

FULL THRUST

PROJECT CONTINUUM



COVER DESIGN BY J. GASKINS



I haven't written a Full Thrust battle report in a long time and it's well past due. This game was matchup between The Earth Alliance from the old tv show Babylon 5 and the Colonial fleet from Battlestar Galactica.

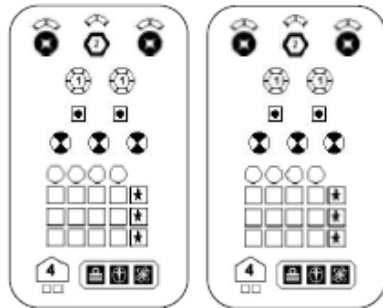
Each fleet had 2,000 points with which to build and there were no restrictions. Both players were fielding designs they hadn't tried before so this would be their 'proving ground'.



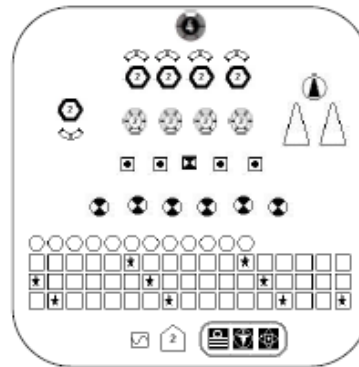
Earth Alliance Carrier Group



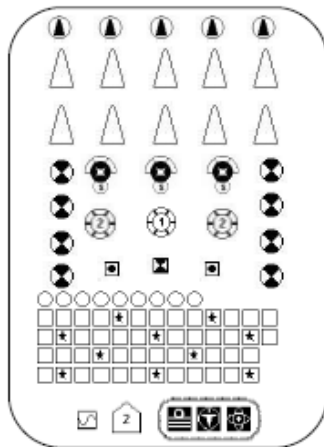
**Chronos class
Attack Frigate**



**Warlock class
Advanced Destroyer**



**Poseidon class
Super Carrier**

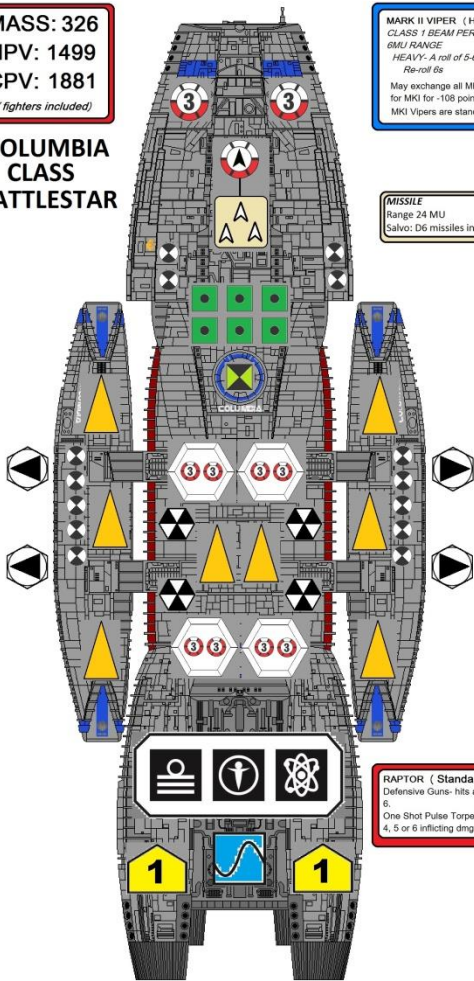


Colonial Battlestar Group 75



MASS: 326
NPV: 1499
CPV: 1881
(fighters included)

