

## **VBAM- FULL THRUST HOUSE RULES:**

### **Movement:**

Cinematic Movement will be used.

### **Weapons:**

- 1) More Thrust Missiles are referred to as "Torpedoes"
  - Beam Warhead type has been added. Beam warhead attacks any ship within 6". Roll a d6 for the number of beams striking the target. Resolve hits as if attacked by X number of Class 1 Beams.
- 2) Class 1 through 4 Railguns have been added for use. Railguns have range, hit, and do damage as Kravak K-guns in Fleet Book 2.
- 3) Salvo Missiles may only attack ships within their 180-degree forward arc instead of using a 360-degree arc.
- 4) Point Defense System Modification as follows;
  - The greater the number of fighter squadrons or missile salvos attacking a ship equipped with a Point Defense System (PDS), each PDS becomes increasingly effective. The level of increased effectiveness is as follows;

<b><i>Number of Fighter Squadrons/ Missile Salvos</i></b>	<b><i>Fighter Destroyed on roll of...</i></b>	<b><i>Missile Destroyed on roll of...</i></b>
1-3	5 or 6	6
4-6	4,5, or 6	5 or 6
7-9	3,4,5, or 6	4,5, or 6
10+	2+	3+

### **Fighters:**

- 1) The maximum number of fighter squadrons that may safely attack a single ship is equal to the ship mass divided by 20 (round up).
  - If more squadrons than this attack, then for each one (1) rolled on the squadron attack dice a fighter is destroyed by 'friendly fire', 'collision', or other mishap.
- 2) Fighter beam weapons do **not** get the benefit of the open ended "6" like ship beams do.

### **Other Systems:**

- 1) ECM affects Fire Control as well as Sensor Systems. A penalty of minus one (-1) is applied to sensor and weapon fire die rolls.
- 2) Core Systems are in use. (Bridge, Life Support, and Power Plant)
- 3) Auxiliary Bridge and Life Support may be purchased at time of ship design. Each auxiliary system costs 10% of the ship's mass. In the event that the main bridge or life support system is damaged or destroyed, the auxiliary will take over normal operations on the next turn.
- 4) Full Thrust Alien races are not in play as Player Races at this time. They may serve as alien encounters generated during the campaign events.

### **VBAM EU to FT NPV Cost Conversion:**

One (1) VBAM Economic Unit (EU) is equal to ten (10) FT points. So a FT ship with a NPV 20 would be 2 EU. If the NPV is, say, 43 then it would be 4.3 EU rounded to the nearest whole number for a cost of 4 EU.