



NARRATIVE RULES

Narrative rules additions for Fuel to Burn

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THE OPPOSING SIDES

There are two main forces at play in *Fuel to Burn* - the *reds* and the *blues*. The timeline of the *Fuel to Burn* parallel universe with its near-cataclysmic "ashen winters" (the fallout from a series of major volcanic eruptions in the mid 18th century), resulted in a much earlier split between what would become capitalist colonialism fueled by nationalism on one side (the blues) and the systems engineering-based data-driven communist on the other (the reds). With the world split in two and constantly teetering on the edge of conflict, science took a slightly different route compared to ours. The heavy focus on energy and food production following the great famines of the past led to a more advanced understanding of material sciences but comparatively slower progress in the field of electronics. The resulting brute-force approach to space travel and engineering is the reason *Fuel to Burn* can be described as an "early Cold War submarine movie transported to space in the 1970s".

Read more about the world of *Fuel to Burn* in the **Archives!**

THE RULES

These additional rules are entirely optional. You may choose to use only a few of them, as long as you and your opponent feel they are in balance.

NSA "CAPO" FORCES - BLUE SIDE

The militaristic, freedom loving oppressors of the *North Star Alliance (NSA)* are often referred to as the "blue" side due to the aristocratic families that still exist but more often than not they are called "capos".



Militaristic rule

The aggressive combat style of the captains and crews of the capos often drive them to seek out combat even when it is less advisable. The lure of glory and dreams of loot drive them to a frenzy!

For each 25 points in a game, the blue side receives 1 free Extra in the form of Tracking probes at no Points cost. No additional Extras of this type can be bought using Points.

For freedom

Sacrificing for the cause, either by their own volition or by force, is a deeply ingrained cultural phenomenon in capo states. This can be of great benefit in an emergency. The key to doing it right though, is that the ones doing the sacrificing are the replaceable ones.

Once per game, regardless of game size, a Destroyed result from an Attack can be ignored. Previous Damage remains but other effects of the Hit will count (for instance, if a Shield was removed, it will remain removed).

Capital ships

Building large and pompous constructs can have its advantages. Not all ships are designed to be Capital ships but those that do will sacrifice something else for the strategic benefit of having a high Heat capacity.

When blue Cruisers and Battleships are first deployed, the player may decide to designate any (or none) of them as Capital-class ships. Capital ships will reach Meltdown at 1 Heat higher than usual - at 6 Heat instead of 5. However, each ship must choose to remove either 1 Fuel or 1 Ordnance, reducing the carrying capacity of the ship permanently.

INTERCOM "COMMIE" FORCES - RED SIDE

The interconnected system-based societies of the *Intercom*, are usually called "reds". The colour is a tradition going back to the flags used to signal settlement groups in the wastelands. Since the 1910's, capo culture has shifted to a fear-fueled rethoric and regularly use the word "commie" instead - taken from the word "comrade" - as a derogatory term instilled with terror.



Advanced space engineering

After Intercom cosmonauts took the first step into space, the red side has had an advantage in space-side production, automation and maintenance. In red combat ships, this comes into play as faster and more reliable Repairs.

For each 25 points in a game, the Reds receive 1 free Extra in the form of an Engineering Bay at no Points cost. No additional Extras of this type can be bought using Points.

Dynamic leadership structure

The ability of most cosmonauts to operate at several levels of the command chain over time gives them an edge in ship-to-ship combat that they sorely need. At the last moment, a ruse will be exposed, leaving capos to realise that it's a trap!

Once per game, regardless of game size, the red side may decide to draw another Combat card in a Combat Resolution after the reveal. The player must decide to use this ability directly after the cards have been revealed, before any effects are applied such as a Shield being removed or Damage applied. The red player may not choose which card to play though. It must be drawn randomly from the remaining cards (remove the card originally used the and Evasive actions card if not already removed).

XR-71 Torpedoes

Higher acceleration means more tactical choices. The XR-71 torpedo system was designed for this purpose and not much else - get there faster. But equipping the XR-71 means that hostile torpedoes can't be intercepted. Let's hope the countermeasure system works!

If the red player chooses to use them, all red Destroyers come equipped with the newly deployed high-acceleration XR-71 torpedoes. These have an initial acceleration of 8 LU instead of the usual 6 LU. The downside is that these torpedoes lack the ability to actively target enemy torpedoes. The attack range remains unchanged, as does the range for automatic attack.

MULTIPLAYER GAMES

Communication within systems

When playing games with multiple players on each side, the blue-side players may not strategise among themselves except for a 2-minute conference every 4 Turns. They are from different alliances after all.

The red-side players may have a conference for each Turn but only for 15 seconds and they may not convene during the blue-side conference.

Communication between systems

Communication between star systems is strictly forbidden in a large game. To send messages to another system, a player must take at least 1 ship and tunnel to that system. Once there, they must also respect the local communication rules in order to speak with the players in that system.