

FULL THRUST

DATA FILE

BRIEFING

MISSION

TYPE

**MAXIMUM
THRUST**

SF-SPACE BATTLE
DEMONSTRATION GAME

HARDWARE

- MAJOR CONVERSIONS FROM MACROSS AND GUNDAM PLASTIC MODEL KITS PLUS BITS AND PIECES FROM 1:700 WATERLINE SHIP AND SUBMARINE MODELS
- SMALLER METAL SPACESHIP MODELS FROM THE "BATTELECH", "RENEGADE LEGION" AND "SILENT DEATH" RANGES
- SPACE-STATION BUILT OUT-OF-THE-BOX FROM REVELL PLASTIC KIT
- ASTEROIDS ETC MADE FROM STYROFOAM
- ALL MODELS PAINTED AND WEATHERED WITH ACRYLICS, OILS AND PASTELS

SOFTWARE

- "FULL THRUST" (SECOND EDITION) BY JON M. TUFFLEY, GROUND ZERO GAMES 1992
- "MORE TRUST" (SUPPLEMENT) BY JON M. TUFFLEY, GROUND ZERO GAMES 1993

TOOLS

- SEVERAL DICE (D6, D12), TAPE-MEASURES AND RECORD-SHEETS, MODEL KIT MISSILES, PING-PONG BALLS AND SIMILAR MARKERS
- SURFACE: FOUR 4' BY 6' STARSCAPE FELT MATS PRODUCED BY GEO-HEX

CREW THS - TEAM FUER HISTORISCHE SIMULATIONEN, ERKRATH/GERMANY

INTERNET WWW.THS-WARGAMES.DE

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LAUNCHING-EVENT CRISIS-CONVENTION, HOSTED BY
THE TIN SOLDIERS OF ANTWERP/BELGIUM

LAUNCHING BASE METROPOLIS, ANTWERP/BELGIUM

LAUNCHING DATE 8TH NOVEMBER 2003

