



**Activation value: 1+**

**Scenario only. Estimated points value: 3.000**

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

**VOID SHIELDS:** 8

**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. Also, during the movement maneuver, the space ship is automatically hit by the AA attack as a normal flyer as usual.

## 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)

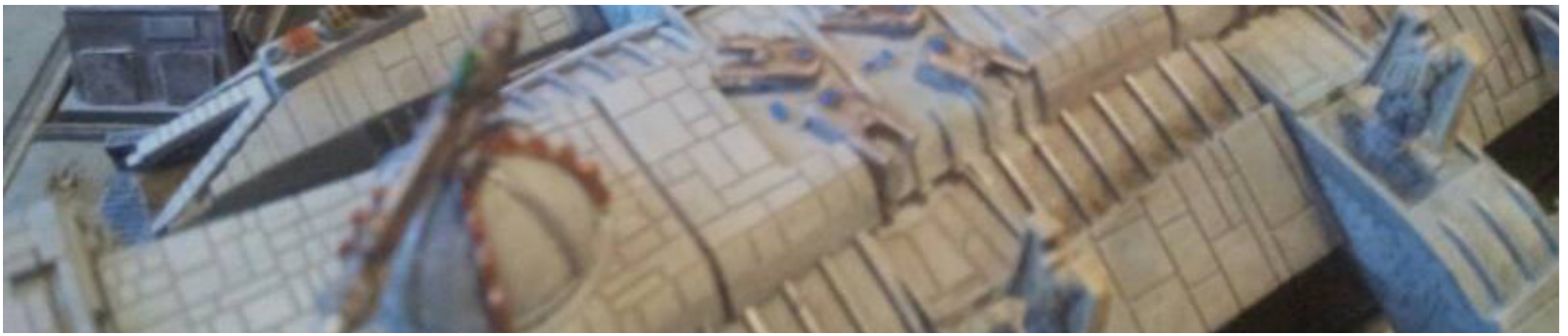
- **Ground Attack. (G.A.):** as per normal E.A. rule about Ground Attack. The space ship is landed. Don't subtract 20cm at the range of fire

- **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+ |

### 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.<br>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 |
|----|---|

