



BLOOD & STEEL





INTRODUCTION

This scenario is set in the first war between the Twelve Colonies of Man and their manmade enemy, the Cylons. Players will take control of one BATTLESTAR each to join the fight on the side of the Colonies. With its vast armament and the support of multiple squadrons of Viper space superiority fighters, the colonial BATTLESTAR is a fierce opponent. It has to be, since the Cylons outnumber their human enemy by far, both in ships and troops. These artificial warriors have only one goal: Extermination of all mankind.

**So, step into the CIC, Commander!
Take up the fight for the survival of mankind!
So say we all!**

ABOUT THIS BOOKLET

This booklet was created by [MECHWORLD.DE](http://www.mechworld.de) to supply you with everything you need to set up your own game of **BLOOD & STEEL**. For your convenience, this booklet is separated into two parts. The first part comprises the background to **BLOOD & STEEL** while the second part describes changes to the basic Full Thrust rules needed to play the scenario.

The Background section was created to deliver additional information about the setting in which the scenario takes place to allow players to begin their journey into the BATTLESTAR GALACTICA Universe.

The Scenario Rules section contains all special rules and instructions you will need to play **BLOOD & STEEL**.

If you have feedback about **BLOOD & STEEL** or if you are looking for more information about Full Thrust or our team, then head over to:

<http://www.mechworld.de>

Find us on Facebook for Making-of- and liveaction-pictures at:

<https://www.facebook.com/mechworld.de>

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TRACER

THE FIRST CYLON WAR

After the Cylon uprising rose, fights were raging in all of the Twelve Colonies, in the cities and villages, in the fields, in the skies. Amid all the destruction, chaos and suffering there was one thing that gave us hope: The threat of a merciless mechanical enemy that caused so many casualties among our friends, families and children, did what no politician had managed before. The twelve Colonies overcame their differences and signed the Articles of Colonization to face the enemy together. In desperate battles, the Cylons were driven from most of our worlds. A strong Colonial Fleet was formed, and as a symbol of our newfound unity we build twelve BATTLESTARS, one for each of our Colonies.

But the tides of war turned against humanity. As our losses mounted, our struggle became ever more desperate. With a surprise strike we managed to reverse the Cylon advance for a time - but for how long? Even if we can keep up the fight, will that mean a future in which we face a thousand years of war? Or is it possible to defeat the Cylons once and for all? Even now there is word of the Cylons gathering for a new offensive. And what about the rumours of a new Cylon super weapon?

We must continue fighting despite all odds so that our homeworlds will be free of the Cylon menace! So say we all!



THE FALLEN STAR

FINAL FLIGHT OF THE PACIFICA

A crackling voice rang in his head. „Yo, Booker! Heads up, you got toasters chewin’ on your tail!“ Bookers reflexes kicked in, trained in endless drills, as he fired up the afterburners of his Viper MKII. In a quick manoeuvre, he swung his fighter around in a half turn, while still moving fast in its former direction. First lesson you had to learn as a fighter jock after transitioning from aerial training to real space flight: Forget the stuff you knew about atmospheric dogfighting.

The two raiders chasing him came up right in front of his ship and he opened fire as the reticule turned green to confirm the target. Both Thraxon 30mm guns started their deadly work immediately and two fiery lines cut into one of the Cylon raiders. The second raider broke the pursuit as its wingman ceased to exist in a large fireball. “Nailed the frakker!” he yelled into his comm while a little smile brushed over his face. He switched to combat speed to pick up the pursuit of the second raider, which was trying to outmanoeuvre him on his right flank. Booker took a quick glance onto his mission timer. 36 minutes since he left PACIFICA’s launch tube.

The words of the CAG during mission briefing came back to his mind. “Alright people. This is going to be a nice and easy extraction mission. PACIFICA is moving out to pick up some of our INTEL guys who had to bail out of their current location and our job is to make sure the toasters won’t crash our



party!” Well, apparently the Colonials were the ones crashing the Cylon party and the hosts sure were pretty unhappy about this.

For some reason the raider he was pursuing decided to disengage from the dogfight and swung on a course heading for PACIFICA. Booker was about to follow as his comm came to life once again: “All Vipers, PACIFICA. Stay clear of airspace sectors seven to ten to avoid enemy suppression barrage!” He quickly checked his position and broke the pursuit since his current course would lead him directly into the devastating barrage that PACIFICA was about to lay out. That should take care of this raider. While he altered his course, he got a look at PACIFICA. A BATTLESTAR was an impressive sight when floating in space alone, but once one of those beasts engaged in combat it was both horrible and beautiful to watch at the same time.

Somehow he always got the strange feeling of being home when he looked at this heavily armed and armoured behemoth. As a fighter pilot you were on your own once you left your BATTLESTAR and it was always like getting back home when you returned.

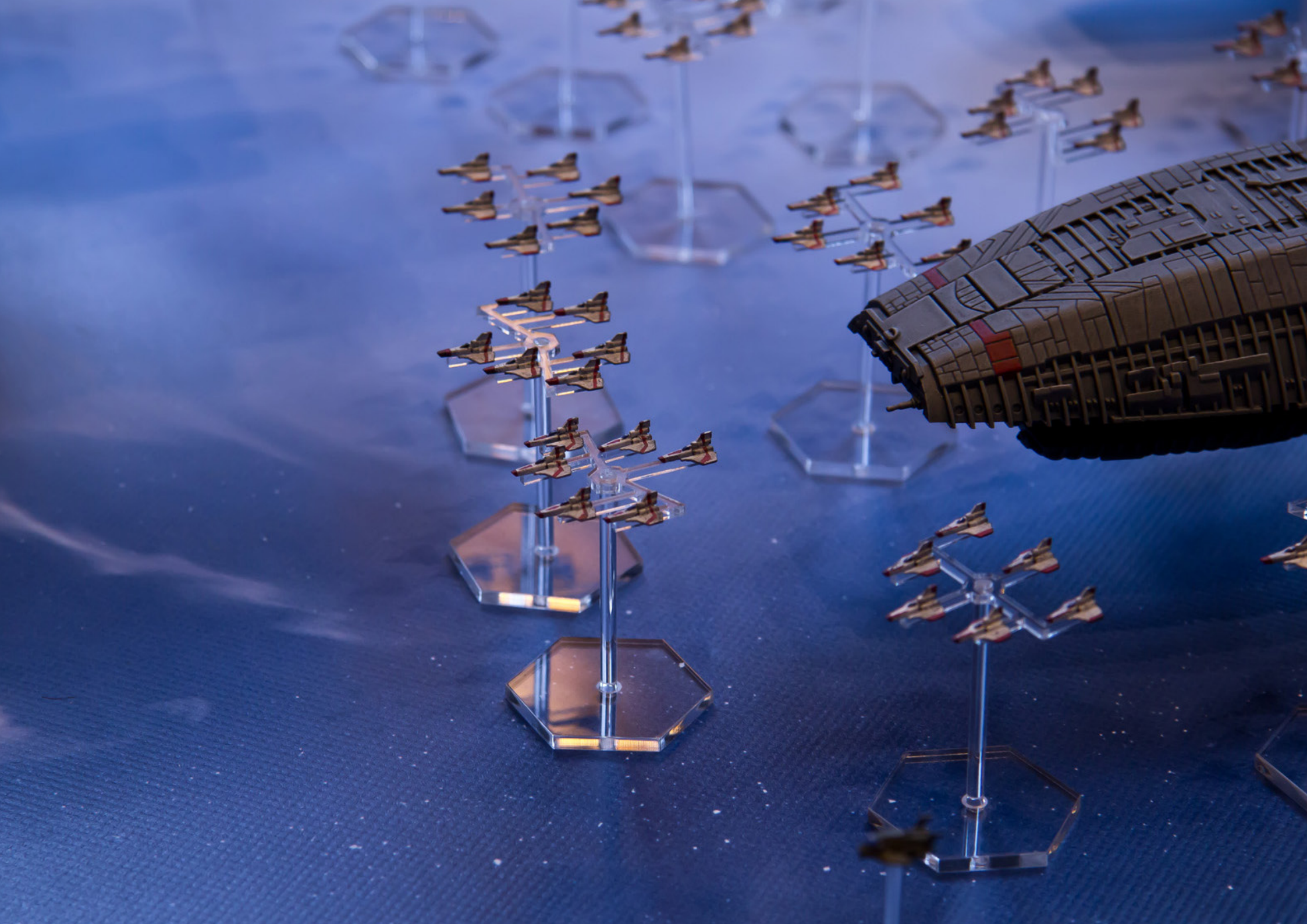
A bright flash stopped his thoughts abruptly. His vision cleared and he realized what just had happened. Both Cylon Basestars engaging PACIFICA were hurling wave after wave of multi-kiloton nuclear warheads at the BATTLESTAR in a seemingly unstoppable effort to burn PACIFICA to ashes. Most of these missiles had been taken out by PACIFICAs defensive fire but more and more were

