

Full Thrust: Project Continuum



Cool house rules:

UPDATED 13 MARCH 2019

The following is a list of house rules players have sent us or posted on the Facebook and Yahoo.com forums.

Heavy Missiles

Some players have mentioned that heavy missiles in large numbers are more destructive than even large numbers of fighters. To balance this, players may limit the launch capability of ships carrying Heavy Missiles. Ships may only launch and control a number of missiles, per turn, equal to the number of Fire Control systems the ship has. For example a Battleship is carrying 10 Heavy Missiles and has four Fire Controls. It may launch 4 missiles per turn.

Fighters:

No more than 2 squadrons per size class of the target ship may attack. Any extra fighters beyond that may not attack due to mutual interference.

EMP Fighters:

EMP fighters were something we wanted in the final rule book but we never had time to fully play test them. With the Release of Rogue One tho we decided they definitely should be added. After all, how else can a squadron of Y-Wings drop Ion Torpedoes on a Star Destroyer!? Players are cautioned however- these rules have not been properly play tested so use with care and let us know how it goes!

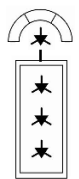
EMP fighters replace the normal beam or cannon armament of a standard fighter with an electromagnetic pulse projector. These EMP pulses can be used to burn out critical ship systems on enemy ships in a manner identical to ship mounted EMP weapons. The EMP pulses will also cause catastrophic damage to the smaller and less well shielded electronics on ordnance, fighters, mines and gunboats.

A full strength EMP fighter squadron delivers 6 BD (with re-roll on a 6) of EMP hits to a target ship, or 6 BD (with re-roll on a 6) of hits against other fighters or ordnance. It costs one endurance to fire the EMP weapons.

EMP fighters cost 3 points each, 18 per wing.

Cloaking systems (any type):

No cloaking the turn after spinal weapon fire. No cloaking the turn after de-cloaking.



Mine Launchers:

Some games (such as Firestorm Armada) and sci-fi shows use weapon systems that are able to launch mines much like ship launched missiles. These systems launch mines using the rules for Salvo Missiles except a mine is placed instead of a missile marker. The marker then follows all the rules for mines. The mine will become active in the Missile Launch Phase the turn AFTER it is launched.

The Mine Launcher is fed from a magazine the same way Salvo launchers are fed. Once the magazine is empty it may not launch any more mines.

The mass for the launcher is 3 mass and cost 3 points per mass. Each mine is two mass.

Alternate Maneuver Rules (by John Sisk): Some players find the maneuver aspect of the game to be the most fun and challenging part of the game. My small group even played around with a house rule to represent the difficulty in hitting a target at extreme velocities. We made it so that if the difference in current velocity between firing ship and its target was 10 or more, all attack dice that were a "Hit" had to be rerolled, including 6s BEFORE additional rerolls. It gave smaller, faster ships, a bit of defense against bigger gun boats and encouraged more aggressive maneuvering making the game less of a slowly crawling slugging match. We enjoyed the added challenge.

**FUEL
PART
"A"**

**FUEL
PART
"B"**

Fuel Ships (by William Stec): To add some interesting aspects to refueling or refinery ships try the following rules inspired by William Stec. Fuel components are stored in separate tanks marked "Part A" and "Part B". When mixed in an uncontrolled fashion they can become extremely volatile with often disastrous results. The exact type of fuel components in each tank is entirely up to the players and whatever background you are using. One tank could contain Duterium and the other anti-matter or one tank could contain "Positive Cosmic Juice" and the other "Negative Cosmic Juice". What is important is how they react with each other.

When a ship takes a threshold check and one of each tank is lost to a critical during the turn roll a D6 for each tank. On a roll of "1" the crew manages to eject the contents harmlessly into space. Any other number results in an explosion as if the ship has suffered a reactor breach.

Example: The SS Mercantile has two fuel tanks containing "Fuel Part A" and two tanks containing "Fuel Part B". It loses its first row of hull boxes and takes a threshold check. It suffers critical hits to three of its fuel tanks. Two on "Fuel Part A" and one on "Fuel Part B". The owning player rolls a D6 for each tank, getting a "1" for one of the "Part A" tanks, so the crew manages to successfully eject the tank. Unfortunately, they were not so lucky with the other two tanks, and the ship is destroyed. If he had rolled a "1" for the "Fuel Part B" tank nothing would have happened as you need both components for an explosion.