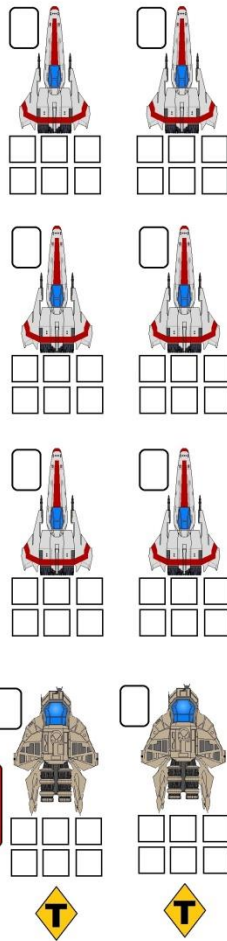
COLUMBIA CLASS BATTLESTAR



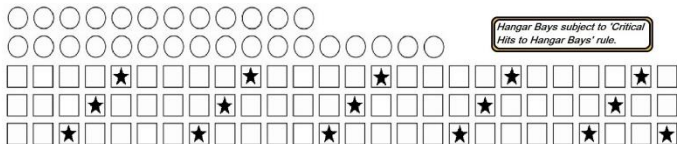
MARK II VIPER (HEAVY FIGHTER)
 CLASS 1 BEAM PER FIGHTER
BMU RANGE:
 HEAVY - A roll of 5-6 destroys 1 fr.
 Re-roll 6s
 May exchange all MKII Vipers for MKI for -108 points
 MKI Vipers are standard fighters

MISSILE
 Range 24 MU
 Salvo: D6 missiles in salvo, D6

RAPTOR (Standard Fighter)
 Defensive Guns: hits attacking fighters on a 6.
 One Shot Pulse Torpedo: range 6mu hits on a 4, 5 or 6 inflicting dmg on the die roll.



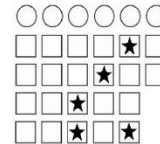
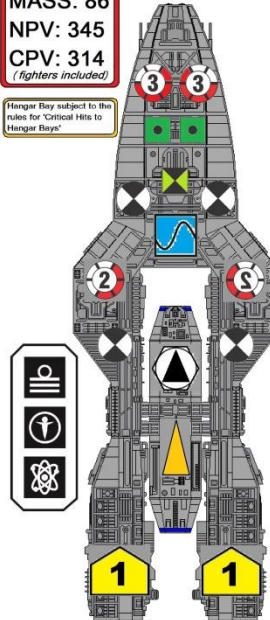
Hangar Bays subject to 'Critical Hits to Hangar Bays' rule.



DEFENDER CLASS ESCORT CRUISER

MASS: 86
NPV: 345
CPV: 314
(fighters included)

Hangar Bay subject to the rules for 'Critical Hits to Hangar Bays'



Hangar Bays subject to 'Critical Hits to Hangar Bays' rule.

Beam Batteries
 Dice at range: 0-12 12-24 24-36
 Class 3 Battery 3 2 1
 Class 2 Battery 2 1 1



AJAX CLASS ESCORT

MASS: 42
NPV: 152
CPV: 128



SUBUNITS PACKS
 3BD* hits to 6 mu, 2 BD* to 12 mu, and 1 BD* to 18 mu.
 Bypasses standard screens. See section 7.3 of the rules for damage vs Advanced Screens.

PDS (POINT DEFENCE SYSTEM)
 Against Fighters or SMs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll).

The colonials were badly outnumbered in fighters but the Viper is a heavy fighter so the colonials hoped that would even things out. The Earth Alliance also possessed more ships two of which were capital ships. The Colonials did have one big advantage

however. The battlestar is BIG and is equipped with a limited amount of 'Flak Ammunition' for its main batteries (represented by the scatter packs).

Colonial 'air wing'



