



IMPERIAL STORM

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1.0 Introduction

1.1 Background

Imperial Storm was a turn-based game run during 2018 using a set of rules drafted by GN Jarek La'an and run by GN Phoenix Berkana. The game consisted of three teams (TCCS, Hammer & Warrior) using fleets built using the XWA point system battle it out over a grid based map. Battles were conducted using different gaming platforms based upon which units were present in any given battle (SP for battles including capital ships, MP for battles made up of starfighters only).

1.2 Imperial Storm Four (IV)

Imperial Storm IV is a further development of the rules with significant input from VA Silwar Naiilo, VA Marena, COL Genie, HA Plif, SA Kamjin, FA Pickled Yoda, FA Turtle, LC Alejandro Araujo & CPT SoloHan50. This version of the rules features changes to the fleet setup section & the combat methodology in order to reduce the occurrence of spam that was a feature of Imperial Storm III in 2021.

2.0 Gamesmaster

2.1 Who?

The gamemaster is the Simulations Officer, currently VA Phoenix Berkana. He is responsible for processing strategic and tactical orders from the Team Captains and overseeing combat events. In the event the Simulations Officer is also a Commodore, a Squadron Commander will fill in as Team Captain for that ship.

2.2 Adjudication

In the event of any disputes or issues that arise requiring alterations to the rules the TCCS and ISP will act as judge on required changes. All decisions are final.

3.0 Overview

3.1 Pre-Game

Prior to the event beginning each Team will assemble a fleet using the attached guide. Alterations have been made since Imperial Storm III that sees the introduction of an attack rating and durability measure for all units. Think of this as the amount of damage a ship can deal out, and the amount of damage it can take before exploding respectively. Given the costs associated with units the goal has been to make ship selection more tactical. Each team will begin the game at its respective home world which will be randomly allocated by the Gamesmaster.



3.2 Turns

The game will proceed through 30 turns, each turn lasting one calendar day using GMT as a basis. Each team will be required to send the Gamesmaster it's orders before the end of the day for processing which will allow units to move across the board. Unlike previous versions the game will not pause for combat.

3.3 Combat

When opposing fleets meet in real space combat will ensue. Fleets that are in hyperspace may occupy the same hex as another force (both in hyperspace or one in hyperspace) and will only be considered to have met if one has an Interdictor Cruiser that has been flagged as active to the Gamesmaster. Detailed rules on combat can be found in the combat section of the manual.

3.4 Winning

Points are generated each turn by the star systems a team holds. To this we add a bonus percentage of damage caused by a fleet during battle (see 11.2). At the end of the game the team with the most points is declared the winner.

4.0 Fleet Set-Up

4.1 Teams

There are THREE teams present in Imperial Storm IV, Team Challenge, Team Hammer and Team Warrior. Each team is led by a Team Captain, nominally the Commodore unless he or she appoints someone else. This person will be responsible for relaying orders to the Gamesmaster.

4.2 Fleet Selection

As mentioned previously each team will construct a fleet using the guide linked at the bottom of this document. The cap for each team is 75,000 points, which is available to be spent as the teams wish.

4.3 Attack Rating & Durability

- Each ship or starfighter has an Attack Rating which shows how much damage it can do.
- Each also has a Durability rating to show how much damage it can take before being removed from the game.

4.4 Starfighters

- Unlike capital ships or transports, starfighters must be selected in groups of 12 identical fighters (e.g. 12 TIE Fighters) and will always remain as a group.



- Starfighters without hyperdrives do not have supplies or range for significant independent operations and must always remain attached to a mothership or star system.
- Starfighters with hyperdrives may travel one hex away from their mothership or assigned world for an independent attack or scouting mission, however they must return in the subsequent turn or will be considered out of fuel and lost.
- If a squadron's mothership is destroyed or the world it is based on is lost it can travel up to TWO hexes to find safety on a friendly ship. If there is no ship within range that has empty capacity to hold it, it is assumed lost.