Turn Sequence Modification

A few players have noted that in the real world missiles move far slower than beam weapons, slug throwers etc. To reflect this we suggest the following change. The Missile attack phase is now separate from the fighter attack phase. Missiles now attack immediately after the ship fire phase. PDS may fire against fighters in the Fighter defense phase AND against missiles right before they attack.

Turn Sequence

1. Write Orders
2. Roll for Initiative
3. Launch Missiles/Fighters/Gunboats.
4. Move fighters/gunboats launched on a previous turn
5. Move ships according to movement plots.
Move fixed movement objects.
FTL entry or exit.
6. Secondary fighter moves.
7. Allocate fighter and missile attacks.
8. Fighter combats vs fighters
9. Point Defense fire against fighters/gunboats
10. Fighters vs ships. Conduct threshold checks.
11. Ships fire. Side with Initiative fires first,
12. Point Defense fire against Missile attacks
13. Missiles attack
14. Resolve Boarding Actions and resulting damage
15. Threshold checks
16. Damage Control assignments for DC parties not used to repel boarders.
17. Roll for reactor explosion. Apply damage if necessary and roll threshold checks again.

Special Characters for Full Thrust (by William Stec)

Special characters may be purchased when building your forces for a scenario. While the average ship's captain, weapons officer, or chief engineer is certainly competent at their job, special characters have abilities beyond what is considered typical for a crewman. Special characters in a scenario should only be used with the consent of all players. Players may mutually agree to disallow certain characters at their option.

Special characters have their own SSD icon, which is placed on the SSD. Special characters are killed on threshold checks like any other system. See the description for each character for further details.



Admiral:

Admirals add a +1 to all initiative rolls. In addition the fleet is granted D6 re-rolls for the duration of the scenario that may be used to re-roll ANY his die rolls at ANY time. Any die so re-rolled may only be re-rolled once. After both players have deployed their ships an Admiral may redeploy up to ¼ of his fleet, in tonnage, anywhere in his deployment zone. If both players have an Admiral roll a die to determine who moves first.

If using the Full thrust Random Event Cards Admirals may draw one additional card at the beginning of the game. If an Admiral is killed all benefits are lost immediately.

Admirals cost 100 points and are located on the Bridge of the ship. If the Bridge takes a critical hit from a threshold check, roll a D6. On a "4+" he is killed. Additionally, none of his abilities may be used until the bridge is repaired. You may only purchase one Admiral regardless of the size of the fleet.



Doctor:

Doctors are a special kind of 'Damage Control Party'. During a ship's Damage Control Phase a doctor may attempt to heal (i.e. repair) any one Marine unit, additional Damage Control Party, or Special Character. Note: they may not heal the crew units marked on the ship's hull boxes (see below for optional rule). To heal a unit, roll a D6. On a roll of "5" heal one unit. On a roll of "6" also heal one unit and roll again. On a "5" or "6" he manages a 'medical miracle' and heals an additional unit. The Doctor may not heal himself; if he is "killed", then he is removed from play.

A Doctor may also accompany Marine units in boarding actions though this is very risky. He will automatically board a ship with the Marines unless he is going by Assault Shuttle. When the player rolls to see if Marine units manage to board a ship, roll separately for the doctor. On a roll of "3-6" he succeeds in going aboard with the Marines. If by some stroke of terrible luck no Marines manage to board he is killed. During phase 14 roll once for the doctor. On a roll of "5" or "6" he heals one Marine boarding party killed during the boarding action. Do not re-roll "6s" (surgery under fire is not easy). Only Marines killed on that turn (by any means) may be healed.

Optional: Because of how the hull boxes are set up it is awkward to keep track of crew units a doctor might heal as their box gets crossed out as the ship takes damage. To simplify this, players may simply draw a DC party on his SSD whenever a doctor heals a crew unit.

Doctors cost 25 points and are not considered a 'Protected System'. You may purchase a maximum of one per fleet for every full 3000 points of fleet cost.



