

Full Thrust: XD Cheat Sheet : Offense



Beams



Range band = 12 MU. Roll number of die = to beam class, minus 1 die for each range band beyond the closest.

4,5 = 1 point | 6 = 2 points + re-roll. re-roll not affected by screens or armor.



Grasers



Range band = 18 MU. To hit: Roll number of dice = to graser class, minus 1 die for each range band beyond the first.

4, 5 = 1 hit. 6 = 2 hits. No re-roll. 1D6 damage per hit.



Torpedoes



Range band = 6MU. Each class above 1 adds 3MU to range band.

To Hit:

0-6 0-9 0-12 : 2+

6-12 9-18 12-24 : 3+

12-18 18-27 24-36 : 4+

18-24 27-36 36-48 : 5+

24-30 36-45 48-60 : 6+

Damage 1D6 per hit. No re-roll



Class 2
torpedo



Old style
torpedo



SMP

One shot only. 0-6 3D6 | 6-12 2D6 | 12-18 1D6. 4, 5 = 1 point damage, 6 = 2 points & re-roll



Needle
beam

Targets specific system on enemy ship. 1 FireCon per system targeted. Range 12MU.

Roll 1D6. 6 = system destroyed (drive = 1/2) and 1 hull damage. 5 = 1 hull damage. Ignore all screens and armor.



Heavy missiles



Salvo racks



SML, magazine

Missiles. Standard is white, extended range is black.

Each missile icon = 1 missile or salvo. Cross it off after it is fired.

Range: 24 or 36 for extended range. Attacks closest ship in 6 MU after ship movement.

Hits: Salvo: 1D6 is number that hits (minus PDS)

Damage: heavy: 3D6. Salvo: 1D6 per missile that hits.

Fighters

Movement:

Ships launching or recovering fighters cannot change heading or velocity.

May launch 1 squad per bay. Recover 1 squad per 2 bays.

Move 24 MU - secondary move 12 MU

Point Defense against fighters:

- A PDS rolls a D6 and kills one fighter on 4 or 5. A 6 kills two fighters and re-roll.

- A beam-1 rolls a D6 and kills one fighter on 5 or 6, with a re-roll on 6.

- A scattergun rolls four D6 with results as for PDS.

* Ships with ADFC may also target unengaged fighter groups within 6 MU. Each group targeted requires one ADFC.

Attacks

For each group attacking a ship, roll 1D6 per remaining fighter in the group. Hits and damage are scored per die using the same results as beam-1 weapon fire (4,5 = 1 damage, 6 = 2): fighters are affected by screens, and re-roll for penetrating damage on 6.

All fire between fighter groups in a dogfight is considered simultaneous. Roll 1D6 per fighter and inflict casualties as for beam-1 fire against an unscreened target: 4 or 5 kills one fighter, 6 kills two fighters and re-roll.

Ship attacks on fighters

Ship to ship weapons roll 1D6 only against fighter groups, regardless of range band or normal damage. A roll of 6 kills one fighter, no re-roll.

* After a player has announced fire against a fighter group but before actually rolling the dice, the fighter group can choose to evade the attack by spending a CEF. An evade automatically negates the attack and any further ship weapon fire in that turn.

* Point defence fire cannot be evaded.

CEF

A group will use up 1 CEF each turn it engages in combat, whether attacking a ship, another fighter group, or missiles. A fighter group also uses 1 CEF every time it makes a secondary move or evade. When all combat endurance is exhausted, the group may still move normally (though it may make no secondary moves) but may not make any attacks.

Defense



Max screen level is 2. More than 2 screen generator are backups.

Beams: level 1 screen: roll of 4 has no effect. Level 2: 5, 6 = 1 point of damage.

Grasers: Level 1 : roll of 4 = no hit. Level 2: 5, 6 = 1 hit.



Max level is 2, like regular screens. **Beams & grasers:** same as regular screens.

SMP: damage as beam on regular screen.

Torpedos, missiles: level 1: -1 damage. Level 2: -2 damage.



Armour



Shell
armour



PDS



Scattergun



ADFC

Up to half of total damage take can be applied to armour. Shell armour, up to half remaining damage can be taken by the next layer. Shell armour layers are bottom to top: in this example, layer 1 = 4, layer 2 = 3. Armour is not re-useable.

Against **Salvo** missiles: Each **PDS** rolls a D6, 'killing' one missile on a roll of 4 or 5. Rolls of 6 kill two missiles and re-roll. **Beam 1 & fighter** kills on 5,6 with re-roll. **Scattergun** rolls 4D6, result as PDS.

Against **heavy** missiles: Each **PDS** rolls 1D6, 5, 6 kills. **Beam & fighter** kills on 6.

Scattergun 4D6, results as PDS.

Scattergun is a one-shot defense. Cross it off after use.

ADFC does NOT include beam-1 No FireControl needed for PDS or Scattergun

For each salvo or heavy missile killed by a fighter roll an additional D6: on a roll of 6 the fighter is destroyed also.



Bridge, life support & power core.

Bridge: roll D6: 1-5 ship is out of control that many turns. 6: permanently out of control.

Life support: roll D6: life support will fail after that many turns.

Power core: At end of each turn, roll D6: 5, 6 core explodes and destroys the ship.

Damage control parties may fix all of the above except permanently out of control.

Damage Control Parties: Up to 3 may be assigned to a system. Roll D6 less than or equal to number of DCPs to fix.

Turn Sequence

1. Write orders.
2. Roll for initiative.
3. Launch missiles.
Initiative launches last.- Ship by ship
4. Move fighter groups.
Launch groups, half distance
Other groups
Initiative moves last
5. Move ships.
Fixed movement objects
Minelayers
Normal moves
FTL entry or exit
6. Secondary fighter moves.
7. Allocate missile and fighter attacks.
8. Fighters against fighters or missiles.
9. Point defence fire.
10. Missile and fighters against ships.
11. Ships fire.
Initiative shoots first - Ship by ship
Threshold checks after each
12. Damage control.
Repair rolls
Core System effects