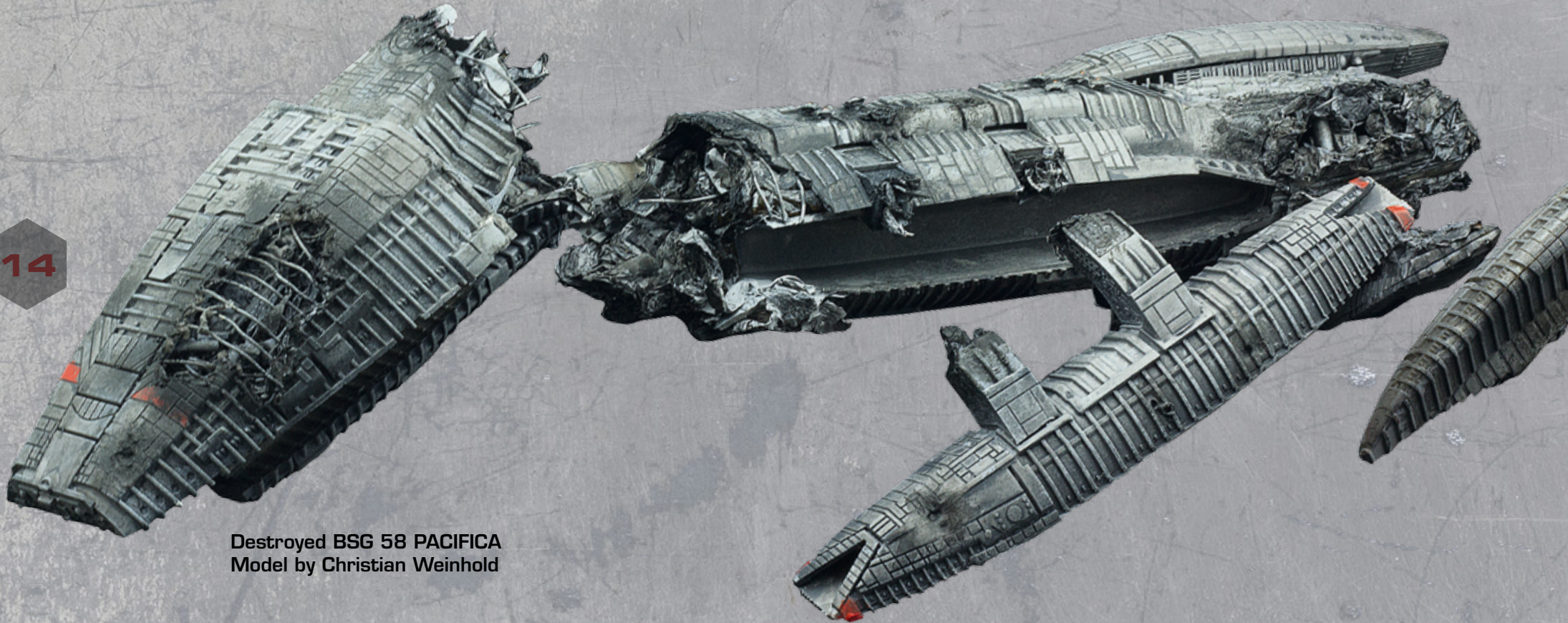
getting through her defences as the Basestars tried to flank the large ship on both sides, forcing PACIFICA to divide her fire.

“PACIFICA has seen better days”, were Booker thoughts as he turned his head away from PACIFICAs already cratered hull. Water was leaking out of one of the port tanks, vaporising into an ice cloud forming in the freezing cold of space. Several sections of the mighty battleship were burning and Booker was imagining how the damage control parties were desperately trying to get the fires under control to keep her operational.


“All Vipers, PACIFICA actual. Focus attack efforts onto DRADIS contact Basestar 2. Stay clear of ship to ship fire!”

“Okay people, you heard the old man. Regroup on my position. Time to take out some of those wire-heads!” It was the CAG once again. Booker was pushing his thrust control to max as the high pitched warning of the proximity alert filled his cockpit. “What the fra...” was the only thing he could bring out as a raider came screaming down along his course, almost colliding with his Viper. Booker recovered his fighter just to witness the Cylon raider crashing directly into stern section of PACIFICA in a huge fireball, followed by several secondary explosions. Several of the BATTLESTAR’s batteries in the area instantly fell silent. “Damn, damn, damn! Guys, those frakker s are going suicidal... one of the toasters just crashed into PACIFICA... by the gods...”





Destroyed BSG 58 PACIFICA
Model by Christian Weinhold



After a few minutes of radio silence during which internal explosions were shaking the giant warship another transmission was broadcasted across all channels, no military encryption. A message that all Viper jockeys feared the most: "All personnel abandon PACIFICA, abandon PACIFICA... all fighters stay clear of PACIFICA airspace. FTL is offline, port tylium depot was hit by impact, damage control is tryin..." was the final transmission received as a bright white flash appeared where PACIFICA was just a second ago. Booker was not able to realize what was going on since his Viper was immediately caught in the shockwave following PACIFICA's destruction.

Master caution was buzzing and all sorts of warning lights began flashing as Booker desperately tried to regain control. Engine three was reporting major failure and the Viper was losing speed so quickly that Booker nearly faded out by the resulting G-force smashing his body into his pilot seat. Smoke was filling the cockpit quickly and a small explosion on his left ripped the port gun and large parts of the attached wing off the fuselage. Only one thing left to do. He grabbed the lever between his legs and pulled so hard that he was afraid to rip it out of his seat. A small blast blew the cockpit cover away and the next thing Booker felt was the massive acceleration of the seats thrusters pushing him out of his Viper only a second before it burned in the heat of exploding tylium. It took him several minutes before he was able to get hold of reality.



Hale „Booker“
Matheson

He saw what was happening right in front of him but he could not believe it. PACIFICA was no more. Instead, large parts of wreckage slowly drifted apart while the last oxygen leaving the dying hull fed infernal fires burning the remains of the once mighty BATTLESTAR. He watched the scenery caught in disbelief. He would have not been able tell how long he drifted there watching PACIFICA ending as his own pilot suit oxygen warning indicated a substantial loss of pressure. He couldn't care less as sadness and loneliness began to rise in him.

A bright light blinded him. At first he thought the high CO2 level made him see things. The last thing he saw was the silhouette of a raptor right in front of him as darkness filled his head.

Author:
Sascha „Magicker“ Keunecke



COLONIAL FLEET

THE COLONIAL FLEET

The fleet is the Twelve Colonies' foremost line of defence against the Cylon threat. Fleet Headquarters on Picon is the nerve centre for all fleet operations. The BATTLESTARS, core elements of the fleet with their enormous Railgun batteries and armour able to withstand a nuclear missile hit, carry hundreds of brave pilots and their Viper fighters into battle. Formerly built as symbol to show that mankind stands united, each of the first twelve BATTLESTARS represented one of the Twelve Colonies. As the war went on, more and more BATTLESTARS of different types were put into service. Along with these colossal carrier-battleship hybrids, hundreds of destroyers, the fleet operates hundreds of cruisers, gunships, escorts and supply ships that support the BATTLESTARS.

