imperium ™
and
FULL THRUST ™

INTRODUCTION

The *Integration Packet* series is based on the proposition that the whole is greater than the sum of its parts.

Most gamers own several publications from different companies, each dealing with a different aspect of the hobby which they enjoy. Often, some of these games model elements in detail which are represented abstractly in another title, if at all. An example of this would be one game of tactical space combat and another of strategic space conflict. The detail provided in the former is simply not practical to depict in the latter.

But who ever said gamers were practical?

What one designer leaves out, another provides elsewhere. More to the point, in the course of its play, a game of very great scope creates tactical situations which may be more enjoyable to play out using other rules of more focussed perspective. In short, the strategic game can be used as a "scenario generator" for one or more tactical ones. Gamers have been doing this in one form or another for years, but until now, a standardized system for melding such disparate titles hasn't existed. One unfortunate result of this has been that a lot of games disappear because they don't satisfy all player's desires, or because they don't enjoy the support of being linked in the buying public's mind with more popular titles by bigger companies.

That's the idea behind the *Integration Packet* rules. Please let us know how you like them, and what other combinations you'd like to see in the future.

– Don Hawthorne

REQUIRED MATERIALS

1. One copy of *Imperium™*, First or Second Edition, designed by Marc Miller; design and development by Frank Chadwick and John Harshman, published by Game Designers Workshop (GDW). P.O. Box 1646, Bloomington, IL 61702-1646;

2. One copy of the *Full Thrust™* space combat miniatures rules, Second Edition, designed by Jon M. Tuffley, published by Ground Zero Games, 'Fizno', Barking Tye, Needham Market, Suffolk, IP6 8JB, England (available in the United States from Capricorn Space/Geo-Hex, 2126 North Lewis, Portland, OR 97227, United States). While not strictly necessary, it is strongly recommended that players also make use of *Full Thrust's™* excellent supplement, *More Thrust™*, also from Ground Zero Games.

Although the ship counters provided in the *Imperium™* game can be used in lieu of miniatures, *Full Thrust™* is a miniatures game, and is most enjoyable when played as

such. Copeland Models manufactures an extensive line of spaceship miniatures specifically for *Full Thrust™*, a list of which may be obtained from Ground Zero Games or Capricorn Space. RAFM manufactures a full line of licensed spaceship miniatures for GDW's *Traveller™* roleplaying game, and Galoob toys produces many spacecraft from various television and motion picture sources, most of which are of ideal size for gaming, and all of which come already painted and ready to use right out of the box!

3. All required materials referred to in the publications listed above, as well as a full understanding of the rules of both games individually.

RULES CHANGES

imperium™

The rules of *Imperium™* are modified as follows:

1. All Optional Rules (pg. 16) are in effect. Each side should therefore label one World marker to designate it as representing their home system, to facilitate use of the **Homeworlds** Optional Rule.

2. Each spacecraft counter in *Imperium™* is now considered to represent *one* vessel or *one* squadron of fighters, rather than multiple vessels or multiple squadrons, as stated on page 10. Each such counter therefore represents a single equivalent vessel miniature or fighter squadron in *Full Thrust™*.

3. To reflect the conditions of **2**, above, and to allow use of other titles in the *Integration Packet* series, all counters in the *Imperium™* game should be numbered sequentially according to type. Troop counters, with their unique divisional numbers, and the Imperial beam-Monitor, are the only counters which do not require such labeling; but it couldn't hurt to do it anyway.

4. Any Starship which becomes *Disrupted* as a result of the *Imperium™* **Maintenance** rules (page 12) has its performance in *Full Thrust™* degraded, as described in the next section.

5. Civilized Maintenance, or successful Frontier Maintenance (pp. 12 and 13) will negate all Disruption effects, remove all damage from *Full Thrust™* ships, repair all systems lost and replenish all weapon packages expended.

6. If players wish to use the sensor rules in *Full Thrust™*, they have two options: First, all ship counters on the *Imperium™* board may be covered with "BOGEY" markers. It isn't necessary to have an equivalent num-

ber of such markers for each ship in the stack; one labeled "BOGEY" and set on top of each stack will do. During *Imperium*™ movement, the owning players, if asked, *must* tell their opponent how many ships are in the stack and their general classes. The other player may record this data in any manner he wishes. The Second option is to leave the counters on the *Imperium*™ board as usual, but inverted, only substituting them for miniatures "bogies" when the miniatures battle is initiated. This is simpler and faster, if less realistic.