4.5 Carrying Capacity

Different vessels have different carrying capacities:

SSD – 12 Squadrons

ISD – 6 Squadrons

MC90 - 6 Squadrons

MC80 - 6 Squadrons

Platform or Stations – 2 Squadrons

ESC – 6 Squadrons

VSD, FRG, M/FRG – 2 Squadrons

CRKC, DREAD – 1 Squadron

Platforms may be carried by large vessels (MC80/90, ISD I/II, SSD) at the expense of 4 squadrons. They take ONE turn to deploy and conversely ONE turn to load onto a vessel with space.

5.0 Turns

5.1 Definition

- One turn is equal to a period of 24 hours. Team Captains are expected to provide the gamesmaster orders for the next day's turn prior to 9pm GMT so that he can action them in the morning.
- Team Captains can stack their orders, for example ordering a ship to travel 6 hexes to the galactic north, in which case it will not require new orders for 6 turns unless the Team Captain changes their mind.



- If no orders are received ships will carry on with standing orders (e.g. continue moving to a destination, remain static).

5.2 Orders & Precedence

Events take precedence over Orders. For example if one fleet arrives in a hex in the same turn as an enemy fleet has been ordered to depart the arrival event occurs before the departure order.

6.0 Movement

6.1 Definition

Ships travel and are deployed using the Battle Map, detailed later in the document. This map uses a numbering system (see map) and fleets may move to an adjacent space, with each move taking ONE turn (e.g. a destination two spaces away takes TWO turns to reach).

6.2 Routing

- Destinations must be in a straight line from the ship's current location. If not, then multiple jumps must be made, and these require multiple orders to be issued (these can be issued on the same day) – for instance a Team Captain may order their force to move one square diagonally and two vertically, requiring clear orders to make the Gamesmaster aware of their intent.
- Vessels may NOT pass straight through a planetary system and MUST drop out of hyperspace briefly, even if no course change is required.
- Two or more opposing fleets may occupy the same hex if one or both are in hyperspace. In this case combat will not ensue as they pass each other blissfully unaware.

6.3 Interdictors

A fleet in hyperspace that occupies the same hex as an active Interdictor will be pulled from hyperspace. The team that owns the Interdictor must flag to the Gamesmaster that the gravity wells are engaged before the turn on which the two fleets enter the same space. Interdictors in hyperspace are not active.

7.0 Scouting

7.1 Definition

Gathering Intelligence on enemy dispositions will be an important part of the game. Any Probe droids that a team has may be ordered by a Team Captain to scout out a region of



the map. If there are no enemy forces at the destination, the Probe may either be recalled or left in place to monitor the location.

7.2 Probe Droids

- Each team will begin the game with THREE Probe Droids.
- If a Probe Droid encounters enemy forces (not in hyperspace) it signals the exact disposition of the enemy Fleet and then self-destructs to avoid capture – should it encounter a rival Probe droid, neither self-destructs, both will report the position of their contact and continue on per their original orders.
- The enemy fleet will know that it has been probed, and may remain, reinforce, or withdraw.
- A probe droid travels through one region per day as normal.

8.0 Territory

8.1 Definition

Star Systems in the game are a resource that yields significant points per turn – much more than the one time bonus earned by destroying enemy forces and holding worlds should be the main goal of each team.

8.2 Starfighters

Starfighters alone may not take a star system. They may be useful for removing enemy ships, but transports and/or capital ships are required to take a star system.

8.3 Taking a world

- In order to take control of a star system, all that's necessary is for one side to move a single transport or capital ship to that system and remain for at least one turn unopposed.
- All enemy forces present must either be eliminated or forced to withdraw.
- Once you control a star system your forces may leave, your ground forces are considered to be holding the star system. However, if an enemy fleet arrives it will find the system undefended and begin the process of taking the world.