FLAGS OF THE TWELVE COLONIES



Virgon



Picon



Caprica



Tauron



Gemenon



Scorpia



Aerilon



Leonis



Cancerion



Sagittaron



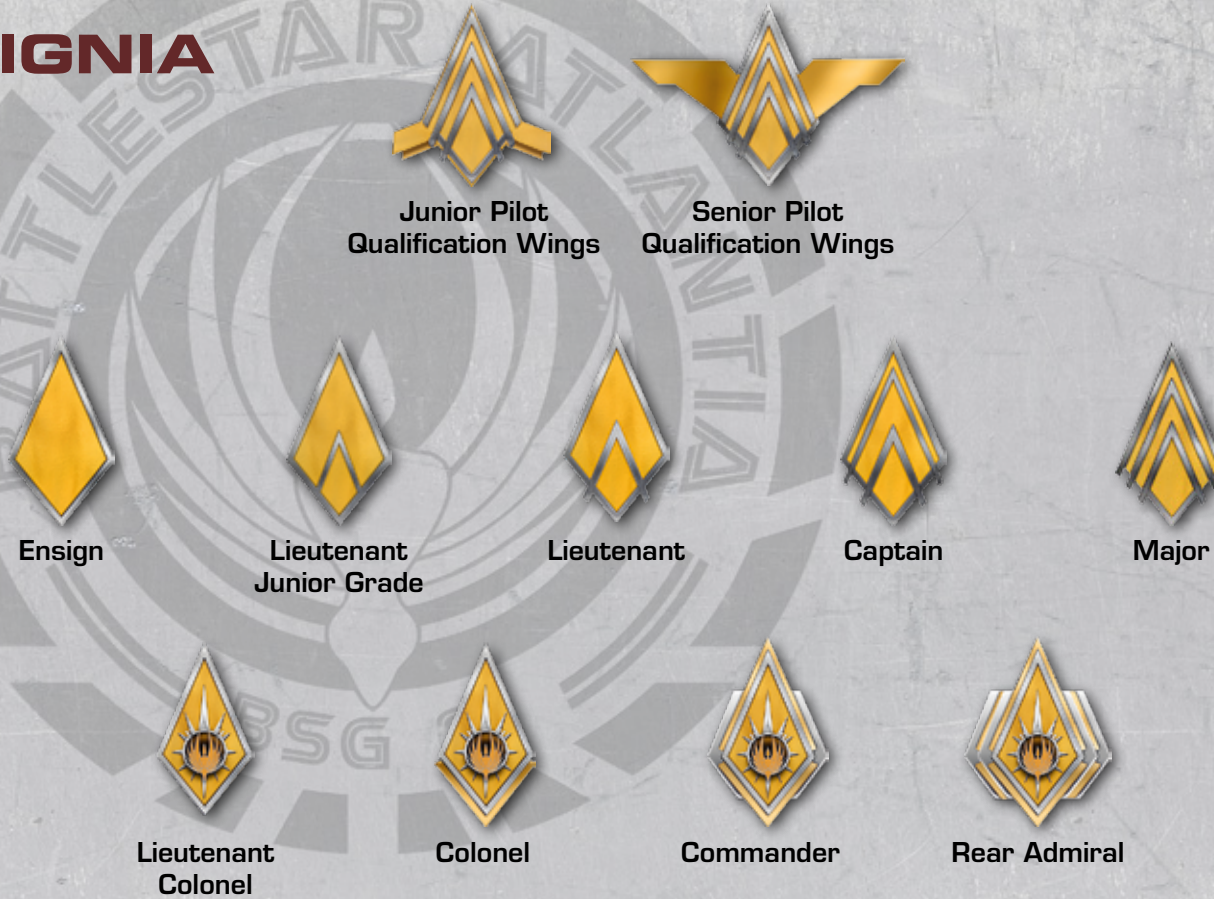
Libran



Aquarion



INSIGNIA



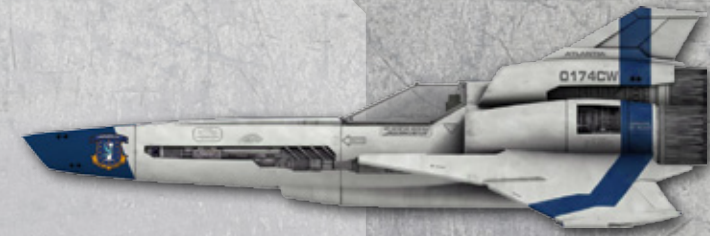


20

BSG 01 ATLANTIA

ATLANTIA is one of the twelve original BATTLESTARs built after the Colonies united. As ATLANTIA represents Virgon, the “blue Colony”, the ship and her fighters carry blue markings. During the first years of service she was the flagship of the Colonial Fleet. From ATLANTIA's bridge, Admiral Dante commanded the defence of Caprica during the second battle for that world. After taking heavy damage during Operation Clean Sweep, her frontal armament was improved and her nuclear launch tubes were replaced with a heavy array of the newest heavy pulse cannon.

Like the other BATTLESTARs of the first production run, ATLANTIA has several design flaws, a result of rushed construction and substandard materials during those difficult early years of the war. Because of recurring micro fissures in the FTL spinners, her FTL drives need significantly more maintenance than other ships of this type. This problem persists even though several drive components have been replaced during the latest overhaul. The limited firing arcs of ATLANTIA's rear deck guns is a drawback shared with several other vessels of her type but it is felt that her increased front armament will more than compensate for this.



BSG 01 ATLANTIA
VIPER MK II Pattern



21

ATLANTIA

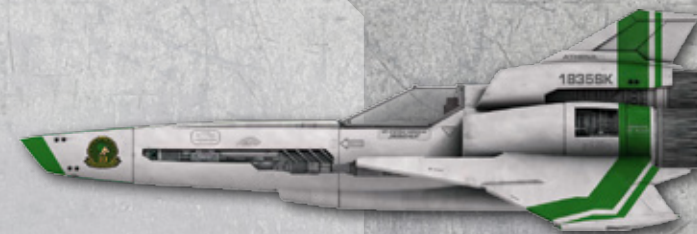


22

BSG 66 ATHENA

Built during the third production run, the ATHENA is a pretty modern unit. ATHENA carries more than twice the number of missiles when compared to older ships, with correspondingly large magazines. Ships of the third series also feature heavier main batteries and an improved FTL drive with significantly higher range and accuracy.

Even though she is only a few years old, ATHENA has already distinguished herself in several battles. During the Battle of Salik, a campaign that led to the eventual destruction of all Cylon forces on the continent of Kyros, ATLANTIA provided critical orbital fire support to the 23rd Army brigade in the final assault. For his exceptional performance during this battle, Commander Esai was awarded the Colonial Cross in gold. A few weeks later, ATHENA played a vital role in defending Aerilon from a Cylon task force.



BSG 01 ATHENA
VIPER MK II Pattern



23

ATHENA



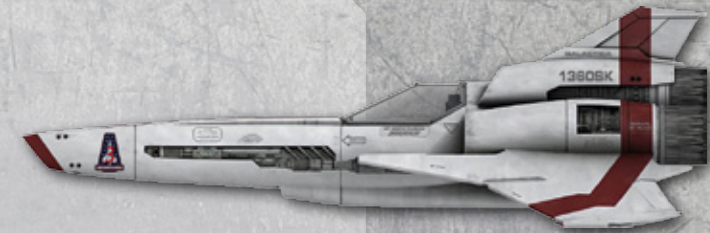
24

GALACTICA
BSG 75

BSG 75 GALACTICA

The GALACTICA is one of the original twelve BATTLESTAR, representing the colonial capital world of Caprica. Early in her career, she fought in the siege of Picon as well as the battle of Thanatos. She completed both campaigns without serious damage but was ambushed during Operation Clean Sweep where she lost a large part of her fighter complement. Casualties were especially heavy among Raptor pilots as the Cylons concentrated on the electronic warfare craft.

Later that year, she participated in several smaller battles and was retrofitted with additional deck guns and upgraded point defence. These additional batteries were found to overload her fire control. The added power lines and ammunition feeds were found to be prone to failure as well. As a result of these problems, GALACTICA's added main batteries were removed again during her last overhaul. She received several upgrades to her targeting systems during the same period and retains some of the added defensive guns. Her heavy point defence systems in combination with the exceptional firing arcs of her main batteries make GALACTICA a fierce enemy in both, defensive or offensive operations.



BSG 75 GALACTICA
VIPER MK II Pattern



25

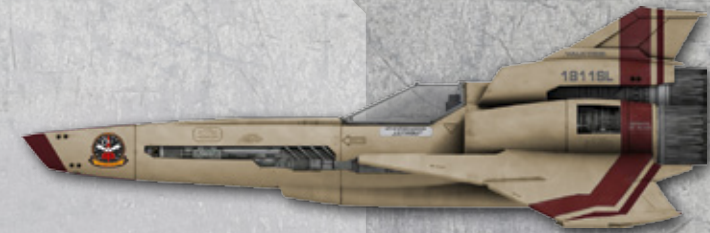
GALACTICA



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BSG 41 VALKYRIE

The smallest class of BATTLESTARs in the Colonial Fleet, the VALKYRIE type ships are nonetheless a very balanced design. Although the early version were prone to Cylon electronic warfare attacks, the ships in service today have improved firewalls and security measures to prevent similar attacks. The VALKYRIE battlestars are smaller and more manoeuvrable but carry about one third less fighters than larger types. Their smaller size allows them to be built and serviced in civilian yards and means they can be built faster than larger vessels. Her fighter complement, while smaller than that of a larger BATTLESTAR, makes them more flexible than cruisers of the same size. The VALKYRIE is a ship of the fourth production run, built at the Caprican Naval Yards. She was ambushed in a Cylon attack on Canceron during the Helios campaign and was heavily damaged. Her escorts had been destroyed in the engagement and VALKYRIE was officially declared destroyed. In reality she was quickly repaired and joined the famous "Ghost Fleet", comprised of a number of other units that had been reported as lost to fool Cylon intelligence. In addition to the repairs, VALKYRIE received a substantial upgrade, including brand-new forward pulse guns. As part of the "Ghost Fleet" she took part in several attacks on Cylon battle groups and production facilities and helped to set back the Cylon war effort and give the colonies a much-needed victory.