7. When using *Full Thrust*™ to resolve space combat, *Imperium*™ rules section **C.1**, *Space Combat Subphase*, is deleted from the *Imperium*™ turn sequence of both players. Alternately, it may be used on a case-by-case basis by mutual agreement of the players, should it be judged preferable for any reason. (For example, a single Scoutship being engaged by a fleet of twenty Heavy Cruisers hardly warrants the effort of a full miniatures gaming session.) After space combat, surviving *Full Thrust*™ ships are converted back to their representative *Imperium*™ counters.

8. Section **C.2,** *Planetary Surface/Space Interaction Subphase* is unchanged, except that ships designed using *Full Thrust*™ have their *Imperium*™ Planetary Bombardment missile strength multiplied by 1.5 (fractions round down) if they are equipped with one or more of the Planetary Bombardment Systems (Ortillery) described on page 4 of *More Thrust*™.

FULL THRUST ™

The rules of *Full Thrust*™ and its supplement *More Thrust*™ are modified as follows:

1. Each *Imperium*™ spacecraft counter has its cost in *Imperium*™ Resource Units (RUs) multiplied by 25; the product is the number of Ship Design Points (SDPs) available to design that *Imperium*™ counter's *Full Thrust*™ counterpart immediately upon purchase of the vessel in *Imperium*™. This prevents "mission-specific" designs from imbalancing miniatures games. Excess SDPs not expended on a vessel's design are lost.

2. In *Full Thrust*™, the ascending classifications of ship types vary significantly from the style used in *Imperium*™. Since several crucial charts and tables in the *Imperium*™ game make reference to specific ship types, the following chart lists the *Imperium*™ ship types and their *Full Thrust*™ counterparts, followed by the allowable Mass ranges (in parentheses) for their design:

Imperium™	*Full Thrust*™ (Hull Mass)
F/Fighter	Standard Fighter Squadron*
SC/Scout	Corvette/Frigate (2-7, 8-10)
MB/Missile Boat	Destroyer (11-14)
DD/Destroyer	Destroyer (11-14)
CL/Light Cruiser	Light Cruiser (15-22)
CS/Strike Cruiser	Escort Cruiser (23-26)
CR/Heavy Cruiser	Heavy Cruiser (27-32)
CA/Attack Cruiser	Heavy Cruiser (33-36)
M/Monitor**	Superdreadnought (100)
B,B1/Dreadnought	Battleship (37-60)
B2/Imprvd. Dreadnought	Battledreadnought (61-80)
BB/Battleship	Superdreadnought (81-100)
MS/Mothership***	Special Class (24-100)
AO/Tanker****	Merchant Ship (100)
TR/Transport****	TR/Transport (100)

Note that for purposes of these rules, the general vessel types of Exploration Cruiser and Supership are not available.

 * Multiple SDPs may be spent on single Fighter Squadrons to purchase the more expensive Fighter types. Excess SDPs not spent on a single squadron are lost, so a Torpedo Fighter Squadron valued at 38 SDPs will cost 2 RUs, or 50 SDPs, with a loss of 12 SDPs. The sole exception is the Attack Squadron valued at 26 SDPs, which may be purchased for 1 RU (25 SDPs) for the purposes of these rules.

 ** These are non-FTL defense platforms with Mass 100 Military Hulls, Level Three Screens and Sublight drives of 1. Hulls, screens and drives are provided free of charge. The 6 RU/150 SDP value of these vessels is used solely for purchase of their internal systems – sensors, extra FireCons and DCPs, etcetera – and weaponry. Note that as non-FTL craft, they may have up to 75 Mass points of such systems and weaponry. Also, because of their size and tactical purpose, they may mount Pulse Torpedo launchers to their side arcs as well as to their front, as an exception to the Advanced Rules regarding Pulse Torpedoes on page 18 of *Full Thrust*™.

 *** These are a special class of Carrier whose *Full Thrust*™ design will differ significantly from the *Imperium*™ version. They must have FTL capability; they may have as high a Sublight speed as they can afford. They may have up to 3 levels of Screens and be armed with offensive weaponry appropriate to their side. They must always be built to accommodate six Fighter Squadrons (twice that carried by an *Imperium*™ Mothership). Note that the 7 RU/175 SDP value of a Mothership does *not* include the cost of any of its Fighters. **NOTE:** Add a Mothership counter to the Imperium countermix, for a total of two Motherships, the same as for the Terrans.