8.4 Points

- Each star system generates a set amount of points per turn, which can be seen on the map at the end of the document. A team will earn these points provided they control the star system.
- In the event that a team loses a star system they will no longer earn points from it, but will retain what they have previously banked.



9.0 Combat

9.1 Occurrence

- When enemy forces occupy the same hex, a battle event occurs between two teams. In the event that all three teams arrive at the same location, the order in which the teams issued the commands to move to that hex will determine the pairing.
- Teams will be notified of the occurrence at the start of the turn that the fleets arrive at the same location.
- Assuming that combat is not auto-resolved the fight begins the turn AFTER the battle event is declared as the initial 24 hours is used to set up battles etc.
- The combat window will last for 2 turns.
- Example: 2 enemy forces arrive at Hex C5 at the start of Turn 4. Assuming there is no withdrawal the actual fight lasts for Turns 5 & 6 with Turn 4 being used to set up all combat events.
- Reinforcements are a possibility in IS4 as turns do not stop. If additional forces join a battle already underway, all Legions, SP score and PvP battles played on the first turn of combat will make use of the fleet statistics present at the time. All submissions after reinforcements have arrived will use the new statistics.
- Battles that run concurrently in different locations will make use of different SP missions, different PvP matchups but take the same count of Legions will be applicable as we merely count LoC/LoS that a ships pilots have earned whilst combat was declared.

9.2 Combat Process

- Damage to the enemy is based on a multiplication of the sum of the Attack Ratings for all units a team has in the battle.
- At the start of a combat event each team deals out damage to the enemy equivalent to 20% of its total Attack Rating of all units present at the battle.
- If the 20% damage is greater than the total Durability Rating of a fleet, the battle is considered auto-resolved with a victor declared.
- If a team wishes to withdraw, they may indicate this wish which occurs after one turn of combat..
- For Single Player a FREE mission will be specified by the Gamesmaster and each team's Top 4 scores will be reduced to an average / 4 of the existing High Score



before combat begins (with a maximum of 100%). This will then be taken as a percentage of the teams total Attack Rating of all units present at the battle.

- 4% of Legions of Skirmish (LoS) that a team earns during the combat window are taken as a percentage of the teams total Attack Rating of all units present at the battle.
- NOTE: no more than 25% of your fleets total damage can be earned via LoS.
- 20% of Legions of Combat (LoC) that a team earns during the combat window are taken as a percentage of the teams total Attack Rating of all units present at the battle.
- NOTE: no more than 25% of your fleets total damage can be earned via LoC.
- Scores from Single Player, LoS and LoC methods will be added together to give a sub-total damage to the enemy. This can be augmented with a PvP challenge which is taken as a percentage of this total.
- Ships may challenge each other to a PvP battle consisting of only pilots from their respective ships (equal numbers for each side). The battle will consist of three matches, each using a different platform / game mode to one another from amongst the games the TC supports.
- In order for the match to be accepted the respective Team Captains must agree.
- For each of the 3 PvP matches the team with the highest score will deal damage equivalent to 10% of the total damage they've accumulated outside of the PvP bonus. The losing team will deal damage as a ratio of scores, up to 10%.

9.3 Damage

- At the end of a battle, each captain chooses where to allocate 50% of the damage they did to the enemy fleet.
- To destroy a capital ship, its assigned squadrons must first be destroyed.
- The remaining 50% damage will be allocated by the teams' own captain.
- In both cases damage must be applied to one vessel or squadron at a time before moving to the next one, e.g. no spreading damage around.
- Damage is applied to units by subtracting from their Durability Rating. When Durability reaches 0 the unit is destroyed.

9.4 Bonus Points & Winning

- 1% of all damage a team does to the enemy is taken as a bonus point for use in the final scores. The winner of the battle receives a double bonus.
- The winner is the team with the largest fleet remaining (as defined by ship cost).



