



Drop ship Class "Unicorn" C65

IMPERIAL NAVY
Drop Flagship

<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 35cm x 10 cm long (here, used a REVELL battlestar galactica converted model). the starship class "Unicorn" 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: 24

SPEED: 45cm

VOID SHIELDS: 8

ARMoured VEHICLES: 4+; reinforced armour, fearless, reinforced rear armour, 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 the initiative roll as per E.M.) on turn 4.



Transport ability

Transport of ground troops: 60 slot

Infantry: take 1 slot

Light Vehicles and “terminator” class unit: take 2 slot

Transport of armoured company: 40 slot

Armoured vehicles: take 2 slot

War engine Class “baneblade“: (for a maximum of 3) take 4 slot each



Weapon System Medium defence system

The short range defence system can fire all round, measuring from each side of the battleship.

12x LASCANNON: 45cm AT5+/AA5+

1x BATTLECANNON: 75cm AP4+/AT4+

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

Heavy defence system

The heavy defence system can fire in this way:

FRONT SIDE:

1x Volcano Cannon - Fixed forward arc

1x DEFENCE LASER as per Emperor Titan.
360°all around

1x Missile Barrage System 30 cm | 4BP | disrupt

BACK SIDE:

1x Navy Gatling Blaster - 60 cm | 6x AT4+

ALL AROUND*:

1x Torpedo missile launcher - range unlimited - noLoF - 6 BP Macroweapon

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





Drop ship Class "Devourer"

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

IMPERIAL NAVY
Drop Flagship



Activation value: 1+

Scenario only. Estimated points value: 1050

The imperial navy space ship class Devourer consist of 1 space ship model, aprox 20cm x 8 cm long (here, used a daemonscape BIG RIG converted model). the starship class "Devourer" is the common huge drop ship layout, among many others, to deploy troops on a planet invasion, with tasks of planetary ground occupation.

STRUCTURE DATA

DAMAGE CAPACITY: 16

SPEED: 45cm

VOID SHIELDS: 6

ARMoured VEHICLES: 4+; reinforced armour, fearless, reinforced rear armour, inspiring. **SLOW FLIGHT**

C/C: 6+ || **F/F:** 5+

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 the initiative roll as per E.M.) on turn 4.



Transport ability

Transport of ground troops: 30 slot

Infantry: take 1 slot

Light Vehicles and “terminator” class unit: take 2 slot

Transport of armoured company: 60 slot

Armoured vehicles: take 2 slot

War engine Class “baneblade“: (for a maximum of 3) take 4 slot each



Weapon System Medium defence system

The short range defence system can fire all round, measuring from each side of the battleship.

8x LASCANNON: 45cm AT5+/AA5+

2x BATTLECANNON: 75cm AP4+/AT4+

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

Heavy defence system

The heavy defence system can fire in this way:

FRONT SIDE

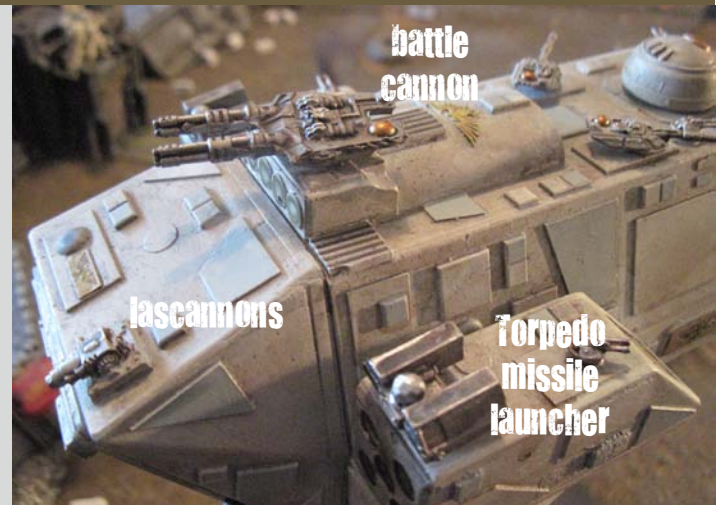
1x Torpedo missile launcher - range unlimited - noLoF
- 2 BP Macroweapon