 **** These are special "strategic" vessel types built on Mass 100 Merchant Hulls with FTL capability and Sublight drives of 1. They are assumed to have integral cargo and/or fuel processing systems, depending on the type. They have no offensive capability whatsoever, and as such their Hulls and all Drives and internal systems are provided free of charge. The 1 RU/25 SDPs of their value may be used to purchase PDAF systems or extra DCPs or FireCons, but no weaponry. As an exception to rule 3c below, the 25 SDPs may instead be used to purchase one level of Screens.

3. Ships designed using *Full Thrust*™ should be good faith attempts to reflect the abilities and limitations represented by their *Imperium*™ counterparts. To this end, the following rules apply:

 3a. Any *Imperium*™ starship counter with a black silhouette is a *starship*, with the ability to move along jump lines. Its *Full Thrust*™ counterpart, therefore, *must* have FTL drive. Conversely, *Imperium*™ ship counters with white silhouettes may *never* be equipped with FTL Drives. For sublight drives, the fractional maneuver value resulting from odd thrust numbers is rounded up.

3b. An *Imperium™* starship counter with any value of zero ("0") may have no systems represented by that number. **EXAMPLE:** Terran Missile Boats have Beam Factors of zero; when designed using the *Full Thrust™* rules, they may have no batteries or beam weapons of any kind. They may have as many missiles and/or torpedo launchers as they can carry. Transports have zero values for both weapons, and so may have no offensive weapon systems whatsoever. Any vessel may have as many PDAF systems as possible and/or desired.

3c. To determine the maximum number of Screen Generators a vessel may have, use the following table:

Imperium™ Screen Factor	Max. No. of *Full Thrust™* Screen Generators
1 or 2	None
3 or 4	1
5 or 6	2
7 +	3

3d. To calculate what type of offensive weapon systems may be incorporated into a design to create a *Full Thrust™* version of an *Imperium™* ship, compare the Missile and Beam Factor values on the *Imperium™* counter and divide the higher value by the lower; the result is the ratio of *Full Thrust™* Design Points which may be expended on the relative systems. **EXAMPLE:** The Imperial Attack Cruiser has a Beam Factor of seven (7) and a Missile Factor of five (5). 7 ÷ 5 = 1.4; the Strike Cruiser as designed using the *Full Thrust™* rules may spend 1.4 Design Points on beam weapons for every 1 point it spends on missile systems.

For purposes of these design rules, the term "missile weapon system" refers to all missile types, submunitions packs, torpedo launchers, as well as any other physically fired weapon which is not an energy beam (but see Note 8, below). Thus, when the *Imperium™* "Imperial Intervention Table" calls for removal of "missile factors" from that game, the printed values of such factors on the representative *Imperium™* counters are used to calculate this figure. Individual ship designs may vary within the parameters of a given type according to the above restrictions. The ID of the *Full Thrust™* ship is the same as the number added to the *Imperium™* counter earlier.

NOTE: In any circumstance where a ship design results in fractional Hull values, such fractions always round *down* for space considerations and round *up* for cost. A Military Hull size of 17, for example, allows installation of 8 Mass points of weapons or other systems, not 8.5 or 9, and requires 17 SDPs to outfit with FTL drives.

4. Once built, *Full Thrust™* ships retain their representative *Imperium™* counter, and vice versa, until either is destroyed.

5. Destroyed *Imperium™* counters representing Imperial forces are placed on the reinforcement track as usual, but do not necessarily represent a duplicate of the ship destroyed, only another design of that class which is in the production pipeline and which is of an equivalent value in Resource Units/Design Points. The Imperial player need not commit himself to the design of such a vessel in *Full Thrust™* terms until it actually arrives.

6. Starships which have become *Disrupted* according to the rules of *Imperium™*, and which are engaged in *Full Thrust™* combat while in such Disrupted state, must undergo a Threshold Check *before* the first turn of their *Full Thrust™* battle. Any system(s) lost as a result of this check may not be repaired by Damage Control Parties (*More Thrust™*, page 7) during the ensuing battle, and should be marked differently from normal combat damage to reflect this fact. In addition, any normal Threshold Checks required during *Full Thrust™* combat by *Disrupted* starships are increased on level in severity to a maximum Threshold Check number of 3 or higher. *Disrupted* starships whose systems are damaged in combat may attempt normal DCP repairs on those Systems.

7. Neither the Reflex Field nor the Cloaking Field (*More Thrust™*, pg. 4) may be used.

8. Neither the Kra'Vak nor the Sa'Vasku (*More Thrust™*, pp. 24-33) nor any of their species-specific weapon systems may be used, nor may ship armor, except as a result of the Terran Confederation Random Events Table, if this Optional Rule is used.

