THRUST!

A Space Combat Microgame
by
Violet Ballard

Microgame #1

Objective

Be the last player standing by having the last surviving ship or by forcing your opponent to surrender.
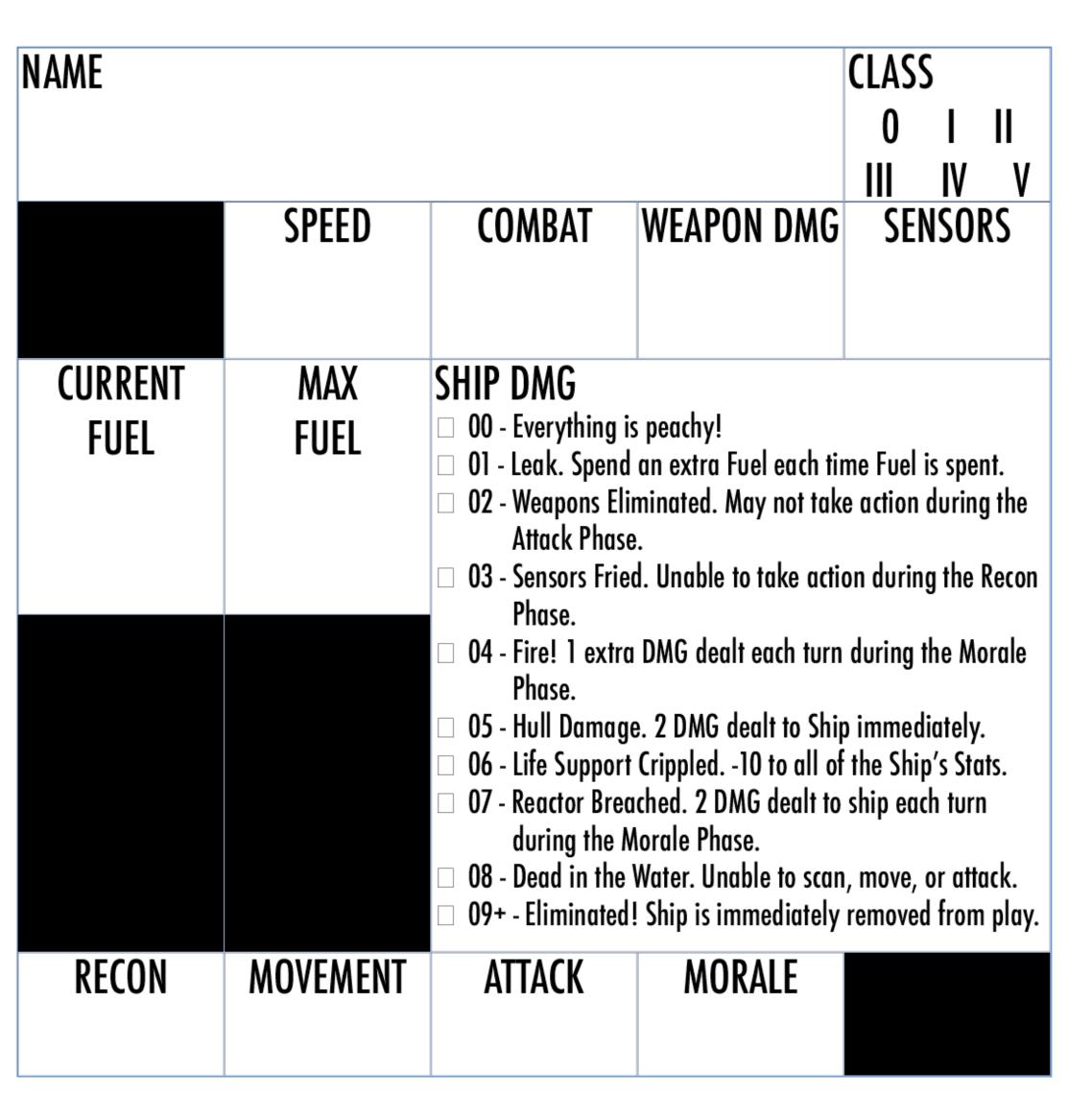
What's in the box?