BSG 44 VALKYRIE
VIPER MK II Pattern



NOTABLE CHARACTERS

Lt. William “Husker” Adama



William Adama is a young pilot from the coastal town of Qualai in Caprica. During his academy time his instructors already noticed his extraordinary skills, when piloting a Viper. At the same time he showed the willingness to resort to unconventional methods. He was the first pilot to shoot down a raider with his handgun during simulator training. Upon completion of his training he was transferred to GALACTICA where he was first assigned to fly a Raptor. His performance during his first mission was crucial to the success

of the “Ghost Fleet” offensive. Shortly after that mission he was put into service as a Viper pilot, scoring his first kill during his very first mission. He is widely recognised as one of the best pilots of the Colonial Fleet.

Lt. Saul “Tomcat” Tigh

Lieutenant Tigh, a native of Aerilon, started his career in the Colonial Fleet on the destroyer BRENIK, as a deckhand. During the battles over Picon in the second year of the war, the bloodiest period of the conflict, his ship was boarded and the crew found itself in a deadly fight against Cylon Centurions. Despite the heroic defense the BRENIK had to be abandoned.

After being rescued Tigh was promoted to chief petty officer and transferred to the cruiser ATREUS, surviving the boarding and subsequent loss of the vessel in the battle of Thanatos. Since the fleet was already short on pilots at the time, Tigh was transferred to the officers candidate school to be trained as a Viper jock.

His transfer to BATTLESTAR ATHENA shortly before the beginning of Operation Clean Sweep, offered Tigh enough chances to show off his piloting skills. For defending his BATTLESTAR at Hera he was awarded the Colonial Medal of Valor. Tigh is without doubt one of the best pilots of the Fleet. Outside of the cockpit, however, he has attracted unwanted attention with a quick temper and excessive drinking.

Lt. Stewart "Banzai" Bachanal

"Banzai" Bachanal, born in Luminara on Leonis, is one of the youngest aces in the Colonial Fleet. After completing his training he was ordered to the BATTLESTAR ARTEMIS and took part in the "Ghost Fleet" campaign. Participating in the fights for Sector 8, the ARTEMIS destroyed a cylon production facility. During this operation, Bachanal managed to destroy no less than 8 enemy fighters and two cylon transport vessels. Despite the success of this mission, the ARTEMIS was severely damaged and most of her air wing was assigned to other ships following her return to the colonies. Bachanal found a new home on ATLANTIA and has added 12 kills to his score in the short time since.





THE CYLONS

“The Cylons were created by Man. They were created to make life easier on the Twelve Colonies. And then the day came when the Cylons decided to kill their masters.”

Thirty years ago, Graystone Industries created the first cybernetic combat units for the caprican military. Many civilian versions, workers and servants, followed shortly after and spread throughout the Twelve Colonies, where they became known as “Cylons”.

After several years it turned out that the machines had developed some sort of consciousness, a deadly, merciless intelligence. They turned against their creators and started the war that has been raging for the last ten years. It is a war they fight without emotions, without mercy. It appears that there can be no peace with the machines and this war must continue until one side is completely defeated.



CYLON BASESTAR

The main battleship of the Cylon Fleet is the so called Basestar, consisting of two connected disk shaped segments. The design is derived from the pre-war Caprican mobile space defense platforms conceived by Greystone Industries. After the Cylon uprising, the first vessels of the type were turned against their creators.

The main armament of a Basestar consists of multiple nuclear warhead launchers and a vast complement of "Raider" fighters. Most Basestars mount an array of heavy railguns as secondary weapons, although newer ships seem to rely exclusively on missiles.

The main defense of a Basestar is provided by its fighter groups, since the the vessels are unarmoured and mount few point defense weapons. In a one-on-one engagement, a Basestar is no match for a Colonial BATTLESTAR.



Cylon
Raider





SCENARIO RULES

ABOUT THIS SCENARIO

This scenario was designed to be played using the Full Thrust Rules Fleet Book 2 Version (though alternative rules like Full Thrust: Cross Dimensions may be used as well). Since this scenario is story driven it is recommended to use a Game Master setup, where the Cylon side is controlled by one or more Game Masters and the Colonial side is represented by one or more players taking control of the several BATTLESTARs.

The Idea behind this is to offer the players a fun but demanding game experience, which can be best achieved by Game Masters responding dynamically to extreme situations during the scenario, which may occur but are not necessarily fun to play. In the following section you will find everything you need to setup and play your own Blood & Steel scenario.

Note: This scenario originally uses Revell / Moebius version models of the Cylon Basestars and Colonial BATTLESTARs which come in 1/4105 scale. If you plan to use the normal Full Thrust scale of ships please ignore the "Large Scale" rule later in this book.



CYLON
SETUP ZONE



WRECK



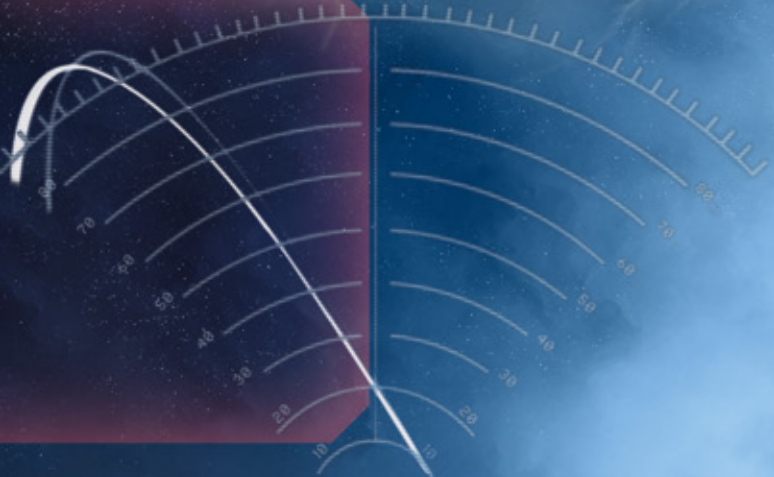
COLONIAL
SETUP ZONE



ASTEROID FIELD



RENDEZVOUS



MODELS

The BATTLESTAR models we used can be found at

www.revell.de > Modellbau > Specials > BATTLESTAR GALACTICA

Other good sources are **www.monstersinmotion.com** and

www.jt-graphics.com/MK_BA.html

The old Basestar models can only be found on EBay. While the fighter models we have used can be found on our shapeways-shop **www.shapeways.com/shops/mechworld**

MU

The term MU used in this booklet refers to Measurement Unit and can be replaced by the unit you want to use in your games (e.g. inches, centimetres ...).

TABLE SETUP

Note: If your are planning to use 1/4105 scale models as intended, it is recommended to use at least a table with dimensions of 200 x 150 cm (roughly 80" x 60").



ORDERS

<RECVD PRTY TRNSMN MLTRY ENCRPT>

<SNDR :> BSG COMMAND, PICON FLEET HQ

<RECV :> GALACTICA Actual

<CC :> VALKYRIE Actual, ATHENA Actual, ATLANTIA Actual

<BOM>

SITUATION REPORT:

Earlier this morning, HQ received an emergency distress call from HADES outpost, gathering intelligence on Cylon Ops in the CIMTAR area. PACIFICA has been dispatched to carry out a personnel and equipment extraction. Last transmission from PACIFICA was received after completion of Jump prep. Latest reports from HADES indicate massive gathering of Cylon forces, probably ramping up a large-scale operation in the area.



ORDERS:

GALACTICA, VALKYRIE, ATLANTIA and ATHENA are ordered to form the ad hoc Task Force 13 to meet up with PACIFICA and carry out the extraction operation of HADES outpost. Priority of this operation is the extraction of HADES military personnel and equipment.

Be advised: Heavy Cylon opposition is expected, as indicated by intelligence reports received from HADES outpost.

Good luck Commanders!

<EOM>

<END OF TRNSMN>

OBJECTIVES

Primary Objective: With the start of turn 1, a wave of three Raptors appears in the middle of the gaming area. Each Raptor is worth one point for the Colonial Fleet if it can be picked up or one point for the Cylon if it gets destroyed. After all Raptors are off the board, another wave appears the following turn, consisting of a transport which is worth three points.





GALACTICA
USSA

The transport has to leave the board on the colonial edge to be scored upon. Destruction grants points for the Cylons. Both types of waves alternate until the game ends. When a BATTLESTAR with picked up Raptors is destroyed, the points scored by this BATTLESTAR go to the Cylon Forces! All refugee waves are deployed in the Rendezvous area (see Table Setup).

