

NEW SPECIAL RULE: DREADNOUGHT

Dreadnoughts are the leviathans of the void, usually the most devastating and vast ships a race can produce. A single one of these monstrosities is fully capable of reducing a small fleet to dust. They are singularly spectacular vessels and any fleet which includes one will inevitably be built round it - this is reflected in a special rule.

A battlegroup containing a Dreadnought may not contain any other ships. A Dreadnought has a tonnage of 30 for the purposes of scoring and strategy rating (hence S2 in the profile). A battlegroup containing a dreadnought may exceed the normally allowed 33% of your fleet's points cost. Your Admiral **MUST** be mounted in a Dreadnought if you take one (why would he be anywhere else after all!).

Dreadnoughts use special Crippling Damage and Catastrophic Damage tables. In addition, roll on the Crippling Damage table when the ship is reduced to 18 hull or less and 10 hull or less (rather than the usual 50% of original hull or less).

DREADNOUGHT CRIPPLING DAMAGE TABLE

1-2	SUBSYSTEMS
1-2	Bright Flash... and nothing else: The ship has a lucky escape. Place a Minor Spike on the ship. If the ship was using Silent Running special orders it loses the benefits and the ship's Signature is reduced to normal. In this case, no further Spike is added
3-4	Scanners Damaged: The Ship's scan characteristic is reduced to 6" until the scanners have been repaired
5-6	Power Fluctuations: Each time the ship chooses a Special Order other than Standard Orders the ship loses D3 hull points. The ship may not use Silent Running and loses the benefits if it is currently on this order. This effect may be repaired.
3-4	HULL
1-2	Bulkhead Ruptured: The ship suffers 1 additional point of hull damage
3-4	Auxilliary Core Collapse: The ship suffers 2 additional points of hull damage. The ship also becomes subject to Orbital Decay
5-6	Atmospheric Containment Failure: Multiple compartments are venting to space! 2 fires break out. Each will inflict 1 additional point of Hull damage in each Roundup Phase if it is not successfully 'repaired' (i.e. The leaks closed off)
5-6	CORE SYSTEMS
1-2	Engine Destroyed: The ship's thrust characteristic is reduced by 2" and the ship loses D3 Hull Points each time Max Thrust or Course Change special orders are chosen for the rest of the game. This cannot be repaired.
3-4	Weapon Destroyed: One of the ship's weapon systems (determined at random) may not be used for the rest of the game. This cannot be repaired.
5-6	Primary Core Leak: The ship suffers 3 additional points of Hull Damage at end of the cleanup phase for the rest of the game. This cannot be repaired. The ship also becomes subject to Orbital Decay.

DREADNOUGHT CATASTROPHIC DAMAGE TABLE

1-2	Fiery Descent: The ship falls majestically to the surface. It is far too large to simply burn up. On impact, it causes a localised extinction-level event. Any sector within 8" of the ship suffers D6 Hull Points of damage. Tokens in these Sectors are destroyed on a roll of 2+ (roll separately for each)
3	Immolation: The ship's many cores vent their fuel and energy to the void slowly, melting the hulls of nearby ships. All ships within 8" gain a Major Spike and D3 fires.
4	Superstructure Failure: The ship breaks up into distinct, tumbling, frigate sized-chunks. Each ship within 12" loses 2D6 hull points on a roll of 5+ (roll separately for each ship). Armour saves (including Passive Countermeasures) may be made against the damage as usual.
5	Magazine Detonation: The ship vanishes in a colossal explosion. Any other ships within 12" suffer 2 points of Hull Damage. Armour saves (including Passive Countermeasures) may be made against the damage as usual.
6	Space-Time Rent: ALL the ship's cores collapse simultaneously in defiance of all failsafes. Any other ships within 8" suffer 3+D3 Hull damage. Ships with a starting Hull value of 5 or less are sucked into the vortex and removed from play. Do not roll on the Catastrophic Damage table for these - they no longer exist!



UCM SPECIAL RULE; COMMAND SHIP

When you take a UCM Dreadnought, that ship becomes a command ship and gains a free AV5 admiral.



PHR SPECIAL RULE; OVERCHARGE (OC)

If on the Weapons Free special order, an Overcharge weapon (or a group of Overcharge weapons with the Linked rule) may double their Damage value/s. IF this is chosen, no other weapons (other than close action ones) may be fired by the ship that turn. Launch assets may still be deployed as normal.



SHALTARI SPECIAL RULE; THE SHIELDS CANNAE TAKE ANYMORE:

All Shaltari ships above 13 HP require 2 Shield Boosters in order to get Passive Countermeasure re-rolls.

SCOURGE NOSFERATU CLASS DREADNOUGHT

480 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
NOSFERATU	14"	20"	8"	26	3+	20	1	S2	*DREADNOUGHT, FULL CLOAK, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAM SUPER PHALANX	3+	8	2	F	SCALD
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
PLASMA FLOOD	4+	2D6+3	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS AND BOMBERS	5	

SCOURGE CTHULHU CLASS DREADNOUGHT

490 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CTHULHU	14"	20"	8"	26	3+	20	1	S2	*DREADNOUGHT, FULL CLOAK, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE TRIAD	4+	12	1	F(N)	FLASH, SCALD, BURNTHROUGH (20)
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, STARBOARD	3+	2	2	F/S(R)	LINKED-1, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
OCULUS BEAM ARRAY, PORT	3+	2	2	F/S(L)	LINKED-2, SCALD
PLASMA CYCLONE	2+	D6+2	1	F/S/R	CLOSE ACTION, SCALD

LOAD	LAUNCH	SPECIAL
FIGHTERS AND BOMBERS	8	