FULL THRUST

MASS EFFECT

A Project Continuum Fleet Book

EMERALD COAST SKUNKWORKS

Jane's Fighting Starships

Mass Effect

11 Mar 2018
v0.5

Credits and Thanks
Original FULL THRUST designed and written by: *Jon Tuffley*
CROSS DIMENSIONS developed by: *Hugh Fisher*
CONTINUUM: THE CROSS DIMENSIONS SUPPLEMENT by: Jim Klein and the E.C.S.W.
COVER BY: Jeffrey Clint Kozell
BOBE'S HOBBY HOUSE of Pensacola, Florida: *without whose generous support and encouragement this work would not be possible.*
ORIGINAL FLEET CONCEPT BY: Jeffrey Clint Kozell

Thanks to the Gang at ***Emerald Coast Skunk Works*** for their diligence in editing this, and everyone who contributed ideas or feedback, and to Jon Tuffley and GZG for permission to distribute this book and for his most gracious support. This version would not exist without the earlier inspiration and hard work of Jon Tuffley and all the previous contributors to FULL THRUST.

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BY
Jeffrey Clint Kozell
and
Emerald Coast Skunkworks

Release history:
v0.5 - 11 Mar 2018

http://emeraldcoastskunkworks.wordpress.com

The ship designs in this release are based primarily on fluff and inspiration from the Mass Effect game series. Although the Mass Effect universe is very rich, there is very little specific detail regarding ships other than the Normandy. Therefore we've tried to envision how other ships would operate when compared to the Normandy. Obviously a lot of creative freedom was used in creating these designs.

We have spent a lot of time researching, designing and play-testing these designs in the hope they recreate the "feel" of the original material. A lot of compromises have to be made when converting ship designs from the original source material to Full Thrust, so we hope you find they meet your expectations and serve you well in battle.

Also, not every ship from the Mass Effect universe has been brought over at this time. This is only a small sampling of ships for which miniatures are available. We will be adding additional ships in future updates. But if your favorite is not present, please feel free to design it yourself based on other ships in this book and forward it to us for inclusion in the next release.

Thank you for your interest and continued support for Project Continuum!

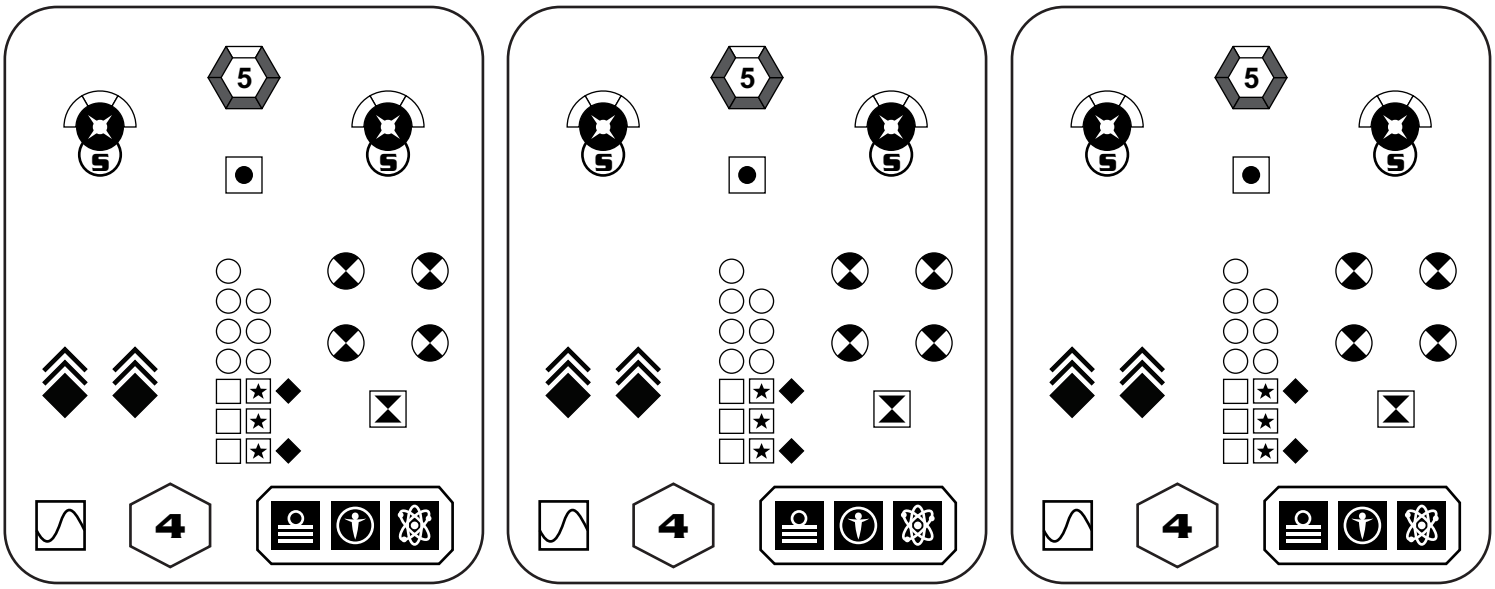
The following miniatures were used in this fleet book:

Normandy SR-1	Shapeways Studio Daviuss Nomad-D SR-I SDF (WSFP)
Normandy SR-2	Shapeways Studio Daviuss Nomad-D SR-II (WSFP)
Alliance Cruiser	Studio Bergstrom Massive Evacuation Allied Cruiser
Alliance Fighters	Studio Bergstrom Massive Evacuation Ferret Human Fighter
Cerberus Cruiser	Studio Bergstrom Massive Evacuation Allied Cruiser (modified)
Cerberus Fighters	Studio Bergstrom Massive Evacuation Ferret Human Fighter
Turian Cruiser	Studio Bergstrom Massive Evacuation Spikey Fork Battleship
Turian Fighters	Studio Bergstrom Massive Evacuation Fork Fighter
Asari Dreadnaught	Studio Bergstrom Massive Evacuation Farari Ascendant
Reaper	Studio Bergstrom Massive Evacuation Space Tick Super Dreadnought

