

Full Thrust™ LITE

Rules and miniatures for **Full Thrust™**, the award-winning starship combat game, are available from Ground Zero Games at www.gzg.com. The complete rules add vector movement, optional background, alien races, and a custom design process so you can create custom ships with your choice of drives, fighters, missiles, direct fire weapons, defenses, sensors, and more!

Setting Up

You need several dice, a measuring tape, ship miniatures or markers, and a flat area to play. Measurements are given in inches; if playing space is limited, try using centimeters.

Ships may move on one of twelve courses, which are defined by a “clock face” method. Before beginning play, designate one direction as facing 12 o'clock.

Ship Systems Display

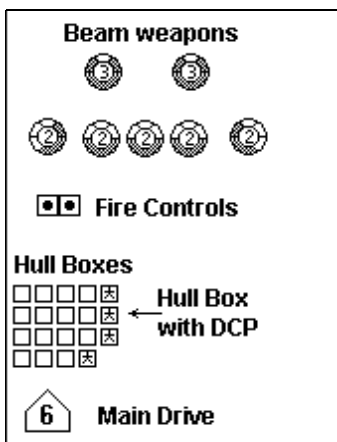
Fire Control: allows a ship to target an enemy.

Beam Weapons: have a Covered Arc and Attack Strength. The Attack Strength is the number of dice that weapon rolls against one target up to 12 inches away. Subtract one die for each additional 12 inches range. *Example: a Beam-2 rolls 2d6 at a target 12” away; 1d6 at a target 13” away; and cannot attack a target 25” away.*

The Covered Arc is shown by the white outer ring on the weapon symbol. A weapon cannot attack a target outside the weapon’s covered arc.

Main Drive: produces thrust points, which are used to change speed and direction.

Hull Boxes: represent a ship’s damage capacity. A star in a hull box denotes a Damage Control Party (DCP).



Turn Sequence

1. All players secretly write orders for the ships they control
2. All players move their ships according to written orders.
3. Players roll for initiative. The winner picks one ship and completes its attacks. Damage effects take place immediately.
4. The opposing player selects a ship and completes all its attacks. Players alternate until all ships have fired.
5. Ships with surviving DCP may attempt to repair damaged systems.

Movement

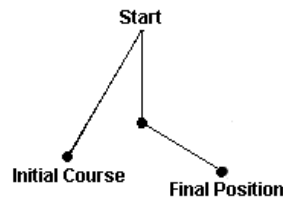
Ships must always face in the direction of travel. Each thrust point can be used to accelerate or decelerate by 1” per turn, with a minimum speed 0 (ships may not travel backwards) and no maximum. Unused thrust may not be carried over to the next turn; however, accumulated velocity does carry over.

Up to half a ship’s thrust points can be used to change direction by 1 clock facing per thrust; thrust used to change direction cannot be used to accelerate. Half the turn

(rounded down) is applied at the beginning of the ship’s move, and half (rounded up) is applied at the midpoint.

Example: a thrust 6 ship traveling at speed 10 in direction 7 has orders to turn left 3 points and accelerate by 2 inches (leaving 1 thrust point unused). Its speed this turn will be the 10” it started with, plus 2” acceleration = 12”.

To carry out its orders, it turns left one point (half its course change, rounded down); travels six inches (half its movement); turns left another two points; and moves six inches to complete its movement. It ends traveling at speed 12 in direction 4.



Combat

A ship may fire on as many targets as it has functioning Fire Controls, and must allocate all attacks before resolving any. Each weapon may only fire on one target per turn. A ship may not fire at targets in its Aft arc if it used any thrust this turn.

Beam die rolls of 6 destroys 2 hull boxes and allows an additional die roll; 4-5 destroy 1 hull box; 1-3 have no effect. *Example: a Beam-3 at 9” rolls 3d6, scoring 1, 3, 6, for 2 points plus an extra die. The extra die also rolls a 6, for 2 points and another roll. This roll is a 5, for 1 more damage. Total: 5 damage.*

Effects of Damage

Hull boxes are checked off from left to right, starting with the top row. When a complete row is destroyed, the ship suffers a threshold check. If multiple rows are destroyed in a single attack, check for each row. When the last row is destroyed, so is the ship.

For a threshold check, roll 1d6 for each system (fire control, weapon, and drive), with a “disabled” result on a 6 for the first row check, 5-6 for the second, and 4-6 for the third. A disabled fire control or weapon must be repaired before it can be used again. A disabled main drive still produces half thrust; a second failure will reduce it to zero.

Repairs

Each Damage Control Party may attempt to repair one system per turn. Up to three DCPs may attempt to repair the same system, but all attempts must be designated before rolling. Roll 1d6 and add one to the die for each extra DCP. The attempt succeeds on a modified score of 6 or above.

Example: a ship assigns 2 DCPs to a damaged Main Drive and 1 DCP to a damaged weapon. The Main Drive repair roll is a 3—no effect. The beam repair roll is a 6—it is repaired. Next turn, the ship assigns all three DCPs to the Main Drive. The repair attempt rolls a 4—the Drive is repaired.

Full Thrust has been the winner of the Society of Fantasy and Science Fiction Wargamers Award for “Best SF Miniatures Rules” every year since its inception! Full Thrust™ is distributed in Australia by Eureka Miniatures (www.eurekamin.com.au), elsewhere direct from Ground Zero Games (www.gzg.com). All rules and text copyright ©2002 J.M. Tuffley and Ground Zero Games. All rights reserved. This publication may be reproduced and distributed, subject to the conditions that it must be distributed without charge, that it must not be incorporated into any other product, and that it not be altered in any way.