

Claim the Corvette

Background

Victory! The Rebels have won! The Emperor and his enforcer Darth Vader are dead the Empire and it's fleet are fragmented and broken. Though splintered and scattered they are still as much a threat as before, only now they are not acting as one.

Fragments of the once mighty Empire and Rebel cells are scrambling for any resources they can get to combat each other and gain a foot hold in their sectors. Criminal factions and pirates have seized of the confusion of the time and are looking to expand their operations. So in the debris of an abandoned shipyard reports of fully completed Corvette simply waiting for a crew.

Both sides assemble a boarding party and escort flight as both teams approach the ship they engage each other. both squadrons have been instructed not to let the ship get away.

Squadron special rules

Create a squadron of 150pts using no more than the three named pilots. Each squadron gets a free large ship at it's lowest Pilot skill and no upgrades to act as troop transport.

Deployment and Setup

The diagram below shows how the 6x3 board should be set up:



Standard deployment on one half of the 6FT table, however only debris fields are to used as obstacles and can only be placed in the half of the board that the squadrons deploy in.

The Corvette (CR90 preferred, Raider, Assault Carrier, C-ROC) is placed at the middle point of the far board edge, facing into the play area.

Troop Transport and Boarding Troops

The designated Troop Transport **MUST** fly to the **REAR HALF** of the Corvette and ram it (In Cinematic terms its Docked). The ship is then turned to face along the Corvettes' hull with their bases touching. The turn after the transport "Docks" **SIX BOARDING TROOPS** enter the ship. They are represented by a D6 on the epic Ship's base. All troops start at the rear section of the ship and the turn after they enter any number may make their way to the Bridge to begin their escape. However if the other player sends their troops into the ship then the two squads fight each other. All troops move and fire at the same time so if there are troops in the way you cannot send people to the bridge.

Shooting at a Docked Transport

Once the Troops are off the Transport it may disengage and take part in the dogfight. However it may come under fire before then. If so then the Transport has **NO** defence dice. Any misses must be re-rolled however this time if any hits are rolled they are against the rear section of the Corvette (Which unless it is crewed has no shields).

Fighting in the ship:

When the troops come across each other they open fire. This is shown by each trooper rolling a single **RED** die for their shot, with only Hits and Critical Hits counting. Then the other player rolls a number of **GREEN** for however many troopers are left. Any un-dodged hits result in a trooper down and that trooper and the total number of troopers in the ship decreases.

Example

The Imperial Player has six Stormtroopers on the ship. The rebel player has five at the back and one on the bridge, meaning he only has five troopers to fight with. The Imperial Player may not send troops to the bridge until the rebels are dealt with.

Example of shooting

Using the previous example the Imperial Player rolls six red dice and scores a total of four hits. The rebel player rolls four green dice but only saves two. He sets his trooper die to four indicating the casualties.

Crewing the Corvette

When you send Troops to the bridge they each may take one of the following positions:

- **Helm:** Move the Ship starting from speed 1. The ship may not move unless it is manned.
- **Shields:** While crewed the Ship's shield are up. (Once it has been manned for a turn, it is active and can be left. Shields cannot be regained unless this is a crewman present at that station)
- **Weapons:** The ship may not fire unless it is this station is manned.

Winning conditions

The winning player is the one to get the Corvette off the opposite end of the table **OR** deny the other player the Corvette by crippling both front and rear sections **AND** taking out all the other player's ships.