All Mass Effect miniatures painted by Jeffrey Clint Kozell

All ships were designed using
Full Thrust Continuum Ultimate Ship Builder
Download it for **FREE** from
https://emeraldcoastskunkworks.wordpress.com/category/gaming-aids/

Systems Alliance Normandy-Class
Stealth Reconnaissance Frigate Mark 2



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Systems Alliance Normandy-Class
Stealth Reconnaissance Frigate Mark 2

Points: 334 (310) **TMF: 62**

Kinetic Guns (K-Guns)

5 If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit at range	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Torpedoes - Short Range

5 Damage is 1D6 per hit.
Non-Penetrating - All damage is on armor.

To-Hit at range	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

Stealth Hull

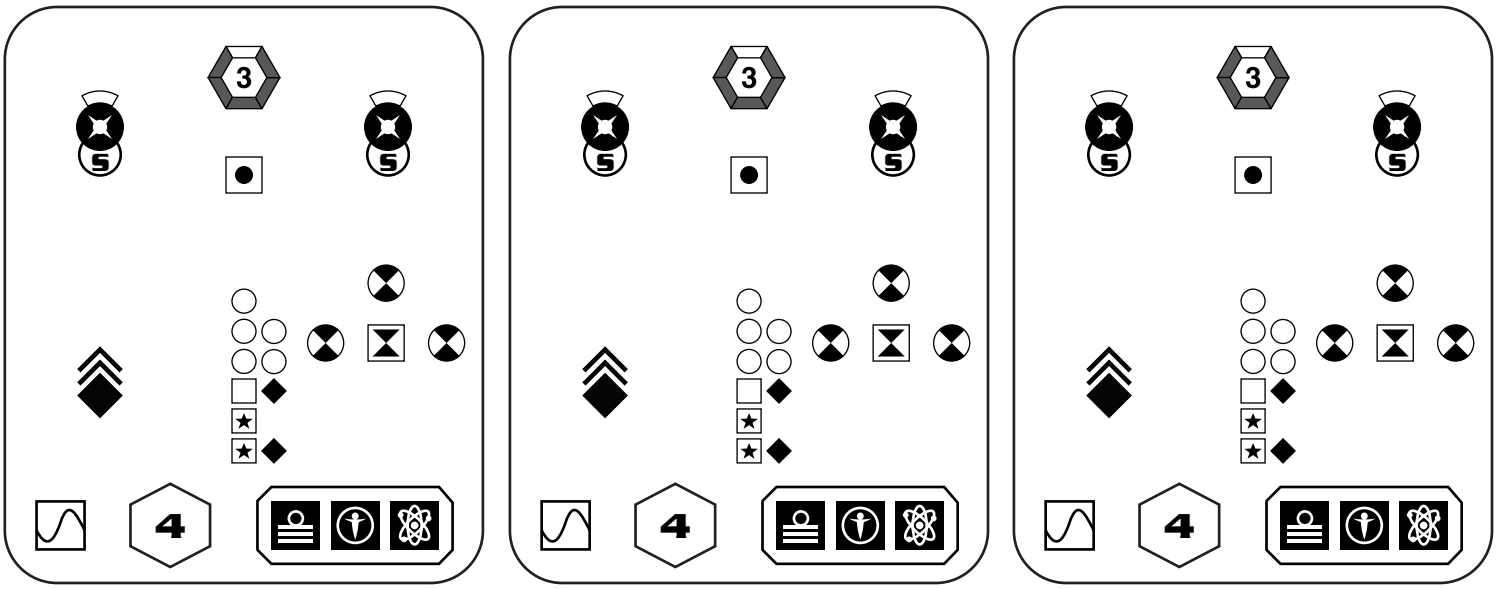
Each level of stealth reduces the size of the range brackets of opponents weapons by one-sixth.

Advanced Screens

Torpedoes, missiles, and other weapons that are unaffected by standard screens and roll one or more D6 for damage subtract 1 from each damage die per level-of screen. K-guns subtract 1 from the doubleup-roll per level of screen.

Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Systems Alliance Normandy-Class
Stealth Reconnaissance Frigate Mark 1



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Systems Alliance Normandy-Class
Stealth Reconnaissance Frigate Mark 1

Points: 185 (163)

TMF: 34

Kinetic Guns (K-Guns)

3 If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit at range	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
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Anti-Ship mode - Roll 6 = 1 point of damage.

Torpedoes - Short Range

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To-Hit at range	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

