



Q: If a ship coasts, which Velocity will it have?

A: Space has no friction so a ship, like a puck on ice, will continue on the same course with the same speed as in the previous turn.

Q: Why are ships destroyed for orbiting a star?

A: This is the same as not having enough escape velocity. A ship trying to orbit a star within the influence range will crash into the star.

Q: How is a ship marked as Tracked?

A: A diamond shape around the vector end point. It is never placed anywhere else.

Q: Is it bad for a ship to be Tracked?

A: Depends. The biggest disadvantage is that your opponent may be in a position to choose when you must activate a specific tracked ship. This could affect your ability to reach a particular position in time or get away from a pursuing torpedo.

Q: Ships starts with Fuel, Shields and Torpedoes but when do they get the other system symbols?

A: The other systems - Core, Drive and Weapons - are only added to note that this was the system that was damaged in combat. Only 1 of them can be damaged at a time. It should not be included from the start unless a scenario gives you damaged ship to command.

Q: What happens when the ship is Refitted?

A: This is the only way you can regain any system. New outlines are added for the refit you choose (shield, fuel or torpedo). If you choose to refit a damaged system, it is crossed over twice (it is only crossed over once when repaired), so the ship gains "an extra life", being able to take a new damage (and a new damage symbol).

Q: If my Weapon system is damaged, can I still fight in combat with other ships?

A: Yes, you still fight as you would normally but you will not have any effect on your opponent even if you hit them.

Q: Does system damage affect the firing of torpedoes?

A: No, you can still launch torpedoes.

Q: Does system damage affect firing countermeasures?

A: Yes. A damaged Core prevents evasive actions to reduce any heat. A damaged Weapon system makes the success effect the same as the partial success effect. A damaged Drive completely prevents the use of the evasive action.

Q: Torpedoes seem very dangerous, are they?

A: Yes. They have the potential to bypass the shield and deal damage to a system. If you have multiple incoming torpedoes, consider evasive actions for the first so that you don't get caught without a shield when the next one hits. Having launched torpedoes ahead of your ships as anti-torpedo ordnance or even sacrificing a ship (by provoking an automatic attack) are tactics you will need to consider.

Q: How do I use Targeting probes?

A: Before declaring an attack with your ship, tell your opponent that you have launched targeting probes. Note that if you decline to do an attack and your opponent wants to shoot cover fire, you cannot change your mind and go back and use the probes - it's too late. Remember that the probes allow you to attack 2 different potential targets, never the same target twice.

Q: Can my ship attack the same ship that attacked it (in the same turn), when activated?

A: Absolutely, if that ship comes within range along the vector. If the opposing ship fired from its vector end point, you may want to select an attack point a bit along the vector, just so that the telemetry is readable as a new attack.

Q: For Tunneling, where do I put the Vector end point when entering and Vector start point when exiting the star?

A: For entering - place the VEP so that the vector passes through a 1 LU radius of the star.

When exiting, place the start point in the center of the star and the vector itself must pass through the mark.

Q: Can the battleship ability to remove a shield and also damage a system be countered with the heat option when it has won with defensive fire?

A: Yes, because that rule negates the hit itself, not the result of the hit. So if the hit is exchanged for heat, the ability doesn't come into play.

Q: If a ship deflects and enters a radiation zone, does it count as having passed through it?

A: Yes, because the vector now passes through the zone.

Q: What if a ship passes over overlapping gravitational influences so that two PoDs overlap?

A: [PoD = Point of Deflection, the point on the vector where the gravity well is closest, which is on a perpendicular line].

This situation is an extreme fringe case, but should it occur, the ship in question may choose which PoD to use (i.e. which influence to use for the deflection).

Q: Should a "hit ring" be placed at the point of attack or at the vector end point if an attacking ship receives a hit?

A: At the point of attack. And if the attacking ship is destroyed, the destruction is noted at this point as well. For this reason, don't draw the entire vector line when you attack. It will be clearer for all players what's going on if the vector is drawn in steps.

