Full Thrust

"Fleet Bash"

Bayou Wars, 9 June 2018 @ 12:00

http://pensacon.com/

Presented by: Emerald Coast Skunkworks

Introduction:

Welcome to our Third Full Thrust event at Pensaon. This is not a tournament, per say, but an opportunity for players to try their designs in a friendly relaxed semi-competitive environment. This game will be a one mass battle with all the players facing each other in a single large game. See the scenario below for more details. The Full Thrust: Project Continuum rules (revision 1.1 dated February 2015) will be used with a few addendums listed below. This will be an ideal setting for new players to become immersed in this terrific and addictive game.

New players are highly encouraged to attend and rules will be taught if needed. **We will have several 'loaner fleets' available for new players!**

The various fleet books have SSDs you can utilize if you do not wish to make up your own. There are a large selection of SSDs available at https://emeraldcoastskunkworks.wordpress.com/ http://fullthrust.star-ranger.com/ also has some great resources. Aside from the loaner fleet and its SSDs, the event organizers will not be able to loan any models or SSDs.

Ship Design Special Rules:

No ship may be larger than 100 mass.

No weapons larger than Class 6 may be employed. (Most weapons are no larger than Class 4 anyway)

The 'Flawed Design' system may not be used. All other systems and weapons may be used.

"Monster Ships" (page 116) may not be built.

The first ADFC a ship mounts does not take up mass but does cost points.

Wave Guns, Reflex Fields and Nova Cannons may not be used.

Any of the Cloaking systems may be used except the Tuffley cloak.

Light Fighters may not be used.

Fleet Composition Special Rules:

Players have 800 NPV points (including fighters/gunboats) in which to build their fleets. There is no restriction on ship classes but all fleets must contain at least one Cruiser class ship 40-99 mass and one Escort class ship of 35 Mass or less.

Fleets may NOT contain more than three fighters, heavy missiles, Salvo missile launchers, PBLs, gunboats (or other ordinance) or combination thereof. For example a fleet may contain two fighter squadrons and one Salvo Missile launcher.

This is to facilitate faster play and force players to take special care to concentrate their scarce fighter and missile resources.

Other than the restrictions above- anything goes!

Additional Rules:

FTL engines: The rules for entering and exiting under FTL will not be used.

Vector rules: *Vector rules will not be used.*

Models:
Only actual starship models will be permitted. No paper counters allowed. All models should be painted. Each fleet will typically consist of only 4-6 ships. Everyone should be able to paint at least that much! Additionally, all bases should have markings for a minimum of 6 firing arcs. In lieu of marked bases players may use 'fire arc' gauges.

For ships that have different capabilities but similar or identical models, players should make every effort to differentiate them.

Dindrenzi Hammer Class Frigates. The standard version on the left, Electronic Warfare version on the right.

SSDs: All ships will, obviously, need an SSD to go with them. All SSDs should have a drawing or photo of the ship they represent; applicable weapon data such as to hit charts, damage, etc. (a copy of the Quick Reference Sheet will do); and of course the Ship Systems Display itself. This is to make it easier to see at a glance what your ship can do. An example of an SSD can be seen below   Please DO NOT draw your SSDs on a piece of graph paper (or napkin) with a pencil!

An excellent source for making your SSDs can be found here:

http://www.mechworld.de/

SSD Examples:

Give-a-Ways

Our sponsors have generously donated several prize packs of space ship models and other goodies we will be giving away during the event.

Tokens, Tape Measures, Templates, Dice, Rule Books, Pencils, etc., etc.

Every player is expected to have whatever items they need to play. Everyone is expected to bring their own dice, templates, tape measures, turn gauges, ordinance counters (Missiles, Plasma Bolts, Mines), and rulebooks. The event organizers will not provide these things, and obviously, you will have a hard time playing without them. For those that forget to bring an item, there will be vendors with booths set up, and you may purchase whatever items you need.

For new players, everything you need will be provided

Be sure to check out our sponsors!

Bobe's Hobby House

http://bobeshobbyhouse.com/

STARFIGHTER SHIPYARDS
http://starfightershipyards.com/

https://www.ravenstarstudio.com/

http://www.groundzerogames.co.uk/

http://www.studiobergstrom.com/

http://www.brigademodels.co.uk/

Any questions should be emailed to jimklein1966@yahoo.com

Scenario:
Fight to the Death

A mysterious and all powerful alien force has pulled star ships from all across time and space to this place to watch them fight.

## Mission Objective

Kill 'm all, stay alive!

Set Up

The battle area will be approximately 5' x 8'.
All fleets will be set up as far from each other and as equidistant from adjacent players as much as possible

All players will roll a die. The player with the lowest roll sets up his largest Mass ship. The player with the next higher roll then sets up his largest Mass ship. Placement rotates as above with every player placing their next smallest ship. Fighters and gunboats with FTL are deployed last. Ships may start with a velocity up to three times their thrust or 8 for ships with only a thrust of 2.
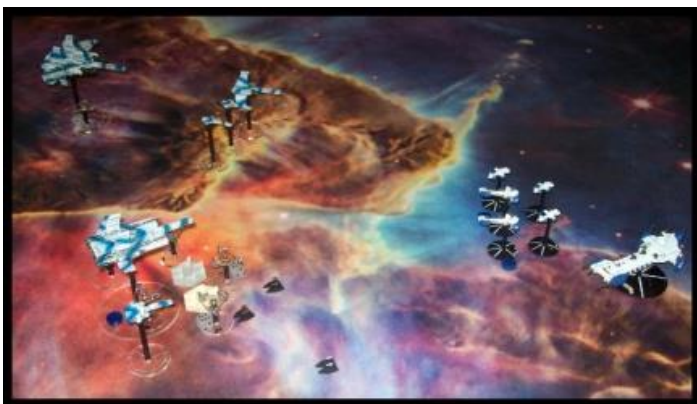
Terrain

There will be a small number of asteroid fields but no special terrain

Winning

Players score 1 victory point for each enemy hull or armor box they destroy. Players earn double points for hull and armor damage inflicted on their 'preferred enemy'. When you attack your 'preferred' enemy you must announce you are doing so. Players will keep track of those points during the turn and submit them to the judges. The judges will then tally those numbers at the end of each turn to determine a grand total. The player that scores the most damage during the game will be declared the victor. Sitting back and watching the other players blow each other up will not win you the game!

If a ship leaves the table it is considered destroyed. The remaining hull and armor points on that ship are deducted from the owner player's victory points.

Ships sustaining damage, or being destroyed, by colliding with asteroid field or other terrain feature that also have their remaining armor and hull boxes deducted from the owning player's victory point total.

This may seem harsh but it prevents unscrupulous players who are ahead from destroying their ships thus denying the other players a chance to earn victory points.

Damage inflicted on ships by reactor explosions, or antimatter suicide device explosions, will be credited to the player that caused the critical hit to the reactor.

Game Length

8 rounds or 4 hours