Earth fighter group

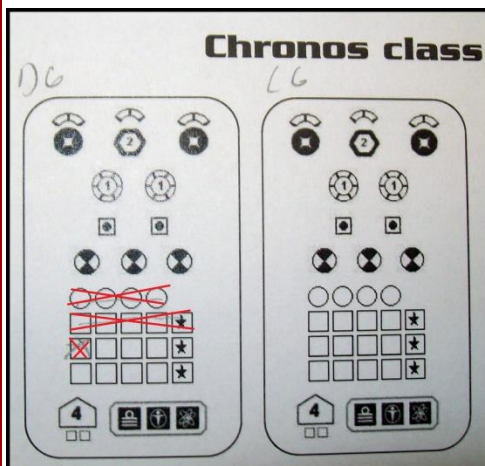


TURN 1



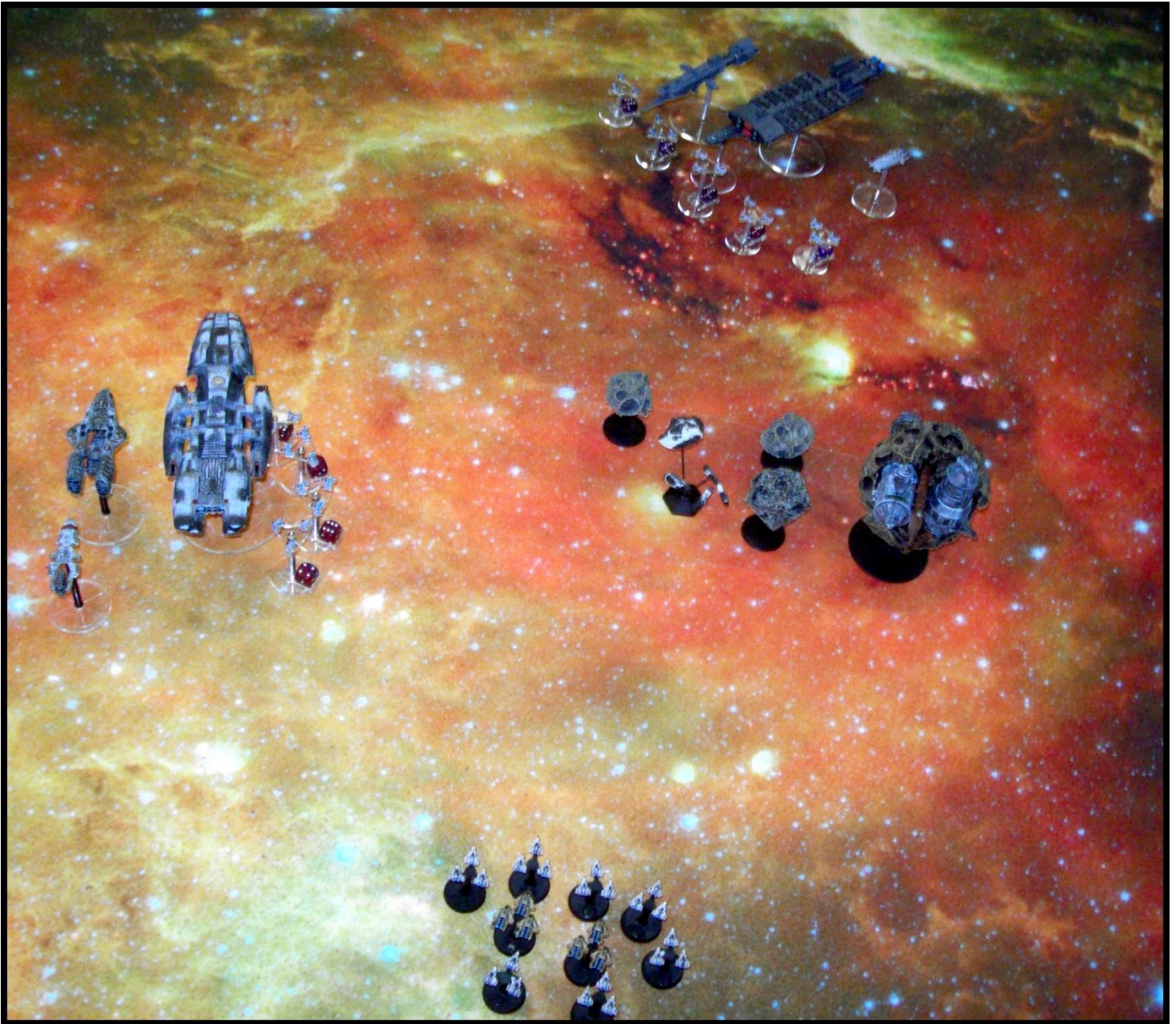
Both sides deployed in nearly opposite corners, primarily to allow both fleets time to deploy their fighters. The colonials had a slight edge in this. Most colonial flight bays are equipped with catapults which allow them to launch while applying thrust. The earth ships had to maintain a steady course while conducting their 'flight ops'.

The galactica was also able to take a long range, nearly 36mu, "pot shot" at the leading Cronos class escort which forced a threshold check but caused no further damage.



The earth fleet was only able to respond with the Warlocks forward graser but that missed. All the fleets other weapons were out of range.

