

Modular Fighter/Small Craft Construction Rules for Full Thrust

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(and using some idea inspired from Weapons & Defences Archive)

http://nift.firedrake.org/Weap-Def_Archive.htm

This system will allow you to Build your Own “Fighter/Small Crafts” for Full Thrust..

1st you will need to select your Airframe, and with Airframe select “Era” (Obsolete, Current, or Cutting Edge) and any mods to it that U want.

A **Light Airframe** has spaces of:

A Light Airframe has a base wgt of .75 Mass

A **Standard Airframe** has spaces of:

A Standard Airframe has a base wgt of 1 Mass

A **Large Airframe** has spaces of:

A Large Airframe has a base wgt of 1.5 Mass

Obsolete = 3, Current = 4, or Cutting Edge =5

Standard Squadron Size: 8

Obsolete = 4, Current = 5, or Cutting Edge =6

Standard Squadron Size: 6

Obsolete = 6, Current = 7, or Cutting Edge =8

Standard Squadron Size: 4

Also note:

Light and Standard Airframes will normally have a crew of **1**, Large Airframes normally have a crew of **2**.

Airframes designed to be **Obsolete**, will not get rerolls on a 6 vrs Ships (reasoning the weapons aren't that good), but still will against Fighters and Missiles. **Cost will be at 0.80, for Obsolete hardware.**

Airframes designed to be **Cutting Edge** will gain rerolls a 5 or 6 vrs Fighters and Missiles (reasoning the weapons are that good), but against Ships they will follow standard rules. **Cost will be at 1.20, for Cutting Edge hardware.**

2nd you will need to select your Propulsion System for the aircraft

After this you have the option to add any of the following: Anti-Ship Weapons, Anti-Fighter Weapons, and Internal Mounted Systems As your Fighter/Small Craft needs to do it role.

External Mounted Gear:

FTL system: Allows the design to plug into a FTL jump system that has limited fuel. Now these are a standard size. while attached in one, will fill the 1 for Light and Standard Fighters, and 2 for Large Fighter of their external mount allowance.

Booster Pack System, will fill the 1 for Light and Standard Fighters, and 2 for Large Fighter of their external mount allowance.

If you want to add any external weapon system use the following rules, per external system unless noted above different, not CS:

A **Light Fighter** has external mounts of:

Obsolete = 0, Current = 1, or Cutting Edge =1

A **Standard Fighter** has external mounts of:

Obsolete = 1, Current = 1, or Cutting Edge =2

A **Large Fighter** has external mounts of:

Obsolete = 2, Current = 2, or Cutting Edge =4

When U figure movement mods divide # carried by Carrying Cap and figure penalty from # and the worse penalty you are carrying.

Now you will need to added up the spaces of your design. If you are under your level of spaces all is good, but if you are over because of the Required Miniaturization required add +2 per # over the spaces to the cost of the design.

Cost of the Design: Basic Cost of the design + if any from the over spaced level of a design = Total Cost.

We also have available 2 Basing Options for Fighters besides Hanger Bays.

Basing other then Carriers

Planetary Base 6 per Fighter based at the base.... and still need streamlining to fly safely

Note it will take 2 Combat Endurances, based on Standard Propulsion to give that extra boost to get out of the Atmosphere

Parasite Racked Squadron 3 per Fighter, 1 fighter Squadron (standard size) per 30 Mass of Ship, and requires .5 Mass on “Carrier”

Note: these fighters can't be recovered during combat, unless there is a ship with hanger bay available

Pilot Quaility (Can be mixed in squadron,

Elite Pilots: Cost **2** per plane. As per Ace but gain reroll on a 5 as well per pilot, and they decrease the chance to be killed by -1 to kill # for the Squadron

Ace Pilots: Cost **1.5** per plane. They can either make Called Shots (Needle Shot rules) or Double their normal attacks.

Green Pilots: Cost **.75** per plane. They suffer -1 to all attack rolls, and before they make any attacks must make a Morale Check or spend Endurance and break away granting +1 to hit to any weapons aimed at them. Morale check is 6-(Squadron Current Losses -1)

Frame	Cost	Space	* PDS damages as if
Light	-.25	2	1-2 No damage, 3-4 1 Kill, 5 2 Kills, & 6 2 Kills and reroll
Standard	0	1	1-3 No damage, 4-5 1 Kill, & 6 2 Kills and reroll
Heavy	2	2	1-4 No damage, 5 1 Kill, & 6 2 Kills and reroll
Large	2	-1	1-2 No damage, 3-5 1 Kill, & 6 2 Kills and reroll
Large Heavy	4	0	1-3 No damage, 4-5 1 Kill, & 6 2 Kills and reroll

Other Frame Options

Transforming Multi 3 mode +3 +2 Has 3 modes. Fighter as normal +1 to attack dice, Transformer has 1/2 primary movement (and is defenseless for the turn)
 Mecha mode get 1/4 primary and secondary movement can either attack as normal, or if landed on enemy ship can make called shot as Needle Fighter. Mecha fighters landed on a ship are protected from ADFC as they are too close to enemy hulls.