Engineer:

Engineers may repair any system that has suffered a threshold check on a roll of "4+" on a D6. They may also repair systems that have been destroyed by Needle Beam fire on a roll of "6". They may only attempt one repair per turn. Once during a game, instead of rolling to repair a system, he may repair D3 hull boxes.

Engineers cost 25 points and are not considered 'Protected Systems'. You may purchase a maximum of one per fleet for every full 1500 points of fleet cost.



Helmsman:

A Helmsman is a talented pilot and is able to get more performance out of his ship.

Once per scenario, he may use his superior abilities to ensure that his ship takes no damage from terrain, ship debris, or a collision with a planet or asteroid. Somehow he managed to avoid collision; no one knows how he pulled it off, but that's what legends are made of.

Ramming: If his ship is attempting a ram against an enemy ship, make the usual initial die roll of "6" to attempt a ram. Then he applies a +1 to the die roll to determine if the ram succeeds. If the ship he is on is the victim of an attempted ram he has the option of trying to avoid the enemy ramming attempt (adding +1 to the defending ship's die roll) or not applying his modifier (allowing the enemy's attempted ram to proceed normally without trying to evade).

Lastly, if players are using the rules for Emergency Thrust the ship may re-roll one die per attempt.

Helmsmen cost 25 points and are located on the Bridge of the ship. If the Bridge takes a critical hit from a threshold check, roll a D6. On a "4+" he is killed. You may purchase a maximum of one per fleet for every full 1500 points of fleet cost.



Weapons Officer:

He improves the chances of scoring hits with weapons while attacking an enemy ship. Once per turn, after orders are written, roll a D3. The result is the number of dice used for weapon fire that may be re-rolled. The re-roll result must be kept. Instead of rolling a D3 that turn the Weapons Officer may attempt a repair on a damaged Fire Control system. On a "4+" it is repaired.

Weapons Officers are 50 points and are located on the Bridge of the ship. If the Bridge takes a critical hit from a threshold check, roll a D6. On a "4+" he is killed. You may purchase a maximum of one per fleet for every full 1500 points of fleet cost.



Legendary Captain

Some Captains stand out above the others. Once per game, before orders are written, the Captain may try to outguess his opponent. Roll a D6, on a roll of "2-6" the captain has 'out foxed' the enemy. The ship may plot its move AFTER the movement phase has been completed.

Captains can also inspire their crews to perform 'above and beyond' and do the impossible. Once per turn any one character can re-roll one die. This may even be a die that has already been re-rolled.

Legendary Captains cost 75 points and are located on the Bridge of the ship. If the Bridge takes a critical hit from a threshold check, roll a D6. On a "4+" he is killed. You may purchase a maximum of one per fleet for every full 1500 points of fleet cost.



Legendary Marine

Some combat officers and non-coms become famous either because of the incredible feats of heroism or simply never getting killed when they should have.

A Legendary Marine counts as an additional boarding party and always accompanies the first Marine boarding party to 'land' on an enemy ship. For example, in the case of class 1 transporters (for example), if a player rolls a "4" he would normally transport a single boarding party. If the ship has a Legendary Marine he goes with that boarding party. In essence two boarding parties are transported. The same applies to Assault Shuttle boarding attempts. However, even if no Marines from an Assault Shuttle squadron manage to board a ship, he will always get aboard. If the squadron is destroyed before it reaches its target he is killed. If Transporter raids are attempted with transporters he is sent over in addition to any Marines that board and may attack his own target system. Additionally he receives a +1 on the Transporter Raids table. A roll of "1" however, is still a failure.

Legendary Marines cost 25 points and are not a 'Protected System'. You may purchase one per ship up to a maximum of two per 1500 points spent on the fleet.