TURN 2



Both fleets completed their fighter launches. The colonials chose to gather their fighters away from the battle so they could coordinate their strikes. With so few numbers compared to the earth fleet it seemed prudent. The first group of earth fighters launched the turn before however swooped in on the galactica hoping to score some initial damage. This left the colonials with a tough choice. Commit the vipers at a time not of their choosing or let the fleets own defenses deal with the attacking squadrons. The galactica ordered the vipers to stay back. The flak batteries destroyed two squadrons outright and the remaining PDS guns thinned the remaining fighters enough to seriously blunt their attack.



Both fleets now began exchanging fairly heavy fire at 24mu. As to be expected Warlock and Galactica took the brunt of it. Galactica lost most of her armor belt and took some hull damage. Warlock took similar damage. The colonial escort

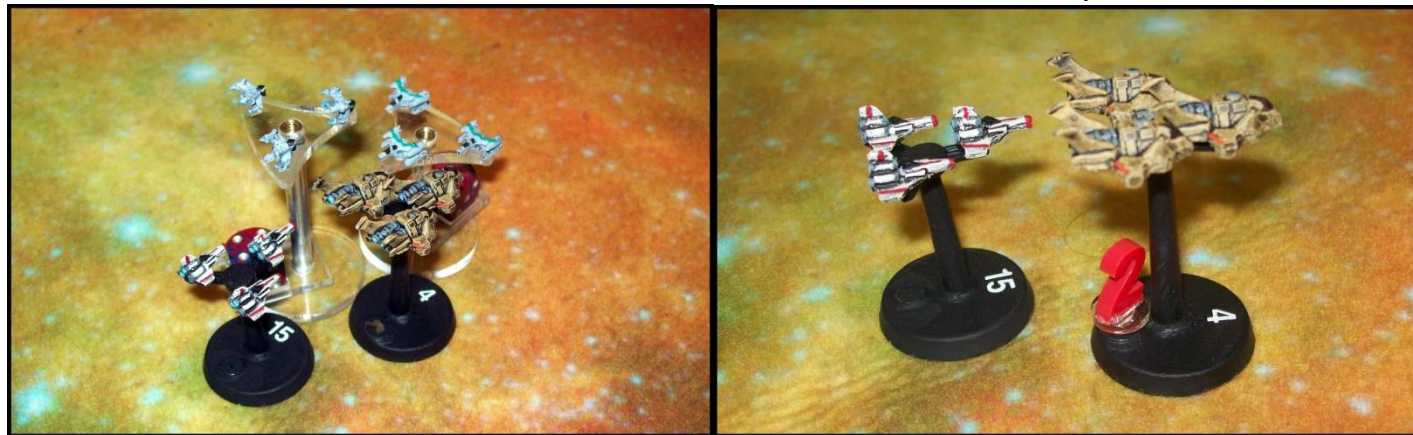
Ajax also took some minor fire which destroyed her armor.

TURN 3



The colonials turned slightly to starboard while the earth fleet continued on course. The colonial fighters jumped on the remaining earth fighters. With half of the earth fighter group decimated the odds shifted somewhat in the colonials favor.

The fighters that survived the attack on galactica broke off to engage one of the raptor squadrons. The viper squadron covering them destroyed the larger group and the raptors themselves took out the remainder but at a cost of three raptors.



The big “fur ball” was a tough fight but when it was over most of the earth fighters were destroyed. One sizable victory for the earth fighters though was against viper squadron 3. I guess the colonial CAG put all his green pilots in one squadron because the earth fighters wiped out all but one of them at a loss of only three fighters!





