

# FULL THRUST

PROJECT CONTINUUM

# ERATTA



# &

# FAQ

# 1.1



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# Errata

26 April 2017

**Note:** The most recent updates will be highlighted in yellow to make it easier for players to find the new information As of January 30<sup>th</sup> all the PDF has been updated with all the Errata

## Page 55 (Mines and Mine Racks)

Second paragraph states Mines are removed after they detonate. This should read mines are removed at the end of the movement phase. Since all movement is simultaneous this allows a mine explosion to effect multiple ships. In addition if, for some reason, fighters or ordinance is in the blast radius they will take damage as well.

## Fighter and Gunboat sections

Fighters and Gunboats with expendable Ordinance may not launch that ordinance if they are engaged by enemy fighters or gunboats.

## Page 41 (Pulse torpedoes)

Pulse Torps use the Projectile to Hit chart on Quick Reference sheet on page 153.

## Page 43 (K-Guns)

K-guns use the Projectile to Hit chart on Quick Reference sheet on page 153.

## Pages 44 (Boarding Torpedoes)

Boarding Torps use the Projectile to hit chart in the Quick Reference sheet on page 153.

## Page 24 Double Course Change

There has been some confusion for how this should work so Hugh Fisher gave us this clarification. Thanks Hugh!!!

*A ship with a sufficient thrust rating may make two opposite course changes in one turn, often called a sideslip. The two changes must be port then starboard, or starboard then port, but do not have to be equal. The first course change is always made before moving. The second course change is always made at the half way point. In cinematic movement, three or more course changes are not allowed in a single turn.*

## Page 59 Area Defense System

While not specifically stated a ship with ADS and a functioning ADCF will be able to cover a ship that is up to 12mu away. However, the ADS will only get one die if the ship it is protecting is more than 6mu away.

## Page 153 Quick Reference Sheet

Heavy Graser Table: The Heavy Graser 3 max range should be **54mu**

## Page 60 Area Screens

The minimum mass for a Standard Area Screen is 15, Advanced Area Screen is 20.

The 'Bubble' is 6MU versus 3MU. *Note: This change will allow an attacker to more easily get inside the 'bubble' and will balance the shields capability a bit more even though more ships can be protected.*

## Page 79 Gunboat Operations

*Replace the second and third paragraph with the following:*

The larger size of gunboats means that they are engaged by anti-ship weaponry more easily than fighters. They may be engaged in the Point Defense Phase by any ship weapons or PDS in range. Direct Fire Anti-ship

weapons may fire at gunboats normally, with each HIT destroying ONE gunboat. In the case of weapons that do multiple points of damage (Grasers or Pulse Torps for example) do not roll damage. Gunboats are well armored against lighter PDS type weapons. PDS weapons engage gunboats like Plasma Bolts only scoring one hit on a 6.

Scatterguns/Interceptor Pods cause 1 BD\* of hits.

To determine which gunboat(s) in a squadron are destroyed the owning player should roll randomly. Gunboats then make their attacks in the Fighter Attack Phase (phase 10).

Gunboats may also be attacked in The Ship's Fire Phase using the same rules as for fighters (See page 69)

### **Page 62, Cloaking Device.**

The cost listed states its equal to 25% of the ships mass. The correct cost is 50%. The cost listed on the ship construction summary is correct.

### **Page 70**

• Scatter Guns roll four D6 with results as for PDS.

'Wasted' shots when point defense fire kills more fighters than are in the group may not be reallocated to other groups.

*This should read: **Grapeshot rolls four D6 with results as for PDS.***

*'Wasted' shots when point defense fire kills more fighters than are in the group may not be reallocated to other groups.*

## **Rule Clarifications**

Author's notes: Every game group should make its own decisions about how best to resolve odd rule interactions with the various systems. The following is a list of our 'best suggestions' based on our own play testing and experience. If your group has had different experiences and disagrees with these rulings, by all means use your best judgment and sail on with our blessing!

**Q:** Missile fighters - the rules state that missile fighters must approach within 12 MU of a ship to fire. This is confusing because typically you don't fire missiles at ships, but rather at a point on the table. So are these missiles fired at the ships and not a point in space? Following along that line, they are considered a salvo missile; however it states that you can spread out the missiles for a better chance of a hit. So this would seem to mean that you fire at a point in space. But there are no rules to govern how to manage individual missiles in a salvo, they are usually assumed to all be in one spot. How do you fire PDS at them if they're separate? How does a single missile hit?