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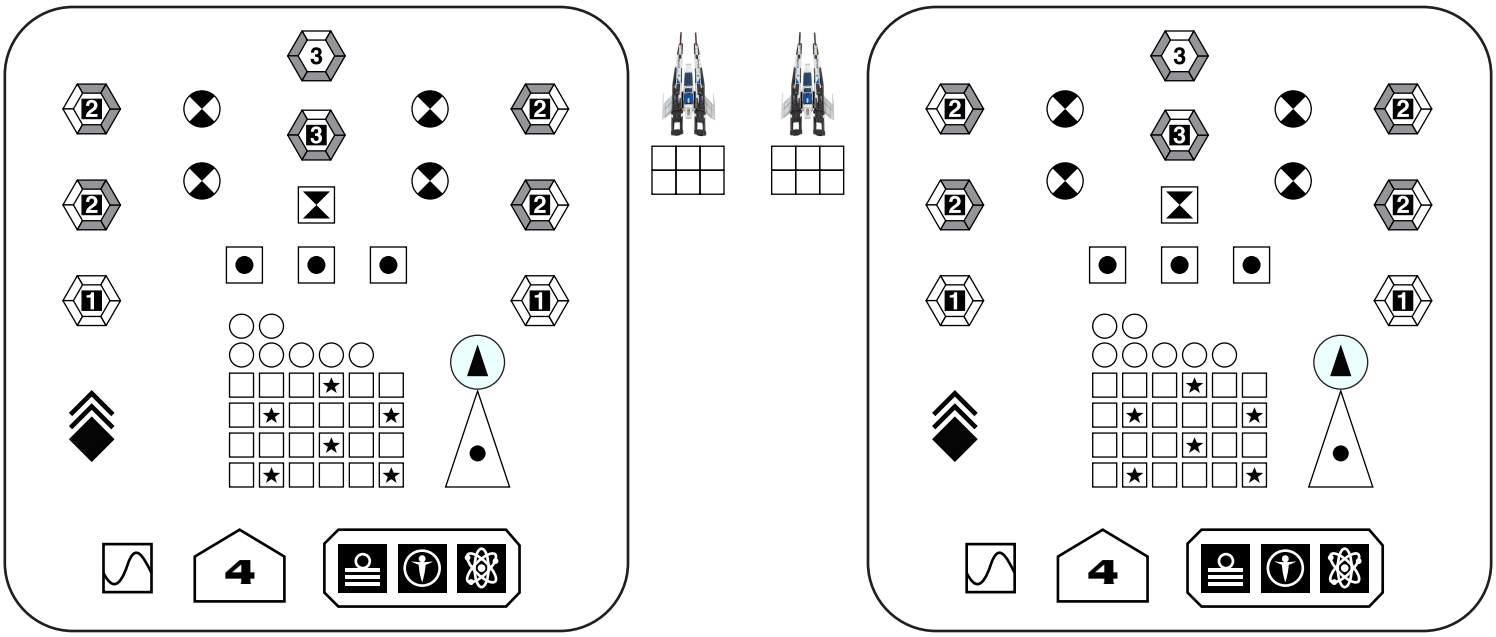
Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Systems Alliance Geneva-Class Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Systems Alliance Geneva-Class Cruiser

Points: 421 (409) **TMF: 106**

Kinetic Guns (K-Guns)

3 If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit normal	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

To-Hit SR	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Fighters

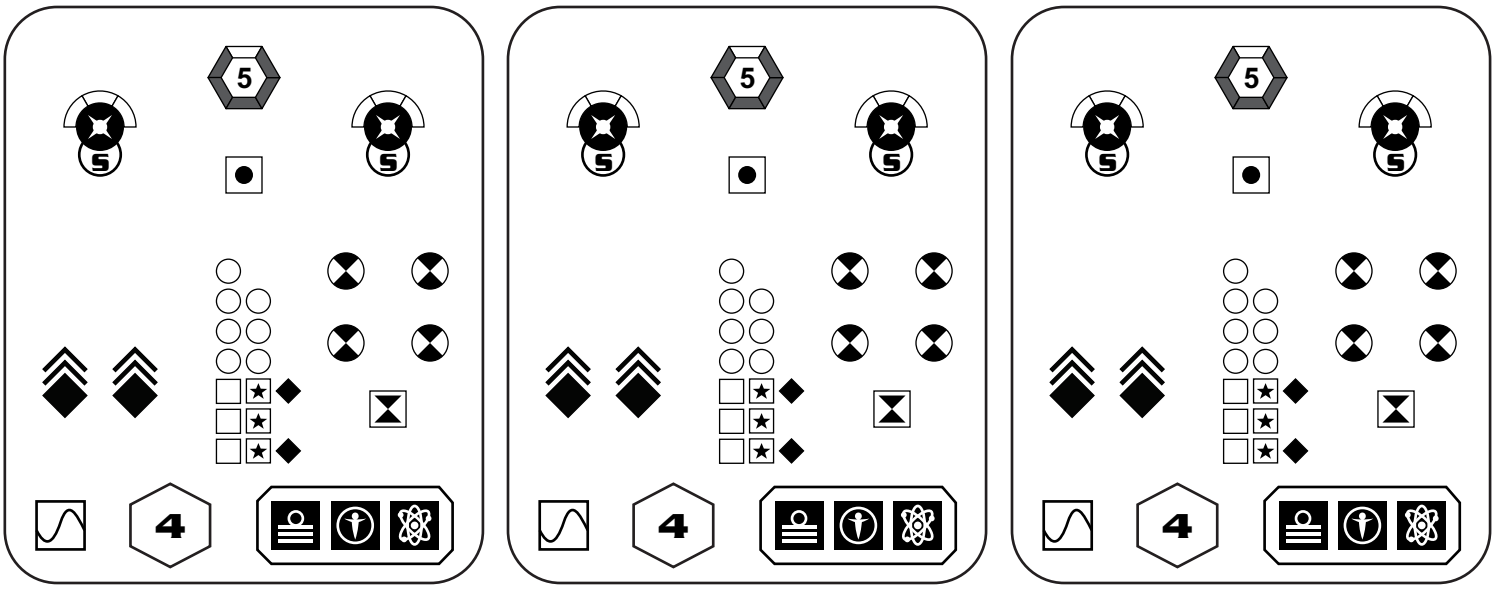
Launch move: 12mu
Standard move: 24mu
Secondary move: 12mu *(uses 1 CEF)*
Attack as cannon *(uses 1 CEF)*

Advanced Screens

Torpedoes, missiles, and other weapons that are unaffected by standard screens and roll one or more D6 for damage subtract 1 from each damage die per level-of screen. K-guns subtract 1 from the doubleup-roll per level of screen.

Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Cerberus Normandy-Class
Stealth Reconnaissance Frigate Mark 2



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Cerberus Normandy-Class
Stealth Reconnaissance Frigate Mark 2

Points: 334 (310) **TMF: 62**

Kinetic Guns (K-Guns)

5 If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit at range	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Torpedoes - Short Range

5 Damage is 1D6 per hit.
Non-Penetrating - All damage is on armor.

To-Hit at range	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

Stealth Hull

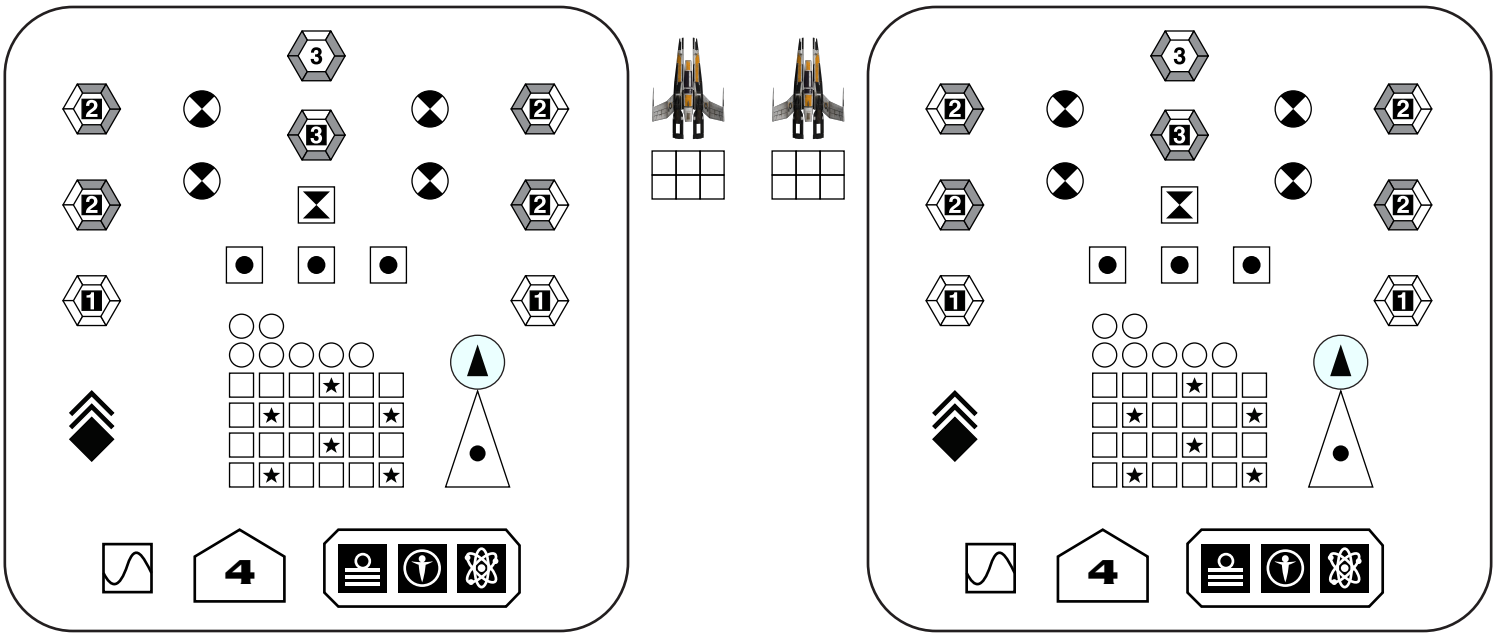
Each level of stealth reduces the size of the range brackets of opponents weapons by one-sixth.

Advanced Screens

Torpedoes, missiles, and other weapons that are unaffected by standard screens and roll one or more D6 for damage subtract 1 from each damage die per level-of screen. K-guns subtract 1 from the doubleup-roll per level of screen.

Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Cerberus Elbrus-Class Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Cerberus Elbrus-Class Cruiser

Points: 421 (409) **TMF: 106**

Kinetic Guns (K-Guns)

If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit normal	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

To-Hit SR	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Fighters

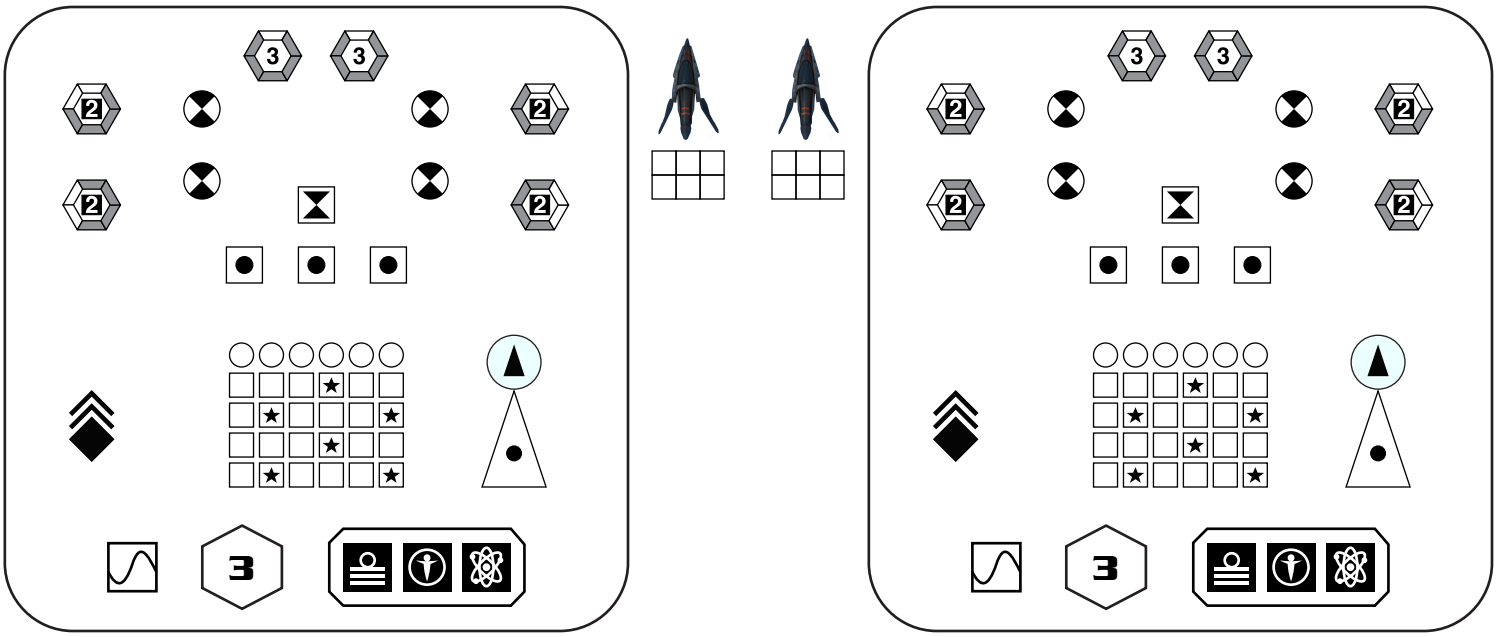
Launch move: 12mu
Standard move: 24mu
Secondary move: 12mu *(uses 1 CEF)*
Attack as cannon *(uses 1 CEF)*

