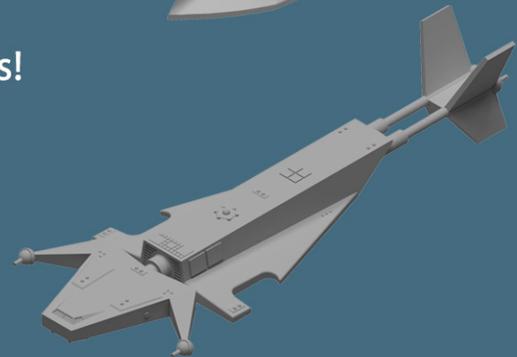
★ The Romulans get the DemonHawk modular dreadnought and a dozen more ships!

★ Every empire in *A CALL TO ARMS: STAR FLEET* gets 5-12 more ships, and there is a new monster, the Space Tarantula.



★ The Frax arrive with more than a dozen ships!

★ The Juggernaut Empire arrives with six new ships!



This product adds new gameplay situations, background material, ships, empires, monsters, and rules for the *A CALL TO ARMS: STAR FLEET* game system. You must have *ACTASF: Book One* to use this material.



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