Secondary Objective: BATTLESTAR PACIFICA has been ambushed and knocked out by the Cylon fleet. Three raptors containing personnel from PACIFICA are en route to be picked up by the arriving reinforcements. Each one is worth one point and all the above rules apply. These Raptors are deployed in the Wreck area (see Table Setup).

There are also several DRADIS contacts (markers) in the area, indicating possible positions of surviving PACIFICA and HADES personnel. When Colonial Forces are within 3 MU of a contact, roll a die. On 4+, another raptor appears, worth one point.

Game masters may place up to six markers in the wreck and asteroid field area (see Table Setup). If you don't use the Game Master setup, players alternate in placing the markers.

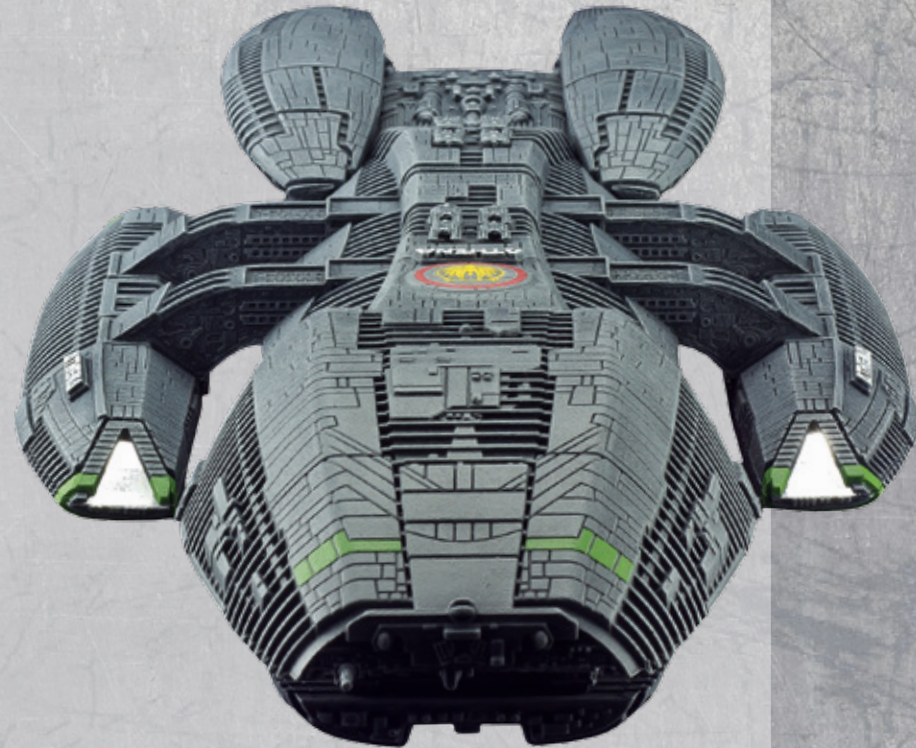
Tertiary Objective: Every destroyed Basestar or BATTLESTAR is worth one point each for the opposing side.



End of game: The game ends when the Cylons score 10 points OR the Colonial side scores 10 points. The colonials have to FTL all BATTLESTARs with raptor points out of the system to score these points (it is recommended to play a minimum of 4 rounds).

THE SIDE WITH THE MOST POINTS WINS THE GAME.

NOTE: For every Viper group left behind, the Cylons score one additional point. Vipers can be picked up by any BATTLESTAR, as long as it has enough hangar capacity.



SPECIAL RULES CYLONS


Upper Hand: The Cylons start with two Basestars on the table. For every Basestar destroyed OR dropping below 25% of its total hull boxes, TWO additional Basestars appear in the following round. There can never be more than FOUR Basestars on the table. Basestars must arrive in the Cylon deployment area (see Table Setup).

Previous Engagement: One of the two original Basestars has been damaged by PACIFICA. It only has half its hull value and rolls a single threshold check for every system.

Waves: A Cylon Basestar comes with a vast number of Raiders in support. A Basestar can have as many Raider groups active as it has active Fighter bays. When a Raider group is knocked out, the controlling player may launch another group, as long as he has less active Raider groups than active Fighter bays. A Raider group is NOT destroyed when there are more active groups than bays. A Basestar may never launch more than FIVE groups a turn.

Heavy Raider: Heavy Raider follow all rules for heavy fighters.





Sabotage Run (Boarding): Whenever a Cylon Heavy Raider manages to get within 6 MU of a BATTLESTAR in the **ALLOCATION PHASE**, the Cylon Player may declare to board the BATTLESTAR. If the Heavy Raider is still active at the **MISSILE AND FIGHTER ATTACK PHASE**, it is removed from game and three Boarding Markers are placed on the target BATTLESTARs SSD. Markers can be removed in the **DAMAGE CONTROL PHASE** using the normal rules as if repairing a knocked out system (only that the Crew is engaging the Cylon sabotage boarding party).

For each marker on the SSD in the **SHIP WEAPONS FIRE PHASE**, the Cylon player may make on Needle Beam attack as per normal Needle Beam rules, except that a result of 5+ knocks out the targeted system and inflicts one point of hull damage. Using these markers count as one ship making an attack for alternating fire.

Ramming: Cylon fighters may declare a ramming attack during movement. In the fighter attack phase, they attack with double their normal attack dice. After the attack, they are removed from play.

No Life Support: Cylon ships do not roll to check for damaged Life Support core systems.

SPECIAL RULES COLONIAL FLEET

Ad hoc Task Force: Task Force 13 was quickly formed. To reflect this, the Colonial side starts with ATLANTIA and VALKYRIE already on table (Both may use Alert Vipers). GALACTICA and ATHENA arrive on turn **TWO**. BATTLESTARs are deployed in the Colonial deployment area (see **Table Setup**).

Raptor: Raptor are treated as a fighter group with a movement of 8 MU, they participate in combat only when attacked by fighters and only hit on a result of 6, inflicting 1 hit + reroll.

Enemy Suppression Barrage: At the end of the **MISSILE PHASE**, a player may choose to fire up to **TWO** of his main guns (Batteries) in Barrage Mode. He then places a Barrage marker within 24MU, within the firing arc of the weapon. Each missile or fighter group (Friendly fire is possible!) within 3 MU is then treated as having **THREE** PDS firing at them. At least one active Fire Control System is needed to firing an **ENEMY SUPPRESSION BARRAGE**. The Barrage effects are resolved immediately after all markers have been placed. Batteries used for Barrage may not be fired during the **SHIP WEAPONS FIRE PHASE**.





Alert Vipers: Upon entering the battlefield, a BATTLESTAR may immediately deploy two Viper groups, following the normal fight launch rules.

Launch Tubes: Launching all Vipers using the BATTLESTAR's launch Tubes takes some time. A BATTLESTAR may only deploy up to four Viper groups per turn.

Damage control CIC: BATTLESTARs with Bridge core system hits are only out of control for **ONE** turn. During this time, a BATTLESTAR is still able to fire and launch/recover fighters but may not change course or velocity.

Battlestar
Dradis



GENERAL RULES

Large Scale: Due to the larger scale of models, distances are measured from any point on the ship to any point on the target ship. This **DOES NOT** apply to fighters and missiles, which are still measured to and from using the centre of the base.

Ram!: If ships are touching during **SHIPS MOVEMENT PHASE**, any of the involved ships controlling players may choose to ram. Ram inflicts damage equal to 10% of the hull boxes of a ship. **BOTH** ships take damage from the other ship involved. Multiple rams may occur, and players carry out their rams according to their initiative. Only one other ship can be target of a ram.

Fighter regroups: During the **FIGHTER MOVEMENT PHASE**, fighter groups below maximum strength may choose to regroup with another group below max. strength within movement distance, as long as both groups together don't have more than six active fighters.

To regroup, the active fighter group is removed and the other group adds the number of fighters from the removed group to its strength. The newly formed group counts as having moved. Only groups of the same type and belonging to the same ship may regroup.



Infinite missiles: Each Missile symbol reflects only the amount of missile a ship may launch each turn. After launching a missile, the icon is not crossed out and another missile may be launched next turn for every active symbol.

Lt. William
"Husker" Adama

SPECIAL CHARACTERS

LT. WILLIAM "HUSKER" ADAMA

GALACTICA Actual (The controlling player of BATTLESTAR GALACTICA) may nominate **ONE** Viper group after its deployment. This group becomes **HUSKERS GROUP**, with the following specials:

Ace: This group is an Ace fighter group, following all normal rules (remember that only **ONE** fighter of an Ace group is actually the Ace).