9.5 Immediate Withdrawal

Escaping from overwhelming enemy forces isn't as easy as just turning around and running. Hyperdrives take a while to power up, and you're vulnerable to attack while they're doing so. In order to save the majority of your forces, you're going to have to sacrifice some ships to keep the enemy occupied while the rest of your ships escape.

In the event that the enemy does NOT have a powered up Interdictor you may follow the following rule. In the event that an Interdictor is present you will be unable to withdraw.

What this means in game terms, is that in order to successfully withdraw from combat, your team must fight at least one turn and then sacrifice a additional 10% damage.

9.6 Example

The Warrior has a fleet with a total Attack Rating of 10,000 and a total Durability of 8,000.

The Hammer has a fleet with a total Attack Rating of 13,000 and a total Durability of 12,000.

Warrior Calculation:

The Warrior immediately deals 2,000 damage to the Hammer.

The Warrior's pilots score 70, 60, 50, and 40% of HS in the SP battle.

They do $((70+60+50+40) / 4) / 4 / 100 * 10000$ damage, or 1375.

The Warrior flies 600 LoSs and 80 LoCs.

They do $600 * 0.04 / 100 * 10000$ damage, or 2400 damage from LoSs.

They do $80 * 0.2 / 100 * 10000$ damage, or 1600 damage from LoCs.

The Warrior beat the Hammer in a Star Conflict PvP match. (Scores irrelevant, because the Warrior won, so they get an automatic 10% damage bonus.)

They do an additional 7375 (all non-PvP damage added together) * 0.1 damage, or 738 damage.

The Warrior lost to the hammer in a SWS PvP match. The scores were 6000 to 8000.



They do an additional 7375 (all non-PvP damage added together) * (6000/8000 * .1) damage, or 553.13 damage.

The Warrior wins the third PvP match, score irrelevant as it's a win. Scoring an additional 738 damage.

The Warrior does 9403.13 total damage. They earn 94 bonus points.

Hammer Calculation:

The Hammer immediately deals 2,600 damage to the Warrior.

The Hammer's pilots score 70, 60, 50, and 40% of HS in the SP battle.

They do $((70+60+50+40) / 4) / 4 / 100 * 13000$ damage, or 1788.

The Hammer flies 700 LoSs and 100 LoCs.

They do $700 * 0.04 / 100 * 12000$ damage, or 3640 damage from LoSs.

They do $100 * 0.2 / 100 * 12000$ damage, or 2600 damage from LoCs

The Hammer beat the Warrior in a SWS PvP match. (Scores irrelevant, because the Hammer won, so they get an automatic 10% damage bonus.)

They do an additional $10627.5 * 0.1$ damage, or 1062.7 damage.

The Hammer lost to the Warrior in a Star Conflict PvP match. The scores were 750 to 1000.

They do an additional $10627.5 * (750/1000 * .1)$ damage, or 797.06 damage.

The Hammer lost a second PvP match to the Warrior also 750 to 1000.

They do an additional $10627.5 * (750/1000 * .1)$ damage, or 797.06 damage.

The Hammer does 13284.4 damage, and earn $132 * 2$ or 164 bonus points

Final Score:



Imperial Storm IV – Emperor's Hammer TIE Corps

In this example the Hammers 13284 damage exceeds the Warrior fleets combined durability of 8000 and sees them destroyed completely. The Hammer fleet takes 9403 points of damage from the Warrior, having 2597 left from its total of 12,000 Durability.