The next phase the two fleets fired at near pointblank ranges. The earth ship Cronos, that had been damaged earlier, took a pounding that nearly destroyed her. Warlock took considerable hull damage as well as having several system knocked out including her ADFC which, unfortunately for the colonial

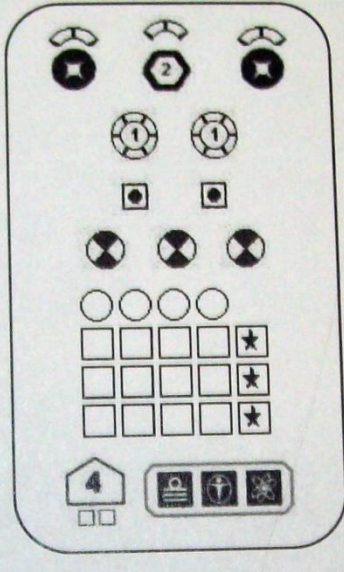
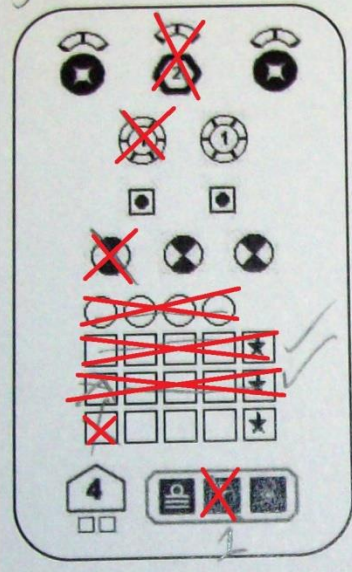
vipers, the crew managed to get back online in short order. Galactica had also launched a missile barrage but the earth carrier quickly disposed of those with her point defense suite.

The big battlestar took every bit of fire the earth fleet could throw at her. She lost what armor remained and lost one row of hull forcing a threshold check. She lost two of her guns one of which was repaired. Her bays also took some damage. By some miracle all of her turret batteries remained unscathed.

Chronos class

D6

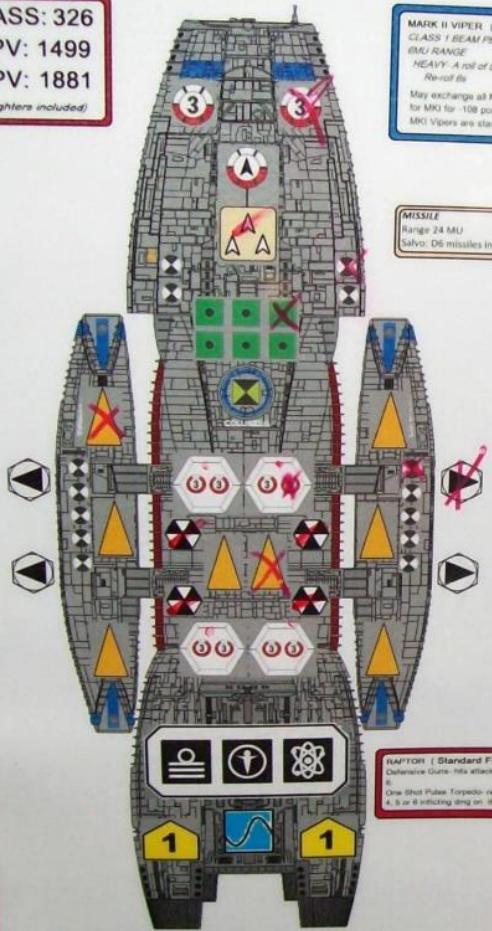
L6



Warlock class A



MASS: 326
NPV: 1499
CPV: 1881
(fighters included)



MARK II VIPER (HEAVY FIGHTER)
CLASS 1 BEAM PER FIGHTER
6MU RANGE
HEAVY: A roll of 6-6 destroys 1 Mk II. Re-roll die.
May exchange all MKII Vipers for MKI for -10B points.
MKI Vipers are standard fighters.

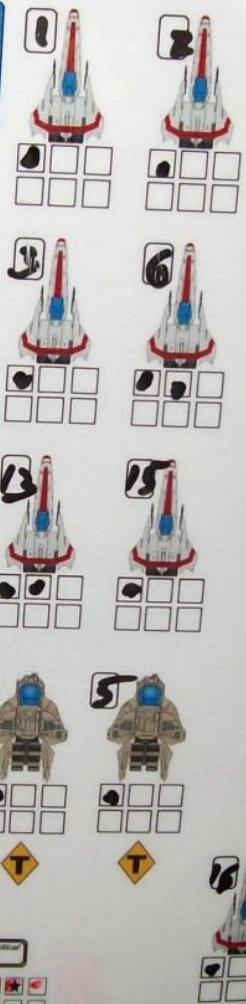
MISSILE
Range: 24 MU
Salvo: D6 missiles in salvo, D6

WARRIOR (Standard Fighter)
Defensive Guns - hits attacking fighters on a 6.
Close Shot Pulse Torpedo range 6mu hits on a 4, 5 or 6 inflicting 2mg on the die roll.