Rendezvous with Destiny: This fighter group can never fall below **ONE** remaining Viper. If the fighter group reaches a size of ONE, this group has to regroup (see above) or has to return to its BATTLESTAR. It may not initiate Combat, but can fight back.



LT. SAUL "TOMCAT" TIGH

ATHENA Actual (The controlling player of BATTLESTAR ATHENA) may nominate **ONE** Viper group after its deployment. This group becomes **TOMCATS GROUP**, with the following specials:

Ace: This group is an Ace fighter group, following all normal rules (remember that only **ONE** fighter of an Ace group is actually the Ace).

Rendezvous with Destiny:

This fighter group can never fall below **ONE** remaining Viper. If the fighter group reaches a size of **ONE**, this group has to regroup (see above) or has to return to its BATTLESTAR. It may not initiate Combat, but can fight back.

LT. STEWART “BANZAI” BACHANAL

ATLANTIA Actual (The controlling player of BATTLESTAR ATLANTIA) may nominate **ONE** Viper group after its deployment. This group becomes **BANZAIS GROUP**, with the following specials:

Ace: This group is an Ace fighter group, following all normal rules (remember that only **ONE** fighter of an Ace group is actually the Ace).

Rendezvous with Destiny: This fighter group can never fall below **ONE** remaining Viper. If the fighter group reaches a size of **ONE**, this group has to regroup (see above) or has to return to its BATTLESTAR. It may not initiate Combat, but can fight back.

BATTLESTAR VALKYRIE

The Valkyrie is already a veteran among the other ships in Task Force 13. To reflect this, the Valkyrie uses the following special rules:

Veteran crew: You may reroll each failed repair attempt.

Bring on those Toasters: Each Fighter group aboard Valkyrie is Ace, reflecting their combat experience.

FULL THRUST TURN SEQUENCE

The sequence for a game turn of FULL THRUST is as used in this scenario:

1

ORDER PLOTTING PHASE

All Players write down the orders for each ship.

2

INITIATIVE PHASE

Players determine the order of play (roll 1 dice).

3

FIGHTER MOVEMENT PHASE

All Fighters moved in an alternating fashion.

4

MISSILE PHASE

Missiles are fired by placing tokens at the desired target spot. Barrage Markers are placed and resolved.

5

SHIP MOVEMENT PHASE

All ships are moved simultaneously according to their plotted orders.

6

ALLOCATION PHASE

Fighters and Missiles are allocated to their targets.

7

POINT DEFENCE PHASE

Ships attacked by missiles or fighter can fire their PDS for defence.

8

MISSILE AND FIGHTER ATTACK PHASE

Missile and Fighter attacks are carried out.

9

SHIP WEAPONS FIRE PHASE

Ships fire at each other one by one in the order of play.

10

DAMAGE CONTROL PHASE

Ships may try to repair damaged systems.

11

END PHASE

Things that happen at the end of a turn take effect now (e.g. Testing for Power Core Explosions)