Streamlining +1 +1 (Need for Atmosphere Ops -depending on setting) Inspired by 1/22/99 ML discussion

Stealth +4 +2 (Will drop 1 to kill #, and only get 1 kill on a 6) Inspired by NIFT-Midbar Ghostworks
 (Need to already have Heavy Frame) Inspired by NIFT-Midbar Ghostworks

Propulsion

	Cost	Space	Speed	Endurance	
Tiny	.25*	-1	12/6	5 Combat Turns	(Engagement Range 3mu)
L Range	5*	0	12/6	8 Combat Turns	
Smaller/Slower/Older	.5*	0	18/9	6 Combat Turns	(Engagement Range 4mu)
Fast	1*	1	27/9	6 Combat Turns	
L Range	1*	1	18/9	9 Combat Turns	
Fast/LR	3*	2	27/9	9 Combat Turns	
Standard	1*	1	24/12	6 Combat Turns	(Engagement Range 6mu)
Fast	2*	2	36/12	6 Combat Turns	
L Range	2*	2	24/12	9 Combat Turns	
Fast/LR	5*	3	36/12	9 Combat Turns	
Super/Cutting Edge	2*	2	30/15	8 Combat Turns	(Engagement Range 9mu)
Fast	4*	3	45/15	8 Combat Turns	
L Range	4*	3	30/15	12 Combat Turns	
Fast/LR	10*	4	45/15	12 Combat Turns	

Other Propulsion Options

Afterburners +1 +1 (Allows U to for 1 Endurance, add to the Primary move = to 1/2 your Primary Move)
 (Large Fighters Propulsion cost X2 and receive Combat Endurance of 1.33 [round up]. Light Fighters Propulsion cost X.5 and receive Combat Endurance of .67 [round down])

Anti-Ship

	Cost	Space	Range	Notes
None	0	0		As it says... NONE
Standard - Beams	1	1		Attacks as beam weapon
Hyper-Velocity Cannon	1	1		Attacks as 1-3 =No Damage, 4 & 5 =1, & 6 = 2 (1 Armor/1Hull) [No reroll]
Attack	3	2		Attacks as beam weapon with +1 to die roll
Needle	4	2		Hits on a 6 only and systems need +1 hits to be taken down, but because of need to close in on target are +1 for PDS fire (And before attack is allowed, must make morale roll.. at 6-(Squadron Losses+1) to make attack otherwise, they breakoff spending Endurance just the same)
EMP	4	2		Single Shot. Attacks as beam weapon with -1 to die roll (using EMP Beta Rules) or Attacks: Unscreened 5= 1hit, 6 = 2 Hits+reroll; Screened 1 5= 1hit, 6 = 1 Hit+reroll; Screened 2 6 = 1 Hit+reroll (All Fighters and Missile (both Friend and Foe) within 6mu are affected by Burst and are +1 to hit by PDF fire, Heavy Fighters and Missile only affected out to 3mu)
Torpedo	5	2		Single Shot. 1-3 =No Damage, 4 =4, 5=5, & 6=6

Anti-Fighter

	Cost	Space	Notes
Limited	0	0	Destroys 1 enemy fighter on roll of 6
Standard	1	1	Attacks as beam weapon
Interceptor	2	2	Attacks as beam weapon with +1 to die roll

Other Systems- Internal Cost Space Notes

Omni Mounts	1	1	Allows these fighters to have differ configs as needed, 2 are stored in Hangerbays at no space . Show Eff as allotted
Recon Sensors	4	2	Grants the Fighter, Standard Ship Sensors -per Sensor rules
ECM Systems	4	2	Grants the Fighter, Standard Ship ECM -per ECM rules (only 3 mu)
Internal Launch Bay	4	2	2 CS for Bomb Bay (still have to pay for weapons loadout) (Use the Cost system x2 & Cargo Rules to carry extra Load
Cargo	.25	0	Normally used for long range patrols (1CS per cost/ 1 space per 4 CS)
Drone Operations System			
Dumb	2	-1	Any Fighter with this, moves 1st
Average	4	0	Any Fighter with this, acts as normal fighter can
Intelligent	8	1	Any Fighter with this, gets either +1 on attacks (as it press home attack), or -1 for defense (as it moves to survive 1st)
FTL Capability	2	1	Fighters may start or arrive on board (Has enough reaction mass for 2 Jumps Standard/ 4 if Large/ not useable for Light Fighters)
Booster Unit	1	1	Internal. +3 Endurance - (normally for Atm. climb-out) (Movement with 3/4 and can be used in space for +12 Speed boost as long as Endurance remains) (All attacks against Fighters Internal Boosters, are at +1 because of Boosters)