FRONT SIDE/RIGHT/LEFT SIDE:

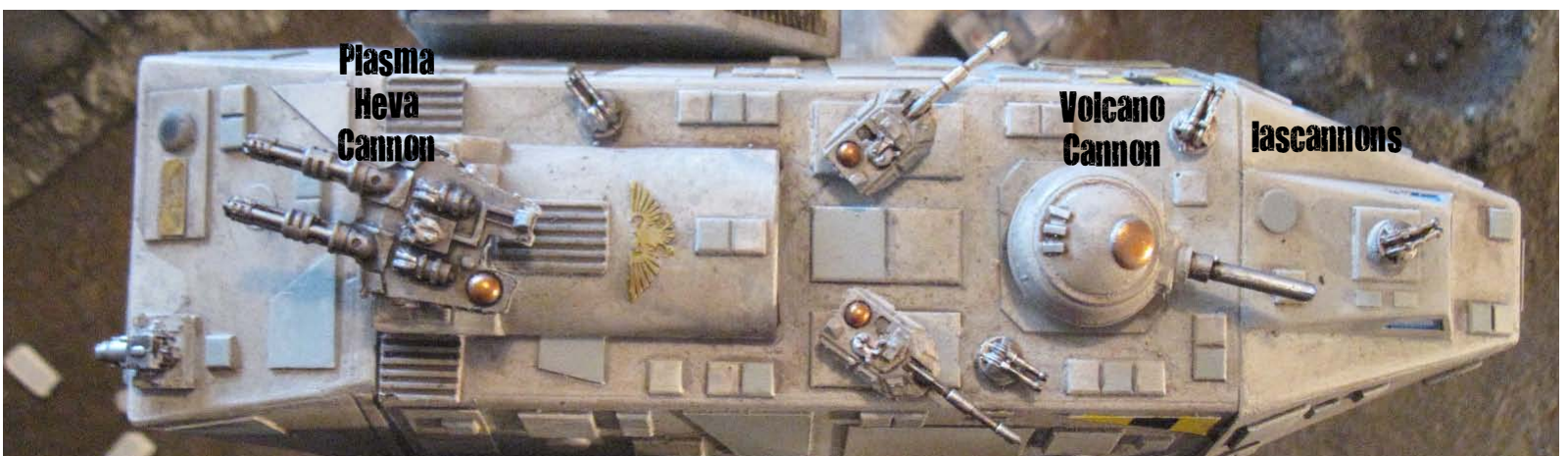
1x Volcano Cannon

BACK/LEFT/RIGHT SIDE:

1x Plasma Heva Cannon - 90 cm | 2x MW2+
slow fire || front/left and right side arc



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





Drop ship MT32 Buffalo & MT33 Trident

**IMPERIAL NAVY
Drop Flagship**

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



Activation value: 1+

Scenario only. Estimated points value: 400

The imperial navy space ship class Buffalo or Trident consist of 1 space ship model, aprox 10cm x 4 cm long (here, used a daemonscape converted model). these starship class are the common drop ship layout to deploy troops on a planet invasion, with tasks of planetary ground occupation.

STRUCTURE DATA

DAMAGE CAPACITY: 5

SPEED: 45cm

VOID SHIELDS: 3

ARMoured VEHICLES: 4+; reinforced armour, fearless, reinforced rear armour, inspiring. **SLOW FLIGHT**

C/C: 6+ || **F/F:** 5+

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 the initiative roll as per E.M.) on turn 4.

TRIDENT - Transport ability

Transport of ground troops: 20 slot

Infantry: take 1 slot

NO Light Vehicles

“terminator” class unit: take 2 slot



Weapon System Medium defence system

The short range defence system can fire all round, measuring from each side of the battleship.

1x light defence laser:

90cm MW3+ / front fixed forward arc

4x lascannon :

45cm AT5+/AA5+ / all around

BUFFALO - Transport ability

Transport of ground troops: 40 slot

Infantry: take 1 slot

Light Vehicles and “terminator” class unit: take 2 slot



Weapon System Medium defence system

The short range defence system can fire all round, measuring from each side of the battleship.

1x battle cannon:

75 cm AF4+ / AT4+ all around

1x lascannon :

45cm AT5+/AA5+ / all around