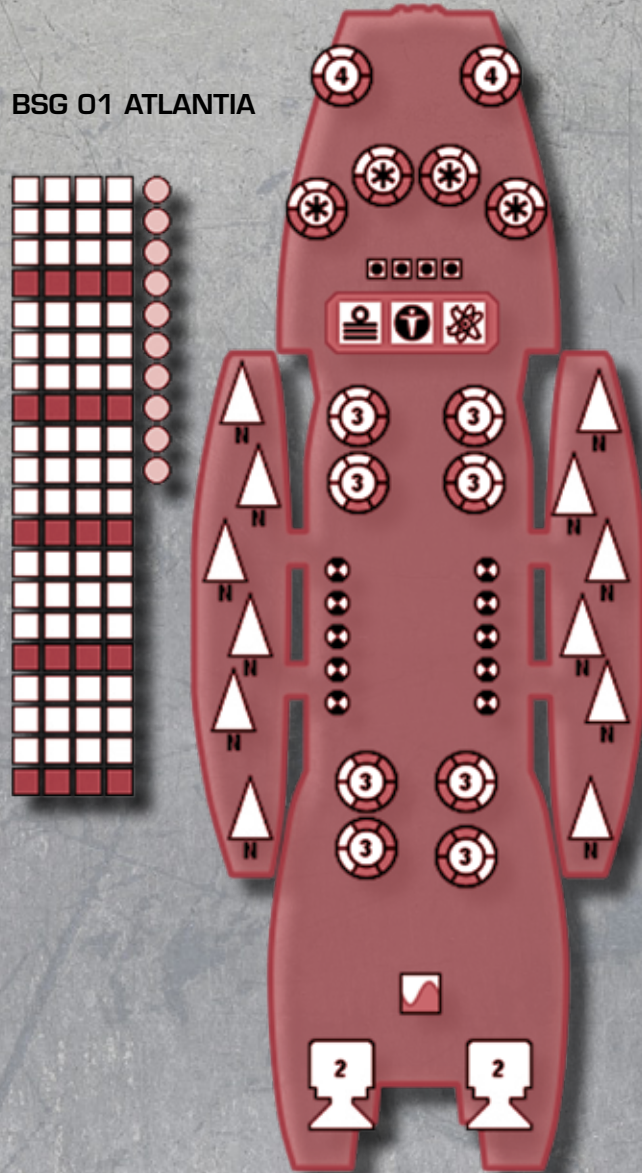


SHIP STATUS DISPLAYS

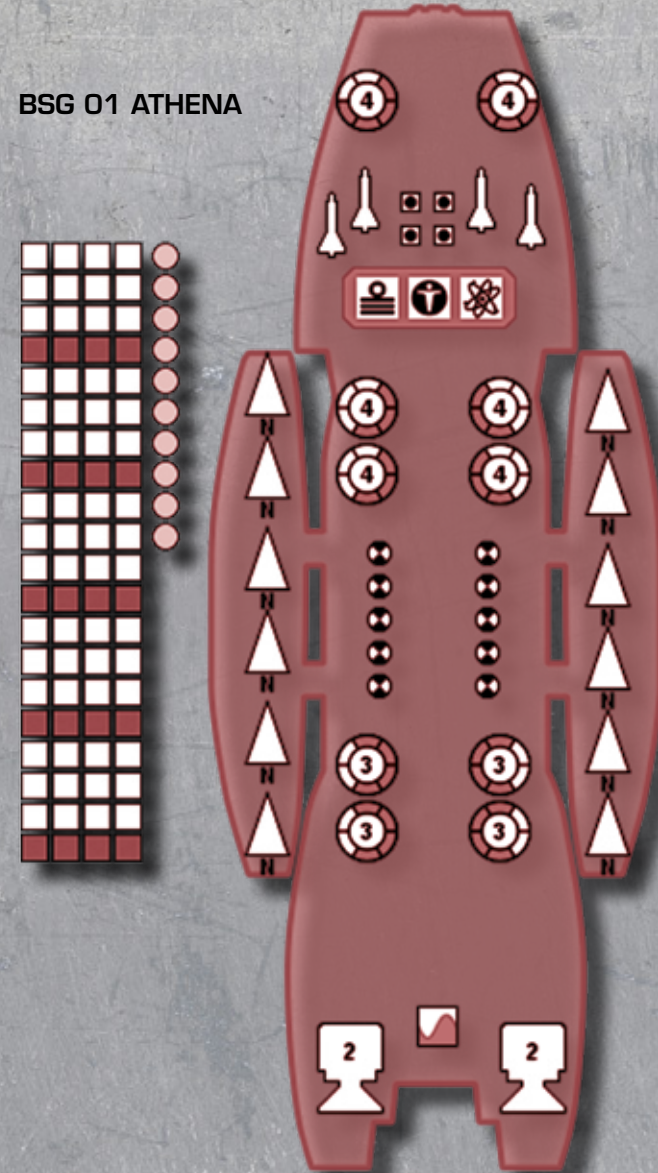


SSDs

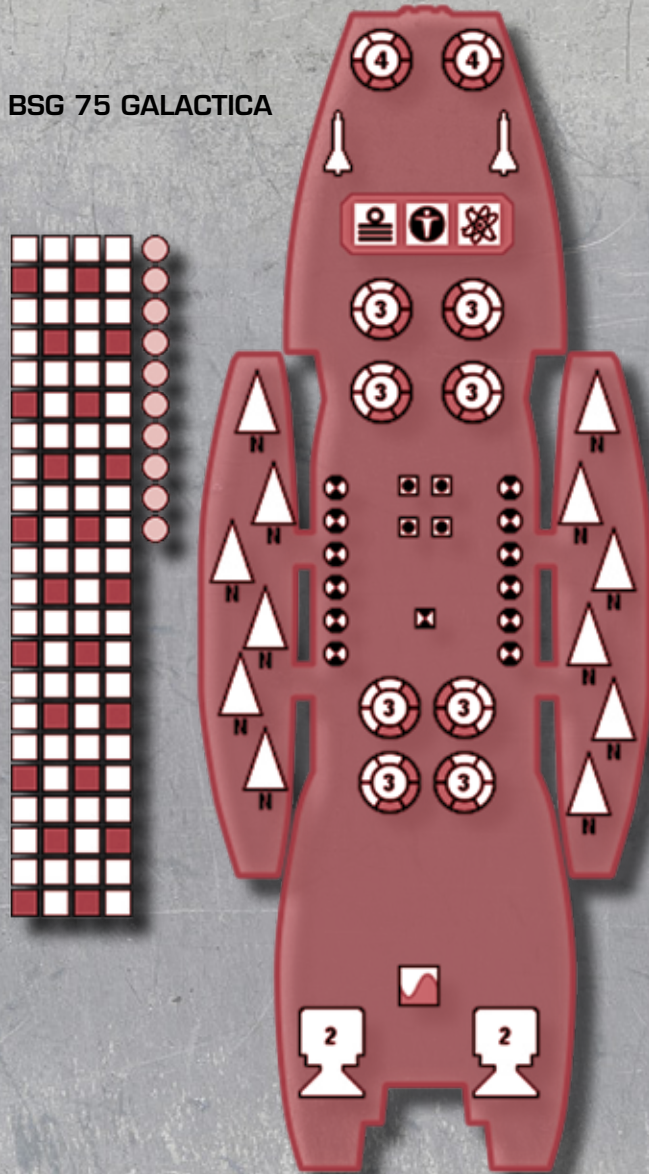
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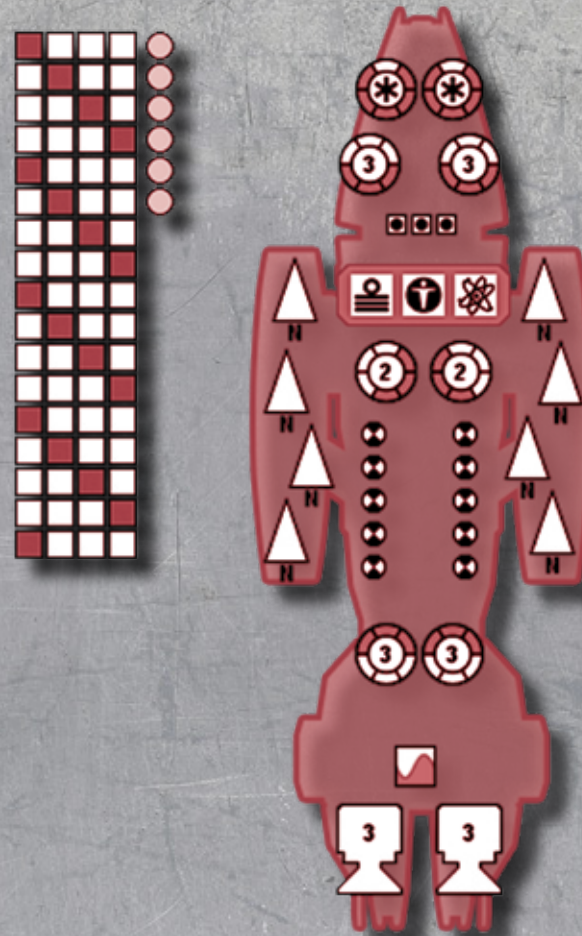
BSG 01 ATHENA



BSG 75 GALACTICA

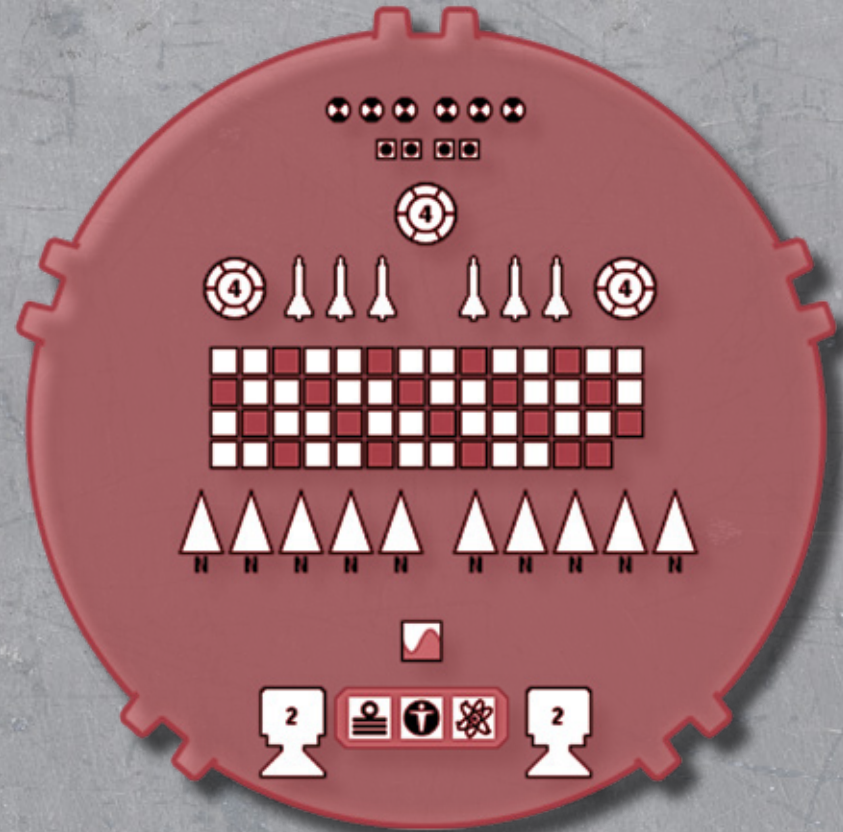
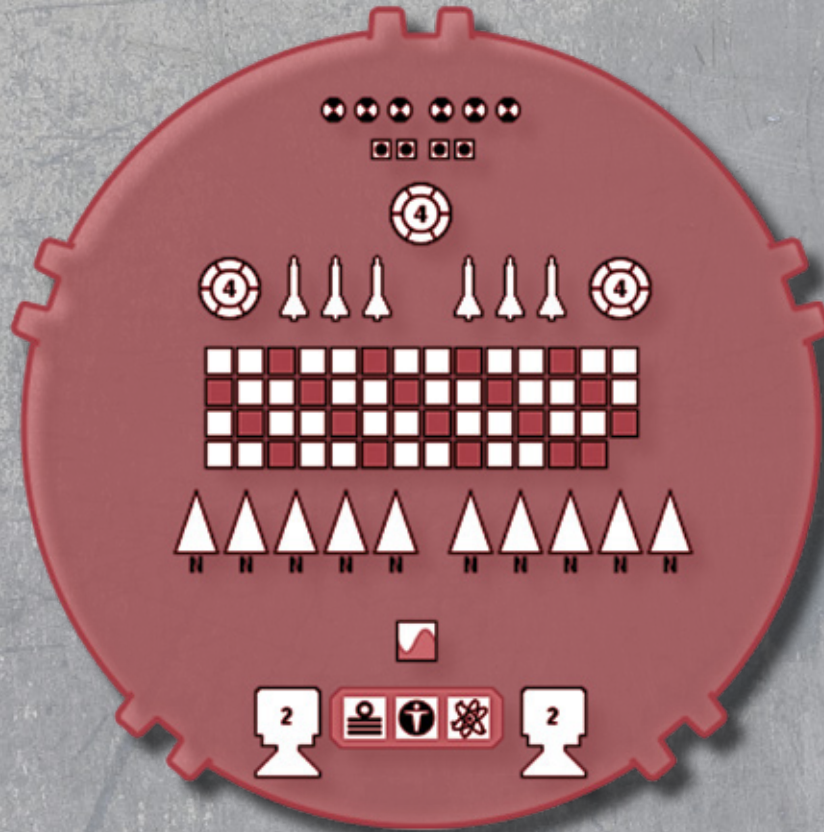