Other Systems- External Cost Space Notes

FTL Capability	6	0	Fighters may start or arrive on board (Fighters hooked into this are +2 hit) (Movement with 2/3 and can be dropped, has enough reaction mass for 6 if Light Fighters, 4 for Standard Fighters, 2 for Large Fighters)
Booster Packs	1	0	+2 Endurance - (normally for Atm. climb-out) (Movement with 2/3 and until booster are dropped and Attacks against Fighters carrying Boosters, are at +1 because of Boosters until dropped)

External/Internal Bay Weapon System

	CS	
Anti-Fighter Missiles	1	1 shot/1 die Submunition Pack [Attacks per Interceptor Rules - Useless vrs Ship](Movement with 3/4)
Anti-Ship Missiles	2	1 shot/1 die Submunition Pack [Attacks per Attack Rules - Useless vrs Fighter](Movement with 2/3)
General Missiles	2	1 shot/1 die Submunition Pack [Attacks everything at -1, but 6 still gets reroll](Movement with 2/3)
Anti-Ship Mines	3	1 die damage, Range 2 (Movement with 1/2)

Examples

Rouncy - Standard Multirole Fighter

Standard Frame	0	1
Standard Engine	1	1
Anti-Ship: Standard Beams	1	1
Anti-Fighter: Standard Beams	1	1
Cost:	3 per	Space: 4 (5 or Under so all is good, no added cost)

Courser - Heavy Fast Multirole Fighter

Standard Heavy Frame	2	2
Standard Fast Engine	2	2
Anti-Ship: Standard Beams	1	1
Anti-Fighter: Standard Beams	1	1
Cost:	5 per	Space: 6 (Over 5, So there is an added cost of 2 per space over)
Final Cost:	7= 5 per+2 for over space Cost	

Courser I - Heavy Fast Interceptor Fighter

Standard Heavy Frame	2	2
Standard Fast Engine	2	2
Anti-Ship: None	0	0
Anti-Fighter: Interceptor	2	2
Cost:	5 per	Space: 6 (Over 5, So there is an added cost of 2 per space over)
Final Cost:	7= 5 per+2 for over space Cost	

Jennets - Light Multirole Fighter

Tiny Frame	-0.25	2
Smaller Engine	0.5	0
Anti-Ship: Standard Beams	1	1
Anti-Fighter: Standard Beams	1	1
Cost:	2.25 per	Space: 4 (4 or Under so all is good, no added cost)

Destrier - Large Heavy Multirole Fighter

Large Heavy Frame	4	0
Standard Engine	2	1
Anti-Ship: Standard Beams	1	1
Anti-Fighter: Standard Beams	1	1
Cost:	8 per	Space: 3 (7 or Under so all is good, no added cost)

Destrier A - Large Heavy Attack Fighter

Large Heavy Frame	4	0
Standard Engine	2	1
Anti-Ship: Attack	3	2
Anti-Fighter: Standard Beams	1	1
Cost:	10 per	Space: 4 (7 or Under so all is good, no added cost)

Destrier T - Large Heavy Attack Fighter

Large Heavy Frame	4	0
Standard Engine	2	1
Anti-Ship: Standard Beams	1	1
Anti-Ship: Torpedo	5	2
Anti-Fighter: Standard Beams	1	1
Cost:	13 per	Space: 5 (7 or Under so all is good, no added cost)

Destrier F - Large Heavy Multirole FTL Capable Fighter

Large Heavy Frame	4	0
Standard Engine	2	1
Anti-Ship: Standard Beams	1	1
Anti-Fighter: Standard Beams	1	1
FTL Capability Built In	2	1
Cost:	10 per	Space: 4 (7 or Under so all is good, no added cost)

Destrier E - Large Heavy Multirole Electronic Warfare Fighter

Large Heavy Frame	4	0
Standard Engine	2	1
Anti-Ship: Standard Beams	1	1
Anti-Fighter: Standard Beams	1	1
Has Either Sensor or ECM Pod	4	2
Cost:	12 per	Space: 5 (7 or Under so all is good, no added cost)

Sumpter - Standard Interface Capable Shuttle

Standard Streamlined Frame	4	3
Tiny Long Range Engine	0.5	0
Anti-Ship: None	0	0
Anti-Fighter: Standard Beams	1	1
Cargo (10CS)	2.5	2
Cost:	7 per	Space: 6 (Over 5, So there is an added cost of 2 per space over)
Final Cost:	9= 7per+2 for over space Cost	