- These Instructions
- 3 Range Trackers
- 2 Dry Erase Ship Trackers
- 36 Black Ship Counters, 36 Red Ship Counters
- Black d100 Set, Red d100 Set, Black d3, Red d3
- 2 Dry Erase Markers

Setup

1. Place an empty Range Tracker in the center of the table.
2. Give each player a Range Tracker and a Ship Tracker.
3. Players each choose sides by selecting their dice, black or red.
4. Players each draw 4 random Ship Counters of their color.
5. Players copy their ships' information onto their Ship Tracker.
6. Players place their Ship Counters on the table next to their personal Range Tracker because all ships start out of range.
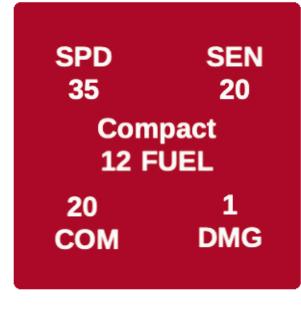
Ship Trackers

NAME				CLASS 0 I II III IV V
	SPEED	COMBAT	WEAPON DMG	SENSORS
CURRENT FUEL	MAX FUEL	SHIP DMG		
		RECON	MOVEMENT	ATTACK	MORALE	

SHIP DMG
- ☐ 00 - Everything is peachy!
- ☐ 01 - Leak. Spend an extra Fuel each time Fuel is spent.
- ☐ 02 - Weapons Eliminated. May not take action during the Attack Phase.
- ☐ 03 - Sensors Fried. Unable to take action during the Recon Phase.
- ☐ 04 - Fire! 1 extra DMG dealt each turn during the Morale Phase.
- ☐ 05 - Hull Damage. 2 DMG dealt to Ship immediately.
- ☐ 06 - Life Support Crippled. -10 to all of the Ship's Stats.
- ☐ 07 - Reactor Breached. 2 DMG dealt to ship each turn during the Morale Phase.
- ☐ 08 - Dead in the Water. Unable to scan, move, or attack.
- ☐ 09+ - Eliminated! Ship is immediately removed from play.

Ship Counters

CLASS I	SPD 35 SEN 20 Compact 12 FUEL 20 COM 1 DMG	CLASS I	SPD 35 SEN 20 Compact 12 FUEL 20 COM 1 DMG

Making Checks

To make a check, you roll a d100 set of dice and compare them to the appropriate Stat indicated by the check. If the roll is under the Stat, the roll is successful, and if the roll is at or above the Stat, the Check is unsuccessful.

Critical Success and Failure

If you roll doubles (00, 11, 22, 33, 44, 55, 66, 77, 88, or 99), you have rolled a Critical Success or a Critical Failure depending on whether the Check is a successful or not.

Advantage [+]

If you have Advantage [+] you roll both sets of dice at the same time and you you take the lower roll. Criticals always take precedence, and Critical Successes take precedent over Critical Failures.

Gameplay Phases

Each turn of the game moves through five structured phases.

1. Initiative Phase
2. Recon Phase
3. Movement Phase
4. Attack Phase
5. Morale Phase

Initiative Phase

Each player makes a Check using the highest Stat of their ships in play.

The successful player goes first for the next upcoming turn. A Critical Success takes precedence over a normal Success. If both players have a success (or a Critical Success), the higher numbered roll decides who goes first.

Players alternate play through the rest of the phases, operating one ship at a time.

Players mark completion of each ship through each phase on their Ship Tracker.

Ship Class

Class	Description	Class	Description
0	Human Transport	III	Heavy Industrial
I	Light Industrial	IV	Light Weapons
II	Medium Industrial	V	Heavy Weapons

Stats

Stats represent a ships capabilities as a percentage, so a value of 100 is always successful.

Speed (SPD)	Quickly moving in space
Combat (COM)	Attacking other ships
Sensors (SEN)	Detecting other ships

Damage (DMG)

Ships give and receive DMG through Combat and the after effects of Combat. Each ship can deal 1 DMG or can require a roll of 1d3 DMG or 1d10 DMG.

Fuel Capacity

Fuel is very important because once a ship is out of fuel, it is removed from play.

Ships

Name	CLASS	SPD	COM	DMG	SEN	FUEL
Freighter	II	40	35	1d5	35	12
Autonomous Patrol	II	45	47	1d5	30	18
Salvage Vessel	III	30	36	1d5	35	6
Subcompact	I	35	20	1	20	12
Fighter	IV	40	50	1d10	35	6
High-End Transport	II	50	20	1	50	14
Science Ship	V	35	42	1d5	55	120
Troop Transport	V	40	52	1d10	40	24
Passenger Cruiser	III	40	31	1	35	12

Range

	Close	Combat	Sensor
Distance	Within orbit	Earth to Moon	Earth to Pluto
Time	Minutes	Hours	Days

Recon Phase

Ships are invisible to other ships unless revealed through a Sensor Check, players track their ships on their own Range Tracker, keeping their positions secret from each other. Unrevealed ships are able to move and attack without revealing themselves.

Sensors Check

Each ship can make one Sensors Check each turn to reveal one of their opponent's ships on the main Range Tracker.

Critical Failure

Lose contact with the your opponent's most distant ship. They remove the ship from the main Range Tracker and place it back on their personal Range Tracker.

Failure

Nothing is detected.