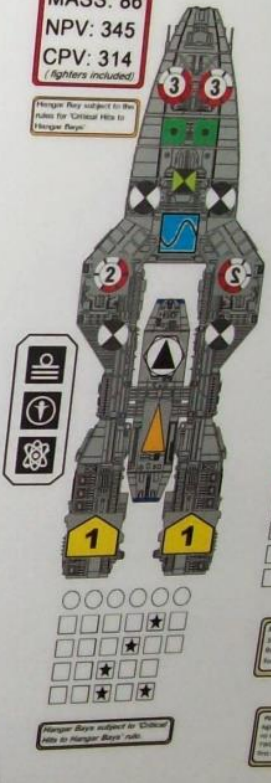
Hangar Bays subject to "Critical Hits to Hangar Bays" rule.

MASS: 86
NPV: 345
CPV: 314
(fighters included)

Hangar Bay subject to the rules for "Critical Hits to Hangar Bays".



MASS: 42
NPV: 152
CPV: 128



ABBREVIATIONS PAGE
800* hits on 6 mg, 2 800* to 12 mg, and 1 800* to 18 mg.
Repairs standard screens. See section 7.3 of the rules for damage on Advanced Screens.

NEW (UNTESTED) SYSTEMS
Against Fighters or Missiles, roll 1 die per 1000 G.I. in effect. A-3 (300) (2) fighter or missile, 2 rolls. If roll and above a critical critical hits are scored on the die roll.

Space Station
Mass 40000
Class 2 Destroyer
Range 24 MU
Salvo: 10 in salvo, 20 CPV max





TURN 4

Galactica accelerated slightly and continued its starboard turn. The earth ships, for unknown reason, turned to port restricting their own guns fire.

The remaining vipers dove in on the Warlock hoping to take it out. The galactica launched another missile barrage which locked up on the earth carrier.

The carrier only dedicated 4 of its PDS to the missiles holding the rest to help protect Warlock. Due to some pretty bad luck all six missiles locked on and the

carrier could only stop three. The remainder inflicted 26 points of damage!

The rest of the earth fleet PDS was concentrated on the Raptors with predictable results. All the remaining Raptors were destroyed.

The Vipers that were not engaged hunting down the last of the earth fighters swooped in on Warlock and wrecked her leaving only a single hull point remaining!

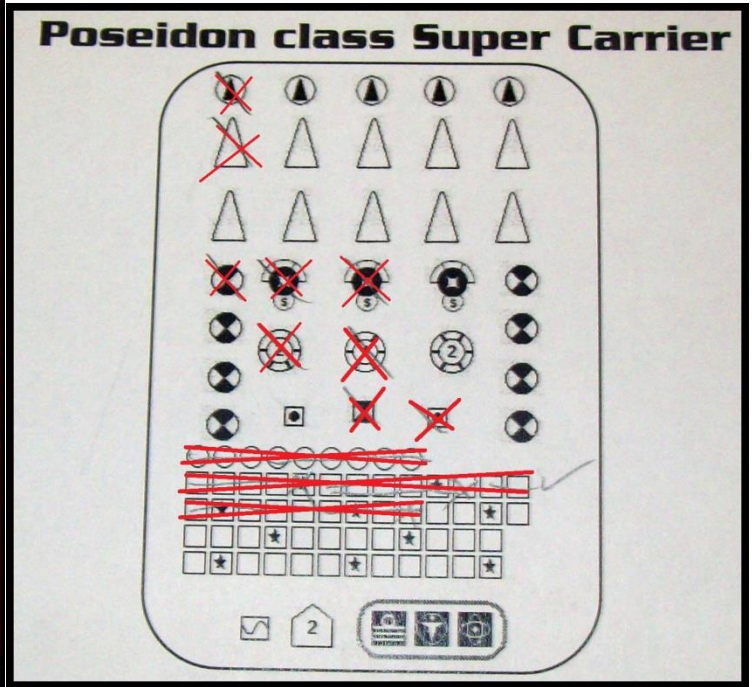
What few weapons the earth fleet could bring to bear targeted the Ajax and completely destroyed her.