Conversion for playing one hex based maps (by Luis Nunez)

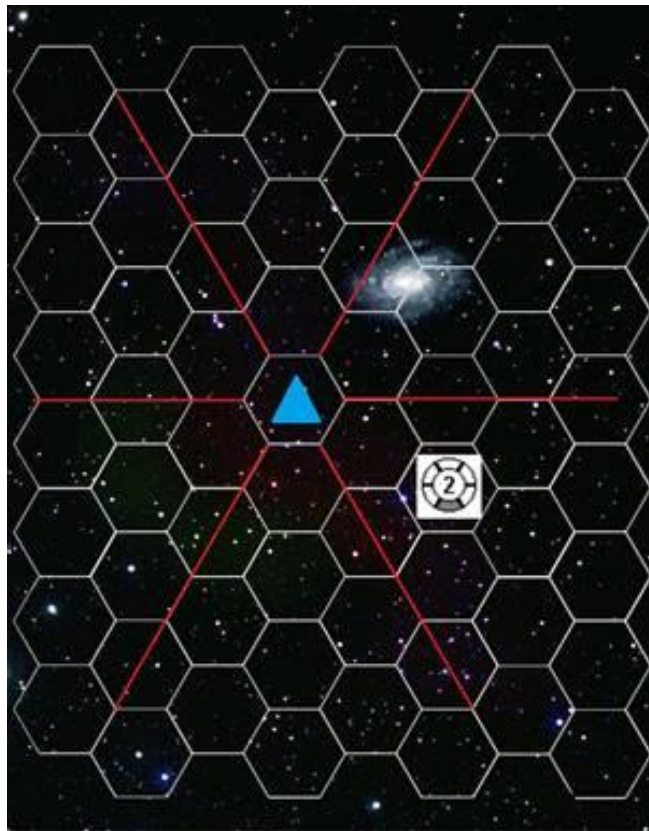
For those of you that have been asking for rules on how to adapt the game for hex play, try this out. Let us know what you think!

1. Movement:

- a. One point of velocity = 1 hex of movement.
- b. A one Point heading change is now 60 degrees vs. 30 degrees
- c. Hexes cannot be stacked, if the hex you would end your movement is occupied the ship temporality reduces speed by one hex until it stops at an unoccupied hex.
 - i. This Speed reduction is just for the movement phase and does not impact the ships starting velocity for the next turn

2. Shooting

- a. Arcs are along the hex points. Half hexes count as being in arc.
- b. If a ship is on a border hex that can be in two both arcs, the Attacker chooses which arc the target ship is in.



c.

- d. Range in hexes = Inches / 2, round normally

3. Fighters

- a. Fighters move 12 hexes in 1st movement and 6 hexes in 2nd movement.

Optional: divide weapon range by 3. This will be the weapon range in hexes. So a Class 3 bean would roll 3 dice at four hexes, 2 dice at 8 hexes and 1 die at 12 hexes.

Graduated Drive Damage (by Aaron Gimblet)

This modifies how a ship's main drive takes critical damage from threshold tests. Instead of a drive being cut in half on its first threshold failure the drive takes damage by losing one or more 'thrust factors' at a time.

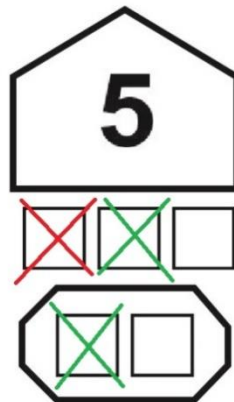
Each thrust point is considered its own 'system'. The drive can take a number of threshold criticals equal to its thrust and all those criticals are rolled for on each threshold check. However, half of the drive points (rounded down) are considered Protected Systems vs Threshold Checks, and are rolled at -1 the same way core systems are rolled. *Some parts of the drive would be more resilient than others and this keeps a ship from being disabled on the first threshold check by bad die rolls.* Weapons or other systems that directly destroy a system, such as Needle Beams, can still target protected boxes.

Each failed roll will reduce the drive by one thrust.

For example: A Kharadorn cruiser has taken enough damage to force its first threshold check. Half of the drive's hits are protected so no die roll is needed for those 2 hits but the other three hits are rolled. The result is a 3, 6 and 5 resulting in one failed critical. The drive is reduced to a thrust of 4 unless repaired.



The next turn things go really bad for the cruiser and it loses another row of hull boxes forcing another threshold check. The players roll for each unprotected box getting a 1 and a 5. He also rolls for the protected portions of the drive and gets a 4 and a 6. The ship is now down to only two thrust.



As with other systems any hit by a weapon that destroys a system for the duration of the game (ie. Needle beams) will destroy only one box, not half the drive's thrust.