	WARRIOR	HAMMER	COMMENTS
Attack Rating	10,000	13,000	Your fleets total attack rating, sum of attack rating of all ships
Durability Rating	8,000	12,000	Your fleets total durability rating, sum of durability rating of all ships
Initial 20% DMG to enemy	2,000.0	2,600.0	If this value is greater the enemy Durability Rating, combat is auto-resolved.
SP Score 1	70	70	Your SP score as a % of the pre-existing HS
SP Score 2	60	60	Your SP score as a % of the pre-existing HS
SP Score 3	50	50	Your SP score as a % of the pre-existing HS
SP Score 4	40	40	Your SP score as a % of the pre-existing HS
Average SP Score / 4	13.75	13.75	Average SP score % divided by 4. This can reach a maximum of 50% as we cap the SP scores at 100% of the pre-existing HS.
Total SP Damage to Enemy	1,375	1,788	The amount of damage done to the enemy force from SP
Legion of Combat	80	100	Number of LoC earned during the combat window
Legion of Skirmish	600	700	Number of LoS earned during the combat window
20% of LoC count	16	20	20% of LoC count is taken
4% of LoS count	24	28	4% of LoS count it taken
LoC Damage to Enemy	1,600	2,600	Total LoC derived damage to enemy
LoS Damage to Enemy	2,400	3,640	Total LoS derived damage to enemy
Total MP Damage to Enemy	4,000	6,240	Total amount of damage done to enemy force from Legions
PvP 1	Wins	Lost 750-1000	e.g. A PvP Star Conflict game that the Warrior wins 1000 - 750.
PvP 1Damage	738	797.06	Damage to enemy from this match, Warrior earns 10% of all non PvpP damage, whereas Hammer earns 7.5%
PvP 2	Lost 6000-800	Wins	e.g. a PvP SWS game that the Hammer wins 6000-8000



Imperial Storm IV – Emperor's Hammer TIE Corps

	0			
PvP 2 Damage	553.13	1,063		Damage to enemy from this match, Hammer earns 10% of all non PvpP damage, whereas Warrior earns 7.5%
PvP 3	Wins	Lost 750-1000		e.g. A PvP game that the Warrior wins 1000 - 750.
PvP 3 Damage	738	797.06		Damage to enemy from this match, Warrior earns 10% of all non PvpP damage, whereas Hammer earns 7.5%
Total PvP Damage to Enemy	2,028.13	2,657		Total PvP Damage to Enemy
TOTAL Damage to Enemy	9,403.13	13,284.4		Total damage to enemy fleet
Remaining Durability	(5,284)	2,597		Remaning strength of your fleet after combat

9.7 Hero Units

Team Flagships are defined as hero units, and their presence in battle is indicated by adding an additional 5% bonus to the total damage.

The Drunken Admiral is another hero unit whose movements are randomly assigned via a dice roll. Any team that manages to find the Drunken Admiral receives a D6 roll that corresponds to:

1. A additional 1% damage in your next battle
2. A loss of 1% damage in your next battle due to a drunk crew
3. The unit that discovers the Drunken Admiral will move randomly in the next turn due to a drunk navigator.
4. The team receives 500 points worth of repairs.
5. The team loses 500 points of ship health as the repair crews get drunk.
6. Absolutely nothing as your Captain knows better than to drink with a Drunken Admiral.




Oops - You're Drunk

You got distracted during the party and the ISP snuck into the bridge and messed with the navigational controls.

You receive one random movement this turn.


(I hear it's towards an awesome party)



Party with the Sector Admiral

While partying with the ISP he tells you about some new turbolaser modifications.


You receive a 1% damage bonus



Oops - You're Drunk

The ISP lost his footing during the party and spilled his Seagram Escapes all over your weapon's console.


-1% damage until you repair the system



Party with the Sector Admiral

The ISP didn't want the party to stop because the damage to your ship is impacting the keg pressure. He's skipping you ahead in the repair line.


You receive 500 repair points



Oops - You're Drunk

Despite your best efforts, the ISP partied last night with the whole hangar deck crew. None of them have reported to duty.


-500 repair points



Party with the Sector Admiral

Raise a toast to you! You partied with the ISP and held your own. Despite all the Seagram Escapes you have no ill effects.