**A:** **Missile fighters can't get firing solutions on targets beyond 12mu and the missiles are not 'fire and forget'. The player pics a target ship that's within 12mu and launch, placing the missile counter at any point on the table from the fighter up 12 mu away. From that point on the missiles obey all the rules for salvo missiles. The bit about splitting fire should have been dropped.**

**Q:** FLAK- when a SHIP (neither fighter or missile) goes through flak burst do you roll just ONE DICE for the flak or do you roll for every CLASS the flak is. IE say from a class 6 flak do you roll 6 dice and each one on the roll of a 1 does 1pt of damage or is it one dice PER flak burst?

**A:** **You roll one die per class of the gun that fire the flak burst so a class 3 would roll 3 PDS hitting the ship only on a roll of 6 and then only if it had no shields or armor (see PDS rules)**

**Q:** Can Flak bursts be Stacked upon the same area to receive a greater effect in that one spot? So if you were close enough to a ship and put a stack of flak upon it and any missile fired from it would be attacked via PDS and the ship firing would take the flak attacks as well.

**A:** Sure though there wouldn't be as effective concentrated in such a way.

**Q:** Holo-fields cannot be combined with other fields or shields. Does this mean they won't work if another ship has a shield projector and the other has a holo-field projector? These abilities won't stack correct? ::OR:: can they be combined with multiple ships with different projectors? If this situation happens does one effect override the other or does the player choose to have one or the other work if they do not stack?

**A:** Holo-fields only protect the ship they're mounted on. If that ship inside the "bubble" of an area shield then yes it would receive the benefits of that shield as well. The same is true for Cloaking Devices inside Area Shields. In our group empires (players) may not field a fleet that uses both holo-fields and shields of any sort. The theory being, if holo-fields prevent shields from operating on the ship they're mounted on, an empire would have concentrated on developing one system in favor of the other.

**Q:** Is a Fire Control required to lay mines?

**A:** No since they are basically rolled out of the ship. However, if players want to use transporters to lay mines (a common house rule not found in the book) a Fire Control should be required.

### **Regarding Cloaking Devices**

**Q:** If a fighter group is flying cap and the ship cloaks, are the fighters still on cap?

**A:** No, they would need to be able to see the ship they are screening. However there is nothing preventing a player from keeping his fighters close by.

**Q:** If a Holo-Field or Cloaking Device equipped ship is in the a.o.e. of an Area Shield and or area ECM what is/are the interactions?

**A:** The cloaked ship would benefit from both just as if it were uncloaked though in the case of ECM systems there is no real advantage.

**Q:** Can cloaked ships lay mines.

**A:** Since a fire control is not required to lay mines then yes, they can.

**Q:** Can cloaked ships use suicide charges.

**A:** Technically there is nothing in the rules preventing this kind of tactic but any player using such an un-sportsman like tactic should be spaced at the first opportunity!

**Q:** Can cloaked ships warm up FTL?

**A:** No since a cloak takes almost all of a ship's power to operate tho if the FTL were warmed up bfr the ship went into cloak it could be kept on standby until needed.

**Q:** Can cloaked ships tow ships?

**A: No**

**Q: Can they board ships?**

**A: No. However I suppose a cloaked ship could theoretically dock with a non-moving target such as a space station.**

### **Regarding Other Weapons**

**Q: How do PLB explosions interact with cloaking fields? I assume the ship is damaged normally, but does the explosion reveal the location of the cloaked ship (the flashcube effect), revealing it and making it vulnerable to direct fire weapons? Or does it perhaps collapse (void) the cloaking field?**

Similarly, does a ship explosion that damages the ship mounting an active cloaking field reveal the cloaked ship?

**A: Ships with Cloaking Devices would take damage from an area effect weapon as normal. As for the 'flash bulb' effect- it wouldn't work in real life though you could certainly house rule something. Imagine throwing a fire cracker up in the air and then trying to shoot the flash. As for Cloaking Fields (and the Tuffley Cloak as well) the model is not on the table so there is no way for it to take damage. You could house rule a mechanic where you place a marker for the point of detonation and the turn it went off. If the cloaked ship passes that at the right turn apply the damage. The PBL weapons were introduced after the cloak rules so there will be some finicky things. We've never had that issue come though. If the ship with a cloaking field passes thru terrain during its move though it is affected and that's easy enough to figure out. If a cloaking device receives a crit for any reason while the cloak is active though the ship de-cloaks immediately (most often this will only apply to cloaking devices rather than fields)**