Advanced Screens

Torpedoes, missiles, and other weapons that are unaffected by standard screens and roll one or more D6 for damage subtract 1 from each damage die per level-of screen. K-guns subtract 1 from the doubleup-roll per level of screen.

Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Turian Vahrdona-Class Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Turian Vahrdona-Class Cruiser

Points: 391 (369) **TMF: 94**

Kinetic Guns (K-Guns)

If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit normal	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

To-Hit SR	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Fighters

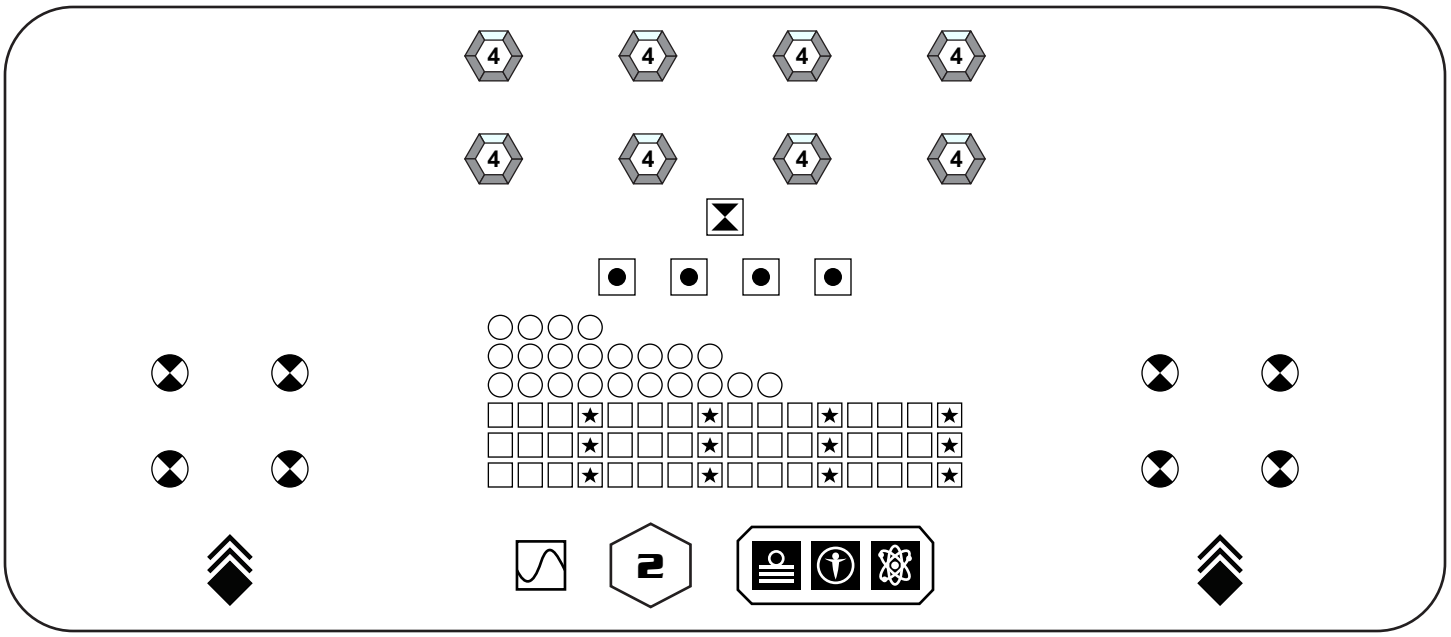
Launch move: 12mu
Standard move: 24mu
Secondary move: 12mu *(uses 1 CEF)*
Attack as cannon *(uses 1 CEF)*

Advanced Screens

Torpedoes, missiles, and other weapons that are unaffected by standard screens and roll one or more D6 for damage subtract 1 from each damage die per level-of screen. K-guns subtract 1 from the doubleup-roll per level of screen.

Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Asari Destiny Ascension-class Super Dreadnaught



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Asari Destiny Ascension-class Super Dreadnaught

Points: 994 (1272) **TMF: 224**

Kinetic Guns (K-Guns)

4 If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit normal	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

To-Hit SR	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

PDS (Point Defence System)

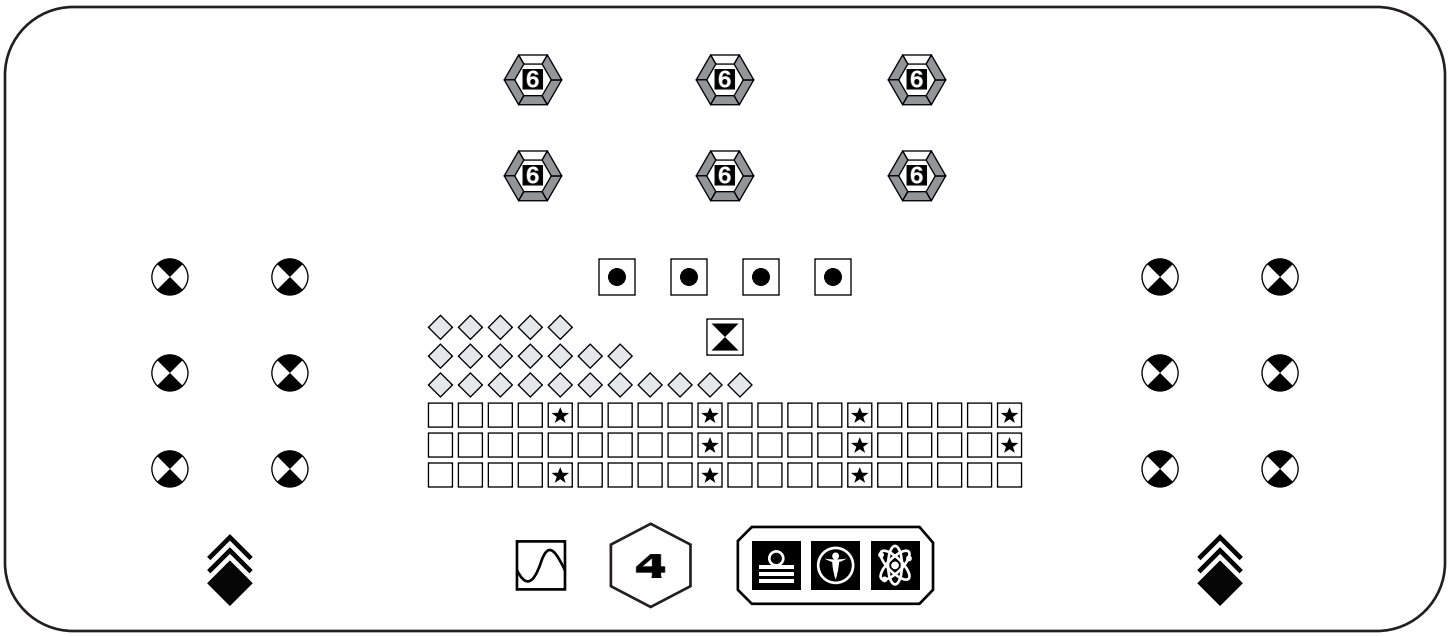
Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Advanced Screens

Torpedoes, missiles, and other weapons that are unaffected by standard screens and roll one or more D6 for damage subtract 1 from each damage die per level-of screen. K-guns subtract 1 from the doubleup-roll per level of screen.

Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Sovereign Reaper Dreadnaught



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Sovereign Reaper Dreadnaught

Points: 1156 (1564) TMF: 258

Regenerative Armor
Roll a d6 for each point of regenerative armor that has been damaged. On a 5 or 6 the armor box is repaired. On a 1 the armor has sustained too much damage.

PDS (Point Defence System)
Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Kinetic Guns (K-Guns)
If hit scored, roll again:
Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage
Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit normal	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

To-Hit SR	0-4	4-8	8-12	12-16	16-20
	2+	3+	4+	5+	6

Advanced Screens
Torpedoes, missiles, and other weapons that are unaffected by standard screens and roll one or more D6 for damage subtract 1 from each damage die per level-of screen. K-guns subtract 1 from the doubleup-roll per level of screen.

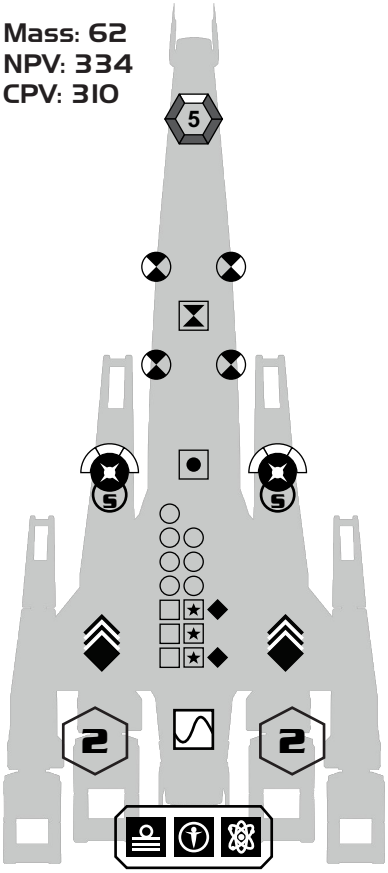
Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

