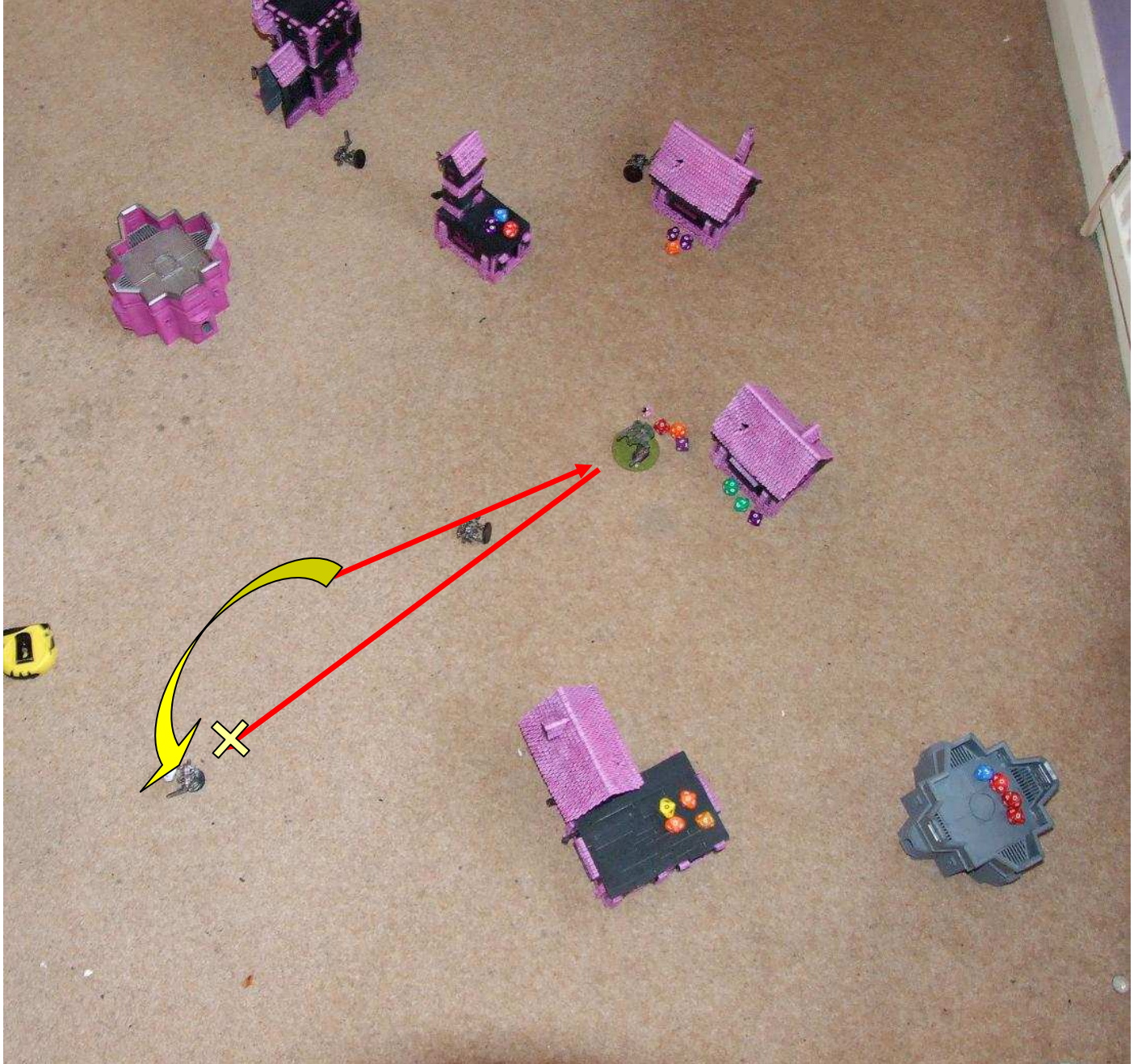


Turn 5

The Revenant fires at the Reaver before using its' jump pack to hide behind a more distant hab block. Its' fire drops a void and causes 17 points of damage to the Reaver.

In response the Reaver closes at battle stride and levels its' las blasters at the hab block, just destroying it with 52 points of damage. It then tries to lock onto the now exposed Revenant with its Gatling blaster, but misses and all of its' shots goes wide.

The Reaver manages to relight one void.



Turn 6

The Revenant realises that it is do or die and be consumed by she who thirsts and advances at low pace into a better firing solution on the Reaver.

Its' first three missiles blow out the remaining void, the next 2 hits cause 5 points of damage, and then the pulsars tear it apart for another 30 points of damage. The resulting plasma reactor explosion bring many hab blocks to within inches of full destruction.

