



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: 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: 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.