Systems Alliance Strike Fleet

Fleet NPV: 889
Fleet CPV: 799

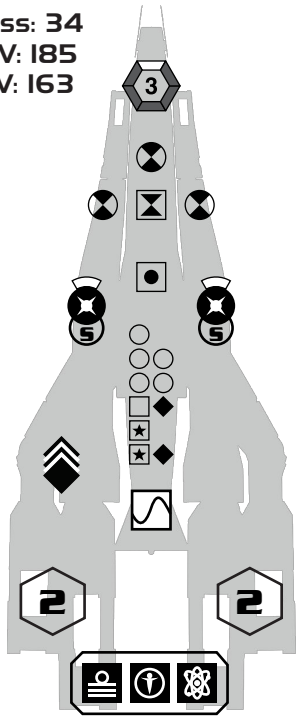
SSV NORMANDY SR2

Mass: 62
NPV: 334
CPV: 310



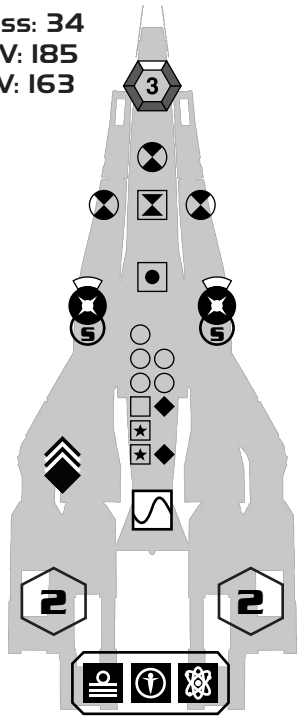
SSV NORMANDY SR1

Mass: 34
NPV: 185
CPV: 163



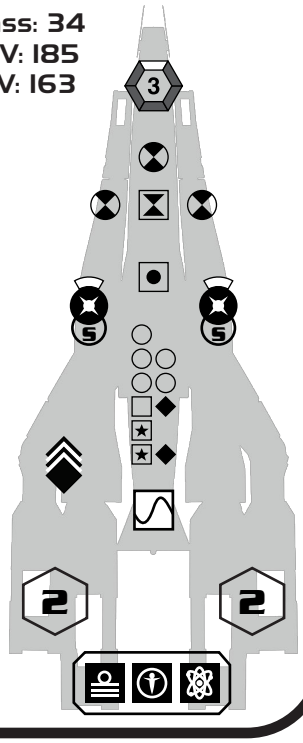
SSV AIN JALUT SR3

Mass: 34
NPV: 185
CPV: 163



SSV IWO JIMA SR5

Mass: 34
NPV: 185
CPV: 163

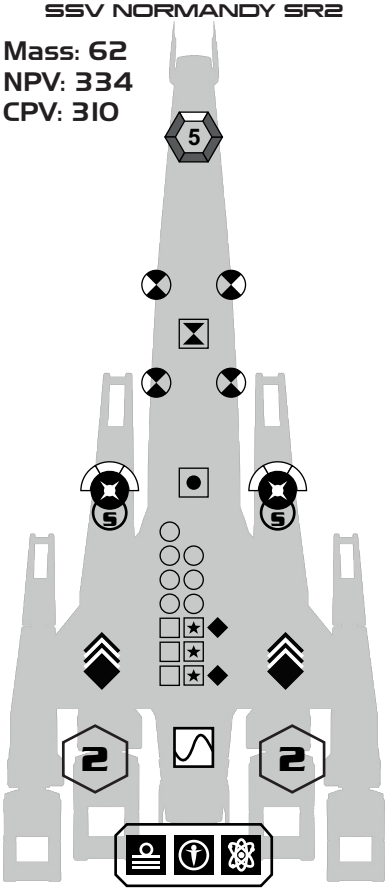


Systems Alliance Strike Fleet

Fleet NPV: 889
Fleet CPV: 799

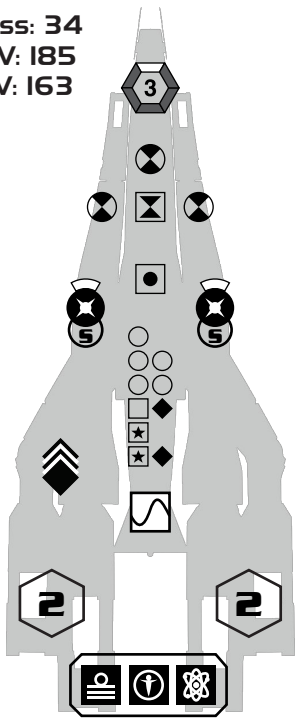
SSV NORMANDY SR2

Mass: 62
NPV: 334
CPV: 310



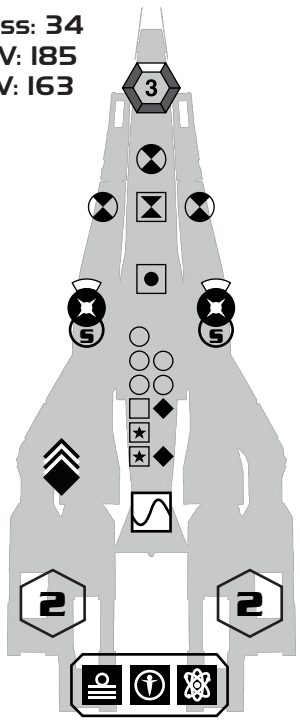
SSV NORMANDY SR1

Mass: 34
NPV: 185
CPV: 163



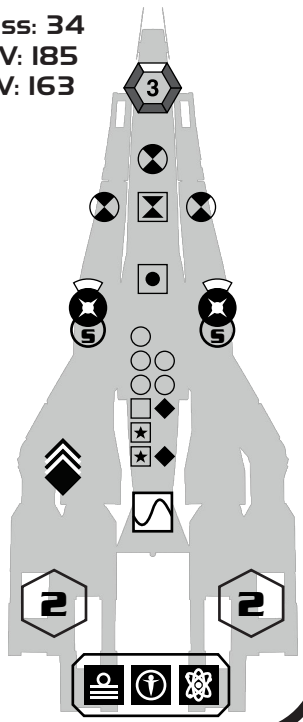
SSV AIN JALUT SR3

Mass: 34
NPV: 185
CPV: 163



SSV IWO JIMA SR5

Mass: 34
NPV: 185
CPV: 163

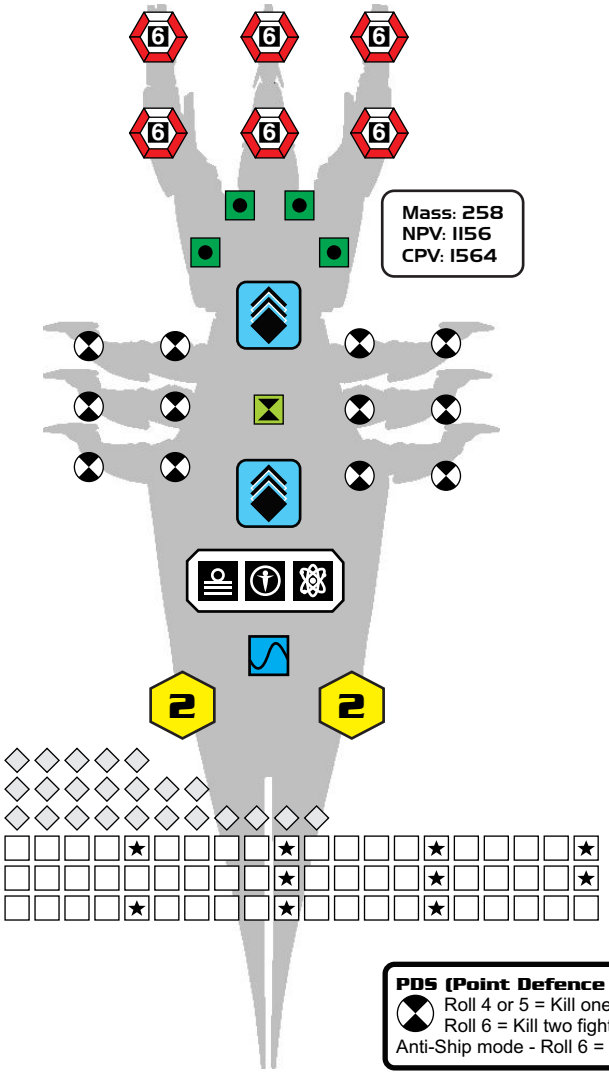


Reaper Assault Fleet

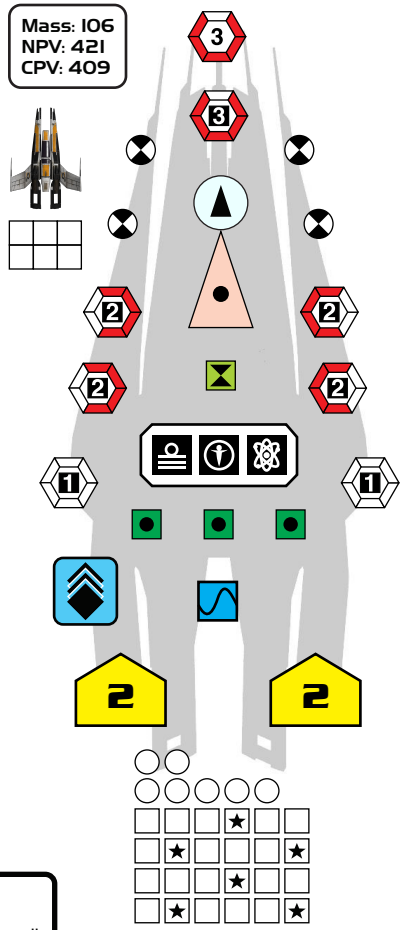
Fleet NPV: 1998
Fleet CPV: 2382

Sovereign

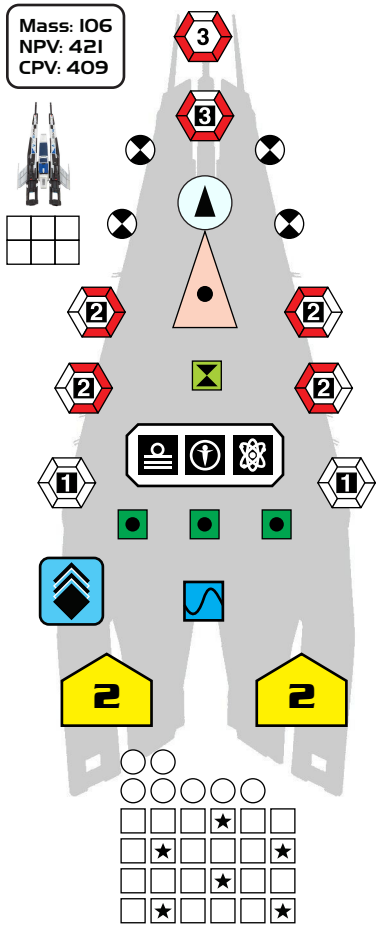
Reaper Dreadnaught



Cerberus Cruiser



Systems Alliance Cruiser



PDS (Point Defence System)
Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Kinetic Guns (K-Guns)
3 If hit scored, roll again:
Roll greater than K-gun class: damage = class
Roll less than or equal to class: damage = class x 2.
Natural roll of 6 always = damage
Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit normal	**0-6**	**6-12**	**12-18**	**18-24**	**24-30**
	2+	3+	4+	5+	6
To-Hit SR	**0-4**	**4-8**	**8-12**	**12-16**	**16-20**
	2+	3+	4+	5+	6

Regenerative Armor
Roll a d6 for each point of regenerative armor that has been damaged. On a 5 or 6 the armor box is repaired. On a 1 the armor has sustained too much damage.

Fighters
Launch move: 12mu
Standard move: 24mu
Secondary move: 12mu *(uses 1 CEF)*
Attack as K-1 *(uses 1 CEF)*

Advanced Screens

Roll	Unscreened	Level 1	Level 2
1-3	miss	miss	miss
4	1 hit	miss	miss
5	1 hit	1 hit	1 hit
6	2 hits + reroll	2 hits + reroll	1 hit + reroll

MASS EFFECT
A Project Continuum Fleet Book