9. SCREENING. Screening is a crucial tactic in *Imperium™*, but is impractical for *Full Thrust™* for many reasons. However, due to the vulnerability of non-combat vessels in *Full Thrust™*, some level of screening must be allowed to prevent "spoiler" attacks against transports and tankers. In such circumstances, use the following rules:

9a. Players wishing to screen ships must have an equal or greater number of combat vessels in the battle than their opponent. Ship class is irrelevant, only number of vessels matters. Deployed Fighter squadrons *do* count as "combat vessels" for these purposes unless using the Fighter Endurance Rules (Expanded Fighter Rules, *More Thrust™*, page 11) and such Squadrons have no remaining Endurance.

9b. Only vessels represented in *Imperium™* as Tankers (AO), Motherships (MS) and Transports (TR) may be screened in *Full Thrust™* battles.

9c. All screened vessels are kept off the battle area and may take no action until the non-screening side achieves a three-to-two numerical advantage in combat vessels, irrespective of their damage status. At this point all vessels are shifted 18" toward the opponent's entry point, and all screened elements are placed within 6" of the screening side's set-up zone. The screened elements may then be attacked normally.

Please note that these rules are currently undergoing playtest, and not all situations which can arise will have been anticipated. If you have any questions regarding these rules, please send them together with a self-addressed stamped envelope, to:

IMPERIUM ™ + FULL THRUST ™
Optional Rules

Players may feel free to implement one or more of the following rules to add variety and color to their campaigns Needless to say, these rules should only be used with the agreement of all players involved.

STELLAR RADIATION

The "A" class stars Altair (removed from 2nd Ed. map) and Sirius are white supergiants which generate tremendous (and lethal) amounts of stellar radiation. Ships may pass through these systems without harm, but no ship may remain on-station in any of these systems unless it has an *Imperium*™ Screen Factor of 3 or higher, *as well as* one or more *Full Thrust*™ Screen Generators. Motherships which are forced into combat in these systems may only deploy Heavy Fighters for *Full Thrust*™ battles which result. Ships that remain in such systems and which do not meet the Screens criteria given above are automatically Disrupted. "Orphaned" fighters which remain in such systems are automatically destroyed.

NOTE: This rule makes it more difficult to block passage of enemy fleets through the Sirius chokepoint.

THE TERRAN CONFEDERATION AS CONFEDERACY

The Imperial player labors under a remote government which is by turns indifferent and intrusive. The Terrans enjoy a more unified sense of purpose. "Unity", however, is not one of the defining characteristics of the confederation form of government. To provide the same sense of frustration and/or joy to the Terran player that the Imperial side "enjoys", add a "Terran Confederacy Intervention" Phase after Step 3 of the Terran turn, using the following table:

2 Colonial Revolt
3 Depression
4 Boom
5 Pacifist Faction dominates Congress*
6 No Effect
7 No Effect
8 Domestic Policy Faction dominates Congress*
9 No Effect
10 No Effect
11 Militarist Faction dominates Congress*
12 Hero World
13 Partisan Strategy
14 Operation Doolittle
15 We Are Not Alone

* These results remain in effect until any result other than "No Effect" is rolled.

Depression and **Boom** are identical in their effects to the same results on the Imperial Intervention Table, except that they apply to the Terran RU total after calculation rather than the Imperial Budget from off map.

Colonial Revolt: This result may only be applied to a Terran Outpost or Terran World (other than Sol) which has no garrison of Troops nor any starships or Monitors in-system. Fighter Squadrons and PDBs are not sufficient to prevent the application of this event. Roll 1 die; on a 1-5, the Imperium may designate any one qualifying Terran Outpost as being in revolt. On a 6, it may designate any one qualifying World. An Outpost/World in revolt produces no RUs until it has been re-conquered exactly as if it were an enemy Outpost/World. All fighters and/or PDBs on such worlds when they revolt are considered to be controlled by the Rebel forces, and defend against the re-conquest normally. Outposts/Worlds in Revolt defend themselves against all attackers, Imperial or Terran.

Pacifist Congress: No offensives may be mounted against any Imperial Outposts or Worlds this turn unless the Imperium attacked a Terran Outpost or World on the previous Turn. The Terran Income for this Turn is reduced by a number of RUs equal to the roll of one die.

Domestic-Policy Congress: No restrictions on military actions, but domestic policies may impact strategic considerations. Roll one d6 and subtract this number from the roll of a second d6. The result (positive or negative) is applied to the Terran Income for this turn.