Success

Your opponent reveals their closest Ship.

Critical Success

Your opponent reveals all of their Ships.

Revealing Ships

Different pieces of information are revealed on the main Range Tracker depending on the range.

Detection Range

The revealed Ship Counter is played face down on the main Range Tracker. This only reveals the location and Class of the ship.

Firing Range

The revealed Ship Counter is placed face up or flipped face up if already revealed. This reveals the Stats, Weapon DMG, and Fuel Capacity of the revealed ship.

Contact Range

The revealed Ship Counter is placed face up or flipped face up if already revealed. This reveals the Stats, Weapon DMG, and Fuel Capacity of the revealed ship. The opponent must also share their current damage level.

Movement Phase

Each ship can only move once during a turn, which can include Moving, Pursuing, or Evading.

Moving

Moving one range band costs 1 Fuel. A ship that runs out of fuel is removed from play.

Unrevealed ships may move unrestricted. Revealed ships may only move if there is not an opponent's ship within the starting or target range band, otherwise they must choose to Pursue or Evade.

Pursuing

A ship must choose how much fuel it will use to attempt to Pursue another ship. If you choose to spend no fuel when a ship attempts to Evade, they are free to move, making their selected fuel burn.

A ship can only Pursue ships within its same range band or an adjacent band. If a ship Successfully Pursues a ship at the same range band, they both move to the next closest range band. If a ship Successfully Pursues a ship one range band away, it moves to the same range band as the pursued ship.

Evading

A ship must use fuel to try to Evade another ship. There is a minimum amount of fuel that a ship must use at each range, but they may choose to burn more.

• Close - 3 Fuel
• Combat - 2 Fuel
• Sensor - 1 Fuel

A ship can Evade a ship that is within its same range band or if it is being Pursued. If a ship successfully Evades, it moves to an adjacent range band.

Speed Check

Ships reveal how much fuel they chose to use to try to Pursue or Evade and then both Ships make a Speed Check with the ship that spent the most fuel gaining [+]. Use the following table to interpret who is successful. If nothing happens, neither ship moves.

	Crit Fail	Failure	Success	Crit Success
Crit Fail	Nothing	Nothing	*Black*	*Black*
Failure	Nothing	Nothing	*Black*	*Black*
Sucess	*Red*	*Red*	Nothing	*Black*
Crit Success	*Red*	*Red*	*Red*	Nothing

Attack Phase

All ships within Firing or Contact Range may choose a target within their same range band to engage in Combat with. This requires a Combat Check. If a ship makes a Successful Combat Check, they roll for DMG if its counter indicates 1d3 or 1d10.

Ships have [+] against ships 1 class lower than them. A Ship may not attack a ship more than one class higher than itself,

Critical Failure

The ship takes 2 DMG and must make an immediate Morale Check. Be sure to immediately apply the effect from the DMG table on the Ship Tracker.

Failure

The ship takes 1 DMG, and it is marked on the Ship Tracker. Be sure to immediately apply the effect from the DMG table on the Ship Tracker.

Success

The ship deals DMG.

Critical Success

The ship deals double DMG.

Taking DMG

Whenever a ship takes DMG, mark it on the Ship Tracker and apply the stated effect. You only take the effect that you have reached not all of the effects in betwen. If a ship takes 9 or more DMG, it is destroyed and removed from play.

DMG	Effect
00	Everything is peachy!
01	Leak. Spend an extra Fuel each time Fuel is spent.
02	Weapons Eliminated. May not take action during the Attack Phase.
03	Sensors Fried. Unable to take action during the Recon Phase.
04	Fire! 1 extra DMG dealt each turn during the Morale Phase.
05	Hull Damage. 2 DMG dealt to Ship immediately.
06	Life Support Crippled. -10 to all of the Ship's Stats.
07	Reactor Breached. 2 DMG dealt to ship each turn during the Morale Phase.
08	Dead in the Water. Unable to scan, move, or attack.
09+	Eliminated! Ship is immediately removed from play.

Morale Phase

Any ship that took DMG during the Attack Phase needs to make a Morale Check by rolling 1d10. If the roll is over the Ship's current DMG level, they have successfully staved off the after effects of Combat. If the roll is under the Ship's current DMG level, there are negative consequences.

Critical Failure - Roll of 1

Ship must be abandoned. Remove it from play.

Failure

Ship must move out of Sensor Range (off the board), this costs a mandatory Evasion fuel burn.

Success

Nothing happens.

Critical Success - Roll of 10

Ship gains [+] on its next Check.

Credits

Writing and Layout by Violet Ballard

Public Domain Art from the silent films *A Trip to the Moon* and *Woman in the Moon*

Thrust! is ©2023 RV Games. All rights reserved.