**Q: Why did (insert rule here) not get changed or did get changed? Example: Scatterguns - these have changed from 4 beam type hits to a single roll of a d6. Average # of hits per shot goes from 2.9 to 3.5 while price goes up from 4 to 5 (mass is the same). Also, they are now automatically equipped with ADFC and apparently you can now combine them with PDS if you want. It seems in general that scatterguns are too powerful for the cost. 2 of these things can take out a group of fighters for a fraction of the cost.**

**A: When we put FT Project Continuum together the first thing we decided was that no matter what nothing we wrote, or transitioned from other rule sets, would invalidate what was previously established in Fleet Books one and two and the ships in those must remain competitive no matter what. The only exception being all ship fire became simultaneous. Even that's optional.**

**So, that said I'll address the Scatter Gun first. We transitioned them as written from fleet book two- including the rule that they had built in ADFC. While there is no rule specifying any restriction but even we don't allow SG and PDS combinations within our own group of players. That includes any weapons that can act in a PDS capacity. WE also wanted to include Hugh Fishers version of the SG that he put in cross dimensions. Thus Grape Shot was born. GS works exactly as SGs did in cross dimensions**

**As stated in the notes section this version of the rules gives players a large 'palette' of choices and each game group should decide what to use and discard the rest. If you think SG should be 8 points per mass, by all means change it. You'll have to recalculate all the Kra'Vak ships from FB2 tho.**

### **Regarding Spinal mounts:**

**Q: Where it says 'may mount at most 16 mass of spinal mounts weapons per 50 mass' does that mean per 50 full mass, or for each 50 full mass or fraction thereof? IE, can a 49 mass ship have a spinal mount at all? Can a**

51 mass ship have 16 or 32 mass of spinal mounts?

**A: It means per 50 mass or any portion thereof. (See the example on pg 46). That said, every game group will need to decide for themselves how to deal with small ships mounting them. The rule was written so as to allow certain ships from various Sci-Fi shows to be built. Some of the small ships from various Japanese anime movies and shows, for example, have such capabilities. In our own group we do not allow ships under 50 mass to mount Spinal weapons unless a player is trying to build something from a particular show.**

Q: In the section on spinal Point Singularity Projectors, it says 1d6 damage per hit per 50 mass. What effect do fractions have? Does a 51 mass ship take 1d6 per hit or 2d6? If the former, how much damage does a 49 mass ship take?

**A: Again its per 50 mass or any portion thereof. So yes a 1-50 mass ship would take 1D6 damage. A 51-100 mass ship would take 2D6 etc.**

Q: Your page 46 example is a bit confusing, as it refers to the ship being able to mount 3 small spinal mounts... at 16 mass per 50 mass of ship or fraction thereof, your example ship on page 46 could actually mount 3 - medium- spinal mounts.

**A: Aahhh...thought I had fixed that. it should say medium**

Q: The example of how PSPs work on page 47 seems incorrect.

**A: The example should read “if two hits were scored against a mass 100 BC it would suffer 2d6 damage”**

## **EMP Weapons**

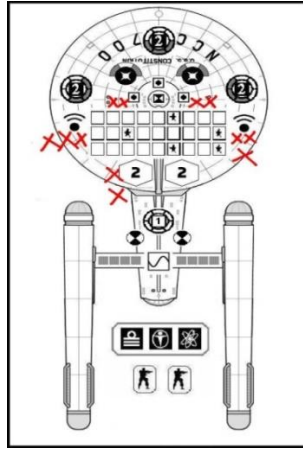
Q: Some folks have been confused about how EMP weapons work exactly. Can you give an example?

**A: Certainly. Using the example SSD below let's say the Imperial Cruiser 'Darth's Revenge' fires four class 3 EMP guns at the USS Republic at a range of 12 mu. Standard shields have no effect against EMP guns and the Imperial player scores 12 hits. He then distributes those hits to various systems as marked the SSD example (the red Xs). Since he scored 3 or more hits each system will be knocked out, or "critted", on a 4+ on a D6 roll. Those hits can be distributed by the firing player any way he wishes so if he wanted to put all of them on the FCs (for example) he could have.**

**The owning player then rolls a D6 for each 'X' for each system affected. For example one of his shield systems has three hits ('X's) so he would roll three dice. Any roll of 4+ would 'crit' that shield generator. Odds are every system marked on this poor ship would be damaged.**