Militarist Congress: Roll two dice and add the total to the Terran Income for this Turn. In addition, add three to *all* future rolls on the Terran Events Table until a different Congressional Faction comes to power or an event die roll result greater than "12" occurs.

Hero World: Any one Terran World produces double RUs this Turn (16 if connected or 12 if unconnected).

Partisan Strategy: For the rest of this war, up to three Terran Worlds and/or Outposts which are garrisoned by the Imperium generate one Partisan each. A Partisan counter makes one free attack at a – 2 differential against any one Imperial ground unit on its world during every ground combat subphase. If the Terran invades such a World/Outpost to re-conquer it, he instead subtracts "1" from all his ground combat die rolls on the first Turn of combat. Converted Outposts/Worlds are not eligible for Partisan activity. Peace eliminates all Partisan counters.

Operation Doolittle: The Terran player rolls 3d6. The result is the number of Beam Factors which he may commit to a deep-penetration raid on Imperial territory. Any number of starships with cumulative beam factors less than or equal to this amount (including beam factors of fighters, which must be carried aboard Motherships) are removed from play and considered destroyed. CL-class and above may be rebuilt normally after three turns, DD-class and below may be rebuilt immediately. Ships thus committed attack as many ships in the Imperial Replacement track as possible in one round of unopposed space combat. Destroyed ships are removed from the track, and their spaces left empty. Multiple raiders may attack single ships in the queue without the "pairing up" required in normal space combat. In addition, the next Imperial Intervention Result is automatically "Imperial Succession".

We Are Not Alone: Kra'Vak wreckage is discovered. All Kra'Vak weapon and armor technology may now be used by both sides at a *Full Thrust*™ SDP cost of 125%. Armored ships are treated as having Screens for purposes of the "Stellar Radiation" optional rule, above.
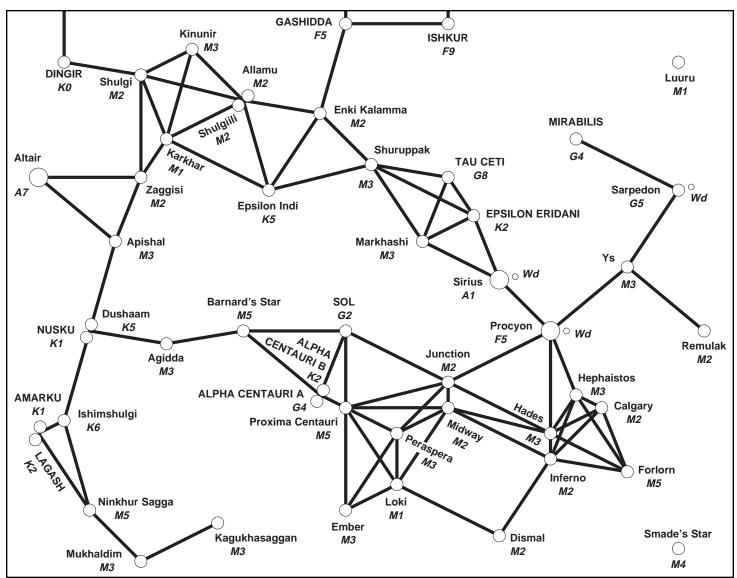
1 MS 01 0-0-1	1 MS 02 0-0-1	REVOLT	PARTISANS	PARTISANS	PARTISANS

IMPERIUM

Sketch Map

GASHIDDA
F5

ISHKUR
F9

Kinunir
M3

Allamu
M2

Luuru
M1

DINGIR
K0

Shulgi
M2

Enki Kalamma
M2

MIRABILIS
G4

Shulgiiii
M2

Shuruppak
M3

Karkhar
M1

TAU CETI
G8

Sarpedon
G5

Wd

Altair
A7

Zaggisi
M2

Epsilon Indi
K5

EPSILON ERIDANI
K2

Ys
M3

Apishal
M3

Markhashi
M3

Sirius
A1

Wd

Barnard's Star
M5

SOL
G2

Procyon
F5

Wd

Remulak
M2

NUSKU
K1

Dushaam
K5

ALPHA
CENTAURI B
K2

Junction
M2

Hephaistos
M3

Agidda
M3

ALPHA CENTAURI A
G4

Calgary
M2

Hades

AMARKU
K1

Ishimshulgi
K6

Proxima Centauri
M5

Midway
M2

M3

Peraspera
M3

Inferno
M2

Forlorn
M5

LAGASH
K2

Loki
M1

Ninkhur Sagga
M5

Ember
M3

Dismal
M2

Smade's Star
M4

Mukhaldim
M3

Kagukhasaggan
M3

NOTES