BSG 44 VALKYRIE



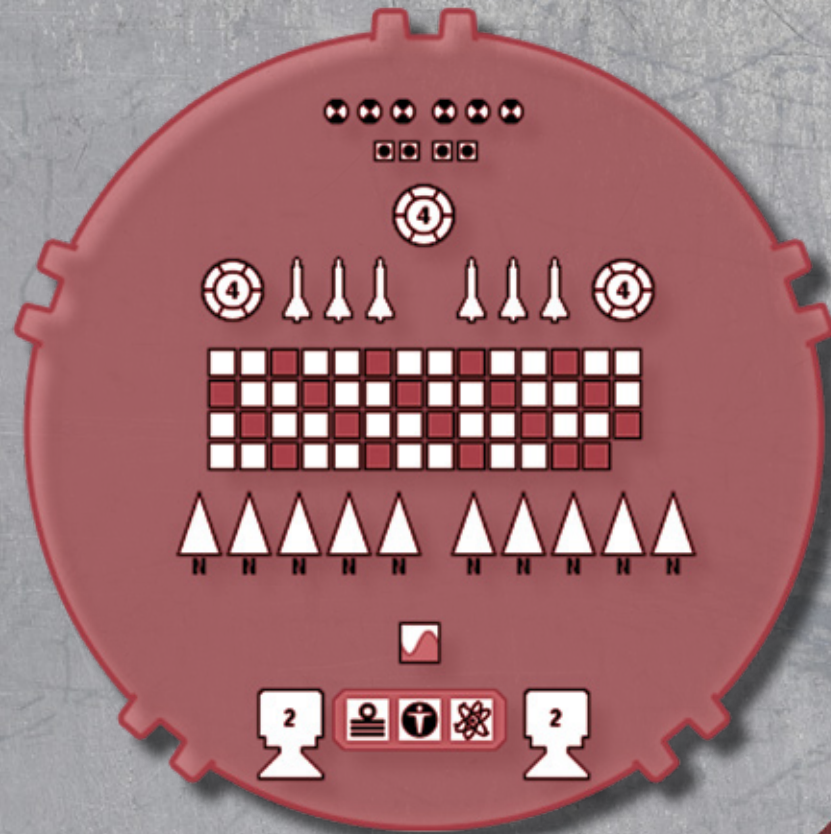
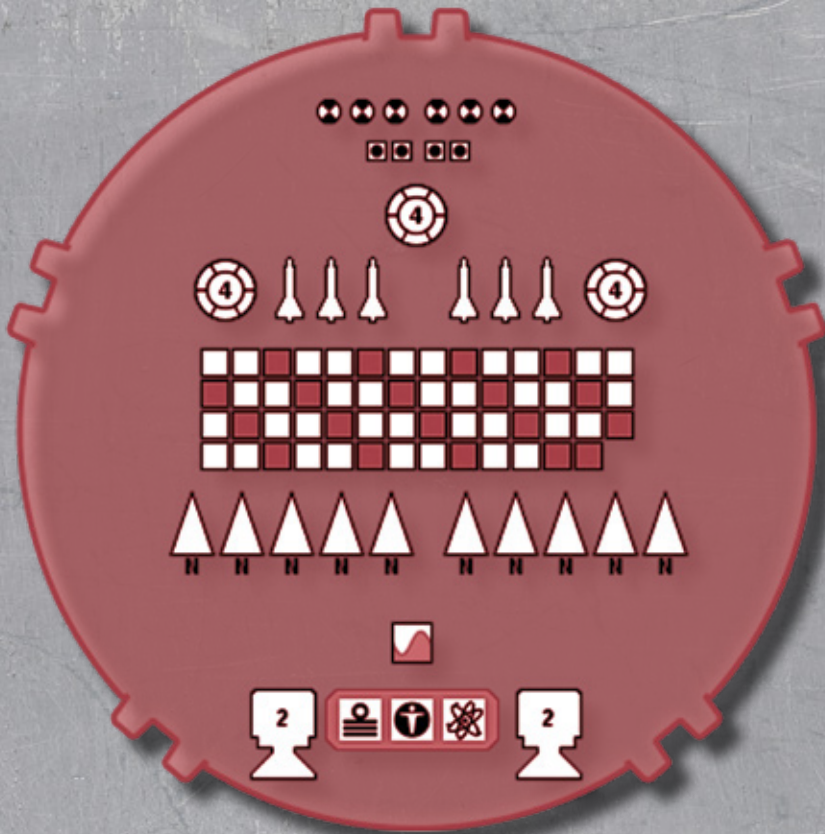
Cylon Basestar 01

Cylon Basestar 02



Cylon Basestar 03

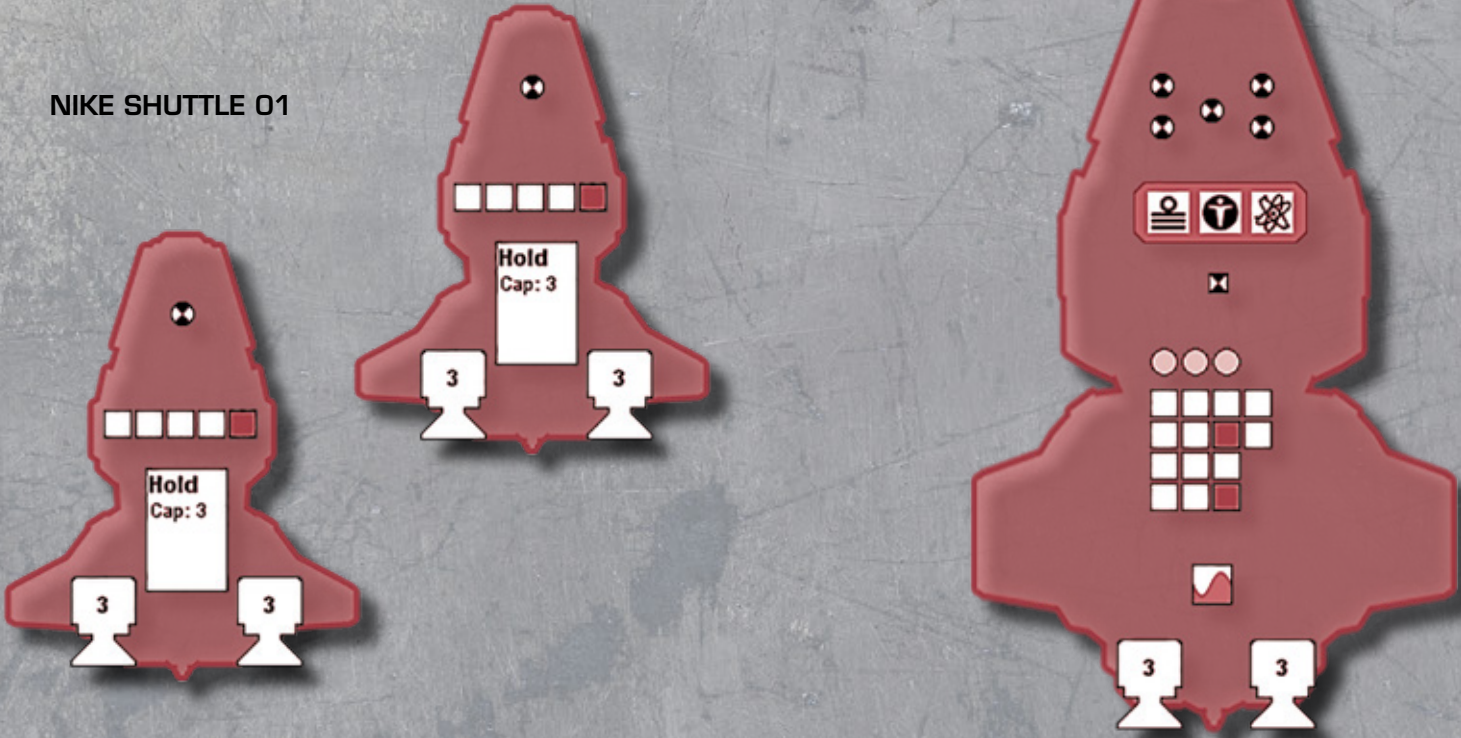
Cylon Basestar 04



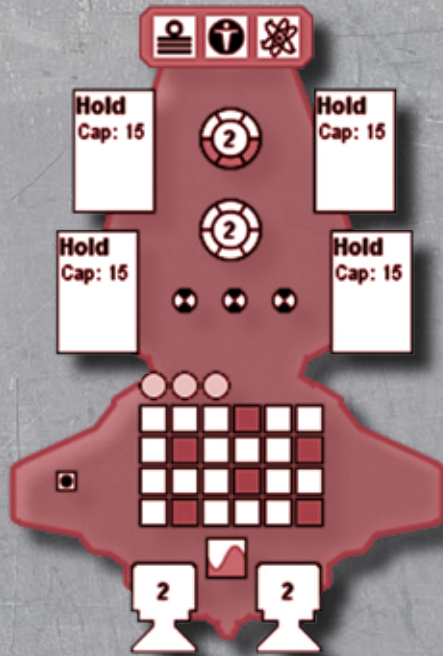
NIKE SHUTTLE 02

TISIPHONE Escort

NIKE SHUTTLE 01



Freighter
CASSIOPEIA



IMPRINT

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