**At the end of the turn in the Damage Control phase the USS Republic player would make DC checks for his damaged systems. As you can see, there are never enough damage control parties to go around.**

**See diagram below**



### **Troop Berthing, Passenger Space and Cargo:**

**Q: The way Troops Barracks and Passenger space is worded is a little confusing. Please clarify.**

**A: The following was written by another player and we hope this will clarify things a bit for other players.**

#### **Troop Berthing (p110)**

In some cases a ship may wish to routinely carry additional Marines beyond that which the vessel's own life support capacity will allow. In those cases, ships will be equipped with extra troop compartments. Such compartments are very common on troop ships. These areas will contain extra sleeping and messing facilities as well as specialized training areas for weapons practice, tactics familiarization, mission briefings and so on.

1 MASS of troop berthing will allow a ship to carry up to 3 additional Marine Boarding Parties, purchased separately, beyond what the ship can normally carry, costing 0 points per MASS.

#### **Passenger Berthing (p111)**

In some cases a ship may wish to routinely carry additional personnel or crewmen beyond that which the vessel's own life support capacity will allow. In those cases, ships will be equipped with extra berthing compartments. These areas will contain extra sleeping and messing facilities as well as specialized laboratories, emergency supplies, mission briefings and so on. Such additional personnel are often utilized as extra Damage Control Parties in emergencies.

1 MASS of passenger berthing will allow a ship to carry up to 4 additional Damage Control Parties, purchased separately, beyond what the ship can normally carry, costing 0 points per MASS.

#### **Extra Crew (a new entry, placed between Passenger Berthing and Marine Boarding Parties on p111)**

A ship has only a limited amount of space for additional crew members beyond those needed for regular operation. You may purchase a number of additional crew parties equal to the ship's crew factor, in any combination of Marine Boarding Parties and Additional Damage Control Parties. For example, a ship with MASS 100 and crew factor 5 can purchase up to five Marine Boarding Parties, up to five Additional Damage Control Parties, or any combination of the two that adds up to five or fewer.

These additional crew parties do not require you to spend any MASS. However, to house any number of crew parties greater than the ship's crew factor will require you to add an appropriate amount of Troop Berthing and/or Passenger Berthing as described above.

#### **Marine Boarding Parties (p111)**

Ships can be fitted to carry embarked Marines. Marines cost 5 points each and take up 0 MASS.

Marines appear on the SSD as a 'system' of their own, and can be lost to threshold damage. Marines may not be targeted

by Needle Beams but may be the target of a Commander Raid. Damaged (killed) Marines cannot be 'repaired' during a battle as killed and injured personnel take longer to repair than damaged machinery.

### **Additional Damage Control Parties (p111)**

Ships can be fitted to carry additional crew. Most commonly these are used as extra Damage Control Parties, increasing the number of available crew units to try and repair systems lost to threshold tests. The DCPs can also act as Boarding Parties for repelling enemy boarding parties or can be used offensively to board an enemy ship to capture it. DCPs cost 5 points each and take up 0 MASS.

ADCPs appear on the SSD as a 'system' of their own, and can be lost to threshold damage. ADCPs may not be targeted by Needle Beams but may be the target of a Commander Raid. Damaged (killed) ADCPs cannot be 'repaired' during a battle as killed and injured personnel take longer to repair than damaged machinery.

### **Plotting Movement**

Many new players have asked for an example of when ships should make their turns depending on their thrust. The chart below details how this should be broken up.

<b>Thrust Ship Uses for Turning</b>	<b>First 30 degree turn</b>	<b>Second 30 degree turn</b>
1	0	1
2	1	1
3	1	2
4	2	2
5	2	3
6	3	3
7	3	4
8	4	4
9	4	5
10	5	5

*Remember the ship conducts its first 30 degree turn before it moves forward. After its first turn it moves forward half its velocity then conducts its second 30 degree turn. Finally it moves the rest of its velocity forward*

### **Other Questions:**

**Q: "If I wanted to get a hard copy of the rules what should I do?"**

**A: We do sell hard copies of the rules but, as service. The rule book has been set up with an online printing service. You will get the book at cost and we do not make any profit on it. Technically we make one US penny on it because the printing company requires that authors charge a minimum of one cent above the printing cost. The link for The Book Patch is on The Skunkworks site where you downloaded the rule book**

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