No impact



10.0 Fog of War

- Ships in deep space / transit will remain known only to the Team to which they belong.
- Ships above worlds that have recently changed hands – full report of who and what is there.
- Ships above worlds that have not been contested/been held for at least 2 turns – no report except for enemy presence detected.
- Battle outcomes will be made public given battles take place in view of the public!



11.0 Points – Winning and Losing

The winner is the team who have accumulated the most points at the end of the 30 turn game. Points are generated in two ways:

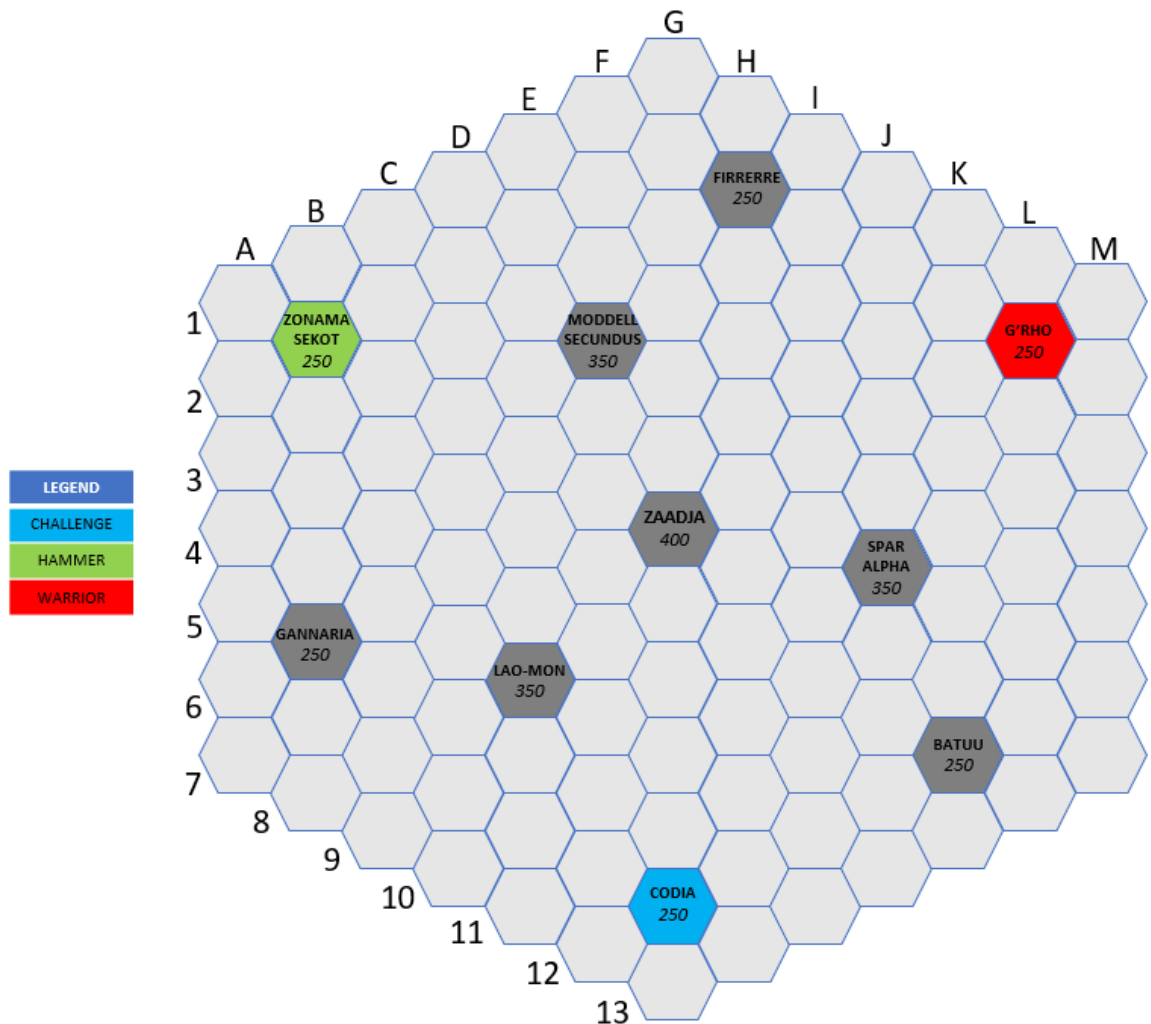
11.1 Territory Points

As mentioned above each system generates points per turn.

