

FULL THRUST

UGY EDITION V1.0 - ONE-PAGE CHEAT SHEET

VECTOR MOVEMENT / CPV RULESET

SIMPLIFIED TURN SEQUENCE

- 1 Write orders.** Plot ship movement and record advance declarations such as Sa'Vasku power allocation or Phalon shrouds.
- 2 Initiative.** Both players roll 1D6. Highest wins; reroll ties.
- 3 Primary fighter / Heavy Missile move.** Alternate one group or missile at a time, initiative loser first. Fighters may declare screening or escorting.
- 4 Launch fighters and ordnance.** Alternate one launching ship at a time, loser first. New fighters start in base contact and may screen their carrier.
- 5 Move ships.** Resolve written **vector movement**. Screening fighters move with the ship and remain within **3 MU**. Mines move first; FTL ships last.
- 6 Secondary fighter / Heavy Missile move.** Alternate, loser first. A fighter group may move up to 12 MU by spending **1 CEF**.
- 7 Declare attacks and evasion.** Fighters within **3 MU** may declare one ship target. Declare ordnance attacks and spend CEF on evasion.
- 8 Ship fire.** Initiative winner fires first; then alternate one ship at a time. Declare all weapons and targets before rolling.
- 9 Fighter and ordnance attacks.** Resolve in this order: fighters vs fighters / ordnance; fighters vs ships; plasma bolts and anti-matter torpedoes; surviving salvo missiles.
- 10 Turn end.** Damage control, damaged core systems, repairs and expiring markers.

Quick range memory: fighter attack run 3 MU, salvo missile attack radius 3 MU, ADFC coverage 3 MU.

BEAM DICE AND SCREENS

BEAM DICE BY CLASS AND RANGE

Weapon	0-12	12-24	24-36	36-48
Beam-1	1 BD	-	-	-
Beam-2	2 BD	1 BD	-	-
Beam-3	3 BD	2 BD	1 BD	-
Beam-4	4 BD	3 BD	2 BD	1 BD

General rule: a class **N** beam rolls N dice at 0-12 MU, then loses one die for each full 12 MU band.

DAMAGE PER MODIFIED BEAM DIE

Modified D6	Screen 0	Screen 1	Screen 2
3 or less	0	0	0
4	1	0	0
5	1	1	1
6 or more	2	2	1

BD = Beam Die. A * means a natural 6 rerolls. Firer modifiers apply to rerolls; target modifiers and screens affect only the initial die. Rerolls use Screen 0 and penetrate armour.

BASIC WEAPON FIRE MODES

ANTI-SHIP MODE (AS)

Use normal range, arcs and attack profile. Against fighters or ordnance, one **FCS** is required per target and evasion / small-target modifiers apply. Each hit removes one fighter, missile or bolt-strength level.

POINT-DEFENCE MODE (PD)

Use the listed PD range and PD attack. Ignore evasion. No FCS is needed against a target attacking the firing ship; otherwise use one FCS, unless **ADFC** coverage applies.

Weapon	AS mode	PD mode
PDS / PDC	6 MU, 1BD-2*	3 MU, 1BD*
Beam-1	12 MU, 1BD*	6 MU, 1BD-1*

SPECIAL ATTACK WEAPONS

Weapon	Range and attack	PD mode
Pulse torpedo	0-6: hit on 2+; 6-12: 3+; 12-18: 4+; 18-24: 5+; 24-30: 6+. Damage 1D6 , armour-piercing, screens ignored.	-
Submunition pack	0-6: 3D6 ; 6-12: 2D6 ; 12-18: 1D6 . Beam-style damage, one-shot, screens ignored.	-

TARGET MODIFIERS

Target	Against AS	Against PD
Normal fighter	-1 per CEF evading	None
Heavy fighter	-1 per CEF evading	-1
Salvo missile	-3	None
Plasma bolt / AM torpedo	-3	-1

ADFC: each ADFC covers one friendly ship within **3 MU**. PD weapons may fire on attackers of that ship if the target is in arc; normal PD range is ignored.

Against ships: PDS / PDC and Beam-1 inflict **1 damage per hit**.

PD vs attack runs: fighter attack range is **3 MU**. Salvo missiles also attack from **3 MU**.

Weapon choice: a weapon that fires in PD mode cannot also fire in AS mode in the same turn, and vice versa.

Scope: standard Ugy Edition combat reference for vector-movement games.

One weapon, one mode, once per turn.