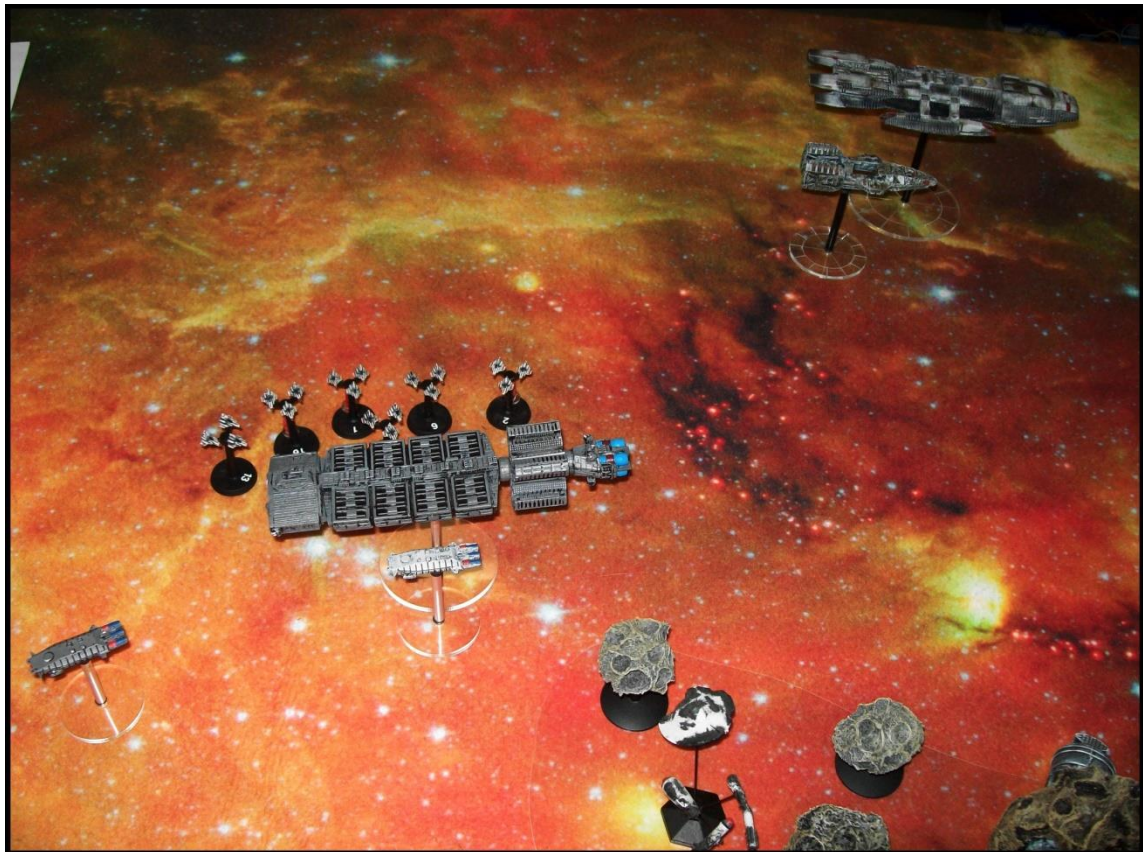
Galactica fired at both Warlock and Poseidon. Warlock was easily destroyed and the carrier was severely damaged.





LAST TURN

The Colonials continued their starboard turn like wolves circling wounded prey. The vipers, running low on fuel, dove in on the wounded carrier and utterly destroyed it. With next to no fuel reaming the vipers would have been forced to return to the battlestar. The last two earth ships jumped away. (The game was called)





CONCLUSION

In hind sight the earth fleet would have done better to attack with all their fighter squadrons at once rather than send them in piecemeal. If they had the Vipers would have been forced to commit themselves earlier and would have undoubtedly had their numbers significantly reduced. With fewer vipers the later attack on Warlock would have been far riskier.

All in all this was great game that actually had the Colonials looking out matched at set up.

Any and all comments welcome!