11.2 Battle Points

1% of all damage a team does to the enemy per battle is taken as a bonus point for use in the final scores. The winner of the battle receives a double bonus.

12.0 Battle Map



13.0 Appendix



Shiplist - STARFIGHTERS

Ship Name	Abrv.	Ship Type	Base Cost	Cost Per Fighter	Armament (Attack Rating)	Durability (Hit Points)
TIE Fighter	T/F	Basic Fighter	60	5	70	50
Z-95 Headhunter	Z-95	Basic Fighter	60	5	70	50
T-Wing	T-W	Basic Fighter	60	5	70	50
R-41 Starchaser	R-41	Basic Fighter	60	5	70	50
TIE Bomber	T/B	Bomber	100	8	115	85
Y-Wing	Y-W	Bomber	100	8	115	85
Assault Gunboat	GUN	Bomber	100	8	115	85
TIE Advanced	T/A	Fighter	100	8	100	100
X-Wing	X-W	Fighter	100	8	100	100
TIE Interceptor	T/I	Interceptor	100	8	125	75
TIE Phantom	T/Ph	Interceptor	100	8	125	75
A-Wing	A-W	Interceptor	100	8	125	75
TIE Defender	T/D	Advanced Fighter	150	13	130	175
B-Wing	B-W	Advanced Fighter	150	13	130	175
Missile Boat	MIS	Missile Boat	200	17	270	140

Shiplist - STARSHIPS

Ship Name	Abrv.	Ship Type	Base Cost	Squadrons Carried	Armament (Attack Rating)	Durability (Hit Points)
Luxury Yacht 3000	LT3000	The Drunken Admiral	40		0	20
Assault Transport	ATR	Combat Transport	160		140	185
Escort Shuttle	E/S	Combat Transport	140		150	135
Escort Transport	ETR	Combat Transport	140		100	185
Corvette	CRV	Small Starship	270		320	230
Lancer Frigate	L/FRG	Small Starship	340		450	275
Modified Corvette	M/CRV	Small Starship	350		480	275
Raider Class Corvette	R/CRV	Small Starship	350		480	275



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Nebulon B Frigate	FRG	Medium Starship	500	2	650	450
Carrack Cruiser	CRKC	Medium Starship	500	1	450	650
Escort Carrier	ESC	Medium Starship	500	6	250	850
Modified Frigate	M/FRG	Medium Starship	700	2	950	600
Arquitens Cruiser	A/CRS	Medium Starship	700	1	775	775
Strike Cruiser	STRKC	Medium Starship	700	1	850	700
Dreadnaught	DREAD	Large Starship	800	1	900	875
Interdictor **	INT	Medium Starship	1000	2	750	750
Assault Frigate	A/FRG	Large Starship	1000	1	1500	800
Victory Star Destroyer	VSD	Large Starship	1000	2	1000	1300
MC80	MC80	Large Starship	1100	6	1000	1600
Victory II Star Destroyer	VSDII	Large Starship	1100	2	1200	1400
MC90	MC90	Huge	2400	6	2400	3700
Imperial Star Destroyer	ISD	Huge	2400	6	2400	3700
Imperial II Star Destroyer	ISD II	Huge	3000	6	2650	5000
Super Star Destroyer	SSD	Super Huge	19500	12	5200	46000
Platform A	PLT A	Base	1500	2	1500	2000
Platform B	PLT B	Base	1500	2	1750	1750
Platform C	PLT C	Base	1500	2	1950	1500

