



# Chaos Space ship Class "LUNA"

CHAOS NAVY - 1st Foundation

<http://eatotalwar.forumfree.it/>



**Activation value: 1+**

**Scenario only. Estimated points value: 2.000**

The imperial navy space ship class Unicorn consist of 1 space ship model, aprox 50cm x 15 cm long (here, used a REVELL star wars destroyer converted model). the starship class "Luna" is a ship layout, among many others, to escort the larger Starcruiser or battlebarge, with tasks of planetary ground occupation and orbital fleet defense.

## STRUCTURE DATA

**DAMAGE CAPACITY:** 32

**VOID SHIELDS:** 8

**ARMoured VEHICLES:** 4+; reinforced armour, fearless, thick rear armour\* (weakness), inspiring. **SLOW FLIGHT**

**C/C:** 6+ || **F/F:** 6+

**CRITICAL:** 1 point less of Damage Capacity and 1D3-1 unit inside must make a save of the same quality that have hit the space ship, chosen by the "space ship player". Roll two dice, with result of double 6 ([6] [6]) the plasma reactor explode. If the navy is flying explode on air, every unit 5cm around on the ground are hit with 3+ by the falling debris (the same apply if the ship is normally destroyed on air). If Explode (for the critical damage) on the ground the detonation is hardest: every unit around 10cm are hit with 3+ Macro weapon.

## SLOW FLIGHT

**SLOW FLIGHT:** the spacecraft fly on the battlefield at a reduced speed, not comparable with the most agile class ships: fighter, fighter-bomber and bomber. The ship flies to 20 cm above the battlefield. When fly, the space ship never count the -1 penalty on the rally phase for enemy proximity.

**Engage:** the spaceship can be engaged only by skimmer or jump pack. the attackers can not make any support-fire if not jump packs or skimmers at the same altitude. The same principle is applied for the ship. If engaged troupe inside with Jump pack ability can countercharge.

**Fire:** when the ship fires at high altitude, or is hit at high altitude, we have to subtract 20 cm at the range of fire for the altitude. A unit can fire at the space ship during the turn only with his weapon OR AA. Barrage hit it only 1 time, roll 1 dice

## FLIGHT MANEUVERS ALLOWED

**Entry Man. (E.M.); Ground Attack (G.A.); Advance Man. (A.M.); Regroup Man (R.M.); Disengagement Man. (D.M.); .**

- **Entry Man. (E.M.):** the spacecraft must annotate the entry turn, like other upper-class starships. At the beginning of the enter turn should be deployed on the own battlefield side to define the point where it will come. Once activated, the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Ground Attack. (G.A.):** as per normal E.A. rule about Ground Attack. The space ship is landed. Don't subtract 20cm at the range of fire, but only the ship can fire. All the detachments inside can only disembark with an entire movement. and is considered activated and can't support any engage. The ship can fly on the battlefield the turn next embark/disembark operation, taking altitude and advancing as an A.M.

- **Advance Man. (A.M.):** the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Regroup Man. (R.M.): (landed or flying)** the ship can regroup as E.A. usual rule.

- **Disengagement Man. (D.M.):** the ship leaves the battlefield and rises in altitude. The ship can carry out this order (if not broken) only at the end of the next turn respect the entry turn. The ship could return with a turn break (minimum) compared to disengagement turn.

*Example: The ship arrive a turn1. So the ship can do a D.M at the end of turn 2. At turn 2 it decides to leave, so it could enter again in play (with a deploy before*



## Transport ability

- **Transport of ground troops: 40 slot**  
**Infantry:** take 1 slot  
**Light Vehicles and "terminator" class unit:** take 2 slot
- **Transport of armoured company: 30 slot**  
**Armoured vehicles:** take 2 slot  
**War engine Class "baneblade":** (for a maximum of 3) take 4 slot each
- **Aircraft carrier: 9 class fighters and 6 class bombers.**  
**The spaceship is a safe starting and exit point for aircrafts.**  
**An aircraft can exit and enter from the Luna in the same turn.**



## Weapon System Medium defence system

**FRONT/RIGHT/LEFT SIDE:** The Space ship can split fire firing this entire weapon system must fire at 1 formation.  
 The short range defence system can fire front, left and right, **Not** rear side of the battleship.

8x	<b>Lascannons:</b>	45cm AT5+/AA5+
4x	<b>Fusion Cannon Batteries :</b>	60cm AT3+

## Heavy defence system

The heavy defence system can fire in this way:

### FRONT SIDE:

2x	<b>Defence cannon</b> - 90 cm   MW2+ TK(1) Fixed farword arc
----	-----------------------------------------------------------------

**BACK SIDE:** none (weakness)

\* if the ship is hit from behind, his armor falls to 5+ (reinf.)

### FRONT/LEFT/RIGHT SIDE:

3x	<b>Plasma Heavy Cannons</b> - 90 cm   2x MW2+ slow fire    front/left and right side arc
1x	<b>Torpedo missile launcher</b> - range unlimited noLoF - 4 BP Macroweapon

The Space ship can split fire firing this entire weapon system must fire at 1 formation.