Q: Why is the game called "Fuel to Burn"?

A: It's actually from a line in the song "Reach The Sky" by The Poodles. At some point, one of our space game projects had it as a working title; since it focused so heavily on fuel management. That focus is somewhat toned down now but it is still a fitting title.



Q: Should we use a chess clock?

A: Why not! Use it for the Ship activation phase of the Turn sequence. More stress is a good thing in this game and it promotes faster play.

Q: Should we speed up Combat card selection?

A: Yes, if all players agree. Once one player has put their selected card on the table or hold it out and declares "done", the opponent should present their card within 5 seconds. Help them choose wisely by counting down! There's no repercussion for failing to meet the time limit (unless you decide to have one) but it should encourage quicker decisions.

Q: When does a blockade start and end?

A: Start counting from, and including(!), the turn the ship arrives at the planet or station. Simply note the current turn next to the vector that the ship travels. For example, if arriving on turn 5 and the ship maintains the blockade on turn 8, it has completed 4 turns (days) of blockade (5-6-7-8). If the ship uses its activation to leave then that turn is not counted. So leaving on the 8th turn would mean that it spent 3 days in blockade (5-6-7).

Q: How many ships should a player control?

A: That is up to the skill of the player and the size of the game, of course, but in general - 3 is a good number to aim for. If it is a multiplayer game you can speed things up further by dividing the map up in zones if they are far apart. There's no need for players on opposite sides of a system to wait for the other to complete their turn (unless they are especially cunning commanders).

Q: Does orders work as usual whilst docked?

A: Yes, but remember that docked, orbiting or blockading ships count as tracked (this status is automatically removed when the ship leaves unless it is overheated). The possible orders are: Coast (idle), Repairs and Special orders.

Q: If a docked ship is damaged, can it get a refit?

A: It can stay docked but have to repair the damage before the refit can be ordered.

Q: When the Battleship wins with a Broadside, can it chose both Damage and Heat?

A: The battleship has an ability to destroy a shield as well as do damage when it wins in combat. But if there's no shield, the hit will only result in damage. The Broadside attack gives the winning player a choice of replacing a hit with enforced heat. The battleship player can replace the entire hit with a level of heat but not split up the effects of the hit - so no, it can't.

Q: Should a successful countermeasure be noted?

A: For clarity - yes. Cross out the torpedo arc at a suitable point using the ships colour.

Q: What's the Telemetry symbol for Evasive actions?

A: That's solved by not marking either ship with a hit ring after resolving combat. The only option left is that one of the ships used evasive actions and there was no effect.

Q: Can ships Bleed off heat within 2 LU of a Planet?

A: Yes, as well as within 2 LU of a station. The limitation on using fuel within that "safety distance" is for blowing the nukes for acceleration. A heat bleed only uses the ablative support systems of a fuel package. However, it's still causes a violent high energy reaction so it can't be done in orbit or whilst docked.

Q: When there are several planets in a system - which should be selected as "home planet"?

A: For the 3 standard missions in the rules or for simpler scenarios, a single home planet should be selected or drawn (use one Combat card deck and draw one card each, the number on the card equals the planet in order from the star and outwards). The others should be considered neutral. For multiplayer games though, divide all the cards and claim the planets that match a number.

Q: Why don't torpedoes attack automatically within range 6 LU instead of only 3 LU?

A: There's a communication delay so the torpedo enters "mine" mode with a passive protocol. This means it has a shorter attack range. A clever commander will be using this to their advantage - both to avoid torpedoes as well as using them to set traps.

Q: If multiple torpedoes attack automatically and there are torpedoes left after the ship has been destroyed, what happens to those torpedoes?

A: The attacks are resolved in the order the controlling player decides. That means the blue player will decide the order for blue torpedoes and vice versa. So, a torpedo is activated, attacks and the result is resolved before choosing the next torpedo. If the ship is destroyed there won't be any more automatic attacks and the remaining torpedoes will remain in play.